

Play it, Live it, Love it on the Gold Coast in 2016!



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Rules & Information – INDOOR CRICKET

SUMMARY OF INDOOR CRICKET RULES

Gold Coast Indoor Sport plays under the Cricket Australia rules with amendments for centre rules.

1. Each team consists of a maximum of 8 players (minimum of 6)
2. Each team bats for 1 innings and bowls for 1 innings of 16 overs (total 32 over game)
3. A captain is nominated for each team
4. An over consists of 6 balls or deliveries
5. A bowler cannot bowl consecutive over's
6. Each batting pair bat for 4 overs - dismissals are a 5 run deduction from the score
7. Rubber soled non marking sports shoes must be worn
8. Umpire performs the toss with the two captains - the winning captain will chose to bat or bowl first. If one team is not available for the toss 2 minutes before the scheduled start time will forfeit the toss.
9. The umpire is the appointed adjudicator of the game rules impartially. Their decision is final. The captain of the fielding side or the batter at wicket may query an umpires decision however once the umpire has replied, no further discussion will be entered into. An offending party may be penalised.
10. Late arrivals may enter the game as long as there has not been a substitute player included in the game for the late player. The late player may only enter the game (if fielding) at the end of the over in progress.
11. If a team is one player short: in the field, the batting team will select two bowlers to bowl the last two over's of the Innings; when batting, the fielding team will select one batter to bat in the last pair (last four over's of the Innings). If the team is two short: in the field, the batting team will select two bowlers to bowl the last four over's; when batting, the fielding team will select two batters to bat the last four over's.

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12. Scoring: to score a run both batters cross between the batting crease and the non-striker's crease and make good their ground - one run is scored and is called a physical run. Bonus runs will be scored if the batters successfully make a physical run and when a batter hits the ball with bat or hand/s holding the bat into the perimeter netting.

BONUS RUNS:

Zone A (front net) = 0 runs

Zone B (side net) =1 run

Zone C (side net) =2runs

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

The top net is neural. = striker = bowler

Third Ball- if the score remains unchanged after two deliveries, the umpire calls 'third ball'. On the next delivery the score must change or a dismissal is recorded against the striker.

Cricket Australia Rules can be found at <http://www.cricket.com.au>

UNIFORMS

Penalty of 5 runs to be deducted for every player out of uniform from the offending teams batting innings with a maximum of 20 run penalty.

SCORING

1. Skin scoring - 4 points for a win, 1 point for each skin therefore a total of 8 points available per game.
2. If a team forfeits they are awarded 0 points while the team available to play will be awarded 5 points (4 win points and 1 skin point).
3. In the event of a tie during the semi finals and final series, the team which was placed higher in the
4. Competition ladder at the end of the rounds will progress to the next Final's round (ie Final or Grand Final match).
5. In the event of a tie in the Grand Final match, an 'Ultimate Skin' will be played. A new coin toss takes place. The batting team selects their batting pair. The bowling team selects 4 separate bowlers to bowl (each bowls 1 over). The team with the most runs after the 'Ultimate Skin' will be the winner. If it is still drawn, the teams will continue to play 'Ultimate Skins' until a winner is determined. Different batters and bowlers must be used for the second ultimate skin. Any subsequent ultimate skins have no restrictions on who bats and bowls for each team.