



ACTION CRICKET RULE BOOK





This version of the rules for Action Cricket South Africa was revised in January 2019 and will be applicable at all arena leagues, league finals, Inter-provincial Tournaments, Club Championships, Provincial Tournaments, Superleague and any other event designated as a prestigious event. Each arena and tournament organiser may create bye-laws to these rules that will satisfy their local needs and requirements.





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All the rules shall be interpreted by the Umpire in accordance with **“THE SPIRIT OF THE GAME!”**. This standard shall override all rules hereinafter detailed and total discretionary power shall be left with the Umpire for his final decision after taking **“THE SPIRIT OF THE GAME!”** into account.





1: Rules of the Game

1. Fielding a Team

- a) A game is played between two teams, each of a maximum of 8 players.
- b) Each team must nominate a captain for each game.
- c) No team can play with less than 6 players.
- d) A game must proceed when scheduled, if a minimum of 6 players for each team is present.
- e) To take part in a match, a player must be able to bat and bowl, except as in Rule 8 (Substitutes)

2. The Game

- a) The game consists of 1 batting and 1 bowling innings per team.
- b) Each Innings consists of 16 overs. (For the purpose of simplicity in this rulebook, all references will be to 6 ball overs. For alternative over lengths, refer to Section 4 Variations in this book).
- c) 1.) Arena deduction: Run deduction for a dismissal will be 3 runs.
2.) IPT & Superleague deduction: Run deduction for dismissal will be 5 runs. Other penalties (i.e. misconduct, etc) will be 5 runs or multiples of 5 runs up to a maximum of 15 runs.
- d) Each player must bowl 2 overs except in the case of Rule 8 (Player Short / Substitutes / Injured Players). Prior to the start of each over the umpire must be advised of the bowler's name.
- e) A bowler must not bowl 2 consecutive overs. The fielding team will be penalised 6 runs for each over offended.
- f) 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.
- g) A batting innings is divided into 4 sections. Each section consists of 4 overs.
- h) The batting team bats in pairs with each pair batting for 4 overs. Upon arrival the batting crease the batters must inform the umpire of their respective names.
- i) Batters continue batting for the entire 4 overs, whether they are dismissed or not. When a player is dismissed, 3 runs are deducted from their team's score.
- j) Batters must change ends at the completion of each over.
- k) No batter may bat more than once, except in the case of a Rule 8 (Player Short).
- l) A team may not declare an innings closed.
- m) The team compiling the higher number of runs will be the winner.

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3. Uniforms - Teams must be dressed as follows:

Pants: Males - long or short sports pants. Females long or short sports pants, or sports skirts.

Jeans: Are not permitted.

Footwear: Rubber soled sports shoes that will not mark the court surface. (Players In socks, barefoot or in leather-soled shoes is not permitted).

Tops: Matching colour shirts (leisure shirt or T-shirt), styles and logos. Teams have up until the 12th over to appeal for shirt penalties.

4. The Toss

- a) The umpire or a person delegated by the tournament organiser will toss a coin or token to determine the order of the innings. The umpire will advise which team it is to call.
- b) Teams may negotiate the order of innings prior to the toss with the consent of the umpire, duty manager or tournament organiser.

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 made of a non-slip material and in good order.

- b) **Batting Gloves:** A batting glove (which completely covers the hand from the wrist) must be worn on both hands by each batter. An umpire, on noticing a player does not have 2 suitable batting gloves, must not allow play to continue until 2 gloves are worn.
- c) **Keeper's Gloves:** The wicket keeper has the option to wear none, 1 or 2 suitable gloves. The gloves may be keeping or batting gloves, or a combination of both. Gloves similar to baseball style etc. are not permitted. They may only be worn by the wicket keeper in the approved area. (See Rule 9D Wicket Keeper)
- d) **Fielding Protection:** Players may wear suitable protective equipment when fielding. This includes: elbow and kneepads, sporting helmets, face guards, cotton gloves, groin protectors and safety glasses. The decision to allow





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- protective equipment in the field rests with the duty manager or tournament organiser. Their decision must take into account the safety of all players and relevant medical reasons. Kneepads need to be worn under the playing pants.
- e) **Balls:** The centre will supply a recognised Action Cricket ball for each match. Teams may not supply their own. Any person or team found substituting or deliberately scuffing, gouging, or attempting to reshape the ball will be penalised 6 runs for ball tampering. The offending team will also be liable for the replacement of the new ball.
 - f) **Equipment not in immediate use:** Equipment not in immediate use (e.g. gloves, elbow pads and protectors) must be placed outside the court until required. Players will be warned to remove unused protective equipment. Refusal to do so will result in a 6 run penalty to the offending team.
 - g) The stumps will be collapsible style stumps, which must be freestanding. The base plate is considered to be part of the stumps.
 - h) Bails must be plastic and must be tied to the stumps.

6. The Umpire

- 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 or tournament organiser.
- d) The umpire's decision during a game is final. No dispute, written or otherwise, will alter the result.
- e) The umpire will be the sole judge of fair and unfair play.
- f) 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.

7. Arrival/Late Players

- a) All teams are to be present at the court allocated for their match to do the toss 2 minutes prior to the scheduled commencement of their game.
 - 1) Any team failing to arrive on time will forfeit the right to a toss. The non-offending team can choose to field first or wait until the offending team has 6 players present and bat first.



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- 2) If both teams are late, the first team to have 6 players present will have the right to choose their batting innings. (See Rule 7B(1))
- b) All forfeits will be declared at the discretion of the duty manager or tournament organiser.
 - 1) Individual player(s) arriving late may take part in the match providing their arrival is before the commencement of the 13th over of the first Innings.
 - 2) A team captain may ask for the consent of the duty manager or tournament organiser to allow a late player to participate after the 13th 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.
 - 3) Any player known and expected to arrive late must be nominated by the team captain to the opposition captain, umpire and the duty manager or tournament organiser prior to the commencement of the game.
 - 4) Players, who arrive late to field, must wait until the end of the over in progress before entering the court.

8. Player Short/Substitutes/Injured Players

Player Short

- a) If a team is 1 player short:

When batting: After 12 overs, the captain of the fielding side will nominate 1 player to bat again in the last 4 overs with the remaining batter.

When fielding: After 14 overs, the captain of the batting side must choose 2 players to bowl the 15th and 16th overs. The non-consecutive over rule still applies.

- b) If a team is 2 players short:

When batting: After 12 overs, the captain of the fielding side will choose 2 players to bat again in the last 4 overs.

When fielding: After 14 overs, the captain of the batting side must choose 2 players to bowl the 13th to 16th overs. The non-consecutive over rule still applies.

- c) If a selected player is not available to bat again, a 6 run penalty will apply and another player must be selected. This rule does not apply to a player who has to leave the game early for legitimate reasons provided both





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captains and the umpire had knowledge of the player's departure prior to the commencement of the game.

- d) When a team is reduced to less than 6 players (irrespective of the reason) and a substitute is unavailable, the offending team will forfeit the game.
(See Rule 1C - *Fielding a team*)

Substitutes

- e) 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. This may only occur on the approval of the umpire and / or duty manager or tournament organiser.
- f) Substitutes only apply to a team's fielding innings. Batters who are unable to complete their allocated overs due to injury or illness are not substituted, but merely replaced by a nominated team member. This player must be nominated by the opposing team captain.
- g) A substitute player cannot bat, bowl, wicket keep or play backstop/receiver.
- h) A substitute must be in the correct uniform or uniform penalties will apply.
- i) A team may not use a substitute pending the late arrival of a nominated player.
- j) Once substituted a player may take no further part in the match.

Injured Players

Injuries to players are classified into two categories these two categories are: players who suffer blood-related injuries and players who suffer non-blood related injuries:

k) Blood Related Injuries:

- 1) A player suffering a blood related injury must leave the court for further treatment unless the bleeding can be contained within a maximum of 2 minutes. The injured player and medical staff in attendance should ensure that no blood contaminates the court, or its fittings or fixtures.
- 2) The Injured player must remove and replace any blood-contaminated clothing and wash off any blood on their body before rejoining the game.
- 3) Players must leave the court to have any surface blood washed off their body.
- 4) A player, leaving the court for a blood related injury, is entitled to have a "Blood Replacement Player" take the court, on their behalf, until the injury has been attended to.

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- 5) Any substitute who replaces an injured player cannot bat, bowl or wicket keep or play back stop.
- 6) Any player that leaves the court to attend to a blood related injury must wait until the end of the over in progress before returning to the game.
- 7) The injured player must receive a clearance from the umpire before rejoining the game.
- 8) A blood replacement player is not able to bat, bowl, wicket keep or take backstop.
- 9) In the case of a blood related injury, the following conditions will apply:
When batting: The captain of the fielding side will nominate 1 player from the injured player's team to bat with the remaining batter. This must be done at the time of the injury.
When fielding: If the player is injured whilst bowling, the captain of the batting side will nominate 1 player, from the injured player's team, to complete the over.

The non-consecutive over rule still applies.

- l) Non Blood Related Injuries:
 - 1) Players who suffer non-blood related injuries would be entitled to a maximum of 2 minutes to attend to their injuries.
 - 2) After this time, if the player is not ready to recommence play, the umpire will ask the player to leave the court to recover from their injuries.
 - 3) Provided they have not been substituted, a player may return to the game after they have recovered from their injuries.
 - 4) Any player that leaves the court to attend to an injury must wait until the end of the over in progress before returning to the game.
 - 5) Any substitute who replaces an injured player cannot bat, bowl or wicket keep or play back stop.
 - 6) If a batter is injured, the captain of the fielding side will nominate 1 player from the batting team to complete the injured batter's remaining overs.
 - 7) If a bowler is injured during their 1st over, 1 player is to be nominated by the opposing captain to complete the over. The incapacitated player's 2nd over will be bowled after the 14th over and another player may be chosen by the opposing captain.

The non-consecutive over rule still applies.



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m) **Official Medical Assistance:**

An injured player will be guided by a medical official (if in attendance at the game), to leave the court for further treatment.

9. Field Placement

a) **Fielders Per Half Court**

The court is divided into two halves with the dividing line being the non-striker's running crease. No more than 4 fielders may field in either 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**

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

c) **Exclusion Zone**

An Exclusion Zone will be marked in an arc extending at a radius of 3 meters from the batting crease. No fielder can move on or extend over the Exclusion Zone from the commencement of the bowler's run up until the ball is played at by the striker or passes the striker's wickets. A wicket keeper may move into the Exclusion Zone after the ball has been bowled provided they are legitimately getting in position to field the ball, and they do not pass forward of the imaginary line through the stumps. If this rule is contravened, the umpire will call "No Ball".

d) **Wicket Keeper**

- 1) 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 wearing a glove.
- 2) 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. (See diagram on court layout).
- 3) 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".





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- 4) A wicket keeper may move into the Exclusion Zone after the ball has been bowled provided they are legitimately getting into position to field the ball, and they do not pass forward of the Imaginary line through the stumps. If this rule is contravened, the umpire will call "No Ball".
- 5) The wicket keeper cannot take the ball in front of the wickets, with the exception of when the ball strikes the batter's person or equipment. If this rule is contravened, the umpire will call "No Ball".
- 6) The wearing of gloves by the wicket keeper is optional. (See Rule 5C - *Playing Equipment*).
- 7) A wicket keeper is optional.

Refer to the diagram: pg13

10. Play Ball/Live Ball/Dead Ball

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.
- 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 and signals "Play".
- d) It is the batter's responsibility to have taken strike when the bowler is ready to bowl provided the batter has been given reasonable time to do so. The umpire will be the sole judge of what is "reasonable time".

Dead Ball

There are several types of "Dead Balls". Each type has different qualities.

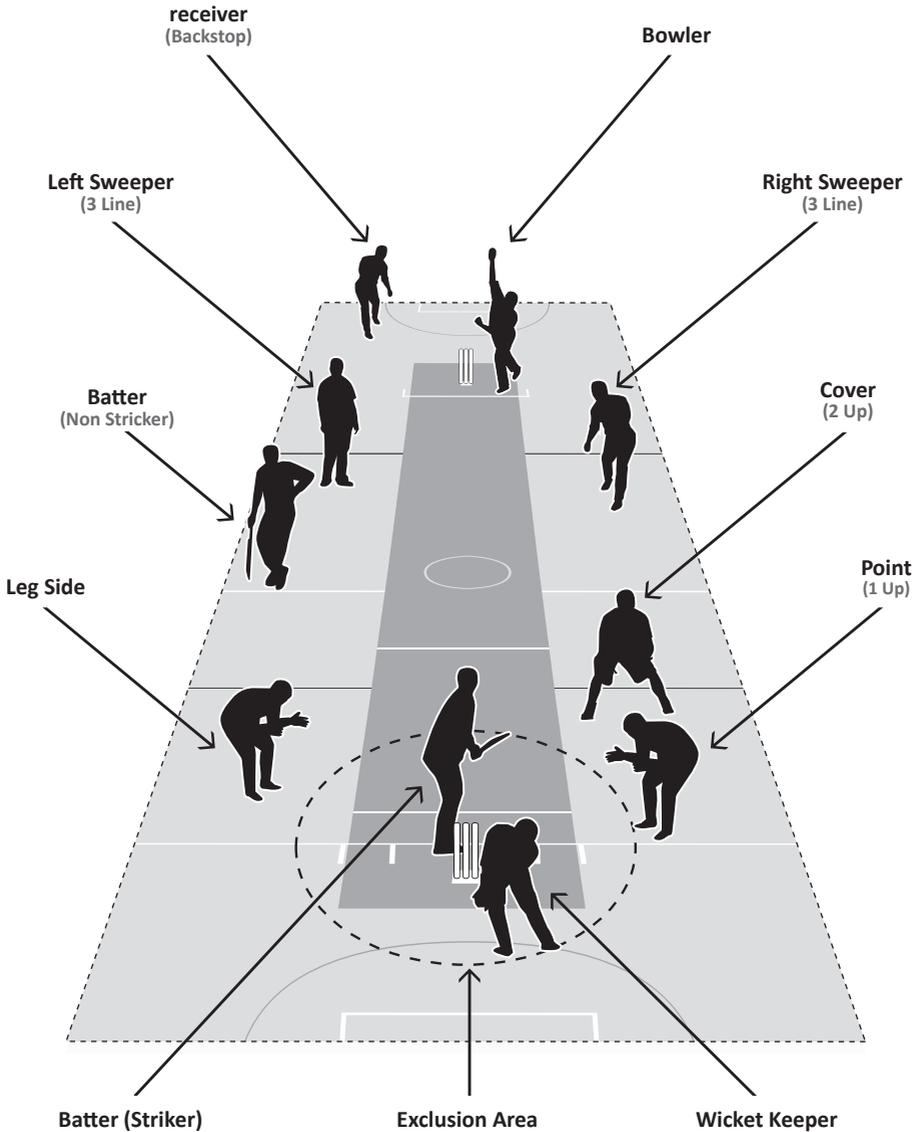
- e) "Automatic" Dead Balls.

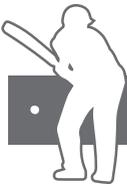
No runs can be scored or wickets lost. The ball must be rebowled.

- 1) The bails are off either set of stumps when the bowler commences their run up.
- 2) Any ball that leaves the court, other than a ball leaving the court as a result of an attempted run out by a fielder.
- 3) Any ball, after being struck by the batter, that lodges in the net or corner conduit. The original batter must face the rebowled delivery.
- 4) The bowler attempts an illegal mankad. (See Rule 17F(3) and (4) *Dismissals*). The batting side will receive 2 runs for the "No Ball".



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f) "Discretionary" Dead Balls.

The decision to have the ball rebowled or to allow runs scored or to apply penalties for wickets taken will be at the discretion of the umpire.

- 1) An injury to a player.
- 2) The batter did not have enough time to take strike before the bowler delivers the ball.
- 3) The bat accidentally leaves the batter's hands as a result of playing a shot at the ball.

g) "Special Case" Dead Balls.

The ball is not rebowled.

- 1) The ball after being bowled hits a fielder. A special call of "No Ball", "Dead Ball" is made and the batters will receive 2 runs for the No Ball.
- 2) The ball leaves the court as a result of an attempted run out by a fielder. The score (net zone and physical runs) made up until when the ball leaves the court will count.
- 3) A ball, when bowled, hits the top or side net. The umpire will call "No Ball", "Dead Ball" and the batters will receive 2 runs for the No Ball.
- 4) A wicket falls, excluding an unsuccessful "Mankad".
- 5) The umpire calls "Over".
- 6) The captain of the fielding team or the batters at the wicket are permitted to request a "Dead Ball" under the following conditions: Player injury;
ruling or score clarification; clothing adjustment. Requests may be made verbally or by signal, as per the umpire's signal.

Note: If the umpire is required to intervene during a dispute for unfair play, the ball is automatically dead from the time of intervention until "Play" is called. The ball is dead whether the umpire calls "Dead Ball" or forgets to. No runs can be scored or wickets taken during the intervention. However, the result prior to the intervention will stand.



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11. Scoring

- a) Runs may be scored as follows:
- 1) When both batters cross between the batting crease and the non-striker's crease and make good their ground. One run is scored (called a "physical" run). Bonus runs is defined in Rule 11A(3), B (1), B (4) and E will only be scored if the batters successfully make a physical run as described in Rule 11A(1).
 - 2) When a batter hits the ball with the bat or the hand(s) holding the bat, into the perimeter netting, this includes balls unintentionally deflected by the batter's protective equipment, deflected by fielders and unintentionally deflected from the non-striker's person or equipment, the following bonus runs will apply.
 - 3) On the line the maximum runs will be awarded.

Refer to the diagram: pg16

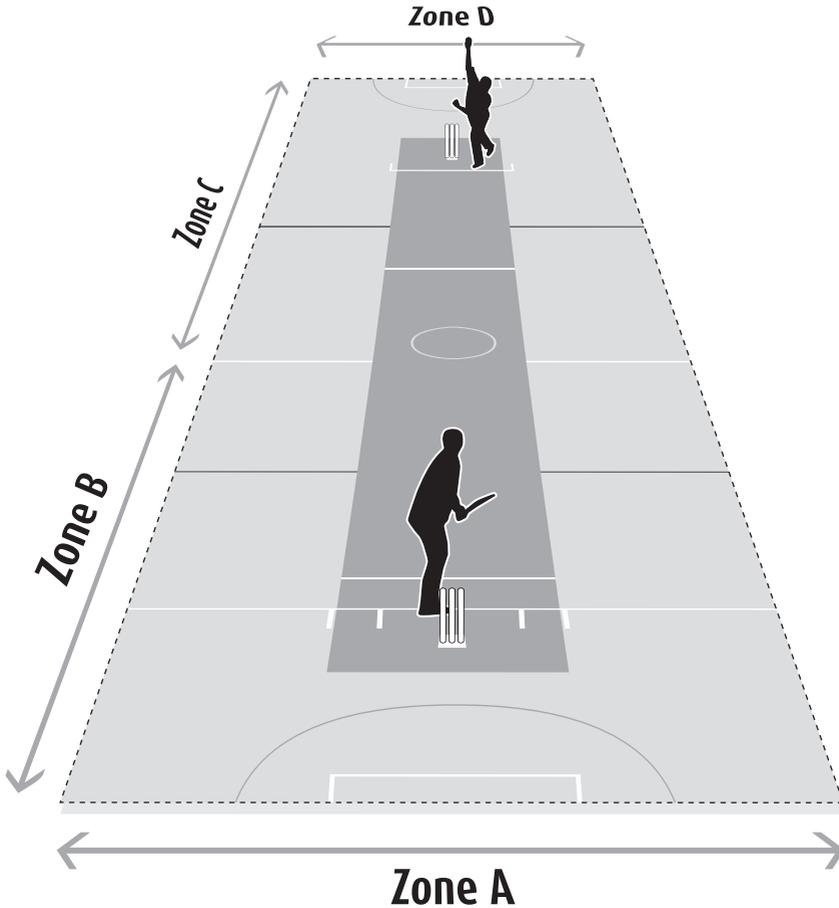
- 4) The scoring zone that the ball strikes first will count with the exception of a ball coming off Zone B or C onto Zone D. The top net is neutral. A ball hit via the top net onto the Zone D net on the full scores 6 bonus runs for the batting side.
 - 5) When a fielder causes an overthrow, physical runs will be scored when the batters cross between the batting crease and the non-striker's crease and make good their ground. An "overthrow" results from the deliberate effort of a fielder throwing, flicking, slapping or kicking the ball in an attempt to strike the wicket and cause a run out, or at any other time the ball is live.
 - 6) The batting team will be credited with a 2 run penalty when the umpire calls a delivery "No Ball", "Wide" or "Leg side". If the batter plays a "No Ball" into a scoring zone, the zone score and the physical runs made will be added to the 2 run penalty.
- b) Any physical runs made off a "Wide" or "Leg side" will be added to the 2 run penalty.
- 1) If in the opinion of the umpire, the fielder, whilst attempting to run out the batter, does not have "reasonable control" of the ball and it hits a scoring zone, the relevant bonus runs will apply.
 - 2) "Reasonable control" may be defined as the deliberate attempt by a fielder which causes the ball to noticeably change from its original path to the direction of the intended target wickets in an attempt to run the batters out. Flicking, slapping and kicking the ball fall within this definition.





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ZONE A	(FRONT NET)	0 RUNS (Excluding Physical Run)
ZONE B	(SIDE NET)	1 RUNS (Excluding Physical Run)
ZONE C	(SIDE NET)	2 RUN (Excluding Physical Run)
ZONE D	(BACK NET)	4 RUNS ON BOUNCE (Excluding Physical Run)
ZONE D	(BACK NET)	6 RUNS ON FULL (Excluding Physical Run)
ZONE B	ONTO ZONE D	4 RUNS (Including Physical Run)
ZONE C	ONTO ZONE D	4 RUNS (Including Physical Run)



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- 3) Any net zones struck as a result of a reasonably controlled attempt will not result in bonus runs being scored. If the umpire is uncertain that the ball was reasonably controlled, the bonus net score will count.
- 4) A ball deflected by a fielder onto a scoring zone after the ball has been hit by the striker's bat or the hand(s) holding the bat, will score the relevant zone score. (See Rule 11A(3) above)
- c) Balls deflected into scoring zones off the batter's person (e.g. leg) where no contact has been made with the bat will not score bonus runs. Only physical runs may be scored.
- d) If a batter is given "Out", the batting team will lose 3 runs. All previous runs scored off that delivery would not count.
- e) Where a ball strikes a zone scoring tape or corner conduit, the Higher zone score will count.
- f) In case of a scoreboard error, unless the captain of the fielding team or the batters 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 scoresheet will be assumed to be correct.

12. No Ball

- a) "No Ball" will be called when:
 - 1) 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: As a guide, the bowler's arm must not be straightened in the delivery action. If the elbow remains bent throughout the delivery, it may be a fair delivery.

- 2) 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".

- 3) Any part of the bowler's back foot grounded outside or on the side line will at the moment of delivery then a "No Ball" will be called.
- 4) If any part of the ball, when bowled underarm, pitches on or before the underarm line it will be a "No Ball".
- 5) There are more than 4 fielders in either half of the court at the commencement of the bowler's run up. (See Rule 9A - Field Placement)



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- 6) A wicket keeper, if wearing gloves, moves outside their designated area before the ball leaves the bowler's hand or takes the ball in front or from the side of the stumps. (See Rule 9D (3-5))
- 7) A fielder, other than the Wicket keeper has any part of their body in the wicket keeper's area or exclusion zone until the striker plays at the ball or passes the striker's wickets. (See Rule 9D(1) & 9C - Field Placement)
- 8) A bowler changes style of bowling (i.e. over arm to underarm, left arm to right arm or vice versa) or changes sides of the wicket (i.e. from over to around or vice versa) without first informing the umpire. (See Rule 14)
- 9) The bowler depresses the net and /or the net protection in Zones D or C with any part of their body during the course of their run up.
- 10) The ball, when bowled, passes over or would have passed over the striker's front shoulder on the bounce, when the striker is in a normal stationary batting stance at the time of the bowler's delivery stride. This is regardless of the ball hitting the striker's bat or person. A full toss delivery bowled above a batsman's waist while he is in his batting stance will also be called a no ball.

Note: Any striker who moves forward more than one pace from his normal batting stance will forego the right to "No Ball" under this rule. i.e. (double stepping or charging down the pitch).

- 11) Any part of the ball, when bowled initially lands off the pitch before reaching the line of the batting crease.
- 12) A mankad is illegally attempted. The umpire will call "No Ball", "Dead Ball". The ball will not count as part of the over and 2 runs will be added to the batting team's score. (See Rule 17F(3))
- 13) When a bowler makes more than 2 unsuccessful mankad attempts in any one over, the 3rd unsuccessful attempt will be called "No Ball", "Dead Ball". The ball will not be counted as part of the over and 2 runs will be credited to the batting teams score. (See Rule 17F(4))
- 14) The ball, after being bowled, hits the top or side net before reaching the batter. The umpire will call "No Ball", "Dead Ball". The ball will not be rebowled and 2 runs will be credited to the batting team's score.
- 15) A fielder, or 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. (See Rule 9B)



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- b) A batter can be given "Out" off a "No Ball" in any of the four following ways:
 - 1) If the ball is hit twice other than to protect the wickets.
(See Rule 17G(3))
 - 2) If either batter deliberately interferes with the fielding team.
(See Rule 17G(2))
 - 3) If in attempting a run, either batter is run out. (See Rule 17C(2))
 - 4) If the wicket keeper runs out the striker.
(See Rule 17C(1(c)))
- c) Any batter dismissed off a "No Ball" will be penalised 3 runs. The 2 run bonus for the "No Ball" is negated by the dismissal.
 - 1) A "No Ball" is included as part of an over except in the last over of the innings.
 - 2) If the last two balls of each batting pair is called "No Ball" the ball may be rebowled at the batter's discretion. The umpire must ask the batters immediately if the ball is to be rebowled. The batters must decide before the next ball is bowled. Any penalties, runs or wickets resulting from the "No Ball" delivery will count regardless of whether the ball is rebowled or not.
 - 3) A "No Ball" incurs a penalty of 2 runs, which is added to the batting pair's score. Runs scored by hitting any net zone and / or physical runs are also added to the score.

13. Wide and Legside Wide Balls

- a) A "Wide" will be called when: Any part of the ball passes on the striker's off-side, outside the intersection of the batting crease and the edge of the pitch, without being touched by the striker's person or equipment. Any part of the ball passing on the line will be deemed "Wide".
- b) A "Leg side" wide will be called when: Any part of the ball passes outside the intersection of the batting crease and the leg side line without being touched by the striker's person or equipment. A ball passing between the batter and the stumps is not a leg side wide.
- c) For the purpose of identification, the edge of the pitch will be taken as the offside line, and the point 45cm from the center stump will be taken as the leg side line.
- d) Batters may be dismissed by all forms of dismissal when a "Wide" is bowled, bearing in mind that if a ball is struck by the striker's person or equipment, it is no longer a "Wide".





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- e) A batter dismissed off a "Wide" will be penalised 3 runs. The 2 run bonus for the wide is negated by the dismissal.
- f) A "Wide" counts as part of the over, except in the last over of either innings.
- g) If the last two balls of each batting pair is called "Wide", it may be rebowled at the batter's discretion. The umpire must immediately ask the batters if the ball is to be rebowled. The batters must decide before the next delivery is bowled. All scores, penalties or wickets from the "Wide" or "Leg side" delivery will count regardless of whether the ball is rebowled or not.
- h) The penalty for a "Wide" is 2 runs, which will be added to the batting pair's score, plus any additional physical runs scored.
- i) If a player is dismissed in the last over of an batting pair from a leg side or a wide ball the umpire must still request from the batsmen if they want the extra ball because the ball is still a wide or leg side ball.

14. Bowler Changing Direction/Style

- a) A bowler must advise the umpire if they intend to change their bowling style (i.e. over arm to underarm, left arm to right arm or vice versa) or sides of the wicket (i.e. 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 batters unless a difference is advised.
- d) The umpire must advise both batters 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 batters believe the umpire has overlooked a change they may appeal for a "No Ball", however the umpire's decision is final.

15. Ball Leaving the Playing Area

- a) Any ball, when bowled, that leaves the playing area or lodges in the net or corner conduit as a result of being hit by the striker, will be called "Dead Ball" by the umpire and will be rebowled. This includes balls coming off the striker's bat onto the non-striker or fielders prior to leaving the playing area. No runs will count and the original striker must face the ball again.



1: Rules of the Game



- b) Any ball, when bowled, that leaves the playing area without being touched by the batter or the fielding side will be called "Dead Ball" by the umpire and rebowled.
- c) Any ball that leaves the playing area as a result of an attempted run out by a fielder will be called "Dead Ball" by the umpire. All runs made off the ball, prior to it leaving the court, will count.

Batters must have crossed to be eligible to score a physical run. Under these circumstances the ball will not be rebowled.

16. Appeals for Dismissals

The umpire will not give a batter out unless appealed to by the opposing team. An appeal must be made prior to the next ball being bowled. An appeal will cover all ways of a dismissal. The umpire will have final jurisdiction on all appeals and retains the right to alter their decision provided it is done promptly. This excludes a player been legally bowled, this would automatically be given out.

17. Dismissals

The striking batter will retain the strike, after being dismissed, unless the batters have crossed prior to the dismissal. A batter who is dismissed "bowled" or "leg before wicket" will retain the strike irrespective of the batters crossing.

A batter can be given "Out" for any of the following dismissals:

- a) **Bowled:** If the wickets are struck by the ball, including coming from the batter'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.

- b) **Caught:** 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.



1: Rules of the Game

- 1) A catch may be taken off all boundary netting except a direct hit on the full to the 6 net (Zone D). 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 bonus runs will count. The striker will be out "caught" if a ball is hit into the side netting (Zones B or C) before passing onto the back net (Zone D) and is caught without touching the ground.
 - 2) Should a ball hit the non-striker and then be caught before touching the ground, the striker will be out.
 - 3) 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.
 - 4) A batter will not be out "caught" if the ball came from the bottom wire supporting the net.
- c) **Stumped & Run Out:** The difference between "run out" and "stumped" is that in the former a batter is attempting to make a run, whilst in the latter, the batter is stranded out of their crease after playing a shot and is attempting to regain their batting crease.
- 1) **Stumped:** 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.
 - a) If the wicket keeper attempts to take the ball in front of, the wickets, with the exception of the ball striking the batters person or equipment, the umpire will call "No Ball". (See Rule 9D(5))
 - b) A batter cannot be stumped off a "No Ball".
 - c) The striker can be given "Run Out" off a "No Ball", by the wicket keeper, if in the opinion of the umpire the striker did not make an immediate and deliberate attempt to regain their crease.
 - d) On the line is out.
 - e) Only a wicket keeper can "Stump" a batter.
 - 2) **Run out:**
 - a) A batter is run out when either batter has left 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 person or equipment is grounded behind the line of the appropriate crease. Once a batter is safely behind the line of the crease they cannot be given out.





1: Rules of the Game

- b) A fielder is able to "Run Out" a batter with either their hand(s) or the forearm of their hand(s) holding the ball, provided the ball is retained in the hand when they completely remove the bail(s) from the top of the wickets.
 - c) Either batter can be run out off a "No Ball" as per the conditions described in Rule 17C(2(a))
 - d) If a batter is attempting to regain the crease and the bail(s) are not completely removed until after the batter makes good their crease, the batter is not out.
 - e) No batter may be out if the ball breaks the wicket after coming directly from, a net. Conversely, a batter will be out should the ball, having come from a net, be touched by a member of the fielding side before breaking the wicket.
 - f) The stumps, when standing, are always live irrespective of the bail(s) having been removed during play. If the wickets, whilst standing, have had the bail(s) removed but the ball is "live", the fielding side need only hit an upright stump again with the ball or the hand(s) holding the ball to constitute an appeal for a run out.
 - g) The stumps, when standing, must have some part of their base in the normal position to enable a wicket to be taken.
 - h) If the stumps are lying off their base on the ground, the fielding side must restand the stumps upright with some part of the base in its normal position. The fielder need only hit an upright stump with the ball or the hand(s) holding the ball and appeal to enable a wicket to be taken.
 - i) On the line is out.
 - j) The base plate is considered to be part of the stumps. A batter will be adjudged out if the bail(s) are dislodged as a result of the ball hitting the base plate
- d) **L.B.W.:** If the ball hits the striker's body and the striker has made no attempt to hit the ball, the batter will be adjudged "LBW" if, in the opinion of the umpire, the ball would have struck the stumps.
- e) **Hit Wicket:** The striker will be out "Hit Wicket" if their person or equipment breaks the stumps whilst either playing the ball or immediately setting off for the first run after playing at the ball. The base plate of the stumps is considered to be part of the stumps. A batter is not out should they break the stumps trying to regain their crease or complete a run.



1: Rules of the Game



- f) Mankad: If the non-striker leaves the crease prior to the delivery of the ball and the bowler completes a delivery action then breaks the stumps with the hand holding the ball, the non-striker will be out "Mankad". A mankad attempt must be in one continuous motion and the ball must remain in the bowler's delivery hand throughout the mankad attempt.
- 1) The bowler must have had the ball at the commencement of the delivery stride.
 - 2) A legitimate "mankad" dismissal or attempt does not count as part of the over.
 - 3) If a bowler whilst attempting a "mankad", releases the ball during the delivery action and breaks the stumps at the non-striker's end, the umpire will call "No Ball, Dead Ball". This delivery will not count as part of the over and incurs the "No Ball" penalty. The umpire must call "Play" to recommence the game.
 - 4) When a bowler makes 2 unsuccessful consecutive "mankad" attempts in any one over, it will be called "No Ball, Dead Ball". The ball will not be counted as part of the over and 2 runs will be credited to the batting team's score.
 - 5) Any mankad attempt where the bails are not removed is still considered an unsuccessful mankad attempt.
 - 6) Where an umpire considers the bowler is wasting time rather than attempting a legitimate mankad, the bowler may be warned for time wasting and subsequently penalised 6 runs for misconduct if the action is repeated.
 - 7) If the mankad attempt is successful, the ball does not count as part of the over and does not affect the score off the previous or following delivery.
- g) **Interference:** A batter can be given out for interference;
- 1) If either batter deliberately interferes with the ball whilst it is in play.
 - 2) If either batter 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 batter's responsibility to avoid fielders.

- 3) 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.





1: Rules of the Game

- 4) The non-striker can not 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 6 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. (*See Rule 19*)

h) **Strike Rule/Third Ball:**

- 1) Should the score remain unchanged after two deliveries, the umpire will call "Strike two/Third Ball". This call must be made prior to the commencement of the next delivery. On the next delivery, the score must change or a dismissal will be recorded against the striker. Should the score be advanced in any way, or a dismissal occurs (including a "Mankad"), the "Strike Rule/Third Ball" count will restart from the commencement of the next delivery.
- 2) In the event an umpire fails to call "Strike rule/Third Ball", it will be the responsibility of the captain of the fielding side to clarify the situation prior to the commencement of the next delivery. Should both the umpire and the fielding team fail to recognise the "Strike rule Third Ball" call, the following ball (i.e. the fourth ball) will then be called "Strike two Third Ball" if the score did not change from the delivery just completed.
- 3) Regardless of when they occur in a batting partnership (of four overs), if two consecutive deliveries are scoreless, the "Strike rule /Third Ball" rule will apply to the next delivery. However, the "Strike rule /Third Ball" rule will not carry over from one batting partnership to the next.
- 4) After a call of " Strike two/Third Ball", once the non-striker leaves their crease, unless a leg side, wide or a no ball is bowled, or the striker is dismissed, they must continue to the batter's crease.

Note: The non- striker is not required to run at the instant that the bowler releases the ball.

- 5) If the non-striker stops and / or attempts to return to their original creases, the umpire will give the striker out, "Strike Rule/Third Ball".
- 6) If the non-striker makes no clear attempt to make a physical run, the umpire will give the striker out, "Strike Rule/Third Ball".
- 7) If the non-striker does not hesitate and completes a physical run, the onus will be on the fielding team to affect a run out.

1: Rules of the Game



- Note:**
1. Once the "Strike Rule/Third Ball" dismissal is given, the ball is dead.
 2. The dismissal is recorded against the striker.
 3. A striker cannot be given out on a "Strike Rule/Third Ball" dismissal if the umpire does not call "Strike Two/Third Ball" prior to the delivery.

18. Interference

a) Batters must not have their running path unfairly impeded. If in the umpire's opinion this constitutes unfair play, the batters are not to be given out and all runs will count. The fielding team will be issued a warning. A 6 run penalty will be issued to the fielding team for a second occurrence.

Note: A player may not be guilty of obstruction if they do not move.

- b) The fielder has right of way provided they are legitimately fielding the ball.
- c) If the ball is bowled, then deliberately fielded prior to the batter having the opportunity to hit the ball, the fielding team will be penalised 6 runs for unfair play and the ball will be re-bowled.

19. Misconduct

- a) Any misconduct may incur a run penalty at the discretion of the umpire. No warning need precede the application of this penalty. Any act of misconduct may result in the player(s) being ordered off the court by the umpire. *(See Rule 20)*
- b) The maximum penalty for any single rule violation is 6 runs. In the case of misconduct related violations, the penalties can range in multiples of 6 to a maximum of 18, depending on the severity of the violation.
- c) Umpires must use their discretion when determining if run penalties are warranted for misconduct. Players may be warned prior to being penalised, but this is not a prerequisite.
- d) Any of the following may constitute misconduct:
 - 1) Dangerous or unduly rough play.
 - 2) Swearing or making obscene gestures.
 - 3) Deliberate physical contact or fighting.
 - 4) Unfair play. (See Rule 19F)
 - 5) Spitting.





1: Rules of the Game

- 6) Sledging (e.g. any baiting, harassment, gestures, words or actions which may interrupt the concentration of an opponent).
- 7) Mistreatment of equipment (e.g. bats, nets, carpets, stumps or balls).
- 8) Deliberate time wasting.
- 9) Any player deliberately stepping on the nets.
- 10) Disputing or arguing with the umpire.

Note: The captain of the fielding side or the batter at the 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.

- e) Unfair play can be defined as actions taken outside the spirit of the rules of the game to create an unfair advantage over an opponent. Any of the following would be considered unfair play:
 - 1) A fielder pretending to have the ball in order for the wicket keeper to run out a batter who may stray outside their crease.
 - 2) A wicket keeper clicking their fingers to simulate a ball striking the edge of a bat.
 - 3) Undue noise and movement during a bowler's delivery.
 - 4) Unnecessarily slowing down play.
 - 5) After missing a delivery, the batter lifting the bat in front of the wicket keeper to prevent the ball being thrown to the receiver.
 - 6) Ball tampering.
- f) Any game may be stopped and awarded to the opposition, or cancelled, should infringements of the above nature escalate to the point where the captains have lost control of their players. No game may be called off without consultation with the duty manager or tournament organiser.
- g) Any person or team found substituting or deliberately scuffing, gouging or attempting to reshape the ball. The guilty team will be penalized with -6 runs and pay the arena for a new ball. A new ball or ball of similar condition will then be given for the game to continue.
- h) Any player incurring 2-misconduct penalties for any reason must be ordered off for the rest of the game by the umpire.
- i) Should a Umpire hear any player swearing no warning will be given and 6 runs will be penalised to the offending player. If the offence is repeated by the same player, they will be ordered off the courts for the remainder of the game.



1: Rules of the Game



20. Order Off

- a) Umpires must order off:
 - 1) Any player whose conduct is extreme (e.g. striking or threatening behaviour).
 - 2) Any player who has been the cause of 2 separate 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 will not be replaced. Teams are to revert to the Player Short Rule (Rule 8) for the batting and bowling.

21. Illegal Court Entry/Exit

a) Illegal Court Entry

Any player, other than the 2 batters and the 8 fielders on 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. They may be subject to further disciplinary action by the duty manager or tournament organiser if there is additional misconduct.

Note: Common sense should be applied in circumstances such as when a player is injured and requires immediate attention. This does not however entitle the assisting players to say or do anything intimidating towards the opposition.

b) Illegal Court Exit

Any player who leaves the court during a game must request permission from the umpire and provide a legitimate reason before being allowed to leave. Any player leaving the court without permission will be refused any further participation in the game.

Note: If sufficient players violate this rule, the game may be forfeited.

22. Runners

- a) When a runner has been permitted, they must:
 - 1) Wear 2 gloves and carry a bat.
 - 2) Stand behind the batting crease until the striker has either played at the ball or the ball has passed the batting crease. If this rule is infringed, no





1: Rules of the Game

runs will be scored and the batter will be penalised 6 runs for unfair play. This violation is not subject to the order off rule (Rule 20).

- b) The "Disabled Batter" should, where possible:
 - 1) Stand near Zone A to the leg side of the facing batter when not on strike.
 - 2) Having struck the ball, make a reasonable effort to get out of the line of play of the fielders.
- c) The disabled batter will be given out "Stumped" or "Run Out" if either they or their runner are out of their crease.

23. End of Over/Game

- a) An over is completed when off the last delivery:
 - 1) The ball is fielded and held over the stumps at either end whilst at least 1 batter is in their crease and the umpire calls "Over".
 - 2) All players on the court regard the ball as being "Dead" (i.e. no further play is possible).
 - 3) A wicket falls, excluding a "mankad" (subject to It being a legal delivery) and the umpire calls "Over".
- b) The umpire will end the match by calling "Game" after all of the prescribed overs has been bowled.
- c) No run penalties may be imposed after the umpire calls "Game".
- d) Any misconduct occurring after "Game" has been called should be referred to the duty manager or tournament organiser for possible further action.

24. Mixed Games

All rules apply to Mixed Games except where they conflict with the following By-Rules.

BY-RULE 1 Fielding a Team [Rule 1]

There can be no more than 4 males in any one team. A team must have a minimum of 2 males and 2 females, and have at least 6 players in the team, to start a game.

BY-RULE 1 The Game [Rule 2]

- a) **Bowling sequence:** The captain must bowl male and female players alternately. (Unless a team consists of more than 4 female players) The fielding captain will determine whether a male or female bowler commences the 1st over.
- b) **Batting pairs:** A male and female must bat together.

1: Rules of the Game



BY-RULE 3 Player short [Rule 8]

- a) When a team is a player short, the male/female batting pairs and bowling sequence must be maintained.
 - 1) If a team is 1 player short, a player of the missing sex must be selected by the opposition captain after the 12th over to bat for the remaining 4 overs, or bowl 2 of the remaining 4 overs.
 - 2) If a team is both a male and a female player short, the opposition captain must select a male and a female player after the 12th over to bat the last 4 overs, or bowl 2 overs each of the last 4 overs.
 - 3) If a team is 2 players short of the same sex, the remaining pair of the same sex must alternate their respective batting and bowling overs.

BY-RULE 4 Field Placement / Intimidatory Play [Rule 8]

a) **Fielding**

- 1) Excessively close-in fielding and rushing tactics that in the umpire's opinion intimidate the female striker will be penalized by the call of "No Ball". No warning is required.
- 2) There are no restrictions on the court placement of males or females when fielding provided the conditions of Rule 9A are satisfied.
- 3) No more than two male fielders may field in either half of the playing area for the duration of the game irrespective of who is batting.

b) **Bowling**

Males are not permitted to bowl in a manner that intimidates the female striker. This includes fast bowling, short pitch bowling and any delivery that spins excessively and which, in the umpire's opinion, is beyond the capabilities of the female striker.

c) **Batting**

The umpire is to call "No Score", at the completion of play on that delivery, against any striker who hit the ball excessively hard thereby endangering the safety of a fielder (Ladies). The delivery will not be rebowled. All forms of dismissal will still count. The umpire has the discretion, without warning to penalise the batsmen 6 runs and should this occur again a further 6 run penalty will be called and the offending batsman will be asked to leave the field for the rest of the game as per rule 19.

When a male or female bowler is bowling and a male/Female batter is at strike runs shall only be scored when after striking the ball into a scoring zone net the male and the female partner cross. If the male/female striker does not cross after hitting the ball into a scoring zone net no runs may be attributed for that shot.





1: Rules of the Game

BY-RULE 5

Either batter (male or female) will be given "out" if they are caught from a direct hit (on the full) to the "6" Net (Zone D).

BY-RULE 6 Substitutes [Rule 8]

When a team utilizes the Substitute Rule or Player Short Rule during a mixed game, the replacement must be a player of the same sex.

BY RULE 7 Equipment

All mixed games will be played using Action cricket bats approved by the SAICF.



2: SAICF Standards

1. Application of Age Categories Rules

1) All Under's Categories

Players competing in any under's categories, may not turn above the age of that category, during that year. (i.e. players competing in the Under 18 category may not turn 18 during that same year)

2) All Over's Categories

Players competing in any Over's categories, the player must be the age or older than the category age before the first day of the year. (i.e. players competing in the 30 and over category must be 30 years of age or older before the first day of the year)



2: SAICF Standards



2. Court Layout and Dimensions

- a) The pitch is the area between both sets of stumps, the bowling return creases and the offside lines at the strikers end.
- b) The stumps will be of equal and sufficient size to prevent the ball from passing through them. Their tops will be 71.1 cms above the floor.
- c) A wicket line will be marked in line with the stumps at each end, and will be 1.83 meters in width at the batting end and 2.47 meters at the bowling end, with the stumps in the center, and the middle stumps will be 20 meters apart.
- d) The popping crease will be in front of, and parallel with, the wicket lines at both ends. It will have its back edge 1.22 meters from the center of the stumps. At the striker's end, it will extend from one side of the court to the other and will be called the batting crease. At the bowler's end, it will be the line extending between the return creases and will be called the bowler's crease or the front foot line.
- e) The return creases at the bowler's end will be lines at right angles to the bowling crease to the line of the wickets. The return creases will be marked 1.22 meters from the middle stump on the line of the wicket. The return creases may be considered to extend back from the line of the stumps indefinitely for the purpose of adjudication.
- f) The running crease (or non-striking batter's crease), which is the edge of the crease marking nearest the bowling end, will be parallel to the popping crease and extend from one side of the court to the other. The distance between the running crease and the batting crease will be 11 meters.
- g) The court must be no less than 28 meters and no more than 30 meters in length, and no less than 10 meters and no more than 12 meters in width, with the height being no less than 4 meters and no more than 4.5 meters.
- h) The leg side lines are to be positioned with the inside edge 45 cms from the middle stump. The leg side lines should extend a minimum of 15 cms at right angles to the batting crease. The offside or wide lines are to be positioned with the inside edge 90 cms from the center stump.
- i) A fielding Exclusion Zone will be marked in an arc extending from the center of the batting crease at a diameter of 3 meters. [See Diagram].
- j) The underarm line is marked across the pitch 7 meters from the striker's stumps.





2: SAICF Standards

Bowler's Crease

When bowling. It is important not to stand on or over this line. If you do, the ball is called a "No Ball" and the batting team will receive 2 bonus points.

Runner's Crease

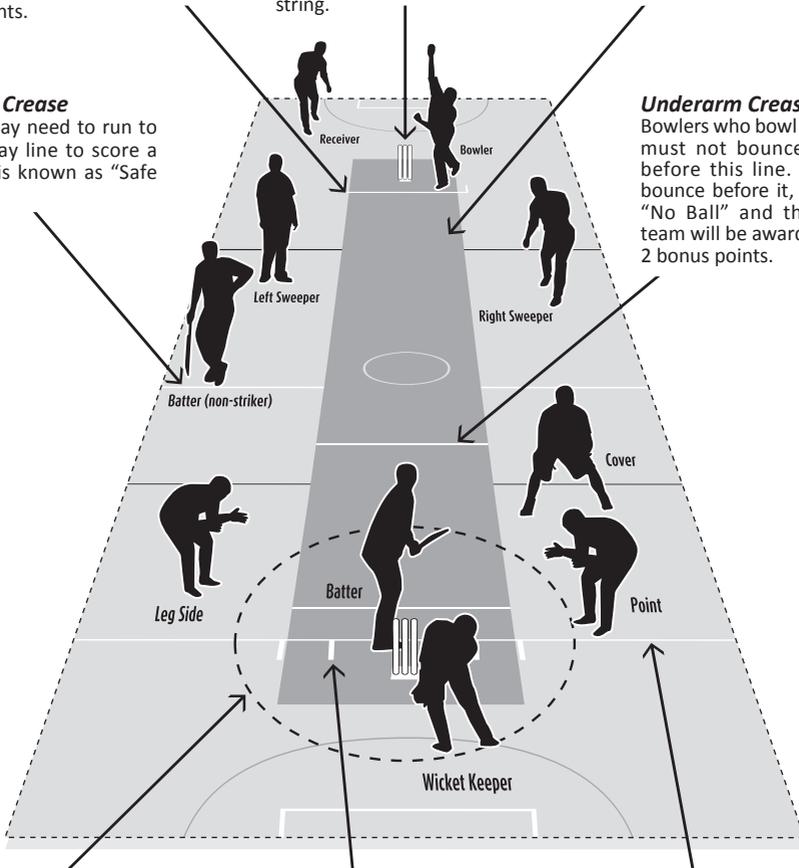
Batter's may need to run to the halfway line to score a run. This is known as "Safe Ground".

Stumps

The stumps are made of plastic and are attached to a base. The stumps are flexible and will swing back and forth when hit by the ball. On top of the stumps are bails which are attached with a piece of string.

Pitch

The pitch may be a different colour to the outfield, but is the same length as an outdoor pitch. 20 meters in length from one set of stump to the other.



Underarm Crease

Bowlers who bowl underarm must not bounce the ball before this line. If it does bounce before it, the call is "No Ball" and the batting team will be awarded 2 bonus points.

Exclusion Area

Fielders must not stand in this area marked with a circle until the ball has been hit by the Batter or has passed the Batter.

Wide Line

The bowlers bowled ball must pass between these two lines. If the ball passes on or outside these two lines the ball is deemed a "Wide". One set of lines is for the right hand batsman and the other for the left hand batsman. The batting side will be awarded 2 bonus runs for the "Wide".

Batter's Crease

The Batter must always have their foot or bat on the ground behind this line or fielders can stump or run the Batter out.

2: SAICF Standards



3. Equipment

- a) Two sets of stumps, each 22.86 cms wide, and consisting of 3 stumps with 2 bails upon the top, will be pitched opposite and parallel to each other at a distance of 20 meters. Wickets will be of collapsible style.
- b) The bails will be 11.1 cms in length, and when in position will not extend more than 1.3 cms above the stumps. Bails must be plastic and must be tied to the stumps.

3: Management Procedures

1. Game Fees

- a) No Games will commence until full game fees have been paid by both teams, unless previously approved by the duty manager or tournament organiser.
- b) Full game fees must be paid, even if a team is short of players. Team penalties for non-payment of game fees may apply at the discretion of the duty manager or tournament organiser.

2. Late Starts

- a) Generally, the start of the game will only be delayed by a period of time set by the duty manager or tournament organiser. Failure to arrive by this time may result in a forfeit.
- b) Team penalties for late starts may apply at the discretion of the duty manager or tournament organiser.

3. Final Qualifications

- a) To become qualified to play any finals with a team, a player must have played at least 30% of minor round games to the nearest whole game.
- b) A player must not be registered or qualify for more than 1 team in any grade in the same competition.
 - 1) A team may not use more than 1 fill-in player from a higher grade in any 1 match.
 - 2) For a player from a higher grade to be eligible for a lower grade final, they must have played more than half that grade's minor round games to the nearest whole game.





3: Management Procedures

- c) In general, the use of fill-in players will be at the discretion of the duty manager who can apply run penalties for players filling in from higher grades if necessary.
- d) Players who become ineligible through injury may be exempted at the discretion of the duty manager. In this case, the opposition team must be advised.

4: Variations

1. Variations

This section has been included to offer rule variations from some of the rules in Section 1. These variations introduce alternative forms of Action Cricket competition. Some of these rule variations have been successfully trailed in SAICF National Competitions. There is no compulsion to use any of these rule variations.

a) **Varying Over Length Competitions**

- 1) Action Cricket Centres and Organised Competitions may vary the number of balls required to be bowled in each over. Over lengths may be of 6 ball duration.
- 2) Dismissals in 6 balls over games may be penalised from -5 at the discretion of the duty manager or tournament organiser.
- 3) In 6 balls over games, it is recommended that all misconduct penalties should range in multiples of 6 to a maximum of 18.

b) **Skins Scoring System**

The intention of this scoring system is to provide further strategy and interest to all matches regardless of the total team scores. The following rules will apply when using the Skins Scoring System:



4: Variations



1) **Win and Skins Points**

Win: 4 Points

Draw: 2 Points

Loss: 0 Points

Point for every skin won (Max 4)

If skins are tied the skin points will be carried over to the next skin.

If the last skin is tied the previous skin will determine the winner of the skin.

8 Points a forfeit

c) **Ladder position**

At the end of the round robin stages the ladder position will be determined by the following criteria:

- a. Highest total points
- b. Highest number of outright wins (or if equal)
- c. Result of the game between the two sides (or if tied)
- d. Highest number of skins points (or if equal)
- e. Highest total of runs scored

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

d) **Tied Finals**

The team who wins the highest number of skins in a tied final will be declared the winner. If the skins are also tied, the winner will be declared as follows:

IPT RULES

Grand Finals: If a Grand Final is tied at the completion of 16 over's for each side. If the scores are tied at the completion of the game, the team with the highest number of skins will be declared the winner. If the skins are also tied, the game will be awarded to the team who finished highest after the Round Robin series.





4: Variations

ARENA RULES

A drawn quarter, prelim or semi-final (with tied skins) will be awarded to the team that finished higher on the log. Should a game be drawn during a finals the team finishing highest on the ladder will be the winner.

e) Interruptions by Power Failure

In the event of a game being interrupted by power failure, the owner or a delegate will determine the most appropriate course of action. The owner or a delegate is mindful of maintaining equity and may consider applying one of the following conditions:

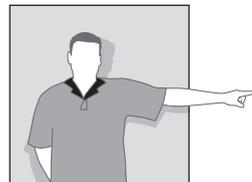
- 1) If the power is restored quickly, and it is determined that the game can be completed within the allocated game time:
 - a) The game will re-commence from the same point that it was interrupted. The last delivery will be re-bowled if it had not been completed before the power failure. The same players must recommence the game.
- 2) If the power can not be restored quickly and it is determined that the game cannot be completed within the allocated game time:
 - a) A decision may be made to finish the game when the power is restored and amend the starting times for all other subsequent games on that day. The conditions of "1.a" would apply.
 - b) A decision may be made to adhere to the draw and finish the game at the end of the day's play. The conditions of "1.a." would apply unless a player was injured in a subsequent game.
 - c) A decision may be made to adhere to the draw and finish the game on another day during the tournament. The conditions of "1.a." would apply unless a player was injured in a subsequent game.
 - d) A decision may be made to abandon the game and award team's points for any completed skins and halve the remaining points.
- 3) A decision may be made to abandon the game and award both teams 4 points.

5: Umpire Signals



OUT SIGNAL:
Arm raised above the head, finger pointing skyward.
Call "Out"

WIDE & LEGSIDE WIDE:
Arm extended straight out from the shoulder.
Call "Wide"



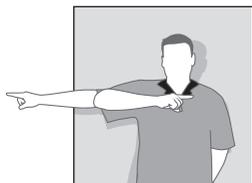
DEAD BALL:
Fist clenched, arms crossed over body.
Call "Dead Ball"

NO BALL:
Arm raised bent at right angles at the elbow with fist clenched.
Call "No Ball" + Reason



SIX HIT:
Both arms raised above the head, fingers pointing up.
Call "Six Runs"

CHANGE OF BOWLING STYLE:
Arm straight out, finger pointing down.
Call "Over the Wicket", "Underarm" etc.



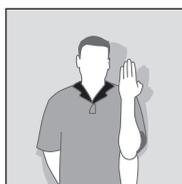
FOUR HIT:
Arm bent at the elbow moved to and fro across the chest.
Call "Four Runs"

OVER:
Both hands held together in front of body, and then moved outwards in an opposite direction.
Call "Over"



STOP SIGNAL:
Hand out, palm facing players.
Call "Stop"

THIRD BALL:
Three fingers held out.
Call "Third Ball"



PLAY SIGNAL:
Hand out, palm facing umpire.
Call "Play"





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Notes



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