2018 IFC Indoor Cricket Rules

Normal rules of indoor cricket apply in addition to and/or including the following:

1. The number of overs in an innings shall be 16.
2. The maximum number of players in a team shall be 8. The minimum number of players required in order for a game to commence shall be 6.
3. Teams may consist of any combination of male and/or female players. There is no minimum requirement of either gender.
4. The 6-8 players who begin the game may not be replaced once the game has commenced (i.e. no in-game substitutions).
5. Players within a team may substitute between games (e.g. if a player has to leave early or arrives late due to other commitments).
6. Teams for the day may consist of an unlimited number of players assuming they all meet the eligibility criteria to compete for their faculty.
7. For scoring rules and player roles, see ‘Indoor Cricket Laws of the Game’.
8. Points: Win = 4, Draw = 2, Loss = 0 plus bonus ‘skins’ points (see below):
   a. the corresponding batting pairs in each team (that is: partnership 1v1; 2v2; 3v3; 4v4) will compete for an additional ‘skins’ point which will be given to the pair making the highest partnership.
   b. one skins point is offered for each corresponding pair, making a total of four skins points per game.
   c. in the situation where two corresponding pairs score the same number of runs, the skins point to be awarded for the pair will jackpot forward to the next pair or backwards in the case of the last pair.
9. After the end of pool play if one or more teams are on even points, positions will be decided by runs differential – total runs scored for minus total runs scored against.
10. All participants must conduct themselves in the true spirit of the game as per University of Auckland Participation contract and Action Indoor Cricket’s misconduct rules.
11. Players must wear their own shorts or pants (IFT tops provided).