



*atomic indoor sports*

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## **THE RULES**

### **RULE 1 - Fielding a Team**

- (a) A game is played between two teams, each of a maximum of eight (8) players.
- (b) Each team must nominate a captain for each game.
- (c) No team can play with less than six (6) players.
- (d) For the purpose of starting a game, the presence of six (6) players constitutes a team. A game must proceed when scheduled if a minimum of six (6) players for each team are present.
- (e) To take part in a match, a player must be able to bat and bowl except as in substitute Rule 22.

### **RULE 2 - Arrival/Late Player**

- (a) All teams are to be present at the court allocated for their match to make the toss two (2) minutes prior to the scheduled commencement of their game.
- (b)
  - (i) Failure of a team to arrive on time will mean that team forfeits the right to a toss. The non offending team can choose to field first or wait until the offending team has six (6) players present and bat first.
  - (ii) If both teams are late, the first to have six (6) players present will have the right to choose their batting innings as in rule 2b (i)
- (c)
  - (i) Generally, the start of the game will only be delayed by a period of time set by the tournament organiser. Failure to arrive at this time may result in a forfeit.
  - (ii) All forfeits will be declared 15 minutes after the scheduled starting time, or at the discretion of the duty manager or tournament organiser.
- (d)
  - (i) Individual player(s) arriving late may take in the match providing their arrival is before the commencement of the thirteenth (13th) over the first

- innings. Players who arrive late to field must wait until the current over has been completed before entering the court.
- (ii) A team captain may ask the consent of the duty manager or tournament organiser to allow a late player to participate after the 13th over of the first innings however the player may not bat or bowl.
- (e) Team penalties for late starts may apply at the discretion of the duty manager or tournament organiser.
- (f) Team penalties for non arrival of players may apply at the discretion of the duty manager or tournament organiser.

### **RULE 3 - Uniform**

- (a) Teams must be dressed as follows:  
Tops matching colour shirts, leisure shirt or t-shirt. Teams may combine shirt styles but colours must still be matching, this is for the senior men's league only. Jeans, long or short are not allowed.

Footwear: Rubber soled sports shoes that will not mark the court surface. (Barefoot players or leather soled shoes are not permitted.)

- (b) Prior to the start of each match the umpire is to inspect the uniforms of both teams and advise each captain if any penalties will be applied. (Note umpires are not to "square off" the penalties of one team against the other.)
- (c) The umpire will be the initial judge of the correctness of a uniform, however in the event of a dispute particularly with regard to colour variation, the duty manager or tournament organiser shall have the final decision.
- (d) A penalty of five (5) runs for every unacceptable item of apparel will be deducted from a team's batting score. A player out of uniform will have the runs deducted at the start of the offending player's batting partnership. The maximum team penalty in any match shall be twenty (20) runs.
- (e) Captains may not appeal for uniform penalties after the completion of the first over of the second innings.

### **RULE 4 - Game Fee**

- (a) No game will commence until full game fees have been paid by both teams unless previously approved by the duty manager or tournament organiser.
- (b) Full game fees must be paid even if a team is short of players.

### **RULE 5 - The Toss**

- (a) The umpire or a person delegated by the tournament organiser shall toss a coin or token to determine the order of innings. The umpire will advise who is to call.

- (b) Teams may negotiate the order of innings prior to the toss with the consent of the duty manager or tournament organiser.

## **RULE 6 - Playing Equipment**

- (a) If an umpire is not happy with the suitability of a bat or bat grip he should not allow it to be used. Note: bat grips must be of a non-slip material and in good order.
- (b) Batting gloves: a suitable batting glove must be worn on at least one hand by each batter. Note: an umpire on noticing a player does not have suitable glove(s) must intervene and not allow play to continue until they do so.
- (c) Keepers gloves: the wicket keeper may wear either one or a pair of suitable gloves. Note they may be keeping/batting gloves or a combination of both, baseball gloves etc are not permitted. They may only be worn in the approved area. (Refer Rule 10b Field Placement.)
- (d) Fielding Protection: players may wear suitable protective equipment; however gloves may not be worn by fielders.  
Players with injured hands may wear gloves in special circumstances only with the approval of the duty manager or tournament organiser.
- (e) Balls: The centre will supply an approved indoor cricket ball for each match. Teams may not supply their own.

## **RULE 7 - The Game**

- (a) A game consists of two (2) innings - one per team.
- (b) In an innings the bowling team must bowl 16 overs each over shall be 6, 7 or 8 balls depending on the length of over chosen by the duty manager or tournament organiser.
- (c) A delivery commences from the moment a bowler starts the run up until the same time of the next delivery.
- (d) An innings is divided into four (4) sections. Each section consists of four (4) overs.
- (e) Each member of the fielding team must bowl 2 overs except as in player short Rule 9 and substitutes Rule 22.
- (f) The batting team bats in pairs with each pair batting for four (4) overs. Upon arrival at the batting crease the batters must inform the umpire of their respective names. Batters continue batting for the whole four (4) overs whether they are dismissed or not. When a player is given out five (5) runs is deducted from their score, but they continue batting.
- (g) **The first two overs of every batting partnership will be TIPPNEES runs. If**

**the ball hits the bat; batters need to run. This includes no balls bowled.**

- (h) Batters must change ends at the completion of each over.
- (i)
  - (i) No batter may bat more than once except in the case of player short Rule 9 and substitutes Rule 22. Prior to the start of each over the umpire must be advised of the bowler's name.
  - (ii) A bowler must not bowl two (2) consecutive overs. The fielding team will be penalised five (5) runs for each over offended.
  - (iii) The team compiling the higher number of runs shall be the winner.
- (j) A team may not declare an innings closed.

### **RULE 8 - Umpire**

- (a) Before each game, an umpire shall be appointed to control the game with absolute impartiality according to the rules.
- (b) Teams will have no choice in the appointment of umpire.
- (c) The umpire shall not be changed during the game without the consent of both captains.
- (d) The umpires' decisions during a game are final and no dispute written or otherwise will alter the result.
- (e) The umpire shall be the sole judge of fair and unfair play.

### **RULE 9 - Player Short**

- (a) If a team is one (1) player short: when batting, after 12 overs, the captain of the fielding side will nominate one player to bat the last four(4) overs with the remaining batter. When fielding, after fourteen (14) overs, the captain of the batting side must choose two players to bowl the 15th and 16th overs.
- (b) If a side is two (2) players short: when batting, after 12 overs, the captain of the fielding side will choose two (2) players to bat the last four overs. When fielding, after 12 overs, the captain of the batting side must choose two (2) players to bowl the last four (4) overs.
- (c) If a selected player is not available to bat or bowl again a ten (10) run penalty will apply and another player must be selected.

### **RULE 10 - Field Placement**

- (a) **Fielders**
  - (i) No more than four (4) fielders may field in either half of the court from the moment the bowler commences the run up until the ball leaves the bowler's hand. On the line is considered in the other half. The dividing line is the non striker's running crease. Should a side field one player short there shall be no more than 3 players in the bowler's half of the court. Should a side field two players short there shall be no more than 3 players in either half of the court.

- (ii) No fielder, or part of a fielder, other than the bowler, can move on, or extend over the pitch, between the stumps until the ball is played by the striker or passes the line of the stumps.
  - (iii) If rules (i) or (ii) above are contravened, the umpire shall call “no ball.”
  - (iv) The non striker cannot impede the line of delivery of a bowler this will be deemed unfair play and the umpire will warn the non striker to move. Refusal to heed the warning will result in a five (5) run penalty.
- (b) **Wicket Keeper**
- (i) A fielder is a wicket keeper if he/she wears gloves and takes up a position behind the stumps at the striker’s end in the area designated for the wicketkeeper.
  - (ii) The area designated for the wicketkeeper is between the dotted lines extending along the extremities of the pitch to the back net and the line running at right angles through the stumps at the strikers end.
  - (iii) The wearing of gloves by the wicketkeepers is optional.
  - (iv) The wicketkeeper must take up a position with both feet wholly inside the designated area and cannot move out of that area until the ball is played by the batter or passes the line of the wickets. No fielder other than the wicketkeeper can have any part of their body in the wicketkeeper’s area before the ball is played by the striker. If this rule is contravened the umpire shall call “no ball.”
  - (v) A wicketkeeper is optional.

#### **RULE 11 - Play ball/Live ball/ Dead ball**

- (a) The ball is in play once the players take up their positions and the umpire calls “play.”
- (b) The ball remains “live” throughout the over unless the umpire calls “dead ball”, “over”, or a wicket falls.
- (c) After the fall of a wicket, a call of “dead ball” or the start of a new over, play cannot recommence until the umpire calls “play.”
- (d) The ball is “dead” when:
  - (i) A wicket has fallen (including a mankad).
  - (ii) The umpire calls “over”.
  - (iii) The ball leaves the playing area and the umpire calls “dead ball” (for scoring and rebowling see Rule 21).
  - (iv) The ball lodges in any part of the court nets or fittings the umpire shall call “dead ball.” Runs scored from the delivery do not count and the ball must be rebowled with the original striker facing.
  - (v) The ball when bowled hits the top net; the umpire shall call “no ball, dead ball”. The ball cannot be scored from the ball counts as part of the over. The batting team shall receive two (2) runs for a “no ball”.
  - (vi) A player is injured and the umpire calls “dead ball” as a safety measure. No score or wickets shall count. The call of “dead ball” in these circumstances is entirely at the umpire’s discretion as is any decision to have the ball rebowled.

- (vii) The ball, after being bowled, unintentionally hits a fielder before reaching the striker and the umpire calls “no ball, dead ball.” This ball counts as part of the over and the batting team shall receive two (2) runs.
- (viii) A mankad is illegally attempted or unsuccessful (refer Rule 16h {iii}). The umpire will call “no ball, dead ball” and the batting team shall receive two (2) runs.
- (ix) If the bails at either end are not in place before the ball is bowled. The umpire shall call “dead ball” no runs shall be scored or wickets lost and the ball will be rebowled.
- (x) **Note time outs are not permitted. The umpire may call “dead ball” to allow players to adjust their clothing or equipment, where he sees necessary.**

## **RULE 12 - Scoring**

- (a) Runs maybe scored as follows:
  - (i) When batters, after a ball has been bowled cross between the batting crease and make good their ground, one (1) run is scored (called a “physical run”)
  - (ii) When the batter hits the ball into the perimeter netting. Including balls deflected by fielders, the following bonus runs will apply:
 

Zone 1 back net.....	0 runs
Zone 2 side net.....	1 run
Zone 3 side net.....	2 runs
Zone 4 front net .....	4 runs on bounce
Zone 4 front net.....	6 runs on full
Zone 2 or 3 onto Zone 4 .....	3 runs

The top net is neutral. The scoring zone that the ball strikes first shall count. Zone 2 or 3 onto Zone 4 still count.
- (iii) From a combination of (i) and (ii).
- (iv) When a fieldsman causes an overthrow, physical runs will be given where the batters cross between the batting crease and running crease. (An “overthrow” results from the deliberate effort of throwing, flicking, slapping, or kicking the ball in an attempt to strike the wicket and cause a run out, or at anytime when the ball is live.)
- (v) When a delivery is called “no ball”, “wide,” or “leg side” by the umpire, the batting team will be credited with a two (2) run penalty. If the batter plays a “no ball” into a scoring zone and the batters cross and make their ground, the zone score and the physical runs made will be added to the 2 run penalty.
- (b)
  - (i) If in the opinion of the umpire, the fielder, whilst attempting to run, the batter out does not have “reasonable control” of the ball and it hits a scoring zone the relevant bonus runs will apply.
  - (ii) Reasonable control may be defined as the deliberate act by a fielder which causes the ball to obviously 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 come within this definition. Any zone struck as a result of a legitimate attempt will not result in bonus runs being scored.

(iii) A ball deflected by a fielder into a scoring zone after the ball has been hit by the striker, shall score the relevant zone score.

- (c) Balls deflected into scoring zones by the batters person or the non – striker’s person or equipment shall not count.
- (d) If a batter is given “out” the batting team shall lose five (5) runs and all runs scored off that delivery shall not count.
- (e) Where a ball strikes a scoring tape or corner conduit the lower zone score shall count.
- (f) In the case of scoreboard error, unless the captain or batsman at the wicket appeals about the score before the commencement of a new over, or before the players leave the court in the case of the last over of each innings, the score shall be assumed to be correct. The umpire must check that the scoreboard and scoresheet tally at the end of each over and at the completion of each innings. In the event of any dispute the umpires score sheet will be taken as correct provided the teams were aware of the correct score at the end of each innings. Any disputes must be resolved by the umpire immediately.

### **RULE 13 - No Ball**

- (a) “No ball” shall be called when:
  - (i) The ball is thrown, not bowled. If the umpire is not completely satisfied with the fairness of the delivery the “no ball” is to 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 maybe a fair delivery.)
  - (ii) Any part of the bowler’s front foot is not grounded inside the return crease and behind the popping crease at the moment of delivery. (Note any part of the front foot on the line is a “no ball”.)
  - (iii) If the ball when bowled overarm or underarm, pitched on or before the underarm line, it shall be a “no ball.”
  - (iv) A bowler changes style of bowling (if overarm to under arm, left arm to right arm, or vice versa) or changes sides of the wicket (from over to around or vice versa) without first informing the umpire. (Refer Rule 20.)
  - (v) A wicketkeeper fields outside the designated area before the ball is delivered or another fielder is in the wicket keeper’s area before the ball has been played by the striker. (Field placement Rule 10b {iv}.)
  - (vi) There are more than 4 fielders in either half of the court. (Field placement Rule 10a {i}.)
  - (vii) The bowler depresses the bowler’s back net tape or back net protection or places a foot above either or depresses the side net in the course of

- the run up.
- (viii) A mankad is illegally attempted or unsuccessful (refer Rule 16h {iii}) the umpire will call “no ball, dead ball.” The ball will count as part of the over and two (2) runs will be added to the batting team’s score.
  - (ix) The ball after being bowled, hits the top net before reaching the batter. The umpire shall call “no ball, dead ball” the ball will not be rebowled and two runs will be credited to the batting team’s score.
  - (x) The ball when bowled (on the full) passes the batsman above chest high in his normal batting stance.
  - (xi) A no ball will be called if the ball when bowled passes over the striker’s shoulder on the bounce or above chest high on the full when the striker is in their normal batting stance without having touched the striker’s person or equipment.
- (b) A batsman can be given out in the following ways on a “no ball.”
- (i) If the ball is hit twice other than to protect the wickets (Refer Rule 16c {iii})
  - (ii) If either batter deliberately interferes with the fielding team (refer Rule 16c {ii}).
  - (iii) If in attempting a run either batsman is run out (refer Rule 16e)
  - (iv) If the striker is run out by the “keeper” according to Rule 16e (ii).
- (c) Any batter dismissed on a “no ball” will be penalised five (5) runs. The two (2) runs bonus for the “no ball” is negated by the dismissal.
- (d)
- (i) A “no ball” is included in the over except in the last over of the innings when it is rebowled.
  - (ii) Any “no ball” bowled in the last over of an innings must be rebowled. Penalties, runs and wickets resulting from the “no ball” shall count as normal.
  - (iii) A “no ball” incurs a penalty of two (2) runs which are added to the batting pair’s score. Runs scored by hitting any zone and/or running are also added to the score.

#### **RULE 14 - Wide and Leg side Wide Balls**

- (a) A “wide” will be called when: 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 equipment or person.
- (c) A “leg side wide” shall be called when: The ball passes outside the intersection of the batting crease and the leg side line without being touched by the striker’s person or equipment. A ball passing between the batter and the stumps is not a wide.
- (d) For the purpose of measurement the edge of the pitch will be taken as the off side line and the point 45cm from the centre stump on the leg side line.

- (e) A batter maybe dismissed off a wide ball only by way of run out, stumped or interference. Batters may also be dismissed by all forms of dismissal when a “wide ball” is bowled; bearing in mind if a ball is struck by the striker’s person or equipment then it is no longer a “wide.”
- (f) A batter dismissed on a “wide” ball will be penalised five (5) runs. The 2 runs bonus for the wide is negated by the dismissal.
- (g) A “wide” counts as part of the over, except in the last over of either innings when it is rebowled.
- (h) All “wides” bowled in the last over of an innings must be rebowled. All scores penalties and wickets from the “wide” or “leg side” delivery shall count.
- (i) The penalty for a “wide” is 2 runs which will be added to the batting pair’s score plus any additional runs scored.

### **RULE 15 - Appeals for Dismissals**

- (a) The umpire shall not give a batsman out unless appealed to by the opposing team. Such an appeal must be made prior to the next ball, or in the event of it being the last ball of an over, before the first ball of the next over.
- (b) An appeal shall cover all ways of dismissal.
- (c) An appeal must be in the form of a verbal question to the umpire unless it is clear that the batter is out clean bowled. The umpire shall have the final jurisdiction on all appeals and retain the right to alter the decision provided it is done promptly.

### **RULE 16 - Dismissals**

All dismissals carry a five run penalty to the batting side. There is no double play. Both batters shall cross after the dismissal. A batter can be given out for any of the following dismissals:

(a) **BOWLED:** If the wicket is struck by the ball and at least one of the bails are completely and permanently removed, even if the ball touches the striker’s body or equipment first.

(b) **CAUGHT:** If a ball from the stroke of a bat or the hand(s) holding the bat, is caught before it touches the ground. (A striker shall still be out should the ball pass from the bat onto the striker’s body, or vice versa before being caught.)

Note: (i) A catch maybe taken off all boundary netting except a direct hit to the six (6) net. However should the ball hit the side netting, then pass onto the six net on the full and be caught the striker will be out. Conversely should a ball pass from a fielder’s hand or body directly onto the six net and then be caught, the striker is not out and all runs will count.

(ii) Should a ball strike the non-striker and then be caught the striker will

be given not out.

(iii) A batter shall not be caught out if the ball came from the bottom wire supporting the net.

(c) **INTERFERENCE:**

(i) If either batter deliberately obstructs or interferes with the ball whilst it is in play.

(ii) If either batter deliberately obstructs or interferes with any member of the fielding team, bearing in mind that the fielder has the right of way as long as they are fielding the ball.

(iii) If the ball is struck or stopped by the striker more than once, except when stopping the ball from hitting the wickets. This may only be done with the bat or body but not the hands. No runs may be scored as a direct result of such action. Any attempt to do so would be interference.

(iv) Should any player deliberately endanger an opposition player irrespective of right of way provisions, they shall be dealt with under misconduct Rule 24.

(d) **STUMPED:**

If the striker misses the ball whilst out of his or her ground and the wicketkeeper completely removes the bail(s) with the hand(s) holding the ball, or the forearm of the hand(s) holding the ball, or as a result of the ball rebounding directly from the body.

Note: The bail must be removed from the side or rear of the stumps.

(i) On the line is out.

(e) **RUN OUT:**

(i) If in running or at any time the ball is in play either batter is out of their ground, and a fielder breaks the wicket with the ball at the end to which the batter is out of his ground.

(ii) A striker can be given “run out” on a no ball if in attempting a stumping; the wicketkeeper removes the bail(s) on the first attempt then resets the bails a second time then removes the bail(s) again.

Note:

1. If a batter is attempting to regain the crease and the bail(s) are not completely removed until after the batter makes good the crease, the batter is not out.

2. No batter may be out if the ball breaks the wicket having come directly from the net. Conversely, a batter shall be out should the ball, having come from a net be touched by a member of the fielding side before breaking the wicket.

3. If the wickets are lying off their base on the ground, the fielding team must restand the stumps upright with some part of the base in its normal position.

One bail must be reset to affect a run out.

4. On the line is out.

(f) **L.B.W:**

If the ball strikes the striker’s body and the striker has made no attempt to hit

the ball. However, it must be in the opinion of the umpire that the ball would have struck the wicket.

**(g) HIT WICKET:**

If the striker breaks the wicket with bat or body whilst playing at the ball or whilst setting off for the first immediately after playing the ball. A batter is not out should they break the wicket whilst trying to regain their crease.

**(h) MANKAD:**

If the non striker leaves the crease before the bowler has delivered the ball, and the bowler breaks the wicket with the hand holding the ball, after having completed a delivery action the non striker will be out mankad.

Note:

(i) The bowler must have had the ball at commencement of the delivery stride.

(ii) If a bowler completes a delivery action but does not break the wickets this will be considered a 'warning and will not incur a "no Ball" Dead Ball 2 run penalty.'

(iii) If a bowler whilst in the act of bowling releases the ball and breaks the wicket at the non-striker's end, "no ball, dead ball" shall be called. This delivery shall count as part of the over and incur the "no ball" 2 run penalty.

(iv) If the mankad attempt is successful the batting side loses five (5) runs. The ball counts as part of the over.

(v) If the mankad attempt is unsuccessful the umpire will call "no ball, dead ball" and two runs will be added to the team score and will count as part of the over

**RULE 17 - Striking the Wickets in Dismissals.**

The wicket is down if:

(a) Either the ball or striker's bat or person, completely removes the bail(s) from the wickets. A disturbance of a bail shall not constitute a complete removal.

(b) Any player completely removes with their hand or the forearm of hand holding the ball, a bail from the top of the wickets, provided the ball is retained in the hand.

**RULE 18 - Batter out of Ground.**

A batter, in attempting to make good their ground, shall be out unless, some part of the bat in hand, or their person, is grounded behind the line of the popping crease at the striker's end or the running line. Once a batter is safely behind the line of the crease they cannot be given out. On the line is out.

**RULE 19 - Interference by the Fielder.**

(a) Batters must not have their running path unfairly impeded. If, in the umpire's

opinion this constitutes unfair play the batters are not to be given out. Runs will count. The fielding team is to be issued a warning. A second occurrence will mean the fielding team will be penalised five (5) runs. Note a player may not be guilty of obstruction if he does not move.

(b) The fielder has right of way provided they are legitimately fielding the ball.

#### **RULE 20 - Bowler changing Direction/Style.**

(a) A bowler must advise the umpire if changing bowling style (overarm to underarm, left arm to right arm or vice versa), or sides of the wicket (over the wicket to around the wicket or vice versa).

(b) When a bowler changes direction or style, the change is to both batters unless a difference is advised.

(c) The umpire must advise both batters of the change and only one advice need be given unless there is a further change.

(d) If the batter believes the umpire has overlooked a change they may appeal. However the umpire's decision is final.

(e) A bowler will be "no balled" for contravening this rule.

#### **RULE 21 - Ball Leaving the Playing Area**

(a) Any ball that leaves the playing area, lodges in the net or conduit as a result of being struck by the striker will be called "dead ball" by the umpire and rebowled. No score will count and the original striker must face the ball again.

(b) If the ball leaves the playing area as a result of a misfired or an attempted run out by the fieldsman, the umpire will call "dead ball." However, the score made off the ball up to the point where the ball leaves the playing area will count. Batters must have crossed to be eligible to score a physical run. Under these circumstances the ball will not be rebowled.

#### **RULE 22 - Substitutes/Runners/Injured players.**

Injured players - substitutes available.

(a) 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. This may only occur on the approval of the umpire and/or duty manager or tournament organiser.

(b) A substitute player can not bat, bowl or keep wickets.

(c) (i) A side who loses a player through illness or injury shall be subject to the player short rule. The nomination of a player to bat or bowl the incapacitated player's current over may be done at the time of injury. The nominated player may or may not have batted or bowled.

(ii) If a bowler is injured in their first over, one player is to be nominated to complete the over. The incapacitated player's second over shall be bowled after the 12th over and another player maybe chosen by the opposing captain. The non consecutive over rule still applies.

(d) A team may not use a substitute pending the late arrival of a nominated player.

(e) Once substituted, a player may take no further part in the match.

(f) Runners are not allowed.

### **RULE 23 - End of over/game**

(a) An over is completed when off the last delivery:

(i) The ball is fielded and held over the stumps at either end whilst at least one batter is in their crease and the umpire calls "over."

(ii) A wicket falls (subject to it being a legal delivery) and the umpire calls "over."

(b) The umpire will end the match by calling game after all the prescribed overs have been bowled.

### **RULE 24 - Misconduct**

(a) Any misconduct may incur a run penalty at the discretion of the umpire (refer Rule 25). No warning need precede the application of this penalty. Any act of misconduct may result in the player(s) being ordered off the court by the umpire.

Note:

Any of the following may constitute misconduct:

1. Dangerous or unduly rough play
2. Swearing
3. Fighting
4. Unfair play
5. Spitting
6. Threatening or over aggressive sledging
7. Mistreatment of equipment e.g. bats, net, carpets, wicket or balls.
8. Deliberate time wasting
9. Any player deliberately stepping on nets
10. Disputing or arguing with the umpire

Note: Swearing (including vulgar expressions & obscenities) will not be tolerated and a warning will be given to the team as a whole. If this infringement is repeated by any player of the same team the umpire will deduct a minimum of 5 runs from the team score.

Note: The captain of the fielding side or the batsman at wicket may query an umpire's decision. Once the umpire has replied, any further talking to, at or about the umpire may be penalised.

(b) Any game maybe stopped and awarded to the opposition or cancelled should infringements of the above nature escalate to the point where the captains have lost

control of the players. No game may be called off without consultation with the duty manager or tournament organiser.

(c) Umpires must use their discretion when determining if run penalties are warranted for misconduct. Players can be warned prior to being penalised. Any player incurring two misconduct penalties for any reason must be ordered off by the umpire.

### **RULE 25 - Penalties**

The maximum penalty for any single rule violation is five (5) runs. In the case of misconduct related violations the penalties can range in multiples of 5 to a maximum of 20 depending on the severity of the violation.

### **RULE 26 - Order Off**

(a) Umpires must order off:

(i) Any player whose conduct is extreme, e.g. striking or threatening behaviour.

(ii) Any player who has been the cause of more than one penalty for misconduct being awarded against their team.

(b) The umpire is the sole judge of what constitutes extreme misconduct.

(c) A player ordered off may take no further part in the game no matter what stage the game is at.

(d) A player ordered off may not be replaced. Teams are to revert to the player short rule for batting and bowling.

### **RULE 27 – ATOMIC Indoor Sports Centre, Point Scoring System**

The competition shall be run on a bonus system as follows:-

WINS .....	6 points
TIE .....	3 points
Each 20 runs scored .....	1 point (maximum 8 points)
Each minus 20 runs —	
Other teams score .....	1 point
FORFEIT .....	12 points
Team that defaults .....	12 points

Premiership tables will be firstly determined by points, secondly by wins, and thirdly by run difference.

### **RULE 28 - Ladder Position**

In the event that two or more teams finish on equal points after the minor rounds have been played, the higher position will go to the team with the most wins.

(For these purposes a draw will be considered 1/2 a win) If teams are still deadlocked

the final position will be determined by percentage (Percentage is calculated by dividing runs for by runs against.)

### **RULE 29 - Drawn Semi Final and Grand Finals**

- (a) Should any semi finals games be drawn the team who finished highest on the ladder at the end of minor rounds will be deemed the winner.
- (b) Should any grand final games be drawn the team losing the least amount of wickets in that game shall be the winner.

### **RULE 30 - Qualifications**

- (a) In centre
  - (i) Each player must have played one third of minor games to qualify for semi finals and finals.

8 rounds	.....	3 games
10 rounds	.....	4 games
12 rounds	.....	4 games
14 rounds	.....	5 games

- (ii) Players may not play in 2 teams in the same grade in the same competition.
  - (iii) A team may not use more than one unqualified player from any grade in any one match.

### **RULE 31 - Mixed 5 x 3 rules:**

**FIELDING A TEAM:** Each team must consist of at least three females and a maximum of five males.

**BOWLING:** Bowling sequence must be male/female, female/male for three batting partnerships. Male must bowl underarm with a loop action to female batter.

**BATTING:** Three Batting partnerships must consist of one male/one female player.

**SCORING:** Refer Rule 12 - Scoring. When a male hits the back net on the full it will be counted as 1 physical run if this occurs. Females hitting the back net on the full will incur normal scoring rules.

**FIELD PLACEMENT:** There must be at least one female player in each half prior to the commencement of a delivery.

**PLAYER SHORT:** Refer Rule 9. Note: The player nominated must be of the sex of which the side is a player short.