

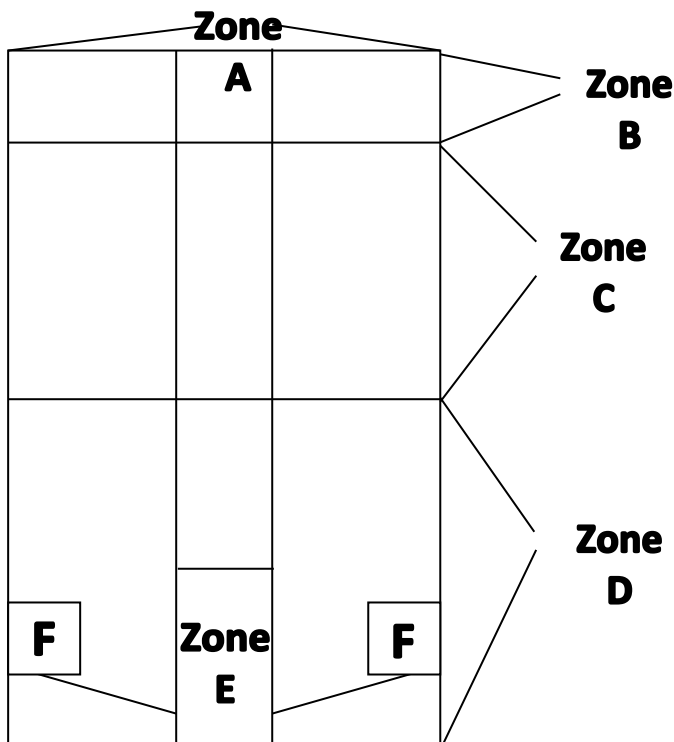


6 Pack Cricket Information Sheet

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 **3 overs of 6 balls**.
3. Batting pairs bat for **6 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 over of each batting pairs** may be rebowled at the batters request.
14. Each dismissal equates to **minus 6 runs** for the batting team
15. 3rd 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.

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)
- Zone F:** Defined bonus squares = 13 bonus runs plus any physical runs scored (Batter can be out caught from this zone)

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