



# Indoor Cricket

**All participants must wear their SYG wristband when playing, and show it to the umpires, officials and Sports Coordinators when requested.**

## **GRADE**

Open C

## **INTRODUCTION**

- Cricket at SYG will be played using modified Indoor Cricket rules.

## **FORMAT**

- Round robin competition followed by knockout finals
- 8 players per team with no substitutes
- There is no restriction on gender or age, this is an open sport
- Teams will face one innings of four overs (six balls per over)
- Four team members will bat in pairs, with each pair facing two overs.
- The Four team members who do not bat will bowl one over each to the other team.
- Captains should ensure that players do not bat or bowl for two games in a row, rather it should be shared equally amongst the team.

## **UMPIRES**

- Umpire will be provided by the Indoor Centre

## **UNIFORMS AND EQUIPMENT**

- Uniforms must be of like kind and colour.
- All cricket equipment such as bats, balls, stumps and gloves will be provided.

## **DRAWN FINALS**

- In the event of a drawn final, the team who lost the least amount of wickets shall be the winner. If still a tie, the team that hit the most 6's will be the winner, followed by the most 4's. If still tied, the higher ranked team will be declared the winner.

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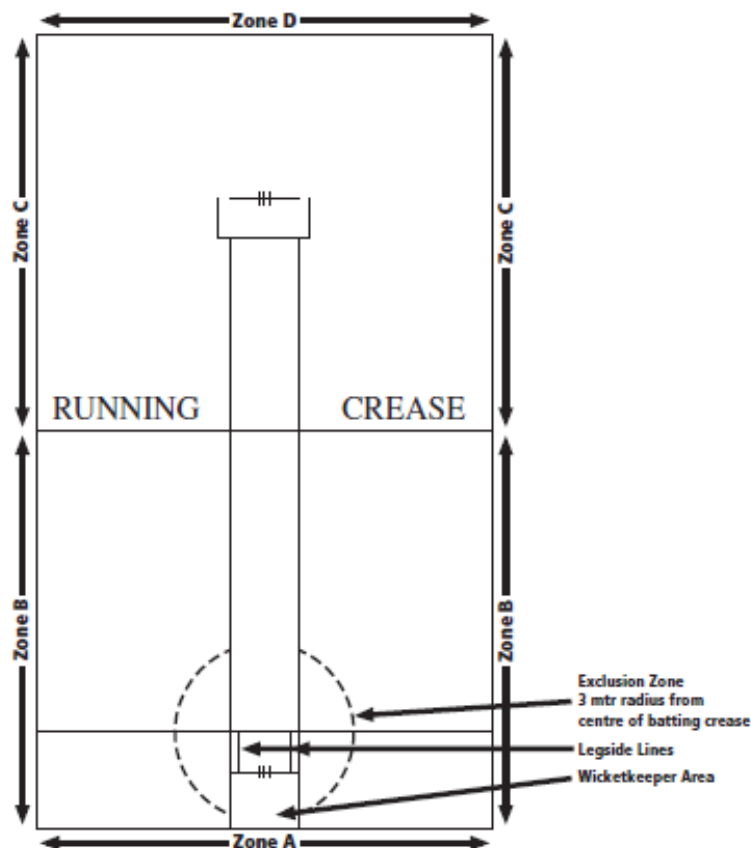
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## THE GAME

- The game consists of 1 batting and 1 bowling innings per team.
- Each innings consists of 4 overs, of 6 balls per over.
- Four players must bowl 1 over. The bowlers must be the players who are the selected non-batters.
- 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.
- A batting innings is divided into 2 sections. Each section consists of 2 overs.
- The batting team bats in pairs with each pair batting for 2 overs.
- Batters continue batting for the entire 2 overs, whether they are dismissed or not. When a player is dismissed, 5 runs are deducted from their team's score.
- Batters must change ends at the completion of each over.
- No batter may bat more than once.
- A team must not declare an innings closed.
- The team compiling the higher number of runs will be the winner.
- The constant fall of wickets may result in a negative total. If a team batting first makes a negative total, they must take enough wickets to reduce the chasing team to a negative total that is larger than theirs in order to win.



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## GENERAL RULES

### Batting

- Batters bat in pairs and continue to bat (irrespective of score or dismissals) for 2 overs per pair.
- Batters change ends -
  - after each dismissal
  - at the end of each over
  - when no run has been scored from 3 successive balls (**a dismissal is not recorded, rather the batters just change ends**).
- Batters may be dismissed only if bowled, caught, run out, stumped or hit wicket. There are no LBW dismissals.

### Bowling

- Bowling is always from the same end.
- For the sake of the batters, a bowler who clearly cannot bowl overarm should be encouraged to bowl on a shorter pitch or, if necessary, bowl underarm.
- Bowlers should be encouraged to have a correct bowling action and not throw.
- There are 6 balls per over and no additional balls for Wides.
- There are no No-balls.

### Wides

- A ball down the legside or that cannot be reached by the batter in the normal batting position or reaches the batter above shoulder height or which stops should be signalled "Wide" (even if the batter manages to hit it).
- If a run is scored from a ball called "Wide", the Wide signal to the scorer should then be cancelled.
- A batter may be dismissed off a "Wide" only if run out.
- A "Wide" may also be signalled if the ball is a full toss above stump height.

### Fielding

- Players should rotate through fielding positions where suitable, with more than one player having a turn at being wicket keeper.

## 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.

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## 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 fence runs** are scored when a batter hits the ball with the bat or the hand/s holding the bat into perimeter fencing. 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 fence runs will apply:

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

Refer to the diagram on Page 2.

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.

iii. 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.

iv. The batting team will be credited with a 2 run penalty for a "Wide".

v. Any physical runs made off a "Wide" will be added to the 2 run penalty.

**B.** 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.

**C.** 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.

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## 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 "Wide".

### 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 "Wide".

### C. Wicket Keeper

- 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.
- vi. The wearing of gloves by the wicket keeper is optional.
- vii. A wicket keeper is optional.

## PLAY BALL/LIVE BALL/DEAD 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".

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. The original batter must face the rebowled delivery.

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.

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