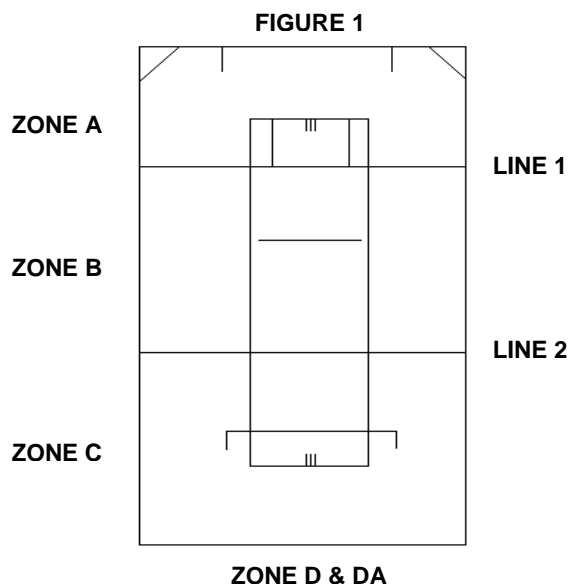


6 & 8 A SIDE ACTION CRICKET RULES SUMMARY

1. Six/ eight players per side.
2. Each Player must bowl two six ball over's for 6 a side and two eight bowl over's for 8 a side and each pair of players must bat Four (4) over's.
3. The Playing Area:



4. Runs to be scored by:
 - (a) The ball hitting the net from the bat into any of the following areas. (See figure 1.)
 - Zone B – One Run
 - Zone C – Two Runs
 - Zone D – Four Runs (Ball directly into net along the ground).
 - Zone DA – Six Runs Ball directly into net on the full).
 - (b) Running between Lines 1 & 2 whilst ball is "Live" – one run.
 - (c) Sundries (i.e.)
 - No Balls – two runs
 - Wide's – two runs
 - Leg Side Wide's – two runs
5. Methods of Dismissal:

Each dismissal incurs minus 3 runs – batsmen remain at wicket for 4 full overs.

 - (a) Bowled
 - (b) Stumped
 - (c) Run Out
 - (d) Caught (1) Off the Bat or Hands
(2) Off the Nets – excluding direct hit to zone DA.
 - (e) L.B.W. – only when player has offered no stroke to ball when if pitched it would have broken the wicket.
 - (f) Interference – where a batsman obstructs fieldsmen or the ball in play deliberately.
 - (g) Mankad (i.e. non-striker leaving crease before ball is delivered).
6. General Points:
 - (a) Ball is "Live" from the time the umpire calls "Play Ball".
 - (b) Ball is "Dead" only when:
 - (i) A player is given out.
 - (ii) Ball leaves playing area.
 - (iii) Umpire calls "Over" or "Time Out"
 - (c) No more than four fieldsmen are allowed either side of Line 2 (See Fig. 1) at the time the ball is bowled.
 - (d) Bowler must give 'Fair time' for batsman to face up after completing a run.
7. In competition, runs may be deducted for:
 - (a) Time wasting.
 - (b) Misconduct.
 - (c) Incomplete numbers of players in team.
 - (d) Conduct deemed to be out of 'Spirit of the Game'.
8. NOTE
 - (a) Playing apparel deemed not to be in the good image of Action Cricket is not allowed such as:
 - Bare Feet / Stocking Feet / Jeans / Black soled shoes / General everyday footwear
 - (b) All batsmen must wear batting gloves for reasons of safety.
9. All umpires decisions and the game of Action Cricket are to be interpreted within "The Spirit of the Game".

action CRICKET

