



## **International Tape Ball Cricket Federation**

**Tape Ball Cricket**  
**Hand Book**  
Ver1.0

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ITBCF

November 4, 2019



## 1. Team Membership

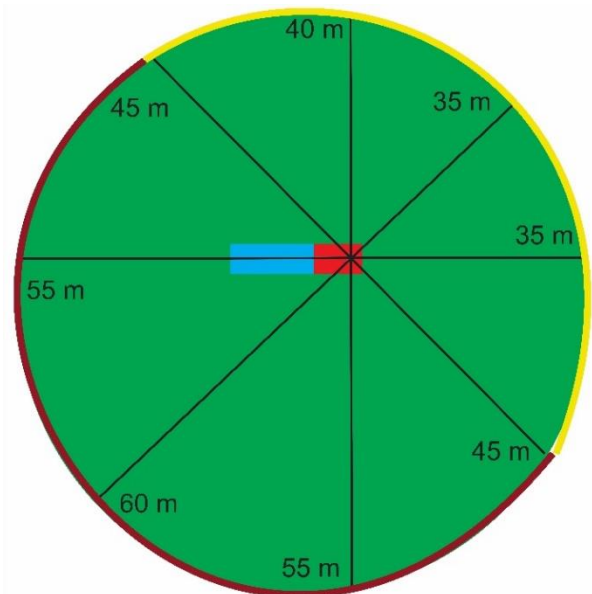
- 1.1 A team must be pre-registered as a qualified member team with ITBCF to be officially recognized.
- 1.2 Registration process is available through ITBCF website. Once submitted ITBCF will grant official status to the team and each of its players.  
**[www.itbcf.com/teamsubmission](http://www.itbcf.com/teamsubmission)**
- 1.3 Players must only be registered from one team at a given time and could follow trade in, team re-assign process to play from other teams.  
**[www.itbcf.com/teamreassign](http://www.itbcf.com/teamreassign)**

## 2. Events

- 2.1 Only officially recognized Teams or event organizers must submit an event plan indicative of match, series, league or a tournament details to ITBCF in advance so that the event shall be officially recognized.
- 2.2 ITBCF reserves a right to accept or refuse an official recognition as per its compliance guidelines or other criterions.

## 3. Ground / Play area Configuration

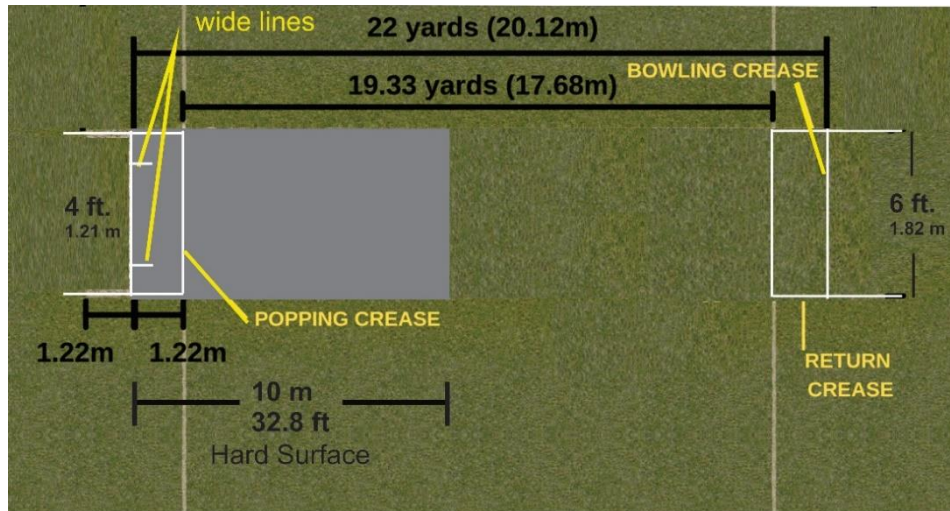
- 3.1 ITBCF only recognizes games played on hard surfaces (concrete pitch, pavers, tarmac, cement, asphalt etc) as official. Other surfaces could be considered if communicated in advance for assessment and approval.
- 3.2 The ground / play area must be configured to allow at least 55 meter boundary on right handed batsman's deep cover extending towards the long leg (as shown in red). While rest must be a minimum 35 meters (as shown in yellow).





### 3.3 Pitch

The pitch shall be 20.12 meter long (66 feet) and 1.82m wide (6 ft) requiring at least 10 meter (32.8 feet) hard surface (concrete / paved) on the batting end only.



### 3.4 Boundary

Boundaries must be properly marked and visible. A boundary marker must be placed every 10ft. minimal.

### 3.5 Play Area

The ground / play area could be grassy, dirt, artificial turf or hard surface. If grassy area, grass must not be 2 inch above the ground. The play area must be free of debris, stones, blocks or any other obstructions.

## 4. Equipment & Gear

### 4.1 Balls

Cricket grade tennis balls (officially qualified by ITBCF for tape ball)

Diameter: Minimum 70mm

Weight: 800 grams





#### 4.2 Bats

Material: Must be made of wood (pressed, pressured or otherwise) with no intrusion of any metals or alloys within or outside.

**Length** of the **bat**: 38 in (965 mm) maximum

Width: 4.25 in (108 mm) maximum

Depth: 2.64 in (67 mm) maximum

Edge: 1.56 in (40 mm) maximum



#### 4.3 Tapes

Plastic/Electrical Tapes

Thickness 0.18mm max

Width 18mm

Color: White or Red

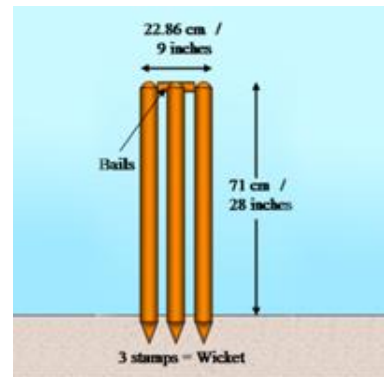


#### 4.4 Wickets:

Diameter (each wicket) 3.49 cm

Height 71.1 cm

Total width 22.9 cm (after placement)



#### 4.5 Apparel

Any acceptable colored cricket kits (tops and bottoms)

Caps and hats

Shorts not allowed.





## 5. Ball Taping

A ball taping should follow these rules:

- 5.1 Tape must pass only once through the ball surface except from the cross over points
- 5.2 Tape edges must not overlap more than 2 mm
- 5.3 Taping should be even and does not leave any ball surface area exposed
- 5.4 Taping does not leave any crease or air bubbles



## 6. Format

- 6.1 Standard format game shall be based on 6 overs with 6 balls per over.
- 6.2 A Match
  - 6.2.1 A contest between two officially recognized teams
  - 6.2.2 7 Players minimal each side
  - 6.2.3 Shall be considered forfeited if a team fails to be at the ground at the agreed upon start time.
  - 6.2.4 Duration shall be 30 minutes per side.
  - 6.2.5 Under supervision of ITBCF's recognized officials.
  - 6.2.6 Followed ITBCF official record keeping and reporting requirements
- 6.3 Leagues
  - 6.3.1 A league shall comprise of all teams officially recognized by ITBCF
  - 6.3.2 9 Players minimal each side
  - 6.3.3 League rules must be pre-approved by ITBCF
  - 6.3.4 Under supervision of ITBCF's recognized officials.
  - 6.3.5 Followed ITBCF scoring, record keeping and reporting requirements
- 6.4 Tournament/Championships
  - 6.4.1 A tournament shall comprise of all teams officially recognized by ITBCF
  - 6.4.2 11 players minimal each side
  - 6.4.3 Tournament format must be pre-approved by ITBCF
  - 6.4.4 Under supervision of ITBCF's recognized officials.
  - 6.4.5 Followed ITBCF scoring, record keeping and reporting requirements



## 7. Batting

- 7.1 Batsmen shall only bat on a previously defined batting end. There shall be two batsmen, the batsman facing the bowler and the batsman on the opposite end as runner. Batsmen shall switch the sides as a result of a run or after the end of each over.
- 7.2 Except for a wide, short ball or a bye all balls must touch bat for a run.
- 7.3 Direct hit outside boundary will score six (6) while indirect hit across the boundary will score a four (4).
- 7.4 Batsmen can run for a single (1), double (2) or triple runs (3) while running between the wickets.
- 7.5 Batsman is considered out when:
  - 7.5.1 ball hits the wicket after one bounce on the pitch or direct (full toss)
  - 7.5.2 ball touches any part of bat and gets caught by the fielder / wicket keeper without touching the ground.
  - 7.5.3 ball hits the wicket as a result of a fielder throw or a keeper while batsman is not within a batting crease or has not reached within crease while executing a run.
- 7.6 Batsman scores a run when:
  - 7.6.1 Hits a ball from any part of a bat in any direction of the play area and able to complete running between the wickets reaching the batting crease in either direction. Successfully reaching the crease on the bowling end will score single (one run), reaching back to the batting end will earn double (2 runs) and subsequent running will earn triple (3) up to four (4) runs. Batsmen may kept running between the wickets and accruing runs, as a result of incomplete overthrow, bad fielding, in accurate throw to the wickets.
  - 7.6.2 Hits the ball across the boundary indirectly (one or several bounces through the play area) in which case earning 4 runs.
  - 7.6.3 Hits the ball across the boundary directly (without a bounce) in which case earning 6 runs.



## 8. **Bowling**

- 8.1 All bowlers must have an acceptable cricket bowling motion / action and could be assessed by match officials if there is a request by batting side. Match official could effectively deem bowler ineligible or eligible until further assessment by ITBCF.
- 8.2 A bowler could only bowl 2 overs in a given 6 overs match
- 8.3 Any ball higher than shoulder shall be designated a wide.
- 8.4 A ball bounce falling short of a 10 meter range towards the batting end would be deemed a short ball which would accrue a run for the batting side.
- 8.5 Match official could limit bowling start length to officiate the match timelines.
- 8.6 Wide and no ball would accrue a single run for the batting team as well as repeat ball.
- 8.7 Bowler could request and allowed a fresh ball after 12 balls or earlier only if match official agrees to a need for replacement.
- 8.8 Match official could replace the ball at any time as per need or discretion.
- 8.9 Good Ball is when the bowler's ball meet all of the following conditions:
  - 8.9.1 Acceptable bowling action,
  - 8.9.2 Keeping his feet within the no ball crease,
  - 8.9.3 Without a bounce (full toss) or with a single bounce (within 10 meter range from the batting end)
  - 8.9.4 staying under the shoulder length of the batsman
  - 8.9.5 staying within the wide lines
  - 8.9.6 touches any part of the batsman's body



## 9. **Fielding**

- 9.1 There is no restriction on fielding and is totally a discretion of a fielding side to plan and place as they deem necessary.
- 9.2 Fielders are not allowed to distract batsmen by any means, causing an obstruction between the wickets during a run, using any type of device while in the field. Not obeying any of this may result in a match official first giving a warning, awarding a score to the batting side, subsequent removal and restriction from the specific match.
- 9.3 All fielders must wear the apparel official assigned for the event.
- 9.4 A fielders must remain fully within the play area while stopping the ball from boundary or catching a ball. Any part of fielder's body touching the boundary perimeter or touching the ground beyond the perimeter will deem the ball stop or a catch invalid resulting in a score to the batsman.
- 9.5 If fielder can catch a direct hit from the batsman across the boundary in such a way that fielder's feet remains within the boundary perimeter. This catch shall be considered valid and batsman would be considered out.

## 10. **Wicket Keeping**

- 10.1 Only skin-tight cotton gloves are allowed for tape ball wicket keepers.
- 10.2 Wicket keepers are not allowed to distract batsman nor to obstruct them during a run. A breach shall result in match official giving a warning, awarding a score or enforcing a removal and match restriction if deemed necessary.

## 11. **Umpiring**

- 11.1 Match officials can be mutually selected by two teams, however they must be familiar with ITBCF match rules and reporting process. ITBCF, however reserves the final right to recognize match submission as official.
- 11.2 Leagues, tournaments and championships must appoint ITBCF certified officials to carry out umpiring.





## 12. Scoring

- 12.1 Only ITBCF approved automated scoring systems could be used by match officials.
- 12.2 Excel based score sheet templates can be downloaded from ITBCF website that must be filled by match official and submitted electronically to ITBCF.

## 13. Reporting

- 13.1 Official match/event results must be submitted to ITBCF as per one of the specified methods.
- 13.2 Once received ITBCF will perform scrutiny before designating it an official record.

