

Basic Rules

Game to be played by two teams, each with a pre-agreed number of players. Captains shall toss a coin to see who bats first and who fields.

Batting team shall divide into pairs. Each batting pair will play for a full four overs of six deliveries.

Runs are scored by hitting the netting in the zones illustrated in the figure (1 run for Zone B, 2 runs for Zone C). Hitting the netting behind the bowler (Zone D) scores four runs (if it bounces first) or six for a clean hit. These runs can also be supplemented by running between the wickets; the bat must be properly “grounded” behind the running crease line to score a run. Batspersons can continue to run between the wickets until the ball is in the hands of the bowler ready for the next delivery, or one of them is run out. **The ball is not dead when a wicket falls or a boundary is scored.** It is possible to catch a ball or bowl out the batsperson, then throw it onto the stumps to run out the other batsperson! Both batspersons can be run out if the ball is quickly thrown to the other set of stumps too!

Wide balls (past the marked lines, too far past the leg side, or too high) will score 2 runs for the bats(wo)man. Wide balls are not re-bowled, except in the last over to each batting pair (with a maximum of four wide balls to be given).

If a batsperson is given “out”, three runs are deducted from the score.

Batsperson can be out in the following ways:

1. Bowled. If the ball hits the stumps
2. Caught. If a fielder takes a clean catch of the ball, or catches the ball rebounding off the side net (except the net directly behind the bowler), before it touches the floor.
3. Run-out. If the fielding team hit the stumps before the batsmen running towards those stumps have grounded their bat beyond the crease line.
4. Stumped. If the wicket keeper knocks the stumps down with the ball and the batsperson has their foot and bat in front of the crease line.

Batting pairs will swap strike (who faces the bowler) after every “out”, after two “dot balls” (non-scoring) and at the end of each over. If a batsperson is run out, their partner faces the next delivery.

Each player in the fielding team is required to bowl a minimum of one over, and a maximum of three; any player wishing to bowl more than one over should be granted this wish. Any style of bowling is permitted: conventional overarm, underarm or baseball-style throws are all acceptable. The bowling line (beyond which the front foot must not extend) will be agreed beforehand with the team captains, though it may be moved at the discretion of the Umpires according to the bowler’s ability.

Each delivery should aim to bounce once before reaching the batsperson, though a “full toss” (provided it is below shoulder height when it reaches the batsperson) is also acceptable. If the ball rolls along the ground (a “grubber”) or bounces more than twice before reaching the stumps it is deemed a “no ball” and two runs are given to the batting team. Genuine mis-thrown balls will be called “dead balls” by the Umpires, and rebowled without penalty!

Fun shall be had by all players!