

Indoor cricket rules

1. Maximum of 8 players per team (no less than 6)
2. 16 overs per innings
3. Each player must bowl 2 overs each (not consecutive)
4. Each batting pair will face 4 overs
5. If you are out 5 runs will be deducted from the total, batters swap ends
6. A team may NOT declare
7. Umpire/scorer WILL be provided
8. Team sheets/batting order/bowling order MUST be handed in 15 minutes before the start of play

Equipment needed:

1. Bat
2. Gloves
3. Match balls WILL be provided
4. Matching tops/tracksuit tops/trainers must be worn

Scoring:

1. 1 run will be awarded for the completion on a run (when the batters cross over and have safely grounded there bat

The following guide is bonus runs to the batting team for hitting in certain zones. Please see the diagram below for zones.

Zone A – 0 runs

Zone B – 1 run

Zone C – 2 runs

Zone D – 4 runs (on the bounce)

Zone D – 6 runs (on the full)

Zone B to D – 2 runs

Zone C to D – 3 runs

2. 2 runs will be awarded to the batting team for a wide ball and no-ball

How you can get out

1. Bowled
2. Caught (including off Zone B,C and if the ball touches the side netting before hitting Zone D)

3. Stumped
4. Run Out
5. LBW (only if the batter has made no attempt to hit the ball)
6. Hit Wicket
7. MANKAD (if the non-striker leaves the crease before the bowler has released the ball)
8. Third Ball (if the score has not changed within 2 balls, the umpire will call third ball, the batters must score a run or they will be OUT)

Match points

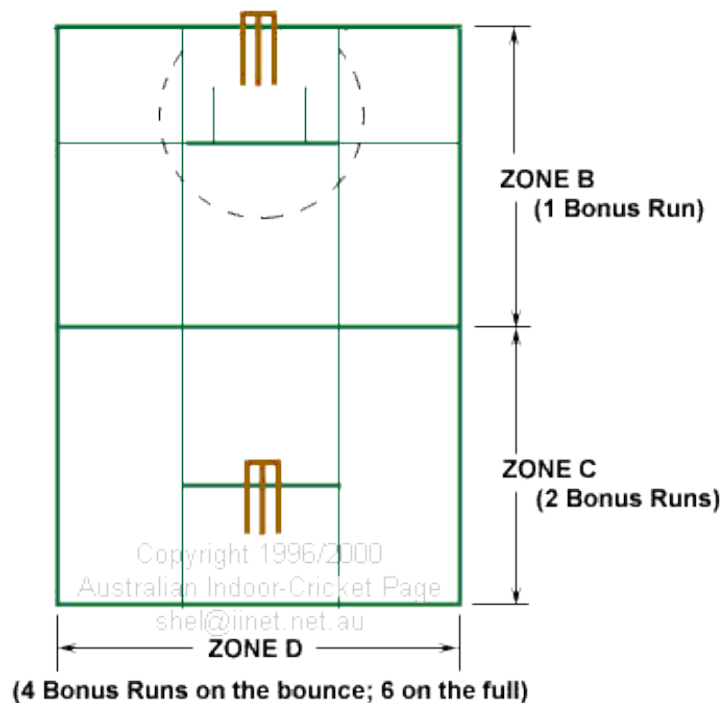
Win = 4 points

Tie = 2 points

Loss = 0 points

Match Fees

Each player must pay £5 to play each game. Each team must pay the Indoor manager before the start of play, if the fees have not been paid it will result as a NO GAME!!



NOTE: A ball hitting Zone B or Zone C, then hitting Zone D, scores 3 Bonus Runs.