

Official Rule Book

6+ Action Cricket

ACTION
BOX HILL
INDOOR SPORTS



BOX HILL
ACTION INDOOR
SPORTS

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STADIUM POLICIES

POLICY 1: Forfeits/Game Change

Once the competition has begun with all courts fully allocated, no reschedules will be allowed. Any team forfeiting a game may be removed from the competition at the centre's discretion.

In special circumstances, a forfeit fine equal to a game fee will be imposed, and the team will be penalised 4 competition points. Alternatively, the team has the option of playing a fill in game within two weeks of forfeiting in order to avoid being penalised any points.

In order to avoid a forfeit, teams may vary the composition of their team from week to week. Additionally, the centre maintains a register of individual players who are available to "fill-in" or take up a permanent position in a team.

POLICY 2: Game Fees

All teams are expected to pay **FULL GAME FEES** each week regardless of the number of players playing. Teams will not be allowed to take the court if they have not paid their game fee.

In special circumstances, whereby approved by management, teams not paying the full game will have until their next game to pay the money owing. If failing to pay at their next game, teams will be penalised two competition points per week until they become financial.

POLICY 3: Registration Fees

Registration fees for all sports are \$20 per player per season. If playing for more than one team in a season, players need only pay the fee once. It is however the player's responsibility to notify the centre of multiple teams.

Teams failing to pay the minimum number of registration fees by the third game of the season will be penalised two competitions points per week until doing so.

Games played by players while unregistered DO NOT count as qualifying games for finals. Players need to play 5 "qualified" games to be eligible for finals.

Players must ensure that their personal details have been provided to the centre at the beginning of the season.

POLICY 4: Uniforms

Teams must be in matching coloured shirts by the third competition game. Players are not permitted to wear jeans or any footwear that is not deemed to be a sports shoe.

Teams may combine shirt styles with different printing as long as the shirts are predominantly the same colour i.e. 80% rule (including shade). Extreme differences in shade (eg light blue vs dark blue) will be penalised. Variation in colour through wash and wear will be tolerated as long as the colour has not varied too significantly. The umpire/referee will judge whether a uniform is correct. If there is a dispute, the Duty Manager will make the final decision.

Teams failing to have matching coloured shirts by the required game will incur a 3 run penalty per shirt.

POLICY 5: Ladders / Scoring

4 points will be awarded for each win and then bonus points are also available for skins won. Each corresponding batting pair will compete for the skins points. The corresponding pair making the highest total will be awarded an extra point making a total of 3 skins points available. A tied batting pair will jackpot forward to the next pair or backward in the case of the last skin.

Ladder position will be determined under the following criteria:

- i) Highest total points (wins and skins)
- ii) Highest number of wins (a draw counts as half a win)
- iii) Highest percentage
- iv) Highest number of skins

POLICY 6: Fill-in Players

Any player registering for a team after re-grade must have approval from management. If it is felt that this player affects the grading of the team involved to the disadvantage of other teams in the grade, approval may not be given.

Once a player has played 3 or more games for a team they can no longer play or fill in for any other team in the same division.

Teams may not at any point in the season have more than one player from a higher-grade fill in. A team found breaching this rule will automatically lose the game on forfeit.

A Player cannot play in two games at once. Once a player has started a game, they must finish the game unless they sustain an injury during the game.

POLICY 7: Re-Grading Teams

A team which in the opinion of management is graded incorrectly shall be moved after Round 5 of a season or at any other time up to Round 10 if necessary at the discretion of management. A team which is re-graded will maintain the same number of points they had earned in the previous grade but no more than the top team and no less than the bottom team.

A new team entering a grade will be awarded average points based on the teams in that grade up until the halfway point of the competition. Any team entering a grade after the halfway point will be awarded the same number of points as the bottom team. A new team to a grade must however play a minimum of five games to be eligible for finals.

No player can join a team after the halfway point of the season if they already play for a team in a higher grade.

POLICY 8: Safety/Insurance

As all the sports we offer are active in nature with moving equipment, participants need to be aware that injuries may occur and **players play at their own risk**.

Please note that there is no personal accident insurance. All patrons are strongly advised to have their own private health insurance and ambulance cover.

POLICY 11: Incomplete Matches

In the event of an incomplete match, the result will stand if the game has passed the half way mark for soccer and netball, and the halfway mark of the second innings for cricket. If the game is abandoned before this point, the match will be re-scheduled. The only exception being matches terminated at the official's discretion.

POLICY 12: Behavior

For the enjoyment of all, games are expected to be played in a sportsmanlike manner. The centre reserves the right to dismiss any team or member thereof for threatening, offensive or abusive behaviour. The team shall be held responsible for the actions of its members and spectators both on and off the court.

SECTION 1 - RULES OF THE GAME

RULE 1. FIELDING A TEAM

- A game is played between two teams, each with 6 players (a maximum of 7 players). Each team must nominate a captain for each game.
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 as in Rule 8 (Substitutes/Super Sub).

RULE 2. THE GAME

- The game consists of 1 batting and 1 bowling innings per team. Each innings consists of 12 overs. (For the purpose of simplicity in this rule book, all references will be to 6 ball overs.)
- The run deduction for a dismissal will be 3 runs, and other penalties (i.e. misconduct, uniform penalties etc) will be 3 runs or multiples of 3 runs.
- Each player must bowl 2 overs except in the case of Rule 8 (Player Short/Substitutes/Injured Players). Prior to the start of each over the umpire must be advised of the bowler's name.
- A bowler must not bowl 2 consecutive overs. The fielding team will be penalised 3 runs for each over offended.
- 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 3 sections. Each section consists of 4 overs.
- The batting team bats in pairs with each pair batting for 4 overs. Upon arrival at the batting crease the batters must inform the umpire of their respective names.
- 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.
- Batters must change ends at the completion of each over.
- No batter may bat more than once, except in the case of a Rule 8 (Player Short).
- A team may not declare an innings closed.
- The team compiling the higher number of runs will be the winner.

RULE 3. UNIFORMS

Teams must be dressed as follows:

Tops: Teams may combine shirt styles with different printing as long as the shirts are predominantly the same colour i.e. 80% rule (including shade). Extreme differences in shade (e.g. light blue vs dark blue) will be penalised. Variation in colour through wash and wear will be tolerated as long as the colour has not varied too significantly.

Pants: Males - long or short sports pants. Females - long or short sports pants, or sports skirts.

Jeans are not permitted.

Footwear: Rubber soled sports shoes that will not mark the court surface. (Players in socks, barefoot or in leather-soled shoes are not permitted).

A penalty of 3 runs will be deducted from a team's batting score for every unacceptable item of apparel. Any uniform penalties will be deducted at the start of the offending player's partnership. Umpire's are not to "square off" the uniform penalties of one team against another.

The maximum team penalty for incorrect uniforms in any match will be 9 runs (or half the teams' players).

Captains may not appeal for uniform penalties after the commencement of the last pair of the game.

The umpire will be the initial judge of the correctness of a uniform. However, in the event of a dispute, particularly with regard to colour, the duty manager or tournament director will have the final decision.

RULE 4. THE TOSS

The umpire or a person delegated by the tournament organiser will toss a coin or token to determine the order of the innings. The umpire will advise which team is to call.

Teams may negotiate the order of innings prior to the toss with the consent of the umpire, duty manager or tournament organiser.

RULE 5. PLAYING EQUIPMENT

Bats: Must be made of wood with dimensions no larger than 96.5 cm in length and 10.8 cm in width and have a suitable bat grip. If an umpire is not satisfied with the suitability of a bat or bat grip, they should not allow it to be used. Note: Bat grips must be of a non-slip material and in good order.

Batting Gloves: A batting glove (which completely covers the hand from the wrist) must be worn on both hands by each batter. An umpire, on noticing a player does not have 2 suitable batting gloves, must not allow play to continue until 2 gloves are worn.

Keeper's Gloves: The wicket keeper has the option to wear none, 1 or 2 suitable gloves. The gloves may be keeping or batting gloves, or a combination of both. Gloves similar to baseball style etc are not permitted. They may only be worn by the wicket keeper in the approved area [See Rule 9D - Wicket Keeper] .

Fielding Protection: Players may wear suitable protective equipment when fielding. This includes: elbow and knee pads, sporting helmets, face guards, gloves, groin protectors and safety glasses. The decision to allow protective equipment in the field rests with the duty manager or tournament organiser. Their decision must take into account the safety of all players and relevant medical reasons.

Balls: The centre will supply a recognised Indoor Cricket ball for each match. Teams may not supply their own. Any person or team found substituting or deliberately scuffing, gouging, or attempting to reshape the ball will be penalised 6 runs for ball tampering.

Equipment not in immediate use (eg. gloves, elbow pads and protectors) must be placed outside the court until required. Players will be warned to remove unused protective equipment. Refusal to do so will result in a 3 run penalty to the offending team.

The Stumps will be "Wilkins" style collapsible stumps which may be free-standing or bolted to the floor. The base plate is considered to be part of the stumps. Bails may be wooden or plastic and must be tied to the stumps.

RULE 6. THE UMPIRE

Before each game, an umpire will be appointed to adjudicate the rules of the game with absolute impartiality. Teams will have no choice in the appointment of the umpire. The umpire may only be changed at the discretion of the duty manager or tournament organiser. The umpire's decision during a game is final. No dispute, written or otherwise, will alter the result. The umpire will be the sole judge of fair and unfair play.

The captain of the fielding side or the batter at wicket may query an umpire's decision. Once the umpire has replied, any further talking to, at or about the umpire, or their decision, may be penalised.

Payment of game fees in no way entitles players to abuse, dispute, argue, question, demonstrably disrespect or display disdain towards an umpire.

RULE 7. ARRIVAL/LATE PLAYERS

All teams are to be present at the court allocated for their match to do the toss 2 minutes prior to the scheduled commencement of their game.

Any team failing to arrive on time will forfeit the right to a toss and may be penalised 3 runs per minute they delay the game. The non-offending team can choose to field first or wait until the offending team has 4 players present and bat first.

If both teams are late, the first team to have 4 players present will have the right to choose their batting innings. [See Rule 7B(i)].

All forfeits will be declared at the discretion of the duty manager or tournament organiser.

Individual player(s) arriving late may take part in the match providing their arrival is before the commencement of the 9th over of the first innings.

A team captain may ask for the consent of the duty manager or tournament organiser to allow a late player to participate after the 9th over of the first innings. Providing this player is a regular member of the team they may bat or bowl and will be regarded as a late player, not a substitute.

Any player known and expected to arrive late must be nominated by the team captain to the opposition captain, umpire and the duty manager or tournament organiser prior to the commencement of the game.

Players, who arrive late to field, must wait until the end of the over in progress before entering the court.

RULE 8. PLAYER SHORT / SUPER SUB / SUBSTITUTES / INJURED PLAYERS

PLAYER SHORT

- If a team is 1 player short:
When batting: after 8 overs, the captain of the fielding side will nominate 1 player to bat again in the last 4 overs with the remaining batter.
When fielding: after 10 overs, the captain of the batting side must choose 2 players to bowl the 11th and 12th overs. The non-consecutive over rule still applies.
- If a team is 2 players short:
When batting: after 8 overs, the captain of the fielding side will choose 2 players to bat again in the last 4 overs.
When fielding: after 8 overs the batting pair is encouraged to allow each player to ball a 3rd over each, but may choose two players to bowl an extra two overs each.
- If a selected player is not available to bat again, a 6 run penalty will apply and another player must be selected. This rule does not apply to a player who has to leave the game early for legitimate reasons provided both captains and the umpire had knowledge of the player's departure.
- When a team is reduced to less than 4 players (irrespective of the reason) and a substitute is unavailable, the offending team will forfeit the game [See Rule 1C - Fielding a team].

SUPER SUB

- Whilst only six players may be on court at any one time and only six players may bat, a team may elect to use a "Super Sub" (7th player) in a game.
- Both the umpire and the opposition must be made aware of a 7th player before the start of play.
- Players may be interchanged between any batting pair and the changeover of innings. Players may bat in place of another player, and or bowl the remaining overs of the player they substitute.
- Once substituted, a player may rejoin the game by re-substituting at the next change of batting pairs with another player already in the game.
- No player may bowl more than two overs or bat more than once.
- A Super Sub may also be used to replace a player injured during the game.
- The "Super Sub" must be the 7th player and cannot join the game if you started the game with a player short:
 - The person would then be considered a late player (Rule 7) and must also be a regular member of your team.

SUBSTITUTES

- A substitute player is one who joins the game, after it has officially commenced, to replace an existing player who is incapable of completing the game due to injury or illness suffered during the game. This may only occur on the approval of the umpire and/or duty manager.
- Substitutes only apply to a team's fielding innings. Batters who are unable to complete their allocated overs due to injury or illness are not substituted, but merely replaced by a nominated team member.
- A substitute player cannot bat, bowl, wicket keep or receive.
- A substitute must be in the correct uniform or uniform penalties will apply.
- A team may not use a substitute pending the late arrival of a nominated player.
- Once substituted, a player may take no further part in the match.

INJURED PLAYERS

- Players who suffer non-blood related injuries **during the game** will be entitled to a maximum of two minutes to attend to their injuries.
- After this time, if the player is not ready to recommence play, the umpire will ask the player to leave the court to recover from their injuries. An injured player will be guided by a first aid official (if in attendance at the game), to leave the court for further treatment.
- Provided they have not been substituted (see above), a player may return to the game after they have recovered from their injuries.
- **If a batter is injured**, and the team do not have a bona-fide Super Sub (7th player) available, the captain of the fielding side will nominate one player from the batting team to complete the injured batter's remaining overs.
- **If a bowler is injured**, during their first over, and the team do not have a bona-fide Super Sub (7th player) available, a player is to be nominated by the opposing team to complete the over. If still incapacitated, the player's second over will be bowled after the 8th over and another player must be chosen by the opposing team. The non-consecutive over rule still applies.
 - Any player that leaves the court to attend to an injury during their fielding innings must wait until the end of the over in progress before returning to the game.
- **Blood Related Injuries.**
- A player suffering a blood related injury must leave the court for further treatment unless the bleeding can be contained within a maximum of 2 minutes. The injured player and medical staff in attendance should ensure that no blood contaminates the court, or its fittings or fixtures.
- The injured player must remove and replace any blood-contaminated clothing and wash off any blood on their body before rejoining the game.
- Players must leave the court to have any surface blood washed off their body.
- A player, leaving the court for a blood related injury, is entitled to have a "Blood Replacement Player" take the court, on their behalf, until the injury has been attended
- If the injured player is unable to return to the game, the Blood Replacement Player will continue the game as a Substitute Player.
- Any player that leaves the court to attend to a blood related injury must wait until the end of the over in progress before returning to the game.
- The injured player must receive a clearance from the umpire before rejoining the game.
- A blood replacement player is not able to bat, bowl, wicket keep or receive.
- In the case of a Blood Related injury, the following conditions will apply:
 - When batting:** The captain of the fielding side will nominate 1 player from the injured player's team to bat with the remaining batter. This must be done at the time of the injury.
 - When fielding:** If the player is injured whilst bowling, the captain of the batting side will nominate 1 player, from the injured player's team, to complete the over. The non-consecutive over rule still applies.
- **IN ADDITION:** Any player that is injured during the game or enters the game with a pre-existing injury or medical condition preventing them from safely completing all facets of the game may, at the discretion of the duty manager, be exempted from having to bat, bowl or field.
 - In such cases, the PLAYER SHORT rules would apply, with the opposing team choosing an alternative player to bat in the last pair or choose two alternative players to bowl the last two overs.

RULE 9. FIELD PLACEMENT

Fielders Per Half Court

- 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 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 "No Ball".

Exclusion Zone

- An Exclusion Zone will be marked in an arc extending at a radius of 3 metres from the batting crease. No fielder can move on or extend over the Exclusion Zone from the commencement of the bowler's run up until the ball is played at by the striker or passes the striker's wickets. A wicket keeper may move into the Exclusion

Zone after the ball has been bowled provided they are legitimately getting in position to field the ball, and they do not pass forward of the imaginary line through the stumps. If this rule is contravened, the umpire will call "No Ball".

Wicket Keeper

- A fielder is classified as a wicket keeper if they take up position behind the stumps at the striker's end in the area designated for the wicket keeper.
- The area designated for the wicket keeper is between the imaginary lines extending along the extremities of the pitch to the back net and the line running at right angles through the stumps at the striker's end. (See diagram on court layout).
- The wicket keeper must take up a position with both feet wholly inside the designated area and cannot move out of that area until the ball leaves the bowler's hand. If this rule is contravened, the umpire will call "No Ball".
- A wicket keeper may move into the Exclusion Zone after the ball has been bowled provided they are legitimately getting into position to field the ball, and they do not pass forward of the imaginary line through the stumps. If this rule is contravened, the umpire will call "No Ball".
- The wicket keeper cannot take the ball either in front of or from the side of the wickets, with the exception of when the ball strikes the batter's person or equipment. If this rule is contravened, the umpire will call "No Ball".
- The wearing of gloves by the wicket keeper is optional. [See Rule 5C - Playing Equipment].
- A wicket keeper is optional.

Power Play Overs

- At the commencement of each pair the batting team 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 between over's 1-3 (not the 4th over) during the batting pair.
- The umpire must call and signal "power play over" prior to the over commencing.
- **Double Wickets** apply during this over, once a batsman is given out it will be deemed a double wicket of -6 runs, rather than the usual -3.
- In the event an umpire fails to call power play before the over it will be the responsibility of the batsmen to clarify the situation prior to the commencement of the over. If the over has started the batsmen may have the rest of the current over or the over after if available. Fielding restriction penalties cannot be enforced until the umpire advises the team of the Power Play and cannot be retrospectively applied.

RULE 10. PLAY BALL/LIVE BALL/DEAD BALL

PLAY BALL/LIVE BALL

- The game commences once the players take up their positions and the umpire calls "Play".
- The ball remains "live" throughout the over unless the umpire calls "Dead Ball", "Over" or a wicket falls.
- 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".
- 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".

DEAD BALL

- There are several types of Dead Balls. Each type has different qualities.
- **These are "Automatic" Dead Balls.** No runs can be scored or wickets lost. The ball must be re-bowled.
- The bails are off either set of stumps when the bowler commences their run up.
Any ball that leaves the court, other than a ball leaving the court as a result of an attempted run out by a fielder.
- Any ball, after being struck by the batter, that lodges in the net or corner conduit. The original batter must face the re-bowled delivery.
- The bowler attempts an illegal mankad. [See Rule 17F(iii) and (iv) - Dismissals]. The batting side will receive 2 runs for the "No Ball".
- **These are "Discretionary" Dead Balls.** The decision to have the ball re-bowled or to allow runs scored or to apply penalties for wickets taken will be at the discretion of the umpire.
- An injury to a player.
- The batter did not have enough time to take strike before the bowler delivers the ball.
- The bat accidentally leaves the batter's hands as a result of playing a shot at the ball.
- **These are "Special Case" Dead Balls.** The ball is not re-bowled.

- The ball after being bowled hits a fielder. A special call of "No Ball, Dead Ball" is made and the batters will receive 2 runs.
- The ball leaves the court as a result of an attempted run out by a fielder. The score (net zone and physical runs) made up until when the ball leaves the court will count.
- A ball, when bowled, hits the top or side net. The umpire will call "No Ball, Dead Ball" and the batters will receive 2 runs.
- If the umpire considers that a bowler has deliberately or repeatedly bowled a fast full pitched ball at the batsman he shall call "No Ball, Dead Ball" and may deal with the player under the unsportsmanlike behaviour/misconduct rule.
- A wicket falls, excluding a mankad.
- The umpire calls "Over".
- The captain of the fielding team or the batters at the wicket, are permitted to request a "Dead Ball" under the following conditions: Player injury; ruling or score clarification; clothing adjustment. Requests may be made verbally or by signal, as per the umpire's signal.
- Note: If the umpire is required to intervene during a dispute for unfair play, the ball is automatically dead from the time of intervention until "Play" is called. The ball is dead whether the umpire calls "Dead Ball" or forgets to. No runs can be scored or wickets taken during the intervention. However, the result prior to the intervention will stand.

RULE 11. SCORING

Runs may be scored as follows:

When both batters cross between the batting crease and the non-striker's crease and make good their ground. One run is scored (called a "physical" run). Bonus runs (as defined in Diagram 1) will only be scored if the batters successfully make a physical run.

When a batter hits the ball with the bat or the hand(s) holding the bat, into perimeter netting, this includes balls unintentionally deflected by the batter's protective equipment, deflected by fielders and unintentionally deflected from the non-striker's person or equipment, the following bonus runs will apply:

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

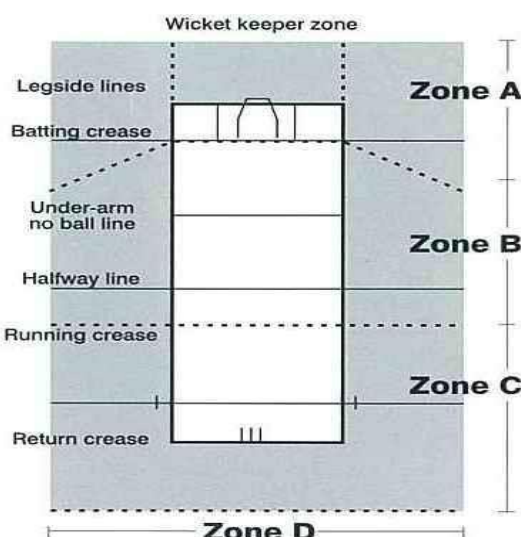
ZONE D (BACK NET)

6 RUNS ON FULL

ZONE B OR C ONTO ZONE D

3 RUNS

Diagram 1 - The playing area



The scoring zone that the ball strikes first will count with the exception of a ball coming off Zone B or C onto Zone D.

The top net is neutral. A ball hit via the top net onto the Zone D net on the full scores 6 bonus runs for the batting side.

When a fielder causes an overthrow, 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, or at any other time the ball is live.

The batting team will be credited with a 2 run penalty when the umpire calls a delivery "No Ball", "Wide" or "Legside". If the batter plays a "No Ball" into a scoring zone, the zone score and the physical runs made will be added to the 2 run penalty. Any physical runs made off a "Wide" or "Legside" will be added to the 2 run penalty.

If in the opinion of the umpire, the fielder, whilst attempting to run out the batter, does not have "reasonable control" of the ball and it hits a scoring zone, the relevant bonus runs will apply.

"Reasonable control" may be defined as the deliberate attempt by a fielder which causes the ball to noticeably change from its original path to the direction of the intended target wickets in an attempt to run the batters out. Flicking, slapping and kicking the ball fall within this definition.

Any net zones struck as a result of a reasonably controlled attempt will not result in bonus runs being scored. If the umpire is uncertain that the ball was reasonably controlled, the bonus net score will count.

A ball deflected by a fielder into a scoring zone after the ball has been hit by the striker's bat or the hand(s) holding the bat, will score the relevant zone score.

Balls deflected into scoring zones off the batter's person (e.g., leg) where no contact has been made with the bat will not score bonus runs. Only physical runs may be scored.

If a batter is given "Out", the batting team will lose 3 runs. All previous runs scored off that delivery will not count.

Where a ball strikes a zone scoring tape or corner conduit, the **lower** zone score will count. So, the white corner pole at the bowlers end counts as Zone C (2 bonus runs). If the ball strikes the white pole and then zone D then 3 bonus runs will be scored. In order to score 4 or 6 bonus runs for Zone D the ball must strike the net between the poles. A catch may be taken off all boundary netting except a direct hit on the full to the 6 net (Zone D). A ball passing from a fielder's hand or body directly onto the 6 net, on the full, and then caught, will result in the striker being not out and the bonus runs will count.

In case of a scoreboard error, unless the captain of the fielding team or the batters at the wicket appeal about the score before the commencement of a new over, or before the players leave the court in the case of the last over of each innings, the scoreboard will be assumed to be correct.

JACKPOT BALL

The final ball of each batting pair is the "JACKPOT BALL". For the Jackpot Ball, any score made will be doubled. For example, a 2 will turn into a 4, a 7 will turn into a 14, and a wicket will result in a deduction of 6 runs.

RULE 12. NO BALL

- "No Ball" will be called when:
- The ball is thrown, not bowled. If the umpire is not totally satisfied with the fairness of the delivery, "No Ball" will be called at the moment of delivery. (Note: As a guide, the bowler's arm must not be bent more than 15 degrees in the delivery action. If the elbow remains bent throughout the delivery, it may be a fair delivery).
 - *The only exception will be if the player is unable to perform a legitimate bowling action – in which case he is expected just to 'deliver' the ball at a slow pace with no spin. Any delivery that achieves any spin or pace from a suspected illegitimate action will be called a "No Ball". Depending on the severity of the infringement, a warning may be given.*
- Any part of the bowler's front foot is not grounded inside the return crease and behind the popping crease at the moment of delivery. (Note: Any part of the front foot on the line is a "No Ball"). This will also result in a "FREE HIT" for the batter.
 - *The batsmen will only be able to be dismissed on the 'free hit' as if it were also a no-ball.*
 - *If the 'free hit' delivery is a no-ball or wide then the 'free hit' will carry forward to the next legal delivery.*
 - *If the front-foot no-ball is the last ball of an over not subject to being re-bowled, the 1st ball of the next over will be a 'free hit' delivery.*
 - *The 'free hit' shall apply to whichever batsmen would normally be on strike.*

Bowlers with permanent disability: a bowler with a permanent disability who is unable to affect a legal delivery from the return crease (i.e. ball bounces 3 times or more before reaching the batsman) may deliver from the red line between the return crease and running crease.

- If any part of the ball, when bowled underarm, pitches on or before the underarm line it will be a "No Ball".
- There are more than 4 fielders in either half of the court at the commencement of the bowler's run up. [See Rule 9 - Field Placement].
- A wicket keeper moves outside their designated area before the ball leaves the bowler's hand or takes the ball in front or from the side of the stumps.
- A fielder, other than the wicket keeper, has any part of their body in the wicket keeper's area or exclusion zone until the ball is played at by the striker or passes the striker's wickets. [See Rule 9 Field Placement].
- A bowler changes style of bowling (ie. overarm to underarm, left arm to right arm or vice versa) or changes sides of the wicket (ie. from over to around or vice versa) without first informing the umpire [See Rule 14].
- The bowler depresses the net and/or the net protection in Zones D or C with any part of their body during the course of their run up.
- The ball, when bowled fast, passes over or would have passed over the striker's waist on the full, or the striker's front shoulder having bounced, when the striker is in a normal standing position. This is regardless of the ball hitting the striker's bat or person. A striker must not have advanced more than one step (i.e. charged the bowler) to be entitled to the call of "No Ball" under this rule. (The red netball circle line approx 1m from the batting crease will be used as a guide by the umpire) A ball when bowled slowly regardless of being full pitched or having bounced must be over shoulder height to be called a "No Ball".
- The ball bounces three or more times, or rolls, prior to passing the batting crease.
- Any part of the ball, when bowled, initially lands off the pitch before reaching the line of the batting crease.
- A mankad is illegally attempted. The umpire will call "No Ball, Dead Ball". The ball will not count as part of the over and 2 runs will be added to the batting team's score. [See Rule 17].
- When a bowler makes more than 1 unsuccessful mankad attempts in any one over, the 2nd unsuccessful attempt will be called "No Ball, Dead Ball". The ball will not be counted as part of the over and 2 runs will be credited to the batting team's score. [See Rule 17].
- The ball, after being bowled, hits the top or side net before reaching the batter. The umpire will call "No Ball, Dead Ball". The ball will **NOT** be re-bowled and 2 runs will be credited to the batting team's score.
- A fielder or part of a fielder (with the exception of the bowler) moves onto or extends over the pitch from the commencement of the bowler's run up until the ball is played at by the striker or passes the striker's wickets. [See Rule 9]
- A batter can be given "Out" off a "No Ball" in any of the four following ways:
 - If the ball is hit twice, other than to protect the wickets [See Rule 17].
 - If either batter deliberately interferes with the fielding team [See Rule 17].
 - If in attempting a run, either batter is run out [See Rule 17].
 - If the striker is run out by the wicket keeper [See Rule 17].
- Any batter dismissed off a "No Ball" will be penalised 3 runs. The 2 run bonus for the "No Ball" is negated by the dismissal.
- A "No Ball" is included as part of an over except in the last 3 balls of each pair.
- Any "No Ball" bowled in the last 3 balls of each pair may be re-bowled at the batter's discretion. The umpire must ask the batters immediately if the ball is to be re-bowled. The batters must decide before the next ball is bowled. Any penalties, runs or wickets resulting from the "No Ball" delivery will count regardless of whether the ball is re-bowled or not.
- A "No Ball" incurs a penalty of 2 runs, which is added to the batting pair's score. Runs scored by hitting any net zone and/or physical runs are also added to the score.
- For the safety and enjoyment of all players, males are not permitted to bowl in a manner that intimidates a female batter. This includes fast bowling, short pitch bowling and any delivery that spins excessively and which, in the umpire's opinion, is beyond the capabilities of the female striker. The bowler will be asked to change their bowling and after this may be called for a "No Ball".

RULE 13. WIDE AND LEGSIDE WIDE BALLS

A "Wide" will be called when: any part of the ball passes on the striker's off-side, outside the intersection of the batting crease and the edge of the pitch, without being touched by the striker's person or equipment. Any part of the ball passing on the line will be deemed "Wide".

A "Legside" wide will be called when: any part of the ball passes outside the intersection of the batting crease and the Legside line without being touched by the striker's person or equipment. A ball passing between the batter and the stumps is not a Legside wide. Any part of the ball passing on the line will be deemed "Legside".

For the purpose of identification, the edge of the pitch will be taken as the offside line, and the point 45cm from the centre stump will be taken as the Legside line.

Batters may be dismissed by all forms of dismissal when a "Wide" is bowled, bearing in mind that if a ball is struck by the striker's person or equipment, it is no longer a "Wide".

A batter dismissed off a "Wide" will be penalised 3 runs. The 2 run bonus for the wide is negated by the dismissal.

A "Wide" counts as part of the over, except in the last 3 balls of each pair.

All "Wides" bowled in the last 3 balls of each pair may be re-bowled at the batter's discretion. The umpire must immediately ask the batters if the ball is to be re-bowled. The batters must decide before the next delivery is bowled. All scores, penalties or wickets from the "Wide" or "Legside" delivery will count regardless of whether the ball is re-bowled or not.

The penalty for a "Wide" is 2 runs, which will be added to the batting pair's score, plus any additional physical runs scored.

RULE 14. BOWLER CHANGING DIRECTION/STYLE

A bowler must advise the umpire if they intend to change their bowling style (i.e. overarm to underarm, left arm to right arm or vice versa) or sides of the wicket (i.e. over the wicket to around the wicket or vice versa).

The umpire must use the correct hand signal to indicate to the bowler that their change of bowling style has been noticed. The onus is on the fielding team to ensure that the umpire is aware of the bowling change.

When a bowler changes direction or style, the change is to both batters unless a difference is advised.

The umpire must advise both batters of the change and then only once may further advice be given thereafter

"No Ball" will be called if a bowler contravenes this rule.

If the batters believe the umpire has overlooked a change they may appeal for a "No Ball", however the umpire's decision is final.

RULE 15. BALL LEAVING PLAYING AREA

Any ball, when bowled, that leaves the playing area or lodges in the net or corner conduit as a result of being hit by the striker, will be called "Dead Ball" by the umpire and will be re-bowled. This includes balls coming off the striker's bat onto the non-striker or fielders prior to leaving the playing area. No runs will count and the original striker must face the ball again.

Any ball, when bowled, that leaves the playing area without being touched by the batter or the fielding side will be called "Dead Ball" by the umpire and re-bowled.

Any ball that leaves the playing area as a result of an attempted run out by a fielder will be called "Dead Ball" by the umpire. All runs made off the ball, prior to it leaving the court, will count. Batters must have crossed to be eligible to score a physical run. Under these circumstances the ball will not be re-bowled.

RULE 16. APPEALS FOR DISMISSALS

The umpire will not give a batter out unless appealed to by the opposing team. An appeal must be made prior to the next ball being bowled.

An appeal will cover all ways of a dismissal.

The umpire will have final jurisdiction on all appeals and retains the right to alter their decision provided it is done promptly.

RULE 17. DISMISSALS

The striking batter will retain the strike, after being dismissed, unless the batters have crossed prior to the dismissal. A batter who is dismissed "bowled" or "leg before wicket" will retain the strike irrespective of the batters crossing. A batter can be given "Out" for any of the following dismissals:

Bowled:

- If the wickets are struck by the ball, including coming from the batter's person or equipment, and at least one of the bails is completely and permanently removed. Note: The base plate of the stumps is considered to be part of the wickets.

Caught:

- If a ball, coming from the striker's bat or their hand(s) holding the bat is caught before it touches the ground, the striker will be out "caught" should the ball pass from the bat onto the striker's body, or vice versa, before being caught.
- A catch may be taken off all boundary netting except a direct hit on the full to the 6 net (Zone D). A ball passing from a fielder's hand or body directly onto the 6 net, on the full, and then caught, will result in the striker being not out and the bonus runs will count. The striker will be out "caught" if a ball is hit into the side netting (Zones B or C) before passing onto the back net (Zone D) and is caught without touching the ground.
- Should a ball hit the non-striker and then be caught before touching the ground, the striker will be out.
- The striker will be given out if the ball is caught after it has come from their bat or the hand(s) holding the bat and then deflected onto their protective equipment.
- A batter will not be out "caught" if the ball came from the bottom wire supporting the net.

Stumped & Run Out:

The difference between "run out" and "stumped" is that in the former a batter is attempting to make a run, whilst in the latter, the batter is stranded out of their crease after playing a shot and is attempting to regain their batting crease.

Stumped:

- A batter is stumped when the wicket keeper legally removes the bail(s) before the striker (who has advanced down the pitch) is able to get any part of their bat or body grounded inside their crease. The wicket keeper may use their hand(s), or the forearm of the hand(s), holding the ball or as a result of the ball rebounding directly from the keeper's body onto the stumps.
- If the wicket keeper attempts to take the ball either in front of, or from the side of the wickets, with the exception of the ball striking the batter's person or equipment, the umpire will call "No Ball". [See Rule 9D(v)].
- A batter can not be stumped off a No Ball.
- The striker can be given "Run Out" off a No Ball, by the wicket keeper, if in the opinion of the umpire the striker did not make an immediate and deliberate attempt to regain their crease.
- On the line is out.
- Only a wicket keeper can "Stump" a batter

Run out:

- A batter is run out when either batter has left their crease, while the ball is "live", and the bails are dislodged by the ball held by or coming directly from a fielder, before any part of the batter's person or equipment is grounded behind the line of the appropriate crease. Once a batter is safely behind the line of the crease they cannot be given out.
- A fielder is able to "Run Out" a batter with either their hand(s) or the forearm of their hand(s) holding the ball, provided the ball is retained in the hand when they completely remove the bail(s) from the top of the wickets.
- Either batter can be run out off a No Ball as per the conditions described in Rule 17C(ii(a)).
- If a batter is attempting to regain the crease and the bail(s) are not completely removed until after the batter makes good their crease, the batter is not out.
- No batter may be out if the ball breaks the wicket after coming directly from a net. Conversely, a batter will be out should the ball, having come from a net, be touched by a member of the fielding side before breaking the wicket.
- The stumps, when standing, are always live irrespective of the bail(s) having been removed during play. If the wickets, whilst standing, have had the bail(s) removed but the ball is "live", the fielding side need only hit an upright stump again with the ball or the hand(s) holding the ball to constitute an appeal for a run out.
- The stumps, when standing, must have some part of their base in the normal position to enable a wicket to be taken.
- If the stumps are lying off their base on the ground, the fielding side must restand the stumps upright with some part of the base in its normal position. The fielder need only hit an upright stump with the ball or the hand(s) holding the ball and appeal to enable a wicket to be taken.
- On the line is out.

- The base plate is considered to be part of the stumps. A batter will be adjudged out if the bail(s) are dislodged as a result of the ball hitting the baseplate

L.B.W:

- If the ball hits the striker's body and the striker has made no attempt to hit the ball, the batter will be adjudged LBW if, in the opinion of the umpire, the ball would have struck the stumps.

Hit Wicket:

- The striker will be out "Hit Wicket" if their person or equipment breaks the stumps whilst either playing the ball or immediately setting off for the first run after playing at the ball. The baseplate of the stumps is considered to be part of the stumps. A batter is not out should they break the stumps trying to regain their crease or complete a run.

Mankad:

- If the non-striker leaves the crease prior to the delivery of the ball and the bowler, without attempting a delivery action, breaks the stumps with the hand holding the ball, the non-striker will be out "Mankad". A mankad attempt **must** be performed without hesitation or delay and the ball must remain in the bowler's hand throughout the mankad attempt.
- The bowler must have had the ball at the commencement of the delivery stride.
- A legitimate mankad dismissal or attempt does not count as part of the over.
- If a bowler whilst attempting a mankad releases the ball from his / her hand, or performs a bowling action, the umpire will call "No Ball, Dead Ball". This delivery will not count as part of the over and incurs the "No Ball" penalty. The umpire must call "Play" to re-commence the game. Once a bowler commences their run up, they may only release the ball with a legitimate bowling action.
- When a bowler makes more than 1 unsuccessful mankad attempt in any one over, the second unsuccessful attempt (without releasing the ball) will be called "No Ball, Dead Ball". The ball will not be counted as part of the over and 2 runs will be credited to the batting team's score.
- Any mankad attempt where the bails are not removed is still considered an unsuccessful mankad attempt.
- Where an umpire considers the bowler is wasting time rather than attempting a legitimate mankad, the bowler may be warned for time wasting and subsequently penalised 3 runs for misconduct if the action is repeated.
- If the mankad attempt is successful, the ball does not count as part of the over and does not affect the score off the previous or following delivery.

Interference:

- A batter can be given out for interference:
- If either batter deliberately interferes with the ball whilst it is in play.
- If either batter deliberately obstructs or interferes with any member of the fielding team, bearing in mind that the fielder has the right of way provided they are legitimately fielding the ball. Note: Even if they are running in a "straight line" between the batting creases, it is the batter's responsibility to avoid fielders.
- If the ball is struck or stopped by the striker more than once except when preventing the ball from hitting the stumps. This may only be done with the bat or body but not with the hands. No runs may be scored as a direct result of such action. Any attempt to do so would be interference.
- The non-striker can not impede the line of delivery of a bowler. This will be deemed interference and the umpire will warn the non-striker to move. Refusal to heed the warning will result in a 3 run penalty.
- Note: Should any player deliberately endanger an opponent, irrespective of the right of way provisions, they will be dealt with under the Misconduct Rule. [See Rule 19].

Third Ball:

- Should the score remain unchanged after two deliveries; the umpire will call "Third Ball". This call must be made prior to the commencement of the next delivery. 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.
- In the event an umpire fails to call "Third Ball", it will be the responsibility of the captain of the fielding side to clarify the situation prior to the commencement of the next delivery. Should both the umpire and the fielding team fail to recognise the Third Ball call, the following ball (i.e. the fourth ball) will then be called Third Ball if the score did not change from the delivery just completed.
- Regardless of when they occur in a batting partnership (of four overs), if two consecutive deliveries are scoreless, the Third Ball rule will apply to the next delivery. However, the Third Ball rule will not carry over from one batting partnership to the next.

- After a call of "Third Ball", once the non-striker leaves their crease, unless a Legside, wide or a no-ball is bowled, or the striker is dismissed, they must continue to the batter's crease. Note: The non-striker is not required to run at the instant that the ball is released by the bowler.
- If the non-striker stops and/or attempts to return to their original crease, the umpire will give the striker out, "Third Ball".
- If the non-striker makes no clear attempt to make a physical run, the umpire will give the striker out, "Third Ball".
- If the non-striker does not hesitate and completes a physical run, the onus will be on the fielding team to affect a run out.

Notes:

1. Once the "Third Ball" dismissal is given, the ball is dead.
2. The dismissal is recorded against the striker.
3. A striker can not be given out on a "Third Ball" dismissal if the umpire does not call "Third Ball" prior to the delivery.

RULE 18. INTERFERENCE

- Batters must not have their running path unfairly impeded. If in the umpire's opinion this constitutes unfair play, the batters are not to be given out and all runs will count.
- The fielding team will be issued a warning. A 3 run penalty will be issued to the fielding team for a second occurrence. Note: A player may not be guilty of obstruction if they do not move.
- The fielder has right of way provided they are legitimately fielding the ball.
- If the ball is bowled, then deliberately fielded prior to the batter having the opportunity to hit the ball, the fielding team will be penalised 3 runs for unfair play and the ball will be re-bowled.

RULE 19. MISCONDUCT (Yellow/Red Cards)

- Any misconduct may incur a run penalty at the discretion of the umpire. No warning need precede the application of this penalty. Any act of misconduct may result in the player(s) being ordered off the court by the umpire. [See Rule 20].
- The penalty for any single rule/misconduct violation is 3 runs.
- Umpires must use their discretion when determining if run penalties are warranted for misconduct. Players may be warned prior to being penalised, but this is not a pre-requisite.
- Any of the following may constitute misconduct:
 - Dangerous or unduly rough play.
 - Deliberate or repeated bowling of full pitched balls at the batsman
 - Swearing or making obscene gestures.
 - Deliberate physical contact or fighting.
 - Unfair play. (See Rule 19F)
 - Spitting.
 - Sledging (eg. any baiting, harassment, gestures, words or actions which may interrupt the concentration of an opponent).
 - Mistreatment of equipment (eg. bats, nets, carpets, stumps or balls).
 - Deliberate time wasting.
 - Any player deliberately stepping on the nets.
 - Disputing or arguing with the umpire.
- Note: The captain of the fielding side or the batter at the wicket may query an umpire's decision. Once the umpire has replied, any further talking to, at or about the umpire, or their decision, may be penalised.
- Any person or team found substituting or deliberately scuffing, gouging or attempting to reshape the ball will be penalised 6 runs for ball tampering.
- Unfair Play can be defined as actions taken outside the spirit of the rules of the game to create an unfair advantage over an opponent. Any of the following would be considered unfair play:
 - A fielder pretending to have the ball in order for the wicket keeper to run out a batter who may stray outside their crease.
 - A wicket keeper clicking their fingers to simulate a ball striking the edge of a bat.
 - Undue noise and movement during a bowler's delivery.
 - Unnecessarily slowing down play.
 - After missing a delivery, the batter lifting the bat in front of the wicket keeper to prevent the ball being thrown to the receiver.
- Ball tampering.

- Any game may be stopped and awarded to the opposition, or cancelled, should infringements of the above nature escalate to the point where the captains have lost control of their players. No game may be called off without consultation with the duty manager or tournament organiser.
- Any player incurring 2 misconduct penalties for any reason must be ordered off for the rest of the game by the umpire, and may result in further suspension.

RULE 20. ORDER OFF (Red Card)

- Umpires must order off:
- Any player whose conduct is extreme (eg. striking or threatening behaviour).
- Any player who has been the cause of 2 separate penalties for misconduct being awarded against their team.
- The umpire is the sole judge of what constitutes extreme misconduct.
- A player ordered off the court will take no further part in the game.
- A player ordered off will not be replaced. Teams are to revert to the Player Short Rule [Rule 8] for the batting and bowling.
- Any player ordered off may be subject to further suspension, as determined by the duty manager(s).

RULE 21. ILLEGAL COURT ENTRY/EXIT

Illegal Court Entry

Any player, other than the 2 batters and the 6 fielders on court, whoever enters the court during a game without permission being given from an umpire, can be ordered off and refused further participation in the game. They may be subject to further disciplinary action by the duty manager or tournament organiser if there is additional misconduct.

Note: Commonsense should be applied in circumstances such as when a player is injured and requires immediate attention. This does not however entitle the assisting player/s to say or do anything intimidating towards the opposition.

Illegal Court Exit

Any player who leaves the court during a game must request permission from the umpire and provide a legitimate reason before being allowed to leave. Any player leaving the court without permission will be refused any further participation in the game.

Note: If sufficient players violate this rule, the game may be forfeited.

RULE 22. RUNNERS

Runners are not permitted except for persons with a permanent disability, and only with the consent and at the discretion of the duty manager or tournament organiser.

Where a runner has been permitted, they must:

- Wear 2 gloves and carry a bat;
- Stand behind the batting crease until the striker has either played at the ball or the ball has passed the batting crease.

If this rule is infringed, no runs will be scored and the batter will be penalised 3 runs for unfair play. This violation is not subject to the order off rule [Rule 20].

The 'disabled batter' should, where possible:

- Stand near Zone A to the leg side of the facing batter when not on strike;
- Having struck the ball, make a reasonable effort to get out of the line of play of the fielders. The disabled batter will be given out "Stumped" or "Run Out" if either they or their runner are out of their crease.

RULE 23. END OF OVER/GAME

- An over is completed when off the last delivery:
 - The ball is fielded and held over the stumps at either end whilst at least 1 batter is in their crease and the umpire calls "Over".
 - All players on the court regard the ball as being "Dead" (ie. no further play is possible).
 - A wicket falls, excluding a mankad (subject to it being a legal delivery) and the umpire calls "Over".
 - The umpire will end the match by calling "Game" after all of the prescribed overs have been bowled.
 - No run penalties may be imposed after the umpire calls "Game".
 - Any misconduct occurring after "Game" has been called should be referred to the duty manager or tournament organiser for possible further action.

UMPIRE SIGNALS

Play



Dead Ball



Four Scored



Six Scored



No Ball



Wide



Bowler Changing Sides



Bowler Alternating Sides



Stop



Over



Yellow Card



Red Card (Sent Off)



8's INDOOR CRICKET

All rules are the same as the 6 a side cricket except where they contradict the following differences.

By Rule 1:

The team consists of a maximum of 8 players on court and the minimum required is 6 players for a team.

By Rule 2:

There are FOUR batting pairs that bat for four overs each and each member of the fielding team bowls two overs.

By Rule 3:

There can be a maximum of 8 players on the team and no Super Subs can be used.

By Rule 4:

The non-strikers running crease will be the (white) half way line not the yellow running crease.

By Rule 5:

The net scores are designated by the white lines. The corner conduits at either end and the white tape along the half way line. Net scores will therefore be awarded for the entire side netting including behind the batting crease.

By Rule 6:

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. The dividing line is the white halfway line.

By Rule 7:

Individual players arriving late may take part in the match providing their arrival is before the commencement of the 13th over of the first innings. (Rule 7)

By Rule 8:

When a team plays short:

- If a team is 1 player short, any player of the team may be selected by the opposition captain after the 12th over to bat for the remaining 4 overs.
- Any 2 players are selected at the start of the 15th over by the opposition to bowl 1 of the remaining 2 overs each.
- If a team is 2 players short, the opposition captain may select any 2 members of the team at the start of the 9th over to bat the last 4 overs, or bowl 2 overs each of the last 4 overs.

By Rule 9:

PowerPlays

There are no Powerplay overs in 8 a side cricket as there must be 4 fielders in each half in every over of the game.

MIXED GAMES

All rules apply to Mixed Games except where they conflict with the following By-Rules. These rules should be read in conjunction with the previous Rule descriptions.

By-Rule 1 – Fielding a Team (Rule 1)

There can be no more than 4 males or 4 females in any one team. A team must have a minimum of 2 males and 2 females, and have at least 6 players in the team, to start a game.

By-Rule 2 – The Game (Rule 2)

- Bowling sequence: the captain must bowl male and female players alternately. The fielding captain decides whether a male or female bowler commences the first over.
- Batting Pairs: A male and female must bat together.

By-Rule 3 – Player Short (Rule 8)

- If a team is player(s) short, they can only be replaced by other player(s) of the same sex.
- Females are not permitted to fill in for males and vice versa.
- When a team plays short, the male/female batting pairs and bowling sequence must be maintained.
 - If a team is 1 player short, a player of the missing sex must be selected by the opposition captain after the 12th over to bat for the remaining 4 overs, or bowl 2 of the remaining 4 overs.
 - If a team is both a male and female player short, the opposition captain must select a male and a female player after the 12th over to bat the last 4 overs, or bowl 2 overs each of the last 4 overs.
 - If a team is 2 players short of the same sex, the remaining pair of the same sex must alternate their respective batting and bowling overs.

By-Rule 4 – Fielding Placement / Intimidatory Play (Rule 9)

- **Fielding**
 - Excessively close-in fielding and rushing tactics that in the umpire's opinion intimidate the female striker, will be penalised by the call of "No Ball". No warning is required.
 - There are no restrictions on the court placement of males or females when fielding provided the conditions of Rule 9A are satisfied.
- **Bowling**
 - Males are not permitted to bowl in a manner that intimidates the female striker. This includes fast bowling, short pitch bowling and any delivery that spins excessively and which, in the umpire's opinion, is beyond the capabilities of the female striker.
- **Batting**
 - The umpire is to call "No Score", at the completion of play on that delivery, against strikers who hit the ball excessively hard thereby endangering the safety of a fielder. The delivery will not be re-bowled. All forms of dismissal will still count.

By-Rule 5

- Either batter (male or female) will be given "out" if they are caught from a direct hit (on the full) to the "6" net (Zone D).

By-Rule 6 – Substitutes (Rule 8)

- When a team utilises the Substitute Rule or Player Short Rule during a mixed game, the replacement must be a player of the same sex.

Box Hill Indoor Sports Centre aims to provide a healthy environment where friends, relatives, workmates and families can play social sport while enjoying the convenience of playing indoors and the benefits of professional competition management.

It is therefore the onus of each player to be familiar with the rules of Indoor Netball before participating in a game.

**Melbourne's
No. One
Sports Stadiums**



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