

Metro Indoor Cricket 6-side rules

Team:

The team consists of 6 players. The team must have at least 5 players to take the court.

Games:

One innings of 14 over's (14 maximum) per team. 12 overs are guaranteed.

Scoring Zones:

The ball hitting the net from the bat into any of the following areas. Please note you must complete a run between running creases to be awarded any runs.

- First half of the court: One run for hitting the side net plus one run for completing a run
- Second half of the court: Two runs for hitting the side net plus one run for completing a run
- Back net:
 - o On the full is 6 runs for hitting the net, plus one run for completing a run (7 total runs). Please note you can be caught.
 - o On the bounce is 4 runs for hitting the net plus one run for completing a run (5 total runs)
 - o After hitting a side net is 3 runs for hitting the side net then the back net and one run for completing a run (4 total runs)

No balls – 2 runs. Wides – 2 runs. These are only available to be re-bowled in the 12th over and the 14th over of each innings at the batters request.

If the batsman completes two runs between the wickets before the next ball is bowled then the runs scored from that previous delivery is doubled.

Fielding Positions:

A team must have 3 players in the front half and three players in the back half. If the ball has hit the line or pole which divides the scoring zones the higher score is awarded to the batting team.

Methods of Dismissal:

Bowled, stumped, run out, 3rd ball, hit wicket, caught, LBW, interference, mankad. Any out will deduct 5 runs off the batter score except in the 4th batting pair. There is no -7 for one handed catches.

4th Batting Pair:

After the first 12 overs, the batting team will pick two players to bat again. The batters will have the opportunity to bat for a maximum of 2 overs. Once the pair have been dismissed this will end their innings, no runs will be deducted from the score and the ball will be scored as '0'.

The pair of batsman picked must not have already batted together in the current game.

These overs do not get bowled if the team batting second is ahead of the oppositions team score at the end of their 12 overs.

Bowlers in the 4th Pair:

The bowling team will pick two bowlers to bowl again. As long as no one bowler bowls two consecutive overs.

Game Points:

4 points for a win

2 points for a draw

1 point for playing and losing

Skins as follows – 1st and 2nd partnership scores 1 point per partnership, 3rd partnership is worth 2 points. 0 points for the 4th partnership.