

# The Cricket Asylum Indoor Cricket

## Game rules:

- Normal cricket rules apply, plus the following TCA indoor cricket rules.
- All games umpired and scored by TCA staff
- 12 overs per innings
- 3 pairs, bat for 4 overs each.
- In **ALL** competitions EXCEPT the Masters comp each player, including the wicket keeper, bowls 2 overs.
- In the **MASTERS** competition - bowlers can bowl a maximum of 3 overs - so not all have to bowl.
- To increase participation and ease selection issues, exceptions can be made to allow up to 8 players to take part in each game and share the batting and bowling. (Only 6 players from fielding team allowed on the pitch at any time)
- Players can play for more than one team.
- Batters swap ends at the fall of a wicket, the player who was out should always end up at non strikers end for next ball
- Batters can be out as per MCC laws and caught off the roof or any of the side and back nets (excluding the 4/6 boundary wall net). With the following exception - **Batters can only be out LBW if they are not playing a shot.**
- Games played with a Tapeball (only gloves and box recommended for batters)
- Home team (first team listed on fixture) will bat first.
- Please enter/exit the court by going under the net at the back behind the keeper. **DON'T PULL APART THE VELCRO.**
- The umpire's decision is final, and parents/coaches must refrain from ever questioning these. It sets a very bad example to the players, who we want to take responsibility for their own game, and also enjoy and benefit from a pressure free environment.

## Scoring:

- Back wall is 4 or 6 runs (but you can still run for extra runs)
- Hitting the side walls on the batting striker's side of the red line is worth 1 additional run.
- Hitting the side walls beyond the red line (bowlers end) will result in 2 additional runs.
- 0 additional runs are awarded for shots into the roof, unless it hits a side wall first.
- If a player is touching the net while stopping the ball from hitting the net, then no additional run is given- the ball has to touch the net for additional runs.
- Each run completed between the wickets is worth 1 run, on top of hitting any side walls or boundary. For example, a boundary 4 is hit, but batters complete a run between wickets, so 5 runs are scored.

- Every wicket is -5 runs
- Wides are worth 2 runs, but no extra ball is bowled apart from the last over of the innings which will continue until 6 'legal' deliveries have been bowled.
- No-balls for height or front foot are worth 2 runs followed by a free hit, but no extra ball is bowled except in the last over of the innings which will continue until 6 'legal' deliveries have been bowled.  
*NOTE: batters can still be run out off a no ball.*
- **In indoor cricket the whole of the foot has to be BEHIND the whole of the line for the ball to be 'legal'. If ANY part of the foot is touching the front line a no ball will be called.**
- Balls will be called wide if they pass outside the marked lines, at the umpire's discretion.
- 3 points are awarded for a group game win, plus 1 point per 'skin'. This is each batting pair competing v the opposition team's batting pair. Eg Batting pair 1 v batting pair 1 etc...
- No added runs when the nets are hit by overthrows, the running still counts just not the added hitting of the nets.
- **3<sup>rd</sup> ball rule!** If there are two consecutive dot balls, then the scoreboard has to change on the next ball through either a run or net being hit, a batter being dismissed or the bowler delivering a wide or no ball. Umpire to shout '3<sup>rd</sup> ball' before the delivery. If the score doesn't change the batter will be given out and lose 5 runs.
- **The ball is always live!** So, for example, between deliveries at any point the batters can run and therefore be run out! Only at the end of an over or at the fall of a wicket is the ball deemed to be dead. We ask teams who are familiar with the ball always being live to give warning to teams who are new to this.

### Playing conditions:

- In the event of a tied game the team winning the most skins will be the winner.
- In the group stage, if teams are tied on points the position of the team will be decided by
  - Number of skins won
  - Head to head record
  - Run difference
- Eligibility for finals - In **ALL** competitions players must have **played at least ⅓ of group stage fixtures** to be considered eligible for Finals.
- Player/Parental/supporter misconduct - The umpire has the right to deduct 5 runs from the team score in the event of payer/parental/supporter misconduct. This penalty is applied at the discretion of the umpire but is usually awarded for things like:
  - Players/parents arguing with the umpire
  - Player abusing own or TCA equipment
  - 'Sledging' that is deemed inappropriate
  - Parent/Supporter interference in the game
  - Parent/Supporter 'abusing' the umpire or players
- The umpire has the right to eject a player from the game or ask a parent to leave the premises in the event of repeat offences.