



FINNISH INDOOR CRICKET CHAMPIONSHIP RULES, 12-13th FEBRUARY 2016

THE GAME

- 6 players per team (in the case of an injury during the game, a player may be replaced by one of the original 8-player squad only with the consent of the umpire)
- 12 overs per innings
 - All overs must be completed regardless of whether the team batting second passes the required total score or not during its innings.
- 6 balls are bowled per over
- The ball is live at all times, meaning runs can be “taken” by the batters at any time during the innings, other than at the end of each over or after the fall of a wicket
- Due to television scheduling, all group games **must** be completed in maximum 60 minutes

- Each player bats 4 overs
 - Players bat in pairs for a full 4 overs each. Each time a batter is dismissed they remain at the crease, however 5 runs are deducted from the team score.
 - Batters must score runs at least every third ball. If the batting pair fail to score runs on two consecutive balls, the umpire signals ‘third ball’, and indicates that on the next ball the score must change. This can be achieved by hitting runs (scoring 1 or more), being dismissed (losing 5 runs) or having a wide or no-ball bowled (being awarded 2 runs). If a run is not scored on the third ball, then 5 runs are deducted from the batting team’s score.
 - Batters only need to cross the halfway line to complete a run.
 - A batter can only be given out LBW if they fail to play a shot, regardless of where the bowled ball pitched.
 - Bonus runs are scored when players hit the ball into the net **and** successfully complete a run between the batting crease and halfway line.
 - If the two batters do not run then no runs are scored, even if the ball had been hit into the net.

- Each player bowls 2 overs
 - This includes the wicket keeper (if the team has one).
 - Any wides and no-balls bowled count for 2 runs to the batting team; these are to be re-bowled only during the last over of each batting pair.
 - Balls that pass the batter above shoulder height are considered no-balls and the batting pair are awarded 2 runs.
 - Balls which hit the roof net when bowled are also considered a ‘no-ball’ and the batting pair are awarded 2 runs.
 - When bowled the ball must first bounce on the batter’s side of halfway. If the ball bounces on the bowler’s side then the ball will be called a ‘no-ball’ and 2 runs awarded to the batting team.
 - Players cannot bowl two consecutive overs.

- The fielding team consists of 6 players
 - There must be 3 fielders (including the bowler) in each half of the court at the point the bowler releases the ball. Failure to do so results in the ball being called ‘no-ball’ and 2-runs are awarded to the batting team.



- Fielders may dismiss batters by catching balls which have been hit by the batter and subsequently bounced off any net including roof on the full.
- Fielders may not get in the way of the batter's natural running path.
- Any ball thrown by a fielder which subsequently hits a net does **not** result in additional runs scored to the batting team (=no overthrows).
- It is not compulsory to have a wicket keeper; however any player wearing keeper's glove/s may not field in any other position.

If a team passes the opposing team's score there is still a chance for the bowling team to get wickets and cause the batting team to lose runs. So the game is never over until the very last ball has been bowled.

THE COMPETITION

In the initial competition phase there are two groups. Each team plays against the other team in its group once.

The winning team of each group stage match receives 4 points towards the competition ladder. In the event of a tie each team is awarded 2 points.

In addition each batting partnership can earn one bonus point if they score more runs than their opposition's equivalent partnership. That is, the first pair of each team are competing with each other, likewise the second and third pairs.

From the two groups, the top two teams of each group will progress to the semi-finals. In the case that two teams finish the group on the same number of points, the team will progress that has the better runs scored less runs against differential. In the case the run differential ends equal, the team that has scored the most runs will progress. Semi-finals will be group winner versus 2nd placed team in the other group.

Should a semi-final, bronze game or the final finish with scores tied, then there will be a super over to decide the winner. The super over may be bowled by any bowler and may be faced by any two batters selected only from the players that have played the match (both the bowler and batting pair of each team must be named by the captains before the start of the super over). Any wides or no-balls bowled in the super over will count for 2 runs to the batting team and **will** be re-bowled.

PENALTIES

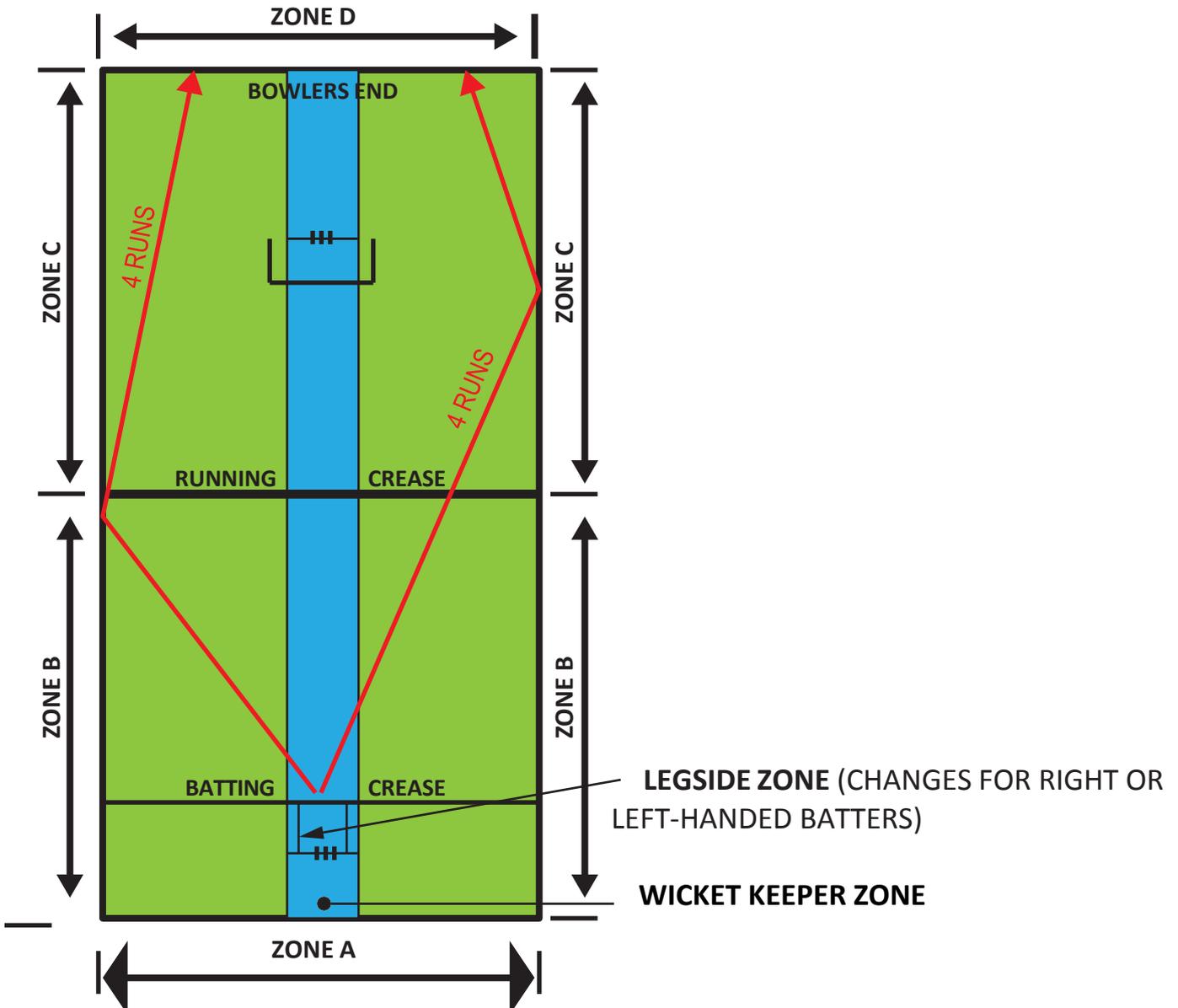
Due to the strict time restrictions for this tournament, no deliberate time-wasting will be accepted. Should such situations arise where the umpire considers that either the batting or bowling team is wasting time unnecessarily, then a warning shall be given to the team in question. If warnings are ignored, then the umpire will award 5 (five) penalty runs; in the case of the batting side being at fault then 5 runs will be deducted from the batting pair's score, while if the fielding side is at fault then 5 runs will be added to the batting pair's score. As in all forms of cricket, the umpire's decision is final.

No on-field dissent or physical altercations are permitted during matches. Should this occur, then the umpire may expel the player/s in question from the court for the remainder of the game. In such circumstances the team offended against will select who will take the expelled player's bowling or batting turn.



FINNISH INDOOR CRICKET CHAMPIONSHIP SCORING ZONES

**BOTH BATTERS MUST COMPLETE A RUN IN ORDER TO SCORE.
THE BALL MUST COME OFF THE BAT IN ORDER TO SCORE BONUS RUNS.
THE BATTERS MAY BE CAUGHT OUT OFF THE NET.**



ZONE A = +1 EXTRA RUN

ZONE B = +2 EXTRA RUNS

ZONE C = +3 EXTRA RUNS

ZONE D (WITH BOUNCE) = +5 EXTRA RUNS

ZONE D (ON FULL) = +6 EXTRA RUNS

ZONE D (AFTER FIRST HITTING ZONES B OR C) = +4 EXTRARUNS

OUT = -5 RUNS