

GLOUCESTERSHIRE CRICKET BOARD
INDOOR 6-A-SIDE CRICKET COMPETITION----- PLAYING REGULATIONS

Amended October 2009

The Competition is run in conjunction with the English Cricket Board (ECB).

All Clubs participating in this Competition **must** be fully paid up members of the ECB by the date of their first scheduled match. By being members of the Gloucestershire County Board (GCB) clubs automatically comply with this regulation.

LAWS

The Laws of Cricket (2000 Code 2nd Edition-2003) shall apply together with any experimental rules and conditions laid down by the ECB for the proceeding cricket season relating to Recreational cricket, with the exception of the following Playing Regulations:

1. Teams shall consist of six players each. A player may only play for one club in this competition.
2. Each match shall consist of one innings per team.
3. Each innings shall consist of 12 six-ball overs.
4. No more than three overs to be bowled by an individual.
In calculating each individual accrued number of overs, part of an over shall be deemed as a full over.
5. There shall be a maximum of a 10-minute interval between innings.
6. Two batsmen shall be at the wicket at all times during an innings. They shall change ends at the end of each over. In the event of a team losing five wickets within the permitted overs, the last man shall continue batting with the fifth man out remaining at the wicket as a non-striker.
7. When a batsman reaches a personal total of 25, he shall retire but may return to the crease on the departure of the fifth batsman. Retired batsmen must return in the order of their retirement and take the place of the retiring or dismissed batsman. Two 'live' batsmen shall be at the wicket until such time as the fifth wicket has fallen.
8. A line shall be marked across the pitch halfway between the wickets.
A 'no ball' shall be called if the ball pitches short of this line or if the ball rises and passes above shoulder height of the batsman standing at his normal stance irrespective of where the ball pitches.
9. **Law 25.1 - Wide Ball - Judging a Wide**
Umpires are instructed to apply a very strict and consistent interpretation in regard to this law in order to prevent negative bowling wide of the wicket. The following criteria should be adopted as a guide to Umpires:

If the ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a 'normal cricket stroke' both from where he is standing and from where he should normally be standing at the crease, the Umpire should call and signal 'Wide'.
NOTE: The above provisions do not apply if the striker makes contact with the ball.
10. Neutral Umpires shall be appointed for all matches and they will change ends on the completion of each over.

If only one neutral Umpire is available, he shall stand at the bowlers end for the duration of the match.

One independent scorer shall be appointed to record all runs as directed by the Umpires.
11. Teams sheets must be provided. The scorer will be provided with team cards, which they must get the captains to complete and sign before the start of each game
12. All players must wear normal accepted cricket clothing and equipment, this includes wicket-keepers wearing pads and gloves. Only rubber soled footwear shall be worn, nails and spikes are not permitted.

RESULTS

The team scoring the most runs in its innings shall be the winner.

If the scores of both teams are equal, then the team losing the fewer wickets shall be the winner.

If the teams are still equal in a League match the points will be shared. If the teams are still equal in the K.O. Competition five players from each side will bowl **TWO** over arm deliveries **alternately**. The side, which bowls down the wicket the most times, shall be the winner.

If the scores are still level the same players will bowl **ONE** ball each **alternately** to achieve a result on a "sudden death" basis. The same ball (not a new one) to be used by both teams. Any wicket keeper must stand where he cannot reach the stumps. Any "no ball" bowled shall count as a delivery but will not count towards the score of the team if the wicket is broken by it.#

Any club failing to fulfill a fixture, for whatever reason will forfeit the points and be deemed all out for 0. Their opponents will take 2 points and be awarded a score calculated from the total runs scored and total wickets taken in their Division that week.

Any side playing with less than a full side and are all out shall be deemed to have lost all **6** wickets.

SCORING

The scoring for Indoor Cricket shall take place as follows:-

1. A ball struck to hit the boundary wall behind the bowler without touching the floor or any other wall or ceiling shall count as boundary 6 runs. If however, the ball touches the floor but does not touch any of the other walls or the ceiling and hits the boundary wall, then it shall count as boundary 4 runs.
 - (a) Before the toss the umpires shall agree with both captains the exact interpretation of 'boundary wall', 'Ceiling', 'sidewall' and 'back wall'.
 - (b) If a ball is struck into an open gallery along a wall that is not a boundary wall, the ball becomes dead and the striker is credited with one run.
2. A ball struck to hit the ceiling or one or more of the side or back walls shall count as one run, even if the ball subsequently hits the boundary wall in which case it remains in play. Two additional runs shall be scored if the batsmen complete a run (if the ball is struck to hit the ceiling or side or back wall and a batsman is then run out one run shall be scored).~
3. Two runs shall be scored if the striker plays the ball and it does not hit a wall and the batsmen complete a run.
4. A bye shall count as 1 extra if the ball hits a wall (including the boundary wall); a leg-bye shall count as 1 extra if the ball hits a wall (including the boundary wall). In each case if the batsman completes a run 2 additional extras shall be scored.
5. Two byes or leg-byes shall be scored if the batsmen complete a run without the ball hitting a wall.
6. **No Ball**
 - (a) A No Ball shall score one penalty run, recorded as a No Ball extra, in addition to any runs scored in 1, 2 and 3 above.
 - (b) From a no-ball struck by the batsman, runs shall be scored as in Scoring Regulations 1, 2 and 3; these shall be accredited to the striker. If the batsmen do not run and the ball does not touch any wall or ceiling then just the penalty shall be scored.
 - (c) From a no-ball not struck by the batsman, or from one striking his person when he is trying to avoid being hit by the ball; runs shall be scored as in Scoring Regulations 4 and 5 above: these shall be credited as no-ball extras.
7. **Wide Ball**
 - (a) If wide-ball is called and the ball goes on to hit the ceiling or any wall, then one run shall be credited under extras; two additional runs shall be credited under extras every time the batsmen complete a run.
 - (b) If wide-ball is called but it does not hit the ceiling or any wall, two runs shall be credited under extras for every run completed by the batsmen.
 - (c) A wide ball shall score one penalty run, recorded as a wide, in addition to any other runs scored in 7(a) and (b) above.
8. An overthrow hitting any wall or walls shall count as only one run to the batsman or to the total of extras as appropriate. Additional overthrows can only ensue from each additional throw that goes on to hit a wall or walls. (The batsmen shall not change ends).
9. No runs shall be scored if a batsman is out caught off the walls or ceiling.
10. If in the opinion of the umpire the ball becomes lodged in netting or in any obstacle, then the umpire shall call and signal "dead ball" and award one run. The batsmen shall return to their original ends. (If the ball is played into any part of the netting above the wall behind the striker, the umpire will call and signal "dead ball" and one run only shall be scored).

METHODS OF DISMISSAL

Apart from the normal methods of dismissal contained in the Laws of Cricket, the following variations shall apply.

- (a) The batsmen shall be caught out by a fielder after the ball has hit the ceiling, the netting or any wall, except directly from the boundary wall, provided the ball has not touched the floor.
- (b) The last not-out batsman shall be given out if the non-striker running with him is given out.
- (c) The batsman or the non-striker shall be given **not out** if the ball rebounds from a wall or ceiling and hits a wicket without being touched by a fielder.
- (d) If a wicket is broken for any reason a "run-out" decision can only be subsequently obtained at the opposite end wicket. (Unless the wicket has been re-made).