



INTO CRICKET
GET INTO ACTION



ACTION CRICKET T/20 RULES

ACTION CRICKET

T/20

*..... Rules of the game,
April 2011*

Team: The team consists of six (6) players. Juniors may use a 7th Player (sub half game each; bowl 1 over, bat 2 over's each, field 6 over's).

Games: consist of one innings of twelve over's per 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 (dotted line), juniors run to the normal solid white line.

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

Scoring Zones: refer to the diagram.
The ball hitting the net from the bat into any of the following areas. Please note that you must complete a run between running creases to be awarded any runs, except sundries.
(1,2,3,4 Runs) Bounce or on the full.
(5 Runs) Bounce or on the full from any side net into this zone.
(6 Runs) Bounce, and hit directly into

the back net.
(7 Runs) Hit on the full directly onto the back net, NOTE: this can be caught for a dismissal.
(10 Runs) Hit on the full directly onto the back net, NOTE: this cannot be caught for a dismissal.
Sundries: No Balls (2 runs), Wides (2 runs) *All sundries to be re-bowled in the 12th over and power play over's of each innings at the batters request. In juniors this only applies to the last ball of the 12th over.

Fielding Positions & Zone Lines: A team must have 3 players in the front half and 3 players in the back half, this is the solid line for the Junior running crease. If the ball has hit the line or pole which divides the scoring zones the higher score is awarded to the batting team.

Power Play: A team must have 3 players in the front half and 3 players in the back half; this is the solid line for the junior running crease. No fielder except the bowler may be behind the power play line until the ball has been hit or passed the batter.

Methods of Dismissal:

Bowled, Stumped, Runout, 3rd Ball, Hit Wicket, Caught, L.B.W, Interference, Mankad. Any out will deduct 5 runs off the batter score.

Power Play:

(15yrs, Youth and Seniors Only)

The batting team will select any two (2) over's where the power play will be enforced, the Fielding team will have the right to choose any bowler to bowl these over's as long as they don't bowl more than their allocation or bowl two (2) over's in a row. All runs in the "10" T20 zone will be doubled in these two (2) over's. Dismissals are still -5. NOTE: Teams will have to re-bowl any sundries in these two over's as in the 12th over. The power play over maybe taken in the 12th over if chosen.

Game Points:

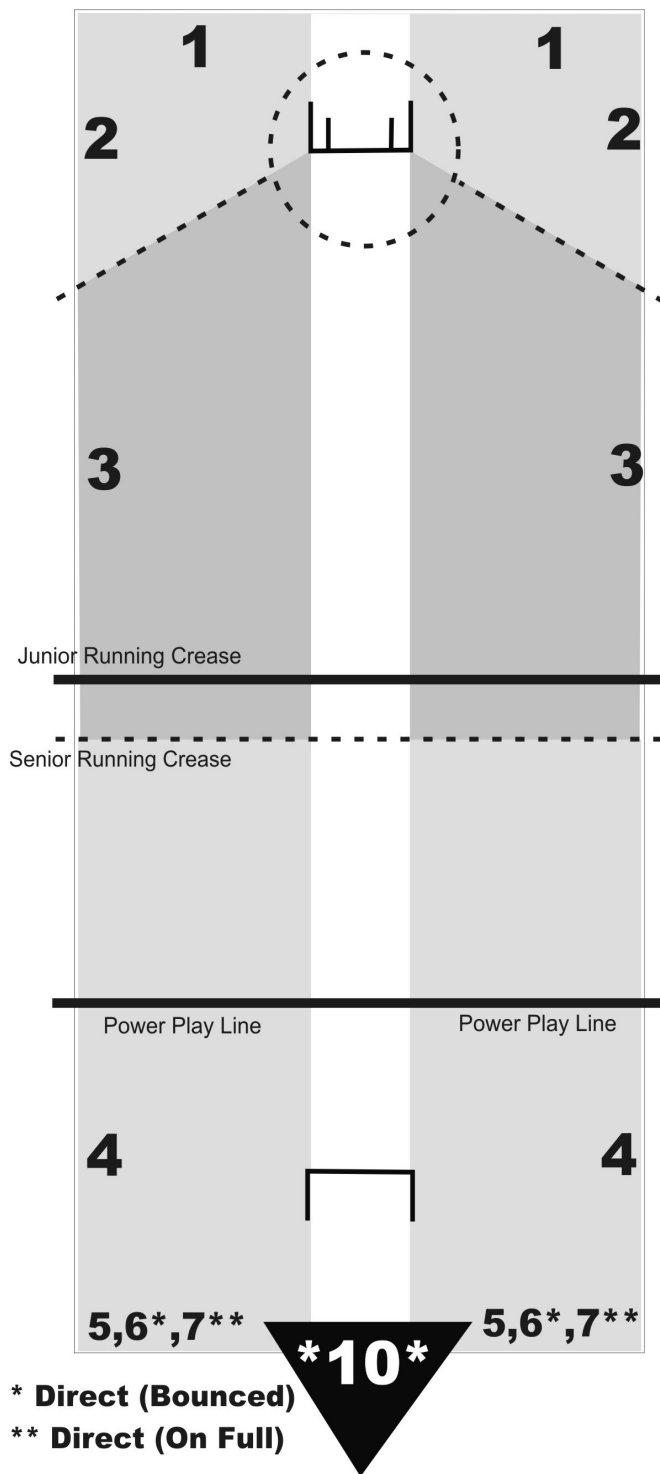
A total of 8 points can be won in any game.

Win: 4pts, Draw: 2pts, Loss: 0pts, Skins (1st, 2nd) 1pt per partnership, the (3rd) 2 pts per partnership.

**Please note:*

- That Juniors will only have to bowl the last ball of the innings again if a wide or no ball is called in over 12.

14yrs and under will not play the power play rule.



* Direct (Bounced)
** Direct (On Full)



Action Indoor Sports Stadiums are proud to be a strategic partner of Canterbury Cricket and the Christchurch Junior Cricket Association



Respecting our Past, Driving the Future



Hornby Stadium
81 Buchanans Road
Hornby, Christchurch
Ph 342 6800
hornby@actionindoorsports.com