



THE EMPOWER PLAY PROJECT

INDOOR CRICKET RULEBOOK

Official League Rules • Professional Edition

Advancing women through the power of cricket

8 Maximum Players	6 Minimum Players	16 Overs per Innings
-5 Runs per Dismissal	4 Batting Partnerships	2 Overs per Bowler

SECTION 1 - RULES OF THE GAME

RULE 1 - FIELDING A TEAM

- A. A game is played between two teams, each with a maximum of 8 players.
- B. No team can play with less than 6 players.
- C. A scheduled game must proceed if a minimum of 6 players for each team are present.
- D. To take part in a match, a player must be able to bat and bowl, except in the case of the Substitutes Rule.
- E. A team must nominate a captain for each game.

RULE 2 - THE GAME

- A. The game consists of 1 batting and 1 bowling innings per team.
- B. Each inning consists of 16 overs. For simplicity, all references will be to 6 ball overs.
- C. The run deduction for a dismissal will be 5 runs, and other penalties (such as misconduct or uniform penalties) will be 5 runs or multiples of 5 runs.
- D. Each player must bowl 2 overs except in the case of the Player Short/Substitutes/Injured Players Rule.
- E. Prior to the start of each over, the umpire must be advised of the bowler's name for the game to start/resume.
- F. A bowler must not bowl 2 consecutive overs. The fielding team will be penalized 5 runs for each over offended.
- G. 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.
- H. A batting inning is divided into 4 sections. Each section consists of 4 overs.
- I. The batting team bat in pairs with each pair batting for 4 overs.
- J. Upon arrival at the batting crease, the batters must inform the umpire of their respective names for the game to start/resume.
- K. Batters continue batting for the entire 4 overs, whether they are dismissed or not. When a batter is dismissed, 5 runs are deducted from their team's score.
- L. Batters must change ends at the completion of each over.
- M. No batter may bat more than once, except in the case of the Player Short/Substitutes/Injured Players Rule.
- N. A team is not allowed to declare an innings closed.
- O. The team compiling the higher number of runs will be the winner.
- P. The Skins Scoring System (Skins) is the principal game format played. Skins provides additional levels of strategy and interest to all matches regardless of the total team score. The following rules apply when using the Skins format:
 - i. Win and Skin Points
 - a. A total of 8 points are allocated to each game.
 - b. The winning team receives 2 points, both teams receive 1 point for a tie and the team that loses receives 0 points.
 - c. One Skins point is available for each corresponding pair, making a total of 4 skins points per game. A tied batting pair will jackpot the skins point forward to the next pair or backwards in the case of the last pair.

ii. No Balls, Wides and Legside Deliveries

All Wides, Legsides and No Balls bowled in the final over of each batting partnership will be re-bowled at the batter's discretion. This applies whether runs are scored or a dismissal occurs.

iii. Misconduct

Any misconduct and uniform penalties will be applied in the following way:

- a. Individual Penalty - When batting, applied against the offending player's batting partnership. When fielding, or not on the court batting, applied against the offending player's batting partnership.
- b. Team Penalty - Any team penalties (such as a time penalty) will be applied against the partnership of the offending team's captain.

iv. Ladder Position

The ladder position for skins competitions will be determined by:

- a. Highest Total Points (Wins and Skins)
- b. Highest number of Outright Wins (if equal on total points)
- c. Highest number of Skins Points (if equal on total points and outright wins)
- d. Highest Percentage (if equal on all the above)

Note: A draw or tie counts as half a win.

v. Ineligible Player/Forfeit/Team withdrawing from Competition: Points for Non-Offending Team

The non-offending team will be awarded a win (4 points) plus the average skins points scored against the offending team to that point of the competition, calculated to the nearest whole number.

vi. Tied Finals

- a. Minor Finals: If tied after 16 overs for each side, the game will be awarded to the team that finished highest on the ladder in the preliminary matches.
- b. Grand Finals: A mini game of 8 overs each will be played. The team with the highest score will win. If tied, the team with the highest number of skins will win. If skins are also tied, the game will be awarded to the team that finished highest on the ladder in the preliminary matches.

RULE 3 - UNIFORMS

A. Players must be dressed as follows:

- Tops: Matching color shirts (leisure shirt or T-shirt). Teams may combine shirt styles, but colors and logos must still match.
- Bottoms: Long or short sports pants, or sports skirts.
- Footwear: Rubber-soled sports shoes that will not mark the court surface.

B. Players are not permitted to play in jeans, socks only, leather-soled shoes or barefoot.

C. A penalty of 5 runs will be deducted from a team's batting score for every unacceptable item of apparel. The team batting first will have any uniform penalties deducted at the start of the offending player's partnership. The team batting second may have uniform penalties deducted at the commencement of the second innings. Umpires are not to cancel out the uniform penalties of one team against another.

- D. The maximum team penalty for incorrect uniforms in any match will be 10 runs.
- E. Captains may not appeal for uniform penalties after the commencement of the second over of the second innings.
- F. The umpire will be the initial judge of the correctness of a uniform. In a dispute, particularly about color, the League Manager will have the final decision.

RULE 4 - THE TOSS

- A. The umpire or League Manager will toss a coin or token to determine the order of the innings and will advise which team is to call.
- B. Teams may negotiate the order of innings prior to the toss with the consent of the umpire or League Manager.

RULE 5 - THE UMPIRE

- A. Before each game, an umpire will be appointed to adjudicate impartially.
- B. Teams have no choice in the appointment.
- C. The umpire may only be changed at the discretion of the League Manager.
- D. The umpire must use the correct hand signal with verbal calls such as Play or No Ball.
- E. The umpire may promptly alter a decision.
- F. The umpire's ultimate decision during a game is final. No dispute will alter the result.
- G. The umpire is the sole judge of fair and unfair play.
- H. The fielding captain or batter at the wicket may seek clarification. Once answered, further talking to, at or about the umpire or decision may be penalized.

RULE 6 - ARRIVAL/LATE PLAYERS

- A. Teams must be present at the games counter at least 5 minutes before the scheduled start for the toss.
 - i. A team failing to arrive on time forfeits the right to the toss. The non-offending team may choose to field first or wait until the offending team has 6 players and bat first.
 - ii. If both teams are late, the first with 6 players present may choose to bat or field first.
- B. All forfeits are declared at the discretion of the League Manager.
 - i. Expected late players must be nominated by the captain to the umpire/League Manager and opposition captain before the game.
 - ii. Late players may participate if they arrive before the start of the 13th over of the first innings.
 - iii. With League Manager consent, a player arriving after the 13th over may participate but may not bat or bowl; they are a late player, not a substitute, and may keep wickets when fielding.
 - iv. Late players entering to field must wait until the end of the over and report to the umpire.
- C. Anyone obviously under the influence of alcohol or drugs will not be allowed to participate or continue, for safety reasons, and may face further discipline.

RULE 7 - PLAYER SHORT/SUBSTITUTES/INJURED PLAYERS

PLAYER SHORT

- A. If a team is 1 player short:

- When batting: after 12 overs, the fielding captain nominates 1 player to bat again in the final 4 overs with the remaining batter.
 - When fielding: after 14 overs, the batting captain chooses 2 players to bowl overs 15 and 16. The non-consecutive over rule applies.
- B. If a team is 2 players short:
- When batting: after 12 overs, the fielding captain chooses 2 players to bat again in the final 4 overs.
 - When fielding: after 12 overs, the batting captain chooses 2 players to bowl 2 of the last 4 overs. The non-consecutive over rule applies.
- C. If a selected player is unavailable to bat again, a 10-run penalty applies and another player is selected, except for a legitimate pre-advised early departure.
- D. If reduced below 6 players and no substitute is available, the team forfeits.

SUBSTITUTES

- E. A substitute joins after the game starts to replace a player unable to complete due to injury/illness suffered during the game, subject to umpire/League Manager approval.
- F. Substitutes apply only to fielding innings. An injured batter is replaced by a nominated team member.
- G. A substitute cannot bat, bowl or wicket keep.
- H. A substitute must be correctly uniformed or penalties apply.
- I. A substitute cannot be used pending a nominated late player's arrival.
- J. Once substituted, a player may not return.

INJURED PLAYERS

K. Blood-Related Injuries

- i. A player with a blood injury must leave for treatment unless minor bleeding is contained within 2 minutes. Blood contamination must be removed before play resumes.
- ii. Blood-contaminated clothing must be replaced and blood washed from the body before rejoining.
- iii. Players must leave the court to wash off surface blood.
- iv. A Blood Replacement Player may replace the injured player temporarily.
- v. If the injured fielder cannot return, the replacement continues as a substitute.
- vi. A player returning after treatment waits until the over ends.
- vii. Umpire clearance is required before rejoining.
- viii. A Blood Replacement Player cannot bat, bowl or wicket keep.

L. Non-Blood Related Injuries

- i. A maximum of 2 minutes is allowed for treatment.
- ii. If unable to resume, the umpire asks the player to leave safely to recover.
- iii. The player may return after recovery if not substituted while fielding.
- iv. A returning player waits until the over ends.

- v. A substitute cannot bat, bowl or wicket keep.

M. Replacing Injured Players

- i. Batting: The fielding captain nominates 1 batting-team player to complete the injured batter's overs.
- ii. Fielding: If a bowler is injured during the first over, a player completes it. The injured player's second over is bowled after the 12th over by a player chosen by the opposing captain. Non-consecutive rule applies.
- iii. A genuinely injured bowler unable to finish may, at League Manager discretion, remain to field except as wicket keeper, provided fair play is maintained.
- iv. Medical advice may guide the injured player to leave for treatment.

RULE 8 - FIELD PLACEMENT

- A. Fielders Per Half Court: No more than 4 fielders may be in either half from the start of the bowler's run-up until release. Foot placement determines the half; on the line is considered in the other half. Breach is No Ball.
- B. Fielders on Pitch: Other than the bowler, no fielder, including wicket keeper, may move on or extend over the pitch from the start of the run-up until the ball is played or passes the striker's wickets. Breach is No Ball.
- C. Exclusion Zone: A 3-meter arc from the batting crease. No fielder may move on or over it until the ball is played or passes the striker's wickets. A wicket keeper may enter after release to field, but not pass the imaginary line through the stumps. Breach is No Ball.
- D. Wicket Keeper
 - i. A wicket keeper takes position behind the striker's stumps in the designated area.
 - ii. The area lies between imaginary lines extending along pitch extremities to the back net and the line at right angles through the striker's stumps.
 - iii. Both feet must remain wholly inside until the ball is bowled. Breach is No Ball.
 - iv. The keeper may enter the Exclusion Zone after release while legitimately fielding, without passing forward of the line through the stumps. Breach is No Ball.
 - v. The keeper cannot take a delivery in front of or beside the wickets unless it first hits the batter's body/equipment. Breach is No Ball. This does not apply to a return from a fielder.
 - vi. Gloves are optional.
 - vii. A wicket keeper is optional.

RULE 9 - PLAY BALL/LIVE BALL/DEAD BALL

PLAY BALL/LIVE BALL

- A. The game starts when players are positioned and the umpire calls and signals Play.
- B. The ball remains live throughout the over unless Dead Ball, Over or a wicket is called.
- C. Play cannot recommence after a wicket, Dead Ball or before a new over until Play is called.
- D. The batter must be ready when the bowler is ready, after reasonable time, as judged by the umpire.

DEAD BALL**E. Automatic Dead Balls - no runs or wickets; ball rebowled:**

- i. Bails are off either set of stumps when the run-up begins.
- ii. Ball leaves the court except from an attempted run out.
- iii. Struck ball lodges in net/corner conduit; original batter faces rebowl.
- iv. Illegal mankad; batting side receives 2 No Ball runs.

F. Discretionary Dead Balls - umpire decides rebowl, runs or wicket penalties:

- i. Player injury.
- ii. Batter not given enough time to take strike.
- iii. Bat accidentally leaves hands while playing a shot.

G. Special Case Dead Balls - not rebowled:

- i. Bowled ball hits a fielder: No Ball, Dead Ball; 2 runs.
- ii. Ball leaves court from attempted run out: completed score counts.
- iii. Bowled ball hits top/side net: No Ball, Dead Ball; 2 runs.
- iv. A wicket falls, excluding mankad.
- v. Umpire calls Over.
- vi. Fielding captain or batters may request Dead Ball for injury, ruling, score clarification or clothing adjustment.

Note: During umpire intervention for dispute/misconduct/unfair play, the ball is automatically dead until Play is called. Results before intervention stand.

RULE 10 - SCORING**A. Runs may be scored as follows:**

- i. One physical run when both batters cross between creases and make good their ground. Physical runs may be attempted while live.
- ii. Bonus runs apply only if a physical run is completed where required.
- iii. Bonus net runs when the ball is hit by bat or hand(s) holding bat into perimeter netting, including certain deflections:
 - 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

The first zone struck counts, except B/C onto D. The top net is neutral; top net onto D on the full scores 6 bonus runs.

- iv. Overthrows may produce additional physical runs.
- v. No Ball, Wide or Legside: 2-run penalty.
- vi. A No Ball hit into a zone adds the zone score to the 2-run penalty if a physical run is completed.
- vii. Physical runs off Wide/Legside add to the 2-run penalty.
- viii. An unsuccessful mankad while the non-striker holds the crease gives 2 runs.

B. Reasonable Control

- i. If a fielder lacks reasonable control in a run-out attempt and the ball hits a scoring zone, bonus runs apply.
- ii. Reasonable control means noticeably redirecting the ball toward intended wickets, including slapping/kicking.
For a ball hit down the pitch, deliberate physical contact continuing toward the stumps may constitute control.
- iii. Zones struck from a reasonably controlled attempt do not score. If uncertain, the zone score counts.
- iv. A fielder deflection into a scoring zone after bat/hand contact scores the zone value.

C. Body-only deflections with no bat contact score no bonus runs; physical runs only.

D. A dismissal deducts 5 runs and all runs from that delivery are canceled.

E. A ball striking scoring tape or corner conduit receives the higher zone score.

F. The scoreboard is presumed correct unless queried by the fielding captain or either batter before a new over, or before leaving court after the final over.

RULE 11 - NO BALL

A. No Ball is called when:

- i. The ball is clearly thrown rather than bowled; generally the delivery arm should not change from straight to bent or vice versa during the action.
- ii. Any part of the front foot is not grounded inside the return crease and behind the popping crease at delivery. On the line is No Ball.
- iii. An underarm ball pitches on or before the underarm line.
- iv. More than 4 fielders are in either half court.
- v. The wicket keeper leaves the designated area before release.
- vi. The wicket keeper takes a delivery in front or beside the stumps unless it first hits batter/body/equipment.
- vii. A non-keeper fielder enters the keeper area or Exclusion Zone before the ball is played or passes the wickets.
- viii. A bowler changes style/arm/side without notifying the umpire.
- ix. A bowler depresses a net to gain run-up advantage.
- x. The ball passes over the striker's front shoulder on the bounce or above the waist on the full in a normal stationary stance, subject to the back-foot positioning conditions stated in this rule.
- xi. The ball initially lands off the pitch before reaching the batting crease.

- xii. The ball bounces more than twice before being played or reaching the crease.
 - xiii. An illegal mankad is attempted: No Ball, Dead Ball, 2 runs, not counted. [Rule 17F(iv)]
 - xiv. Bowled ball hits top/side net before reaching batter: No Ball, Dead Ball, 2 runs; not rebowled except at discretion in final over of partnership.
 - xv. A fielder other than bowler moves onto or over the pitch before the ball is played or passes the wickets.
- B. A batter may be out off a No Ball for:
- i. Run out by wicket keeper under applicable rule.
 - ii. Either batter run out while attempting a run.
 - iii. Deliberate interference with the fielding team.
 - iv. Hitting the ball twice other than protecting the wicket.
- C. A dismissal off No Ball incurs -5 and negates the 2-run No Ball bonus.
- i. No Ball counts in the over except in the last over of a pair, where it may be rebowled at batter discretion.
 - ii. The umpire asks immediately; batters decide before next delivery. All results of the original delivery count whether rebowled or not.
 - iii. No Ball adds 2 runs plus applicable zone/physical runs.

RULE 12 - WIDE AND LEGSIDE WIDE BALLS

- A. Wide: Any part of the ball passes on the off side outside the intersection of batting crease and pitch edge without touching striker body/equipment. On the line is Wide.
- B. Legside: Any part passes outside the batting crease/legside-line intersection without touching striker body/equipment. On the line is Legside. A ball between batter and stumps is not legside wide.
- C. Pitch edge is offside line; 45 cm from center stump is legside line.
- D. Batters may be dismissed by all forms on a Wide/Legside, but body/equipment contact removes the Wide/Legside classification.
- E. Penalty is 2 runs plus physical runs.
- F. A dismissal incurs -5 and negates the 2-run bonus.
- G. Wide/Legside counts in the over except in the last over of a pair, where rebowling is at batter discretion.
- H. The umpire must ask immediately; decision before next ball. All original scores, penalties and wickets remain.

RULE 13 - BOWLER CHANGING DIRECTION/STYLE

- A. The bowler must advise the umpire before changing overarm/underarm, left/right arm, or over/around the wicket.
- B. The umpire verbally advises players and signals acknowledgment. The fielding team must ensure awareness.
- C. The change applies to both batters unless advised otherwise.
- D. Both batters are advised once unless another change occurs.
- E. Contravention is No Ball.

RULE 14 - BALL LEAVING THE PLAYING AREA

- A. A bowled ball leaving the area or lodging in net/conduit after being hit is Dead Ball and rebowled; no runs, original batter faces.
- B. A ball leaving untouched by batter or fielding side is Dead Ball and rebowled.
- C. A ball leaving from an attempted run out is Dead Ball; runs completed before leaving count and it is not rebowled.

RULE 15 - APPEALS FOR DISMISSALS

- A. The umpire will not give a batter out without a fielding appeal, except automatic Third Ball.
- B. Appeal must be before the next delivery.
- C. One appeal covers all dismissal methods.

RULE 16 - DISMISSALS

The striker retains strike after dismissal unless batters crossed. Bowled or stumped: the striker faces the next delivery except on the last ball of an over.

- A. Bowled: Wickets struck by ball, including from batter body/equipment, with at least one bail completely removed. Base plate is part of wickets.
- B. Caught: Ball from bat or hand(s) holding bat is caught before ground, including bat-body/body-bat combinations.
 - i. Catch permitted off perimeter netting except direct full Zone D (6), top-net deflection to Zone D on full, or non-striker/fielder body deflection directly to Zone D on full. In those exceptions, not out and 6 bonus runs if a physical run is made (7 total).
 - ii. Side net B/C onto D caught before ground is out.
 - iii. Ball hitting non-striker then caught before ground is out.
 - iv. Bat/hand ball deflecting onto protective equipment or vice versa and caught is out.
 - v. Ball off bottom wire is not out.
- C. Stumped and Run Out
 - i. Stumped
 - a. Keeper legally removes bail(s) before striker grounds bat/body inside crease.
 - b. Keeper may use hand(s)/forearm holding ball or direct rebound from keeper body.
 - c. Keeper taking delivery in front/side without prior batter contact is No Ball; fielder returns are excepted.
 - d. Cannot be stumped off No Ball.
 - e. May be Run Out off No Ball if no immediate deliberate attempt to regain crease.
 - f. On the line is out.
 - g. Only keeper can stump.
 - ii. Run Out

- a. Batter out of crease while live and bail(s) dislodged by ball held by/coming directly from fielder before grounding behind crease.
 - b. Fielder may use hand(s)/forearm holding ball if retained while bail(s) removed.
 - c. Either batter can be run out from No Ball.
 - d. Not out if stumps hit but no bail completely removed before batter makes crease.
 - e. Not out if wicket broken directly from a net; out if a fielder touches ball after net before wicket breaks.
 - f. Standing stumps remain live even if bails removed; hitting an upright stump with ball/hand holding ball can effect run out.
 - g. Standing stumps must have some base in normal position.
 - h. Fallen stumps must be re-stood with base in normal position before run out attempt.
 - i. On the line is out.
 - j. Base plate counts; a bail must be completely removed when ball hits base plate.
- E. Hit Wicket: Striker out if body/equipment breaks stumps while playing or immediately setting off. Not out if breaking while regaining crease/completing run.
- F. Mankad: Non-striker out if leaving before ball is bowled and bowler completes delivery action and breaks stumps with hand holding ball.
- i. Attempt need not be continuous, but ball stays in delivery hand.
 - ii. Bowler must have ball at start of delivery stride.
 - iii. Legitimate dismissal or unsuccessful attempt does not count in over.
 - iv. Releasing ball toward non-striker stumps during attempt is No Ball, Dead Ball; not counted and Play must be recalled.
 - v. If non-striker holds crease during unsuccessful attempt, 2 runs are awarded; attempt not counted and does not affect adjacent deliveries.
 - vi. Unsuccessful attempt includes completing action and breaking/holding ball near stumps hoping non-striker leaves. A warning without penalty requires completing action while intentionally keeping ball away from stumps.
 - vii. Successful attempt does not count in over or affect adjacent delivery scores.
- G. Interference: Batter may be out if deliberately interfering with live ball, obstructing a legitimate fielder, or striking/stopping ball more than once except to protect wickets with bat/body (not hands). Deliberate danger is misconduct.
- H. Third Ball
- i. If score unchanged after two deliveries, umpire calls Third Ball before next delivery. Score must change or striker is dismissed. Any score change or dismissal resets count.
 - ii. If umpire misses call, fielding side should clarify before next ball. If both miss it, the following delivery can be called Third Ball if score remains unchanged.

- iii. Applies after any two consecutive scoreless deliveries within a partnership; does not carry to next partnership.
- iv. After Third Ball call, once non-striker leaves crease, they must run to striker's crease unless Wide, Legside, No Ball or striker dismissal occurs.
- v. If non-striker leaves then stops/returns, striker automatically out Third Ball.
- vi. If non-striker makes no clear attempt to run, striker out Third Ball.
- vii. Evasive action is allowed; umpire may permit continued run or call automatic Dead Ball and replay.
- viii. If non-striker complies, fielding team must effect a run out.

Notes: Third Ball dismissal makes ball dead and is recorded against striker. No Third Ball dismissal without prior call/signal.

RULE 17 - INTERFERENCE

- A. Batters' running path must not be unfairly impeded. If impeded, they are not out and runs count; fielding warning, with second occurrence possibly 5-run penalty.
- B. A legitimate fielder has right of way.
- C. A stationary player may not be obstructing, except a fielder who moved from initial position into a stationary position to obstruct the batter's normal pathway.
- D. Deliberately fielding a bowled ball before batter can hit it: 5-run unfair play penalty and rebowl.
- E. Non-striker cannot impede bowler run-up/follow-through; warning then 5-run penalty for refusal.

RULE 18 - MISCONDUCT

- A. Misconduct may incur run penalties.
- B. Umpires use discretion; warning is optional, not required.
- C. Misconduct may result in order off.
- D. A single violation is 5 runs; misconduct penalties may be multiples of 5 up to 10 depending on severity.
- E. Misconduct includes dangerous/rough play, audible swearing, obscene gestures, deliberate contact, unfair play, spitting, sledging/harassment, equipment mistreatment, time wasting, deliberate net abuse, and arguing after an umpire explanation.
- F. Ball tampering carries a 10-run penalty.
- G. Unfair Play includes fake relay throws while keeper secretly holds ball, keeper finger-clicking to simulate edge, deliberately removing bails to simulate bowled, undue noise/movement during delivery, slowing play, batters blocking keeper after missing, and ball tampering.
- H. A player receiving 2 individual misconduct penalties must be ordered off for the rest of the game.
- I. A game may be stopped, awarded or canceled if misconduct escalates beyond captains' control, after consultation with League Manager.

RULE 19 - ORDER OFF

- A. Umpires must order off:
 - i. A player guilty of extreme conduct such as fighting, striking or threats.
 - ii. A player with 2 individual misconduct penalties.

- B. The umpire decides what is extreme misconduct.
- C. Ordered-off player takes no further part and may face sanctions.
- D. No replacement; team uses Player Short rules.

RULE 20 - ILLEGAL COURT ENTRY/EXIT

A. Illegal Entry

- i. Anyone other than 2 batters and up to 8 fielders entering without umpire permission may be ordered off/refused participation, except common-sense emergencies.
- ii. Further discipline may apply.
- iii. Helpers/first aiders are subject to misconduct rules for unnecessary behavior toward opposition.

B. Illegal Exit

- i. A player must request umpire permission and give legitimate reason before leaving.
- ii. Leaving without permission may bar further participation and, if enough players do so, cause forfeiture.

RULE 21 - RUNNERS

- A. Runners are permitted only for permanent disability.
- B. League Manager consent required.
- C. Runner must be in uniform, wear 2 gloves and carry a bat.
- D. Runner must remain behind striker's crease until striker plays or ball passes. Breach: no runs and -5 unfair play, not subject to order off.
- E. Non-striking disabled batter should stand near Zone A on leg side where possible.
- F. After playing, disabled batter should reasonably avoid obstructing legitimate fielders.
- G. Disabled batter is out stumped/run out if either batter or runner is out of crease and legally dismissed.

RULE 22 - END OF OVER/GAME

- A. An over is complete after the last legal ball when:
 - i. Ball is fielded and held over either stumps while at least one batter is in crease and umpire calls Over.
 - ii. All players regard ball as dead with no further play possible.
 - iii. A wicket falls (excluding mankad) and umpire calls Over.
- B. Match ends when umpire calls Game after prescribed overs.
- C. No run penalties after Game.
- D. Post-game misconduct is referred to League Manager.

SECTION 2 - MANAGEMENT PROCEDURES

1. GAME FEES

- A. No game begins until both teams pay full fees unless League Manager pre-approves.
- B. Full fees remain due even if short players; penalties may apply for non-payment.

2. LATE STARTS

- A. Start may be delayed only by a period set by League Manager; failure to arrive may forfeit.
- B. Late-start team penalties may apply.

3. FINALS QUALIFICATIONS

- A. To qualify for finals, a player must have played at least one third of minor-round games, rounded to nearest whole game.
- B. A player cannot be registered/qualified for more than one team in any grade in the same competition.
 - i. No more than one higher-grade fill-in may be used in a match.
 - ii. A higher-grade player must have played more than half of the lower grade's minor-round games to play its final.
- C. Fill-in use is at League Manager discretion, with possible run penalties.
- D. Injury-based eligibility exemptions may be granted; opposition must be advised.

SECTION 3 - GAME VARIATIONS

Indoor Cricket centers and organized competitions may use alternative formats. These variations are optional.

1. VARYING OVER LENGTH AND TEAM COMPOSITE COMPETITIONS

- i. Over lengths may be 7 or 8 balls.
- ii. In 7/8-ball games, dismissals remain 5 runs and misconduct penalties are multiples of 5 up to 10.
- iii. Teams may also play with 6 or fewer players:
 - a. 6 players: 12 overs per side; everyone bowls 2 and bats in pairs for 4 overs.
 - b. 4 players: 3 teams of 4 in a 24-over game. One team bats 8 overs; the other two field 8 overs each, rotating until all have batted and bowled.
 - c. 2 players: 3 teams of 2 in a 12-over game. One team bats 4 overs; other two field 8 total, rotating.

2. PREMIERSHIP AND BONUS POINTS

- i. Premiership Points

WIN: 2 POINTS

TIE: 2 POINTS

LOSS: 0 POINTS

- ii. Bonus Points

Each team receives 1 bonus point for every 20 runs it scores plus 1 bonus point for every negative 20 runs scored by the opposition.

- iii. Forfeit

Points for a forfeit are determined by League Manager.

3. LADDER POSITION

- i. Equal points: higher position goes to team with most wins; a draw counts as half a win.

ii. If still tied, percentage (runs for divided by runs against) decides.

END OF RULEBOOK

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