



Nelson Indoor Cricket – Premier 8s

1. THE GAME

- 1.1. A game is played between two teams, each of a maximum of 8 players
- 1.2. No team can play with less than 6 players
- 1.3. The game consists of 2 x 16 over innings
- 1.4. The run deduction for a dismissal will be 5 runs
- 1.5. Each player must bowl 2 overs and bat in a partnership for 4 overs
- 1.6. There are 4 partnerships per innings
- 1.7. A bowler must not bowl 2 consecutive overs
- 1.8. Batters must change ends at the completion of each over

2. ARRIVAL / LATE PLAYERS

- 2.1. 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.
- 2.2. Any team failing to arrive on time will forfeit the right to a toss.
- 2.3. The non-offending team can choose to field first or wait until the offending team have 6 players present and bat first.
- 2.4. If both teams are late, the first team to have 6 players present automatically wins the toss.
- 2.5. All forfeits will be declared at the discretion of the competition director – Dustin.
- 2.6. Individual players(s) arriving late may take part in the match providing their arrival is before the commencement of the 13th over of the first innings.
- 2.7. Players who arrive late to field must wait until the end of the over in progress before entering the court.

3. PLAYER SHORT / SUBSTITUTES

- 3.1. If a team is 1 player short:
 - 3.1.1. 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.
 - 3.1.2. 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.

- 3.2. If a team is 2 players short:
 - 3.2.1. When Batting: After 12 overs, the captain of the fielding side will choose 2 players to bat again in the last 4 overs.
 - 3.2.2. When Fielding: After 12 overs, the captain of the batting side must choose 2 players each to bowl 2 of the last 4 overs. The non-consecutive over rule still applies.
- 3.3. If a selected player is not available to bat again, a 10 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 captains and the umpire had knowledge of the player's departure prior to the match
- 3.4. 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 or a previously disclosed early departure. This may only occur on the approval of the umpire and/or competition manager.
- 3.5. 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 members. - The batter will be selected by the opposition team.
- 3.6. A substitute player cannot bat, bowl or wicket keep.
- 3.7. Once substituted a player may take no further part in the match.
- 3.8. Teams short players DO NOT LOSE RUNS FOR BEING SHORT.

4. PLAY BALL / LIVE BALL / DEAD BALL

- 4.1. The game commences once the players take up their positions and the umpire calls "Play"
- 4.2. The ball remains "Live" throughout the over unless the umpire calls "Dead Ball" "Over" or a wicket falls.
- 4.3. 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"
- 4.4. 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".
- 4.5. The ball is dead in the following instances.
 - 4.5.1. Any ball that leaves the court.
 - 4.5.2. Any ball after being struck by the batter that lodges in the net or corner post. The original batter must face the rebowled delivery.
 - 4.5.3. The bowler unsuccessfully attempts a mankad and the wickets are broken. No Ball, Dead Ball will be called
 - 4.5.4. An injury to a player.
 - 4.5.5. The batter did not have enough time to take strike before the bowler delivers the ball.
 - 4.5.6. If the ball after being bowled hits a fielder the umpire will call No Ball, Dead Ball and the batters will receive 2 runs.

- 4.5.7. The same call will apply if after bowling the ball the ball hits the top net or side net.
- 4.5.8. A wicket falls.
- 4.5.9. The umpire calls over.
- 4.5.10. Should the ball leave the court as a result of an attempted runout by a fielder. The runs scored made up until when the ball leaves the court will count.
- 4.5.11. At the umpires discretion.

5. SCORING:

- 5.1. The batting team will be credited with a 2 run penalty when the umpire calls a delivery “No Ball, “Wide” or “Legside”. 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. Physical runs made off a “Wide” or “Legside” will be added to the 2 run penalty.
- 5.2. 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.
- 5.3. “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.
- 5.4. Any net zones struck as a result of a reasonably controlled fielding attempt will not result in bonus runs being score. If the umpire is uncertain that the ball was reasonably controlled, the bonus net score will count.
- 5.5. A ball deflected by a fielder into 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.
- 5.6. Balls deflected into scoring zones off batter’s person (eg. Leg) where no contact has been made with the bat will not score bonus runs. Only physical runs may be scored.
- 5.7. If a batter is given “out”, the batting team will lose 5 runs. All previous runs scored off that delivery would not count.
- 5.8. Where a ball strikes a zone scoring tape or corner post, the higher zone score will count.

6. NO BALL:

- 6.1. “No Ball” will be called when:
 - 6.1.1. The ball is thrown, not bowled. If 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)
 - 6.1.2. Any part of the bowler’s front foot is not grounded inside the return crease and behind the popping cease at the moment of delivery. (note: Any part of the front foot on the line is a “No Ball”).
 - 6.1.3. There are more than 4 fielders in either half of the court at the point of delivery (ball released from the bowlers hand)
 - 6.1.4. A bowler changes style of bowling (ie. Overarm to underarm, left arm to right arm or vice versa) or changes sides of the wicket (ie. From over to around or vice versa) without first informing the umpire.
 - 6.1.5. The ball when bowled passes over or would have passed over the strikers front shoulder on the bounce or waist on the full, when the strikers is in a normal

stationary batting stance at the time of the bowlers delivery stride. This is regardless of the ball hitting the strikers bat or person. A striker must have part of their back foot behind the batting crease when the ball passes or would have passes the batting crease to be entitled to the call of “No Ball” under this rule. The back foot need not necessarily be grounded behind the batting crease. (Note: The umpire may regard an exaggerated batting stance in the crouched position as unfair play

- 6.1.6. 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 teams previous ball. Note the stumps must be broken for a “No Ball” to be called.
- 6.1.7. 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 teams score.
- 6.1.8. 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 strikers wickets.
- 6.1.9. A batter can be given out off a “No Ball” in any of the four following ways:
 - 6.1.9.1. If the ball is hit twice other than to protect the wickets
 - 6.1.9.2. If either batter deliberately interferes with the fielding team
 - 6.1.9.3. If in attempting a run, either batter is run out
 - 6.1.9.4. If the striker is run out by the wicket keeper.
 - 6.1.9.5. Any batter dismissed off a “No Ball” will be penalised 5 runs. The 2 run bonus for the “No Ball” is negated by the dismissal.
- 6.2. A “No Ball” is included as part of an over except in the last over of the innings
- 6.3. Any “No Ball” bowled in the last over of an innings may be rebowled (at the batters discretion)
- 6.4. 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.

7. WIDE AND LEGSIDE WIDE BALLS

- 7.1. 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”.
- 7.2. 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 person or equipment. A ball passing between the batter and the stumps is not a legside wide. Any part of the ball passing on the line will be deemed “Legside”
- 7.3. 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”
- 7.4. A batter dismissed off a “Wide” will be penalised 5 runs. The 2 run bonus for the wide is negated by the dismissal.
- 7.5. A “Wide” counts as part of the over, except in the last over of either innings.
- 7.6. All “Wides” bowled in the last over of an innings must be rebowled.
- 7.7. The penalty for a “Wide” is 2 runs, which will be added to the batting pair’s score, plus any additional physical runs score.

8. DISMISSALS

- 8.1. A batter can be given “Out” for any of the following dismissals:
 - 8.1.1. Bowled
 - 8.1.2. Caught:
 - 8.1.2.1. A catch may be taken off all boundary netting except a direct hit on the full to net back net
 - 8.1.2.2. Should a ball hit the non striker and then be caught before touching the ground the striker will be out.
 - 8.1.2.3. A batter will not be out caught if the ball bounces up after hitting the bottom wire supporting the net.
 - 8.1.3. Stumped and Run out:
 - 8.1.3.1. A batter can not be stumped off a no ball. But if a batter attempts a run, they may be run out.
 - 8.1.3.2. 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.
 - 8.1.4. LBW:
 - 8.1.4.1. If the ball hits the strikers body and the striker has made no attempt to hit the ball the batter will be adjudged LBW if the opinion of the umpire, the ball would have hit the stumps.
 - 8.1.5. Hit Wicket:
 - 8.1.5.1. 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 the ball.
 - 8.1.5.2. The baseplate of the stumps is considered to be part of the stumps.
 - 8.1.5.3. A batter is not out should they break the stumps trying to regain their crease or complete a run
 - 8.1.6. Mankad
 - 8.1.6.1. If the non’stiker 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, then the non striker will be out “Mankad”.
 - 8.1.6.2. A Mankad attempt does have to be in one continuous motion and the ball must remain in the bowler’s delivery hand throughout the mankad attempt.
 - 8.1.6.3. A legitimate mankad dismissal does not count as part of the over. If the wickets are broken and the batter is in their crease the umpire will call “No Ball, Dead Ball”.
 - 8.1.7. Interference:
 - 8.1.7.1. Batters have the right of way unless the fielder is fielding the ball.
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 - 8.1.7.2. Should the batter be obstructed by the fielder not fielding the ball then he will not be given out and all runs will count.
 - 8.1.7.3. If either batter deliberately interferes with the ball whilst it is in play then they shall be given out.
 - 8.1.7.4. If either batter obstructs the fielder that is fielding the ball he shall be given out for interference.
 - 8.1.8. A. Umpire must order off:

- 8.1.8.1. Any player whose conduct is extreme (Eg Striking or threatening behavior)
- 8.1.8.2. Any player who has 2 separate warnings for misconduct.
- 8.1.8.3. The Umpire is the sole judge of what constitutes extreme misconduct.
- 8.1.8.4. A Player ordered off the court would take no further part in the game.
- 8.1.8.5. A Player ordered off will not be replaced. Teams are to revert to the player Short Rule for the batting and bowling.

9. **2nd BALL**

- 9.1. After any dot ball, the umpires shall call “2nd Ball, Score must change”
- 9.2. The score must change on the next delivery – either by a sundry or the batters attempting a run
 - 9.2.1. The striker may be stumped without leaving his/her crease.
- 9.3. The non striker may be run out at the non strikers end without leaving his/her crease.