



# **Official Rules of Indoor Cricket**

**April 2018**

**Cricket Australia are the custodians of the ‘Official Rules of Indoor Cricket’ (the *Rules*). The Rules will be reviewed from time to time by the World Indoor Cricket Federation (*WICF*) in conjunction with Cricket Australia. No amendments must be made to the Rules without the prior written approval of both Cricket Australia and the WICF.**

Official Rules of Indoor Cricket developed by David Shepley.

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# FOREWORD

Dear Player,

This book contains the Official Rules of the sport of Indoor Cricket, as endorsed by the World Indoor Cricket Federation, the international recognised governing body for the sport.

Indoor Cricket has its origins in Western Australia in the late 1970's. Over the years, the game has spread to many countries across the world and a number of improvements to the rules have been made to make the game more exciting.

Indoor Cricket offers you many opportunities to develop your cricket skills and be part of a great social environment at your local Indoor Cricket centre. There are also many levels of competition ranging from regional, national and international tournaments at open, junior and master's levels.

Whatever your skill level and motivation, you'll find every match to be enjoyable and challenging. Please take a few moments to look through this book and keep it handy as you enjoy the game. As with most sports, the rules are quite simple. Although sometimes a situation requires expert interpretation - and your match umpire is trained to adjudicate the rules of the game with absolute impartiality.

The most important thing to remember is that you are playing a great game, and the staff at your Indoor Cricket centre want to see you enjoy yourself.

All the best in your Indoor Cricket career and may you and your team enjoy the success your best efforts deserve.

## **SECTION 1 - RULES OF THE GAME**

### **RULE 1 - FIELDING A TEAM**

- A. A game is played between two teams, each with a maximum of 8 players
- B. No team can play with less than 6 players
- C. A scheduled game must proceed if a minimum of 6 players for each team are present.
- D. To take part in a match, a player must be able to bat and bowl, except in the case of the Substitutes Rule. [See Rule 8]
- E. A team must nominate a captain for each game. A key role of the captain is to encourage their team to display a high level of fair play and sportsmanship.

### **RULE 2 - THE GAME**

- A. The game consists of 1 batting and 1 bowling innings per team.
- B. Each innings consists of 16 overs. For simplicity in these rules, all references will be to 6 ball overs.
- C. The run deduction for a dismissal will be 5 runs, and other penalties (such as misconduct or uniform penalties) will be 5 runs or multiples of 5 runs.
- D. Each player must bowl 2 overs except in the case of the Player Short/ Substitutes/ Injured Players Rule. [See Rule 8]
- E. Prior to the start of each over, the umpire must be advised of the bowler's name for the game to start/resume.
- F. A bowler must not bowl 2 consecutive overs. The fielding team will be penalised 5 runs for each over offended.
- G. A delivery commences from the moment a bowler (with the ball in their hand) starts their run up and continues until the same time of the next delivery.
- H. A batting innings is divided into 4 sections. Each section consists of 4 overs.
- I. The batting team bat in pairs with each pair batting for 4 overs.
- J. Upon arrival at the batting crease, the batters must inform the umpire of their respective names for the game to start/resume.
- K. Batters continue batting for the entire 4 overs, whether they are dismissed or not. When a batter is dismissed, 5 runs are deducted from their team's score
- L. Batters must change ends at the completion of each over.
- M. No batter may bat more than once, except in the case of the Player Short/ Substitutes/ Injured Players Rule. [See Rule 8]
- N. A team is not allowed to declare an innings closed.
- O. The team compiling the higher number of runs will be the winner.
- P. The Skins Scoring System (Skins) is the principal game format played. Skins provides additional levels of strategy and interest to all matches regardless of the total team score. The following rules apply when using the Skins format:
  - i. Win and Skin Points
    - a. A total of 7 points are allocated to each game.
    - b. The winning team receives 3 points, both teams receives 1.5 points for a tie and the team that loses receives 0 points.

- c. The corresponding batting pairs in each team (that is: partnership 1v1; 2v2; 3v3; 4v4) will compete for an additional point (known as a “Skins” point) which will be given to the pair making the highest partnership. One Skins point is available offered for each corresponding pair, making a total of 4 skins points per game. A tied batting pair will jackpot the skins point forward to the next pair or backwards in the case of the last pair.
- ii. No Balls, Wides and Legside Deliveries  
All Wides, Legsides and No Balls bowled in the final over of each batting partnership will be re-bowled at the batter's discretion. This is irrespective of whether runs are scored from the delivery or a dismissal occurs.
- iii. Misconduct  
Any misconduct and uniform penalties will be applied in the following way:
  - a. Individual Penalty  
When batting: to be applied against the offending player's batting partnership.  
When fielding, or not on the court batting: to be applied against the offending player's batting partnership.
  - b. Team Penalty  
Any team penalties (such as a time penalty) will be applied against the partnership of the offending team's captain.
- iv. Ladder Position  
The Ladder position for skins competitions will be determined by the following criteria:
  - a. Highest Total Points (Wins and Skins)
  - b. Highest number of Outright Wins (if equal on total points)
  - c. Highest number of Skins Points (if equal on total points and outright wins)
  - d. Highest Percentage (if equal on all the above)

Note: A draw or tie counts as half a win.
- v. Ineligible Player/Forfeit/Team withdrawing from Competition: Points for Non-Offending Team  
The non-offending team will be awarded a win (3 points) plus the average skins points scored against the offending team to that point of the competition. (Calculated to the nearest whole number.)
- vi. Tied Finals:
  - a. Minor Finals: If a Minor Final is tied at the completion of 16 overs for each side, the game will be awarded to the team who finished highest on the ladder in the preliminary matches.
  - b. Grand Finals: A mini game of 8 overs each will be played. The team with the highest score will win. If the scores are tied, the team who wins the highest number of skins will be declared the winner. If the skins are also tied, the game will be awarded to the team who finished highest on the ladder in the preliminary matches.

### **RULE 3 - UNIFORMS**

- A. Players must be dressed as follows:
  - **Tops:** Matching colour shirts (leisure shirt or T-shirt). Teams may combine shirt styles, but colours and logos must still be matching.
  - **Pants:** Males - long or short sports pants. Females - long or short sports pants, or sports skirts.
  - **Footwear:** Rubber soled sports shoes that will not mark the court surface.
- B. Players are not permitted to play in jeans, socks, leather-soled shoes or barefoot.
- C. A penalty of 5 runs will be deducted from a team's batting score for every unacceptable item of apparel. The team batting first will have any uniform penalties deducted at the start of the offending player's partnership. The team batting second may have uniform penalties deducted at the commencement of the second innings. Umpires are not to "cancel out" the uniform penalties of one team against another.
- D. The maximum team penalty for incorrect uniforms in any match will be 10 runs.
- E. Captains may not appeal for uniform penalties after the commencement of the second over of the second innings.
- F. The umpire will be the initial judge of the correctness of a uniform. However, in the event of a dispute, particularly about colour, the duty manager will have the final decision.

### **RULE 4 - THE TOSS**

- A. The umpire or duty manager will toss a coin or token to determine the order of the innings. The umpire or duty manager will advise which team is to call.
- B. Teams may negotiate the order of innings prior to the toss with the consent of the umpire or duty manager.

### **RULE 5 - PLAYING EQUIPMENT**

- A. **Bats:** Must be made of wood with dimensions no larger than 96.5 cm in length and 10.8 cm in width and have a suitable bat grip. If an umpire is not satisfied with the suitability of a bat or bat grip, they should not allow it to be used. Note: Bat grips must be of a non-slip material and in good order.
- B. **Batting Gloves:** A batting glove (which completely covers the hand from the wrist) must be worn on each hand by both batters. If an umpire notices a batter is not wearing two suitable gloves, play must not continue until 2 gloves are worn.
- C. **Wicket Keeping Gloves:** The wicket keeper has the option to wear 0, 1 or 2 suitable gloves. The gloves may be wicket keeping or batting gloves, or a combination of both. No other style of gloves from other sports are permitted. Keeper's gloves may only be worn by the wicket keeper in the approved area. [See Rule 9D]
- D. **Fielding Protection:** Players may wear suitable protective equipment when fielding provided the safety of that player and all other players on the court is not compromised. As a guide, any protective equipment worn on a player's head should be made of soft material or thin fibreglass and should conform to the contour of the player's face/body and have no protrusions or sharp edges. The decision to allow players to use protective equipment rests with the duty manager.

- E. Balls: The centre will supply a recognised Indoor Cricket ball for each match. Teams must not supply their own. Any player or team found substituting or deliberately scuffing, gouging, or attempting to reshape the ball will be penalised 10 runs for ball tampering.
- F. Protective and other equipment not in immediate use must be placed outside the court until required. Players will be warned to remove unused protective and other equipment. Refusal to do so will result in a 5 run penalty to the offending team.
- G. The Stumps should preferably be "Wilkins" style collapsible stumps to assist in player safety. The base plate is part of the stumps.
- H. Bails may be wooden or plastic and should be tied to the stumps to assist in player safety.

## **RULE 6 - THE UMPIRE**

- A. Before each game, an umpire will be appointed to adjudicate the rules of the game with absolute impartiality.
- B. Teams will have no choice in the appointment of the umpire.
- C. The umpire may only be changed at the discretion of the duty manager.
- D. The umpire must use the correct hand signal when making a (verbal) call such as for "Play" or "No Ball". (See Section 5)
- E. The umpire has the right to alter their decision provided it is done promptly.
- F. The umpire's ultimate decision during a game is final. No dispute, written or otherwise, will alter the result.
- G. The umpire will be the sole judge of fair and unfair play
- H. The captain of the fielding side or the batter at wicket may seek clarification regarding an umpire's decision. Once the umpire has replied, any further talking to, at or about the umpire, or their decision, may be penalised.

## **RULE 7 - ARRIVAL/LATE PLAYER/S**

- A. All teams are to be present at the games counter a minimum of 5 minutes prior to the scheduled commencement of their game to do the toss.
  - i. Any team failing to arrive on time will forfeit the right to a toss. The non-offending team can choose to field first or wait until the offending team has 6 players present and bat first.
  - ii. If both teams are late, the first team to have 6 players present will have the right to choose to bat or field first.
- B. All forfeits will be declared at the discretion of the duty manager.
  - i. Any player known or expected to arrive late must be nominated by the team captain to the umpire or duty manager and opposition captain prior to the commencement of the game.
  - ii. Individual player/s arriving late may take part in the match providing their arrival is before the commencement of the 13th over of the first innings.



- iii. A team captain may ask for the consent of the duty manager to allow a late player to participate after the 13th over of the first innings. This player may not bat or bowl and is regarded as a late player, not a substitute, and may keep wickets if their team is fielding.
  - iv. Player/s who arrive late to field, must wait until the end of the over in progress before entering the court and report to the umpire.
- C. No player obviously under the influence of alcohol or drugs will be allowed to take part in, or continue in, a match for safety reasons. The duty manager or umpire must remove any offending player from the game. The player may face further disciplinary action.

## **RULE 8 - PLAYER SHORT/SUBSTITUTES/INJURED PLAYERS**

### **PLAYER SHORT**

- A. If a team is 1 player short:
- When batting: after 12 overs, the captain of the fielding side will nominate 1 player to bat again in the last 4 overs with the remaining batter.
  - When fielding: after 14 overs, the captain of the batting side must choose 2 players to bowl the 15th and 16th overs. The non-consecutive over rule applies.
- B. If a team is 2 players short:
- When batting: after 12 overs, the captain of the fielding side will choose 2 players to bat again in the last 4 overs.
  - When fielding: after 12 overs, the captain of the batting side must choose 2 players to bowl 2 of the last 4 overs. The non-consecutive over rule applies.
- C. If a selected player is not available to bat again, a 10 run penalty will apply and another player must be selected. This rule does not apply to a player who leaves the game early for legitimate reasons and both captains and the umpire had prior knowledge of the player's early departure
- D. When a team is reduced to less than 6 players (irrespective of the reason) and a substitute is unavailable, the offending team will forfeit the game. [See Rule 1B]

### **SUBSTITUTES**

- E. A substitute player is one who joins the game, after it has officially commenced, to replace an existing player who is incapable of completing the game due to injury or illness suffered during the game. This may only occur on the approval of the umpire or duty manager.
- F. Substitutes only apply to a team's fielding innings. Batters who are unable to complete their allocated overs due to injury or illness are not substituted, but merely replaced by a nominated team member. [See Rule 8M (i)]
- G. A substitute player cannot bat, bowl or wicket keep.
- H. A substitute must be in the correct uniform or uniform penalties will apply.
- I. A team may not use a substitute pending the late arrival of a nominated player.
- J. Once substituted, a player may take no further part in the match.

## **INJURED PLAYERS**

Injuries to players are classified into two categories: players who suffer blood-related injuries and players who suffer non-blood related injuries:

### **K. Blood Related Injuries**

- i. A player suffering a blood related injury must leave the court for further treatment unless any minor bleeding can be contained within a maximum of 2 minutes. The injured player and any attending medical staff should ensure that no blood contaminates the court or its fittings or fixtures. Any blood that contaminates the court or its fitting or fixtures must be removed before play can resume.
- ii. The injured player must remove and replace any blood-contaminated clothing and wash off any blood on their body before re-joining the game.
- iii. Players must leave the court to have any surface blood washed off their body.
- iv. A player leaving the court for a blood related injury can have a "Blood Replacement Player" replace them until the injury has been attended to.
- v. If the injured player was fielding and is unable to return to the game, the Blood Replacement Player will continue the game as a Substitute Player.
- vi. Any player that leaves the court to attend to a blood related injury must wait until the end of the over in progress before returning to the game.
- vii. The injured player must receive a clearance from the umpire before re-joining the game.
- viii. A Blood Replacement Player cannot bat, bowl or wicket keep.

### **L. Non-Blood Related Injuries**

- i. Players who suffer a non-blood related injury will be allowed a maximum of 2 minutes to attend to their injury.
- ii. After this time, if the player is not able to recommence play, the umpire will ask the player to leave the court to recover from their injuries provided the player can do so safely.
- iii. A player may return to the game after they have recovered from their injuries, provided they have not been Substituted when fielding.
- iv. Any player that leaves the court to attend to an injury must wait until the end of the over in progress before returning to the game.
- v. Any substitute who replaces an injured player cannot bat, bowl or wicket keep.

### **M. Replacing injured players**

In the case of a blood or non-blood related injury, the following conditions will apply if a player has to leave the court:

- i. When batting: If a batter is injured, the captain of the fielding side will nominate 1 player from the batting team to complete the injured batter's remaining overs.
- ii. When fielding: If a bowler is injured during their 1st over, 1 player is to be nominated to complete the over. The incapacitated player's 2nd over will be bowled after the 12th over and the same or another player may be chosen by the opposing captain. The non-consecutive over rule applies in both scenarios.

- iii. Any bowler who is genuinely injured after attempting a delivery, and cannot complete their remaining deliveries, may be allowed to remain on the court to field in any position, except as a wicketkeeper. The fielding captain must ensure that this situation displays a high level of fair play. The final decision to allow this to happen rests with the duty manager.
- iv. An injured player may be guided by the opinion of a medical official, if in attendance, to leave the court for further treatment.

## **RULE 9 - FIELD PLACEMENT**

### **A. Fielders Per Half Court**

The court is divided into two halves with the dividing line being the non-striker's running crease. No more than 4 fielders may be in either half of the court from the moment the bowler commences their run up until the ball leaves the bowler's hand. Fielders are judged as being on either half of the court by their foot placement. On the line is considered in the other half. If this rule is contravened, the umpire will call and signal "No Ball".

### **B. Fielders on Pitch**

With the exception of the bowler, no fielder (including a wicket keeper), can move on or extend over the pitch from the commencement of the bowler's run up until the ball is played at by the batter or passes the striker's wickets. If this rule is contravened, the umpire will call and signal "No Ball".

### **C. Exclusion Zone**

An Exclusion Zone will be marked in an arc extending at a radius of 3 metres from the batting crease. No fielder can move on or extend over the Exclusion Zone from the commencement of the bowler's run up until the ball is played at by the striker or passes the striker's wickets. A wicket keeper may move into the Exclusion Zone after the ball has been bowled provided they are legitimately getting in position to field the ball, and they do not pass forward of the imaginary line through the stumps. If this rule is contravened, the umpire will call and signal "No Ball".

### **D. Wicket Keeper**

- i. A fielder is classified as a wicket keeper if they take up position behind the stumps at the striker's end in the area designated for the wicket keeper.
- ii. The area designated for the wicket keeper is between the imaginary lines extending along the extremities of the pitch to the back net and the line running at right angles through the stumps at the striker's end. (See diagram on court layout at the end of the rules.)
- iii. The wicket keeper must take up a position with both feet wholly inside the designated area and cannot move out of that area until the bowler has bowled the ball. If this rule is contravened, the umpire will call and signal "No Ball".
- iv. A wicket keeper may move into the Exclusion Zone after the ball has been bowled provided they are legitimately getting into position to field the ball, and they do not pass forward of the imaginary line through the stumps. If this rule is contravened, the umpire will call and signal "No Ball".

- v. The wicket keeper cannot take a delivery either from in front of, or from the side of the wickets, unless the ball first strikes the batter's body or equipment. If this rule is contravened, the umpire will call and signal "No Ball". Note: this rule does not apply to a wicketkeeper receiving the ball that has been returned towards the stumps by a fielder.
- vi. The wearing of gloves by the wicket keeper is optional. [See Rule 5C]
- vii. A wicket keeper is optional.

## **RULE 10 - PLAY BALL/LIVE BALL/DEAD BALL**

### **PLAY BALL/LIVE BALL**

- A. The game commences once the players take up their positions and the umpire calls and signals "Play".
- B. The ball remains "live" throughout the over unless the umpire call and signals "Dead Ball", "Over" or a wicket falls.
- C. Play cannot recommence after the fall of a wicket, or a call of "Dead Ball", or before the start of a new over, until the umpire call and signals "Play".
- D. It is the batter's responsibility to have taken strike when the bowler is ready to bowl provided the batter has been given reasonable time to do so. The umpire will be the sole judge of what is "reasonable time".

### **DEAD BALL**

There are several types of Dead Balls and each has different qualities.

- E. **Automatic Dead Balls** - No bonus or physical runs can be scored or wickets lost. The ball must be rebowled.
  - i. The bails are off either set of stumps when the bowler commences their run up.
  - ii. Any ball that leaves the court, except a ball leaving the court from an attempted run out by a fielder.
  - iii. Any ball, after being struck by the batter, that lodges in the net or corner conduit. The original batter must face the rebowled delivery.
  - iv. The bowler attempts an illegal mankad. The batting side will receive 2 runs for the "No Ball". [See Rule 17F(iv)]
- F. **Discretionary Dead Balls** - The decision to have the ball rebowled or to allow runs scored or to apply penalties for wickets taken will be at the discretion of the umpire.
  - i. An injury to a player.
  - ii. The batter did not have enough time to take strike before the bowler delivers the ball.
  - iii. The bat accidentally leaves the batter's hands from playing a shot at the ball.
- G. **Special Case Dead Balls** - The ball is not rebowled.
  - i. The ball after being bowled hits a fielder. A special call of "No Ball, Dead Ball" is made and the batters will receive 2 runs.
  - ii. The ball leaves the court from an attempted run out by a fielder. The score (net zone and physical runs) completed when the ball leaves the court will count.

- iii. A ball, when bowled, hits the top or side net. The umpire will call and signal "No Ball, Dead Ball" and the batters will receive 2 runs.
- iv. A wicket falls, excluding a mankad.
- v. The umpire calls and signals "Over".
- vi. The captain of the fielding team or the batters at the wicket are permitted to request a "Dead Ball" under the following conditions: player injury; ruling; score clarification or clothing adjustment. Requests may be made verbally or by umpire's "Dead Ball" signal.

Note: If the umpire is required to intervene during a dispute for misconduct or unfair play, the ball is automatically dead from the time of intervention until "Play" is called. The ball is Dead whether or not the umpire calls "Dead Ball". No runs can be scored or wickets taken during the intervention. However, the result prior to the intervention will stand.

## **RULE 11 – SCORING**

A. Runs may be scored in the following ways:

- i. When both batters cross between the batting crease and the non-striker's crease, and make good their ground, 1 run is scored. This run is referred to as a "physical run". Physical runs can be attempted at any time the ball is live.
- ii. Bonus runs defined in Rule 11A(iii), 11A(vi), 11B(i), 11B(iv) and 11E will only be scored if the batters successfully make a physical run as described in Rule 11A(i).
- iii. Bonus net runs are scored when a batter hits the ball with the bat or the hand/s holding the bat into perimeter netting. This includes balls unintentionally deflected off the bat or batter's hand/s holding the bat onto protective equipment, deflected by fielders and unintentionally deflected from the non-striker's body or equipment. The following bonus net runs will apply:

ZONE A (FRONT NET)	0 RUNS
ZONE B (SIDE NET)	1 RUN
ZONE C (SIDE NET)	2 RUNS
ZONE D (BACK NET)	4 RUNS ON BOUNCE
ZONE D (BACK NET)	6 RUNS ON FULL
ZONE B OR C ONTO ZONE D	3 RUNS

(See diagram on court layout at the end of the rules.)

The scoring zone that the ball strikes first will count except for a ball coming off Zone B or C onto Zone D.

The top net is neutral. A ball hit via the top net onto the Zone D net on the full scores 6 bonus runs for the batting side.

- iv. When a fielder causes an overthrow, (additional) physical runs will be scored when the batters cross between the batting crease and the non-striker's crease and make good their ground. An "overthrow" results from the deliberate effort of a fielder throwing, slapping or kicking the ball in an attempt to strike the wicket and cause a run out.
  - v. The batting team will be credited with a 2 run penalty for a "No Ball", "Wide" or "Legside".
  - vi. If the batter hits a "No Ball" into a scoring zone, the zone score will be added to the 2 run penalty, provided the batters also complete a physical run.
  - vii. Any physical runs made off a "Wide" or "Legside" will be added to the 2 run penalty.
  - viii. When the non-striker holds their crease and a bowler makes an unsuccessful mankad attempt in any over, the non-striker will be credited with 2 runs. (See Rule 17F v & vi)
- B. Reasonable Control
- i. If an umpire believes the fielder does not have "reasonable control" of the ball whilst attempting to run out the batter, and it hits a scoring zone, the relevant bonus runs will apply.
  - ii. Reasonable control may be defined as the fielder noticeably changing the direction of the ball from its original path to the direction of the intended target wickets. Slapping and kicking the ball fall within this definition. The exception to a fielder noticeably changing the direction of the ball is when a ball is hit by the striker down the pitch towards the bowler's stumps. In this situation in the umpire's opinion, the bowler or a fielder needs to make deliberate, physical contact with the ball and it continues towards the stumps for it to be considered reasonably controlled.
  - iii. Any scoring zones struck from a reasonably controlled attempt will not result in bonus runs being scored. If the umpire is uncertain that the ball was reasonably controlled, the scoring zone score will count.
  - iv. A ball deflected by a fielder into a scoring zone after the ball has been hit by the striker's bat or the hand/s holding the bat, will score the relevant zone score. [See Rule 11A(iii)]
- C. Balls deflected into scoring zones off the batter's body (such as their leg) where no contact has been made with the bat will not score bonus runs. Only physical runs may be scored.
- D. If a batter is given "out", the batting team will lose 5 runs. Any runs scored off that delivery up until the time of dismissal will not count.
- E. Where a ball strikes a zone scoring tape or corner conduit, the higher zone score will count.
- F. In case of a scoreboard error, the scoreboard will be assumed to be correct unless the captain of the fielding team or either batter on the court queries the score before the commencement of a new over. Or before the players leave the court in the case of the last over of each innings.

## **RULE 12 - NO BALL**

### **A. "No Ball" will be called when:**

- i. The ball is clearly/blatantly thrown, not bowled. If the umpire is not totally satisfied with the fairness of the delivery, "No Ball" will be called at the moment of delivery. Note: As a guide, the bowler's arm should remain straight during the delivery action. However, if the bowler's elbow remains bent throughout the delivery action, this may also be a fair delivery. An illegal bowling action would be where the bowler's delivery arm changes from straight to bent or vice versa during the delivery action.
- ii. Any part of the bowler's front foot is not grounded inside the return crease and behind the popping crease at the moment of delivery. Note: Any part of the front foot on the line is a "No Ball". This rule does not apply to a bowler's back foot.
- iii. Any part of the ball, when bowled underarm, pitches on or before the underarm line.
- iv. There are more than 4 fielders in either half of the court from the start of the bowler's run up until the ball is delivered. [See Rule 9A]
- v. A wicket keeper moves outside their designated area before the bowler has bowled the ball. [See Rule 9D(iii)]
- vi. A wicketkeeper takes a delivery in front or from the side of the stumps, unless the ball first strikes the batter's body or equipment. [See Rule 9D(v)]  
Note: this rule does not apply to wicketkeepers receiving the ball that has been returned towards the stumps from a fielder.
- vii. A fielder, other than the wicket keeper, has any part of their body in the wicket keeper's area or exclusion zone until the ball is played at by the striker or passes the striker's wickets. [See Rules 9C & 9D(i)]
- viii. A bowler changes style of bowling (i.e. overarm to underarm, left arm to right arm or vice versa) or changes sides of the wicket (i.e. from over to around or vice versa) without first informing the umpire. [See Rule 14]
- ix. A bowler deliberately depresses the back or side net with any part of their body in an attempt to gain an advantage in their run up.
- x. The ball, when bowled, passes over or would have passed over the striker's front shoulder on the bounce or above the waist on the full when the striker is in a normal stationary batting stance at the time of the bowler's delivery stride. This is regardless of the ball hitting the striker's bat or body. A striker must have part of their back foot behind the batting crease when the ball passes or would have passed the crease to be entitled to the call of No Ball (height). The back foot need not necessarily be grounded behind the batting crease. Note 1: The umpire may regard an exaggerated batting stance in the crouched position as unfair play. Note 2: A batter is entitled to a No Ball (height) call if they either take their guard outside the batting crease or advance down the wicket towards a delivery and then retreat into their batting crease by getting part of their back foot behind the crease by the time the ball reaches it.

- xi. Any part of the ball, after being bowled, that initially lands off the pitch before reaching the batting crease.
  - xii. Any delivery that bounces more than twice before being played at by a batter or reaches the batting crease.
  - xiii. A mankad is illegally attempted. The umpire will call and signal "No Ball, Dead Ball". The ball will not count as part of the over and 2 runs will be added to the batting team's score. [See Rule 17F(iv)]
  - xiv. The ball, after being bowled, hits the top or side net before reaching the batter. The umpire will call and signal "No Ball, Dead Ball" and the batter will be credited with 2 runs. The ball will not be rebowled except if it is in the last over of a batting pair and may be rebowled at the batter's discretion. [See Rule 2P (ii)]
  - xv. A fielder, with the exception of a bowler, moves onto or extends over the pitch from the commencement of the bowler's run up until the ball is played at by the striker or passes the striker's wickets. [See Rule 9B]
- B. A batter can be given "out" off a "No Ball" in any of the following circumstances:
- i. If the striker is run out by the wicket keeper. [See Rule 17C(i)(c)]
  - ii. If in attempting a run, either batter is run out. [See Rule 17C(ii)]
  - iii. If either batter deliberately interferes with the fielding team. [See Rule 17G(ii)]
  - iv. If the ball is hit twice other than to protect the wickets. [See Rule 17G(iii)]
- C. Any batter dismissed off a "No Ball" will be penalised 5 runs and the 2 runs for the "No Ball" is negated by the dismissal.
- i. A "No Ball" is included as part of an over except in the last over of each batting pair where it may be rebowled at the batter's discretion. [See Rule 2P (ii)]
  - ii. Any "No Ball" bowled in the last over of a batting pair may be rebowled at the batter's discretion. The umpire must ask the batters immediately if the ball is to be rebowled. The batters must decide before the next ball is bowled. Any penalties, runs or wickets resulting from the "No Ball" delivery will count regardless of whether the ball is rebowled or not. [See Rule 2P (ii)]
  - iii. A "No Ball" incurs a penalty of 2 runs, which is added to the batting pair's score. Runs scored by hitting any net zone and/or physical runs are also added to the score. [See Rule 11A (vi)]

## **RULE 13 - WIDE AND LEGSIDE WIDE BALLS**

- A. A "Wide" will be called when: any part of the ball passes on the striker's off-side, outside the intersection of the batting crease and the edge of the pitch, without being touched by the striker's body or equipment. Any part of the ball passing on the line will be deemed "Wide"
- B. A "Legside" wide will be called when any part of the ball passes outside the intersection of the batting crease and the legside line without being touched by the striker's body or equipment. Any part of the ball passing on the line will be deemed "Legside". A ball passing between the batter and the stumps is not a legside wide.



- C. For the purpose of identification, the edge of the pitch will be taken as the offside line, and the point 45cm from the centre stump will be taken as the legside line
- D. Batters may be dismissed by all forms of dismissal when a "Wide" or "Legside" is bowled, bearing in mind that if a ball is struck by the striker's body or equipment, it is no longer a "Wide" or "Legside".
- E. The penalty for a "Wide" or "Legside" is 2 runs, which will be added to the batting pair's score, plus any additional physical runs scored. [See Rule 11A vii]
- F. A batter dismissed off a "Wide" or "Legside" will be penalised 5 runs and the 2 run bonus for the "Wide" or "Legside" is negated by the dismissal
- G. A "Wide" or "Legside" counts as part of the over, except in the last over of each batting pair where it may be rebowled at the batter's discretion. [See Rule 2P (ii)]
- H. All "Wides" or "Legsides" bowled in the last over of a batting pair may be rebowled at the batter's discretion. The umpire must immediately ask the batters if the ball is to be rebowled. The batters must decide before the next delivery is bowled. All scores, penalties or wickets from the "Wide" or "Legside" delivery will count regardless of whether the ball is rebowled or not. [See Rule 2P (ii)]

#### **RULE 14 - BOWLER CHANGING DIRECTION/STYLE**

- A. A bowler must advise the umpire if they intend to change their bowling style such as overarm to underarm, left arm to right arm or vice versa. Or sides of the wicket such as over the wicket to around the wicket or vice versa.
- B. The umpire must verbally advise the players and use the correct hand signal to indicate to the bowler that their change of bowling style/direction has been noticed. The onus is on the fielding team to ensure that the umpire is aware of the bowling change.
- C. When a bowler changes direction or style, the change is to both batters unless a difference is advised.
- D. The umpire must advise both batters of the change and only one advice need be given unless there is a further change.
- E. "No Ball" will be called if a bowler contravenes this rule.

#### **RULE 15 - BALL LEAVING THE PLAYING AREA**

- A. Any ball, when bowled, that leaves the playing area or lodges in the net or corner conduit as a result of being hit by the striker, will be called "Dead Ball" by the umpire and will be rebowled. This includes balls coming off the striker's bat onto the non-striker or fielders prior to leaving the playing area. No runs will count and the original batter must face the rebowled delivery.
- B. Any ball, when bowled, that leaves the playing area without being touched by the batter or the fielding side will be called "Dead Ball" by the umpire and rebowled.
- C. Any ball that leaves the playing area from an attempted run out by a fielder will be called "Dead Ball" by the umpire. All runs made off the ball prior to it leaving the court will count. Batters must have crossed to be eligible to score a physical run. The ball will not be rebowled.

## **RULE 16 - APPEALS FOR DISMISSALS**

- A. The umpire will not give a batter out unless a fielder appeals. The exception to this rule is where a batter is automatically given out Third Ball by the umpire.
- B. An appeal must be made prior to the next ball being bowled.
- C. An appeal will cover all methods of a dismissal.

## **RULE 17 - DISMISSALS**

The striking batter will retain the strike, after being dismissed, unless the batters have crossed prior to the dismissal. A batter who is "bowled", "stumped" or "leg before wicket" will face the next delivery except when the wicket falls on the last ball of the over. A batter can be given "out" for any of the following dismissals:

- A. **Bowled:** If the wickets are struck by the ball, including coming from the batter's body or equipment, and at least one of the bails is completely removed from a stump. Note: The base plate of the stumps is considered to be part of the wickets.
- B. **Caught:** If a ball, coming from the striker's bat or their hand/s holding the bat, is caught before it touches the ground. The striker will also be out "caught" should the ball pass from their bat onto their body, or vice versa, before being caught.
  - i. A catch may be taken off all perimeter netting except: a direct hit on the full to Zone D (6 runs); any deflection off the top net onto Zone D on the full or any ball deflected from a non-striker or fielder's body directly onto Zone D on the full. The striker will be "not out" and will score 6 bonus runs provided a physical run is made (7 runs in total).
  - ii. The striker will be out "caught" if a ball is hit into the side netting (Zones B or C) before passing onto the back net (Zone D) and is caught without touching the ground.
  - iii. The striker will be out "caught" should a ball hit the non-striker and then be caught before touching the ground.
  - iv. The striker will be given out "caught" if the ball is caught after it has come from their bat or the hand/s holding the bat and then deflected onto their protective equipment or vice versa.
  - v. A batter will be "not out" if the ball comes off the bottom wire securing the nets to the ground.
- C. **Stumped & Run Out:** The difference between "run out" and "stumped" is that in the case of a run out, a batter is either attempting to make a run or not attempting to regain their crease after they have left it. Whilst in the case of a stumping, the batter has left their crease whilst playing a shot at a delivery and is immediately attempting to regain it.
  - i. **Stumped.**
    - a. A batter is stumped when the wicket keeper legally removes the bail/s before the striker, who has left their crease, is able to get any part of their bat or body grounded inside their crease.

- b. The wicket keeper may use the hand/s or the forearm of the hand/s holding the ball or from the ball rebounding directly from the keeper's body onto the stumps to attain a stumping.
- c. A wicketkeeper cannot take a delivery either from in front of, or from the side of the wickets, unless the ball first strikes the batter's body or equipment. If this rule is contravened, the umpire will call and signal "No Ball". Note: this rule does not apply to wicketkeepers receiving the ball that has been returned towards the stumps by a fielder.  
[See Rule 9D(v)]
- d. The striker cannot be stumped off a "No Ball".
- e. The striker can be given "Run Out" off a No Ball, by the wicket keeper or a fielder, if in the opinion of the umpire the striker did not make an immediate and deliberate attempt to regain their crease.
- f. On the line is out.
- g. Only a wicketkeeper can "Stump" a batter.

**ii. Run out:**

- a. A batter is run out when they are out of their crease, while the ball is "live", and the bail/s are dislodged by the ball held by or coming directly from a fielder, before any part of the batter's body or equipment is grounded behind the line of the appropriate crease.
- b. A fielder can run out a batter with either their hand/s or the forearm of their hand/s holding the ball, provided the ball is retained in the hand when they completely remove the bail/s from the wickets.
- c. Either batter can be run out from a "No Ball" as per the conditions described in Rule 17C(ii)(a).
- d. A batter will not be given "out" if the stumps are hit by the ball and a bail/s is not completely removed from the stumps before the batter makes their crease.
- e. A batter will not be given "out" if the ball breaks the wicket after coming directly from a net. Conversely, a batter will be "out" should the ball, having come from a net, be touched by a member of the fielding side before breaking the wicket.
- f. The stumps, when standing, are always "live" irrespective of the bail/s having been removed during the delivery in progress. In this situation with the ball being live, the fielding side need only hit an upright stump with the ball or the hand/s holding the ball to attempt a run out.
- g. The stumps, when standing, must have some part of their base in their normal court position to enable a wicket to be taken.
- h. If the stumps are lying off their base on the ground, the fielding side must re-stand the stumps upright with some part of the base in its normal court position. The fielding side need only hit an upright stump with the ball or the hand/s holding the ball to attempt a run out.
- i. On the line is "out".

- j. The base plate is part of the stumps. A batter will be given "out" if at least one of the bails is completely removed from a stump if the ball hits the baseplate.
- D. **L.B.W.:** If the striker makes no attempt to hit a delivery and it hits their body, the striker will be given "out" leg-before-wicket (LBW) if, in the opinion of the umpire, the ball would have hit the stumps.
- E. **Hit Wicket:** The striker will be out "Hit Wicket" if their body or equipment breaks the stumps whilst either playing the ball or immediately setting off for a run after playing the ball. The baseplate of the stumps is part of the stumps. A batter is not out should they break the stumps whilst trying to regain their crease or complete a run.
- F. **Mankad:** The non-striker will be given out "Mankad" if they leave their crease prior to the ball being bowled and the bowler then completes a delivery action and breaks the stumps with the hand holding the ball.
  - i. A mankad attempt does not have to be in one continuous motion but the ball must remain in the bowler's delivery hand throughout the mankad attempt.
  - ii. The bowler must have the ball at the commencement of their delivery stride.
  - iii. A legitimate mankad dismissal or unsuccessful attempt does not count as part of an over.
  - iv. If a bowler, attempting a mankad, releases the ball towards the non-striker's stumps during their delivery action, the umpire will call and signal "No Ball, Dead Ball". This delivery will not count as part of the over and incurs the "No Ball" penalty. The umpire must call and signal "Play" to re-commence the game.
  - v. When the non-striker holds their crease and a bowler makes an unsuccessful mankad attempt in any over, the non-striker will be credited with 2 runs. The unsuccessful mankad attempt does not count as part of an over and the 2 runs credited will not affect the score off the previous or the following delivery.
  - vi. An unsuccessful mankad attempt is where a bowler completes a bowling action and either breaks the stumps or in the umpire's opinion, holds the ball near the stumps in the hope the non-striker will leave their crease early. Any mankad attempt where the bails are not removed is still considered an unsuccessful mankad attempt. If a bowler wants to warn the non-striker for leaving early and not incur the 2 run penalty, they must complete a delivery action and, in the umpire's opinion, intentionally keep the ball away from the stumps such as finishing their delivery action near the popping crease or continuing through it.
  - vii. If the mankad attempt is successful, the ball does not count as part of the over and does not affect the score off the previous or following delivery.
- G. **Interference:** [See Rule 18]
 

A batter can be given out for interference:

  - i. If either batter deliberately interferes with the ball whilst it is in play.
  - ii. If either batter deliberately obstructs or interferes with any member of the fielding team, bearing in mind that the fielder has the right of way provided they are legitimately fielding the ball.

Note: Even if they are running in a straight line between the batting creases, it is the batter's responsibility to avoid fielders.

- iii. If the ball is struck or stopped by the striker more than once except when preventing the ball from hitting the stumps. This prevention may only be done with the bat or body but not with the hands. No runs may be scored as a direct result of such action. Any attempt to do so would be interference.

Note: Should any player deliberately endanger an opponent's safety, irrespective of the right of way provisions, they will be dealt with under the Misconduct Rule. [See Rule 19]

#### **H. Third Ball:**

- i. Should the score remain unchanged after two deliveries, the umpire will call and signal "Third Ball". This call must be made prior to the commencement of the next delivery. On the next delivery, the score must change, or a dismissal will be recorded against the striker. Should the score be advanced in any way, or a dismissal occurs (including a mankad), the Third Ball count will restart from the commencement of the next delivery.
- ii. In the event an umpire fails to call "Third Ball", it will be the responsibility of the fielding side to clarify the situation prior to the commencement of the next delivery. Should both the umpire and the fielding team fail to recognise the Third Ball situation, the next ball (the fourth ball) will then be called Third Ball if the score did not change from the delivery just completed.
- iii. Regardless of when they occur in a batting partnership (of four overs), if two consecutive deliveries are scoreless, the Third Ball rule will apply to the next delivery. However, the Third Ball rule will not carry over from one batting partnership to the next.
- iv. After a call of "Third Ball", once the non-striker leaves their crease, they must run to the striker's crease, unless a Legside, Wide or a No-Ball is called or signalled by the umpire or the striker is dismissed. Note: The non-striker is not required to run at the instant that the ball is delivered by the bowler and their speed between batting creases can vary.
- v. If the non-striker leaves their crease and then stops or attempts to return to their original crease, the umpire will automatically give the striker out "Third Ball". No appeal is required from the fielding team.
- vi. If the non-striker makes no clear attempt to leave their crease and attempt a physical run, the umpire will give the striker out, "Third Ball".
- vii. A non-striker can take evasive action from a delivery hit towards them by the striker without being given out "Third Ball". Depending on the severity of the evasive action, the umpire may allow the non-striker to recommence running towards the batter's crease or call an (automatic) Dead Ball and have the delivery replayed.
- viii. Provided the non-striker complies with Rule 17H(iv) the onus will be on the fielding team to affect a run out.

Notes: When a player is given out "Third Ball", the ball is dead. The dismissal is recorded against the striker. A striker cannot be given out "Third Ball" if the umpire does not call and signal "Third Ball" prior to the delivery.

## **RULE 18 - INTERFERENCE** [See Rule 17G]

- A. Batters must not have their running path unfairly impeded. Batters are not to be given out and all runs will count if their running path has been unfairly impeded. The fielding team will be issued a warning for unfair play. A second occurrence may result in a 5 run penalty.
- B. The fielder has right of way provided they are legitimately fielding the ball.
- C. A player may not be guilty of obstruction if they do not move. This does not apply to a fielder who has moved from their initial fielding position, when the ball was bowled, into a stationary, different position to try to obstruct a batter's normal pathway back into their crease.
- D. If the ball is bowled, then deliberately fielded prior to the batter having the opportunity to hit it, the fielding team will be penalised 5 runs for unfair play and the ball will be re-bowled.
- E. The non-striker cannot impede the normal run up or follow through of a bowler. This will be deemed unfair play and the umpire will warn the non-striker to move. Refusal to heed the warning will result in a 5 run penalty.

## **RULE 19 – MISCONDUCT**

- A. Any player misconduct may incur a run penalty.
- B. Umpires must use their discretion when determining if run penalties are warranted for misconduct. Players may be warned prior to being penalised, but this is not a pre-requisite.
- C. Any act of misconduct may result in the player/s being ordered off the court by the umpire. [See Rule 20]
- D. The penalty for any single rule violation is 5 runs. The penalty for misconduct related violations can range in multiples of 5 to a maximum of 10, depending on the severity of the violation.
- E. Any of the following may constitute misconduct:
  - i. Dangerous or unduly rough play.
  - ii. Swearing by any player that the umpire considers can be heard by spectators outside the court.
  - iii. Swearing or making obscene gestures at or about the umpire or another player.
  - iv. Deliberate physical contact.
  - v. Unfair play [See Rule 19G]
  - vi. Spitting.
  - vii. Sledging (such as harassment, gestures, words or actions which may interrupt the concentration of an opponent).
  - viii. Mistreatment of equipment (such as bats, nets, carpets, stumps or balls).
  - ix. Deliberate time wasting.
  - x. Any player deliberately stepping on or excessively jumping into the nets.

- xi. Disputing or arguing with the umpire. Note: A fielder or the batter on the court may query an umpire's decision. Once the umpire has replied, any further talking to, at or about the umpire, or their decision, may be penalised.
- F. Any player or team found substituting or deliberately scuffing, gouging or attempting to reshape the ball will be penalised 10 runs for ball tampering.
- G. Unfair Play can be defined as actions taken outside the spirit of the game to create an unfair advantage over an opponent. Any of the following would be considered unfair play:
  - i. Fielders pretending to relay-throw the ball back to the receiver when it is secretly being held by the wicket keeper in an attempt to run out a batter who may stray outside their crease.
  - ii. A wicket keeper clicking their fingers to simulate a ball striking the bat.
  - iii. A wicket keeper deliberately knocking off the bails during a delivery to convince the umpire a batter has been bowled.
  - iv. Undue noise or movement by a fielder to interrupt a batter's concentration from the start of a bowler's run up until the ball is played at by the batter.
  - v. Unnecessarily slowing down play.
  - vi. Batters, after missing a delivery, who deliberately step in front of the wicket keeper to prevent them from throwing the ball to the receiver.
  - vii. Ball tampering.
- H. Any player incurring 2 individual misconduct penalties for any reason must be ordered off the court for the rest of the game by the umpire. [See Rule 20]
- I. Any game may be stopped and awarded to the opposition, or cancelled, should infringements of the above nature escalate to the point where either captain has lost control of their players. No game may be called off without consultation with the duty manager.

## **RULE 20 - ORDER OFF**

- A. Umpires must order off:
  - i. Any player whose conduct is extreme (such as fighting, striking or threatening behaviour).
  - ii. A player who has received 2 individual misconduct penalties. [See Rule 19H]
- B. The umpire is the sole judge of what constitutes extreme misconduct.
- C. A player ordered off the court will take no further part in the game and may receive further sanctions.
- D. A player ordered off the court will not be replaced. Teams are to revert to the Player Short Rule for batting and bowling. [See Rule 8]

## **RULE 21 - ILLEGAL COURT ENTRY/EXIT**

- A. Illegal Court Entry
  - i. Any player, except the 2 batters and the maximum of 8 fielders on the court, who enters the court during a game without permission being given from an umpire, can be ordered off and refused further participation in the game.

Note: Common sense should be applied in circumstances such as when a player is injured and requires immediate attention.

- ii. The player/s may be subject to further disciplinary action by the duty manager if additional misconduct occurs.
  - iii. Any assisting player/s or first aider will be subject to Rule 19 Misconduct if they engage in any unnecessary behaviour towards the opposition.
- B. Illegal Court Exit
- i. Any player who leaves the court during a game must request permission from the umpire and provide a legitimate reason before being allowed to leave.
  - ii. Any player leaving the court without permission may be refused any further participation in the game. Note: If sufficient players violate this rule, the game may be forfeited.

## **RULE 22 - RUNNERS**

- A. Runners are not permitted except for players with a permanent disability.
- B. Runners can only be permitted with the consent of the duty manager.
- C. Runners must be in uniform, wear 2 gloves and carry a bat.
- D. Runners must stand behind the striker's crease until the striker has either played at the ball or the ball has passed the batting crease. If this rule is infringed, no runs will be scored and the batter will be penalised 5 runs for unfair play. This violation is not subject to the order off rule. [Rule 20]
- E. When not on strike the batter with a permanent disability should, where possible, stand near Zone A to the leg side of the striker.
- F. After playing the ball, the batter with a permanent disability should make a reasonable effort to prevent obstructing any fielder who is legitimately fielding the ball.
- G. The disabled batter will be given out "stumped" or "run out" if either they or their runner are out of their crease and are legitimately dismissed by a fielder.

## **RULE 23 - END OF OVER/GAME**

- A. An over is completed when off the last legal delivery:
  - i. The ball is fielded and held over either set of stumps whilst at least 1 batter is in their crease and the umpire calls and signals "Over".
  - ii. All players on the court regard the ball as being "Dead" because no further play is possible.
  - iii. A wicket falls, excluding a mankad, and the umpire call and signals "Over".
- B. The umpire will end the match by calling "Game" after all the prescribed overs have been bowled.
- C. No run penalties may be imposed after the umpire calls "Game".
- D. Any misconduct occurring after the game has ended should be referred to the duty manager for possible further action.



## **SECTION 2 - STANDARDS**

### **1. COURT LAYOUT AND DIMENSIONS**

- A. The pitch is the area between both sets of stumps, the bowling return creases and the offside lines at the striker's end.
- B. The stumps will be of equal and sufficient width to prevent the ball from passing through them. The top of the stumps will be 71.1cms above the floor.
- C. A wicket line will be marked in line with the stumps at each end and will be 1.83 metres in width at the batting end and 2.47 metres at the bowling end, with the stumps in the centre, and the middle stumps will be 20 metres apart.
- D. The popping crease will be in front of, and parallel with, the wicket lines at both ends. It will have its back edge 1.22 metres from the centre of the stumps. At the striker's end, it will extend from one side of the court to the other and will be called the batting crease. At the bowler's end, it will be the line extending between the return creases and will be called the bowler's crease or the front foot line.
- E. The return creases at the bowler's end will be lines at right angles to the bowling crease to the line of the wickets. The return creases will be marked 1.22 metres from the middle stump on the line of the wicket. The return creases may be considered to extend back from the line of the stumps indefinitely for the purpose of adjudication.
- F. The running crease (or non-striking batter's crease), which is the edge of the crease marking nearest the bowling end, will be parallel to the popping crease and extend from one side of the court to the other. The distance between the running crease and the batting crease will be 11 metres.
- G. The court must be no less than 28 metres and no more than 30 metres in length, and no less than 10 metres and no more than 12 metres in width, with the height being no less than 4 metres and no more than 4.5 metres.
- H. The legside lines are to be positioned with the inside edge 45cms from the middle stump. The legside lines should extend a minimum of 15cms at right angles to the batting crease. The offside or wide lines are to be positioned with the inside edge 90cms from the centre stump.
- I. A fielding Exclusion Zone will be marked in an arc extending from the centre of the batting crease at a radius of 3 metres. [See Diagram below]
- J. The underarm line is marked across the pitch 7 metres from the striker's stumps.
- K. All lines will be marked at a thickness of 55mm.
- L. Umpire stand – Due to the variances in court dimensions (See Rule: Section 2 1G) and indoor centre layout, umpire stands can vary in dimensions and still be suitable. The key considerations are safety and practicality.

However, the recognised standard dimensions for an umpire's stand are: platform height (where the umpire stands/sits) is 2400mm above the ground; depth is 1000mm; width is 1800mm; handrail height is 1200mm above platform and the ladder extends from 0mm (attached to platform) to 500mm (secured onto the ground) to allow for adequate fall for umpires to climb and descend safely.

## **2. EQUIPMENT**

- A. Two sets of stumps, each 22.86cms wide, and consisting of 3 stumps with 2 bails upon the top, will be pitched opposite and parallel to each other at a distance of 20 metres. Wickets should preferably be "Wilkins" style to assist in player safety.
- B. The bails will be 11.1cms in length, and when in position will not extend more than 1.3cms above the stumps to assist in player safety. Bails may be wooden or plastic.
- C. An indoor cricket ball should weigh 120 grams plus or minus 5 grams. Where possible, the ball should have an injected moulded core and a leather two piece stitched outer covering.

## **SECTION 3 - MANAGEMENT PROCEDURES**

### **1. GAME FEES**

- A. No game will commence until full game fees have been paid by both teams, unless previously approved by the duty manager.
- B. Full game fees must be paid, even if a team is short of players. Team penalties for non-payment of game fees may apply at the discretion of the duty manager.

### **2. LATE STARTS**

- A. Generally, the start of the game will only be delayed by a period of time set by the duty manager. Failure to arrive by this time may result in a forfeit.
- B. Team penalties for late starts may apply at the discretion of the duty manager.

### **3. FINALS QUALIFICATIONS**

- A. To become qualified to play any finals with a team, a player must have played at least one third of minor round games to the nearest whole game.
- B. A player must not be registered or qualify for more than 1 team in any grade in the same competition.
  - i. A team may not use more than 1 fill-in player from a higher grade in any 1 match.
  - ii. For a player from a higher grade to be eligible for a lower grade final, they must have played more than half that grade's minor round games to the nearest whole game.

- C. In general, the use of fill-in players will be at the discretion of the duty manager who can apply run penalties for players filling in from higher grades if necessary.
- D. Players who become ineligible through injury may be exempted at the discretion of the duty manager. In this case, the opposition team must be advised.

## **SECTION 4 – GAME VARIATIONS**

While mainstream indoor cricket competitions use the Skins Scoring System, there are many other game variations that are used by indoor cricket centres around the world. This section has been included to offer a selection, but not a comprehensive list, of rule variations from some of the rules in Section 1. These variations introduce alternative forms of Indoor Cricket competition that still offer a competitive and fun experience for players. There is no compulsion to use any of these rule variations.

### **1. VARYING OVER LENGTH AND TEAM COMPOSITE COMPETITIONS**

- i. Indoor Cricket Centres and Organised Competitions may vary the number of balls required to be bowled in each over. Over lengths may be of 7 or 8 ball duration.
- ii. In 7 or 8 ball over games, it is recommended that all dismissals are 5 runs and all misconduct penalties should range in multiples of 5 to a maximum of 10.
- iii.
- iv. Teams may also play games with 6 or less players.
  - a. 6 player per team games would go for 12 overs a side where everyone still bowled 2 overs and batted in pairs for 4 overs.
  - b. 4 player per team games would involve 3 teams of 4 players playing a 24 over game. One team of 4 (2 pairs) would bat for 8 overs with the other 2 teams (of 4) fielding for a total of 8 overs each. Teams would rotate until all 3 teams have batted and bowled.
  - c. 2 player per team games would involve 3 teams of 2 players playing a 12 over game. One team would bat for 4 overs with the other 2 teams fielding for a total of 8 overs each. Teams would rotate until all 3 teams have batted and bowled.

### **2. PREMIERSHIP AND BONUS POINTS**

#### **i. PREMIERSHIP POINTS**

WIN:	4 POINTS
TIE:	2 POINTS
LOSS:	0 POINTS

ii. **BONUS POINTS**

Each team will receive 1 bonus point for every 20 runs scored by their team plus 1 bonus point for every negative 20 runs scored by the opposition.

iii. **FORFEIT**

The points awarded for a forfeit will be determined by the duty manager.

### **3. LADDER POSITION**

- i. If 2 or more teams finish on equal points after the minor rounds have been played, the higher position will go to the team with the most wins. (For this purpose a draw will be considered half a win).
- ii. If teams are still deadlocked, the final position will be determined by percentage. (Percentage is calculated by dividing runs for by runs against).

### **4. MIXED GENDER COMPETITION**

All rules apply to Mixed Games except where they conflict with the following By-Rules.

**BY-RULE 1 - Fielding a Team [Rule 1]**

There can be no more than 4 males or 4 females in any one team. A team must have a minimum of 2 males and 2 females, and have at least 6 players in the team, to start a game.

**BY-RULE 2 - The Game [Rule 2]**

- A. Bowling sequence: the captain must bowl male and female players alternately. The fielding captain will determine whether a male or female bowler commences the 1st over.
- B. Batting pairs: A male and female must bat together.

**BY-RULE 3 - Player Short [Rule 8]**

- A. If a team is player/s short, they can only be replaced by other player/s of the same sex. Females are not permitted to fill in for males and vice versa.
- B. When a team plays short, the male/female batting pairs and bowling sequence must be maintained.
  - i. If a team is 1 player short, a player of the missing sex must be selected by the opposition captain after the 12th over to bat for the remaining 4 overs, or bowl 2 of the remaining 4 overs.
  - ii. If a team is both a male and a female player short, the opposition captain must select a male and a female player after the 12th over to bat the last 4 overs, or bowl 2 overs each of the last 4 overs.
  - iii. If a team is 2 players short of the same sex, the remaining pair of the same sex must alternate their respective batting and bowling overs.

#### **BY-RULE 4 - Field Placement/Intimidatory Play [Rule 9]**

##### **A. Fielding**

- i. Excessively close-in fielding and rushing tactics that in the umpire's opinion intimidate the female striker, will be penalised by the call of "No Ball". No warning is required
- ii. There are no restrictions on the court placement of males or females when fielding provided the conditions of Rule 9A are satisfied.

##### **B. Bowling**

Males are not permitted to bowl in a manner that intimidates the female striker. This includes fast bowling, short pitch bowling and any delivery that spins excessively and which, in the umpire's opinion, is beyond the capabilities of the female striker.

##### **C. Batting**

The umpire is to call "No Score", at the completion of play on that delivery, against strikers who hit the ball excessively hard thereby endangering the safety of a fielder. The delivery will not be rebowled. All forms of dismissal will still count.

#### **BY-RULE 5**

Either batter (male or female) will be given "out" if they are caught from a direct hit (on the full) to the "6" net (Zone D).

#### **BY-RULE 6 - Substitutes [Rule 8]**



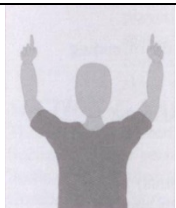

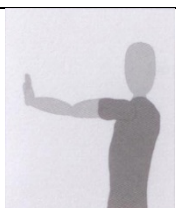


When a team utilises the Substitute Rule or Player Short Rule during a mixed game, the replacement must be a player of the same sex.


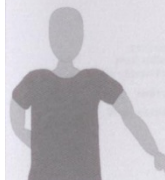


#### **BY RULE 7 - Equipment**

All mixed games will be played using indoor cricket bats approved by the duty manager.

## SECTION 5 - UMPIRE SIGNALS

The umpire must use the proper hand signal when making a (verbal) call such as “Play”.

	<b>OUT SIGNAL:</b> Arm raised above the head, finger pointing skyward. Call “OUT”.
	<b>DEAD BALL:</b> Fist clenched, arms crossed over body. Call “DEAD BALL”.
	<b>SIX HIT:</b> Both arms raised above head, fingers pointing up. Call “SIX RUNS”.
	<b>FOUR HIT:</b> Arm bent at elbow moved to and fro across the chest. Call “FOUR RUNS”.
	<b>STOP SIGNAL:</b> Hand out, palm facing players. Call “STOP”.
	<b>PLAY SIGNAL:</b> Hand out, palm facing umpire. Call “PLAY”.
	<b>WIDE &amp; LEGSIDE WIDE:</b> Arm extended straight out from the shoulder. Call “WIDE”.

	<b>NO BALL:</b> Arm raised bent at right angles at the elbow, with fist clenched. Call “NO BALL”.
	<b>CHANGE OF BOWLING STYLE:</b> Arm straight out, finger pointing down. Call “OVER THE WICKET”, “UNDERARM” etc.
	<b>THIRD BALL:</b> Three fingers held out. Call “THIRD BALL”.
	<b>OVER:</b> Both hands held together in front of body, and then moved outwards in an opposite direction. Call “OVER”.

