

# Viewers' guide to Twenty20 cricket

Cricket's 20-over variant is a fast-paced affair featuring aggressive batting in which time is of the essence and the rules favour the batsman over the bowler for a free scoring game

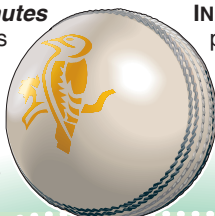
**BASIC RULES** **OVERS:** Maximum **1 hour 15 minutes** to bowl 20 overs. One over equals six fair deliveries by bowler

**FIELDING TEAM:** Restrictions on fielding positions also favour attacking play

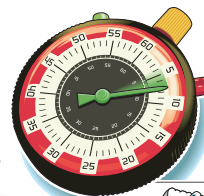
**INNINGS:** One innings per team – 20 overs per innings

**BATTING TEAM** Limited duration match demands quick run-scoring

**PENALTIES:** Six-run penalty for each over not bowled, five runs for time-wasting



Kookaburra  
Turf ball



## BOWLER

Fielding restrictions

**30-yard line:**

During first six overs – maximum two fielders **outside**

Remaining 14 overs – maximum five fielders **outside**

Wicketkeeper

Diameter  
15 yards

Diameter  
30 yards

**Legside** (opposite side of pitch for left-handed batsman):  
Maximum five fielders at all times

Bowls maximum of **four overs**. One fast, short-pitched ball per over allowed

## BATSMAN

**Timed out:** Must be in position to bat within **90 seconds** of fall of previous wicket

Forcing batsman on to defensive can give advantage to fielders occupying infield

**UMPIRES:** Two on field.

Third umpire studies TV replay, indicates decision using red light for out, green for not-out

