



RULE.1 FIELDING A TEAM

- 1) A game is played between two teams, each with a maximum of eight players.
- 2) Each team must nominate a captain for each game.
- 3) No team can play with less than six players.
- 4) A game must proceed when scheduled, if a minimum of six players for each team is present.
- 5) To take part in a match, a player must be able to bat and bowl (Except where stated in Rule.8).

RULE.2 THE GAME

- 1) The game consists of one batting and one bowling innings per team.
- 2) Each innings consists of sixteen six ball overs.
- 3) The run deduction for a dismissal will be five runs, and other penalties (i.e. misconduct, uniform penalties etc) will be five runs or multiples of five runs.
- 4) Each player must bowl two overs (Except where stated in Rule.8).
- 5) Prior to the start of each over the umpire must be advised of the bowler's name.
- 6) A bowler must not bowl two consecutive overs.
- 7) 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.
- 8) A batting innings is divided into four sections (partnerships), with each section consisting of four overs.
- 9) The batting team bats in pairs with each pair batting for four overs. Upon arrival at the batting crease the batters must inform the umpire of their respective names.
- 10) Batters continue batting for the entire four overs, regardless of whether they are dismissed or not. When a player is dismissed, five runs are deducted from their team's score.
- 11) Batters must change ends at the completion of each over.
- 12) No batter may bat more than once (Except as where stated in Rule.8).
- 13) A team may not declare an innings closed.
- 14) The Team compiling the higher number of runs will be the winner.

RULE.3 UNIFORMS

Teams must be dressed as follows:

- 1) **Tops**
 - a) Matching colour shirts (leisure shirt or T-shirt)
 - b) Teams may combine their shirt styles but colours and logos must still be matching.
- 2) **Pants**
 - a) Males – long or short sports pants
 - b) Females – long or short sports pants, or sports skirts
 - c) Jeans are not permitted.
- 3) **Footwear**
 - a) Rubber soled sports shoes that will not mark the court surface.
 - b) Players in socks, bare feet or in leather soled shoes will not be permitted on court.
- 4) A penalty of five runs will be deducted from a team's batting score for every unacceptable item of apparel.
- 5) The team batting first will have any uniform penalties deducted at the start of the offending player's partnership.
- 6) The team batting second will have any uniform penalties deducted at the commencement of the second innings.
- 7) Umpires are not to "square off" the uniform penalties of one team against another.
- 8) The maximum team penalty for incorrect uniforms in any match shall be twenty runs.
- 9) Captains may not appeal for uniform penalties after the commencement of the second over of the second innings.
- 10) The umpire will be the initial judge of the correctness of a uniform. However, in the event of a dispute, particularly with regard to colour, the duty manager or tournament director will have the final decision.

RULE.4 THE TOSS

- 1) The umpire or a person delegated by the tournament organiser will toss a coin or token to determine the order of the innings. The umpire will advise which team is to call.
- 2) Teams may negotiate the order of innings prior to the toss with the consent of the umpire, duty manager or tournament organiser.

RULE.5 PLAYING EQUIPMENT

- 1) **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. Bat grips must be of a non-slip material and in good order, and if an umpire is not satisfied with the suitability of a bat or bat grip, they should not allow it to be used.
- 2) **Batting Gloves** - A batting glove (which completely covers the hand from the wrist) must be worn on both hands by each batter. An umpire, on noticing a player does not have two suitable batting gloves, must not allow play to continue until two gloves are worn.
- 3) **Keeper's Gloves**
 - a) The wicket keeper has the option to wear none, one or two suitable gloves.
 - b) The gloves may be keeping or batting gloves, or a combination of both.
 - c) Gloves similar to baseball style etc are not permitted.



- d) Gloves may only be worn by the wicket keeper in the approved area (See Rule.9.4).
- 4) **Fielding Protection**
- a) Players may wear suitable protective equipment when fielding and such equipment may include;
 - i) Elbow and kneepads
 - ii) Sporting helmets
 - iii) Face guards
 - iv) Gloves
 - v) Groin protectors
 - vi) Safety glasses
 - b) The decision to allow protective equipment in the field rests with the duty manager or tournament organiser, and their decision must take into account the safety of all players and relevant medical reasons.
- 5) **Balls**
- a) The centre will supply a recognised Indoor Cricket ball for each match.
 - b) Teams may not supply their own.
 - c) Any person or team found substituting or deliberately scuffing, gouging, or attempting to reshape the ball will be penalised ten runs for ball tampering.
- 6) Equipment not in immediate use (e.g. Gloves, elbow pads and protectors) must be placed outside the court until required. Players will be warned to remove unused protective equipment, with any refusal to do so resulting in a five run penalty to the offending team.

RULE.6 THE UMPIRE

- 1) Before each game, an umpire will be appointed to adjudicate the rules of the game with absolute impartiality.
- 2) Teams will have no choice in the appointment of the umpire.
- 3) The umpire may only be changed at the discretion of the duty manager or tournament organiser.
- 4) The umpire's decision during the game is final. No dispute, written or otherwise, will alter the result.
- 5) The umpire will be the sole judge of fair and unfair play.
- 6) The captain of the fielding side or the batter at wicket 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.

RULE.7 ARRIVAL/LATE PLAYERS

- 1) All teams are to be present at the court allocated for their match to do the toss two minutes prior to the scheduled commencement of their game.
- 2) 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 six players present and bat first.
- 3) If both teams are late, the first team to have six players present will have the right to choose their batting innings.
- 4) All forfeits will be declared at the discretion of the duty manager or tournament organizer.
- 5) 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.
- 6) A team captain may ask for the consent of the duty manager or tournament organiser to allow a late player to participate after the thirteenth 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.
- 7) Any player known and expected to arrive late must be nominated by the team captain to the opposition captain, umpire and the duty manager or tournament organizer prior to the commencement of the game.
- 8) Players, who arrive late to field, must wait until the end of the over in progress before entering the court.

RULE.8 PLAYER SHORT/SUBSTITUTE/INJURED PLAYERS

- 1) **Player Short**
 - a) If a team is one player short:
 - i) **When batting** - after twelve overs, the captain of the fielding side will nominate one player to bat again in the last four overs with the remaining batter.
 - ii) **When fielding** - after fourteen overs, the captain of the batting side must choose two players to bowl the fifteenth and sixteenth overs. The non-consecutive over rule still applies.
 - b) If a team is two players short:
 - i) **When batting** - after twelve overs, the captain of the fielding side will choose two players to bat again in the last four overs.
 - ii) **When fielding** - after twelve overs, the captain of the batting side must choose two players each to bowl two of the last four overs. The non-consecutive over rule still applies.
 - c) If a selected player is not available to bat again, a ten 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.
 - d) When a team is reduced to less than six players (irrespective of the reason) and a substitute is unavailable, the offending team will forfeit the game (See Rule 1.3).
- 2) **Substitutes**
 - a) 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 and/or duty manager or tournament organiser.

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- b) 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.
- c) A substitute player cannot bat, bowl or keep wickets.
- d) A substitute must be in the correct uniform or uniform penalties will apply.
- e) A team may not use a substitute pending the late arrival of a nominated player.
- f) Once substituted, a player may take no further part in the match.

3) **Injured Players**

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

a) **Blood Related Injuries**

- i) A player suffering a blood related injury must leave the court for further treatment unless the bleeding can be contained within a maximum of two minutes. The injured player and medical staff in attendance should ensure that no blood contaminates the court, or its fittings or fixtures.
- ii) The injured player must remove and replace any blood-contaminated clothing and wash off any blood on their body before rejoining 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, is entitled to have a "Blood Replacement Player" take the court, on their behalf, until the injury has been attended to.
- v) If the injured player 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 rejoining the game.
- viii) A blood replacement player is not able to bat, bowl or keep wickets.
- ix) In the case of a Blood Related injury, the following conditions will apply:
 - a) **When batting** - The captain of the fielding side will nominate one player from the injured player's team to bat with the remaining batter. This must be done at the time of the injury.
 - b) **When fielding** - If the player is injured whilst bowling, the captain of the batting side will nominate one player from the injured player's team to complete the over. The non-consecutive over rule still applies.

b) **Non Blood Related Injuries**

- i) Players who suffer non-blood related injuries will be entitled to a maximum of two minutes to attend to their injuries.
- ii) After this time, if the player is not ready to recommence play, the umpire will ask the player to leave the court to recover from their injuries.
- iii) Provided they have not been substituted, a player may return to the game after they have recovered from their injuries.
- 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 keep wickets.
- vi) An injured player will be guided by a medical officer (if in attendance), to leave the court for further treatment.
- vii) If a batter is injured, the captain of the fielding side will nominate one player from the batting team to complete the injured batter's remaining overs.
- viii) If a bowler is injured during their first over, one player is to be nominated to complete the over. The incapacitated player's second over will be bowled after the twelfth over and another player may be chosen by the opposing captain. The non-consecutive over rule still applies.

RULE.9 FIELD PLACEMENT

1) **Fielders Per Half Court**

- a) The court is divided into two halves with the dividing line being the non-striker's running crease. No more than four 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".

2) **Fielders on the Pitch**

- a) 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".

3) **Exclusion Zone**

- a) An Exclusion Zone will be marked in an arc extending at a radius of three metres from the batting crease.
- b) 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.
- c) 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".

4) **Wicket Keeper**

- a) A fielder is classified as a wicket keeper if they take up position behind the stumps at the striker's end in the area designed for the wicket keeper.
- b) 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).
- c) The wicket keeper must take up a position with both feet wholly inside the designated area and cannot move out of that area

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- until the ball leaves the bowler's hand. If this rule is contravened, the umpire will call "No Ball".
- d) 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".
 - e) 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".
 - f) The wearing of gloves by the wicket keeper is optional. (See Rule 5.3.a).
 - g) A wicket keeper is optional.

RULE.10 PLAY BALL/LIVE BALL/DEAD BALL

- 1) **Play Ball/Live Ball**
 - a) The game commences once the players take their positions and the umpire calls "Play".
 - b) The ball remains "live" throughout the over unless the umpire call "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".
- 2) **Automatic Dead Balls**
 - a) No runs can be scored or wickets lost. The ball must be re-bowled.
 - b) The bails are off either set of stumps when the bowler commences their run up.
 - c) Any Ball that leaves the court, other than a ball leaving the court as a result of an attempted run out by a fielder.
 - d) Any ball, after being struck by the batter, that lodges in the net or corner conduit. The original batter must face the re-bowled delivery.
 - e) The bowler attempts on illegal mankad (See Rule.17.7). The batting side will receive two runs for the "No Ball"
- 3) **Discretionary Dead Balls**
 - a) The decision to have the ball re-bowled or to allow runs scored or to apply penalties for wickets taken will be at the discretion of the umpire.
 - b) An injury to a player.
 - c) The batter did not have enough time to take strike before the bowler delivers the ball.
 - d) The bat accidentally leaves the batter's hands as a result of playing a shot at the ball.
- 4) **Special Case Dead Balls**
 - a) This ball is not re-bowled.
 - b) The ball after being bowled hits a fielder. A special call of "No Ball, Dead Ball" is made and the batters will receive two runs.
 - c) 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.
 - d) A ball, when bowled, hits the top or side net. The umpire will call "No Ball, Dead Ball" and the batters will receive two runs.
 - e) A wicket falls, excluding a mankad.
 - f) The umpire calls "Over".
 - g) 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.

RULE.11 SCORING

- 1) When both batters cross between the batting crease and the non-striker's crease and make good their ground, one run is scored, this is called a "physical" run.
- 2) 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 be awarded;

Zone A (Front Net behind Wicket Keeper)	=	1 Run
Zone A (Side Net between Front Net and Batters Crease Line)	=	1 Run
Zone B (Side Net between Batter's Crease and the Non-Strikers Line)	=	2 Run
Zone C (Side Net between the Non-Strikers Line and the Back Net)	=	3 Runs
Zone D (Back Net with the exception of Zone E Area)	=	5 Runs on the bounce or 6 Runs on the full
Zone E (Back Net Marked Behind the Top Stumps)	=	5 Runs on the bounce or 12 Runs on the full
Zone B or C into Zone D or Zone E	=	4 Runs on the Bounce or 6 Runs on the full
- 3) Bonus runs as defined in Rule 11.2 will only be scored if the batters successfully make a physical run as described in Rule 11.1.
- 4) The scoring zones that the ball strikes first will count with the exception of a ball coming off Zone B or C onto Zone D or Zone E.
- 5) The top net is neutral and a ball hit via the top net directly onto either the Zone D or Zone E net on the full will score six or twelve bonus runs respectively.
- 6) 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



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- 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.
- 7) The batting team will be credited with a two run penalty when the umpire calls a delivery “No Ball”. If the batter plays a “No Ball” into a scoring zone, the zone score and the physical runs made will be added to the two run penalty.
 - 8) The batting team will be credited with a three run penalty when the umpire calls a delivery “Wide” or “Leg-side” and any physical runs made from such a delivery will be added to the three run penalty.
 - 9) 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.
 - 10) “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.
 - 11) 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.
 - 12) 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.11.2).
 - 13) Balls deflected into scoring zones off the batter’s person (e.g. leg) where no contact has been made with the bat or hands holding the bat will not score bonus runs. Only physical runs may be scored.
 - 14) If a batter is given “Out”, the batting team will lose five runs and all previous runs scored from that delivery will not count.
 - 15) Where a ball strikes a zone scoring tape or corner conduit, the higher zone score will count.
 - 16) 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.

RULE.12 NO BALL

A “No Ball” will be called when;

- 1) The ball is 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 must not be straightened in the delivery action. If the elbow remains bent throughout the delivery, it may be a fair delivery).
- 2) 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”).
- 3) If any part of the ball, when bowled underarm, pitches on or before the underarm line it will be a “No Ball”.
- 4) There are more than four fielders in either half of the court at the commencement of the bowler’s run up. (See Rule 9.1).
- 5) A wicket keeper moves outside their designated area before the ball leaves the bowler’s hand or takes the ball in front or from the side of the stumps (See Rule 9.4).
- 6) A fielder, other than the wicket keeper, has any part of their body in the wicket keeper’s area or exclusion zone prior to the ball being played at by the striker or passes the striker’s wickets (See Rule.9).
- 7) A bowler changes style of bowling (i.e. over arm to under arm, 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).
- 8) The bowler depresses the net and/or the net protection in Zones D or C with any part of their body during the course of their run up.
- 9) The ball, when bowled, passes over or would have passed over the striker’s front shoulder, either on the full or bounce, 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 person. A striker must have part of their back foot behind the batting crease when the ball passes or would have passed the batting crease to be entitled to the call of “No Ball” under this rule. The back foot need not necessarily be grounded behind the batting crease. Note: The umpire may regard an exaggerated batting stance in the crouched position as unfair play.
- 10) Any part of the ball, when bowled, initially lands off the pitch before reaching the line of the batting crease.
- 11) A mankad is illegally attempted. The umpire will call “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 17.7).
- 12) When a bowler makes more than two unsuccessful mankad attempts in any one over, the third unsuccessful attempt will be called “No Ball, Dead Ball”. The ball will not be counted as part of the over and two runs will be credited to the batting team’s score (See Rule 17.7).
- 13) The ball, after being bowled, hits the top or side net before reaching the batter. The umpire will call “No Ball, Dead ball”. The ball will not be re-bowled and two runs will be credited to the batting team’s score.
- 14) A fielder, or part of a fielder (with the exception of the 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.9.2)
- 15) A batter can be given “Out” off a “No Ball” in any of the four following ways:
 - a) If the ball is hit twice other than to protect the wickets (See Rule 17.8).
 - b) If either batter deliberately interferes with the fielding team (See Rule 17.8).
 - c) If in attempting a run, either batter is run out (See Rule 17.4).
 - d) If the striker is run out by the wicket keeper (see Rule 17.4).
- 16) Any batter dismissed off a “No ball” will be penalised five runs. The two run bonus for the “No Ball” is negated by the dismissal.
- 17) A “No Ball” is included as part of an over except in the last over of the innings.
- 18) Any “No Ball” bowled in the last over of an innings may be re-bowled at the batter’s discretion. The umpire must ask the batters immediately if the ball is to be re-bowled. 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 re-bowled or not.
- 19) A “No Ball” incurs a penalty of two 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.



RULE.13 WIDE AND LEGSIDE WIDE BALLS

- 1) A “**Wide**” will be called when any part of the ball passes on the striker’s offside, outside the intersection of the batting crease and the edge of the pitch, without being touched by the striker’s person or equipment. Any part of the ball passing on the line will be deemed “Wide”.
- 2) A “**Leg-side**” wide will be called when any part of the ball passes outside the intersection of the batting crease and the leg-side line without being touched by the striker’s person or equipment. A ball passing between the batter and the stumps is not a leg-side wide. Any part of the ball passing on the line will be deemed “Leg-side”.
- 3) For the purpose of identification, the edge of the pitch will be taken as the offside line, and the point 45cm from the center stump will be taken as the leg-side line.
- 4) Batters may be dismissed by all forms of dismissal when a “Wide” is bowled, bearing in mind that if a ball is struck by the striker’s person or equipment, it is no longer a “Wide”.
- 5) A batter dismissed off a “Wide” will be penalised five runs. The three run bonus for the wide is negated by the dismissal.
- 6) A “Wide” counts as part of the over, except in the last over of either innings.
- 7) All “Wides” bowled in the last over of an innings may be re-bowled at the batter’s discretion. The Umpire must immediately ask the batters if the ball is to be re-bowled. The batters must decide before the next delivery is bowled. All scores, penalties or wickets from the “Wide” or “Leg-side” delivery will count regardless of whether the ball is re-bowled or not.
- 8) The penalty for a “Wide” is three runs, which will be added to the batting pair’s score, plus any additional physical runs scored.

RULE.14 BOWLER CHANGING DIRECTION/STYLE

- 1) A bowler must advise the umpire if they intend to change their bowling style (i.e. over arm to under arm, left arm to right arm or vice versa) or sides of the wicket (i.e. over the wicket to around the wicket or vice versa).
- 2) The umpire must use the correct hand signal to indicate to the bowler that their change of bowling style has been noticed. The onus is on the fielding side to ensure that the umpire is aware of the bowling change.
- 3) When a bowler changes direction or style, the change is to both batters unless a difference is advised.
- 4) The umpire must advise both batters of the change and only one advice need be given unless there is a further change.
- 5) “No Ball” will be called if a bowler contravenes this rule.
- 6) If the batters believe the umpire has overlooked a change they may appeal for a “No Ball”, however the umpire’s decision is final.

RULE.15 BALL LEAVING PLAYING AREA

- 1) 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 re-bowled. 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 striker must face the ball again.
- 2) 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 re-bowled.
- 3) Any ball that leaves the playing area as a result of 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. Under these circumstances the ball will not be re-bowled.

RULE.16 APPEALS FOR DISMISSALS

- 1) The umpire will not give a batter out unless appealed to by the opposing team. An appeal must be made prior to the next ball being bowled.
- 2) An appeal will cover all ways of a dismissal.
- 3) The umpire will have final jurisdiction on all appeals and retains the right to alter their decision provided it is done promptly.

RULE.17 DISMISSALS

- 1) The striking batter will retain the strike, after being dismissed, unless the batters have crossed prior to the dismissal. A batter who is dismissed “Bowled” or “Leg Before Wicket” will retain the strike irrespective of the batters crossing.

A batter can be given “out” for any of the following dismissals;

- 2) **Bowled**
 - a) If the wickets are struck by the ball, including coming from the batter’s person or equipment, and at least one of the bails is completely and permanently removed. Note: The base plate of the stumps is considered to be part of the wickets.
- 3) **Caught**
 - a) 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 be out “Caught” should the ball pass from the bat onto the striker’s body, or vice versa, before being caught.
 - b) A catch may be taken off all boundary netting except a direct hit on the full to the back net (Zone D). A ball passing from a fielder’s hand or body directly onto the 6 net, on the full, and then caught, will result in the striker being not out and the bonus runs will count. 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.
 - c) Should a ball hit the non-striker and then be caught before touching the ground, the striker will be out.
 - d) The striker will be given out 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.
 - e) A batter will not be out “Caught” if the ball came from the bottom wire supporting the net.



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4) **Stumped & Run Out**

The difference between “Run Out” and “Stumped” is that in the former a batter is attempting to make a run, whilst in the latter, the batter is stranded out of their crease after playing a shot and is attempting to regain their batting crease.

a) **Stumped**

- i) A batter is stumped when the wicket keeper legally removes the bail(s) before the striker (who has advanced down the pitch) is able to get any part of their bat or body grounded inside their crease. The wicket keeper may use the hand(s), or the forearm of the hand(s), holding the ball or as a result of the ball rebounding directly from the keeper’s body onto the stumps.
- ii) If the wicket keeper attempts to take the ball either in front of, or from the side of the wickets, with the exception of the ball striking the batter’s person or equipment, the umpire will call “No Ball”. (See Rule 9.4).
- iii) A batter cannot be stumped off a “No Ball”.
- iv) The striker can be given “Run Out” off a No Ball, by the wicket keeper, if in the opinion of the umpire the striker did not make an immediate and deliberate attempt to regain their crease.
- v) On the line is out.
- vi) Only a wicket keeper can “Stump” a batter.

b) **Run Out**

- i) A batter is run out when either batter has left their crease, while the ball is “live”, and the bails are dislodged by the ball held by or coming directly from a fielder, before any part of the batter’s person or equipment is grounded behind the line of the appropriate crease. Once a batter is safely behind the line of the crease they cannot be given out.
- ii) A fielder is able to “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 top of the wickets.
- iii) Either batter can be run out off a No Ball as per the conditions described in Rule 17.4.
- iv) If a batter is attempting to regain the crease and the bail(s) are not completely removed until after the batter makes good their crease, the batter is not out.
- v) No batter may be 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.
- vi) The stumps, when standing, are always live irrespective of the bails(s) having been removed during play. If the wickets, whilst standing, have had the bail(s) removed but the ball is “live”, the fielding side need only hit an upright stump again with the ball or the hand(s) holding the ball to constitute an appeal for a run out.
- vii) The stumps, when standing, must have some part of their base in the normal position to enable a wicket to be taken.
- viii) 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 position. The fielder need only hit an upright stump with the ball or the hand(s) holding the ball and appeal to enable a wicket to be taken.
- ix) On the line is out.
- x) The base plate is considered to be part of the stumps. A batter will be adjudged out if the bail(s) are dislodged as a result of the ball hitting the base plate.

5) **L.B.W**

- a) If the ball hits the striker’s body and the striker has made no attempt to hit the ball, the batter will be adjudged L.B.W if, in the opinion of the umpire, the ball would have struck the stumps.

6) **Hit Wicket**

- a) The striker will be out “Hit Wicket” if their person or equipment breaks the stumps whilst either playing the ball or immediately setting off for the first run after playing at the ball. The base plate of the stumps is considered to be part of the stumps. A batter is not out should they break the stumps trying to regain their crease or complete a run.

7) **Mankad**

- a) If the non-striker leaves the crease prior to the delivery of the ball and the bowler completes a delivery action then breaks the stumps with the hand holding the ball, the non-striker will be out “Mankad”. 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.
- b) The bowler must have had the ball at the commencement of the delivery stride.
- c) A legitimate mankad dismissal or attempt does not count as part of the over.
- d) If a bowler whilst attempting a mankad releases the ball during the delivery action and breaks the stumps at the non-striker’s end, the umpire will call “No Ball, Dead Ball”. This delivery will not count as part of the over and incurs the “No Ball” penalty. The umpire must call “Play” to re-commence the game.
- e) When a bowler makes more than two unsuccessful mankad attempts in any one over, the third unsuccessful attempt (without releasing the ball) will be called “No Ball, Dead Ball”. The ball will not be counted as part of the over and two runs will be credited to the batting team’s score.
- f) Any mankad attempt where the bails are not removed is still considered an unsuccessful mankad attempt.
- g) When an umpire considers the bowler is wasting time rather than attempting a legitimate mankad, the bowler may be warned for time wasting and subsequently penalised five runs for misconduct if the action is repeated.
- h) 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.

8) **Interference**

A batter can be given out for interference;

- a) If either batter deliberately interferes with the ball whilst it is in play.
- b) 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 bat-



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ting creases, it is the batter's responsibility to avoid fielders.

- c) If the ball is struck or stopped by the striker more than once except when preventing the ball from hitting the stumps. This 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.
- d) The non-striker cannot impede the line of delivery of a bowler. This will be deemed interference and the umpire will warn the non-striker to move. Refusal to heed the warning will result in a five run penalty.

Note - Should any player deliberately endanger an opponent, irrespective of the right of way provisions, they will be dealt with under the Rules of Misconduct (See Rule 19).

9) **Third Ball**

- a) Should the score remain unchanged after two deliveries, the umpire will call "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 Mankind), the Third Ball count will restart from the commencement of the next delivery.
- b) In the event an umpire fails to call "Third Ball", it will be the responsibility of the captain 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 recognize the Third Ball call, the following ball (i.e. the fourth ball) will then be called Third Ball if the score did not change from the delivery just completed.
- c) Regardless of when they occur in a batting partnership, 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.
- d) After a call of "Third Ball", once the non-striker leaves their crease, unless a leg-side, wide or a no ball is bowled, or the striker is dismissed, they must continue to the batter's crease. (Note: The non-striker is not required to run at the instant that the ball is released by the bowler.
- e) If the non-striker stops and/or attempts to return to their original crease, the umpire will give the striker out, "Third Ball".
- f) If the non-striker makes no clear attempt to make a physical run, the umpire will give the striker out "Third Ball".
- g) If the non-striker does not hesitate and completes a physical run, the onus will be on the fielding team to affect a run out.
Note - Once the "Third Ball" dismissal is given, the ball is dead. The dismissal is recorded against the striker. A striker cannot be given out on a "Third Ball" dismissal if the umpire does not call "Third Ball" prior to the delivery.

10) **Double Play**

- a) A double play dismissal is completed when both the batter and non-striker are dismissed on the same delivery.
- b) There are two ways of effecting a double play dismissal and these are as follows;
 - i) When the batter on strike is first dismissed either bowled, caught, run out, stumped, LBW or hit wicket and then the non-striker is run out.
 - ii) When the non-striker is first run out and then the batter on strike is run out.
- c) To successfully run out both batters during 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).
- d) If either batter is dismissed for interference, the ball is deemed an automatic dead ball and a double play cannot be completed.
- e) Ten runs will be deducted from the batting teams score when a double play dismissal is effected.

RULE.18 INTERFERENCE

- 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 out and all runs will count. The fielding team will be issued a warning.
- 2) A five run penalty will be issued to the fielding team for a second infringement (Note - A player may not be guilty of obstruction if they do not move).
- 3) The fielder has right of way provided they are legitimately fielding the ball.
- 4) If the ball is bowled, then deliberately fielded prior to the batter having the opportunity to hit the ball, the fielding team will be penalised five runs for unfair play and the ball will be re-bowled.

RULE.19 MISCONDUCT

- 1) Any misconduct may incur a run penalty at the discretion of the umpire. No warning need precede the application of this penalty. Any act of misconduct may result in the player(s) being ordered off the court by the umpire (See Rule 20).
- 2) The maximum penalty for any single rule violation is five runs. In the case of misconduct related violations, the penalties can range in multiples of five to a maximum of twenty, depending on the severity of the violation.
- 3) 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.
- 4) Any of the following may constitute misconduct;
 - a) Dangerous or unduly rough play.
 - b) Swearing or making obscene gestures.
 - c) Deliberate physical contact or fighting.
 - d) Unfair play (See Rule 19.6).
 - e) Spitting.
 - f) Sledging (e.g. Any baiting, harassment, gestures, words or actions, which may interfere with the play or concentration of an opponent).
 - g) Mistreatment of equipment (e.g. Bats, nets, carpets, stumps or balls).
 - h) Deliberate time wasting.
 - i) Any player deliberately stepping on the nets.

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- j) Disputing or arguing with the umpire.

Note - The captain of the fielding side or the batter at the wicket 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 penalized.

- 5) Any person or team found substituting or deliberately scuffing, gouging or attempting to reshape the ball will be penalised ten runs for ball tampering.
- 6) Unfair Play can be defined as actions taken outside the spirit of the rules of the game to create an unfair advantage over an opponent. Any of the following would be considered unfair play;
- A fielder pretending to have the ball in order for the wicket keeper to run out of a batter who may stray outside their crease.
 - A wicket keeper clicking their fingers to simulate a ball striking the edge of a bat.
 - Undue noise and movement during a bowler's delivery.
 - Unnecessarily slowing down play.
 - After missing a delivery, the batter lifting the bat in front of the wicket keeper to prevent the ball being thrown to the receiver.
 - Ball tampering.
- 7) Any game may be stopped and awarded to the opposition, or cancelled, should infringements of the above nature escalate to the point where the captains have lost control of their players. No game may be called off without consultation with the duty manager or tournament organiser.
- 8) Any player incurring two misconduct penalties for any reason must be ordered off for the rest of the game by the umpire.

RULE.20 ORDER OFF

Umpires must order off;

- Any player whose conduct is extreme (e.g. Striking or threatening behaviour).
- Any player who has been the cause of two separate penalties for misconduct being awarded against their team.
- The umpire is the sole judge of what constitutes extreme misconduct.
- A player ordered off the court will take no further part in the game.
- A player ordered off will not be replaced. Teams are to revert to the Player Short Rule (Rule.8) for the batting and bowling.

RULE.21 ILLEGAL COURT ENTRY/EXIT

- 1) **Illegal Court Entry**
- Any player, other than the two batters and the eight fielders on 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. They may be subject to further disciplinary action by the duty manager or tournament organizer if there is additional misconduct.
Note - Commonsense should be applied in circumstances such as when a player is injured and requires immediate attention. This does not however entitle the assisting player/s to say or do anything intimidatory towards the opposition.
- 2) **Illegal Court Exit**
- 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. Any player leaving the court without permission will be refused any further participation in the game.
Note - If sufficient players violate this rule, the game may be forfeited.

RULE.22 RUNNERS

- Runners are not permitted except for persons with a permanent disability, and only with the consent and at the discretion of the duty manager or tournament organiser.
- Where a runner has been permitted, they must;
 - Wear two gloves and carry a bat;
 - Stand behind the batting 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 penalized 5 runs for unfair play. This violation is not subject to the order off rule (Rule 20).
- The 'disabled batter' should, where possible:
 - Stand near Zone A to the leg side of the facing batter when not on strike;
 - Having struck the ball, make a reasonable effort to get out of the line of play of the fielders.
- The disabled batter will be given out "Stumped" or "Run Out" if either they or their runner are out of their crease.

RULE.23 END OF OVER/GAME

- An over is completed when off the last delivery;
 - The ball is fielded and held over the stumps at either end whilst at least one batter is in the crease and the umpire calls "Over".
 - All players on the court regard the ball as being "Dead" (i.e. No further play is possible).
 - A wicket falls, excluding a mankad (subject to it being a legal delivery) and the umpire calls "Over".
 - The umpire will end the match by calling "Game" after all of the prescribed overs have been bowled.
 - No run penalties may be imposed after the umpire calls "Game".
 - Any misconduct occurring after "Game" has been called should be referred to the duty manager or tournament organiser for possible further action.



RULE.24 SCORING SYSTEM

- 1) The intention of this scoring system is to provide further strategy and interest in all matches regardless of the total team scores, and the following match points will be awarded under this system;

Win	4 Points
Draw	2 Points
Loss	0 Points
Default Win	8 Points
Default Loss	-8 Points
- 2) In addition to the above match points, 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.
- 3) One skins point is offered for each corresponding pair, making a total of four skins points per game.
- 4) In the situation where two corresponding pairs score the same number of runs, the skins point to be awarded for the pair will jackpot forward to the next pair or backwards in the case of the last pair.

RULE.25 LADDER POSITION

- 1) When determining the order of teams at the end of all Round-Robin games, the positions will firstly be determined by points, secondly by the number of games won, thirdly by the number of skins points won, and finally by run difference.
- 2) Run difference is calculated by dividing the number of runs scored by a team by the number of runs conceded by that team for a percentage result.
- 3) For the purpose of determining the final ladder positions, any matches drawn or tied by a team will be counted as one half of one win.

RULE.26 DRAWN ELIMINATION MATCHES

- 1) If any elimination match is tied, a mini-game of two four over innings will be played.
- 2) During any such mini game the following format will be followed;
 - a) Each team will select four bowlers to each bowl one over during their innings in the field.
 - b) Each team will select four batters to bat together in two partnerships during their batting innings.
- 3) If the scores are still tied at the end of the mini game, a second mini game will be played.
- 4) During the second mini-game the four bowlers who did not bowl for each team during the first mini-game must bowl and the four batters who did not bat for each team must bat.
- 5) If the scores are still tied at the end of the second mini-game the match will be awarded to the team that finished highest on the competition ladder at the end of the round robin section of the competition.

RULE.27 PLAYER ELIGIBILITY AND FINALS QUALIFICATION

- 1) 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.
- 2) A player must not be registered or qualify for more than one team in the same grade in the same competition.
- 3) A player may not fill-in for another team in the same grade in the same competition.
- 4) A team may not use more than one fill-in player from a higher grade in any one match.
- 5) A fill-in player may not play down more than one grade they are registered in. For example a Mens 1 player filling in for a Mens 3 team or lower.
- 6) In general, the use of fill-in players will be at the discretion of both captains and the Stadium or Duty Manager who may not allow certain players to take the court.

RULE.28 MATCH FEES

- 1) No game will commence until full match fees have been paid by both teams.
- 2) Full match fees must be paid even if a team is short of players.

RULE.29 RULE VARIATIONS

- 1) Stadiums may at their discretion modify the playing rules for their own competitions, these rules will be known as In House Rule Variations and should be used in conjunction with this rulebook.
- 2) For example, some stadiums use Super Eight Rule Variations which include Double Plays and higher net scores.

END OF RULES

All teams should also make sure that they read a copy of our Stadium Policy so that they are fully aware of all playing conditions pertaining to our seasonal competitions.