



**INDOOR CRICKET
WORLD CUP**
AUSTRALIA 2022

**2022 World Cup
Match Rules and Regulations**



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1. CODE OF CONDUCT

These Match Rules and Regulations (*Rules*) apply individually and collectively to all players and officials who participate in the 2022 World Cup.

All players and officials have a duty to maintain and encourage the highest level of fair play and sportsmanship. They are expected to set an example in conduct and are obliged to avoid all unfair acts and practices which are detrimental to the sport or may bring the sport, the World Indoor Cricket Federation (WICF), or any indoor cricket body into disrepute.

Players and officials are also expected to always conduct themselves in a professional manner during the World Cup. This includes conduct at the host centres and at all other venues in the host city.

All players and officials must comply with the *WICF Code of Behaviour for Players and Player Support Personnel*. Any player or official engaging in, or alleged to have engaged in, unprofessional behaviour will be subject to the hearing procedure.

2. UNAUTHORISED OR INAPPROPRIATE ADVERTISING

Players and officials will not be permitted to display or promote any commercial logos or material associated with companies that compete with any of the WICF's contracted sponsors or suppliers for the World Cup.

Players and officials will not be permitted to display any inappropriate logos or material that would be detrimental to the sport, or may bring the sport, the WICF, or any indoor cricket body into disrepute.

3. TOURNAMENT STAFF

The **Tournament Manager**, as appointed by Cricket Australia on behalf of the WICF, will be in sole control of the event with the support of an appointed Tournament Referee. The Tournament Manager will manage reports made under the *WICF Code of Behaviour for Players and Player Support Personnel*. At their discretion, Cricket Australia may appoint additional Operations Staff to support the Tournament Manager in their duties.

The **Tournament Referee** is responsible for the interpretation of these Match Rules and the Official Rules of Indoor Cricket and will make any clarification of rules during the tournament. The Tournament Referee is also responsible for advising on matters not covered in the rules, suitable playing equipment and apparel, and other technical related matters. The Tournament Referee will make umpire appointment recommendations to the Match Committee and oversee umpire performance and personal development.

The **Head Trauma Medic** is responsible for assessing any and all head and neck impacts to players during training and matches. Their assessment and decision supersede all team trainer/physio assessments and is in line with the *Australian Cricket Concussion and Head Trauma Policy*, in effect for all cricket matches sanctioned by Cricket Australia.

4. MATCH COMMITTEE

A Match Committee will contain the Tournament Manager, the Tournament Referee, and the WICF Chairman (or their appointee). All members of the Match Committee must be impartial in dealing with any matter which:

- (a) arises in relation to the Match Rules and is not stated as expressly to be dealt with by the Tournament Referee or any other person or body, or
- (b) arises under the *WICF Code of Behaviour for Players and Player Support Personnel*; or
- (c) is not covered in these rules.

This will be done as soon as practical and prior to the completion of the World Cup.

5. TECHNICAL COMMITTEE

A Technical Committee will contain the Tournament Manager, the Tournament Referee, the WICF Chairman (or their appointee) and one official WICF delegates (or their appointee). All members of the Technical Committee must be impartial in dealing with any technical matters such as doubtful bowling actions or suitable playing equipment, that arise during the World Cup.

6. TOURNAMENT ELIGIBILITY

All players/officials must be registered with their Country governing body to participate in any WICF event. Participation is determined by country of residence and not by passport or country of birth. If a player has previously played for any country in a WICF event and now wishes to play for a different country because they are now a resident in that different country, then the original country's governing body needs to release the player and should not unreasonably withhold such release.

Dispensation to eligibility criteria may be considered in special cases by the WICF following written submissions which must be received 60 days in advance of the Tournament.

All decisions on eligibility will be made by the WICF and shall be binding.

7. ELIGIBILITY DATES

Under 22 Men and Women - Players must be 21 years of age or under as of Saturday 15th October 2022 which is the last day of the 2022 WICF World Cup.

8. PROOF OF AGE

In WICF events where age is a criterion, proof of age must be supplied to the World Cup Organising Committee prior to the event starting. Copies of passports or birth certificates for all players are to be submitted to the Tournament Manager by the advised due date.

9. TEAM NOMINATIONS

The official composition of all teams is restricted to a maximum of 12 players, with exceptions being permitted for replacement players and any dispensations permitted by the WICF and the Tournament Manager prior to the tournament. The 12-player maximum includes any team coach or another team official who may also be listed as a player.

10. PLAYER REGISTRATION

Teams must nominate their players and officials to the WICF a minimum of four weeks prior to the start of the Championships for inclusion into the event program.

Teams may not use any players or officials other than those nominated except for extraordinary circumstances. A decision on any player or official changes may be made by the Tournament Manager.

11. UNIFORMS

All team uniforms must comply with the following regulations:

- All shirts and playing pants must be completely matching in style and colour. Where a sponsor's logo is included, it must also be matching.
- All playing shirts must have the tournament logo on the right chest and their national logo on the left chest. Both these logos must be 10 sq inches (64.5cm²).
- All shirts must carry the player's registered number. The number must be of contrasting colour to the base colour of this shirt and be minimum 25cm and maximum 35cm in height.
- All shirts must carry the player's surname. The surname must be of contrasting colour to the base colour of this shirt. Where a team has two or more players with the same surname, the surname should be prefixed with the first letter of the player's first name. The surname can be positioned above or below the playing number and the letters used must be clearly legible.
- All numbers and names must be free from any advertising elements.
- Vests may be worn during the game, provided they are matching with the team playing shirt and contain the correct identifying name and number of the player wearing the vest.
- Players may not wear a jumper or jacket over the team uniform during the game.
- Skins (undergarment) may be worn during the game. The length of the skins can vary, such as short or long sleeve. Should more than one player in a team wear a skin, the skins must be the same colour.
- Caps, if worn, must be free of unauthorised advertising, and be of the same colour as the base colour of the team uniform. Should more than one player in a team wear a cap, the caps must be identical.
- No shorts are allowed during the game.

12. PLAYER BODY PIERCING AND JEWELLERY

Players must remove all watches (including smart and fitness watches) and remove or tape over all body piercing and jewellery before taking the court. Exceptional circumstances, such as emergency medical alerts, may be individually assessed by the Tournament Referee.

13. THE COMPETITION

The World Cup will be conducted in a Round Robin format. All games will be 6 ball overs with minus 5 runs per dismissal or misconduct action. All fielding innings will be timed. See Section 24 for more information. Approximately fifteen minutes has been allocated in between games for on-court warm-ups.

The Men's and Under 22 Men's divisions will be combined in an Open division with a full round robin series of matches. All matches, irrespective of division, count as official matches with the standard points system applying. This includes any match played between an Open Men's team and an Under 22 Men's team. At the completion of the Open division round robin series, both divisions will separate into their respective divisions for their finals series. The top ranking Under 22 team in the Open division ladder, regardless of position on the ladder, becomes the top-ranking team in the Under 22 ladder. And similarly for the other two Under 22 teams.

The final order of the Men's teams from the completion of the round robin series will be used to determine the composition of the Men's finals series. All Men's teams will reposition up the ladder if any Under 22 team finished ahead of them. For example, a 6th ranked Men's team with one Under 22 Men's team above them on the ladder will reposition into 5th position in the Men's division with the flow on effect for all other under Men's teams below them to occur.

The Men's Division will play a World Cup Finals Series involving teams 1 – 4 and a Plate Final Series involving teams 5 – 8.

The Finals Series for the Open Men will be:

- 1 v 2 and 3 v 4 will play in the Semi Finals
- The winning team from 1 v 2 will go into the Grand Final.
- The losing team from 1 v 2 will play the winner of 3 v 4 in the Preliminary Final.
- The winning team from the Preliminary Final will go into the Grand Final.

The Plate Finals Series for the Open Men will be:

- 5 v 6 and 7 v 8 will play in the Semi Finals
- The winning team from 5 v 6 will go into the Grand Final.
- The losing team from 5 v 6 will play the winner of 7 v 8 in the Preliminary Final.
- The winning team from the Preliminary Final will go into the Grand Final.

The Women's and Under 22 Women's divisions will be combined in an Open division with a full round robin series of matches. All matches, irrespective of division, count as official matches with the standard points system applying. This includes any match played between an Open Women's team and an Under 22 Women's team. At the completion of the Open division round robin series, both divisions will separate into their respective divisions for a further two full rounds of matches. The results gained in the initial Open division round robin series will transfer into the respective Women's and Under 22 Women's divisions ladders.

The Finals Series for the Open Women, the Under 22 Women, and the Under 22 Men will have the team leading after the completion of all official matches going straight into the Grand Final and play the winner of teams 2 v 3 in a Preliminary Final.

14. SCORING

The premiership scoring system will be as follows:

- Three (3) points to the team that scores the most total runs.
- One and a half (1½) points per team if total scores are tie
- Skins points will also be awarded by comparing respective batting partnerships.
- One (1) point will be awarded to each higher scoring partnership
- A tied batting pair will jackpot the skins point forward to the next pair, or backwards in the case of the last pair

15. LADDER POSITION

The Ladder position will be determined as follows:

1. Highest Total Points (wins & skins)
2. Highest number of Outright Wins (if equal on total points)
3. Highest number of Skins (if equal on total points and outright wins)
4. Highest Runs Percentage (if equal on all the above)

16. TIED FINALS

Minor Finals and Grand Finals: If a Minor Final or Grand Final is tied at the completion of 16 overs for each side, a Super Over will be played. If the scores are still tied at the completion of the Super Over, the match will be awarded to the team who finished highest after the Round Robin series.

Super Over: When a Super Over is to be played, the team captains will toss a coin to determine the batting/fielding order in the Super Over. Teams will select their own batters and bowler for each respective Super Over. Before each Super Over starts, the batting team will inform the umpire who is batting, and the bowling team will inform the umpire who is bowling. Teams will be unable to change their selections once the umpire has been informed. Teams do not need to inform their opponents of their selections.

Teams must use the same players who played in the match unless a player/s was substituted. Any substitute/s used in the match will take part in the Super Over but will only be allowed to field. Teams will bowl with the same ball they bowled with in the match. All Wides, Legsides, and No Balls bowled in a Super Over will be re-bowled at the batter's discretion. This is irrespective of whether runs are scored from the delivery, or a dismissal occurs.

17. CRICKET BALL

The balls used will be Burley Supersoft with one ball per innings. Teams may only use balls supplied by the Tournament Referee. In the event of a ball failure within the first four overs, the ball will be replaced with a new ball. In the event of a ball failure after four overs, the ball will be replaced with a ball used in one completed innings.

18. UMPIRES

Before the game, an umpire will be appointed to adjudicate the rules of the game with absolute impartiality. This appointment will be made by the Tournament Referee and approved by the Match Committee.

In some matches, third umpire technology may be deployed. This is for the sole purpose of determining run out and stumping decisions and can only be called upon for use by the match umpire. No captain, player or team official may call for the third umpire or request a referral to the third umpire technology. Such action may be determined to be in breach of the Code of Behaviour and be reported.

19. DISPUTES

The appointed umpire is in sole charge of the match. Only the captain of the fielding side, or the batter at the wicket keeper end may seek clarification regarding an umpire's decision. Any dispute made by other members of the team or the team bench, may be reportable by the umpire under the Code of Conduct and result in a breach. Likewise, any show of dissent towards or badgering of an umpire regarding a decision may be reported under the Code of Conduct.

To seek clarification on rules, please speak with the Tournament Referee. If you have specific questions relating to decisions made in a match, please speak with the Tournament Referee during the match in question. Any questions or protests will only be accepted from accredited team officials or the team captain.

20. TEAM LIST

Each team must provide one* team sheet at the toss to give to the match umpire. Each team sheet must clearly show the full names and playing numbers of the eight nominated players selected for the match, the nominated captain, and the list of substitutes (bench players).

No selected player may be replaced after the toss, except for an injury occurring during the warmup, in which case, only a listed substitute player may take the place of a nominated player. Any such change to the team must be communicated to the match umpire and the opposition captain or coach. Should the opposition team find issue with the change, they should notify the Tournament Referee, prior to the match starting.

*All matches on court 4 are required to provide three (3) team sheets at the toss, one for the umpire and two for the commentary team.

21. THE TOSS

The toss will be conducted with one official representative from each team (team official or player) and the match umpire, 30 minutes prior to the scheduled match start time. The toss will occur at the back of the court the match is scheduled to play on. The first team listed for the match will toss the coin, while the second team listed will call. The winner of the toss shall choose which innings they will take first (batting or fielding). Failure to be present for the toss within 5 minutes of the designated toss time will result in a forfeit of the toss.

22. PLAYER SEATING

Teams will be required to sit in specified seating areas during the tournament. This request will be made by the Tournament Manager. Teams will not be allowed to sit in any other area. The team that wins the toss shall choose which of the two specified seating areas their team will occupy.

23. COMMENCEMENT OF GAME

The umpire will give a two-minute warning before “play” will commence. Players must be ready to commence “play” by the end of two minutes. Failure to be ready may result in a 5 run penalty.

Any team not able to commence a match within 15 minutes of the scheduled start time, may incur a forfeit at the discretion of the Technical Committee.

Traffic and roadworks around Casey Stadium can be a challenge and many teams will be located more than a 20-minute drive from the venue. Please ensure plenty of time when leaving your accommodation to allow for any delays.

24. TIMED FIELDING INNINGS

Time Penalties will apply to all games. Fielding teams have 44 minutes to have completed their 15 overs and be ready in position for the beginning of the 16th over. Fielding teams that take longer than 44 minutes to complete their 15 overs will be penalised 5 runs for every 2 minutes, or part thereof.

The umpire will be the final judge on the time taken to complete each innings. The timing for the innings starts when the umpire calls “Play” for the 1st delivery of the innings and ends when the fielding team are ready in position for the beginning of the 16th over.

The 44 minutes will include all stoppages in play such as, but not limited to, players requiring minor first aid treatment on court, discussions with the umpire or umpire warnings. These stoppages cover players from both teams. The time taken to deal with serious injuries will not count towards the 44 minutes.

The batting team will be permitted a total of 4 minutes for minor injury related stoppages that is counted towards the 44 minutes allocation for the fielding team. Any other minor injury or stoppages will be treated as a serious or blood related injury and will not count as part of the 44 minutes for the fielding team.

Umpires will warn batters for time wasting if they feel batters are trying to take advantage of the fielding team’s time allocation. Umpires may penalise batters or add time onto the 44 minutes if they consider batters have deliberately slowed down play.

Fielding teams receiving Time Penalties will have the runs deducted against the team captain. This is a team penalty and does not count as an individual penalty against the captain. Batters receiving Time Penalties will have runs deducted at the time of the penalty. This is a team penalty and does not count as an individual penalty against the batters.

25. PLAYER MISBEHAVIOUR

Players and team officials (coaches, managers etc) are to take these rules as a **first and final warning** regarding the behaviour and consequences of improper conduct by players and player support personnel.

The *WICF Code of Behaviour for Players and Player Support Personnel* details a robust disciplinary procedure pursuant to which all matters of improper conduct can be dealt with fairly. It is the responsibility of players and player support personnel to familiarise themselves with the code prior to the tournament.

In addition, the following will result in a 5 run penalty being imposed by the umpire without a warning being issued:

- Swearing by any player or team official, on the court or outside it, if in the umpire's opinion, the swearing is capable of being heard by spectators or cameras
- Swearing, rude gestures or any form of dissent at the umpire by any player or team official either on the court or outside it
- Throwing the bat, including throwing it in the air with the intent to catch it
- Striking or throwing the ball at the stumps in an aggressive manner, other than to attain a run out or stumping
- Gross intimidation of an opponent

26. ILLEGAL AND DOUBTFUL BOWLING ACTIONS

If an umpire believes a bowler has bowled a delivery that is clearly illegal (such as blatantly thrown), the umpire shall call "no-ball" and report the bowler on the Suspect Bowling Action Report. To be considered an illegal delivery, the ball must be delivered with a markedly different action to the bowler's normal deliveries.

If an umpire believes a bowler has bowled a delivery that may be illegal (and is considered suspect), the bowler is **not** to be called (for a No-Ball) during the game.

The umpire will use the Suspect Bowling Action Report to record any bowler they believe has bowled any suspect deliveries. The umpire will advise the bowler's captain or coach that one of their players has bowled a suspect delivery and refer them to the Tournament Referee for further information on the procedure that may take place.

A team coach or manager may report an opposition player with a suspect bowling action to the Tournament Referee. This must be during the game in question.

The Tournament Referee will speak with the player's coach and may also get the Technical Committee to assess the bowler's action at the next available opportunity.

If a player is deemed to have a suspect action, the Tournament Referee will speak with the bowler's coach and the bowler to see if they can eliminate any suspect deliveries and only bowl fair deliveries.

At the end of the event, the WICF will formally contact the bowler's country representative and request that the player undergo remedial action on any deliveries considered suspect. The bowler will be required to have completed remedial action prior to playing at another WICF sanctioned event.

Throughout the process, Teams and Coaches are to act in the best interests of the player and cricket in general with the overall welfare of the player and the game being the prime considerations.

27. UMPIRE REPORTS

At the conclusion of each match, the umpire will submit the following reports:

- Code of Behaviour report/s (if applicable), provided to the Tournament Manager
- A suspect bowling action report (if applicable), provided to the Tournament Referee

- Player of the Series votes, submitted online

28. MATCH REPORTS

A Match Report is to be completed at the end of every game by the team coach or captain (only one per match). The report is an opportunity to provide feedback on the playing area and the umpire's performance. The report must be completed online, and iPads will be available on site to use should a personal device not be available.

29. FORFEITS

Any team not able to commence a match within 15 minutes of the scheduled start time, may incur a forfeit at the discretion of the Technical Committee. Teams experiencing difficulties in fielding a team are asked to contact the Tournament Manager as soon as possible.

30. PLAYER OF THE SERIES

Points will be allocated each game in a 3, 2, 1 system by the match umpire. Any player who has received a 5 run penalty during a match will be ineligible for votes in that match. Any player sent off during any match shall be ineligible for any award.

For all Grand Finals, other than the Men's Plate Grand Final where the umpire will award Player of the Final, the Player of the Final award will be selected by the commentary team.

31. ALCOHOL & DRUGS

The WICF endorses the World Anti-Doping Agency and the World Anti-Doping Code. No player under the influence of alcohol or drugs will be allowed to take part in or continue in a match for safety reasons. The umpire and/or Tournament Manager must remove any offending player from the game. The umpire and/or Tournament Manager will refer the player to the Code of Conduct Referee to deal with the matter.

Players may be required to submit to random drug testing during the World Cup pursuant to any applicable anti-doping rules of the WICF. Penalties for returning a positive test or any other anti-doping rule violation under such WICF anti-doping rules are severe and include bans from participating in future competitions. Any anti-doping rule violations will be dealt with in accordance with the hearing rules of the WICF anti-doping rules.

32. RULES

The World Cup will be played under these Match Rules in conjunction with the *2018 Official Rules of Indoor Cricket* administered by the WICF.