



CRICKET RULES AND PLAYING REGULATIONS

A double/large gym will be used

The pitch shall be 22 yards from wicket to wicket

Existing horizontal boundary lines in a gymnasium to be used as an 'out' line 10 feet from the floor.

The wide ball crease would be 36 inches from the middle stump on both sides of the wicket. The bowling/batting crease will extend 48 inches in front of the stumps.

Ties in standings will be broken in the following manner:

- i) The result of the game(s) between the teams.
- ii) The net run rate in the games between the tied teams (NRR).
- iii) Net run rate is calculated runs = batting minus runs = field overs for overs against

eg. runs for overs bat run rate runs against overs bowled RR against NRR
424 54 7.851852 279 51 5.4705882 2.381264

In the event of a team being all out in less than its full quota of overs the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled, and not on the number of overs in which the team is dismissed.

Note: The above criteria to determine all positions

FINALS

The two winning teams from the 2 round robin divisions will play in the finals

(e) Tie Breaker

In the case of a tie at the end of the finals, teams will play a 'Superover' according to the following rules:

1. Each team elects three batsmen and one bowler.
2. The umpire stand at the same end at which they finished the match.
3. The team batting second in the match will bat first in the over per side eliminator.
4. The loss of two wickets ends the innings.
5. If the scores are tied after the one over eliminator the team that scored the most boundaries (4 runs) combined from its two innings shall be the winner.
6. If still equal then a countback from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over then any unbowled deliveries will be counted as dot balls.

(Note, that for this purpose, the runs scored from a delivery is defined as the total teams runs scored since the completion of the previous legitimate ball, i.e, including any runs resulting from wides, no balls or penalty runs.)

For each match a team roster (**including first and last names**) must be completed and submitted to the scorekeeper after the toss and prior to the start of the match. Both teams shall indicate all potential players. **Each team consists of 6 players and up to 4 substitute players for each match.**

SUBSTITUTIONS

Each team will be allowed four (4) substitutions per game. Once a player departs the game they may not return. There are no restrictions on the position that they occupy.

Substitutions may only occur between the over, except in the case of an injury where substitution may occur at the time of the injury. This substitution is counted, as one of the team's four. Once the four substitutions have been made no additional substitutions are allowed. At the time of substitution the sub must report to the umpire.

The umpire shall instruct the scorer to note the change.

(ii) A substitute assumes the entire playing history of the player being substituted, only if the outgoing player is removed due to injury or ejection. This includes partial completion of overs, removal etc.

(iii) A partial completion of an over counts as a full over against the substitute bowlers allowance.

(d) A batsman may leave the game under one of the following circumstances:

(i) If a batsman is injured while at bat and cannot return he/she will be recorded as retired hurt.

(ii) A batsman will not be allowed a runner under any circumstances. The batsman can retire hurt and return to bat at a later stage in the innings.

(iii) If a batsman is uninjured and retires he/she is retired out.

AWARDS

(a) First place medals will be presented to the winning team (maximum 12 per team).

(b) Second place medals will be presented to the runner up team (maximum 12 per team).

(c) Third place medals will be presented to the team placing 3rd (maximum 12 per team).

(d) Tournament banner will be presented to the winning team or forwarded to the winning team's school.

RULES AND OFFICIALS

International Cricket Council (ICC) rules and ROPSSAA rules are the basis of this indoor cricket tournament.

Rules specific to this indoor cricket tournament include (slight modifications from ROPSSAA rules):

(a) A team fielding fewer than 5 players forfeits the game.

(b) (i) Each team will bowl 5-6 ball overs. A minimum of 3 different players from a team must bowl. No bowler may bowl 2 consecutive overs and no bowler may bowl more than 2 overs.

(ii) Should a team run out of bowlers the match will be over.

Note: The bowling order may be changed at anytime during the match.

(c) (i) Each match shall consist of 1 innings per side. The batting order may be changed at anytime during the match.

(ii) All 6 players must be out to end the innings before 6 overs are completed.

(iv) Batsman #5 out must remain to run but not bat (though he/she may be substituted for).

(d) There will be two umpires for each match.

There will be two scorers and one team member from each team, for each match need to sit with the scorers to identify the batsmen/bowlers.

(f) ROPSSAA cricket score sheets shall be used. **First and last names of competitors must be provided.**

(g) (i) Players will remain on the pitch and play will continue uninterrupted. After the ball is played by the batsman coaches may call out instruction. **Coaches may not enter the pitch.** Player instruction may occur between overs so long as it does not disrupt the flow of the match. **Only the captain may speak to the umpire during the match.**

(ii) There will be a common three (3) minute break between each innings (there are no time outs during a match).

(h) Players and coaches who argue calls may be ejected. Ejected players may be replaced with one of the substitutes. If a coach is ejected the game is forfeited.

(i) Completion of play will be determined when bowling ends and the umpire calls time.

(j) **'No Ball'** (I.C.C Law 24 and 42. 68)

A noball shall be called and signalled for:

(i) A ball that is delivered full toss above the waist of the batsman standing erect at the crease. In addition if it is close to the batter, it is a warning.

(ii) A ball that is not a WIDE and bouncing above the shoulder height of the batsman standing erect at the crease.

(iii) Any delivery during which the bowler's foot positioning is not within the bowling crease;

(iv) Any delivery during which the bowler's arm action is not legal;

(v) Any delivery that bounces more than twice or rolls before reaching the crease at the striker's end;

(vi) Any delivery during which fielding violations occur.

(vii) A bowler will be immediately removed (no warning) if the ball (beamer) is considered to be intentional.

(viii) A bowler whose beamer is accidentally near the batsman (could cause injury) will be warned.

Note: A bowler is to be warned once if the beamer is considered accidental and removed on the second.

(k) **'Wide Ball'**

A wide shall be called and signalled for:

(i) Any ball passing wide of leg stump and behind the batsman in stance (immediately prior to the delivery):

(ii) Any ball passing wide of the off stump wide crease or which is in the judgment of the umpire, too wide of the stumps for the batsman to fairly play, taking into account the size of the batsman and his stance immediately prior to the delivery.

Note: Any ball hitting the bat or any part of the batsman's person, dress or equipment shall not be judged wide.

SCORING

(a) Two runs will be scored for a batter who hits the side wall beyond the centre line and below the out line. One run will be scored for a batter who hits the wall before the centre line below the outline.

Additional runs can be scored by the batsmen running. In the event that the batsman is run out, the run(s) will stand as will all runs successfully completed.

- (b) One run is given each time the batters cross and make good their grounds.
- (c) One run shall be awarded for any bye that goes to a wall plus any runs made by the batsman. No runs will be allowed for leg byes and the batsmen will not cross.
- (d) For a ball withheld by obstruction, the ball shall be called dead and runs previously scored plus runs in progress will be awarded.
- (e) Six runs to a batter who hits the wall behind the bowler and below the out line without touching the floor first and four runs if it hits the floor first. As in (a) additional runs can be scored by the batsmen running. In the event that a batsman is run out the four/six runs will stand as will all runs successfully completed.
- (f) If the batsmen successfully complete a run in the event of an overthrow, the run shall count. Similarly if a batsman is run out in attempting a run following an overthrow the "out" shall stand.
- (g) For a ball judged a noball by the umpire, one run shall be awarded as a penalty plus any runs made by the batsman playing the ball or any runs made from a bye, including contact with the wall and successful running by the batsman.
 - (h) *For a ball judged wide by the umpire, one run shall be awarded as a penalty for the wide plus one run for a bye, should the ball hit the wall (other than in an overthrow) plus any runs made by the batsman. After two (2) consecutive wides the third wide is counted as a run AND a regular ball, plus any runs made by the batsman.*
 - (i) *Any ball that is batted into a bench or net that is being used as a player area, will be ruled a dead ball by the umpire and scored as one run. If the bench/player area is beyond the halfway point of the gym and a ball is hit into the bench/player area it will be ruled a dead ball by the umpire and scored as two (2) runs.*

(j) Methods of dismissal:

- (i) Bowled - ball hits stumps or base, bails must fall.
- (iii) Caught - ball is caught before hitting any wall or floor.
- (iv) Out - ball hits ceiling, or wall above the out line (no runs scored for hit).
- (v) Hitwicket (bails must fall).
- (vi) Run out;
 - 1. For a batsman to be given Runout, the ball in play after delivery must hit some part of the fielder's dress, equipment or person, before the bails are dislodged from the stumps by direct contact of the ball with the wicket.
 - 2. If, during the runout, the bails are not dislodged and the ball is held by the hand(s) or glove(s) of the fielder, the ball must remain in the hand(s) or glove(s) for the entire action, i.e., before, during and after the arm action that dislodges the bails by direct contact of said hand(s) or glove(s) with the wicket.
 - 3. As in (2) above, however, should the bails have been dislodged by some other means, the stump must be held by the fielder with the hand(s) or glove(s) holding the ball.

(vi) No LBW.

(vii) Stumped if batsman out of crease (if bails down the stump must be picked up with ball in hand for the out – ball and wicket contact).

(a) If both bails are on the stumps then the batsman can be run out in the usual manner.

(b) If one bail is on the stump it is sufficient to remove this remaining bail to have the batsman be run out

(c) If no bails are on the stumps then **only one** of the following must occur to obtain a run out:

1. Replace one or more bails and remove one or more bails.

OR

2. Pick up the stumps off the playing surface while holding the ball in the same hand as the stumps.

Note: you cannot make a run out by holding stumps in one hand and the ball in the other.

(viii) The bowler may run out the nonstriker at any time between the start of his run up and the normal release position of his arm. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the nonstriker, the umpire shall call and signal dead ball as soon as possible.

(ix) If the batsman is uninjured and retires, he/she is retired out.

(x) If the ball hits a fielder's helmet then goes into the fielder's hand, the batsman cannot be caught out, but the ball is not dead and either batsman may be run out. If the ball hits the batsman's helmet, then he/she may be caught out.

(k) *Fielding*

(i) No fielder shall make excessive movement during the runup and delivery of the ball in play until the ball is played by the batsman or passes his crease.

(ii) During the runup and delivery of any ball in play, no fielder shall stand within the back extensions of the return crease behind the stumps at the nonstriker end.

(l) If a fielder successfully prevents the ball in play from making direct contact with the wall, no run shall be awarded for the stroke, regardless of whether or not any part of the fielder's person, dress or equipment makes contact with the wall.

EQUIPMENT

(a) An indoor rubber ball shall be used.

(b) Batsmen shall wear athletic protectors, batting gloves, helmets and two pads; these are compulsory. Helmets, including cages are to be securely attached. Helmets must be worn by wicket keepers.

Note: Compulsory equipment can be borrowed if needed, if the coach has requested to borrow equipment at least 2 days before the tournament.

(c) Wooden indoor wickets with bails will be used.

(d) Teams are responsible for bringing their own warm up equipment.

DEPARTMENT

- (a) Coaches and players are expected to act in a sportsmanlike manner
- (b) One bench must be available for each team, coaches, substitutes and the batting side must remain in the immediate bench area.
- (c) Teams are limited to a maximum of 10 players and 2 bench personnel.
- (d) While cheering is permitted, noise levels from anyone in the gymnasium should never interfere with player communication. Commencing immediately prior to the bowlers run up and until the striker has played at the ball there shall be quiet (this does not preclude the striker tapping the crease). A team will be warned once with a player ejection for a second infraction.