

INDOOR CRICKET

Venue

Main Sports Hall

Organising Table

Bingham 785

Registration

09:30

Start Time

10.00



Rules

One Team per Area, Squads to consist of eight players.

Round one, will be on league basis, each team has one "innings" of sixteen overs in which they endeavour to score as many runs as possible.

Four pairs of batters each face four overs, regardless of how many times they get out. All eight of the fielding team, each bowl two overs, thus making up the required sixteen overs of the batting team's innings. At the completion of both team's innings the team that scored the most runs is the winner.

Two points awarded for a win, one point for a draw. In the event of a tie league positions will be decided on run and wicket loss difference during the games, if run and wicket loss difference is equal, the result of the match between the two teams concerned is considered.

The Game is played overs 16 overs.

Bowlers can bowl only 2 over each.

Batting pairs can bat for 4 overs.

You can get caught out off the net.

When you get out you lose 3 runs (The batting pair stays in until they have completed there 2 overs).

Runs are scored by hitting the ball and running (As in cricket), hitting the net is more effective as various sections count i.e., 1, 2, 3, 4 and 6 plus any runs which the batsmen physically run. No balls and wides cost 2 runs.

A bowler bowling a no ball or wide cost 2 runs

During an over the ball is never dead and batsmen can steal singles

The court is set up to look like the diagram below.

Rules cont'd on next page

The Event Convenor will act as referee and settle any disputes that may arise. Mitch Robinson, NSW 2008 Sports Convenor, will perform final arbitration