



Indoor Cricket Rules

Equipment

- 2 sets of stumps (plastic or wooden).
- 2 bats (plastic or wooden).
- 1 windball.

Participants

- Teams shall be 8 aside and be made up of the correct age groups.
- Under 15s (Year 10 and below).
- Under 13s (Year 8 and below).

Duration

- Matches will be 8 overs per innings in length (6 overs if limited time).

Batting

- Batters may run on any ball whether it is hit or not.
- Batters must retire when their total has passed 15 (all runs will count, i.e. A batter is on 14 and hits a 6, they retire on 20).
- Retired batters can come back in once all the other wickets have been lost (they return in the order they retired in).
- A single batter may remain with the support of a runner (the runner is the batter who was just dismissed). If the runner is run-out, then that is the end of the innings.
- The innings will be declared closed when: All batters are out, or allocated numbers of overs have been bowled by the fielding team.
- For the second innings all overs will be bowled, unless the all the batters are out or it is a knockout game, and they have surpassed the first innings score.
- The LBW law will not be applied unless, the batter deliberately blocks the ball from hitting the wicket.
- Batters can be caught out off any wall or ceiling but not the boundary wall.

Bowling

- Any player may bowl, including the wicket keeper.
- All bowlers **MUST bowl overarm**. Only 6 balls to be bowled in any over, except in the final over, when 6 good balls must be bowled.
- 3 runs will be awarded to the batting team for each wide ball and no-ball bowled but no extra ball will be allocated, except in the final over of each innings when in addition to the 3 runs an extra ball will be bowled.
- A no-ball is a ball that bounces more than twice before the crease, is delivered to the batter above waist height (without bouncing) or if the bowler oversteps the crease.
- At least 5 players must bowl. No bowler may bowl more than 2 overs (for 6 over games it is a minimum of 4 bowlers, bowling a maximum of 2 overs each).
- All bowling to be bowled from one end only.

Fielding

- Fielders in front of the bat must stand at least 8 yards from the batter, or against the wall, whichever is closer).

Scoring

- Add 3 extra runs to the team score for each no-ball or wide bowled by the opposing team.
- Extras should not be added to the batters score except no-balls where additional runs are scored (example – a no-ball is bowled, 3 runs are added to extras, the batter hit it for 4 – this goes on the batters score and the team score – overall team runs scored for this delivery is 7).
- Extra deliveries shall only be bowled for wides and no-balls in the last over of an innings.
- 1 run will be awarded if the ball hits the wall or the ceiling and the batters do not run.
- 2 runs will be awarded if the ball does not hit the wall or ceiling and the batters complete a run.
- 3 runs will be awarded if the ball hits the wall or the ceiling and the batters complete a run.
- 4 runs will be awarded if the ball bounces and then hits the back wall (without hitting any other walls first).
- 6 runs will be awarded if the ball doesn't bounce before hitting the back wall (without hitting any other walls).
- 1 run shall be awarded if the ball is thrown by a fielder following fielding the ball and the ball then hits any wall or the ceiling. This rule can apply more than once during the same delivery.
- If the player is caught or run out after hitting a wall or ceiling, they still score 1 run as well as being out.

Results

- Win = 3 points
- Tie* = 2 points
- Loss = 1 point

**(a tie is if both teams have the same number of runs and have lost the same number of wickets. If one team has lost fewer wickets, they are the winners. If it is a tie in a knockout game then the winners will be the team scoring the most runs in the first over, if this is the same then the second over and so on).*

In the event of two teams tied on points in a group stage:

- The team that has scored the most runs are the winners.
- If this is tied it will be the team who has lost the fewest wickets.
- If this is tied it will go to a bowl out (4 players will bowl two balls each with the team hitting the stumps the most times the winners. If it is still tied it will go to sudden death until there is a winner).

No-balls – If a bowler is unable to bowl with a straight arm:

- *First instance encourage them to maintain a straight arm.*
- *If there is no clear advantage to the bowler, then let them continue but the batter can only be given out 'run out'.*
- *If there is a clear advantage for the bowler using a bent arm, then they will need to be replaced.*