



## Classification simplified

The classification criteria for table cricket **competition** has been simplified dramatically to reflect the changes in the disability landscape:

- **Pan Disability:** All table cricket activity will be pan disability. Players with a learning disability (LD) and players with a physical disability (PD) will all play within the same competition in mixed teams. There are no requirements for minimum number of PD players (*please see below*).
- **Physically Disabled Players:** Please consider that table cricket was **initially** designed for young people with a physical disability to provide an opportunity that doesn't otherwise exist for them. This should be taken into consideration when selecting teams to take part in table cricket activity.
- **Age Criteria:** The age criteria is now 12-25 years old.
- **Independence:** All players need to be able to play with **independence** and **dignity**.
- **Suitability:** Team leaders should use their judgement to assess whether the game is suitable for their players when playing against players with varying degrees of impairments. This should **especially** be considered for players with mild learning disabilities with the consideration that they could be playing against players with severe disabilities.

## Rule Changes

- **Players will no longer be ranked 1-6**
- **Players will no longer rotate around the table after each over**

Instead, **the captain will have more of an influential role**, reflecting the role of the team captain in mainstream cricket.

- When **batting** the captain must decide the order in which players go in to bat.
- When **fielding** the captain must decide:
  - The fielding position for each player
  - Which side the three active fielders will be on. This does not change during the innings, regardless of right or left handed batsman
  - Who is next to bowl

Every player must still bowl one over per innings. At the end of each over the bowler must change field position with the next elected bowler; all other fielders do not change position.

- **The first over of every innings must be bowled with the swing ball for all six balls.** All other bowlers will have the choice of the swing ball or the straight ball. This will encourage greater use of the swing ball and will also increase the skills and understanding of more players.
- **For standing players there must be a degree of bat angle** i.e. the tip of the bat must be touching the table. This rule does not apply for sitting players.
- **The bowling ramp can be used as an active fielder** after the ball is delivered by rotating it within the bowler's crease. The ramp replicates the fielders, white on either side (= no runs scored), and a red central section for catching players out (= -5 runs). If the ball contacts any part of the ramp that is not the red zone a dot ball is awarded.  
**The ball can only be stopped within the marked crease**, although the ramp can be moved outside this area. If the ball is stopped outside the crease then 6 runs is awarded to the batting side. If the ball is stopped by any part of the bowler's hand then 6 runs is awarded.  
*[please see supporting documents for more information on how to measure the bowling crease and for more explanation of this rule]*
- **All green zones at the bowler's end are now worth six runs**  
Remember however, the bowler can now move the ramp and catch you out!

The above rules are to be employed in **competition** but within local activity it should be reiterated that table cricket is an extremely flexible game that can be adapted to suit the need of a particular group. County Board competitions will enforce the rules as stated above.

**If you would like more details please contact Ana Hickey on [ana.hickey@lordstaverners.org](mailto:ana.hickey@lordstaverners.org) or call 020 7025 0033.**