

Inter Cricket Rules

The pitch should be offset towards the striker's end to offer a longer boundary to the boundary wall behind the bowler.

Recommended length of pitch: Under 13 = 21 yards (19.2m).

The 'running crease' drawn across the pitch 12 yards (10.97 m) from the middle stump at the striker's end may be reduced to a minimum of 10 yards. The shorter distance is set to encourage batters to run.

Teams

Each team has a minimum of six players including a wicketkeeper, who does not bowl. Team size may be increased if space permits.

A captain is appointed for each team. The captain, in consultation with team-mates, is responsible for field placements and order of batting. Waiting batters act as scorers and umpires.

Batting

Each team has one innings. An innings is closed after an agreed number of overs or all batters are out.

Normal cricket rules apply except:

- non-striking batter waits level with and to the side of the 'running crease' and may not interfere with any bowled ball
- batters change ends at the end of each over
- batters may be caught out off the ceiling and walls indoors (except the boundary wall) providing the ball has not touched the floor.
- to run out a batter running to the 'running crease' the wicket has to be broken at the end the batter is running towards
- LBW may only be given if a batter deliberately blocks the ball to prevent it hitting the wicket
- a single remaining batter may continue batting, changing ends as necessary to receive strike
- a partner must run with the remaining batter; the whole side is out when the solo batter is out or either player is run out
- a batter retires on 15 but the last scoring hit counts (i.e. if on 14 and score six on next hit the batter retires on 20)
- a retired batter may resume their innings when only one batter remains

Fielding

Captain tells fielders where to position. With the exception of the wicketkeeper, no fielder is allowed to stand within 10 yards of the striking batter until the ball is played.

Bowling

Bowl from one end only. Over arm bowling. Only six balls to be bowled in any over. If preferred, two bowlers may bowl in tandem, bowling alternately to complete either a six-ball over or two six-ball overs. The inactive bowler may not field. No bowler may bowl more than four overs per session.

The ball which follows a no-ball or wide is a free hit (striker cannot be out on that hit).

Scoring

Batting team

Batters may run on any ball whether it is hit or not. Batters score runs by running between the striker's popping crease and the 'running crease' (score one for each completed run).

Zone score

One run is added to the batter's score if a struck ball hits any wall other than the boundary wall behind the bowler.

Boundaries

Four runs are added to the batter's score if a struck ball hits the floor and then the boundary wall behind the bowler without touching any other wall beforehand. Six runs are added to the batter's score if a struck ball hits the boundary wall behind the bowler without touching the floor or any other wall beforehand.

Extras

Add two runs to the team score for each no-ball or wide bowled by the opposing team (any completed runs, zone scores or boundaries are also added to the team score). If the 'free hit' (immediately following a wide or no-ball) is also a wide or no-ball that ball is pronounced 'dead' and six runs are added to the team score.