

**Rules of Indoor
Cricket
(Adult Sports)**

QPRC



Indoor Sports

Rules of Indoor Cricket (Adult Sports): QPRC Indoor Sports

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1. General Conditions

All players, officials and spectators need to abide by the Conditions of Entry.

The General Conditions give overarching rules for QPRC Indoor Sports that are consistent across all Adult Sports. The General Conditions should be read in conjunction with the Sports Specific Rules which detail individual differences for each sport.

A General Conditions document has been developed and is available from [here](#).

2. Sport Specific Rules for Indoor Cricket

QPRC Indoor Sports aims to utilise the official rules of the local, state or international governing body.

For Indoor Cricket, the rules are in accordance with the World Indoor Cricket Federation of which are available from [here](#).

There may be modifications and differences to the rules above of which are outlined below. Where there is a discrepancy between the Sport Specific Rules and the QPRC Indoor Sports Rules, the latter will take precedence.

3. QPRC Indoor Sports Rules for Indoor Cricket

Team Composition

Two competitions will be offered:

- Male Competition
 - Only males may participate in this competition.
- Mixed Competition
 - A mixed team is required to have a minimum of two females on court at all times.
 - Teams are encouraged to be mixed gender and remember that it is a social competition.
 - Please note that we require a minimum of four teams in order to run a Mixed Competition.

Game Length

Each team will have a maximum of 25 minutes to complete their overs each.

If a fielding team has not finished their overs within their allotted time, the batting team will have their highest total scored for an over during the game recorded for any overs not fully completed. The following is an example:

- The fielding team has only completed 14 full overs and three balls into the 15th over

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- The batting team has scored 106 runs at this time including six runs in the 15th over
- The six runs scored in the 15th over will be removed
- The highest total for an over was 20 in the 11th over
- Therefore 20 will be added for two overs
- The new total for the batting team will be 140

Umpires will be watchful to ensure that it is not the batting team is not the cause of the slow over rate.

For Grand Finals, if a game is tied after regulation time, the following will be used to determine a winner:

- The highest number of skins won, if even
- The highest recorded score for a batting pair, if even
- A super over will involve teams choosing batters and bowlers for an additional over each. The highest score for the over will be the winner, if even
- Repeat the super over until a winner eventuates.

Uniform Penalties

If a team plays in a competition game (pre-competition games do not count in this instance) and one or more of its players do not comply with the playing shirt requirements, the opposition team will receive 10 runs per player out of uniform up to a maximum of 30 runs per match.

Delayed Attendance

If a team is not ready to play by the time the siren signals the start of the game (assuming the other team is present), the following actions will be taken by the Match Official:

- The opposition team will receive 10 runs every two minutes the team is unable to take the court.
- The clock will not stop and the game will commence when the opposition is ready
- If a team is later than 10 minutes, the game is to be declared a forfeit in favour of the team which is present.

Forfeited Match

If a team receives a forfeit victory, they will receive a score of 100-0.