HUNDRED BALL CRICKET

It's 100 balls per innings. Whoever scores the most runs wins.

The fielding side change ends after 10 balls.

Bowlers deliver either five or 10 consecutive balls. The captain decides.

Each bowler can deliver a maximum of 20 balls per game.

Tight wides, included leg side wides.

TIMEOUT

Each bowling side gets a strategic timeout of up to two and a half minutes.

The coach can walk out to the middle of the ground and discuss tactics with their players mid game.

POWERPLAY

A 25-ball powerplay for each team.

Two fielders are allowed outside of the initial 30-yard circle during the powerplay.

Five fielders are allowed outside of the 30 yard circle after the powerplay.