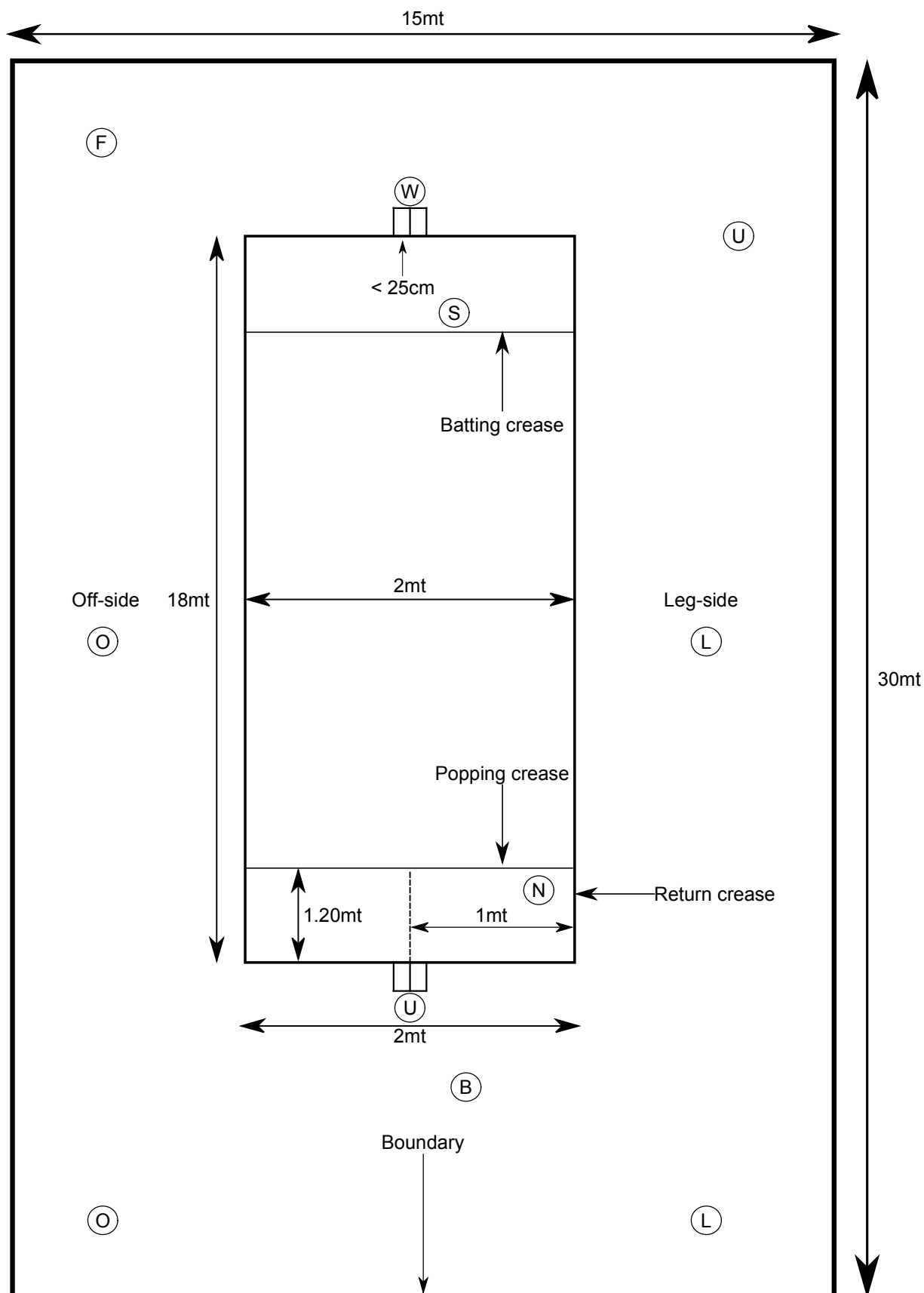


Ground Markings for Roller Cricket



W - Wicket Keeper

S - Striking Batter

N - Non-Striking Batter

F - Fielder, can be placed anywhere
except straight down the pitch

O - Off-Side Fielder

L - Leg-Side Fielder

U - Umpire

Introduction

Roller Cricket is played in a rectangular field. The minimum dimensions of the playing field are 30mt x 15mt. A bigger court is acceptable. The pitch needs to be exactly in the middle of the playing field. See the Ground Marking sheet attached to get a clear idea of field placement and ground markings. The ground markings aren't discussed here as the diagram is self-explanatory. Any rules that are omitted here are due to oversight. As Roller Cricket is modeled after One day cricket, one may assume that other than the rules listed here all other rules are similar to the rules followed in ICC One-day Cricket. For extra clarification please see, <http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/>.

The idea of Roller Cricket is really simple: The bowler delivers the ball, overarm, at one of the batter who will try and hit the ball to score runs. The team that scores the maximum runs wins.

A match is played between two sides, each of seven players, one of the players shall be Captain. The bowling team needs to have exact 7 players on the field at all times. The batting team will have two players on the field, one striker and one non-striker. A team needs to register a total of 8 players, one player will stay off-field and will act as a substitute if the need arises. The match referee will verify the identity of the players before the match. For this, a bonafide certificate of the player (which must have birth-proof and photo-ID proof) and the registration form is required to be submitted before the registration deadline to the Organiser. The acceptable bonafide certificate together with the registration form will need to be present on field, so that the match referee can verify the identity of the players before the match.

Each inning will consist of 12 overs. The time of an inning shouldn't exceed 60 minutes. Extending the 60 minute time per inning, would give either an additional 10 runs lead to the batting team for every 5 minute extension, may be grounds for disqualifying the fielding team, or bear no consequences as assessed by the match referee. There would be one 2-minute break at the end of 6 overs during an inning. After one inning there would be a 10 minute break.

Teams will be competing in four age groups, based on the age of their oldest player:

- Under 11
- Under 14
- Under 17
- Senior

The Organisers may choose not to acknowledge bonafide certificate if it doesn't have the birth date and photograph of the student, or if it is in any language other than English. The only acceptable ID proof is the original bonafide certificate issued by the school with a cross-signed and sealed photograph of the student, in English.

Mix-gender teams may be formed in any age group. A mix gender fielding team is to have a minimum of 3 players on-field (out of eight registered) of each gender.

The game will be played on any court that has the appropriate ground markings and which is declared fit to be played on by the match referee. The match referee should take into account the safety and freedom of movement of the players while deciding whether the surface of the floor is fit for play.

Dress

All players in a team are to wear similarly coloured trousers and t-shirts. Every player's unique identification number is to be printed in big size on the back of her t-shirt. All states will have to pick colours for their teams which are different from other states. The colours will be offered on a first come first serve basis, and in no case will a previously assigned colour be used by another state unless approved by the federation. All states are required to register their team colours with the federation. The federation will need express written permission from the original state stating that it is willing to pick a new colour and only then may the original colour be assigned to a different state. A match referee may disqualify a team if she sees that their dress is inappropriate, that dresses of players' of a single team differ, or are of a different colour than the one registered.

Any type of skate can be worn as long as it has a brake. A crash helmet, elbow pads and knee pads are to be compulsorily worn by all players at all times. All male players are to compulsorily wear groin guards. In addition, a wicketkeeper is allowed to wear hand gloves.

Match Officials

At all times during the match, there would be two Umpires, a Scorer and a Match Referee on the ground. All match officials are to be approved beforehand by the federation.

One umpire would be the leg-umpire and one would be the straight-umpire. The umpires will interchange their positions after every over. The leg umpire would take decisions on shoulder-up no-balls, head-up no balls, run outs at her end and stumpings only; all other decisions will be taken by the straight umpire. Both the umpires in consultation with the match referee can ask a fielder, batter, bowler, or wicketkeeper to leave the field for the innings if after being warned once they continue to play dangerously or unfairly. A white shirt and black trousers are to be worn by both the umpires.

The Scorer will have to keep track of runs, wickets, overs, extras, individual run of players, etc and will sit with a big enough scoring board so that players on the field can read it clearly.

At the end of the match, the match details will be submitted by the Scorer to the match referee who will verify it before declaring the winner. It will be the match referee's duty to submit the original score sheet to the federation for official records.

All of umpire's and match referee's decisions will be binding and final. She will be consulted on issues like disqualification, bad lighting, other playing conditions which would interrupt the match, etc. Rest of match referee's duties are outlined in this document at their respective places.

All teams are to bring their own bat and protection equipments. The Organiser will have to provide balls, stumps, bails, ground markings, lights and changing rooms.

Batting

- The batter can play any shots she wishes while at the crease.
- The incoming batter should be in the field once the outgoing batter is out of the field. In no case, should she take more than 30 seconds after the older batter has left the field.
- Using a light weight tennis bat is recommended for the tournament. Using inappropriate bats may be grounds for disqualifying a team or declaring a player out. The Umpire is required to immediately stop the match to report the use of inappropriate bats to the match referee. The match referee shall be the final authority for consultation on these and any other issues.
- If the batters damage the pitch a warning would be given. If this happens for the second time, then a five run penalty would be given to the fielding side, and the batter may be declared out.

Runs

- 'Boundary' only refers to the straight line, marking the end of the ground behind the bowler's end. If the ball crosses it without bouncing on being hit by the batter, a Six will be scored. If the ball crosses it with one or more bounces after being hit by the batter a Four will be scored. The rest of the sides of the ground are NOT considered boundaries.
- When the batter hits the ball out of the ground, on any other side except the boundary line, one run will be declared and the batters will change ends.
- If the ball is within the ground the batter will be allowed to take single, double or triple runs. They can take a maximum of six runs in a ball. 'Short runs', that is runs in which the batters don't cross the crease are not counted. One run is scored each time the batters cross and reach the set of stumps at the other end of the pitch.
- During an overthrow, the batter will be allowed to take runs. If the overthrow crosses the 'boundary' then a four will be given to the batter, if the ball goes out of the field on any other side except the 'boundary' then one run will be given as overthrow. Overthrow runs count as personal score of the striking batter and are added in addition to the runs run by the batter on that ball. However, if the ball thrown by the fielder touches the batter then they wouldn't be allowed to take any more overthrow runs.
- The batters are not allowed to steal a run while the bowler is taking her run up or while the field is being set. Only after the delivery is bowled are runs allowed. Umpires will give five runs as penalty to the fielding side if the batters steal a run.
- The fielding side wouldn't be allowed to keep their gears on the field. However if they have gone unnoticed and the ball touches it, a five run penalty will be given.
- Once the ball crosses the boundary or goes out of the ground it is considered 'dead' till the new delivery is bowled.
- If the batters cross-over before being caught, then they would be allowed to hold their side but no run would be scored.

Ways a batter can be declared out

- **Bowled:** If the bowler manages to get a 'live' ball through the batter and knock off the bails, the batter is bowled.
- **Caught:** When any player in the field directly catches a 'live' ball hit by the bat of the batter. The only condition being that ball shouldn't have bounced on the way. 'Bat' refers to the bat and hands – below wrist. Only if the hand is controlling the bat will it be considered a part of the 'bat'.
- **LBW:** If the 'live' ball hits the player on the legs / any other body part except the 'bat' first, and is assessed to have gone on to hit the stumps if it didn't hit the batter an LBW is considered. If the ball bounces within the three stump line then the batter is out. If the ball bounces outside off-stump and the batter didn't make a genuine attempt to play a shot she is out. If the ball bounces outside leg-stump she is not out.
- **Stump out:** If the wicket keeper knocks off the bails while the batter is out of the crease the batter is out. The wicketkeeper should only use the hand which has the ball in it to knock off the bails.
- **Run out:** When bails are knocked off by the fielding side while any of the batters are short of their crease while taking a run, the batter is out. If the bails are already knocked off beforehand then the fielder has to take the stumps out of the ground to be considered for run out.
- **Hit wicket:** When the batter herself knocks off the bails. This can only happen when the striker breaks her wicket in any way after the delivery is bowled. If the batter breaks her wicket making a practice swing while the bowler has not yet bowled she would be not out as the ball is 'dead' at that time.
- **Double hitting:** When the batter hits the ball twice deliberately in any case, except while trying to protect her wicket or nudging the ball that has completely stopped to the nearest fielder with the permission of the fielder.
- **Handling the ball:** When the batter touches the ball with her palms in any case except trying to protect herself.. If the ball is stationary, the batter can hand over the ball to the fielder with her permission.
- **Obstructing the field:** The umpire can give a batter out if she gets in the way of a fielder who is attempting to take a catch or attempt a run-out.
- **Time Out:** If the incoming batter takes longer than 30 seconds after the outgoing batter has left the field and the fielding side appeals, she can be given out.
- **After a batter is out,** the ball is considered dead till the next delivery is bowled, hence it is not possible to dismiss both the batters in one ball.
- **A batter wouldn't be given out unless the fielding side appeals.** An appeal will only be considered if it is made before the delivery of the next ball.

Bowling

- Every over will consist of 6 balls.
- Every new over is to be bowled from the opposite end.
- There is an over limit of 3 overs per player.
- A bowler is not allowed to bowl two consecutive overs.
- All bowlers will have to perform proper overhead arm action before bowling the ball. A underhand bowl or bowl delivered with improper or incomplete motions of the arm will be called a 'throw ball'. It is considered a no-ball.
- If the bowler or any of the fielding side damage the pitch, a warning would be given. If this happens for the second time a five run advantage would be given to the batting side.
- If any player is caught tampering with the bowl, a five run penalty will be given to the opposite side and a new ball will be issued. If the player still continues to tamper the ball she will be asked to leave the field.
- If the fielding side over appeals to the umpire in an attempt to pressurise her to give a decision in their favour they will be warned. A second warning would give a five run advantage to the batting team.

Ball

- Every inning starts with a new ball.
- A new ball of similar type is issued whenever the ball tears, gets lost or is assessed to be unfit for playing by the umpire.
- A middle to heavy weight, green coloured tennis ball will be used for the match, which may be approved by the match-referee.
- Enough balls need to be made available by the Organisers so that if they get lost or torn, then the match is not delayed. Time delay caused due to missing balls will not be included in the 60 minute per inning time limit.

Runs can only be taken, and wickets can only fall when the ball is active or 'alive'.

The ball is dead when:

- It settles in the hands of the wicket-keeper or bowler.
- A wicket has been taken.
- A boundary has been scored.
- A batter has played no shot and has completed a run.
- When it is trapped between the batter and their equipment, eg pads.
- It lodges in the clothing of the batter or the umpire.
- A lost ball is called.
- The umpire calls over or time.
- Penalty runs are awarded.

The ball is active or 'live' at all other times.

Extras

- A wide ball can happen in two cases:
 1. A leg side ball that doesn't touch the batter is considered a wide ball.
 2. A ball that is bowled one meter away from the center stump on the off side and which doesn't touch the batter will be declared a wide ball.

For a wide ball, one run and one extra ball will be given.

- No-balls can happen in these cases:
 1. If the bowler oversteps the crease before releasing the ball – foot fault.
 2. If the bowler bowls a full toss over the shoulder – shoulder-up.
 3. If the ball crosses the batter's crease above her head height – head-up.
 4. The bowler's action is suspicious and the umpire declares it a 'throw ball'.
 5. If the bowler's back foot is outside the return crease.
 6. If the bowler doesn't notify the umpire of the change in their mode of delivery, that is, left / right arm bowling, over / round the wicket.
 7. The bowler bowls before entering their delivery stride.
 8. If the bowl bounces more than twice before reaching the batter.
 9. If the ball rolls around the ground.
 10. The ball stops in front of the batter without being hit.
 11. If the wicket keeper encroaches in front of the stump before the ball has been hit by the batter or is past the stump.
 12. If the fielders are not placed according to fielding restrictions.
 13. If the umpire believes the bowler is bowling dangerously or unfairly. If after receiving one warning, the bowler still continues to bowl dangerously or unfairly then she will be asked to leave the field. She will not be allowed to ball for the rest of the innings.

For a no-ball, one run and one extra ball will be given. However the difference between a wide and a no-ball is that the batter can get out as hit wicket, run out and stump out in wide ball whereas in no-ball only run out is allowed.

- Leg-byes happen when the ball hits the player's body while she is offering a shot, they are counted as extra and players are allowed to take runs. However, if the batter is not offering a shot and the ball deflects off the player's body then she is not allowed to take runs.
- Byes happen when the batter doesn't hit the ball and still decides to take runs. They are counted as extra. The batters are allowed to run only one run as bye.
- Dead balls will have to be re-balled and no-runs are allowed to be taken on dead balls.

Field positions

- Two fielders must be placed on the off side
- Two fielders must be placed on the leg side
- One wicket keeper
- One bowler
- One player can be placed anywhere according to the captain's requirements.
- No player to stand straight down the pitch.
- If any player wastes time unnecessarily than the umpire will give a warning once. The second time a five run advantage will be given to the opposite side.
- If any fielder distracts or obstructs the batter on purpose, a dead ball will be called and a five run advantage will be awarded to the batting side.

Score

- The winning team scores 2 points and the losing team scores zero points.
- If one of the team doesn't turn up for the match the other team automatically wins the match.
- If a team is disqualified for a match then it is considered to have lost the game and the other team is considered to have won the game.
- If the match is interrupted due to bad lighting, weather (play is to continue in rain) or due to any other reasons except disqualification of a team, then the match referee may declare a draw and assign 1-1 point to each team.

Special cases

Whenever there is a tie, a tie-breaker in the form of bowl out (similar to Twenty-20 cricket) would take place. Every team has to try to hit the stumps every time in a over. Each player can only bowl once in an over. No-balls would count as no-score, an extra ball would not be given. Bowlers of both teams bowl alternately. A team with higher number of hits at the end of a over is declared the winner. However if after three overs there is no result, then a team which scores a one-point lead after any ball (after the third over) is declared the winner.

If a match is interrupted due to behavioral circumstances or any other circumstances which would disqualify one team, then the other team is automatically declared the winner. Two disqualifications of a team in a tournament would disqualify it for the rest of the tournament and it wouldn't be allowed to play any further matches.

Grounds for disqualification include lewd / obscene remarks, physical abuse, sledging, mental harassment, actions which make it difficult for batters to concentrate, disrespect for the umpires' decision, actions which disrupt the spirit of the game, unacceptable birth and photo-id and dress issues. Any team may report foul play no later than one day after the match. On this and any other issue, the match referee's decision is binding and unquestionable. The match referee will hear the players and umpires and take a decision. After every match all of match referee's decisions will be reviewed by the federation as soon as possible. If the federation finds out that incorrect decisions influenced the match so as to give any side an unfair advantage, the match may be replayed if time permits or it may be declared a draw.

If a batter is injured, a runner is allowed. If a fielder is injured the 8th-player (substitute) is allowed to come on the field. However the substitute player cannot bat, bowl or keep wicket. A bowler who has been out of the field cannot immediately come to bowl without staying on the field for the same amount of time she has been absent. Umpires will take decisions whether the substitute or the runner requirements are genuine.

Umpire's Signals

As the game is modeled after One Day Cricket the umpire's signs are borrowed from it as well. There are only two exceptions. First is the 'Bye' sign which shall also be used for 'Declare-One', which happens when the ball goes out on any side of the field except the boundary: One-run is declared and the batters change ends. Another exception is the 'ten minutes remaining' sign which is used to indicate that ten minutes are remaining for the end of the inning.



Bye and Declare-One



Ten minutes remaining



Wide Ball



Cancel Call



Dead Ball



Five Runs Penalty



Six Runs



Leg Bye



Out



No Ball



Shoulder Up and Head up



Four Runs



New Ball

End note

This book should be considered a first-draft. The rules set out in this book are subject to change if the federation receives feedback from you which brings out the inconsistencies in the rules set out here, or if you give us additional rules that make the game more interesting.

It is a preamble to the full fledged rule book that the federation shall write once all of yours valuable suggestions have been taken into account.

The only version of the document that is considered official and which shall be referred to during matches and while approving match officials is this, the English version. You are encouraged to make translations and derived works however the federation shall not bring out a official translation and is not responsible for loss of meaning resulting from translating this document in other languages. Please exercise caution.

As of the time of writing, original authors from which some of the sections of this draft have been derived or those who have been directly quoted haven't been acknowledged as the original copyright holders. As this is a draft, I haven't gotten around to doing it yet. If you are the original copyright holder and want your copyright to be enforced / or your name to be acknowledged, please contact me and I will do the needful.

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