

# THE NORFOLK CRICKET BOARD & BRECKLAND COUNCIL

## INDOOR 6-A-SIDE COMPETITION RULES



# 2015/2016

## **GENERAL RULES & REGULATIONS**

- 1) It is the responsibility of the team manager/captain to ensure the team is on time for their game and innings and that a scorer records the game.**
  - a) NCB will provide a scorer where possible but please be prepared
  - b) You may be expected to update the scoreboard when asked upon
  - c) If you are unsure about start time or fixture please contact competition organiser (Lewis Denmark or Kevin Denmark)
  
- 2) Normal cricket laws will apply in addition to :-**
  - a) Teams to consist of 6 players per side
    - i) *You are allowed a substitute fielder if somebody is injured during gameplay but they are unable to bat or bowl during the game.*
    - ii) *Opposition to select who should bat twice if a team fails to field a full quota of players. This will take place during the 3<sup>rd</sup> pair of the innings.*
  - b) Each match shall consist of one innings per team
  - c) Players will bat in pairs that consist of 4 overs per pair regardless of wickets taken.
  - d) Each innings shall consist of 12 six ball overs
  - e) There will be no interval between innings
    - i) *Teams must turn round as quickly as possible to meet tight schedules*
  - f) In-going batters must be ready to pass out-going batters
  
- 3) Pitch length (Normal Length)**
  - a) 22 yards from wicket to wicket
  - b) A short ball line will be marked clearly with tape 9 yards away from the batting crease.
  - c) Running distance 18 yards opposed to the standard 22 yards. This will also be marked clearly by visible tape.
  
- 4) Player Eligibility**
  - a) Teams can select any player to play in the competition as long as they have not played for another side already playing in the competition.
    - i) *They do not need to be members of their club*
  - b) Standard adult-cricket guidelines will be followed regarding minimum age of players
    - i) *Although it is recommended that players are at least 15 years old due to the high-paced game and the proximity of fielders to the batters.*
  
- 5) Clothing**
  - a) You may wear whatever clothing you feel suitable for indoor cricket
    - i) *Whites are not mandatory (Coloured clothing is perfectly acceptable)*
  - b) Please wear suitable sports clothing
    - i) *Rubber soled sport shoes (not spikes)*
    - ii) *Cricket trouser, shorts or jogging bottoms are recommended*
    - iii) *The NCB have the right to refuse players from taking part if they feel their clothing or footwear is not suitable for the competition and could cause injury to the participant, other players or damage the flooring within the sports hall*
  
- 6) Equipment**
  - a) The ball used for the competition is a yellow Australian Indoor Cricket ball
  - b) All juniors below 19 years old must wear pads, gloves, box and helmet. Any other players protection is optional in accordance with ECB directives.
    - i) *It is recommended that all players wear a box and gloves as a minimum*
    - ii) *The NCB will not provide any playing kit for players*
  - c) The NCB will provide all balls, stumps, scoresheets, scoreboard etc.

## **BATTING & SCORING REGULATIONS**

### **1) Batting**

- a) Each team shall start their innings on 100 runs
- b) Players will bat in pairs for 4 overs each
- c) Batters shall have unlimited 'lives' but each wicket shall result in 5 runs being deducted from the total. No batter who is out for any reason shall face the next ball
- d) The ball is live at all times until over or dead-ball is called by the umpire. (Be careful and watch out for sneaky runners)

### **2) Scoring**

- a) A ball struck that hits any wall behind square shall count as 1 run
  - i) *This will be marked with tape on the wall*
- b) A ball struck against a side wall, in front of square shall count as 2 runs
- c) A ball that hits the floor and then strike the boundary wall, behind the bowler, shall count as 6 runs.
  - i) *The ball remains live even if the boundary wall is hit, batters can still run to score runs and fielders can run the batters out.*
- d) A ball that strikes the boundary wall, behind the bowler, on the full and below an agreed line shall count as 4 runs.
  - i) *The ball remains live even if the boundary wall is hit, batters can still run to score runs and fielders can run the batters out.*
- e) Each completed run between the wickets shall count as 2 runs
- f) A bye shall count as 1 run if the ball hits the wall. A leg bye shall count as 1 run if the ball hits the back wall. In each case if the batters complete a run then 2 additional runs are scored
- g) An overthrow striking any wall shall count as 1 run
- h) No runs shall be scored if the batter is caught off the walls, except the boundary wall
  - i) *The ball remains live if caught off the boundary wall but is dead immediately if caught off any of the other 3 walls*

## **BOWLING & DISMISSALS REGULATIONS**

### **1) Bowling**

- a) Bowling will be from one end only. Determined by the NCB official.
- b) Every player must bowl at least one over and no one more than three
  - i) *If the wicket-keeper is changed they must also bowl at least one over*
- c) Wides and no-balls shall count as 3 runs and will not be re-bowled apart from during the last over of each innings.
  - i) *They shall still count as 3 runs during the final over and must be re-bowled.*
- d) A no-ball shall be called if the normal regulations relating to a no-ball are breached or the ball pitches before a marked line 9 yards from the batting crease.
  - i) *Anything bowled above waist height regardless of pace or slow bowling will be called a no-ball.*
  - ii) *A ball bowled that bounces twice before the popping crease will be called a no-ball*
  - iii) *Can only be out run out from a no-ball*
    - (1) *Hitting above the height line or caught off the walls will not count but the ball will remain live.*
- e) Strict leg side wides
- f) Substitute fielders allowed in the event of injury only but cannot bowl

## **2) Methods of dismissal**

- a) The normal rules of cricket will apply and in addition:-
  - i) *The batter shall be caught out by a fielder after the ball has hit any wall other than the boundary wall*
  - ii) *The ball is hit above an agreed line including the ceiling. (Ceiling includes any railings)*
  - iii) *The batter and non-striker shall be given not out if the ball re-bounds from a wall and breaks the stumps without being touched by a fielder*
  - iv) *Can only be 1 dismissal per ball, the ball is dead as soon as a wicket is lost and no more runs can be scored.*

## **FIELDING & WICKET-KEEPING REGULATIONS**

### **1) Wicket-Keepers**

- a) Each team shall play with a designated wicket-keeper
  - i) *Positioned behind the stumps at the batsman's end*
  - ii) *Wicket-Keepers should wear gloves and a box at all times*
    - (1) *ECB regulations for junior players will be followed strictly*
      - (a) *U18's must wear pads, box & gloves and a helmet at all times whilst WK*
- b) A wicket-keeper can only be changed at the end of an over
  - i) *Can only be changed during an over because of injury*
- c) If the wicket-keeper is changed for any reason other than injury then the original wicket-keeper must bowl a minimum of 1 over during the innings.

### **2) Fielding**

- a) A team will consist of 6 players whilst fielding at all times
  - i) *1 bowler, 1 WK and 4 fielders*
- b) There are no regulations regarding placement of fielders on both the off-side, the leg-side and behind square.
- c) ECB regulations will be strictly adhered to regarding the proximity of young players to the batter.
  - i) *The NCB umpire will have the authority to make a player move if they feel the game is unsafe and the game will only continue once they are happy with the fielder's position.*
- d) Substitute fielders will be allowed if a genuine injury occurs
  - i) *The substitute fielder cannot bat or bowl during the game*
  - ii) *The opposing side can select who will bat twice if only 5 of the batters are able to bat for any reason. This will take place during the final pair.*

## **Match Fees**

- 1) The match fees per team have slightly increased for the 2015/16 competition by £2 pounds per team which now makes it £12 per team per match. This is due slightly reduced funding from Breckland Council and the leisure centres increased costs.
  - a) *£12 per team per match*
  - b) *£2 per player with 6 players in each team*

## **RESULTS & POINTS REGULATIONS**

### **1) Scorers & Umpires**

- a) It is the responsibility of the Team Manager & Captain to ensure that a scorer is provided for every game and that the result is accurately passed to the organiser.
  - i) *On some occasions the NCB will provide a scorer and clubs will not be needed to score the match*
- b) The NCB official may ask a member of the batting side to be the square-leg umpire if there is not one provided already.
  - i) *This can take place from the balcony so that safety is maintained at all times.*

### **2) Result**

The winning team shall be the side scoring the higher number of runs after deductions for the fall of wickets. NCB official decision final.

#### **a) In the event of scores (after deductions) being tied during in a game:-**

- *The winner will be the team taking the most numbers of wickets*
- *If still equal the game will be declared as a TIE*

#### **b) In the event of equal points at the end of the group stage:-**

- *The winning team will be the team scoring the highest number of gross runs*
- *If still equal the team taking the most wickets will be the winner*
- *If still equal the result between the two teams will decide the winner*
- *If still equal the team scoring the highest number of net runs will decide the winner*

### **3) Points**

A league table will decide each group. Top 2 from each group will qualify for finals evening.

#### **a) To be awarded as follows:-**

- Win – 10 Points
- Tie – 5 Points
- Loss – 0 Points
- Bonus points – 1 point for every 25 runs net in excess of 150 (Max 5 Points = 275 Runs)
- 1 point for every 3 wickets taken (Max 5 Points = 15 Wickets)

## **NORFOLK CRICKET BOARD CONTACTS**

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