

## **Introduction**

Blind cricket is an adaptive sport that is very similar to regular cricket; a few accommodations have been made to make the game accessible for blind players, but the majority of the rules are the same between blind cricket and regular cricket. Below, you will find a basic overview of how blind cricket is played, in addition to definitions for key terms and the roles of each player. If you have questions about the sport or are interested in playing or promoting blind cricket, please contact any of the individuals listed at the bottom of this document.

## **Field Layout and Basic Objectives**

Blind cricket is played on a large, oval-shaped field. In the center of the field is a large rectangular area called the pitch. The material of the pitch may vary, but the intention is for this area of the field to be smooth so that the cricket ball makes a clear, unmuffled sound when rolling across the pitch. Two wickets are placed on opposite sides of the pitch, placed 22 yards apart. A wicket is a group of three metal poles, each placed a few inches apart. The wicket can be considered a goal; the bowling team (the team bowling/throwing the balls) will try to hit the opposing team's wicket, while the batting team attempts to defend their wicket by batting the balls away and scoring runs by running to the opposite wicket after batting the ball.

Each team consists of 11 players. With these 11 players, there must be a minimum of 4 B1 players (completely blind) and a maximum of 4 B3s (players that can see up to a distance of 6 meters). Typically, blind cricket is played with 4 B1 players (fully blind), three B2 players (players that can see at a distance of up to 2 meters), and 4 B3 players (players that can see at a distance of up to 6 meters). However, these numbers can vary as long as there is a minimum of 4 B1 players and no more than 4 B3 players.

The game will be split into two halves; during the first half, one team will exclusively bat, while the opposing team will bowl. Halfway through the game, this will reverse, and the team that was previously batting will switch to bowling, and vice versa. A team can only score points if they are the batting team — it is the objective of the batting team to score as many runs as possible, while the bowling team will attempt to prevent the batting team from scoring runs.

The match will begin when both captains flip a coin to determine which team will bat first and which will bowl first. The bowling team will arrange players across the field but off the pitch to prevent balls from passing over the boundary line and off of the field. One bowling team member will stand at one of the wickets, facing the opposing wicket. One member of the batting team will stand opposite the bowler at the second wicket with a cricket bat.

An individual known as the “keeper” will stand behind the batsman, and they will give verbal cues to ensure the bowler is directing the ball at the batsman. The bowler will throw the ball underhand towards the batsman, and the batsman will respond by hitting the ball away from their wicket. Once the ball has been hit, the batsman will run to the opposite wicket to score a run. While the batsman is running from their wicket to the opposing wicket, the fielders on the bowling team will be retrieving the ball and attempting to touch it to the wicket before the batsman can reach the wicket. If the ball is touched to the wicket before the batsman completes a run, the batsman is out, and another batsman will be sent onto the field to replace them.

Each time a batsman successfully hits the incoming ball and runs to the opposing wicket before the bowling team can touch the ball to the wicket, this counts as one run or 1 point for the batting team.

In some cases, the batsman can score additional runs/points based on their batting skill. The first way this can happen is if the batsman hits the ball and the ball travels over the boundary line of the field; in this case, the batsman will have scored four runs/points. The alternative way the batsman can score extra runs is to send the ball over the boundary line without the ball ever bouncing on the ground. If the ball passes the boundary line without touching the ground, the batsman will score six runs/points for their team. Furthermore, B1 players (players that are completely blind) score double points; a regular run is worth 2 runs, hitting the ball over the boundary line is worth 8 runs, and hitting the ball over the boundary line without the ball touching the ground is worth 12 runs for B1 players.

The goal of the bowling team is to get the batsman out; various methods can be used to out a batsman.

- **Bowled Out:** if a batsman cannot prevent the ball from hitting their wicket, they will be out if the ball strikes the wicket. Note: if the batsman misses the ball but it bypasses the wicket, the batsman is NOT out
- **Run Out:** The batsman will be out if the fielders can retrieve the ball and touch it to the wicket before the batsman completes their run. Note: If a batsman reaches the opposing wicket without getting run out, they are permitted to run back to their initial wicket to score a second run if they feel they can reach the wicket before the bowling team can retrieve the ball and touch it to the wicket. If the bowling team is not timely in retrieving the ball, there is nothing to prevent the batsman from running back and forth between the two wickets and scoring multiple runs.
- **Leg Before Wicket (LBW):** If a ball travels directly towards the wicket but strikes the batsman's leg before reaching the wicket, the batsman is out. Note: a batsman is only out if their leg directly blocks the ball from striking the wicket; if the ball hits their leg but is not on a direct path to the wicket, the batsman is not out.
- **Stumped Out:** While batting, a batsman must stand behind a line called the popping crease. If the batsman is standing past the popping crease and they miss an incoming ball, the keeper can catch the ball and touch it to the wicket. If this happens, the batsman has been stumped out.
- **Caught Out:** If the batsman hits a ball and a fielder is able to catch the ball in the air before it hits the ground, the batsman is caught out.
- **Hit Wicket:** If a batsman accidentally strikes their own wicket with the bat while batting, they will out themselves.

NOTE: there are additional ways in which a batsman can be outed, but these are the primary methods.

### Players and their Roles:

- **Batsman:** Preventing balls from striking their wicket by hitting them away with the bat, scoring runs by running to the opposing wicket after striking the ball

- **Bowler:** Bowl/throw the cricket ball underhand towards the batter; the bowler will stand opposite the batsman's wicket. Note: the wicket at which the batsman stands is often referred to as the “keeper’s” wicket. This is because an individual known as the keeper will be standing behind the batsman and calling out to give the bowler an audible indication of where to bowl the ball—the wicket at which the bowler stands is referred to as the bowler’s wicket.
- **Fielders:** Members of the bowling team, except the bowler, will be arranged around the field to prevent balls from crossing the boundary line. Once the batsman strikes the ball, the fielders will stop it and throw it to the wicket to get the batsman out. Note: the bowling team can out a batsman if they can retrieve the ball and touch it to the wicket before the batsman can complete a run
- **Umpire:** The umpire will judge the match to determine fairness; when there is any uncertainty or dispute regarding whether or not a run was scored or any other conflicts, the umpire will settle these uncertainties

### Key Terms and Equipment:

- **Blind Cricket Ball:** The adaptive ball used for blind cricket is hard plastic, filled with metal ball bearings that rattle loudly when the ball rolls. The ball is lightweight and slightly larger than a baseball.
- **Field:** Blind cricket is played on a large, oval-shaped field. **The pitch is located in the center of the field.**
- **Pitch:** This is a rectangular area of ground comprised of a firm, smooth material that allows the balls to travel **quickly** across the surface; the smooth material prevents the ball’s sound from being muffled or disturbed as it rolls. All batting and bowling will **occur** on the pitch, between the wickets.
- **Wicket:** The wicket comprises three metal poles, known as stumps, secured in the ground and set a few inches from each other. The bowler will stand at one wicket, and the batsman will stand at the opposite, 22 yards from the first wicket.
- **Over:** An “over” refers to a single grouping of 6 balls. Typically, a batsman will play for one over before being replaced by another batsman; this means the bowler will bowl six balls to the batsman before their turn is complete. **The over is completed once six balls have been bowled**, at which time batsmen will switch.
- **11-Yard Line:** **The distance between the two wickets is 22 yards, and the 11-yard line is a line that marks the middle of the pitch**, the point directly between the two wickets. NOTE: When bowling, the ball must not pass over the 11-yard line before hitting the ground; the ball must strike the ground before reaching the 11-yard line, or it is declared a **no-ball**.
- **Crease:** There are three types of creases in cricket: popping creases, bowling creases, and return creases. These creases are lines around the wicket that define the boundaries for the batsman and the bowler; see below for the definition of each crease type.
  - **Bowling Creases:** There are two bowling creases, one behind each wicket. These creases mark the boundary behind both the batsman and the bowler. They are 22 yards apart, one behind each wicket, and all batting and bowling will **occur** between the two bowling creases.

- **Popping Creases:** These creases run parallel to the bowling creases and mark the front limit of the batsman and bowler's ground. The popping crease is 1.2 meters (1.3 yards) from the bowling crease. The batsman's back foot must remain behind the popping crease while they are batting; if they step over the popping crease while batting, it could result in them being stumped out (refer to the list of methods to out a batsman for details of being stumped out). Similarly, a bowler must be standing behind the popping crease as they release the ball; failure to stay behind the popping crease during ball delivery will cause a no-ball, and the batting team will score a free hit.
- **Return Creases:** There are two return creases at each wicket, for a total of four return creases. These creases run perpendicular to the popping crease, marking the left and right boundaries of the batsman and bowler. The two return creases are 2.6 meters (2.8 yards) apart, defining the left and right boundaries. NOTE: the four creases can be thought of as a box, with the popping crease marking the front edge, return creases marking the side edges, and the bowling crease marking the back edge.
- **Wide Ball:** A delivery is a wide if it is not sufficiently within reach for the batsman to be able to hit it with the bat **using** a normal cricket stroke from where the batsman is standing, and also would not have been sufficiently within reach for the batsman to be able to hit it with the bat **using** a normal cricket stroke if the batsman were standing in a normal guard position. Therefore, a delivery is not wide if the ball hits the bat or batsman or if the batsman, by moving, causes the ball to be out of reach.
- **No-ball:** A no-ball occurs when there is one of several mistakes made by the bowler; these mistakes leading to no-balls are listed below. In most cases, if a no-ball occurs, the batting team receives a free run. The exception to this is when the bowler steps over the popping crease during delivery; if this happens, the batting team gets a free-hit, rather than a free run (see below for the definition of a free-hit). Some ways to incur a no-ball include:
  - After being bowled, the ball must hit the pitch after the bowler's popping crease and before the 11-yard line. If the ball hits the pitch before the bowler's popping crease or hits the pitch after the 11-yard line, it is counted as a no-ball.
  - Bowlers must say "play" as they release the ball to signal to the batsman that the ball is coming. If the bowler fails to say "play" or the umpire determines that the bowler did not say "play" loud enough for the batsman to hear, this is counted as a no-ball.
  - Full Toss: If the ball does not hit the pitch before reaching the batsman, it is a no-ball.
  - There is a section of the field known as "fine leg"; if there are more than 2 fielders in fine leg, it is a no-ball.
  - If there are more than 5 fielders in the leg side of the field, it is a no-ball. NOTE: The field is split into two halves; the side behind and to the left of the batsman is the leg side, and the opposite side is the off-side. Only 5 fielders can be on the leg-side.
  - The bowler must stand behind the popping crease when they release the ball. If their foot is past the popping crease when they release the ball, it is a no-ball. In this case, the batting team receives a free-hit, rather than the free-run given for the other types of no-ball(see below for the definitions of a free-hit and a free-run).
- **Free Run:** The batting team can receive a free run if the bowling team delivers a no-ball. This means the batting team earns a run each time the bowling team delivers a no-ball.
- **Free Hit:** If the bowler steps over the popping crease before releasing the ball, the batting team receives a free hit. This means that the bowling team must deliver an additional ball

to make up for the no-ball. When the bowler delivers a free hit, the batsman can only be outed by being run out; other methods to out a batsman do not apply to a free hit.

If you have any questions regarding blind cricket, or if you are interested in joining or supporting the teams, please contact any of these individuals:

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