



Cricket

Local Rules

These Cricket Local Rules are to be read in conjunction with the Cricket Australia "Official Rules of Indoor Cricket".

LATE TEAMS

Teams not ready to commence play at the rostered time will receive a 10 run penalty for every 5 minutes they are late, up to a maximum of 30 runs.

BATTERS MUST CROSS

In order to receive any bonus runs from the nets (including the 4 and 6 net) batters must complete a run. Any ball hit into a net where the batters do not cross shall not register any runs.

FIELD PLACEMENT

A fielder must remain in one half of the court from the moment the bowler commences their run up until the ball leaves the bowler's hand. On the line is considered in the other half. If this rule is contravened, the umpire will call "No Ball".

NET ABUSE

Any player who deliberately hangs off, climbs or jumps into the net may be penalised by the umpire for net abuse. Continued net abuse will result in that player being sent off.

QUALIFICATION OF PLAYERS

1. All players must play 4 games for a team in order to be able to play finals for that team.
2. Players are not permitted to play finals games for more than 1 team in the same grade. If a player does become qualified for 2 teams in the same grade they will be deemed as being qualified only for the first team that they played 4 games for in that respective season.
3. If a player is qualified in a higher graded team (ie they have played 4 games for that team) and they want to play finals for a lower graded team, they must have played four (4) games for that lower graded team prior to the start of Round 7.
4. If a higher graded player who has not satisfied the higher grade player qualification rule (ie played 4 games for the lower graded team prior to the start of Round 7) wishes to play for a team during regular season games, they may do so with a penalty of 20 runs.
5. Management reserves the right to disallow a known high standard player who has been qualified late in the season and may not be a current member of a higher grade team.
This is to be fair to all teams in the competition.

HOOP RULE

Hanging from the netball hoop or net will result in an automatic send off for that player.

SEND OFF RULE

If a player is sent off a court twice during a season, for any offence, they will not be permitted to participate in any further games until a discussion with management has taken place.

MISCONDUCT PENALTIES

When penalising players/teams for misconduct, umpires may deduct multiples of 5 runs from the offending team's score, up to a maximum of 20 runs for an individual offence. The number of runs deducted is at the umpire's discretion and will be determined by the severity of the misconduct.

'SKINS' SCORING SYSTEM

Please note the SKINS scoring procedure relating to bonus points which helps to provide further strategy and interest to all matches regardless of the total scores.