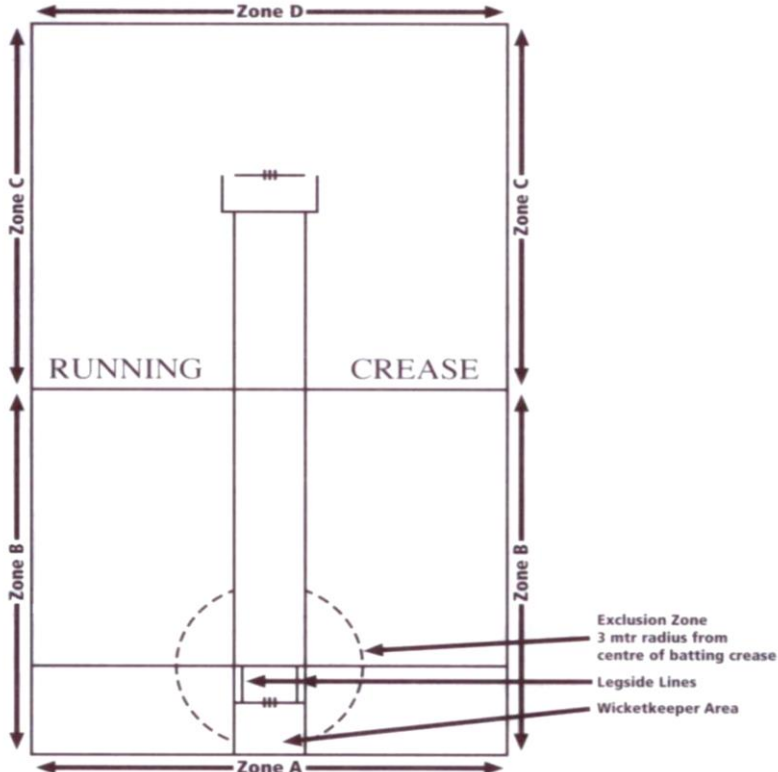


STRIKERS GIRLS INDOOR CRICKET LEAGUE RULES SHEET

| DIVISION | JUNIOR DIV 1 | JUNIOR DIV 2 |
|-----------------------------|---|--|
| Players Per Team | <p>A maximum of 10 players may be named per team for a match. Only 8 players may bat and only 8 fielders may be on the court at any time. The 9th and/or 10th players designated as “non-batters” must be nominated at the toss and cannot be used to replace an injured batter (refer to “Batting”).</p> <p style="text-align: center;">Fielders may rotate on and off the court at the end of each batting pair.</p> <p>All nominated players may bowl but no player may bowl more than 2 overs (except in the case of the <i>Player Short</i> rule).</p> | |
| Player Short Rule | <p style="text-align: center;"><u>If a team is 1 player short (7 players):</u></p> <p>When batting: after 12 overs the captain of the fielding team nominate 1 player to bat again in the last 4 overs with the remaining batter</p> <p>When fielding: after 14 overs, the captain of the batting side must choose 2 players to bowl the 15th and 16th overs</p> <p style="text-align: center;"><u>If a team is 2 players short (6 players):</u></p> <p>When batting: after 12 overs the captain of the fielding team nominate 2 players to bat again in the last 4 overs</p> <p>When fielding: after 12 overs, the captain of the batting side must choose 2 players to bowl 2 of the last 4 overs</p> | |
| The game | 6 balls per over, 16 overs per innings, 2 innings per match (approx. 90 minutes) | |
| Bowling | No player may bowl more than 2 overs, except in the <i>Player Short</i> rule. No player may bowl consecutive overs, even with the <i>Player Short</i> rule. | |
| No Balls & Wides | Are only re-bowled in the final over of each batting pair (overs 4, 8, 12, 16) and only if the strike batter requests a re-bowl from the umpire. All wides and no balls are worth 2 runs to the batting pair, scored to the strike batter. | Are only re-bowled in the final over of each innings (over 16) and only if the strike batter requests a re-bowl from the umpire. All wides and no balls are worth 2 runs to the batting pair, scored to the strike batter. |
| Bowling Crease | Full indoor pitch. No part of the bowler’s foot may be on or over the popping crease line for a fair delivery or a No Ball will be called. | 18 metre pitch length, official to set stumps prior to the game. Some part of the bowler’s back foot must be in line with or behind the stumps for a fair delivery or a No Ball will be called. |
| Fielding | The court is divided into two halves with a dividing line. No more than 4 fielders may be in either half of the court from the moment the bowler commences their run up until the ball leaves the bowler's hand. Fielders are judged as being on either half of the court by their foot placement. On the line is considered in the other half. Wicket keepers and bowlers are included as “fielders” in this rule. | |
| Batting | No player may bat more than once, except in the <i>Player Short</i> rule. Players bat in pairs for 4 overs. Players remain batting if they are given out, instead losing 5 runs from their partnership score. The court is divided into two halves with the dividing line being the non-striker's running crease. | |
| Scoring Runs | <p>When both batters cross and make their ground, 1 “Physical” run is scored. A “Physical” run can be attempted any time the ball is live.</p> <p>“Bonus” runs can only be scored if the batters successfully make a “physical” run. “Bonus” runs are scored when a batter hits the ball with the bat or hands holding the bat into the perimeter netting (see “Bonus Runs”).</p> | |

| DIVISION | JUNIOR DIV 1 | | JUNIOR DIV 2 |
|--|---|------------------|---|
| Bonus Runs |  | | <p> Zone A = 0 runs Zone B = 1 run Zone C = 2 runs Zone D = 4 runs on bounce or 6 runs on full Zone B or C onto Zone D = 3 runs </p> |
| The Skins Scoring System (Skins) | <p>The Skins Scoring System (Skins) is the principal game format played in indoor cricket. Skins are “ladder points” that can be won in addition to points received for winning the match. In total, 7 points are allocated to each game. The winning team receives 3 points, the losing team receives 0 points. Teams share 1.5 points each in a tied match. The corresponding batting pairs in each team (partnership 1v1; 2v2; 3v3; 4v4) will compete for an additional point, known as a “Skins” point, which will be given to the pair making the highest partnership. One Skins point is available for each corresponding pair, making a total of 4 skins points per game. A tied batting pair will jackpot the skins point forward to the next pair or backwards in the case of the last pair.</p> | | |
| Competition Points & The Ladder | <p>The competition will be played in a round robin format.</p> <p>The ladder position will be determined as follows:</p> <ol style="list-style-type: none"> 1. Highest total points (wins & skins) 2. Highest number of wins (if equal on total points) 3. Highest number of skins (if equal on total points and wins) 4. Highest run percentage (if equal on all the above) | | |
| Finals & Eligibility | <p>At the completion of the round games there will be a finals series for the top four (4) teams. Players must have played 3 games during the season for any specific team to be eligible for finals in that specific team. E.g. if a player plays 1 game for TEAM A and 2 games for TEAM B, they are not eligible for finals with either team. If a player plays 1 game for TEAM A and 3 games for TEAM B, they are eligible to play finals for TEAM B only. If a player is eligible to play finals for more than one team, they may only represent one team across all finals matches.</p> | <p>No finals</p> | |

Note: please check the By-Laws for further information regarding rules and policies.