



StarSportsUS

One Stop Shop for all Your Sporting Needs

Indoor Cricket Tournament

Rule Book

Created By
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1. Fielding a Team

- a) A game is played with two teams, each with a maximum of 8 players.
- b) No team can play with less than 6 players..
- c) A game must proceed when scheduled, if a minimum of 6 players for each team are present.
- d) To Play, a player must be able to both bat and bowl, except as in Rule 8 (Substitutes).
- e) Each team must have a nominated captain.
- f) Each team need to provide squad of minimum 8 players before start of tournament. Once tournament started team cannot add new members
- g) Players playing in playoffs must played at least one game in round robin games to qualify to play in playoffs.

2. The Game

- a) The game consists of 1 batting and 1 bowling innings per team.
- b) Each innings consists of 12 overs.
- c) Each Innings will have max 7 Wickets i.e. 7 dismissals are considered as all out.
- d) Max number of overs each bowler can bowl are 3 per innings.
- e) There is no restriction over the number bowlers in one innings. All 8 players can bowl.
- f) Prior to the start of each over the umpire must be advised of the bowler's name in order for the game to start/resume.
- g) A bowler must not bowl 2 consecutive overs.
- h) Substitute fielders are not allowed to bowl.
- i) 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.
- j) At the completion of each over, batsmen must swap ends. This is because all batsmen shall bat only from one predetermined end as opposed to both ends.
- k) No batsman may bat more than once. If a team is playing with less number of players then number plyers minus one is considered as all out.
- l) A team may not declare an innings closed.
- m) The team compiling the higher number of runs is the winner of the game.

3. Uniforms

- a) Particular color of uniform is not enforced in this tournament. But if team prefer they can choose color and inform tournament organizer prior to start of tournament about their uniform.
- b) It is highly recommended to ware comfortable sports gear
- c) All players must use Rubber soled sports shoes that will not mark the court surface.
- d) Players in socks, barefoot, in spiked shoes, metal spike shoes, hard soled shoes, chappals, sandals or flip-flops or in leather-soled shoes are not permitted.

4. The Toss

- a) The umpire or duty manager will toss a coin or token to determine the order of the innings. The umpire or duty manager 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 duty manager.

5. Playing Equipment

- a) **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.
- b) **Batting Gloves:** A batting glove (which completely covers the hand from the wrist) are allowed to be worn on each hand by both batters.
- c) **Keeper's Gloves:** The wicket keeper has the option to wear 0, 1 or 2 suitable gloves. The gloves may be wicket keeping. No other style of gloves from other sports (Including baseball) are permitted.
- d) **Fielding Protection:** Players may wear suitable protective equipment when fielding provided the safety of that player and all other players on the court is not compromised. Keeper is allowed to wear helmet as protective equipment.
- e) **Stumps :** The Stumps will be "Wilkins" style collapsible stumps. The base plate is considered to be part of the stumps. Bails may be wooden or plastic.
- f) **Balls :** Hard tennis balls (Reebok) will be used for this tournament. Each team need to buy one box of balls. StarSportsUS will not supply these balls as a part of tournament fees.
- g) Teams shall be responsible for bringing their own bats, balls and any other type of traditional cricket equipment they'd like to use during the matches.

6. Umpires

- a) Before each game, an umpire will be appointed to adjudicate the rules of the game with absolute impartiality.
- b) Teams will have no choice in the appointment of the umpire.
- c) The umpire may only be changed at the discretion of the duty manager.
- d) The umpire has the right to alter their decision provided it is done promptly.
- e) The umpire's ultimate decision during a game is final. No dispute, written or otherwise, will alter the result.
- f) The umpire will be the sole judge of fair and unfair play.
- g) **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.**
- h) Each team will need to appoint the leg umpire during their batting innings.

7. Late Arrivals

- a) All teams are to be present at the games counter a minimum of 5 minutes prior to the scheduled commencement of their game to do the toss.
 - a. Any team failing to arrive on time will forfeit the right to a toss after 15 mins late arrival of scheduled time. The non-offending team can choose to field first or wait until the offending team has 6 players present and bat first.
 - b. If both teams are late, the first team to have 6 players present will have the right to choose to bat or field first.
 - c. After 15 mins if team do not arrive (min 6 players) then one over will be deducted from the late arrival team for every 5 mins of late arrival.
- b) If team arrives 30 mins late of the schedule commencement of the game then the game will be awarded to opposite team.
- c) All forfeits will be declared at the discretion of the duty manager.
 - a. Any player known or expected to arrive late must be nominated by the team captain to the umpire or duty manager and opposition captain prior to the commencement of the game.
 - b. Individual player/s arriving late may take part in the match providing their arrival is before the commencement of the 6th over of the first innings.
 - c. A team captain may ask for the consent of the duty manager to allow a late player to participate after the 6th over of the first innings. This player may not bat or bowl and is regarded as a late player, not a substitute, and may keep wickets if their team is fielding.
 - d. Player/s who arrive late to field, must wait until the end of the over in progress before entering the court.
- d) No player obviously under the influence of alcohol will be allowed to take part in, or continue in, a match for safety reasons. The duty manager or umpire must remove any offending player from the game. The player may face further disciplinary action.

8. Substitutes Players

- a) 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.
- b) Substitutes only apply to a team's fielding innings
- c) A substitute player can not bat, bowl or wicket keep.
- d) A substitute must be in the correct uniform.
- e) Once substituted, a player can return on field after end of over.

Replacing injured players

- f) In the case of a blood or non-blood related injury, the following conditions will apply if a player has to leave the court:
 - a. **When batting:** If a batter is injured, that player is considered as injured and can return back to batting before all out. If injured player cannot return for batting then batting side will play with one short wicket.
 - b. **When fielding:** If a bowler is injured during bowling then other bowler can complete the over. And remaining balls of over will not be considered as part

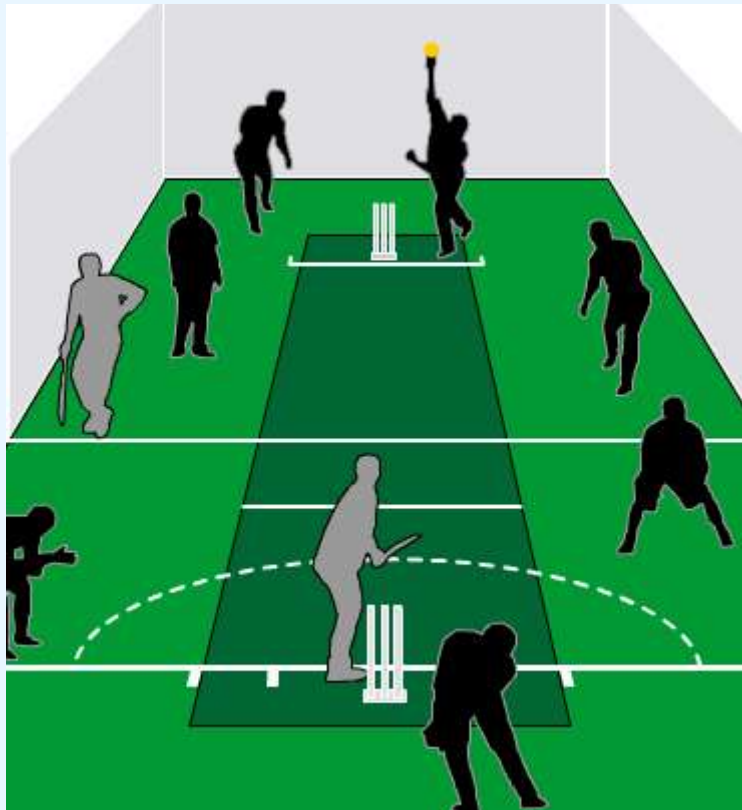
of individual quota. The non-consecutive over rule applies in this scenarios.
Bowler finishing injured bowler's over cannot bowl next over.

- g) An injured player may be guided by the opinion of a medical official, if in attendance, to leave the court for further treatment.

9. Field Placement

A. Fielders Per Half Court

- a) The court is divided into two halves with the dividing line being the non-striker's running crease. No more than 2 fielders can field in first half of the court from the moment the bowler commences their run up until the ball leaves the bowler's hand. On the line is considered in the other half. If this rule is contravened, the umpire will call "No Ball".



B. Fielders on Pitch

- b) 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 batsman or passes the striker's wickets. If this rule is contravened, the umpire will call "No Ball".

C. Wicket Keeper

- c) 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.
- d) 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.
- e) 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".
- f) 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 batsman's person or equipment. If this rule is contravened, the umpire will call "No Ball".
- g) The wearing of gloves by the wicket keeper is optional.
- h) **A wicket keeper is optional. If team decide not to have wicket keeper then fielding team should not violet fielders per half court rule.**

10. Play Ball / Non Live Ball

A. PLAY BALL/LIVE BALL

- a) The game commences once the players take up their positions and the umpire calls "Play".
- b) The ball remains "live" throughout the over unless the umpire calls "Dead Ball", "Over" or a wicket falls or it satisfy one of criteria mentioned below in automatic non live ball.
- c) Play cannot recommence after the fall of a wicket or a call of "Dead Ball" or before the start of a new over, until the umpire calls "Play".

B. "Automatic" Non Live Balls

- a) All possible runs are scored on the ball and ball is returned to bowler to deliver next ball.

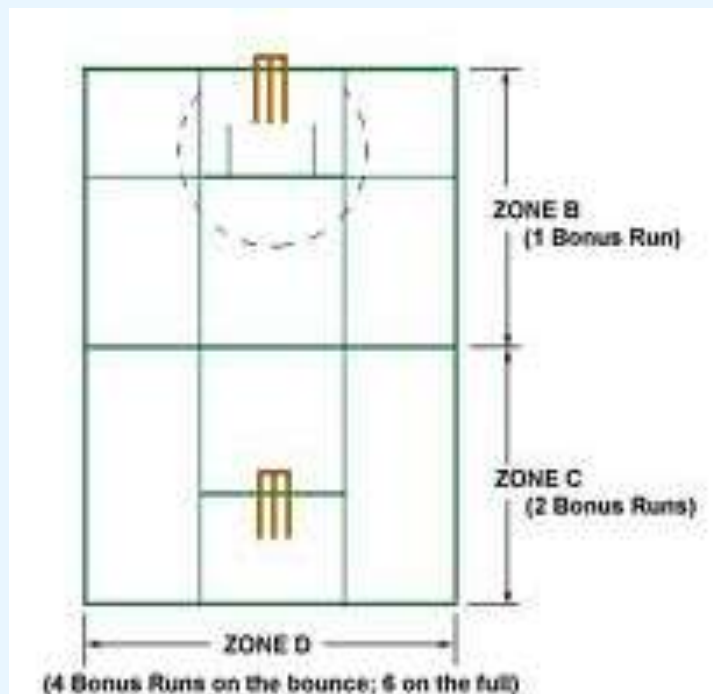
11. Scoring

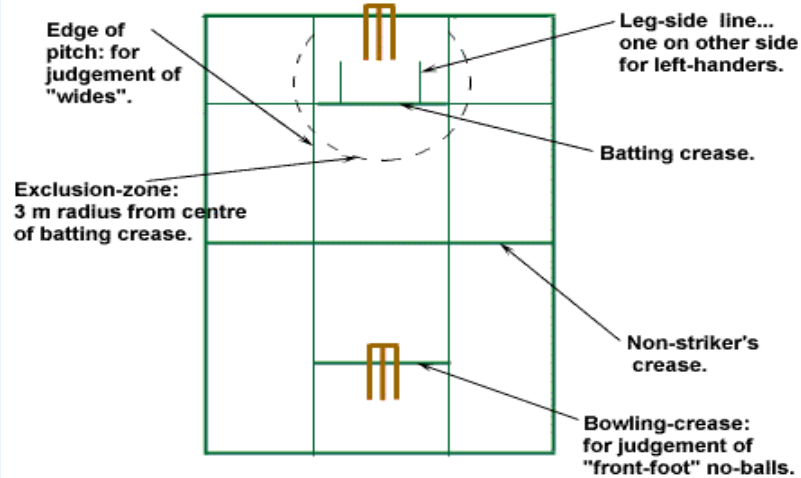
A. Runs may be scored as follows:

- When both batsmen cross between the batting crease and the non-striker's crease and make good their ground. One run is scored (called a "physical" run). Physical runs can be attempted at any time the ball is live.
- Non Striker is not supposed to leave non striker's crease before bowler releases the ball. If non striker is out of crease before ball is released by bowler , umpire will signal it as one short run and one run will be deducted on the runs scored on that ball. This applies even if any declared runs scored on that ball.**
- Net runs(Declared runs) are scored when batsman hit ball with bat or glove with bat in hand into the nets in respective zone. Following table will describe declared runs

Zone A (Nets behind Striker's end)	0 Runs
Zone B (Side Nets)	1 Run
Zone C (Side Nets)	2 Runs
Zone D (Nets behind Bowler's end)	4 Runs on bounce
Zone D	6 Runs on Full

Refer to the diagram below





- d) The top net is neutral. A ball hit via the top net onto the Zone D net on the full scores i.e 6 runs will be awarded.
- e) There will be no Overthrow rule. No runs are counted if it's a overthrow and batsman takes physical run. As a result no Runouts if batsman attempt to take run on overthrow and bails are taken off with the ball by fielding team.
- f) The batting team will be credited with a 1 run penalty for a "No Ball", "Wide" or "Legside".
- g) If the batter hits a "No Ball" into a scoring zone, the zone score will be added to the 1 run penalty. Any physical run scored on the no ball will be added to 1 run penalty.
- h) Where a ball strikes a zone scoring tape or corner conduit, the higher zone score will count.
- i) In case of a scoreboard error, unless the captain of the fielding team or the batsmen 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.
- j) Batsman will change ends when ball hits Zone B and one run is declared.

12. No Ball

A "No Ball" will be called when:

- a) 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: to be deemed a legal delivery, the bowler's arm must not be straightened in the delivery action. If the elbow remains bent, to the same degree, throughout the delivery action, it's a fair delivery. This is a subtle but important distinction, and one not well understood by many players. The arm does not have to be straight ... but it cannot go from bent to straight (or vice versa) during the delivery action.
- b) 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").
- c) There are more than 2 fielders in first half of the court at the commencement of the bowler's run up.

- d) The wicket keeper moves outside the 'keeper's designated area before the ball leaves the bowler's hand, or the 'keeper takes the ball in front or from the side of the stumps.
- e) A fielder, other than the wicket keeper, has any part of their body in the wicket keeper's area or on the pitch, before the ball is played at by the striker or passes the striker's wickets. "Any part of their body in" or "on" includes the defined area's edge. It also includes just leaning over the edge of the pitch etc.
- f) A bowler changes style of bowling (ie. overarm to underarm, left arm to right arm or vice versa) or changes which side of the wicket they are bowling from (ie. from over the wicket to around the wicket or vice versa) without first informing the umpire and receiving verbal and signalled acknowledgement from the umpire.
- g) This last condition is particularly important. If a bowler signals, but the umpire does not see it, that bowler is going to be particularly unimpressed if he gets a wicket but the umpire calls "no ball" for not indicating change of direction. It is therefore very important that umpires keep an eye on the game (discussed elsewhere) and, where a bowler indicates he did in fact indicate the change which the umpire failed to see, the bowler gets a full explanation of the need to gain verbal and signalled acknowledgement from the umpire.
- h) The ball, when bowled, passes over, or would have passed over, the striker's front shoulder, either on the full or bounce, when the striker is in a normal stationary batting stance. The rules define normal batting stance as the stance the batsman adopts at the time of the bowler's delivery stride, though umpires usually just make a judgement based on the height of the batsman and what would be considered a "normal" batting stance - it is asking a bit too much for the umpire to be looking at the bowler in his bowling stride and the stance of the batsman at the same time, although obviously peripheral vision can give some indication. This is regardless of the ball hitting the striker's bat or person. The striker must have part of their back foot behind the batting crease when the ball passes or would have passed the batting crease to be entitled to the call of "No Ball" in this case. The back foot need not be grounded behind the batting crease. Note: The umpire may regard an exaggerated batting stance in the crouched position as unfair play, unless of course that is the stance the batsman adopts every ball ... there are many styles in cricket, and even more in indoor cricket.
- i) The ball, after being bowled, hits the top or side net before reaching the batsman. Now, don't laugh. I have seen some very good indoor cricketers do this, having totally lost control of the ball. Always good for a laugh, as long as you're not the fielder who cops the ball in the back of the skull. The umpire, having no sense of humour, will call "No Ball, Dead Ball".
- j) A fielder, or a permanently attached 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.
- k) The ball hitting full (without bouncing ground) above waist height of batsman and batsman's backfoot is in batting crease, umpire will call it as no ball. It will be leg umpire's call. If batting team is umpiring as leg umpire then it will be main umpires call after discussing with leg umpire.

13. Wide Ball

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

- b) 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 body or equipment. Any part of the ball passing on the line will be deemed "Legside". A ball passing between the batter and the stumps is not a legside wide.
- c) For the purpose of identification, the edge of the pitch will be taken as the offside line.

14. Bowler changing direction/ style

- a) A bowler must advise the umpire if they intend to change their bowling style (ie. left arm to right arm or vice versa) or sides of the wicket (ie. over the wicket to around the wicket or vice versa).
- b) 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.
- c) When a bowler changes direction or style, the change is to both batsmen unless a difference is advised.
- d) The umpire must advise both batsmen of the change and only one advice need be given unless there is a further change.
- e) "No Ball" will be called if a bowler contravenes this rule.
- f) If the batsmen believe the umpire has overlooked a change they may appeal for a "No Ball", however the umpire's decision is final.

15. Appeals

- a) The umpire will not give a batsman out unless appealed to by the opposing team. An appeal must be made prior to the next ball being bowled.
- b) An appeal will cover all ways of a dismissal.
- c) The umpire will have final jurisdiction on all appeals and retains the right to alter their decision provided it is done promptly.

16. Modes of Dismissal

All the regular modes of dismissal shall apply.

There shall be certain exceptions/ changes to certain modes of dismissal as follows:

Bowled:

- a) If the wickets are struck by the ball, including coming from the batsman'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:

- a) 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.
- b) 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 six runs will count.

- c) Should a ball hit the non-striker and then be caught before touching the ground, the striker will be out.
- d) 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.
- e) A batsman will be out "caught" if the ball hit top nets and caught before touching the ground.
- f) A batsman will be out "Caught" if the ball is caught by fielder and touched side nets (Zone B and Zone C) where runs are declared. Although same rule does not apply for Zone D. If fielder catches the ball and touches Zone D nets then 6 runs will be awarded batsman.

Stumped:

- a) The difference between "run out" and "stumped" is that in the case of a run out, a batter is attempting to make a run. Whilst in the case of a stumping, the batter is stranded out of their crease after playing a shot and is attempting to regain their batting crease.
- b) 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 the 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 to effect a stumping.
- c) 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 body or equipment, the umpire will call "No Ball". The striker can not be stumped off a "No Ball".
- d) On the line is out.
- e) Only a wicket keeper can "Stump" a batter.

Run Out

- a) A batter is run out when they are out of 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 body or equipment is grounded behind the line of the appropriate crease.
- b) Fielders can runout batter only by throwing to strikers end (Wicketkeeper End). Batsman is not out when ball hit bowlers end and batsman is out of crease.**
- c) Wicket keeper cannot runout non striker if non striker is out of non striker's crease when batsman missed ball and bails are taken of by wicket keeper. Although Non Striker is not supposed to leave non striker's crease before bowler releases the ball. If non striker is out of crease before ball is released by bowler , umpire will signal it as one short run and one run will be deducted on the runs scored on that ball.**

L.B.W.

- a) For this tournament NO LBW dismissal. Since there is no LBW, no Leg Byes runs will be awarded. No run out if the Umpire Declares leg-bye.

Hit Wicket:

- a) The striker will be out "Hit Wicket" if their body or equipment breaks the stumps whilst either playing the ball or immediately setting off for the first run after playing 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 whilst trying to regain their crease or complete a run.

Interference (normally referred to as "Obstructing the Field"):
A batsman can be given out for interference:

- a) If either batsman deliberately interferes with the ball whilst it is in play.
- b) If either batsman 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 batsman's responsibility to avoid fielders.
- c) 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.
- d) The non-striker cannot 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 5 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.

17. MISCONDUCT

- a) Any player misconduct may incur a run penalty.
- b) Umpires must use their discretion when determining if run penalties are warranted for misconduct. Players may be warned prior to being penalized.
- c) Any act of misconduct may result in the player/s being ordered off the court
- d) by the umpire.
- e) The maximum penalty for any single rule violation is 5 runs. The penalty for misconduct related violations can range in multiples of 5 to a maximum of 20 depending on the severity of the violation.
- f) Any of the following may constitute misconduct:

- a. Dangerous or unduly rough play.
- b. Swearing by any player that the umpire considers can be heard by spectators outside the court.
- c. Swearing or making obscene gestures at or about the umpire or another
- d. player.
- e. Deliberate physical contact or fighting.
- f. Spitting.
- g. Sledging (such as harassment, gestures, words or actions which may interrupt the concentration of an opponent).
- h. Mistreatment of equipment (such as bats, nets, carpets, stumps or balls).
- i. Deliberate time wasting.
- j. Any player deliberately stepping on or excessively jumping into the nets.

- k. Disputing or arguing with the umpire.
- g) Note: The captain of the fielding side or the batter on the court 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.
- h) Any player or team found substituting or deliberately scuffing, gouging or attempting to reshape the ball will be penalised 10 runs for ball tampering.

18. ORDER OFF

- a) Umpires must order off:
 - l. i. Any player whose conduct is extreme (such as striking or threatening behaviour).
 - m. ii. Any player who has been the cause of 2 separate run penalties for misconduct being awarded against their team.
- b) The umpire is the sole judge of what constitutes extreme misconduct.
- c) A player ordered off the court will take no further part in the game.
- d) A player ordered off the court will not be replaced. Teams are to revert to the Player Short Rule for batting and bowling.

19. Illegal Entry/ Exit into/ out of Playing Area

- a) Any player, other than the 2 batters and the maximum of 8 fielders permitted on the court, who enters the court during a game without permission being given from an umpire, can be ordered off and refused further participation in the game.
- b) Note: Common sense should be applied in circumstances such as when a player is injured and requires immediate attention.

20. Runners

- a) No runners are allowed. If batsman gets injured and cannot run, need get retired hurt.

21. End of Over/ Game

- a) An over is completed when off the last delivery:
- b) The ball is fielded and held over the stumps at either end whilst at least 1 batsman is in their crease and the umpire calls "Over".
- c) All players on the court regard the ball as being "Dead" (ie. no further play is possible).
- d) A wicket falls, excluding a mankad (subject to it being a legal delivery) and the umpire calls "Over".
- e) The umpire will end the match by calling "Game" after all of the prescribed overs have been bowled.
- f) No run penalties may be imposed after the umpire calls "Game".

- g) Any misconduct occurring after "Game" has been called should be referred to management for possible further action.

22. Tournament Rules

- a) The teams will be divided into 2 groups with each group having 8 teams (as 16 teams participation). Each team will play other teams in their group in round-robin fashion for a maximum of 7 games per team.
Winner gets 2 points, Loser 0
- b) Top 5 Teams from each group at the end of the first (Elimination) Round advance to playoffs and the following criteria will be used in the order below
- Number of points secured by the Team
 - Head-to-Head Win/Loss
 - NRR - See statistics for calculation.
- c) Net Run Rate = For RR (Total Runs/Total Overs) - Against RR (Total Runs/Total Overs)
- d) Top ranked one team from each group will advance to Semi Final and other 4 teams will play pre quarter and quarter final. Winners of quarter final will play semi final against top ranked team. Please refer schedule for details.**
- e) Only one Final Game will be played between the Winners of the Semi-Finals.
- f) In case of a tied game, Super Over rules will be used for all the games
- each team selects 3 batsman and a bowler and play one over each.. number of runs scored and wickets lost calculate to who won
 - If number of runs scored and wickets lost in one off super over are equal, total number of sixes hit in the match by each team decides who won
 - If still equal, number of fours hit decides the winner
 - If still equal, toss will decide the winner.
- g) Players playing in playoffs must played at least one game in round robin games to qualify to play in playoffs.