

# ACTION CRICKET 6+



## ..... Rules of the game

### Team:

The team consists of six (6) players.

### Games:

Consist of one innings of fourteen over's (14 maximum) over's each team.

### Court Layout:

The non strikers end has been relocated one metre back towards the rear of the court allowing for a more dynamic fielding game.

### Players:

Teams must have a minimum of four (4) players to take the court. The player short rule will apply.

### Scoring Zones:

refer to diagram on the reverse side of this document.

The ball hitting the net from the bat into any of the following areas will \*score runs. \*Please note that you must complete a run between running creases to be awarded any Zone bonus runs.

Zone A (0 Runs)

Zone B (1 Run)

Zone C (2 Runs)

Zone D on the full \*(6 Runs),  
\*note you can be caught.

Zone D after contacting the side nets  
(3 Runs)

Zone D after the ball has hit the ground, and hit directly (4 Runs)

Action 6+ Zone on the full \*(11 runs), \*note you can't be caught, but can be run out.

Sundries:

No Balls (2 runs), Wides  
(2 runs) All sundries to be re-bowled in the 12<sup>th</sup> over and 14<sup>th</sup> over of each innings at the batters request.

### Fielding Positions & Zone Lines:

A team must have 3 players in the front half and 3 players in the back half; this is not the new running crease line. 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, 3<sup>rd</sup> Ball, Hit Wicket, Caught, L.B.W, Interference, Mankad. Any out will deduct 3 runs off the batter score except in the 4<sup>th</sup> batting pair. Refer to rule 8.

### 4<sup>th</sup> Batting Pair:

After the first twelve over's, the batting team will pick two players to bat again. These batters must be a new combination i.e. any two

batters cannot bat twice together. The batters will have the opportunity to bat for a maximum of two (2) over's. Once the pair have been dismissed this will end their innings, no runs will be deducted from the score.

### Bowlers in the 4<sup>th</sup> pair:

The bowling team will pick two players to bowl in the last pair. They will bowl (1) over each in any order the Bowling team wish. You still cannot bowl two over's in a row.

### Team Batting 2<sup>nd</sup>:

The team batting 2<sup>nd</sup> will bat until the end of the 12<sup>th</sup> over. If the batting team is already ahead of the score the 1<sup>st</sup> innings team has set, the game will end and the 4<sup>th</sup> batting pair will not be needed to bat.

### Game Points:

A total of 8 points can be won in any game. Win: 4pts, Draw: 2pts, Loss: 0pts, Skins (1<sup>st</sup>, 2<sup>nd</sup>) 1pt per partnership, the (3<sup>rd</sup>) 2 pts per partnership and the (4<sup>th</sup>) 0pts for its partnership. (there is no guarantee that both teams will get to play the 4<sup>th</sup> pair).

### Juniors:

- Do not play the 4<sup>th</sup> pair rule
- Do not need the bails on
- Cannot run more than 1 physical run for every ball bowled.
- Cannot mankad the batsman, a warning can be issued to offending batsman.
- Batsman has to change ends when given out.
- The only time an extra ball will be re-bowled for being a no ball or wide, is the last ball of the twelfth over.

