

Indoor Cricket Rules

As with all sports played at Hills Indoor Sports Centre any misconduct judged by the umpires and management will be dealt with according to the severity of the offence. Hills Indoor Sports Centre reserves the right to refuse entry to any player or team deemed to be acting in an offensive or unsportsmanlike manner.

Please note: This document provides a short format version of the rules. Full format rules can be viewed by downloading the official rule handbook [here](#). If rules conflict between the two documents, the short form rules will be considered correct rules for competitions at Hills Indoor Sports by UPro Sports.

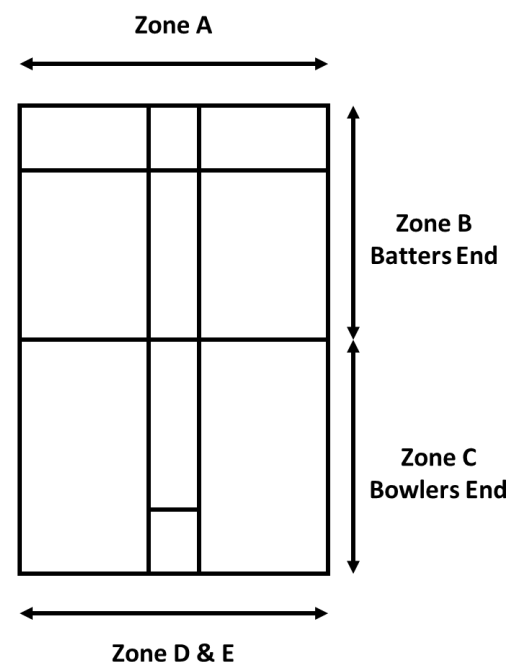
Rules below discuss 8-a-side specific numbers. For 6-a-side all rules will remain the same except with 2 less players per team and 1 less skin per innings. 6-a-side games will also have a “super over” in the 4th over of each skin where runs and wickets are doubled in value.

Field Placement

- The compulsory field placement is 4 players at the front half of the court – the batting end (wicket keeper optional) and four players including the bowler at the back half of court. The court is divided in 2 by the non-strikers running crease.

Scoring

- To score runs, players must run regardless of hitting the bowled ball into any of the net zones – as described in the chart
- The scoring system is as follows:
 - When both batters cross between the batting crease and the non-striker’s crease and make good their ground, one run is scored
 - When a batter hits the ball with the bat or the hands 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 apply:



ZONE A (Front Net) –	0 Runs
ZONE B (SIDE NET) –	1 Runs
ZONE C (SIDE NET) –	2 Runs
ZONE D (BACK NET) ON BOUNCE –	4 Runs
ZONE D (BACK NET) ON FULL –	6 Runs

Basic Rules

- A “no ball” is called when:
 - The ball is thrown and not bowled (umpires will announce exceptions)
 - 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
 - There are more than 4 players in either half of the court
 - The ball, when bowled, passes over or would have passed over the striker’s front shoulder
 - Any part of the ball lands off the pitch before reaching the line of the batting crease
- A batter can be given out off a “no ball” if either batter is run out while attempting to run or if the striker is run out by the wicket keeper
- A no ball is included as part of an over except in the last over of each skin (4th, 8th, 12th, and 16th over) where the striker must immediately inform the umpire if the ball is to be re-bowled
- A no ball incurs a penalty of 2 runs
- A “wide” will be called when any part of the ball passes on the striker’s off side, 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”
- 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”. The edge of the pitch will be taken as the offside line, and the point 45 cm from the centre stump (indicated with a smaller white line on the pitch) will be taken as leg side
- A wide is counted as part of the over except in the 4th, 8th, 12th and 16th over where the striker must immediately inform the umpire if the ball is to be re-bowled
- The penalty for a wide is 2 runs plus any additional physical runs scored
- Any ball that leaves the playing area or lodges in the net will be called a “dead ball” and will be re-bowled
- Any appeals must be made prior to the next ball being bowled. The umpire will have final jurisdiction on all appeals and retains the right to alter their decision provided it is done promptly

Dismissals

(All dismissals carry a penalty of 5 runs against the batting team, any physical runs, or bonus runs from wides/no balls, boundaries will be negated by the dismissal). 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. The umpire will have final jurisdiction on all appeals and retains the right to alter their decision provided it is done promptly.

- Bowled: If the ball hits the wicket including the base plate
- Caught: If a ball, coming from the striker's bat or their hand holding the bat, is caught before it touches the ground. A catch may be taken of all boundary netting excepts the back net (Zone D) without touching any other net
- Stumped and Run out: The difference between stumped and run out is that in the latter, a batter is attempting to make a run, whilst in the former, the batter is stranded out of their crease after playing a shot and is attempting to regain their batting crease
- Run out: A batter is run out when either batter has left their crease while the ball is "live" and the stumps are hit before any part of the batter's person or equipment is grounded behind the line of the appropriate crease
- A fielder is able to "run out" a batter with either their hand or forearm of their hand holding the ball, provided the ball is retained in the hand when they hit the stumps
- No batter may be out if the ball breaks the wicket after coming directly from a net. However, a batter may be out should the ball having come from a net be touched by a member of the fielding side before breaking the wicket
- On the line is out
- Leg before wicket (LBW): If the ball hits the striker's body and the striker has made no attempt to hit the ball, the batter will adjudged LBW if, in the opinion of the umpire, the ball would have struck the stumps
- Hit Wicket: The striker will be out if their person or equipment breaks the stumps whilst either playing the ball or immediately after setting off for the first run after playing at the ball. The base plate of the stump 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
- Mankad: 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. A Mankad attempt does not have to be in one continuous motion but the ball must remain in the bowlers delivery hand throughout the Mankad attempt
- Interference: A batter can be given out for interference if either batter deliberately interferes with the ball whilst it is in play. 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.
- Third Ball: Should the score remain unchanged after two deliveries, the umpire will call "Third Ball". On the next delivery, the score must change or a dismissal will be recorded against the striker. 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. If 2 consecutive deliveries are scoreless, the third

ball rule will apply to the next delivery but will not carry over from one batting partnership to the next