



Junior Indoor Cricket

GUIDE & RULES

WELCOME TO THE PROGRAM

Welcome to all teams – players and parents. The Cricket Hub is pleased to provide this opportunity for players to enjoy their cricket in this fun and fast form of the game.

Indoor Cricket is a great way for players to start their cricket journey as well as for more established players to develop their skills and sportsmanship. Our staff will do our best to help players along but if you as a parent or carer can add to the experience of the children through encouragement and guidance, we thank you for doing so.

WHAT TO BRING

- Bat
- Batting Gloves
- Protector
- Drink Bottle
- Sports Clothing and Shoes



Drinks and snacks are available for purchase from the kiosk. Note: Batting Pads and Helmets are not required

CRICKET GEAR - *Get the Right Advice*

Our retail shop has a great selection of gear, and our knowledgeable staff can help you select the best gear and sizes for you.

BAT - Let our team guide you to get the right size, weight and feel to get the best results for you. We stock both English Willow and Kashmir Willow bats.

GLOVES - Protect those all-important hands while playing. It is an expectation that all players wear batting gloves while batting.

PROTECTOR - We highly recommend all players wear a protector while batting and fielding.

SHOP IN-STORE OR ONLINE
thecrickethub.com.au/equipment-centre

SUMMARY OF INDOOR CRICKET RULES

SCORING – Plus whatever you run.

Zone A (front net) = 0 runs

Zone B (side net) = 1 run

Zone C (side net) = 2 runs

Zone D (back net) = 4 runs on bounce

Zone D (back net) = 6 runs on full

Zone B or C onto Zone D = 3 runs

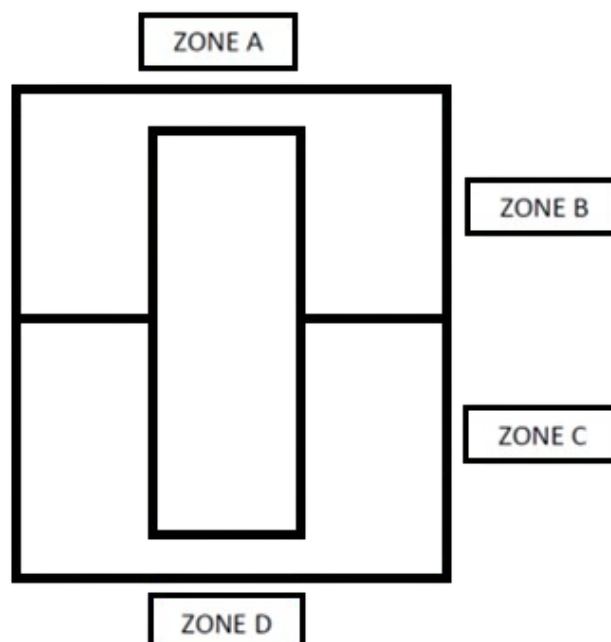
**You need to run for these bonus runs to be added to your score.*

Wicket = -5 runs

Extras = 2 runs

Wins = 4 Points per win

Skins = 1 point per skin, therefore a maximum of 3 points per game.



BATTING – Each batting pair will bat for total of 4 over per partnership (6 ball overs), a total of 12 overs per team. The non-striker batsmen will run from the white half-way line. Partnerships are important as each team will also have a secondary incentive with each partnership going up against their opposing partnership to see who can score the most runs; these are called SKINS and are worth 1 point per skin on the ladder.

BOWLING – Overs consist of 6 balls; each player will need to bowl 2 overs in the innings. Extra balls don't exist unless it's in the last over of a partnership, where a batter can either have a re-bowl and risk losing wickets in hope of the reward of extra runs or take the run penalty for an extra (2 runs).

FIELDING – Teams must have 3 players in front half of the court, this includes 1 fielder on each side of the pitch in the front half and a wicketkeeper that must stand on the blue marked pitch. In the back half of the court the team must have 3 players also; this includes 1 fielder on each side of the court and a bowler. Fielders have the capacity to catch the ball either from