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SECTION 1 - RULES OF THE GAME

RULE 1. FIELDING A TEAM

- A. A game is played between two teams, each with a maximum of 8 players.
- B. No team can play with less than 6 players.
- C. A scheduled game must proceed if a minimum of 6 players for each team are present.
- D. To take part in a match, a player must be able to bat and bowl, except in the case of the Substitutes Rule. [Rule 8]
- E. A team must nominate a captain for each game.

RULE 2. THE GAME

- A. The game consists of 1 batting and 1 bowling innings per team.
- B. Each innings consists of 16 overs. For the purpose of simplicity in this rule book, all references will be to 8 ball overs. For alternative over lengths, refer to Section 4 - Variations.
- C. The run deduction for a dismissal will be 5 runs, and other penalties (such as misconduct or uniform penalties) will be 5 runs or multiples of 5 runs.
- D. Each player must bowl 2 overs except in the case of the Player Short/ Substitutes/ Injured Players Rule. [Rule 8]
- E. Prior to the start of each over the umpire must be advised of the bowler's name in order for the game to start/resume.
- F. A bowler must not bowl 2 consecutive overs. The fielding team will be penalised 5 runs for each over offended.
- G. 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.
- H. A batting innings is divided into 4 sections. Each section consists of 4 overs.
- I. The batting team bats in pairs with each pair batting for 4 overs.
- J. Upon arrival at the batting crease the batters must inform the umpire of their respective names in order for the game to start/resume.
- K. Batters continue batting for the entire 4 overs, whether they are dismissed or not. When a player is dismissed, 5 runs are deducted from their team's score.
- L. Batters must change ends at the completion of each over.
- M. No batter may bat more than once, except in the case of the Player Short/ Substitutes/ Injured Players Rule. [Rule 8]
- N. A team must not declare an innings closed.
- O. The team compiling the higher number of runs will be the winner.

RULE 3. UNIFORMS

- A. Teams must be dressed as follows:
 - Tops:** Matching colour shirts (leisure shirt or T-shirt). Teams may combine shirt styles but colours and logos must still be matching.
 - Pants:** Males - long or short sports pants. Females - long or short sports pants, or sports skirts.
 - Jeans** are not permitted.
 - Footwear:** Rubber soled sports shoes that will not mark the court surface. Players in socks, barefoot or in leather-soled shoes are not permitted.
- B. A penalty of 5 runs will be deducted from a team's batting score for every unacceptable item of apparel. The team batting first will have any uniform

penalties deducted at the start of the offending player's partnership. The team batting second may have uniform penalties deducted at the commencement of the second innings. Umpires are not to "cancel out" the uniform penalties of one team against another.

- C. The maximum team penalty for incorrect uniforms in any match will be 20 runs.
- D. Captains may not appeal for uniform penalties after the commencement of the second over of the second innings.
- E. 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 will have the final decision.

RULE 4. THE TOSS

- A. The umpire or duty manager will toss a coin or token to determine the order of the innings. The umpire or duty manager will advise which team is to call.
- B. Teams may negotiate the order of innings prior to the toss with the consent of the umpire or duty manager.

RULE 5. PLAYING EQUIPMENT

- A. 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. If an umpire is not satisfied with the suitability of a bat or bat grip, they should not allow it to be used.
Note: Bat grips must be of a non-slip material and in good order.
- B. Batting Gloves: A batting glove (which completely covers the hand from the wrist) must be worn on each hand by both batters. If an umpire notices a batter is not wearing two suitable gloves, play must not continue until 2 gloves are worn.
- C. Keeper's Gloves: The wicket keeper has the option to wear 0, 1 or 2 suitable gloves. The gloves may be wicket keeping or batting gloves, or a combination of both. No other style of gloves from other sports are permitted. Keeper's gloves may only be worn by the wicket keeper in the approved area. [See Rule 9D]
- D. Fielding Protection: Players may wear suitable protective equipment when fielding provided the safety of that player and all other players on the court is not compromised. The decision to allow players to use protective equipment rests with the duty manager.
- E. Balls: The centre will supply a recognised Indoor Cricket ball for each match. Teams must not supply their own. Any player or team found substituting or deliberately scuffing, gouging, or attempting to reshape the ball will be penalised 10 runs for ball tampering.
- F. Protective and other equipment not in immediate use must be placed outside the court until required. Players will be warned to remove unused protective and other equipment. Refusal to do so will result in a 5 run penalty to the offending team.
- G. The Stumps will be "Wilkins" style collapsible stumps. The base plate is considered to be part of the stumps.
- H. Bails may be wooden or plastic and must be tied to the stumps.

RULE 6. THE UMPIRE

- A. Before each game, an umpire will be appointed to adjudicate the rules of the game with absolute impartiality.
- B. Teams will have no choice in the appointment of the umpire.
- C. The umpire may only be changed at the discretion of the duty manager.

- D. The umpire has the right to alter their decision provided it is done promptly.
- E. The umpire's ultimate decision during a game is final. No dispute, written or otherwise, will alter the result.
- F. The umpire will be the sole judge of fair and unfair play.
- G. 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 PLAYER/S

- A. All teams are to be present at the games counter a minimum of 2 minutes prior to the scheduled commencement of their game to do the toss.
 - i. 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 6 players present and bat first.
 - ii. If both teams are late, the first team to have 6 players present will have the right to choose to bat or field first.
- B. All forfeits will be declared at the discretion of the duty manager.
 - i. Any player known or expected to arrive late must be nominated by the team captain to the umpire or duty manager and opposition captain prior to the commencement of the game.
 - ii. 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.
 - iii. A team captain may ask for the consent of the duty manager to allow a late player to participate after the 13th 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.
 - iv. Player/s who arrive late to field, must wait until the end of the over in progress before entering the court.
- C. No player obviously under the influence of alcohol will be allowed to take part in, or continue in, a match for safety reasons. The duty manager or umpire must remove any offending player from the game. The player may face further disciplinary action.

RULE 8. PLAYER SHORT/SUBSTITUTES/INJURED PLAYERS **PLAYER SHORT**

- A. If a team is 1 player short:
 - When batting:** after 12 overs, the captain of the fielding side will nominate 1 player to bat again in the last 4 overs with the remaining batter.
 - When fielding:** after 14 overs, the captain of the batting side must choose 2 players to bowl the 15th and 16th overs. The non-consecutive over rule still applies.
- B. If a team is 2 players short:
 - When batting:** after 12 overs, the captain of the fielding side will choose 2 players to bat again in the last 4 overs.
 - When fielding:** after 12 overs, the captain of the batting side must choose 2 players to bowl 2 of the last 4 overs. The non-consecutive over rule still applies.
- C. If a selected player is not available to bat again, a 10 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 early departure.
- D. When a team is reduced to less than 6 players (irrespective of the reason) and a substitute is unavailable, the offending team will forfeit the game. [See Rule 1B]

SUBSTITUTES

- E. 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 or duty manager.
- F. 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. [See Rule 8M (i)]
- G. A substitute player can not bat, bowl or wicket keep.
- H. A substitute must be in the correct uniform or uniform penalties will apply.
- I. A team may not use a substitute pending the late arrival of a nominated player.
- J. Once substituted, a player may take no further part in the match.

INJURED PLAYERS

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

K. Blood Related Injuries.

- i. A player suffering a blood related injury must leave the court for further treatment unless any minor bleeding can be contained within a maximum of 2 minutes. The injured player and any 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" replace them until the injury has been attended to.
- v. If the injured player was fielding and 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 can not bat, bowl or wicket keep.

L. Non Blood Related Injuries.

- i. Players who suffer non-blood related injuries will be entitled to a maximum of 2 minutes to attend to their injuries.
- ii. After this time, if the player is not able to recommence play, the

umpire will ask the player to leave the court to recover from their injuries.

- iii. A player may return to the game after they have recovered from their injuries, provided they have not been substituted.
- 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 can not bat, bowl or wicket keep.

M Replacing injured players

In the case of a blood or non-blood related injury, the following conditions will apply if a player has to leave the court:

- i. **When batting:** If a batter is injured, the captain of the fielding side will nominate 1 player from the batting team to complete the injured batter's remaining overs.
- ii. **When fielding:** If a bowler is injured during their 1st over, 1 player is to be nominated to complete the over. The incapacitated player's 2nd over will be bowled after the 12th over and the same or another player may be chosen by the opposing captain. The non-consecutive over rule applies in both scenarios.
- iii. An injured player may be guided by the opinion of a medical official, if in attendance, to leave the court for further treatment.

RULE 9. FIELD PLACEMENT

A. Fielders Per Half Court

The court is divided into two halves with the dividing line being the non-striker's running crease. No more than 4 fielders may be 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".

B. Fielders on Pitch

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".

C. Exclusion Zone

An Exclusion Zone will be marked in an arc extending at a radius of 3 metres from the batting crease. 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. 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".

D. Wicket Keeper

- i. A fielder is classified as a wicket keeper if they take up position behind the stumps at the striker's end in the area designated for the wicket

- keeper.
- ii. 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).
 - iii. The wicket keeper must take up a position with both feet wholly inside the designated area and cannot move out of that area until the ball leaves the bowler's hand. If this rule is contravened, the umpire will call "No Ball".
 - iv. 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".
 - v. The wicket keeper cannot take the ball either in front of or from the side of the wickets, unless the ball strikes the batter's body or equipment. If this rule is contravened, the umpire will call "No Ball".
 - vi. The wearing of gloves by the wicket keeper is optional. [See Rule 5C]
 - vii. A wicket keeper is optional.

RULE 10. PLAY BALL/LIVE BALL/DEAD BALL

PLAY BALL/LIVE BALL

- A. The game commences once the players take up their positions and the umpire calls "Play".
- B. The ball remains "live" throughout the over unless the umpire calls "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".

DEAD BALL

There are several types of Dead Balls. Each type has different qualities.

- E. **These are "Automatic" Dead Balls.** No bonus or physical runs can be scored or wickets lost. The ball must be rebowled.
 - i. The bails are off either set of stumps when the bowler commences their run up.
 - ii. Any ball that leaves the court, except a ball leaving the court as a result of an attempted run out by a fielder.
 - iii. Any ball, after being struck by the batter that lodges in the net or corner conduit. The original batter must face the rebowled delivery.
 - iv. The bowler attempts an illegal mankad. The batting side will receive 2 runs for the "No Ball". [See Rules 17F(iv) & (v)]
- F. **These are "Discretionary" Dead Balls.** The decision to have the ball rebowled or to allow runs scored or to apply penalties for wickets taken will be at the discretion of the umpire.
 - i. An injury to a player.
 - ii. The batter did not have enough time to take strike before the bowler delivers the ball.
 - iii. The bat accidentally leaves the batter's hands as a result of

playing a shot at the ball.

- G. **These are "Special Case" Dead Balls.** The ball is not rebowled.
- i. The ball after being bowled hits a fielder. A special call of "No Ball, Dead Ball" is made and the batters will receive 2 runs.
 - ii. 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.
 - iii. A ball, when bowled, hits the top or side net. The umpire will call "No Ball, Dead Ball" and the batters will receive 2 runs.
 - iv. A wicket falls, excluding a mankad.
 - v. The umpire calls "Over".
 - vi. 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; score clarification or 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 or not the umpire calls "Dead Ball". No runs can be scored or wickets taken during the intervention. However, the result prior to the intervention will stand.

RULE 11. SCORING

A. Runs may be scored as follows:

- i. When both batters cross between the batting crease and the non-striker's crease, and make good their ground, 1 run is scored. This run is referred to as a "physical run". Physical runs can be attempted at any time the ball is live.
- ii. Bonus runs as defined in Rule 11A(iii), A(vi), B(i), B(iv) and E will only be scored if the batters successfully make a physical run as described in Rule 11A(i).
- iii. Bonus net runs are scored when a batter hits the ball with the bat or the hand/s holding the bat into perimeter netting. This includes balls unintentionally deflected off the bat or batter's hand/s holding the bat onto protective equipment, deflected by fielders and unintentionally deflected from the non-striker's body or equipment. The following bonus net runs will apply:

ZONE A (FRONT NET)	0 RUNS
ZONE B (SIDE NET)	1 RUN
ZONE C (SIDE NET)	2 RUNS
ZONE D (BACK NET)	4 RUNS ON BOUNCE
ZONE D (BACK NET)	6 RUNS ON FULL
ZONE B OR C ONTO ZONE D	3 RUNS

Refer to the diagram at Section 2 - W.I.C.F. Standards – (see page 34).

The scoring zone that the ball strikes first will count with the exception of a ball coming off Zone B or C onto Zone D.

The top net is neutral. A ball hit via the top net onto the Zone D net on the full scores 6 bonus runs for the batting side.

- iv. When a fielder causes an overthrow, (additional) 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 or kicking the ball in an attempt to strike the wicket and cause a run out.

- v. The batting team will be credited with a 2 run penalty for a "No Ball", "Wide" or "Legside".
- vi. If the batter hits a "No Ball" into a scoring zone, the zone score will be added to the 2 run penalty provided the batters also complete a physical run.
- vii. Any physical runs made off a "Wide" or "Legside" will be added to the 2 run penalty.

B

- i. If an umpire believes the fielder does not have "reasonable control" of the ball whilst attempting to run out the batter, and it hits a scoring zone, the relevant bonus runs will apply.
 - ii. Reasonable control may be defined as the fielder noticeably changing the direction of the ball from its original path to the direction of the intended target wickets. Flicking, slapping and kicking the ball fall within this definition.
 - iii. Any scoring 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 scoring zone score will count.
 - iv. 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 11A(iii)]
- C. Balls deflected into scoring zones off the batter's body (such as the leg) where no contact has been made with the bat will not score bonus runs. Only physical runs may be scored.
- D. If a batter is given "out", the batting team will lose 5 runs. Any runs scored off that delivery up until the time of dismissal will not count.
- E. Where a ball strikes a zone scoring tape or corner conduit, the higher zone score will count.
- F. In case of a scoreboard error, the scoreboard will be assumed to be correct unless the captain of the fielding team or either batter on the court queries 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.

RULE 12. NO BALL

- A. "No Ball" will be called when:
- i. 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 delivery arm should remain straight during the delivery action. However if the elbow remains bent throughout the delivery action, this may also be a fair delivery. An illegal bowling action would be where the bowler's delivery arm changes from straight to bent or visa versa during the delivery action.
 - ii. 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".
 - iii. If any part of the ball, when bowled underarm, pitches on or before the

underarm line.

- iv. There are more than 4 fielders in either half of the court from the commencement of the bowler's run up until the ball is delivered. [See Rule 9A]
 - v. 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, unless the ball strikes the batter's body or equipment. [See Rules 9D(iii) & (v)]
 - vi. A fielder, other than the wicket keeper, has any part of their body in the wicket keeper's area or exclusion zone until the ball is played at by the striker or passes the striker's wickets. [See Rules 9C & 9D(i)]
 - vii. A bowler changes style of bowling (ie. overarm to underarm, left arm to right arm or vice versa) or changes sides of the wicket (ie. from over to around or vice versa) without first informing the umpire. [See Rule 14]
 - viii. 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.
 - ix. 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 body. 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.
 - x. Any part of the ball, when bowled, initially lands off the pitch before reaching the batting crease.
 - xi. 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 17F(iv)]
 - xii. When a bowler makes more than 2 unsuccessful mankad attempts in any one over, the 3rd unsuccessful attempt will be called "No Ball, Dead Ball". The ball will not be counted as part of the over and 2 runs will be credited to the batting team's score. [See Rule 17F(v)]
 - xiii. 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 rebowled and 2 runs will be credited to the batting team's score.
 - xiv. 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 9B]
- B. A batter can be given "out" off a "No Ball" in any of the following circumstances:
- i. If the ball is hit twice other than to protect the wickets. [See Rule 17G(iii)]
 - ii. If either batter deliberately interferes with the fielding team. [See Rule 17G(ii)]

- iii. If in attempting a run, either batter is run out. [See Rule 17C(ii)]
 - iv. If the striker is run out by the wicket keeper. [See Rule 17C(i)(c)]
- C. Any batter dismissed off a "No Ball" will be penalised 5 runs. The 2 run bonus for the "No Ball" is negated by the dismissal.
- i. A "No Ball" is included as part of an over except in the last over of the innings.
 - ii. Any "No Ball" bowled in the last over of an innings may be rebowled at the batter's discretion. The umpire must ask the batters immediately if the ball is to be rebowled. 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 rebowled or not.
 - iii. A "No Ball" incurs a penalty of 2 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. [See Rule 11A (vi)]

RULE 13. WIDE AND LEGSIDE WIDE BALLS

- A. 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 body or equipment. Any part of the ball passing on the line will be deemed "Wide".
- B. A "Legside" wide will be called when any part of the ball passes outside the intersection of the batting crease and the legside line without being touched by the striker's body or equipment. Any part of the ball passing on the line will be deemed "Legside". A ball passing between the batter and the stumps is not a legside wide.
- C. For the purpose of identification, the edge of the pitch will be taken as the offside line, and the point 45cm from the centre stump will be taken as the legside line.
- D. Batters may be dismissed by all forms of dismissal when a "Wide" or "Legside" is bowled, bearing in mind that if a ball is struck by the striker's body or equipment, it is no longer a "Wide" or "Legside".
- E. The penalty for a "Wide" or "Legside" is 2 runs, which will be added to the batting pair's score, plus any additional physical runs scored. [See Rule 11A vii]
- F. A batter dismissed off a "Wide" or "Legside" will be penalised 5 runs. The 2 run bonus for the "Wide" or "Legside" is negated by the dismissal.
- G. A "Wide" or "Legside" counts as part of the over, except in the last over of either innings.
- H. All "Wides" or "Legsides" bowled in the last over of an innings may be rebowled at the batter's discretion. The umpire must immediately ask the batters if the ball is to be rebowled. The batters must decide before the next delivery is bowled. All scores, penalties or wickets from the "Wide" or "Legside" delivery will count regardless of whether the ball is rebowled or not.

RULE 14. BOWLER CHANGING DIRECTION/STYLE

- A. A bowler must advise the umpire if they intend to change their bowling style such as overarm to underarm, left arm to right arm or vice versa. Or sides of the wicket such as over the wicket to around the wicket or vice versa.
- B. The umpire must use the correct hand signal to indicate to the bowler that their change of bowling style/direction has been noticed. The onus is on the fielding

team to ensure that the umpire is aware of the bowling change.

- C. When a bowler changes direction or style, the change is to both batters unless a difference is advised.
- D. The umpire must advise both batters of the change and only one advice need be given unless there is a further change.
- E. "No Ball" will be called if a bowler contravenes this rule.

RULE 15. BALL LEAVING THE PLAYING AREA

- A. 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 rebowled. 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 rebowled ball.
- B. 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 rebowled.
- C. 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. The ball will not be rebowled.

RULE 16. APPEALS FOR DISMISSALS

- A. The umpire will not give a batter out unless a fielder appeals.
- B. An appeal must be made prior to the next ball being bowled.
- C. An appeal will cover all methods of a dismissal.

RULE 17. DISMISSALS

The striking batter will retain the strike, after being dismissed, unless the batters have crossed prior to the dismissal. A batter who is "bowled", "stumped" or "leg before wicket" will face the next delivery except when the wicket falls on the last ball of the over. A batter can be given "out" for any of the following dismissals:

- A. **Bowled:** If the wickets are struck by the ball, including coming from the batter's body or equipment, and at least one of the bails is completely and permanently removed from a stump. Note: The base plate of the stumps is considered to be part of the wickets.
- B. **Caught:** 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 also be out "caught" should the ball pass from the bat onto the striker's body, or vice versa, before being caught.
 - i. A catch may be taken off all perimeter netting except: a direct hit on the full to Zone D (6 runs); any deflection off the top net onto Zone D on the full or any ball deflected from a non-striker or fielder's body directly onto Zone D on the full. The striker will be "not out" and will score 6 bonus runs provided a physical run is made.
 - ii. 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.
 - iii. The striker will be out "caught" should a ball hit the non-striker and then be caught before touching the ground.
 - iv. The striker will be given out "caught" 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 or visa versa.
 - v. A batter will be "not out" if the ball came from the bottom wire

supporting the net.

C. **Stumped & Run Out:** The difference between "run out" and "stumped" is that in the case of a run out, a batter is attempting to make a run. Whilst in the case of a stumping, the batter is stranded out of their crease after playing a shot and is attempting to regain their batting crease.

i. **Stumped.** 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 to effect a stumping.

- a. 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 body or equipment, the umpire will call "No Ball". [See Rule 9D(v)]
- b. The striker can not be stumped off a "No Ball".
- c. 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.
- d. On the line is out.
- e. Only a wicket keeper can "Stump" a batter.

ii. **Run out:**

- a. A batter is run out when they are out of 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 body or equipment is grounded behind the line of the appropriate crease.
- b. 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 wickets.
- c. Either batter can be run out off a "No Ball" as per the conditions described in Rule 17C(ii)(a).
- d. A batter will not be given out if the stumps are hit but the bails do not completely dislodge before the batter makes it into their crease.
- e. A batter will be given not 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.
- f. The stumps, when standing, are always "live" irrespective of the bail/s having been removed during the current delivery. In this situation with the ball being live, the fielding side need only hit an upright stump with the ball or the hand/s holding the ball to attempt a run out.
- g. The stumps, when standing, must have some part of their base in their normal court position to enable a wicket to be taken.
- h. If the stumps are lying off their base on the ground, the fielding side must restand the stumps upright with some part of the base in its normal court position. The fielding side need only hit an upright stump with the ball or the hand/s holding the ball to attempt a run out.
- i. On the line is "out".
- j. 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 baseplate.

- D. **L.B.W.:** If the ball hits the striker's body and the striker has made no attempt to hit the ball, the batter will be adjudged leg before wicket (LBW) if, in the opinion of the umpire, the ball would have struck the stumps.
- E. **Hit Wicket:** The striker will be out "Hit Wicket" if their body or equipment breaks the stumps whilst either playing the ball or immediately setting off for the first run after playing the ball. The baseplate of the stumps is considered to be part of the stumps. A batter is not out should they break the stumps whilst trying to regain their crease or complete a run.
- F. **Mankad:** The non-striker will be given out "Mankad" if they leave their 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.
 - i. 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.
 - ii. The bowler must have the ball at the commencement of their delivery stride.
 - iii. A legitimate mankad dismissal or unsuccessful attempt does not count as part of the over.
 - iv. If a bowler, whilst attempting a mankad, releases the ball during the delivery action towards the non-striker's stumps, 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 recommence the game.
 - v. When a bowler makes more than 2 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 2 runs will be credited to the batting team's score.
 - vi. Any mankad attempt where the bails are not removed is still considered an unsuccessful mankad attempt.
 - vii. Where 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 5 runs for misconduct if the action is repeated.
 - viii. 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.

G. **Interference:** [See Rule 18]

A batter can be given out for interference:

- i. If either batter deliberately interferes with the ball whilst it is in play.
- ii. 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 batting creases, it is the batter's responsibility to avoid fielders.
- iii. If the ball is struck or stopped by the striker more than once except when preventing the ball from hitting the stumps. This prevention 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.

Note: Should any player deliberately endanger an opponent's safety, irrespective of the right of way provisions, they will be dealt with under the Misconduct Rule. [See Rule 19]

H. **Third Ball:**

- i. 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 Mankad), the Third Ball count will restart from the commencement of the next delivery.
- ii. 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 recognise the Third Ball situation, the following ball (the fourth ball) will then be called Third Ball if the score did not change from the delivery just completed.
- iii. Regardless of when they occur in a batting partnership (of four overs), 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.
- iv. After a call of "Third Ball", once the non-striker leaves their crease, unless a Legside, Wide or a No-Ball is bowled, or the striker is dismissed, they must run towards the striker's crease in a continuous motion. Note: The non-striker is not required to run at the instant that the ball is released by the bowler.
- v. If the non-striker stops and/or attempts to return to their original crease, the umpire will give the striker out, "Third Ball".
- vi. If the non-striker makes no clear attempt to make a physical run, the umpire will give the striker out, "Third Ball".
- vii. Provided the non-striker complies with 17H(iv) the onus will be on the fielding team to affect a run out.

Notes:

1. When a player is given out "Third Ball", the ball is dead.
2. The dismissal is recorded against the striker.
3. A striker can not be given out "Third Ball" if the umpire does not call "Third Ball" prior to the delivery.

RULE 18. INTERFERENCE . [See Rule 17G]

- A. Batters must not have their running path unfairly impeded. Batters are not to be given out and all runs will count if their running path has been unfairly impeded. The fielding team will be issued a warning for unfair play. A second occurrence may result in a 5 run penalty.
- B. The fielder has right of way provided they are legitimately fielding the ball.
- C. A player may not be guilty of obstruction if they do not move.
- D. 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 5 runs for unfair play and the ball will be re-bowled.
- E. The non-striker can not impede the normal run up or follow through of a bowler. This will be deemed unfair play and the umpire will warn the non-striker to move. Refusal to heed the warning will result in a 5 run penalty.

RULE 19. MISCONDUCT

- A. Any player misconduct may incur a run penalty.
- B. 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.
- C. Any act of misconduct may result in the player/s being ordered off the court by the umpire. [See Rule 20]
- D. The maximum penalty for any single rule violation is 5 runs. The penalty for misconduct related violations can range in multiples of 5 to a maximum of 20, depending on the severity of the violation.
- E. Any of the following may constitute misconduct:
 - i. Dangerous or unduly rough play.
 - ii. Swearing by any player that the umpire considers can be heard by spectators outside the court.
 - iii. Swearing or making obscene gestures at or about the umpire or another player.
 - iv. Deliberate physical contact or fighting.
 - v. Unfair play. [See Rule 19G]
 - vi. Spitting.
 - vii. Sledging (such as harassment, gestures, words or actions which may interrupt the concentration of an opponent).
 - viii. Mistreatment of equipment (such as bats, nets, carpets, stumps or balls).
 - ix. Deliberate time wasting.
 - x. Any player deliberately stepping on or excessively jumping into the nets.
 - xi. Disputing or arguing with the umpire.
Note: The captain of the fielding side or the batter on the court 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.
- F. Any player or team found substituting or deliberately scuffing, gouging or attempting to reshape the ball will be penalised 10 runs for ball tampering.
- G. Unfair Play can be defined as actions taken outside the spirit of the game to create an unfair advantage over an opponent. Any of the following would be considered unfair play:
 - i. A fielder pretending to have the ball in order for the wicket keeper to run out a batter who may stray outside their crease.
 - ii. A wicket keeper clicking their fingers to simulate a ball striking the edge of a bat.
 - iii. Undue noise and movement during a bowler's delivery.
 - iv. Unnecessarily slowing down play.
 - v. Strikers, after missing a delivery, deliberately trying to prevent a wicket keeper from throwing the ball to the receiver.
 - vi. Ball tampering.
- H. Any player incurring 2 misconduct penalties for any reason must be ordered off the court for the rest of the game by the umpire. [See Rule 20]
- I. Any game may be stopped and awarded to the opposition, or cancelled, should infringements of the above nature escalate to the point where either captain has lost control of their players. No game may be called off without

consultation with the duty manager.

RULE 20. ORDER OFF

- A. Umpires must order off:
 - i. Any player whose conduct is extreme (such as striking or threatening behaviour).
 - ii. Any player who has been the cause of 2 separate run penalties for misconduct being awarded against their team. [See Rule 19H]
- B. The umpire is the sole judge of what constitutes extreme misconduct.
- C. A player ordered off the court will take no further part in the game.
- D. A player ordered off the court will not be replaced. Teams are to revert to the Player Short Rule for batting and bowling. [See Rule 8]

RULE 21. ILLEGAL COURT ENTRY/EXIT

A. Illegal Court Entry

- i. Any player, other than the 2 batters and the maximum of 8 fielders permitted on the 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.
Note: Common sense should be applied in circumstances such as when a player is injured and requires immediate attention.
- ii. The player/s may be subject to further disciplinary action by the duty manager if additional misconduct occurs.
- iii. Any assisting player/s or first aider will be subject to Rule 19 Misconduct if they engage in any unnecessary behaviour towards the opposition.

B. Illegal Court Exit

- i. 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.
- ii. Any player leaving the court without permission may be refused any further participation in the game.
Note: If sufficient players violate this rule, the game may be forfeited.

RULE 22. RUNNERS

- A. Runners are not permitted except for players with a permanent disability.
- B. Runners can only be permitted with the consent and at the discretion of the duty manager.
- C. Runners must be in uniform, wear 2 gloves and carry a bat.
- D. Runners must stand behind the striker's 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 penalised 5 runs for unfair play. This violation is not subject to the order off rule. [Rule 20]
- E. When not on strike the batter with a permanent disability should, where possible, stand near Zone A to the leg side of the striker.
- F. After playing the ball, the batter with a permanent disability should make a reasonable effort to prevent obstructing any fielder who is legitimately fielding the ball.
- G. The disabled batter will be given out "stumped" or "run out" if either they or their runner are out of their crease and are legitimately dismissed by a fielder.

RULE 23. END OF OVER/GAME

- A. An over is completed when off the last legal delivery:
 - i. The ball is fielded and held over either set of stumps whilst at least 1 batter is in their crease and the umpire calls "Over".
 - ii. All players on the court regard the ball as being "Dead" because no further play is possible.
 - iii. A wicket falls, excluding a mankad, and the umpire calls "Over".
- B. The umpire will end the match by calling "Game" after all of the prescribed overs have been bowled.
- C. No run penalties may be imposed after the umpire calls "Game".
- D. Any misconduct occurring after "Game" has been called should be referred to the duty manager for possible further action.

RULE 24. MIXED GAMES

All rules apply to Mixed Games except where they conflict with the following By-Rules.

BY-RULE 1 - Fielding a Team [Rule 1]

There can be no more than 4 males or 4 females in any one team. A team must have a minimum of 2 males and 2 females, and have at least 6 players in the team, to start a game.

BY-RULE 2 - The Game [Rule 2]

- A. Bowling sequence: the captain must bowl male and female players alternately. The fielding captain will determine whether a male or female bowler commences the 1st over.
- B. Batting pairs: A male and female must bat together.

BY-RULE 3 - Player Short [Rule 8]

- A. If a team is player/s short, they can only be replaced by other player/s of the same sex. Females are not permitted to fill in for males and vice versa.
- B. When a team plays short, the male/female batting pairs and bowling sequence must be maintained.
 - i. If a team is 1 player short, a player of the missing sex must be selected by the opposition captain after the 12th over to bat for the remaining 4 overs, or bowl 2 of the remaining 4 overs.
 - ii. If a team is both a male and a female player short, the opposition captain must select a male and a female player after the 12th over to bat the last 4 overs, or bowl 2 overs each of the last 4 overs.
 - iii. If a team is 2 players short of the same sex, the remaining pair of the same sex must alternate their respective batting and bowling overs.

BY-RULE 4 - Field Placement/Intimidatory Play [Rule 9]

A. Fielding

- i. Excessively close-in fielding and rushing tactics that in the umpire's opinion intimidate the female striker, will be penalised by the call of "No Ball". No warning is required.
- ii. There are no restrictions on the court placement of males or females when fielding provided the conditions of Rule 9A are satisfied.

B. Bowling

Males are not permitted to bowl in a manner that intimidates the female

striker. This includes fast bowling, short pitch bowling and any delivery that spins excessively and which, in the umpire's opinion, is beyond the capabilities of the female striker.

C. Batting

The umpire is to call "No Score", at the completion of play on that delivery, against strikers who hit the ball excessively hard thereby endangering the safety of a fielder. The delivery will not be rebowled. All forms of dismissal will still count.

BY-RULE 5

Either batter (male or female) will be given "out" if they are caught from a direct hit (on the full) to the "6" net (Zone D).

BY-RULE 6 - Substitutes [Rule 8]

When a team utilises the Substitute Rule or Player Short Rule during a mixed game, the replacement must be a player of the same sex.

BY RULE 7 - Equipment

All mixed games will be played using indoor cricket bats approved by W.I.C.F.

SECTION 2 – W.I.C.F. STANDARDS

1. COURT LAYOUT AND DIMENSIONS

- A. The pitch is the area between both sets of stumps, the bowling return creases and the offside lines at the striker's end.
- B. The stumps will be of equal and sufficient width to prevent the ball from passing through them. The top of the stumps will be 71.1 cms above the floor.
- C. A wicket line will be marked in line with the stumps at each end, and will be 1.83 metres in width at the batting end and 2.47 metres at the bowling end, with the stumps in the centre, and the middle stumps will be 20 metres apart.
- D. The popping crease will be in front of, and parallel with, the wicket lines at both ends. It will have its back edge 1.22 metres from the centre of the stumps. At the striker's end, it will extend from one side of the court to the other and will be called the batting crease. At the bowler's end, it will be the line extending between the return creases and will be called the bowler's crease or the front foot line.
- E. The return creases at the bowler's end will be lines at right angles to the bowling crease to the line of the wickets. The return creases will be marked 1.22 metres from the middle stump on the line of the wicket. The return creases may be considered to extend back from the line of the stumps indefinitely for the purpose of adjudication.
- F. The running crease (or non-striking batter's crease), which is the edge of the crease marking nearest the bowling end, will be parallel to the popping crease and extend from one side of the court to the other. The distance between the running crease and the batting crease will be 11 metres.
- G. The court must be no less than 28 metres and no more than 30 metres in length, and no less than 10.5 metres and no more than 12 metres in width, with the height being no less than 4 metres and no more than 4.5 metres.
- H. The legside lines are to be positioned with the inside edge 45 cms from the middle stump. The legside lines should extend a minimum of 15 cms at right angles to the batting crease. The offside or wide lines are

to be positioned with the inside edge 90 cms from the centre stump.

- I. A fielding Exclusion Zone will be marked in an arc extending from the centre of the batting crease at a radius of 3 metres. [See Diagram below]
 - J. The underarm line is marked across the pitch 7 metres from the striker's stumps.
 - K. All lines will be marked at a thickness of 55mm.
- 2. EQUIPMENT**

- A. Two sets of stumps, each 22.86 cms wide, and consisting of 3 stumps with 2 bails upon the top, will be pitched opposite and parallel to each other at a distance of 20 metres. Wickets will be "Wilkins" style.
- B. The bails will be 11.1 cms in length, and when in position will not extend more than 1.3 cms above the stumps. Bails may be wooden or plastic.

SECTION 3 - MANAGEMENT PROCEDURES

1. GAME FEES

- A. No game will commence until full game fees have been paid by both teams, unless previously approved by the duty manager.
- B. Full game fees must be paid, even if a team is short of players. Team penalties for non-payment of game fees may apply at the discretion of the duty manager.

2. LATE STARTS

- A. Generally, the start of the game will only be delayed by a period of time set by the duty manager. Failure to arrive by this time may result in a forfeit.
- B. Team penalties for late starts may apply at the discretion of the duty manager.

3. PREMIERSHIP AND BONUS POINTS

A. PREMIERSHIP POINTS

WIN :	4 POINTS
TIE :	2 POINTS
LOSS :	0 POINTS

B. BONUS POINTS:

Each team will receive 1 bonus point for every 20 runs scored by their team plus 1 bonus point for every negative 20 runs scored by the opposition.

C. FORFEIT:

The points awarded for a forfeit will be determined by the duty manager.

4. LADDER POSITION

- A. In the event that 2 or more teams finish on equal points after the minor rounds have been played, the higher position will go to the team with the most wins.
(For this purpose a draw will be considered half a win).

- B. If teams are still deadlocked, the final position will be determined by percentage. (Percentage is calculated by dividing runs for by runs against).

5. **FINALS QUALIFICATIONS**

- A. 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.
- B. A player must not be registered or qualify for more than 1 team in any grade in the same competition.
 - i. A team may not use more than 1 fill-in player from a higher grade in any 1 match.
 - ii. For a player from a higher grade to be eligible for a lower grade final, they must have played more than half that grade's minor round games to the nearest whole game.
- C. In general, the use of fill-in players will be at the discretion of the duty manager who can apply run penalties for players filling in from higher grades if necessary.
- D. Players who become ineligible through injury may be exempted at the discretion of the duty manager. In this case, the opposition team must be advised.

6. **DRAWN FINAL**

- A. Should any finals game be drawn (except grand finals), the team who wins the highest number of skins will be declared the winner. If the skins are also tied the game will be awarded to the team who finished highest on the ladder at the end of the round robin series.
- B. A drawn grand final will result in a mini-game of 8 overs each to be played by the same teams at a time to be scheduled by the duty manager. Highest score will win. If the scores are still tied at the completion of the mini-game, the team with the highest number of skins will be declared the winner.

SECTION 4 - VARIATIONS

This section has been included to offer rule variations from some of the rules in Section 1. These variations introduce alternative forms of Indoor Cricket competition. Some of these rule variations have been successfully trialed in W.I.C.F. International Competitions. There is no compulsion to use any of these rule variations.

1. Varying Over Length Competitions

- i. Indoor Cricket Centres and Organised Competitions may vary the number of balls required to be bowled in each over. Over lengths may be of 6 or 7 ball duration.
- ii. Run dismissals in 6 or 7 ball over games may be from -3 to -5 at the discretion of the duty manager.
- iii. In 6 or 7 ball over games, it is recommended that all misconduct penalties should range in multiples of 5 to a maximum of 20. However, misconduct penalties in multiples of 3 to a maximum of 12 could also be used.
- iv. Other Team Penalties, such as for Uniforms, could either be in multiples of 3 or 5.

2. Skins Scoring System

The intention of this scoring system is to provide further strategy and interest to all matches regardless of the total team scores. The following rules will apply when using the Skins Scoring System:

i. **Win and Skins Points**

Win Points

Win: 3 points: Tie: 1½ points

Skins 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. One skins point is offered for each corresponding pair, making a total of 4 skins points per game. A tied batting pair will jackpot the skins point forward to the next pair or backwards in the case of the last pair.

Ineligible Player/Forfeit/Team out of Competition: Points for Non-Offending Team

The non-offending team will be awarded a win plus the average skins points scored against the offending team to that point of the competition. (Calculated to the nearest whole number.)

ii. **No Balls/Wides and Legside Balls**

All Wides, Legsides and No Balls bowled in the final over of each batting partnership will be re-bowled at the batter's discretion. This is irrespective of whether runs are scored from the delivery or a dismissal occurs.

iii. **Misconduct**

Any misconduct and uniform penalties will be applied in the following way:

Individual Penalty

When batting: to be applied against the offending player's batting partnership. When fielding, or not on the court batting: to be applied against the offending player's batting partnership.

Team Penalty

Any team penalties will be applied against the partnership of the offending team's captain.

iv. **Ladder Position**

The Ladder position for skins competitions will be determined by the following criteria:

1. Highest Total Points (Wins and Skins)
2. Highest number of Outright Wins (if equal on total points)
3. Highest number of Skins Points (if equal on total points and outright wins)
4. Highest Percentage (if equal on all the above)

Note: A draw or tie counts as half a win.

iv. **Tied Finals**

The team who wins the highest number of skins in a tied final will be declared the winner. If the skins are also tied, the winner will be declared as follows:

Minor Finals: The game will be awarded to the team who finished highest on the ladder in the preliminary matches.

Grand Finals: A mini game of 8 overs each will be played. The team with the highest score will win. If the scores are tied, the team who wins the highest number of skins will be declared the winner.