



CRICKET.CO.UK



Indoor Cricket League Rules

1 Costs

- a) All teams shall pay a registration fee to enter the league.
- b) All teams shall pay a match fee by bank transfer no later than the day before their match.
- c) If a team forfeits a fixture, they shall pay the full match fee to contribute towards the cost of hiring the facility.

2 League Structure

- a) Each team shall play every other team an equal number of times.
- b) The teams finishing in the top 4 positions of the league shall compete in the play-offs.

3 Fixtures

- a) Teams shall be notified of their fixtures, including start times, no later than 5 days before the scheduled date.
- b) It is expected that all teams are ready to commence their match no later than 15 minutes before the scheduled start time.
- c) If a team is not ready to commence their match at the scheduled start time, a deduction of 1 ball per over and 5 runs will be made to their innings for matches starting up to 5 minutes late and 2 balls per over and 10 runs for matches starting up to 10 minutes late.
- d) If both teams are not ready to commence their match at the scheduled start time, a deduction of 1 ball per over will be made to both innings for matches starting up to 10 minutes late and 2 balls per over for matches starting up to 20 minutes late.

4 Qualification of Players

- a) Anyone may play provided that they have not played for another team in the league, unless permission is granted.
- b) Players must be 16 years or older unless a signed disclaimer form is provided by their custodians.
- c) All players must have played in a minimum of 2 league matches to qualify for the play-offs.

5 Juniors

- a) All players under the age of 18 must wear a helmet with a faceguard when batting or keeping wicket.
- b) No player under the age of 18 shall be allowed to field closer than 8 yards from the middle stump.

6 Officials

- a) An umpire and scorer shall be provided wherever possible. The batting team must provide a square leg umpire at all times.

7 Balls

- a) A suitable indoor ball shall be provided for all matches.

8 Laws

- a) All matches shall be played under MCC Laws except where otherwise stated in these rules.

9 Teams

- a) Teams shall consist of 6 or 8 players. Teams with only 6 are able to compete without experiencing a disadvantage.

10 Innings

- a) A match shall consist of 1 innings of 12 overs per team.

11 Batting

- a) Teams bat in pairs.
- b) No pair shall bat for less than 2 overs or more than 6 overs.
- c) If a team has an odd number of players, the opposition may choose which player bats again in the final pair.

12 Bowling

- a) No more than 3 overs shall be bowled by any bowler.

13 Fielding

- a) Only 6 fielders, including the wicket keeper and bowler, may occupy the field of play at any time.
- b) No more than 3 fielders may occupy either half of the field of play when the bowler bowls the ball.
- c) Substitutions shall only be allowed at the end of a pair's innings and must be completed within 1 minute.

14 Scoring

- a) When both batters cross between the batter's crease and the runner's crease, and make good their ground, it shall count as 2 runs.
- b) If the ball hits a side wall between the back wall behind the wicket keeper and the runner's crease, it shall count as 1 bonus run.
- c) If the ball hits a side wall between the runner's crease and the boundary wall behind the bowler, it shall count as 2 bonus runs.
- d) If the ball hits the boundary wall behind the bowler after touching the floor but not any other wall, it shall count as 4 runs.
- e) If the ball hits the boundary wall behind the bowler without touching the floor or any other wall, it shall count as 6 runs.
- f) If a batter hits a 6 off the last ball of the innings, it shall count as 12 runs.
- g) If an overthrow hits any wall, it shall count as 1 additional bonus run.
- h) A no ball or wide shall count as 2 runs with no additional ball to be bowled, except in the last over of an innings.
- i) If a batter is dismissed, the batting team shall lose 5 runs. Any runs scored off that delivery shall not count.

15 No Balls

- a) A ball shall be called a no ball if:
 - i) The ball touches the ceiling before reaching the batsmen.
 - ii) The ball pitches and passes, or would have passed, above shoulder height of the batter standing upright at the crease.
 - iii) The ball does not pitch and passes, or would have passed, above waist height of the batter standing upright at the crease.
 - iv) The bowler's front foot over steps the popping crease (front line) or either foot breaks the return crease (side line).
- b) All no balls shall result in a free hit on the following delivery where a batter cannot be out bowled, LBW, caught or stumped.

16 Wides

- a) A ball shall be called a wide if:
 - i) The ball goes past the leg stump and behind the legs of the batter.
 - ii) The ball goes past the off stump and is deemed unreachable.

17 Methods of Dismissal

- a) Apart from the normal methods of dismissal a batter may be:
 - i) Caught out after the ball has hit the ceiling or any wall, provided the ball has not touched the floor.
 - ii) Timed out if they are not ready to face their first ball within 1 minute of the end of the previous pair's innings.
 - iii) Struck out if the score remains unchanged for 3 consecutive deliveries.
- b) A dismissed batter will stand at the runner's crease for the following delivery unless they were dismissed on the last ball of an over.
- c) The non-striker will be given out if they leave the runner's crease prior to the delivery of the ball and the bowler then breaks the stumps with the hand holding the ball. This will only apply if the bowling team have previously warned the player about this.

18 League Points

- a) The team scoring the most runs in its innings shall be the winner and they shall receive 4 points.
- b) If the losing team achieve at least 75% of the oppositions total then they shall receive 2 bonus points, otherwise they are awarded to the opposition.
- c) If the scores are tied, both teams shall receive 3 points.
- d) If a team wear the same colour shirts, they shall receive 1 bonus point.
- e) If a team pay their match fee by bank transfer no later than the day before their match, they shall receive 1 bonus point.
- f) If a team fails to pay their match fee in full before the start of the match, they shall be deducted 1 bonus point and an additional 1 bonus point shall be deducted for each day it remains outstanding.

19 Local Rules

- a) Alterations may be made to the above rules to suit different venues.