International Rules
Beep Cricket
18 October 2026

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Player Disability Categories

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

Cat.	Description	Wrist Band	In a Team
Level 1	Severe Impairment	**White**	3
Level 2	Significant Impairment	**Red**	3
Level 3	Slight Impairment	**Blue**	3
Level 4	No impairment	**Black**	3

Classifications are based on the player's NDIS Report

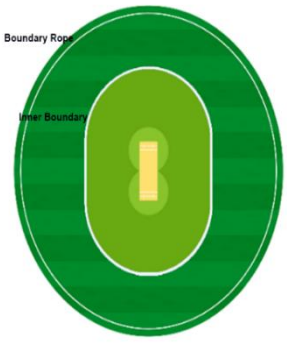
Beep Cricket Competition Award Presentations

The Ian Healy Shield	The Beep Cricket Competition winning team will be presented with the Ian Healy Shield.
Winner's Trophy	Members of the winning team will each be presented with a trophy.
Runner-up Trophy	Players of the runner-up team will each be presented with a trophy.
Best And Fairest	The player earning the most player of the match points will be presented with this award.
Best Batting Average	The player with the best batting average of the competition will receive a trophy.
Best Bowling Average	The player with the best bowling average of the competition will receive a trophy.
Medallion	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 twelve players. Ideally 3 players in levels 1-4.
    b. Each side has one innings taken alternatively.
    c. Each innings has 20 overs with a Batting line up in order Level 1 to Level 4.
    d. A match will consist of a total of 40 overs.
    e. The ball shall be the official 'Bats Beeping Cricket Ball.'

Beeping Ball

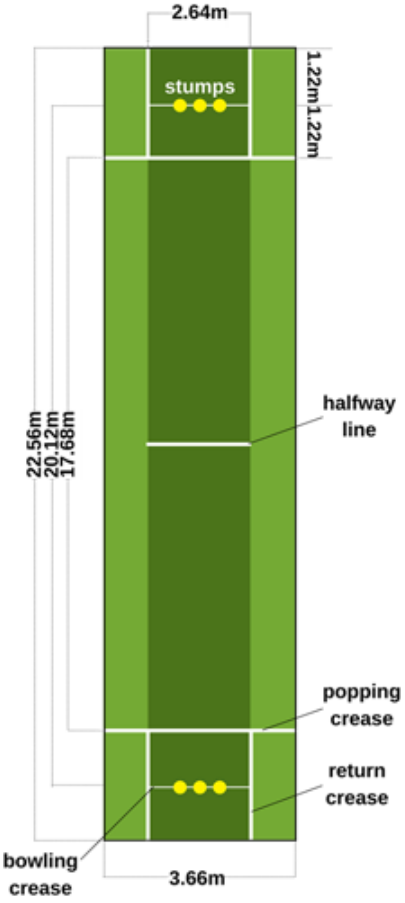
2. **The Result**
    a. A match is won by the team which has scored the most runs.
    b. A match may also be determined by being given up as lost by one of the sides, or by refusal to respond to the Umpires call of **'Play.'**
    c. A match not determined in the way as in (Rule 2. a. and 2. b.) shall 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. The Ground has an outer rope boundary of 40m and an inner boundary (white) at 20m.
    b. In the centre of the ground is a rectangle 20. The pitch is 12 x 1.83 metres.
    c. A halfway line shall be drawn across the pitch at 10.05 metres from each end.
    d. The creases shall be lines drawn across the pitch, distance 1.22m from each end.
    e. 'Wide ball' lines shall be marked from the edge of the pitch.
    f. The field boundary shall be marked.
    g. The outer boundary shall be marked, with a white line rope.
    h. A 20m white inner boundary line shall be marked.



The Ground

Tools of Play

i. The ball shall be the official 'BeepiT Ball.
j. A standard cricket bat with standard size is to be used, however a bat may be designed to suit the needs of a batter with disability.
k. Each wicket shall consist of three parallel tubular stumps, joined to a peg at the ends.
l. Each wicket shall stand to a height of 74 cm, and their width shall be of 23 cm.
m. The wicket must be constructed in such a way that the ball cannot pass through the gaps between the individual stumps.
n. Helmet, Batting Gloves, Body Padding, Shin Pads, and other protective wear may be worn.
o. Wicketkeepers are the only players allowed to wear wicketkeeping gloves.
p. Wide brim hats, caps, or bucket hats should be worn while fielding.



4. 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.
e. Prior to the toss, both Captains shall give the umpires and scorers a copy of their batting list. The order of this list should be from Level 1 to Level 4 Batters.

5. The Captain

a. Teams shall identify their Captain to the Umpires and Scorers prior to the toss.
b. The Captain shall submit a final team list to the scorers prior to the toss.
c. The team list shall be in the following order: Disability category (Level 1 – 4).
d. The Captain should as near as match the disability level between Batter and Bowler, e.g., Level 1 Bowler against level 1 Batter.

6. The Toss

a. Before each match, the two 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.

7. 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 12th player.
c. A **Level 1** Batter is always entitled to make use of a substitute runner when batting.
d. A **Level 2** Batter is always entitled to make use of a substitute runner when batting.
e. A **Level 3** Batter, with the consent of the Umpires and, if the Batter has sustained an injury during the match, may also use a substitute runner when batting.
f. A **Level 4** Batter, with the consent of the Umpires and, if the Batter has sustained an injury during the match, may also use a substitute runner when batting.
g. Any Batter over the age of **60** years shall be entitled to a runner when batting.
h. A **Level 1 and Level 2 Batter** may have the use of a caller to advise the position of the ball being bowled down the pitch and, if to run or not etc. This caller does not need to be a player.

8. The Run

a. In the game of Beep Cricket, only runs off the bat are multiplied by a factor that represents the Batter's Disability Category. See the table below.

Disability Category	Runs	Multiple of
Level 1	**All runs off the bat**	**4**
Level 2	**All runs off the bat**	**3**
Level 3	**All runs off the bat**	**2**
Level 4	**All runs off the bat**	**1**

b. A run shall be scored so often as after striking the ball with the bat, and the ball being still in play, the ball touches the ground prior to the inner boundary line, the Batter (or the runner) makes good their ground from end to end.
c. The Batter hits the ball to the ground before the inner white boundary line, and then crosses the inner boundary line, two runs shall be given plus any additional runs ran.
d. If the Batter hits the ball to the ground prior to the inner boundary line and then beyond the outer boundary line, four runs shall be scored.
e. If the Batter hits the ball on the full beyond the inner or outer boundary line, the umpire will call **'Dangerous Play No Run'**.
f. A Batter may not move out of the batting crease until the Bowler has said **'play.'**
g. If the Batter infringes rules (9e or 9f), the Umpire will call **'No Hit No Run'.**
h. If a Batter sustains an injury during the match, or if the batter is unable to run because of their disability/injury, the Umpire may allow this player to use a substitute runner.
   i. Players wearing wrist bands coloured White, Red, and Blue may ask for a runner before and during a game.
   j.

9. The Bowling End

a. At the commencement of an innings, the Captain shall decide the bowling end.

10. New Ball

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

11. Play

a. At the commencement of an innings, the Umpire at the bowling end shall call **'Play.'**
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 three minutes** for each new Batter to reach the batting crease after a wicket or an innings commencement, and ten minutes between innings for the new fielding team to take their position on the ground.
d. When bowling, and prior to letting go of the ball, the Bowler shall call **'Play.'** If the Bowler fails to call **'Play'** before delivering the ball, the Umpire shall call '**No Ball.'**

12. The Over

a. The over shall consist of six legitimate deliveries bowled.
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. This Bowler shall not have bowled the previous over and may not bowl in the next over.
d. If the bowler bowls 6 sundries in an over, the umpire shall call on the captain to replace the bowler.

13. The Bowl

a. The Bowler must advise the Umpire arm and side of the wicket they 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/over-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.
g. The Umpire will call a 'No Ball' if a level 4 Fielder crosses the inner boundary line prior to the Bowler calling **'Play'.**
h. The Batter may not leave the batting crease until the Bowler calls 'play.'
i. If the bowler fails to call 'play' the Umpire shall **call 'Dead Ball, No Hit, No Run.'**

14. No Ball

a. A No Ball occurs if the Bowler infringes any of Rules 14.d. to 14.g.

15. Wide Ball

a. A wide ball is a ball which passes the batting crease outside the wide ball line.
b. A wide ball is also a ball which is bounced so high as to be out of the reach of the bat.
c. If a wide ball is struck by the bat, it is no longer a wide ball.

16. Consequences of Wides and No-Balls

a. Neither a 'No Ball' nor a 'Wide' shall be counted as one ball of the over.
b. For each 'No Ball' or 'Wide' the sundries total for the batting team will gain one run.
c. If the Umpire calls a 'No Ball', a Batter may only be dismissed under Rules 27-29.
d. From a 'Wide Ball' a Batter may only be dismissed under Rules 27-29.

17. 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. A Dead Ball can only be called by the Umpires.
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 "Lost Ball" is called by a fielder.
    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.

18. Lost Ball

a. If a ball in play cannot be recovered, the Umpire will call 'Lost Ball.'

19. Fielding

a. The ball shall not be considered dead until a genuine attempt has been made to return the ball underarm, in the general direction of either wicket.
b. A Level 4 Fielder must stand outside the inner white boundary line until the Bowler calls play (rule 14h).
c. The ball becomes silent prior to the ball reaching the batter.
d. If a 'Fielder' uses anything other than themself, to field the ball,

20. 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.

21. 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.

22. Dismissals

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

i.	**Bowled**	**v.**	**Hit Wicket**
ii.	**Caught**	**vi.**	**Leg Before Wicket.**
iii.	**Double Hit**	**vii.**	**Obstruction**
iv.	**Handling the Ball**	**viii.**	**Retirement**

23. Out Bowled

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

24. Out Caught

a. 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.'**

25. Out Leg Before Wicket

a. If a legitimate ball hits the Batter without first having touched the bat or batter's glove, 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)

26. Out Obstruction

a. The Batter shall be given **'Out Obstruction'** 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.
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.'**

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 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.'**

29. 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 fielded ball hit the wicket, the Batter shall be given '**Out Run Out.'**
b. If the ball is hit by the Batter and then on its way is touched be the Bowler or a Fielder before hitting the stumps, the Batter shall be given **'Our Run Out.'**

30. Out Hit Wicket

a. If the Batter bat makes contacts the wicket, the Batter shall be given **'Out Hit Wicket.'**

31. Out Stumped

a. If the ball is in play, and not touched the bat, before 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.'**

32. Retirement

a. 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.
b. The Captain may urge a ‘Batter’ to retire to give the next Batters more overs.

33. 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.

34. 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 harsh weather or state of the ground.

35. 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 20 overs bowled per session.

36. 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.

37. 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.

38. 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.