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 registered is 10 (4 of which must be female) & 8 players per team per game, on the court at one time (2 of the 8 players must be females).
3. The minimum number of players required in order for a game to commence shall be six.
4. The 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. Skins points – 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.
   a. One skins point is offered for each corresponding pair, making a total of four skins points per game.
   b. 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. If one or more teams are on even points at the end of pool play, positions will be decided by runs differential – total runs scored for minus total runs scored against.
10. Appropriate footwear must be worn at all times.
11. All players must wear black shorts or white cricket pants. IFC multisport shirts will be provided and must be returned.
12. In the case of a default, the non-offending team will receive eight competition points (four points plus four skins points).
13. 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.

Standard IFC rules are as follows:

- Competition points: Win = 4 points, Draw = 2 points, Loss = 0 points.
- Final placings from 1st to 8th must be determined.
- No watches, earrings, rings or other jewellery are allowed to be worn during play.
- No person may take part in any match if they reveal any evidence of bleeding. If any person within the field of play shows any evidence of bleeding or exposure of an open wound that is likely to bleed or otherwise discharge body fluid they must leave the field of play without delay.