

Statewide Schools Indoor cricket

Rules of the competition

Updated May 2023

Minor draw options

3 team match up (1 court required)		4 team match up (2 courts)	
Timeslot 1 (1.5 hours)	1 v 2	1 v 2	3 v 4
Timeslot 2 (1.5 hours)	3 v 1	2 v 3	4 v 1
Timeslot 3 (1.5 hours)	2 v 3	1 v 3	2 v 4

Team composition

- Eight (8) players per side.
- Where multiple matches are played on the day, up to 4 substitutes may be used.

Match

- In any particular game, if a player bowls but does not bat, the opposing team will decide who will bat in their place. If a player bats and does not bowl, the opposing team will decide who bowls the 2 overs allocated to that player.
- Each player must bowl two six (6) ball overs and each pair of players must bat for four (4) overs.

Protective Equipment

- Players must wear batting gloves and a protective box when batting (at a minimum)
- Players fielding in the front half are encouraged to wear a protective box and mouth guard
- Wicket keep must wear at least one wicket keeping glove

General points

- Ball is live" from the time the umpire calls "play ball".
- Ball is "dead" only when:
 - a. A wicket is taken.
 - b. Ball leaves playing arena.
 - c. Umpire calls "over" or "time out"
- No more than four fieldsmen are allowed either side of line 2 (See figure 1) at the time the ball is bowled.
- The third ball rule does apply in boys competitions.



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Scoring

The ball hitting the net from the bat into any of the following areas.

- Area 1 and 2 - one run
- Area 3 - two runs
- Area 4 - four runs (Ball directly into net along the ground).
- Area 4A - six runs (Ball directly into net on the full).
- Area 2 or 3 onto 4 - 3 runs

Note - Overthrows do not apply to above scoring methods

- Running between Lines 1 and 2 whilst ball is "live" - 1 run
- Sundries
 - No Balls - 2 runs
 - Wides - 2 runs
 - Leg side wides - 2 runs

Runs to be deducted for:

- Dismissal (See methods of dismissal) - 5 runs.
- Misconduct - umpire's discretion.
- Time wasting - umpire's discretion.

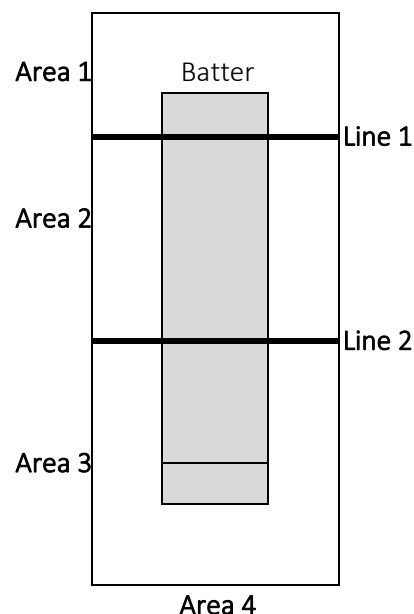
Methods of dismissal

- Bowled.
- Stumped.
- Run out.
- Caught.
 - Off the bat.
 - Off the nets - excluding direct hit to area 4.
- L.B.W. - only when player has offered no stroke to ball when, if pitched, would have broken the wicket.
- Interference - where a batsman obstructs fieldsmen or the ball in play deliberately.

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A more detailed copy of the rules can be found at: [2018 Official Rules of Indoor Cricket WICF Final .pdf](#)



Process for deciding a winner

Premiership points

Two (2) points shall be awarded for a win,

One (1) point for a draw

None (0) for a loss.

Final placings at the completion of round robin matches

- To determine the final positions, teams shall be placed in descending order according to **the number of premiership points gained**.
- In the event of two teams gaining the same number of premiership points, the respective placings shall be decided by **the result of the match between the two teams concerned**.
- If the two teams had a draw when they played each other, the respective placings shall be determined by **skins**.

Skins points

The corresponding batting pairs in each team (that is: partnership 1v1; 2v2; 3v3; 4v4) will compete for an additional point (known as a skins point) which will be given to the pair making the highest partnership. One skins point is offered 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.

- In the event of more than two teams gaining the same number of premiership points, the respective placings shall be determined by **skin difference** in all matches played
- In the event of there still being a tie for any placing at the end of the Round Robin which cannot be resolved by applying all of the above, **the total run difference in all matches played between themselves** in the competition shall be placed higher. The reason for this is to eliminate the need to “kill” a non-competitive team in the competition.
- In the event of there still being a tie for any placing at the end of the Round Robin which cannot be resolved by applying all of the above, **the team scoring the most runs in all matches played between themselves** shall be placed higher.