



## International Rules

# Beep Cricket

8 April 2022

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## Player Sight Categories

Beep cricket is an inclusive game which can be played by people with/without a vision impairment.

Cat.	Description	Eye Acuity	Field of Vision	Wrist Band	In a Team
B1	No useful vision	0/60	0 deg.	White	3
B2	Extremely poor vision	1/60-2/60	1 to 5 deg	Red	3
B3	Poor Vision	3/60-6/60	6 to 20 deg	Blue	3
S	Good Vision	7/60 and over	21 deg and over	Black	3

*Classifications are based on the 'best eye' with 'best correction.'*

*Classifications should be as a result of an ophthalmological examination.*

## Beep Cricket Competition Award Presentations

Sight Category	Runs	Multiple of
<b>B1</b>	<b>All runs off the bat</b>	<b>4</b>
<b>B2</b>	<b>All runs off the bat</b>	<b>3</b>
<b>B3</b>	<b>All runs off the bat</b>	<b>2</b>
<b>S</b>	<b>All runs off the bat</b>	<b>1</b>

<b>The Ian Healy Shield</b>	The Beep Cricket Competition winning team will be presented with the Ian Healy Shield.
<b>Winner's Trophy</b>	Members of the winning team will each be presented with a trophy.
<b>Runner-up Trophy</b>	Players of the runner-up team will each be presented with a trophy.
<b>Best And Fairest</b>	The player earning the most player of the match points will be presented with this award.
<b>Best Batting Average</b>	The player with the best batting average of the competition will receive a trophy.
<b>Best Bowling Average</b>	The player with the best bowling average of the competition will receive a trophy.
<b>Medallion</b>	Players and officials who participated in the competition will receive a Participation Medallion.

## 1. The Game

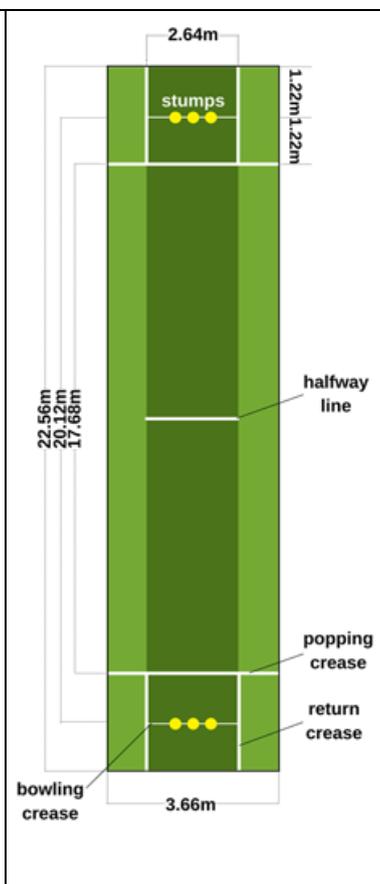
- a. A match is played between two sides of not more than nine players, six of whom are legally blind and three of whom have no vision impairment.
- b. Each side has one innings taken alternatively.

## 2. The Result

- a. A match is won by the team which has scored the most runs.
- b. A match may also be determined by being given up as lost by one of the sides, or by refusal to respond to the Umpires call of **'Play.'**
- c. A match not determined in the way as in (Rule 2. a. and 2. b.) shall count as a draw.
- d. Two points will be awarded to the winning team of a match.
- e. For a tie at the end of the match, each team shall be awarded one point.
- f. For a loss at the end of a match, no points shall be awarded.
- g. For a draw where the match was abandoned before the scheduled completion, one point shall be awarded to each team.
- h. At the conclusion of qualification rounds of the Beep Cricket Competition, the two teams which have the higher aggregate of points shall play off in the final.
- i. In the event of an equality in both points and wins for second place, this shall be determined by average calculations as follows:
  1. Divide the total number of runs scored by the total number of wickets lost.
  2. Divide the total number of runs scored by the number of wickets taken.
  3. Divide the total of (rule 2. i. 1.) by (rule 2. i. 2.) and the team having the higher quotient shall be considered the eligible finalist.

## 3. The Ground

- a. In the centre of the ground is a rectangle 20.12 x 1.83 metres, known as the pitch.
- b. A halfway line shall be drawn across the pitch at 10.05 metres from each end.
- c. The creases shall be lines drawn across the pitch, distance 1.22m from each end.
- d. Four 'wide-ball' line segments each of length 1.22 metres shall be drawn parallel to, and 61 cm from the edge of the pitch.
- e. The field boundary shall be marked 30 metres, measured from the centre stump in a complete half circle from each respective wicket, and shall have parallel sides.
- f. The boundary shall be marked, with a continuous white line and a white boundary rope shall be installed on top of this white boundary line.
- g. A blue line parallel to (and 15m inside the white boundary line/rope) shall be marked.



#### 4. Tools of Play

- a. The ball shall be the official Blind Bats Beep Cricket Ball.
- b. A bat with dimensions no larger than those standardized by the general rules of cricket must be used by batters.
- c. Each wicket shall consist of three parallel stumps and bails,
- d. Each wicket shall stand to a height of 74 cm and their width shall be of 23 cm.
- e. The wicket must be constructed in such a way that the ball cannot pass through the gaps between the individual stumps.
- f. Helmet, Batting Gloves, Shin Pads, and other protective wear may be worn while batting.
- g. Wicketkeepers are the only players allowed to wear gloves in the fielding side.
- h. Wide brim or bucket hats should be worn while fielding.

#### 5. Officials

- a. Prior to the commencement of each match, two Umpires shall be appointed by the controlling body.
- b. They shall mutually agree on which respective end they shall first stand, and they shall change ends at the expiration of each hour scheduled for play.
- c. Prior to the commencement of each match, the controlling body shall appoint two Scorers.
- d. The result of the match shall not become official until the Umpires have signed the scorers' records.

#### 6. The Captain

- a. The Captains shall identify themselves to the Umpires and Scorers prior to the toss.
- b. The Captains shall submit a final team list to the scorers prior to the toss.

#### 7. The Toss

- a. Before each match, the Captains shall be called upon to participate in the toss.
- b. The winner of the toss shall decide whether their team shall first bat or bowl.

#### 8. Substitutes

- a. The nomination of a team must include the nomination of a Vice-Captain, to act in the place of the Captain during any absence of the Captain.
- b. The nomination of a team must include the nomination of a substitute player.
- c. A **B1** Batter is always entitled to make use of a substitute runner when batting.
- d. A **B2** Batter is always entitled to make use of a substitute runner when batting.
- e. With the consent of the Umpires and if the Batter has sustained an inhibiting injury during the match, a **B3** Batter may also use a substitute runner when batting.
- f. Any Batter over the age of **60** years shall be entitled to a runner when batting.

## 9. The Run

- a. In the game of Beep Cricket, runs are multiplied by a factor that represents the Batter's sight category. See the table on page two above.
- b. A run shall be scored so often as after striking the ball with his bat, and the ball being still in play, the Batter (or the runner) makes good their ground from end to end.
- c. If the batter hits the ball along the ground or in the air beyond the blue line, a minimum of two runs shall be given to the batter unless the batter is dismissed.
- d. If the batter hits the ball along the ground beyond the white line/rope, four runs shall be given to the batter.
- e. If the batter hits the ball in the air, and the ball lands on the full beyond the white line/rope, six runs shall be given to the batter.
- f. A Batter may not move out of the batting crease until the bowler has said 'play.' If the batter infringes this rule, the Umpire shall call 'No Hit No Run'.
- g. When a batter arrives at the crease they confer with the other batter to choose the colour of the ball (black or white) they will face during their innings.

## 10. The Bowling End

- a. At the commencement of an innings, the Captain shall decide the bowling end that he wishes to bowl from.

## 11. New Ball

- a. A new Beeping Ball shall be taken at the beginning of a match.
- b. A new Beeping Ball shall be taken after the Umpire determines that the ball has failed and needs to be replaced during a match.

## 12. Play

- a. At the commencement of an innings or session, the Umpire at the bowling end shall call 'Play.' From that time no use of the game ball or any other ball shall be allowed to any player on the ground or between the wickets, except those completed for the purpose of playing the game.
- b. No person shall have the use of the bat until the next Batter has come in.
- c. The Umpire shall allow no longer than two minutes for each new batter to reach the batting crease after a wicket or at innings commencement, and ten minutes between innings for the new fielding team to take their position on the ground.

## 13. The Over

- a. The over shall consist of six legitimate deliveries bowled by any one bowler.
- b. If during the over, the bowler is unable to continue, the Umpire may call upon the Captain of the bowling team to appoint another bowler to finish the over.
- c. The bowler called upon shall not have bowled the previous over.

## 14. The Bowl

- a. At the commencement of each over, and when the bowler changes, the bowler must first tell the Umpire with which arm and from which side of the wicket he will bowl.
- b. The Umpire shall relay the information to the Batter.

- c. Prior to the delivery of each ball, the bowler must ask the Batter **'are you ready'** and the Batter must distinctly reply **'yes'** or **'no.'**
- d. The bowler must call **'play'** immediately prior to bowling the ball.
- e. The bowler must deliver the ball under-arm with at least part of a foot grounded behind the bowling crease and between the wide-ball lines.
- f. The ball must contact the pitch on both sides of the half-way line before reaching the batting crease, and its first bounce must be on the pitch.

### **15.No Ball**

- a. A No Ball occurs if the bowler infringes any of Rules 14.a. to 14.f.

### **16.Wide Ball**

- a. A wide ball is a ball which passes the batting crease outside the wide ball line.
- b. A wide ball is if a ball is bowled so high as to be out of the reach of the bat.

### **17.Consequences of Wides and No-Balls**

- a. Neither a no-ball nor a wide shall be counted as one of the over.
- b. If, a Batter does not score from a no-ball or a wide, their team shall be credited with one additional run.
- c. From a no-ball, a Batter may only be dismissed under Rules 31-33.
- d. From a wide ball a Batter may only be dismissed under Rules 31-33.

### **18.Dead-Ball**

- a. A Dead Ball means the cessation of play until the ball is next bowled.
- b. A Batter cannot be dismissed while the ball is dead.
- c. The Umpires can only call a Dead Ball.
- d. Any run being attempted prior to the ball being called dead shall count.
- e. The ball shall become dead:
  - 1. When it becomes lodged in the clothing of a Batter or the assistant.
  - 2. If while in play, the ball touches the Batter's assistant prior to the bat.
  - 3. When the ball is struck past the white line/rope boundary.
  - 4. When a fielder calls "Lost Ball."
  - 5. When Rules 20.c. and 20. d. applies.
- f. The Umpire shall call "dead ball" if he considers the ball has been bowled unfairly through no fault of the bowler or if a loud external noise, obliterating the sound of the ball occurs. In any other situation at the Umpire's discretion.

### **19.Lost Ball**

- a. If a ball in play cannot be recovered, a fielder may call 'Lost Ball' whereupon six runs shall be added to the score.

### **20.Fielding**

- a. The ball shall not be considered fielded until a genuine attempt has been made to return it underarm in the general direction of either wicket.
- b. A Sighted player (S) must stand outside the blue line until the bowler call play.

- c. The ball shall become dead when it is returned overarm.
- d. If the fielder uses anything other than themselves, with which to field the ball, it shall become dead, and the Batter shall be credited with five additional runs.

## 21. The Wicketkeeper

- a. The wicketkeeper/change of a wicketkeeper must be made known to the Umpires.
- b. The fielding side shall have only one wicketkeeper at any time during a match
- c. The Wicketkeeper must wear gloves and shall stand behind the Batter's wicket.
- d. The Wicketkeeper is the only player on the field eligible to execute a stumping.
- e. The wicketkeeper may wear other protective equipment if so desired.

## 22. Short Run

- a. A run attempted by the runner (other than the Batter) from a position outside the crease when the ball is hit, shall be a short run and not be counted toward the total.
- b. If in the opinion of the Umpire, the runner has attempted but failed to make good their ground, it shall be a short run and not counted.

## 23. Dismissals

- a. A Batter may be given out by the Umpire:

1.	Bowled	7.	Obstruction
2.	Caught	8.	Retirement
3.	Double Hit	9.	Run Out
4.	Handling the Ball	10.	Stumped
5.	Hit Wicket	11.	Time Out
6.	Leg Before Wicket.		

## 24. Out Bowled

- a. If a legitimate ball contacts the Batter's wicket, then the Batter shall be out bowled.

## 25. Out Caught Out

- a. The batter is out **Caught Out** if a ball delivered by the bowler, not being a No ball, touches his/her bat or glove, and is subsequently caught on the full by a fielder/wicketkeeper.
- b. If a batter hits a ball and a player from the bowling side catches that ball on the full, the Batter shall be given '**Out Caught.**'

## 26. Out Double Hit

- a. If the Batter attempts to strike the ball knowing the ball has already been hit by the Batter, or that it has hit the batter, except in a genuine attempt to defend their wickets, the Batter shall be given '**Out Double Hit.**'

## 27. Out Handling the Ball

- a. If the Batter or the assistant deliberately touches the ball with the hand which is not in contact with the bat, the Batter shall be given '**Out Handling The Ball.**'

## 28. Out Hit Wicket

- a. If the Batter in making or contemplating a stroke contacts the wicket, the Batter shall be given **'Out Hit Wicket.'**

## 29. Out Leg Before Wicket

- a. If a legitimate ball hits the Batter without first having touched the bat, and if in the opinion of the Umpire it would otherwise have contacted the wicket, the Batter shall be given **'Out Leg Before Wicket'** (LBW)

## 30. Out Obstruction

- a. The Batter shall be given out if the Batter or the assistant wilfully obstructs the field.
- b. The Batter or a runner shall have right of way in a constant direction from where the run commences, to where they cross the line of the bowling crease, or on the pitch to protect their wicket or on return to the batting crease.
- c. However, should the Batter deviate from a constant direction in such a manner as to wilfully obstruct the field, the Batter shall be given **'Out Obstruction.'**
- d. Should the field wilfully obstruct the Batter or the runner continuing in a constant direction, or on the pitch, the Batter shall be given not **'Out Obstruction.'**

## 31. Out Run Out

- a. If whilst the ball is in play, having been struck by the bat, and if the runner is out of his ground when the corresponding wicket to the player is contacted by the ball, if first having touched a fielder the Batter shall be **'Out Run Out.'**

## 32. Out Stumped

- a. If the ball is in play, not touched the bat, taken cleanly or deflected by the wicketkeeper from behind the stumps, and the ball then contacts the Batter's wicket when the Batter or the runner are out of their ground, the Batter shall be **'Out Stumped.'**

## 33. Retirement

- a. A Batter shall immediately retire after receiving 4 overs (24) legitimate bowls.
- b. If a Batter becomes ill or injured during a match, they may only retire with the Umpire's consent and only resume their innings after other Batsmen have completed their innings.

## 34. Declarations

- a. A Captain may declare their team's innings closed at any time during the innings.
- b. The Captain shall notify the Umpires who shall notify the opposing Captain and the scorers.
- c. Once the Umpires have been notified the declaration cannot be reversed unless the previous conditions have not been fulfilled.

### **35. Breaks in Play**

- a. A new over shall be bowled if the previous one concludes before the scheduled time for adjournment of play.
- b. If a new Batter does not reach the crease before the scheduled time for adjournment of play, the adjournment shall be taken,
- c. Play may only be interrupted, if upon appeal by either Captain, the Umpires consider the ground or the weather (other than the light) to be unsuitable for play. The Umpires, however, are to be the sole judges of whether the conditions are suitable to commence or resume play.
- d. There shall be 30 minutes break between innings.
- e. There shall be a drink break after every hour of play.
- f. Drinks may be refused by the fielding Captain at any time.
- g. There shall be a 30-minute break for lunch.
- h. At the discretion of the controlling Umpires, an early lunch or drinks break may be taken in the event of severe weather or state of the ground.

### **36. Periods of Play**

- a. There shall be a total of at least six hours play scheduled for a match.
- b. First session starts at 9:00am and ends at 12 noon.
- c. Second session starts at 12:30pm and ends at 3:30pm.
- d. There must be a maximum of 40 overs bowled per session.

### **37. Umpiring+**

- a. The Umpires shall be in full control of the match and their decisions shall be final. They are the sole judge of fair and unfair play.
- b. For decisions which they are required to make jointly, if they disagree, the current state of the game shall continue.
- c. They shall only communicate with the players verbally.
- d. One Umpire shall stand at the bowling wicket and the other near the batting wicket, preferably at square leg, or then at point.
- e. If in deciding, the Umpires are uncertain, the Batter shall be given the benefit of the doubt.
- f. The Umpire at the bowling end shall always at the commencement of an over, at the commencement of a Batter's innings, at the commencement of a session and when there is a change, tell the Batter his block, the bowler's name, the arm, and side of the wicket from which he is bowling, and shall tell the bowler the Batter's name and whether the Batter is batting left or right-handed.
- g. When the ball becomes dead, the Umpire shall turn off the beeping ball until play resumes.
- h. When the ball becomes dead at the end of an over, the Umpire shall call over
- i. Upon request the bowling Umpire shall always tell the bowler where the ball has been directed when bowled.

### **38. Conduct on the Field**

- a. Players shall always be neatly and suitably attired.
- b. No player shall question the Umpire's decision which is final.

- c. If a player repeatedly refuses to obey an Umpire's reasonable request, or repeatedly and wilfully infringes a rule, or is unruly, the Umpire may request the Captain to remove the player.
- d. A player who leaves the field may only return during a break in play.
- e. An Umpire may report a player for misconduct to the Competition Association.

### **39. Finals Match**

- a. On completion of the round robin competition draw, a finals match shall be played between the two teams with the highest points.
- b. If two or more teams in contention have equal points, then the team with the better batting average will prevail.
- c. If two or more teams are still equal, the team with the better bowling average will be the second team into the final.
- d. If the contest between the contenders for second place on the ladder is still equal, after rules 40a, 40b and 40c have been applied, then a play-off for a place in the final will be played.