

CRICKET

Teams

Number of players: A typical tennis ball cricket game involves 11 players on each team.

Each team will have a maximum of 15 registered players.

Team roles: Teams usually consist of:

Batsmen: 2 players on the field at any time (one facing the bowler, the other at the non-striker's end).

Bowlers: Players who bow the ball to the batsmen. Depending on the format, each bowler may bowl a set number of overs.

Fielders: The remaining players on the field. Typically, there will be a wicketkeeper and a mix of outfield and infield players.

Equipment

Bat: A cricket bat, typically lightweight and designed for use with a tennis ball.

Ball: A tennis ball (instead of the usual hard cricket ball).

Wickets: Two stumps at each end, often with a bails setup for traditional run-out decisions.

Clothing: Comfortable clothing and sports footwear; protective gear is optional but recommended for more competitive play.

Toss

Coin Toss: The game starts with a coin toss. The winning team can choose whether to bat or bowl first.



Scoring

Runs: Batsmen score runs by hitting the ball and running between the wickets.

1 run for each time they successfully run between the wickets.

Boundaries:

4 runs: If the ball hits the ground and crosses the boundary line.

6 runs: If the ball flies over the boundary without touching the ground (a "six").

Extras:

Wide: A ball bowled outside the batsman's reach is counted as a wide, and 1 extra run is added.

No-ball: If the bowler delivers an illegal ball (e.g., overstepping or under-arm bowling), it's counted as a no-ball, and 1 extra run is awarded to the batting team.

Batting

Overs: Each bowler may bowl 1 to 6 overs, depending on the format. In informal games, you can set a limit based on the time available.

Dismissals: Batsmen can be dismissed in various ways:

Bowled: If the ball hits the stumps.

Caught: If the batsman hits the ball in the air and a fielder catches it.

Run out: If the fielders successfully hit the stumps with the ball while the batsman is running.

Stumped: If the wicketkeeper removes the bails while the batsman is out of the crease.

LBW (Leg Before Wicket): Though not always strictly enforced in tennis ball cricket, this can be given if the ball hits the batsman's leg in line with the stumps.



Bowling

Type of Bowling: Bowlers can bowl overarm

Speed: Since the ball is a tennis ball, bowlers should aim for a good balance between speed and control, as the ball doesn't travel as fast as a cricket ball.

Delivery: A bowler must deliver the ball with a straight arm (as in traditional cricket)

No Ball / Wide: A no-ball is declared if the bowler oversteps the crease or delivers an illegal ball. A wide is given if the ball is too far from the batsman.

Fielding

Fielding Positions: Fielders can be placed strategically based on the number of players, with positions such as slip, gully, point, cover, mid-on, mid-off, square leg, fine leg, and deep positions.

Wicketkeeper: One player acts as the wicketkeeper, standing behind the stumps to catch any balls the batsman misses or is stumped.

Innings

Duration of Innings: An innings ends when either all wickets are taken (the team is all out) or a predetermined number of overs have been bowled.

Number of Overs: A team typically plays 6 to 20 overs per inning, but this can be adjusted based on time and available resources.

Result

Winning the Game: The team that scores the most runs at the end of both innings wins. If both teams score an equal number of runs, the game can end in a tie, or a super-over can be played to determine the winner.

Fair Play

Respect: Players should play with respect, adhering to the spirit of the game. While tennis ball cricket is informal and recreational, sportsmanship is key.

