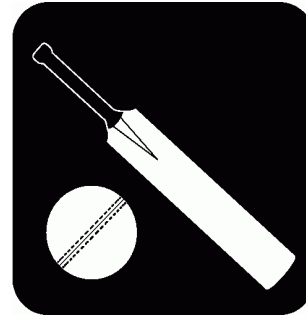


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## SUPER SIX CRICKET RULES

TO BE READ IN CONJUNCTION WITH THE AICF RULE BOOK

1. EACH TEAM CONSISTS OF 6 PLAYERS
2. FOR A GAME TO START EACH TEAM MUST HAVE AT LEAST 4 PLAYERS
3. EACH PLAYER BOWLS 3 OVERS OF 6 BALLS
4. BATTING PAIRS BAT FOR 6 OVERS
5. EACH BOWLER MUST BOWL 1 OVER TO EACH BATTING PAIR
6. THREE FIELDERS MUST FIELD IN EACH HALF
7. (I) ANY BALL STRIKING THE NET BETWEEN THE BATTERS CREASE AND THE FRONT NET (ZONE B) WILL SCORE 1 BONUS RUN  
 (II) BETWEEN THE BATTERS CREASE & THE HALFWAY LINE (ZONE C) SCORES 2 BONUS RUNS  
 (III) BETWEEN THE HALFWAY LINE AND THE BACK NET (ZONE D) SCORES 3 BONUS RUNS
8. ANY BALL HITTING THE BACK NET (ZONE E) WILL SCORE EITHER ON THE BOUNCE 4 BONUS RUNS OR ON THE FULL 6 BONUS RUNS
9. ANY BALL STRIKING INSIDE THE DEFINED BONUS SQUARES ON THE BACK NET (ZONE F) WILL SCORE 12 RUNS. HOWEVER THE BATTER CAN BE CAUGHT OUT FROM THIS SHOT
10. ANY NO BALL OR NO BALL BOWLED IN THE LAST THREE BALLS OF THE LAST OVER OF ANY PAIR MAY BE REBOWLED AT THE BATTERS REQUEST
11. EACH DISMISSAL EQUALS MINUS 6 RUNS

### UMPIRES CHAIR

A

BATTERS CREASE	B
HALF WAY LINE	C
ZONE E BACK NET	D
ZONE F BONUS SQUARES ON BACK NET	E
	F

### SCORING ZONES

A = 0
B = 1
C = 2
D = 3
E = 4 ON BOUNCE 6 ON FULL
F = 12 RUNS BUT CAN BE CAUGHT
ALL SCORES COUNT AS WELL AS RUNS MADE BY THE BATSMEN