



6+ Action Cricket RULES SUMMARY

THE TEAM

A game is played between two teams, each with 6 players (plus an optional Super Sub). No team can play with less than 4 players. A game must proceed when scheduled, if a minimum of 4 players for each team is present. To take part in a match, a player must be able to bat and bowl, except for in the case of substitutes and injuries.

UNIFORM

Players are to wear non-marking rubber soled sports shoes, tracksuit pants or shorts and matching coloured T-shirts (Individual shirt numbers are not required). No player shall be allowed on the court in non-sporting footwear or attire.

DURATION OF THE GAME

The game duration for a 6-a-side cricket game is 55 minutes. The game consists of one (1) 12 over innings for each team. All teams are to have paid their game fee and be ready to play at least ten (10) minutes prior to their scheduled start time.

ZONE A (FRONT NET)
0 RUNS

ZONE B (SIDE NET)
1 RUN

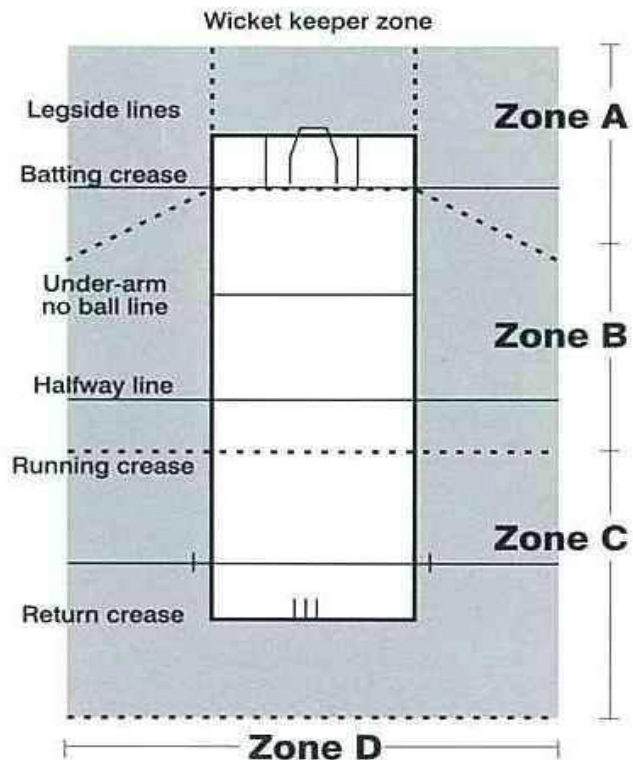
ZONE C (SIDE NET)
2 RUNS

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

Diagram 1 - The playing area



THE GAME

- The game consists of 1 batting and 1 bowling innings per team. Each innings consists of 12 overs.
- Each player bowls 2 overs and bats for 4 overs in a partnership.
- Unlike traditional cricket, batters continue batting for the entire 4 overs, whether they are dismissed or not. When a player is dismissed, 3 runs are deducted from their team's score.

SCORING

- Runs can be scored as follows:
- **Physical runs:** Where the batters cross from one running crease to the other successfully one run will be scored.
- **Net Scores:** These bonus runs will be added to the batters score if the ball is hit into the net off the bat and a physical run is completed. Net scores will not be added if the ball comes off the batters person or if a run is not completed successfully.
- All wickets and penalties will cause a 3 run deduction.
- "Wides" and "No Balls" are worth 2 runs to the batter but will not be re-bowled except in the case of the last 3 balls of each pair.

THIRD BALL

- Should the score remain unchanged after two deliveries; the umpire will call "Third Ball".
- 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.

FIELD PLACEMENT

- The court is divided into two halves with the dividing line being the white half court line (not the yellow running crease).
- No more than 4 fielders may field 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 both halves. If this rule is contravened, the umpire will call "No Ball".
- Fielders are also not allowed to be on the pitch or within the exclusion zone (circle of 3 metre radius around the batter) unless they are the wicket keeper.

POWERPLAY OVERS

- At the commencement of each pair the batters will nominate a batting power play over
- This is done by informing the umpire at the start of the pair.
- In this over the fielding team will be forced to field with no more than 2 players (including the bowler) in the back half of the court.
- The power play over may be used for any over during the batting pair.

ILLEGAL DELIVERIES

- **Wides:** will be called when any part of the ball passes over or outside the offside of the pitch.
- **Legside wides:** will be called when any part of the ball passes over or outside the intersecting line on the batting crease behind the batters body.
- **No Ball:**
 - **Too High:** will be called when the ball does or would've passed over the batters shoulder provided they are still behind the batting crease.
 - **Off the pitch:** will be called when the delivery lands off the pitch on it's first bounce.
 - **Front Foot:** will be called when the bowler's front foot lands on or over the return or popping crease. This "no ball" will also result in a free hit for the batsmen the next ball.
- All illegal deliveries will result in 2 runs being awarded to the batters score but the ball will not be rebowled unless it is in the last 3 balls of a batting pair.

SUPER SUBS

- Whilst only six players may be on court at any one time, a team may elect to use a 7th player in a game, a "Super Sub". This player may be substituted between any batting pair or between the changeover of innings. This player may bat in place of any player, and or bowl the remaining overs of the player they substitute. Once substituted a player may rejoin the game by re-substituting with another player already in the game.
- Both the umpire and the opposition must be made aware of a 7th player before the start of play.
- A "Super Sub" must also be a regular member of your team.