

# Cricket – Indoor

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## RULES & REGULATIONS

Indoor Cricket is to be conducted under the Official Rules of Indoor Cricket which are sanctioned by Cricket Australia & the World Indoor Cricket Federation. The following local rules & regulations will apply.

### Team Requirements

1. The maximum number of players per team is 10, of which 8 can bat & 8 can bowl.
2. If a side is 1 player short:  
When batting: After 12 overs, the Captain of the fielding side will nominate 1 player to bat the last 4 overs with the remaining batter.  
When fielding: After 14 overs, the Captain of the batting side must choose 2 players (must be different players to the player that batted) to bowl the 15<sup>th</sup> & 16<sup>th</sup> overs.
3. If a side is 2 players short:  
When Batting: As above, except 2 players chosen will bat 4 overs each, being the last 4 overs.  
When fielding: After 12 overs, the Captain of the batting side must choose 2 players (must be different players to the players that batted) to bowl the last 4 overs.
4. If a side has less than 6 players, they must forfeit the game.

### Game Requirements

1. Games are to commence at 12.45pm.
2. Games will consist of 16 overs per team, 6 balls per over.
3. The batting team bats in pairs with each pair batting for 4 overs. Upon arrival at the batting crease the batting pair must inform the Umpire of their names. Batters continue batting for the whole 4 overs whether they are dismissed or not. When a batter is given out he/she will lose 3 runs but will continue batting.
4. Batters must change ends at the completion of each over.
5. Each member of the fielding team must bowl 2 overs (not consecutive). Prior to the start of each over the Umpire must be informed of the bowler's name.
6. The jackpot rule must not be played.

### Sport Specific Playing Conditions

#### Fielders

- No more than 4 players can field in either half of the court. The dividing line is the running crease.
- No fielder, other than a bowler, can move on, or extend over the pitch, between the stumps, until the ball is hit by the striker or passes the striker's bat without the ball being struck.

#### Wicketkeeper

- A fielder is a wicketkeeper if he/she stands behind the stumps at the striker's end.
- The wearing of gloves is recommended.
- The wicketkeeper must take position with both feet wholly inside the designated area & cannot move out of that area until the ball is delivered by the bowler. No fielder other than the wicketkeeper may have any part of the body in the wicketkeeper's area before the ball has been played at by the striker.
- A wicketkeeper is optional.

#### Play Ball/Live Ball/Dead Ball

1. The ball is in play once the players take up their positions & the Umpire calls "play".
2. The ball remains "live" throughout the bowler's over unless the Umpire calls "dead ball", "over", "time out" or a wicket falls.
3. After the fall of a wicket, a call of "dead ball", "over" or "time out", play cannot recommence until the Umpire calls "play".
4. The ball is "dead" when:
  - A wicket has fallen.
  - The Umpire calls "over".
  - The ball leaves the playing area & the Umpire calls "dead ball".

- The ball, after being bowled, hits the top net & the Umpire calls "no ball", "dead ball". The ball can't be scored from & counts as part of the over.
- A player is injured & the Umpire calls "dead ball" as a protective measure for the player. No score or wickets will count.
- The ball, after being bowled, unintentionally hits a fielder before reaching the striker & the umpire calls "no ball, dead ball". This ball counts as part of the over.

## **Scoring**

Runs may be scored as follows:

- When batters, after a ball has been bowled, cross between the batting crease & make a physical run.
- When a batter hits the ball into the perimeter netting, including balls deflected by fielder(s) & unintentionally from the non-striker's person or equipment, the following bonus runs will apply:
  - Zone A (back net or side net) 0 runs
  - Zone B (side net) 1 run
  - Zone C (side net) 2 runs
  - Zone D (front net) 4 runs on bounce, 6 on full.
- When a fielder causes an overthrow, physical runs will be given where the batters cross between the batting crease & running crease. An "overthrow" results from the deliberate effort of throwing the ball in an attempt to strike the wicket & cause a run out or whilst the ball is being transferred from 1 part of the court to another.
- When a delivery is called "no ball", "wide" or "leg side" by the Umpire, the batting team will be credited with a 2 run penalty.
- If the batter strikes a "no ball" into a zone &/or both batters cross & make their ground, the zone score & physical runs made will be added to the 2 run penalty.
- A ball deflected by a fielder into a scoring zone after the ball has been hit by the striker, shall score the relevant zone score.
- Should the ball hit the striker's body, irrespective of a stroke being played or not, the batters may take a run by crossing. They may still be run out.
- If a batter is given "out" the side shall lose 3 runs (in a 6 ball over) & all runs scored from that delivery will not count.
- The total scores shown after each innings on the Official Umpire's score sheet or computer printout will determine the winner.
- The 3<sup>rd</sup> ball rule will apply if the score remains unchanged after 2 deliveries. The umpire will call 3<sup>rd</sup> ball & the score must change or a dismissal will be recorded against the striker.

## **No Ball**

1. A no ball is called when:
  - The ball is thrown, not bowled.
  - If the ball bounces more than twice whether bowled over arm or underarm before reaching the batting crease. The ball, when bowled underarm must also pass the running crease on the full before it first touches the pitch.
  - A bowler changes style of bowling (if over arm to underarm) or changes sides of the wicket without first informing the Umpire.
  - A wicketkeeper fields outside the designated area before the ball is delivered or another fielder is in the wicketkeeper's area before the ball has been played at by the striker.
  - There are more than 4 fielders in either half of the court.
  - The ball passes, or would have, over the striker's shoulder either on the full or after bouncing, when the striker is in his/her natural, stationary batting stance regardless of hitting the striker's person or bat. (Any striker who moves forward more than 1 pace from his/her natural batting stance will forego the right to a "no ball" under this rule).
  - The ball, after being bowled, lands off the pitch before reaching the line of the batting crease.
  - The ball, after being bowled, hits the top net.
  - No additional ball is to be bowled for no balls.

2. A batsman can be given out in the following ways on a "no ball":
  - If the ball is hit twice other than to protect the wickets.
  - If either batter interferes with the fielding team.
  - If in attempting a run either batter is run out.
  - If the striker is run out by the keeper.

### **Bowling**

1. In an over, any bowler deemed by the umpire to be throwing the ball will be given a warning & an instruction to rectify their action.
2. If they throw a second delivery it will be called a no-ball & the bowler will be instructed to bowl under arm. Any delivery that is thrown & is considered by the umpire to be dangerous will be called a no-ball.
3. Girls may nominate to bowl underarm from the non-strikers crease.
4. Bent arm bowling is allowed, provided it does not significantly disadvantage the batter.

### **Wide & Legside Wide Balls**

1. A "wide" will be called when: The ball passes on the striker's offside, outside the intersection of the batting crease, & the edge of the pitch, without being touched by the striker's equipment or person.
2. A "leg side wide" will be called when: The ball lands on the pitch but outside the intersection of the batting crease & the leg side line, without being touched by the striker's person or equipment.
3. Batters may be dismissed by all forms of dismissals when a "wide" ball is bowled, bearing in mind if a ball is struck by the striker's person or equipment then it is no longer a "wide" ball.
4. Any batter dismissed on a "wide" ball will be penalised 3 runs. The 2 run bonus for the "wide" is negated by the dismissal.
5. A "wide" counts as part of the over, except in the last over of either innings when it is the batter's choice to have it rebowled.
6. The penalty for a "wide" is 2 runs which are added to the batting pair's score, plus the batters may cross for additional runs.
7. No additional ball is to be bowled for wides.

### **Dismissals**

1. A striker will retain the strike after being dismissed unless both batters crossed prior to the dismissal.
2. A batter can be given out for any of the following dismissals:

#### **Bowled**

If the wicket is struck by the ball & the bails are completely & permanently removed, even if the ball touches the striker's body or equipment first.

#### **Caught**

If a ball from the stroke of a bat is caught before it touches the ground.

A catch may be taken off all boundary netting except a direct hit to the 6 net. However, should the ball hit the side netting, then pass onto the 6 net on the full & be caught, the striker will be out. Conversely, should a ball pass through a fielder's hands directly onto the 6 net & then is caught, the striker is not out & all runs will count.

#### **Interference**

If either the striker or the non-striker deliberately interferes with the ball whilst it is in play.

If either the striker or the non-striker deliberately obstructs or interferes with any member of the fielding team, bearing in mind that the fielder has the right of way as long as she is fielding the ball.

#### **Stumped**

If the striker misses the ball whilst out of his/her ground & the wicketkeeper completely removes the bails.

**Run out**

If in running or at any time the ball is in play either the striker or the non-striker is out of their ground, & a member of the fielding side breaks the wickets with the ball at the end at which the batter is out of ground.

A striker can be given "run out" on a "no ball" if, in attempting a stumping, the wicketkeeper removes the bails on the first attempt then strikes the stumps a second time with the ball in hand & in the opinion of the Umpire the striker did not make a deliberate attempt to regain his/her ground.

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If the ball strikes the striker's body & the striker has made no attempt to hit the ball. However, it must be in the opinion of the Umpire that the ball would have struck the wicket.

**Hit wicket**

If the striker breaks their wicket with bat or body whilst playing at the ball. (A batter is not out should they break the wicket whilst trying to make their ground).

If the non-striker leaves the crease before the bowler has delivered the ball, & the bowler then breaks the wicket with the hand holding the ball, the non-striker is out.

**Mankad**

The Mankad is a legitimate form of dismissal in Indoor Cricket. SIS recommends that it be used sparingly to maintain the spirit of fair play. A warning may be given to the batter at the non-striker's end for repeatedly leaving the crease early.

**Striking the wickets in dismissals**

The wicket is down if:

- Either the ball or striker's bat or person, completely removes either bail from the wickets.
- Any player completely removes with their hand, a bail from the top of the wickets, provided the ball is held in their hand.

**Batter out of ground**

1. A batter, in attempting to make ground, shall be considered out of ground, unless some part of the bat in hand, or person, is grounded behind the line of the crease at the striker's end or the running crease at the bowler's end.
2. Once a batter is safely behind the crease they cannot be given run out.

**Interference by fielder**

1. Batters must not have their running path unfairly impeded. If in the Umpire's opinion this constitutes unfair play the batters are not to be given run out. Runs taken will count. The fielding team is to be given a warning.
2. If the ball is bowled then fielded prior to the batter having the opportunity to hit the ball the fielding team will be penalised 3 runs (in 6 ball overs).

**Ball leaves playing area**

1. Any ball that leaves the playing area as a result of being struck by the striker will be called "dead ball" by the Umpire & rebowled. No score will count.
2. If the ball leaves the playing area as a result of an attempted run out by the fielding team, the Umpire will call "dead ball". However, the score made off the ball up to the point the ball leaves the playing area will count. Batters must have crossed to be eligible to score a physical run.

**Time Outs**

1. Teams may call the following time outs:
  - 1 per batting pair.
  - 1 per fielding team per batting pair.
2. The Umpire must keep check on the Time outs & will determine what is a suitable period for a timeout.

3. At the call of "time", teams must immediately take their positions & await the call of "play".

**Substitutes**

A substitute player is 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. If a runner is required, he/she must wear a glove & carry a bat. (If teams are using extra players to increase participation, they should not deliberately stack the team)

**Results**

The team with the highest total score shall be declared the winner.