**Logo, company name

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Description automatically generatedHIIT Cricket Rules / Regulations**

**Players in a Team and Match Length**

• Teams will be 6-a-side; however, you can bring a squad of 10 for each festival and rotate.

• Each team may have a maximum of **one** performance / CAG player per team (if required). If this player is to bowl, they may only bowl with a walking run-up.

• Females only are permitted to play HIIT Cricket.

**Equipment**

• An ‘Incrediball’ shall be used.

• No protective equipment is required; however, we would encourage teams to bring their own plastic bats with them to play.

**Playing Area**

• Sports Hall (at least 4 nets worth of space).

• 19-yard pitch.

**Match Rules**

• There will be 5-ball overs with 25 balls per innings. Score starts at 200 with runs being awarded / deducted as the game progresses.

• Batting – If you are out, you’re out. But you are permitted to come back in once all the other batters are out. This will continue until all the balls of the innings have been bowled. (i.e., a batter could bat three times). Each batter must retire at 20 runs.

• Bowling – A wicket keeper will be selected, and the remaining 5 players will all bowl an over. The ball can bounce twice before reaching the batter. Anymore than twice and the ball will be given as a No-Ball.

• Bowling - Bowler can bowl underarm, however they have to attempt an overarm bowl first ball and the umpire will then agree whether they can bowl the remainder of the over underarm.

• Wickets - No LBW, obstructing the field, hit ball twice dismissals. All other dismissals apply with the addition of Third Ball. Third Ball – is a batter faces three dot balls in a row, they will be given out. The umpire will signal third ball when the batter has faced two dot balls.

**Scoring**

• Runs Scored – Batters can score 4 & 6 off the boundary wall (behind the bowler), 1 for hitting any other wall, including the ceiling, and two for completing a run. Batters can be caught of the walls and ceiling apart from the boundary wall.

• Wides and No balls - 2 runs awarded to batting side with no extra ball bowled except in the final over of each innings when they will be re-bowled to a maximum of 9 balls bowled.

• Wickets – Runs are deducted from the batting team for getting out. -5 runs will be deducted from the batting side. If a batter retires, the -5 will not apply nor count towards wickets taken.

**Awarding Points**

• 4 points will be awarded to the team scoring the most runs.

• 2 points will be awarded for a tie (runs tied).

• 1 point will be awarded to the losing side for taking part.

• Batting Bonus Points – 1 additional bonus point are on offer for every 30 runs scored (i.e., 1 point for reaching 230, 1 for 260, etc.). These are only added on after any minus runs have been accounted for.

• Bowling Bonus Points – 1 additional bonus points are on offer for every 3 wickets taken (i.e., 1 point for 3 wickets, another for 6 wickets, etc.). Retired batters do not count towards this.