

CFPD Indoor Pairs Cricket 20/20 Rules

1) Aim:

Enjoyment for all and fair play by all.

2) Pitch:

Two sets of wickets, 18 yards apart. CC1

Two sets of wickets, 22 yards apart. CC2

Two sets of wickets, 22 yards apart. CC3

3) Teams:

Each team consist of 10 players.

In the event of injury to a player, a substitute will be allowed to field, but not bowl.

Should such an injury prevent the player batting, a substitute will be allowed to bat only with the permission of the opposing team captain/manager.

4) The start:

The two teams toss a coin to decide which team has the choice of either batting or fielding first.

5) The game:

Throughout the tournament each game shall consist of one innings per team, each innings to be 20 overs long.

6) Batting and scoring:

The batting side shall be divided into pairs, each pair batting for 4 overs with a new pair starting at the end of the 4th, 8th, 12th and 16th overs.

Each team will start batting with a score of 200 runs.

Each time a batter is out, 5 runs are deducted and the other batter of the pair faces the next ball

A batter may be out bowled, caught, run out stumped, hit wicket

There is no LBW law unless the batter deliberately blocks the ball with a leg or foot

It is unanimously agreed that players with very high levels of disability, who would find moving to a line approximately 2 meters in front of the batting crease, a very difficult manoeuvre, could request a runner.

We would remind all team captains/managers that any runner would be a member of the team, and if possible would already have batted in the innings

Runs will be scored in the normal way, as will byes

2 runs will be awarded to the batting team for each wide ball and no-ball bowled but no extra ball will be allocated, except in the final over when, in addition to the 2 runs, an extra ball will be bowled.

At the end of the 4th over the pair of batters retires and replaced by the second pair until all pairs have batted. The second team then bats for 20 overs.

7) Bowling and fielding:

Each player on the fielding side must bowl 1 over.

Bowling will take place from one end only.

Bowling will be overarm where possible.

Players on the fielding side DO NOT have to rotate fielding positions.

With the exception of the Wicketkeeper no fielder is allowed within **5 metres** of the batter until the ball is played by the batter.

8) The result:

The team with the highest score wins, In the event of a tie the team taking more wickets will be the winner. If it is still equal, each player bowls one ball at the wickets (no batter) with the team scoring the higher number of strikes is the winner.