



Indoor Cricket Australian Championships Match Rules and Regulations

Last Modified April 2015

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1. CODE OF CONDUCT

These Match Rules and Regulations (*Rules*) apply individually and collectively to all players and officials who participate in an Indoor Cricket Australian Championships (*Championships*).

All players and officials have a duty to maintain and encourage the highest level of fair play and sportsmanship. They are expected to set an example in conduct and are obliged to avoid all unfair acts and practices which are detrimental to the sport or may bring the sport, Cricket Australia (CA), or any indoor cricket body into disrepute.

Players and officials are also expected to conduct themselves in a professional manner at all times during the Championships. This includes conduct at the host centres and at all other venues in the host city.

All players and officials must comply with the *Indoor Cricket Code of Behaviour for Players and Player Support Personnel*. Any player or official engaging in, or alleged to have engaged in, unprofessional behaviour will be subject to the hearing procedure.

2. TOURNAMENT DIRECTOR

The Tournament Director as appointed by CA will be in sole control of the Championships, except where otherwise expressly provided for in these Rules. This role extends to the interpretation of these Match Rules and the *2006 Official Rules of Indoor Cricket* administered by CA.

3. ASSISTANT TOURNAMENT DIRECTOR

Where appropriate, tournaments may also have an Assistant Tournament Director. The host state/territory may nominate a suitable candidate from within their state/territory to CA for approval. The Assistant Tournament Director will assist the Tournament Director with administrative duties and may be available to join the tournament umpires in a reduced role to aid the management of umpire workloads.

The Assistant Tournament Director is not a decision making position and will not assume the role of Tournament Director in the event of the Tournament Director becoming unavailable. Should this occur, CA will review the situation and make an appointment accordingly.

4. MATCH COMMITTEE

A Match Committee will be empanelled by CA (in its sole and absolute discretion) in order to deal with any matter which:

- (a) arises in relation to the Match Rules and is not stated as expressly to be dealt with by the Tournament Director or any other person or body;
- (b) arises under the *Indoor Cricket Code of Behaviour for Players and Player Support Personnel*; or
- (c) is not covered in these rules.

This will be done as soon as practical and prior to the completion of the Championships.

5. TECHNICAL COMMITTEE

A Championships Technical Committee (*Technical Committee*) will be empanelled by CA (in its sole and absolute discretion) in order to deal with any technical matters, such as illegal bowling actions or suitable playing equipment, that arise during the Championship.

6. TEAM NOMINATIONS

The official composition of all teams is restricted to a maximum of 12 players, one coach, one assistant coach, one manager, one trainer and one medical official. The 12 player maximum includes any team coach or other team official who may also be listed as a player.

7. PLAYER REGISTRATION

Teams must nominate their players and officials to CA a minimum of four weeks prior to the start of the Championships for inclusion into the event program.

Teams may not use any players or officials other than those nominated except for extraordinary circumstances. A decision on any player or official changes may be made by the Tournament Director.

8. AGE REQUIREMENTS

Australia Open and Junior Championships

Players in the 13 & Under; 15 & Under; 17 & Under & 19 & Under Divisions cannot turn 14, 16, 18, 20 (respectively) as at 31st December 2015.

Australian Masters Championships

Players in Over 30; Over 35; Over 40; Over 45 and Over 50 Divisions must be 30; 35; 40; 45 or 50 (respectively) prior to the first day of the tournament.

9. PROOF OF AGE

CA will advise all states and territories a minimum of 60 days prior to a championship if genuine proof of age is required for all players competing in Divisions where age is a criterion. If required, proof of age must be provided to the Tournament Director prior to the start of the Championships.

Examples of genuine proof of age include original birth certificates and current driver's licenses. Black and white photocopies will not be accepted as genuine proof of age. However exceptional circumstances will be individually assessed by the Technical Committee.

10. UNIFORMS

All team uniforms must comply with the following rules:

- All shirts and playing pants must be completely matching in style and colour. Where a sponsor's logo is included it must also be matching.
- All shirts must carry the player's registered number. The number shall be of contrasting colour to the base colour of this shirt and shall be 75mm in height.
- All shirts may carry the player's surname. The surname shall be of contrasting colour to the base colour of this shirt. Where a team has two or more players with the same surname, the surname should be prefixed with the first letter of the player's Christian name.
- Vests may be worn during the game provided they are matching with the team playing shirt.
- Players may not wear a jumper, or jacket over the team uniform.
- Skins (undergarment) may be worn during the game. The length of the skins can vary, such as short or long sleeve. Should more than one player in a team wear a skin, the skins must be the same colour.
- Caps, if worn, must be free of unauthorised advertising, and be of the same colour as the base colour of the team uniform. Should more than one player in a team wear a cap, the caps must be identical.
- Knee pads and thigh guards may be worn but must be under the player's clothing.
- Playing shirts must be tucked in to playing pants.
- Playing pants are not to be tucked in to socks.
- No shorts are allowed.

11. PLAYER BODY PIERCING AND JEWELLERY

Players must remove, or tape over, all body piercing and jewellery, including wrist bands, before taking the court. Exceptional circumstances, such as emergency medical alerts, may be individually assessed by the Tournament Director.

12. THE COMPETITION

All games at the Masters will be of 8 ball per over duration with 5 runs per dismissal or misconduct action. All games at the Junior and Open Championships will be of 6 ball per over duration with 5 runs per dismissal or misconduct action. The Championships will be conducted in a round robin series.

The finals series for Divisions with less than 5 teams will have the team leading after the round robin series going straight into the Grand Final to play the winner of teams 2 v 3.

The finals format of Divisions with 5 or more teams will be:

- Teams 1 v 2 and 3 v 4 will play in the Semi Finals
- The winning team from 1 v 2 will go into the Grand Final.
- The losing team from 1 v 2 will play the winner of 3 v 4 in the Preliminary Final.
- The winning team from the Preliminary Final will go into the Grand Final.

13. REVISED COMPETITION FORMAT FOR SEVEN TEAM DIVISION

- Teams will play a full round robin series (6 games plus a bye).
- At the completion of the round robin series teams will be ranked in positions 1 to 7.
- An extra 5 rounds will be added to the completed round robin series.
- Teams ranked 1 to 5 will have a bye during the extra 5 rounds.
- The Tournament Director will adjust the order of the 5 extra rounds to ensure teams who have a bye in rounds 6 or 7 do not get a bye in rounds 8 or 9.
- Teams having a bye will be awarded a total of 7 points (3 win + 4 skins) but not given any runs for or against.
- At the completion of the round robin series plus the extra 5 rounds teams will have a final ranking of positions 1 to 7 which will be used to determine team order for the Finals Series.

| Additional Rounds | | | | |
|-------------------|-------|-------|-------|-------|
| 1 | 2 | 3 | 4 | 5 |
| 1v7 | 2v4 | 2v5 | 1v2 | 2v6 |
| 3v5 | 3v7 | 1v6 | 3v4 | 1v3 |
| 4v6 | 5v6 | 4v7 | 6v7 | 5v7 |
| 2 bye | 1 bye | 3 bye | 5 bye | 4 bye |

14. SCORING - see Appendix 1

The premiership scoring system will be as follows:

- Three (3) points to the team that scores the most total runs.
- One and a half (1½) points per team in the event that total scores are tied.
- Skins points will also be awarded by comparing respective batting partnerships.
- One (1) point will be awarded to each higher scoring partnership.
- A tied batting pair will jackpot the skins point forward to the next pair, or backwards in the case of the last pair.

15. LADDER POSITION

The Ladder position will be determined as follows:

1. Highest Total Points (wins & skins).
2. Highest number of Outright Wins (if equal on total points).
3. Highest number of Skins (if equal on total points and outright wins).
4. Highest Runs Percentage (if equal on all of the above).

16. TIED FINALS

Minor Finals: The team who wins the highest number of skins in a tied minor final will be declared the winner. If the skins are also tied the game will be awarded to the team who finished highest after the Round Robin series.

Grand Finals: If a Grand Final is tied at the completion of 16 overs for each side, a mini-game of eight overs per side will be played. The highest score will win. If the scores are still tied at the completion of the mini game, the team with the highest number of skins will be declared the winner. If the skins are also tied, the game will be awarded to the team who finished highest after the Round Robin series.

17. CRICKET BALL

The balls used will be Burley Supersoft with one ball per innings. Teams may only use balls supplied by the Tournament Director. In the event of a ball failure within the first four overs, the ball will be replaced with a new ball. In the event of a ball failure after four overs, the ball will be replaced with a ball used in one completed innings.

18. UMPIRES

Before the game, an umpire will be appointed to adjudicate the rules of the game with absolute impartiality. This appointment will be made by the Tournament Director. Teams will have no choice in the appointment of the umpire.

19. DISPUTES

The umpire is in sole charge of the match. Any questions or disputes arising should be referred to the Tournament Director during the match in question.

Any questions or protests will only be accepted from accredited team officials or the team captain.

20. TEAM LIST

A team list, with player's full name and number, must be filled out on the appropriate form for each match. The list must be presented to the games counter no later than **15 minutes** prior to the appointed match time, unless otherwise directed. Teams who fail to lodge their list by the appointed time will forfeit the right to a toss. However exceptional circumstances will be individually assessed by the Tournament Director.

Due to exceptional circumstances, such as an incorrect name listed or a player injury during the warm up, teams may alter their submitted team prior to the game starting. These circumstances will be individually assessed by the Tournament Director.

21. THE TOSS

The toss will be conducted by the Tournament Director at the games counter no later than **15 minutes** prior to the scheduled game time, unless otherwise directed. Failure of the team representative to be present at this time will forfeit the right to a toss. However exceptional circumstances will be individually assessed by the Tournament Director.

22. PLAYER SEATING

Teams may be required to sit in specified seating areas during the tournament. This request will be made by the Tournament Director. Teams will not be allowed to sit in any other area. The team that wins the toss shall choose which of the two specified seating areas their team will occupy.

23. COMMENCEMENT OF GAME

The umpire will give a two minute warning before “play” will commence. Players must be ready to commence “play” by the end of two minutes. Failure to be ready may result in a 5 run penalty.

24. TIMED FIELDING INNINGS

Open and Junior Championships (6 ball overs)

Time Penalties will apply to all games except Grand Finals. Fielding teams have 42 minutes to complete their fielding innings. Fielding teams that take longer than 42 minutes will be penalised 5 runs for every 2 minutes, or part thereof.

The umpire will be the final judge on the time taken to complete each innings. The timing for the innings starts when the umpire calls Play for the 1st delivery of the innings and ends when the umpire calls “over” after the completion of the last legal delivery in the 16th over.

The 42 minute time period will include all stoppages in play such as, but not limited to, players requiring minor first aid treatment on court; discussions with the umpire or umpire warnings. These stoppages cover players from both teams. The time taken to deal with serious player injuries will not count towards the 42 minutes.

Umpires will warn batters for time wasting if they feel batters are trying to take advantage of the fielding team’s time allocation. Umpires may penalise batters or add time onto the 42 minute time period if they consider batters have deliberately slowed down play.

Fielding teams receiving Time Penalties will have the runs deducted against the team captain. This is a team penalty and does not count as an individual penalty against the captain. Batters receiving Time Penalties will have runs deducted at the time of the penalty. This is a team penalty and does not count as an individual penalty against the batters.

Masters Championships (8 ball overs)

Time Penalties will apply to all games except Grand Finals. Fielding teams have 55 minutes to complete their fielding innings. Fielding teams that take longer than 55 minutes will be penalised 5 runs for every 3 minutes, or part thereof.

The umpire will be the final judge on the time taken to complete each innings. The timing for the innings starts when the umpire calls Play for the 1st delivery of the innings and ends when the umpire calls “over” after the completion of the last legal delivery in the 16th over.

The 55 minute time period will include all stoppages in play such as, but not limited to, players requiring minor first aid treatment on court; discussions with the umpire or umpire warnings. These stoppages cover players from both teams. The time taken to deal with serious player injuries will not count towards the 55 minutes.

Umpires will warn batters for time wasting if they feel batters are trying to take advantage of the fielding team's time allocation. Umpires may penalise batters or add time onto the 55 minute time period if they consider batters have deliberately slowed down play.

Fielding teams receiving Time Penalties will have the runs deducted against the team captain. This is a team penalty and does not count as an individual penalty against the captain. Batters receiving Time Penalties will have runs deducted at the time of the penalty. This is a team penalty and does not count as an individual penalty against the batters.

25. PLAYER MISBEHAVIOUR

In addition to the general obligations contained in the Rules, including the Standards of Behaviour, all players are subject to the following additional misconduct rules during each game. In most cases, umpires will initially warn a player for misconduct or unsportsmanlike behaviour. Repeated offences may result in a 5 run penalty.

However the following actions will result in a 5 run penalty being imposed by the umpire without a warning being issued:

- **Swearing** by any player or team official, on the court or outside it, if in the umpire's opinion, the swearing is capable of being heard by the spectators.
- **Swearing or rude gestures at the umpire** by any player or team official either on the court or outside it.
- **Throwing the bat.**
- **Striking or throwing the ball at the stumps** other to effect a run out or stumping.
- **Gross intimidation of an opponent.**

In the event of any player sent-off for misbehaviour during a game, the Tournament Director will refer the issue to the Match Committee to deal with the matter.

26. INJURIES

In the event of a player being injured on court, the umpire may allow reasonable time (approximately two minutes) for minor first aid treatment on the court. If the player is unable to recommence play after two minutes, the umpire should direct the player to leave the court for further attention. If there is any doubt regarding the seriousness of injury preventing the player being moved, the umpire should consult with the medical official treating the player and the Tournament Director before continuing.

27. 'ILLEGAL' BOWLING ACTIONS

Any ball delivered to the batter must be bowled, not thrown. As a guide, the bowler's delivery arm must remain straight during the delivery action. However if the delivery action remains bent throughout the delivery action, it may be a fair delivery. An illegal bowling action would be where the bowler's delivery elbow changes from straight to bent or visa versa during the delivery action.

Any protest regarding a suspect bowling action of a player must be reported to the Tournament Director by the recognised coach or manager of the opposing team.

The Technical Committee will view the bowling action of the suspect player during the particular game that the protest was received in. If this is not possible they will view the bowling action of the suspect player in the next game he or she plays in.

If the Technical Committee decides that the bowling action of the player may be suspect, and therefore illegal, they will video tape the bowling action of the player at the next possible opportunity.

The Technical Committee will advise the player and the player's coach that the player's bowling action will be video taped in the next game that the player bowls in. This advice will be given at the conclusion of the game that the player's bowling action was viewed in.

After video taping the player, the Technical Committee is to view the tape and make a definitive ruling as soon as practical, and no later than the start of play on the following day after the video taping.

If the Technical Committee decides that the bowling action is legal, then no further action will be taken.

If the action is deemed 'illegal', then the Technical Committee, through the Tournament Director is to immediately inform all umpires at the event of the decision. All umpires will view the video tape and be given an explanation on why the action is deemed illegal.

In subsequent games, the umpires will be instructed to call that player for illegal bowling if they believe the player bowls with the same action viewed on the video. Once a player has been called for illegal bowling, the ruling will stand for the duration of the event in which the player was called.

28. MATCH REPORT

A Match Report is to be completed at the end of every game. The report details any player misconduct that has resulted in a penalty and/or bad behaviour that has brought the game into disrepute. The report is not about umpire performance. Teams have a maximum of 15 minutes at the end of the game to lodge a formal complaint about any inappropriate conduct by a member/s of the opposing team.

Irrespective of whether penalties have occurred or not during the game, the umpire and a representative of both teams must all sign the Match Report. An umpire must advise the Tournament Director of any game where a player has been sent off or either team refuses to sign the match report due to considered inappropriate conduct by the opposition team. The Tournament Director will refer the matter to the Match Committee to deal with it. Both teams must remain in the centre until the Tournament Director advises the player/s facing a disciplinary hearing of the process to be used.

29. UMPIRE ASSESSMENT REPORT

An Umpire Assessment Report is to be completed at the end of every game by the team coach and handed to the Tournament Director. The report highlights umpire performance and the Tournament Director will use this as a basis for improving umpire performance.

30. FORFEITS

Any team not able to commence a match within 15 minutes of the scheduled start time, may incur a forfeit at the discretion of the Technical Committee. Teams experiencing difficulties in fielding a team are asked to contact the Tournament Director as soon as possible.

31. PLAYER OF THE SERIES

Points will be allocated each game on the basis of 3, 2, 1 by the match umpire. Any player sent off during any match shall be ineligible for any award.

32. ALCOHOL & DRUGS

No player under the influence of alcohol or drugs will be allowed to take part in or continue in a match for safety reasons. The umpire and/or Tournament Director must remove any offending player from the game. The Tournament Director will refer the player to the Match Committee to deal with the matter.

Players may be required to submit to random drug testing during the Championships pursuant to any applicable anti-doping rules of CA. Penalties for returning a positive test or any other anti-doping rule violation under such CA anti-doping rules are severe, and include bans from participating in future competitions. Any anti-doping rule violations will be dealt with in accordance with the hearing rules of the CA anti-doping rules.

CA endorses the World Anti-Doping Agency and the World Anti-Doping Code.

33. VARIATION TO THE MANKAD RULE [RULE 17F (v)]

When the non-striker holds their crease and a bowler makes an unsuccessful mankad attempt in any over, the non-striker will be credited with 2 runs. The unsuccessful mankad attempt does not count as part of the over and the 2 runs credited will not affect the score off the previous or the following delivery.

Note: this is a change to Rule 17F (v) only. All other clauses in the Mankad rule remain the same.

34. RULES

The Championships will be played under these Match Rules in conjunction with the *2006 Official Rules of Indoor Cricket* administered by CA.

APPENDIX 1 - PREMIERSHIP POINT EXPLANATION

Premiership points are scored by comparing both the total team scores in the game, and by comparing respective batting partnerships. Should partnership scores be equal, the point/s will 'carry over' to the next partnership.

The intention of the scoring system is to provide further strategy and interest to all matches, regardless of the total team scores.

Example 1:

| | Partnership 1 | Partnership 2 | Partnership 3 | Partnership 4 | Total Score |
|--------|----------------------|----------------------|----------------------|----------------------|--------------------|
| Team A | 30 | 25 | 28 | 16 | 99 |
| Team B | 28 | 24 | 37 | 30 | 119 |

Team B scores three (3) points for winning the game (most total runs scored), plus one (1) point for winning Partnership 3, plus one (1) point for winning Partnership 4. **Team A** scores one (1) point for winning Partnership 1, plus one (1) point for winning Partnership 2

Team B = 5 points

Team A = 2 points.

Example 2:

| | Partnership 1 | Partnership 2 | Partnership 3 | Partnership 4 | Total Score |
|--------|----------------------|----------------------|----------------------|----------------------|--------------------|
| Team A | 30 | 25 | 28 | 16 | 99 |
| Team B | 30 | 24 | 37 | 7 | 98 |

Team A scores three (3) points for winning the game, plus two (2) points for winning Partnership 2 after Partnership 1 was tied, plus one (1) point for winning Partnership 4. Team B scores one (1) point for winning Partnership 3.

Team A = 6 points

Team B = 1 points.

Example 3:

| | Partnership 1 | Partnership 2 | Partnership 3 | Partnership 4 | Total Score |
|--------|----------------------|----------------------|----------------------|----------------------|--------------------|
| Team A | 30 | 25 | 28 | 16 | 99 |
| Team B | 20 | 24 | 28 | 16 | 88 |

Team A scores three (3) points for winning the game, plus three (3) points for winning Partnership 2, following a countback after Partnerships 3 & 4 were tied, plus one (1) point for winning Partnership 1.

Team A = 7 points

Team B = 0 points.

Example 4:

| | Partnership 1 | Partnership 2 | Partnership 3 | Partnership 4 | Total Score |
|--------|----------------------|----------------------|----------------------|----------------------|--------------------|
| Team A | 30 | 25 | 28 | 16 | 99 |
| Team B | 28 | 14 | 20 | 41 | 103 |

Team B scores three (3) points for winning the game, plus one (1) points for winning Partnership 4. **Team A** scores one (1) point each for winning Partnerships 1, 2 & 3

Team B = 4 points

Team A = 3 points.