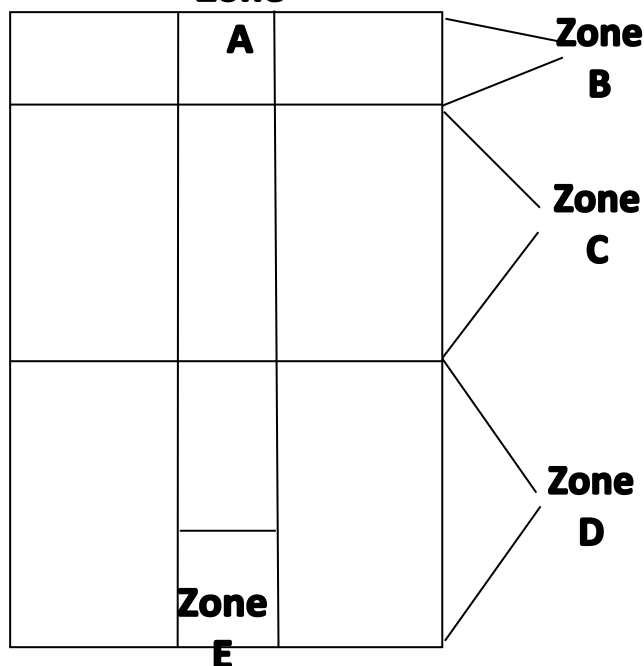




## Junior 6 a side Cricket Information Sheet

To be read in conjunction with the **World Indoor Cricket Federation** rule book and **Action Indoor Sports Policy**. The WICF rules apply to our competition with the following variances:

1. Each team consists of **6 players (minimum 4 players to start)**
2. Each player bowls **2 overs of 6 balls**.
3. Batting pairs bat for **4 overs each**
4. All wides, leg sides and no balls are worth **2 runs to the batting team**.
5. Each bowler must bowl **1 over to each batting pair**.
6. **Three fielders** must field in each half
7. Any ball striking the net between the batters crease and the umpire's end net (Zone B) will score **1 bonus run**.
8. Any ball striking the net between the batters crease and the halfway line (Zone C) scores **2 bonus runs**.
9. Any ball striking the net between the halfway line and the back net (Zone D) scores **3 bonus runs**.
10. Any ball hitting the back net (Zone E) scores as follows
  - A) on the bounce scores **4 bonus runs**
  - B) on the full scores **6 bonus runs** (cannot be out caught directly off Zone E net)
11. Any ball striking inside the defined bonus squares on the back net (Zone F) will score **13 bonus runs**. However, the batter can be out caught if the ball is caught from hitting this zone directly.
12. Any ball that hits the side net and then back net scores **3 bonus runs**.
13. Any no ball, wide or leg side bowled in the **last 3 balls of each innings** may be rebowled at the batters request.
14. Each dismissal equates to **minus 5 runs** for the batting team
15. 3<sup>rd</sup> ball rule applies. If the score hasn't changed for two consecutive balls, batters must score off the third ball i.e. if a wide, leg side or no ball is called, the batters do not have to run but if it is a legal delivery, the batters must run or they will be given out. This carries over between overs but not between batting pairs.
16. *The aim of our junior competitions is to provide an opportunity for kids of all ages and skill levels to experience the fun of indoor cricket. The umpire may, at their discretion, make decisions to provide better opportunities for involvement of players including, but not limited to, adjusting bowling crease length and swapping batters on strike.*



### SCORING ZONES

- Zone A: Umpire's End Net = **0 bonus runs**
- Zone B: Side Net to Batters Crease = **1 bonus run plus any physical runs scored**
- Zone C: Batters Crease to Halfway Line = **2 bonus runs plus any physical runs scored**
- Zone D: Halfway Line to Back Net = **3 bonus runs plus any physical runs scored**
- Zone E: Back Net = **4 bonus runs on bounce OR 6 bonus runs on full plus any physical runs scored (Batter can not be out caught from the back net)**

**PLAYERS MUST COMPLETE A PHYSICAL RUN TO RECEIVE THE BONUS NET SCORES**