

SUPER 8'S RULE VARIATIONS

Action Super 8's Indoor Cricket is a modified version of the traditional indoor game, with a number of changes having been implemented to create what we feel is a faster and more exciting game right up until the last ball.

The majority of rules are identical to the standard rules of indoor cricket, and this sheet has been prepared so that you and your team mates are fully aware of the modifications that we have made, and also to highlight some of the basics of the game for players and teams that may not have played indoor cricket before.

BASIC GAME FORMAT

- A indoor cricket team is comprised of eight players.
- An indoor cricket game consists of two innings, with each innings being comprised of sixteen six ball overs.
- A typical game lasts for approximately one hour and ten minutes.
- Each player must bowl two overs and bat in a partnership for four overs.
- Runs are scored by successfully completing physical runs between the two creases and also by playing the ball into the nets surrounding the courts (zonal runs).
- Zonal runs are only scored if the batters also successfully complete a physical run.
- If a batter is dismissed, five runs are deducted from their team's score and they continue to bat until their four overs have been faced.

EXTRAS

- A **WIDE** will be called when the ball passes either on or outside the further of the two off-side wide lines, or on or outside the nearer of the two leg-side wide lines, and all **WIDE** deliveries will result in the batting team receiving three runs.
- A **NO BALL** will be called when the bowlers feet touch any part of the bowling crease lines, or when the ball passes the batter (in their batting stance) either above the waist on the full, or above the shoulders after bouncing.
- A **NO BALL** will also be called if the Umpire considers that the ball has been thrown and not bowled, the bowler changes sides without informing the Umpire first (over to around the wicket), or there are the incorrect number of fielders in either half of the court.
- All **NO BALL** deliveries will result in the batting team receiving two runs.
- Any **WIDE** or **NO BALL** bowled in the last over of an innings may be re-bowled at the batters discretion.

DISMISSALS

- Batters may be dismissed in all of the normal manners, and with the exception of the back net, can also be **CAUGHT** out directly off all nets.
- A batter can only be dismissed **LBW** if the Umpire rules that the batter did not play a shot and the ball would have gone on to hit the stumps, regardless of where or whether it pitches.
- If the score does not change for two consecutive deliveries, the batting team must score off the third delivery or the batter facing will be dismissed **THIRD BALL**.

DOUBLE PLAY DISMISSALS

- Both batters can be dismissed on the same delivery.
- A double play is completed when the batter on strike is first out

either bowled, caught, run out, stumped, LBW or hit wicket and then the non-striker is run out, or when the non-striker is first run out and then the batter is run out.

- Please note that to run out both batters in the same delivery, a dismissal must be effected at each end of the court (i.e both batters cannot be run out at the same end).
- If either batter is dismissed for interference, the ball is deemed an automatic dead ball and a double play cannot be completed.
- In the instance where the first dismissal has been effected prior to the batters crossing, a physical run is not able to be completed and both batters must return to their respective creases
- Ten (10) runs will be deducted from the batting teams score when a double play is successful.

ZONAL SCORING

- Zonal runs are scored when the ball is played from the bat into the nets surrounding the court and the two batters successfully complete a physical run.
- There are different scoring zones around the court and the different zonal scores they attract are as follows:

Zone A	1 Zonal Run
Zone B	2 Zonal Runs
Zone C	3 Zonal Runs
Zone D Directly on the Bounce	5 Zonal Runs
Zone D Directly on the Full	6 Zonal Runs
Zone E Directly on the Bounce	5 Zonal Runs
Zone E Directly on the Full	12 Zonal Runs

- If the ball from the bat hits either Zone D or Zone E after first hitting Zone B or Zone C, the following zonal runs will be scored:

On the Bounce	4 Zonal Runs
On the Full	6 Zonal Runs
- If the ball hits either the lines marking the different scoring zones or any corner of the net, the higher zonal score will apply.

