

Basic Indoor Cricket Rules

TEAM REQUIREMENTS

- Each team fields 8 players on the court.
- A match consists of 2 innings (one per team), each of 16 overs.
- Every player bowls 2 overs each, consisting of 6 balls per over.
- Every player bats for 4 overs with a partner.

FEILDING

- 4 players field in the top half on the court, including one wicket keeper.
- 4 players field in the back half of the court.

BOWLING

- Each player bowls 2 overs.

WIDES

- If a wide is bowled 2 runs are given if the player does not hit the ball.
- A wide is called if the ball goes outside the batter's box, or small line behind the batter's leg.
- Balls can be re-bowled the last over of a partnership

NO BALL

- A no ball is called if the ball bounces outside the bowling lane (blue turf area), or bounces above the batters shoulder (if batter does not charge the ball)
- If it is a full toss and over waist high.
- If a no ball is bowled the batter may be dismissed only by a run out.
- If a ball hits the roof after being bowled, it is deemed a no ball-dead ball, and cannot be hit, 2 runs will be given.
- Balls can be re-bowled on the last over of a partnership.

DISMISSALS

- A batsman maybe dismissed in any of the following ways:
 - *-Bowled*
 - *-Caught off the net (except back net on the full)*
 - *-Stumping*
 - *-Obstructing field*
 - *-Run Out*
 - *-Handling the ball*
- A batter loses 5 runs for every out.
- Fielding players must appeal for every out except when a player is bowled.

THIRD BALL RULE

- The Third ball is when the batter on strike faces two good balls in a row and the scoreboard does not change.
- If the scoreboard changes by a wide or a no-ball the batters do not have to complete a physical run, but if the ball is good the NON STRIKER must run. The STRIKER does not have to run straight away as he/she may hold their ground till their partner has arrived safely before they move.

SCORING

RUNS SCORED

- Runs are scored when the batters cross
- Between the batting crease and running crease, and successfully make their ground at the other end = 1 run.
- *Alternatively runs are scored as follows:*
 - 2 runs, if the side net (in the front half of the court) is hit.
 - 3 runs, if the side net (in the back half of the court) is hit.
 - 4 runs, if the ball hits the side net then back net
 - 5 runs, if the ball bounces then hits the back net (without hitting any side nets).
 - 7 runs, if the ball hits the back net on the full (without hitting any side nets).
- Batters cannot score runs by hitting the nets, and not physically running.
- Batters may run twice in one play

BATTING PARTNERSHIPS

Every 4 over partnership the score is displayed on the scoreboard. The opposition partnership batting in the same position can gain 1 bonus point for their team if their totally finishes higher than the first teams total and vice versa.

COMPETITION POINTS

- 4 Points are awarded to the winning team
- 1 batting point per partnership is awarded (4 in total per game)
- A maximum of 8 points can be won per team
- A losing team will gain 1 point plus any bonus points
- A defaulted team will lose 4 competition already gained and the 8 points will awarded to the opposition team