

8-A-Side Indoor Cricket Rules Digest

Fielding a team

All players must be properly attired – ie wearing uniformed tops / jerseys or at least the same colour. If not, 5 runs per un-uniformed player will be deducted from the team's batting total at the umpire's discretion (capped at 15 runs). Slippers or playing barefoot is not allowed.

Each team will need to field a maximum of 8 players & a minimum of 6 players to commence a match. A game must start as scheduled, if a minimum of 6 players for each team is present. If the game is reduced to 6-a-side, then the full quota of 16 overs per side will still be played with a pair batting twice & 2 bowlers to bowl 4 overs each.

At the scheduled start time, if one team has at least 6 players but the other doesn't, there will be a grace period of 10 minutes. But there will be a time penalty of 4 overs (1 from each batting pair) deducted from the offending team if they arrive anytime within that 10 minutes. The non-offending team will automatically win the toss & still bat 16 overs. So, all teams should toss 5 minutes before the scheduled start to avoid losing overs.

If both teams do not have a minimum of 6 players at the scheduled start time, there will be a grace period of 10 minutes. But there will be a time penalty of 4 overs (1 from each batting pair) deducted from both teams if they arrive anytime within that 10 minutes. Whichever team gets to 6 players first, automatically wins the toss. So, all teams should toss at least 5 minutes before the scheduled start to avoid losing overs.

After the 10 minute grace period, if both teams do not have a minimum of 6 players, the game will be considered a 'void match' with 1 point deducted from either team.

After the 10 minute grace period, if one team does not have a minimum of 6 players, the match will be considered a walkover and full points will be awarded to the non-offending team and 1 point deducted from the offending team. The standard NRR procedure in such an instance will be: the non-offending team will be given 150 runs, the offending team will be given 50 runs.

Under no circumstances will a team receive a refund for a no-show/walkover by their opponents. (This is because Seasoned Pro cannot cancel any court booking) The team(s) can still use the Indoor court at their discretion, till the booking time is up, for training or a friendly match.

If a team causes a void match, no-show or walkover on 1 occasion, no further action will be taken by Seasoned Pro except as defined above. However, a team will receive a 3 point penalty for each subsequent walkover, no-show or void match and pay the organizers \$100 for court/umpire costs.. Each team is allowed 1 postponement once the season has started & must inform Seasoned Pro by **Monday** of that week. If not, they must turn up or face the penalties stated above.

The above terms are to protect the integrity of the league and to ensure teams turn up to games and be ready to start at the allotted time – we have a large number of back-to-back games and limited court time, so this is **extremely important**

Batting

- 1) When batting, the 8 players in the team are divided into 4 pairs to bat out 16 overs (except when time penalties apply)
- 2) If only 6 players are present, the opposition team can choose which pair bats again to make up for the 4th pair. If 7 players are present, the opposition team can choose one player from the other pairs to join up with the 7th player to make up the 4th pair
- 3) Each pair will get to bat for 4 overs. Except when time penalties apply – then it's 3 overs per pair.
- 4) Even if a member of a pair is given out during their innings, they will continue to bat until they've faced their allotted overs as a pair. There is no swapping of ends when a wicket falls or at the end of an over.
- 5) The runs scored as a pair are added to a collective team score which is a total of all 4 pairs' batting scores after the full allotment of 16 overs (except when time penalties apply)

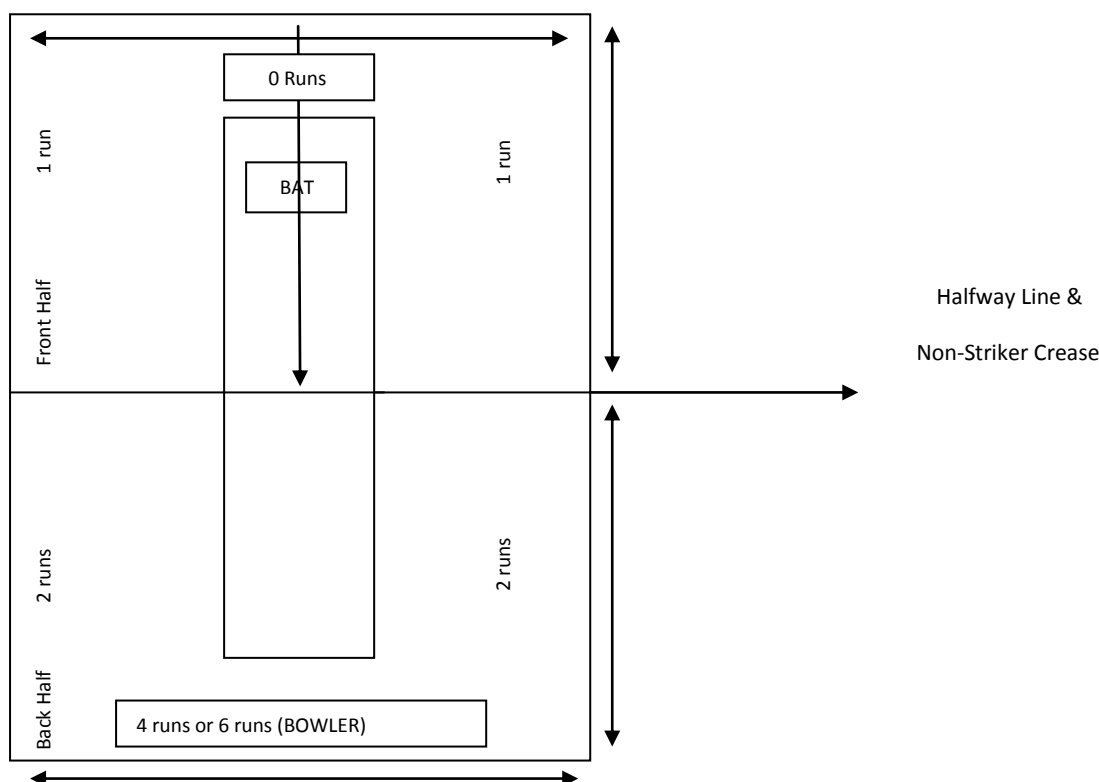
Bowling & Fielding

- 1) While fielding, bowlers are only allowed to bowl a maximum of 2 overs each, which means that all 8 players are required to bowl. When time penalties apply, the non-offending team (if any) bowls 12 overs, so only 4 players will bowl twice if there all 8 players present. The number of bowlers who bowl twice changes if there are less than 8 players present.
- 2) If only 6 fielders are present, the batting team will choose which 2 bowlers will bowl the remaining 4 overs. In the case of only 7 fielders present, the batting team will choose which 2 bowlers will bowl the remaining 2 overs. These bowlers will only be nominated when 4th batting pair is in to bat. This equation changes if time penalties apply.
- 3) A wicketkeeper should always be present behind the wickets for every ball that is bowled.
- 4) Fielders are allowed to take catches OFF the nets only as long as the ball is caught before making contact with the ground. But the ball cannot be caught against the net.
- 5) Mankads are a perfectly legitimate and accepted form of dismissal in indoor cricket. Bowlers are only allowed to 'mankad' a batsman after giving 1 official warning per innings to any batsman, which will be noted by the umpire. But this warning must be a legitimate one. ie, when the warning occurs, the batsman must be out of his crease. When the wickets are broken during a 'mankad', the ball should be in the bowler's hand at all times & should not be thrown onto the wickets.

Modes of Dismissals & 5 run penalties

- 1) Modes of dismissals are the same as conventional cricket except for :
 - i) being caught where a batsman can be given caught off the net or goal
 - ii) there is **no LBW** rule unless a batsman intentionally uses his legs (or any part of his body) to prevent the ball hitting the wickets without offering a shot, during which a fielding team will need to appeal to the umpire for a decision
 - iii) The ball is LIVE at ALL times except: when a wicket falls, batting pairs change and when the umpire signals 'over up'. So, outside of these occasions, batsmen are allowed to 'steal' runs and fielders can run out batsmen whenever possible. Batsmen must ask the umpire permission to leave their crease between deliveries or they can be run out.
- 2) Each time a batsman is given out, 5 runs will be deducted from the pair's total score and any runs scored during that ball will be void (The pair do not change ends unless they crossed before a catch was made)
- 3) 3rd ball penalty: During an innings, if 2 consecutive balls have resulted in the total score being unchanged, the 3rd ball will need to be a scoring shot. If this does not occur, the batting pair will be penalized 5 runs. If the 3rd ball results in a wicket, wide or no ball however, the 3rd ball penalty will not occur as the score would have changed. The 3rd ball penalty can carry over to the next over but only within a batting pair. It doesn't carry over between different batting pairs.

Court Layout & Scoring runs



- 1) The halfway line of the court divides the court into a front half and back half and the halfway line serves as the non-striker's crease. This means that the batsmen do not have to run the entire length of a pitch to run a single but only to the midway line.
- 2) But, the bowling and batting crease will be the same length apart as conventional outdoor cricket and all bowlers will only bowl from one end
- 3) A scoring shot that makes contact with **either side** of the net in the front half of the court results in 1 run plus any physical runs scored by the batsmen. If the ball touches a fielder before the net, the runs are still counted.
- 4) A scoring shot that makes contact with **either side** of the net in the back half of the court results in 2 runs plus any physical runs by the batsmen. If the ball touches a fielder before the net, the runs are still counted.
- 5) A scoring shot that makes contact with the back net on the bounce is a 4 and if hits the back net on the full it is a 6 plus any physical runs by the batsmen. **Batsmen cannot be given out caught off the back net after a 6.**
- 6) A scoring shot that hits a **side net/top net** and then the back net is considered 3 runs plus any physical runs by the batsmen. **A batsman can be given out caught in this instance.** Only physical runs can be scored if a scoring shot hits the top, then side net.
- 7) No runs will be scored if the ball makes any contact with the net behind the batsman except for any physical runs by the batsman. Overthrows only count for physical runs. That means, the ball hitting the net off an overthrow doesn't count for bonus runs.
- 8) If a ball is hit out of the indoor court, it's automatically 2 runs to the batsman with no additional physical runs.
- 9) At the end of the 2nd innings, the team with the highest total team score, wins the match.
- 10) During the group stages, in a tie, number of wickets lost doesn't count. If both teams' scores are tied at the end of a knock-out match, there will either be a bowl-out or a super over. If time is scarce, it will be at the organisers' discretion.

Extras

- 1) **A wide ball**, a ball that has pitched beyond the reach of a batsman, as deemed by the umpire, will result in 2 runs being added to the batting pair's score along with any physical runs scored during that ball. However, no extra ball(s) will be bowled **except for the 16th (or final) over.** But the extra ball(s) will only be bowled after consulting the batsman who may decline or accept the choice of the extra ball(s)
- 2) A **no ball** can result from the following;
 - i) Bowler overstepping the bowling crease while delivering the ball
 - ii) Bowler bowling a beamer above waist height for pace bowlers and shoulder height for spinners
 - iii) Bowler throwing the ball instead of bowling
 - iv) Bowler pitching the ball which bounces twice or more before reaching the batsman
 - v) Bowler bowling bouncer above shoulder height after being warned once
 - vi) Bowler bowling a ball that hits the top net before reaching the batsmen

In all these instances, the batsmen can still hit runs off the no-ball and they will be counted towards their individual and total score. However, the ball can only be hit if it has crossed the halfway line otherwise it will be deemed a dead ball & be re-bowled.

- 3) A no ball will result in 2 runs being added to the batting pair's score plus any physical runs scored during that ball. However, no extra ball(s) will be bowled **except for the 16th (or final) over.** But the extra ball(s) will only be bowled after consulting the batsman who may decline or accept the choice of the extra balls

Unlike conventional cricket, a bye & leg bye are credited to the batsman's total score. They do not go into the extras column.

Code of Conduct

Please note that any decisions the umpire makes is **final** and should be respected by all players. Vulgarities and aggressive behaviour towards the umpire, other players and spectators will not be tolerated and offending players (in the opinion of the umpire) will be issued a 1st and final warning before action is taken.

If the same player offends a 2nd time, the umpire has the authority to send the player off the court for the duration of one over (6 balls) during which the offending player's team will play with one less player.

If the 2nd offence is carried out by a batsman, the player will be dismissed for one over during his team's bowling innings and if the offending player's team has already bowled, the dismissal for an over will be carried over to the following fixture.

If the same player offends a 3rd time, he will be completely barred from playing the remainder of the match and will be banned for a further one match subsequently.

In such an instance when a player has been barred from playing the remainder of a match:

The offending player's allocated overs will be bowled by a bowler of the opposition teams's choosing

The offending player's batting slot in a pair will be replaced by a batsman of the opposition team's choosing

If the any team's behaviour has been deemed to be undesirable by the umpire or organizer, the offending team will have a point deducted from their table point tally.

This rule will be strictly enforced and under no circumstances will it be overturned as Seasoned Pro has an obligation to the other teams, the facilities it hires and their clientele

Point allocations and Run Rates

1) A win will result in 3 points to the winning team

2) A loss will result in 0 points to the losing team

3) A tie will result in 1 point to both teams (regardless of wickets lost)

4) Net Run Rate (NRR) will be calculated for each team during the course of the season to determine placings

$$\text{net run rate} = \frac{\text{total runs scored}}{\text{total overs faced}} - \frac{\text{total runs conceded}}{\text{total overs bowled}}$$