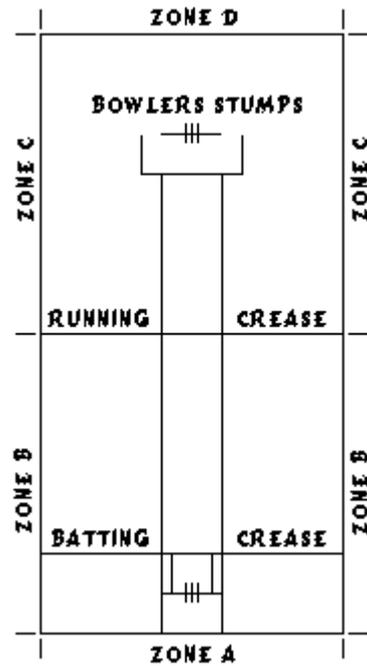
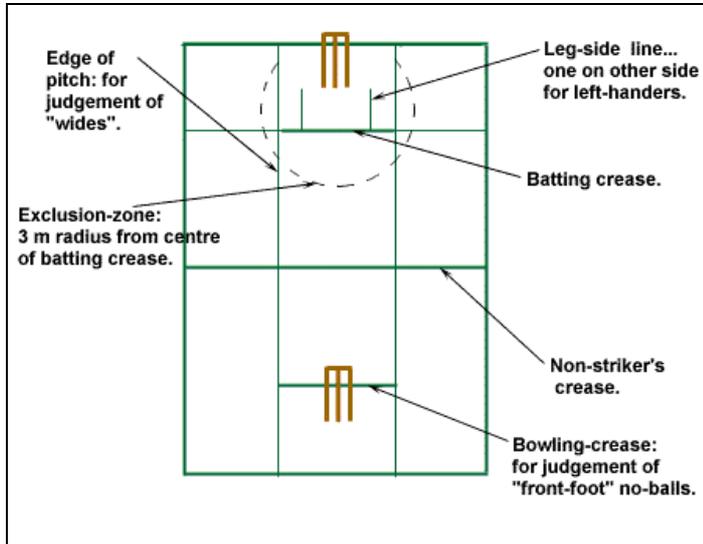


INDOOR CRICKET RULES IN BRIEF - MARCH 2008



SCORING

A. Runs may be scored as follows:

- i. When both batters cross between the batting crease and the non-striker's crease and make good their ground. One run is scored (called a "physical" run). Bonus runs as defined in Rule 11A(iii), B(i), B(iv) and E will only be scored if the batters successfully make a physical run as described in Rule 11A(i).
- ii. When a batter hits the ball with the bat or the hand(s) holding the bat, into a perimeter netting, this includes balls unintentionally deflected by the batter's protective equipment, deflected by fielders and unintentionally deflected from the non-striker's person or equipment, the following bonus 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

The scoring zone that the ball strikes first will count with the exception of 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, 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, flicking, slapping or kicking the ball in an attempt to strike the wicket and cause a run out, or at any other time the ball is live.

- v. The batting team will be credited with a 2 run penalty when the umpire calls a delivery "No Ball", "Wide" or "Legside". If the batter plays a "No Ball" into a scoring zone, the zone score and the physical runs made will be added to the 2 run penalty. Any physical runs made off a "Wide" or "Legside" will be added to the 2 run penalty.
 - a. If in the opinion of the umpire, the fielder, whilst attempting to run out the batter, does not have "reasonable control" of the ball and it hits a scoring zone, the relevant bonus runs will apply.
 - b. "Reasonable control" may be defined as the deliberate attempt by a fielder which causes the ball to noticeably change from its original path to the direction of the intended target wickets in an attempt to run the batters out. Flicking, slapping and kicking the ball fall within this definition.
 - c. Any net zones struck as a result of a reasonably controlled attempt will not result in bonus runs being scored. If the umpire is uncertain that the ball was reasonably controlled, the bonus net score will count.
 - d. 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) above].
- C. Balls deflected into scoring zones off the batter's person (eg. 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. All previous runs scored off that delivery 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, unless the captain of the fielding team or the batters at the wicket appeal about 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, the scoreboard will be assumed to be correct.

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 field in either half of the court from the moment the bowler commences their run up until the ball leaves the bowler's hand. On the line is considered in the other half. If this rule is contravened, the umpire will call "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 "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 "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).
- 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 ball leaves the bowler's hand. If this rule is contravened, the umpire will call "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 "No Ball".
- v. The wicket keeper cannot take the ball either in front of or from the side of the wickets, with the exception of when the ball strikes the batter's person or equipment. If this rule is contravened, the umpire will call "No Ball".
- vi. The wearing of gloves by the wicket keeper is optional. [See Rule 5C - Playing Equipment].
- vii. A wicket keeper is optional.

THE GAME

- A. The game consists of 1 batting and 1 bowling innings per team.
- B. Each innings consists of 16 overs of 6 balls each.
- C. The run deduction for a dismissal will be 5 runs, and other penalties (ie misconduct, uniform penalties etc) will be 5 runs or multiples of 5 runs.
- D. Each player must bowl 2 overs except in the case of Rule 8 ([Player Short/Substitutes/Injured Players](#)) . Prior to the start of each over the umpire must be advised of the bowler's name.
- E. A bowler must not bowl 2 consecutive overs. The fielding team will be penalised 5 runs for each over offended.
- F. 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.
- G. A batting innings is divided into 4 sections. Each section consists of 4 overs.
- H. The batting team bats in pairs with each pair batting for 4 overs. Upon arrival at the batting crease the batters must inform the umpire of their respective names.
- I. Batters continue batting for the entire 4 overs, whether they are dismissed or not. When a player is dismissed, 5 runs are deducted from their team's score.
- J. Batters must change ends at the completion of each over.
- K. No batter may bat more than once, except in the case of a Rule 8 ([Player Short](#)).
- L. A team may not declare an innings closed.
- M. The team compiling the higher number of runs will be the winner.

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 still 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 each to bowl 2 of the last 4 overs. The non-consecutive over rule still 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 has to leave the game early for legitimate reasons provided both captains and the umpire had knowledge of the player's departure.

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 "Play".
- B. The ball remains "live" throughout the over unless the umpire calls "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 calls "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. Each type has different qualities.

- E. These are "Automatic" Dead Balls. No 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, other than a ball leaving the court as a result of 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. [See Rule 17F(iii) and (iv) - Dismissals]. The batting side will receive 2 runs for the "No Ball".
- F. These are "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 as a result of playing a shot at the ball.
- G. These are "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 as a result of an attempted run out by a fielder. The score (net zone and physical runs) made up until when the ball leaves the court will count.
 - iii. A ball, when bowled, hits the top or side net. The umpire will call "No Ball, Dead Ball" and the batters will receive 2 runs.
 - iv. A wicket falls, excluding a mankad.
 - v. The umpire calls "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 or score clarification; clothing adjustment. Requests may be made verbally or by signal, as per the umpire's signal.

Note: If the umpire is required to intervene during a dispute for unfair play, the ball is automatically dead from the time of intervention until "Play" is called. The ball is dead whether the umpire calls "Dead Ball" or forgets to. No runs can be scored or wickets taken during the intervention. However, the result prior to the intervention will stand.