



Blind Cricket Australia Core Document 3

RULES OF BLIND CRICKET FOR NATIONAL BLIND CRICKET CHAMPIONSHIPS

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Introduction

This document is the official Rules of Blind Cricket Australia to be used at National Championships of Blind Cricket and/or any other sanctioned matches that come under the auspices of BCA where deemed applicable.

The document lists specific rules that are unique to Blind Cricket in Australia. The reader is advised that there are occasions when a rule referring to a specific situation may appear to contradict one which refers to a general situation. This is a matter of interpretation, so the rule referring to the specific situation shall take precedence over the general case.

Any Rules of cricket that have not been covered in this document will be applicable as per the accepted M.C.C rules of cricket. In some instances Umpires or Tournament Referees may make determinations from ICC Rules where they are applicable to Blind Cricket.

In this document:

He, his, him, batsman and fieldsman all refer to both genders.

Rules

1. The Team

- a. A match is played between two teams of 11 players comprising a minimum of four B1 players, minimum of two B2 players, and a maximum of 5 B3 players.

B1: No light perception in either eye up to or including light Perception but inability to recognise the shape of a hand at any distance or in any direction.

B2 From ability to recognise the shape of a hand up to and Including visual acuity of 2/60 and/or visual field of 5 Degrees or less.

B3 From visual acuity above 2/60 up to and including visual Acuity of 6/60 and/or a visual field of more than 5 degrees Up to and including 20 degrees.

- b. The composition of the team throughout the match will be as per the ratio of the three categories mentioned above.
- c. While nominating the team of 11 players before the toss, 12th man in each of the three categories is also to be announced.
- d. All B1 Players that take the field at any time during a game are required to wear BCA approved non-transparent, black-out glasses or eye shades/equipment.

2. The Game

- a. A match will be 40 overs a side. The overs are to be bowled in 3 hours. The drinks break will be determined by umpires after consultation with team captains. The first drinks break must be taken no later than the 20 over mark of the innings.
- b. In the situation where playing time is lost; to constitute a match a minimum of 25 overs per side must be bowled.
- c. A number of matches, as determined by the organizing committee, will be played as minor rounds of the National Championships between competing teams. Points will be awarded for wins, ties and no result matches. Point's structures, bonus point's scenarios and eligibility to play in semi-finals, final are set out in the "ABCC Playing Conditions for Australian National Blind Cricket Championships" (Attachment to these Rules).
- d. All B1 Players that take the field at any time during a game are required to wear BCA approved non-transparent, black-out glasses or eye shades/equipment.

3. The Officials

- a. **Umpires:** The organizers will arrange for the umpires who are acceptable to the participating teams. A match will be officiated by two umpires.
- b. **Scorers:** The organisers will also arrange for the scorers for the match. Where possible, a representative of both the teams participating in the match will act as scorers.

- c. **First Aid/Medical:** The organizers will arrange for the First Aid/Medical persons for all matches, where possible.

4. The Equipment

- a. The ball used will be the current Australian Blind Cricket ball as endorsed by the BCA.
- b. The regular cricket bat shall be used with standard specifications.
- c. Each wicket shall consist of three parallel tubular metal stumps, joined at the ends. The wicket must be constructed so as to prevent the ball passing between the stumps.

5. The Ground

The Pitch:

- a. The pitch will be turf or Astro-turf.
- b. The middle of the pitch has to be clearly marked with a line across. This line shall be known as “the half way line.”
- c. The crease shall be lines drawn across the pitch at a distance of 4 feet from each end.
- d. Wide ball markings will be considered to be three (3) feet measured from the centre stump on the leg and off side of the pitch.

The Boundaries:

- a. The boundary shall be 35 metres, where possible, measured from the middle stump in a complete half circle from each respective wicket and should be joined by parallel lines. A white boundary line should be marked where possible. In the event that the boundary line is marked using an alternative (witches’ hats, cones etc.), the boundary is deemed to be marked as a straight line between any two markers.
- b. No object (building, fence, post, tree etc) may be any closer than 2 metres from the boundary edge/line.

6. The Bowling

- a. The bowling has to be underarm. At the point of delivery the arm has to be below the shoulder.
- b.
 - i) When bowling to a batsman of the same or higher eye sight category the ball has to contact the pitch at least once between the bowling popping crease and the half way line, and at least once before reaching the batsman's popping crease. Failure to do so would result in a 'no ball'.
 - ii) When bowling to a batsman of a lower sight category, the ball must contact the pitch at least twice between the bowler's popping crease and the half way line, and at least once between the half way line and the batsman's popping crease. Failure to do so would result in a 'no ball'.
 - iii) A B1 bowler is allowed a single call for direction from the Wicket keeper after the batsman responds to the bowler; in addition to calls before the bowler asks the batsman "Are You ready?"
- c. Current MCC front foot no-ball rule to be used.
- d. If the bowler delivers, with both his hands then it would be called a 'no ball'.
- e. The bowler has to say 'ready' to the batsman when he is set to bowl, to which the batsman has to respond by calling out 'yes'. Then the bowler would say 'play' immediately prior to releasing the ball. Failure to do so would result in a 'no ball'.
- f. The bowler must notify the umpire as to whether he is going to bowl over the wicket or round the wicket, with which hand, and how many meters his run up is. The umpire must inform the batsman of the same. Failure of the bowler to notify the umpire would result in a no ball'.
- g. If in the opinion of the umpire the bowler is deliberately taking more time between his saying ready and the actual delivery, with the view to confuse the batsman, then the umpire could call a 'no ball'.

7 . The Sundries

- a. Leg byes, wides and no balls shall count as sundries.
- b. Byes will not be counted. The ball will be deemed dead once it has past the batsman without hitting the bat or leg. In the case where the ball is called no-ball or wide only 1 run will be credited to the batting team.
- c. A wide is called where the ball passes outside the return crease. Also if the ball bounces so high that it is out of the batsman's reach, in his normal stance it will be called a wide. (Refer to rule 5d).
- c. If the ball hits a fielder before reaching the batsman, a no ball shall be called.

8. The Dead-Ball

A dead ball means the cessation of play until the ball is next bowled, and a batsman cannot be dismissed while the ball is dead.

The ball shall become dead:

- (a) When it becomes lodged in the clothing of a batsman, his assistant or the umpire.
- (b) If while in play the ball should touch the batsman's assistant before the batsman has hit it.
- (c) When the ball is struck past the boundary.
- (d) The umpire shall call "dead ball" if he considers the ball has been bowled unfairly through no fault of the bowler (e.g. the ball not passing the bowling crease, or a loud external noise, obliterating the sound of the ball).
- (e) In any other situation at the umpires discretion.

9. The Over

An over would consist of six legitimate balls, excluding wides and no balls.

10. The Batting

- a. A batsman while facing is required to stand on his feet with his bat held in his hand. He is free to keep the bat aloft or to place it on the ground while he bends over it. He will however not be allowed to keep the bat horizontally on the ground.
- b. The batsman is allowed to adapt his position once 'play' is announced by the bowler.
- c. A batsman may not move out of his crease until the bowler has said play. Should a player infringe this rule he shall be called 'No Hit No Run' by the square leg umpire, however, a batsman may be dismissed under any other rule.

11. The Run

All runs scored from the bat of a B1 batsman will count as double runs. For example, if one (1) run is scored from the bat this will count as two (2) runs. Double runs will also count for any overthrows taken when the ball has hit the bat of a B1.

12. The Runner

- a. A B1 batsman shall have a runner and a B2 batsman may apply to BCA for a runner. However a batsman who has a runner cannot act as runner for another batsman.

Note 1: A B2 player must apply to BCA for a runner. Grounds for a runner will be widened. At all times BCA is mindful of safety of players.

Note 2: Any B2 player that has been granted a runner by BCA that elects not to utilize a runner in any match automatically loses their right to use a runner in any future matches during the period of the current tournament.

- b. A runner is allowed to be changed only if all the other players are out, he is injured or taken ill in the process of the game or he is required to bat as part of the cycle rotation (Refer to Rule 18a).
- c. All other rules pertaining to the runner as spelt out in the M.C.C rules of cricket would be applicable
- d. Note: If the batsman is wearing a helmet and/or pads, the runner is not required to wear this protective equipment, however, the runner is required to carry a bat.

13. The Fielding

No fielder shall dive, or lie down till the batsman has played a stroke or the ball has passed the batsman. All M.C.C laws pertaining to the fieldsman apply.

14. The Wicket Keeper

- a. The Wicket Keeper has to be a member of the playing eleven.
- b. A substitute fielder may not act as a Wicket Keeper.

15. Dismissals

- a. The batsman can be out in all the ways as laid down in the M.C.C rules of cricket. The batsman can be given out if he is bowled, caught, lbw, stumped, run out, hit wicket, handling the ball, double hitting, obstructing the field, timed out.
- b. Hit wicket out is not applicable for B1 players.
- c. Category and above catching applies. A B1 player can only be caught by a B1 player. A B2 player can only be caught by a B1 or B2 player. A B3 player can be caught by a B1, B2 or B3 player.
- d. Category and above stumping applies. A B1 player can only be stumped by a B1 player. A B2 player can only be stumped by a B1 or B2 player. A B3 player can be stumped by a B1, B2 or B3 player.

- e. Run out – When a B1 batsman is on strike, the non striker cannot be run out at the striker’s end while attempting the first run from each delivery.
 - i) The above rule is not applicable when a B1 is endeavouring to score a leg bye.
 - ii) A B1 batsman if he strikes the ball (bat or body) cannot be given out (run out) at the batsman’s end even if he is not in his crease: although the runner may be (run out) at the batsman’s end.
- f. Umpires will call “hit” when the ball makes contact with the bat.
- g. An umpire may give a batsman out without an appeal from the bowling/fielding team.

16. The Caller

A B1 or B2 batsman is to be allowed a direction call from their runner; (the runner must act as their caller).

17. The Substitute

- a. If a B1 fielder goes off the field, he can be substituted only by a B1 fielder.
- b. A B2 fielder can be substituted only by a B2 fielder or a B1 fielder. That fielder then adopts the category of the player that he is replacing.
- c. A B3 fielder can be substituted by a B1, B2 or a B3 fielder. That fielder then adopts the category of the player that he is replacing.
- d. A fielder who goes off the field, on his return can bowl only after he has been on the field for the number of overs he had been off the field.

18. Captains Duties

The Captains must ensure that the list of 11 players playing the match clearly indicating whether B1, B2 or B3 is handed over to

the organisers well before the toss. Along with this list 12th man in each category of player will also be indicated.

19. Rules of Play

- a. The batting order is to be arranged into player cycles (B1, B2, and B3 in any order) as far down the order as possible and any two cycle player thereafter (B1 and B3).

i.e. A B1, B2 & B3 player must bat (in any order in the first cycle).
A B1, B2 & B3 player must bat (in any order in the second cycle).
In the third cycle if the team is playing 3 B2 players this cycle remains the same. If the team is playing 2 B2 players then a B1 player and 2 B3 players will bat.

In the event of one of the B2 players being injured or ill, the order must be followed using B1 player in cycle of batting order.

- b. A batsman must retire after scoring 49 runs plus next score and then may not return.
- c. A minimum of 5 bowlers have to be used. No bowler will be allowed to bowl more than 20% of the total number of overs of the innings.
- d. B1 players must bowl a minimum of 10 overs in the first 25 overs of an innings. B1 players must bowl a minimum of 40% of the overs to be bowled in a completed innings.
- e. Umpires will refer to “Playing Conditions for National Championships” (Attachment to these Rules) and apply to matches where over rates are amended and/or the determination of what compromises a result is varied. These circumstances may arise in cases such as poor weather and/or slow over rates.

20. Conduct on the Field

- (a) Players shall at all times be neatly and suitably attired.
- (b) No player shall question the umpires’ decision which is final. If a player repeatedly refuses to obey an umpire’s reasonable request,

or repeatedly and willfully infringes a rule, or is unruly, the umpire may request the captain to remove the player from the field of play.

- (c) A player who leaves the field may only return during a break in play.
- (d) An umpire may report a player for misconduct to the Cricket Council.

21. Awards

The officiating umpires in each round robin match shall each allocate points on a 3, 2, 1, basis for each match and each category of player i.e. B1, B2 and B3 competing in that game 3 points being the best, 2 points for the next best and so on. At the conclusion of the Championships the player in each State and in each category with the highest number of points shall be deemed best player in that category in that State. In the event of equal points the player with the most 3s shall be deemed the winner and so on.

The overall category winners are determined by using the same process as above.

If points are equal and a tie exists after all avenues are exhausted, joint winners are declared.

22. BCA Minute Motions

Appointment of Discipline Committee

1. That Blind Cricket Australia appoints a Discipline Committee comprising the BCA Chairman as Chairman and one delegate from each competing State/Territory. This committee will only convene for the purpose of resolving complaints: (A) conduct and (B) sight classification.
2. That any player found guilty of bringing the game of blind cricket into disrepute under Rule 20 "Conduct on the Field" may be suspended by the Discipline Committee of the BCA from competing in games under the auspices of Blind Cricket Australia and such other penalties as deemed fit.

3. That any player found guilty of deliberately playing below his sight classification may be suspended by the Discipline Committee of the BCA from competing in games under the auspices of Blind Cricket Australia and such other penalties as deemed fit.

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