

criiio cup

Always remember, this is a game that is designed to be adapted to the needs of your specific space. The match is designed to go for approximately 45 minutes, it requires very little equipment, simply a soft ball and a bat.

Once the teams have been formed and the toss has been done to select which team bats/bowls first, each team's batting innings consists of 9 overs – broken into three sets of three overs per pair. This is a total of 54 balls per innings, or 18 balls per a pair.

The fielding team must always have one bowler, one keeper, and two fielders on the off-side and two fielders on the on-side. It is encouraged that each bowler has a turn bowling an over, with no bowler to bowl more than two overs.

Bowling & Fielding

- All bowling is from one end. At the completion of each over, the batters swap ends.
- Bowlers can't bowl more than 2 overs (2 x 6 bowls) – it is recommended each player bowl minimum 1 over.
- 'No ball' or 'Wide' will count as two runs (plus any additional runs scored off the bat) and are not re-bowled.
- 'Out': When a wicket is taken, the fielding team is awarded five runs to be added to their score
 - No LBW, all other modes of dismissal apply; bowled, run out, stumped, caught (which includes being caught off the side wall or wall behind the keeper), hit wicket, hit the ball twice, obstructing the field.
 - Three 'strikes' (dot balls) = 'Out'

Batting

- Always 3 overs per batting pair
- The batter must run to score and a shot that reaches the side boundary shall be awarded an additional one run, a shot that reaches the front boundary along the ground shall be awarded an additional four runs. A shot that crosses the front boundary on the full shall be awarded an additional six runs.
- 'Out': When a wicket is taken, the batters swap ends (does not apply to a run out)
- No LBW, all other modes of dismissal apply; bowled, run out, stumped, caught (which includes being caught off the side wall or wall behind the keeper), hit wicket, hit the ball twice, obstructing the field.
- Three consecutive 'strikes' (dot balls) = 'Out'

