

Playing Conditions

1. Laws

The Laws of Cricket 2000 Code 2nd Edition – 2003 shall apply except when varied below:

- (i) Teams shall consist of six players each.

The names of the six players shall be given to the Tournament Referee before the commencement of the match.

In the event of a player sustaining a serious injury, or is taken ill, then a substitute, who satisfies the ICC European Qualification Criteria, may bat, bowl and field.

- (ii) Each match shall consist of one innings per team.

- (iii) Each innings shall consist of a maximum of ten six ball overs. All overs will be bowled from the same wicket. The wicket-keeper will not normally bowl. In the event that the captain miscalculates so that a bowler must bowl two consecutive overs, then a penalty of two points will be enforced and the wicket-keeper will be allowed to bowl the remaining over.

Umpires and batsmen will change ends at the end of each over.

- (iv) No more than two overs are to be bowled by any individual. In calculating each individuals accrued number of overs, part of an over shall be deemed as a full over.

- (v) Each innings must be completed within thirty minutes with a maximum of a five minute interval between innings.

If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play will continue until the required number of overs has been bowled. Unless otherwise determined by the Tournament Referee the innings of the team batting second will be limited to the same number of overs bowled by it at the end of the scheduled time for cessation of the first session.

The Tournament Referee may increase this number if he is of the opinion that events beyond the control of the team bowling first prevented them from bowling the required number of overs within the scheduled time. This decision will be made after consultation with the umpires.

If the team fielding second do not complete the required number of overs within the scheduled time, play will continue until the requisite number of overs has been completed or a result achieved. The penalty for this slow over rate will be the deduction of points from the offending team. The size of this penalty will be decided by the Tournament Referee.

- (vi) A new ball will be used for each match

- (vii) Two batsmen shall be at the wicket at all times during an innings.

The innings will be complete when the fifth wicket falls.

When a batsman reaches a personal total of 25 he shall retire, but may return to the crease in the event of his side being dismissed within the 10 overs. Retired batsmen must return in the order of their retirement and take the place of dismissed or retiring batsman. If, on resumption, the batsman scores a further 25 runs (50) he will, once again, retire before resuming again in sequence.

The final two batsmen may continue batting, despite passing 25 runs, until the final wicket falls or the innings is completed.

No batsman is allowed to retire voluntarily unless through serious injury or illness.

- (viii) A No ball shall be called if the ball rises and passes or would have passed above shoulder height of the striker standing upright at the crease.

In addition, a No ball shall be called if the ball pitches short of the centre line, which will be designated by a line drawn across the pitch, 11yds from the bowling crease. This No ball will be called by the 3rd umpire who will be positioned in line with this centre marking.

- (ix) Law 25.1 Wide Ball - Judging a Wide

No delivery will be called Wide if it

- comes into contact with the striker's bat or person or
- is called as a No ball (Laws 2003)

For all other deliveries the following interpretation will apply:

Off side Wides

Two white lines will be painted joining the bowling and popping creases. Each line will be parallel to the Return Crease and will be 35" (88.90cms) from the centre of the middle stump.

(see Appendix A).

Any delivery that passes **over** or **outside** of this line will be called Wide by the umpire.

It does not matter that the striker may move thus bringing the ball into an area where he could play a normal cricket stroke – it will still be a Wide (competition regulation). It will also be a Wide if the batsman moves away from the ball and it passes over or outside of this white line (competition regulation).

Leg side Wides

For the purposes of this Championship only, any delivery that goes behind the striker and passes the leg stump shall be called and signalled as a Wide ball.

- (x) In a venue where the area above the roofed demarcation line is an open space (possibly not accessible from the playing area) any overthrow that results in the ball ending up in this open space will result in the umpire calling and signalling Dead ball.
- (xi) In a venue where the area above the roofed demarcation line is an open space (possibly not accessible from the playing surface) any **deliberate act** by a fielder to throw the ball into this area will be penalised by the umpire awarding 5 penalty runs to the batting side and result in a reported breach under the ICC Code of Conduct for Players and Officials. In addition, that delivery will not count as one of the over and an extra ball will be bowled (this applies throughout the whole innings).

2. Methods of Dismissal

Apart from the normal methods of dismissal contained in the Laws of Cricket 2000 Code 2nd Edition 2003, the following variations shall apply:-

(i) **Caught**

- (a) A catch will be valid even though the ball may hit a side wall or the wall behind the wicket-keeper. If the ball first hits the side wall and then goes on to hit the wall behind the bowler the catch will still be valid
(Notes: i) a catch will **not** be valid if the ball is hit directly onto the wall behind the bowler – this is automatically a boundary 6.
ii) a catch will **not** be valid if a fielder touches the ball causing it to hit the side or back wall above the demarcated roof line. See (iii)(b) below.
- (b) The striker shall be out caught if the fielder completes the catch even though he may be in contact with the side wall or the wall behind the wicket-keeper when he does so. (Note: This does not apply to the wall behind the bowler.)

In BOTH the above cases: No runs shall be scored

(ii) **Roofed**

- (a) The striker can be out 'roofed' only from a fair delivery.
(b) The striker shall be out "roofed" if, after making contact with his person or bat, the ball hits the ceiling, or any apparatus attached to the ceiling, without intervention by a fielder - (see (iii)(b) below)

Note: The side walls above a line drawn approximately 2.5 to 3 metres shall be considered part of the ceiling. Before the Championship commences the Tournament Referee, and Umpires, will inform and show the Captains the dimensions and exact interpretation of the out "roofed" dismissal. The "roofed" area at each indoor venue will vary, however, it may include side walls, above a demarcation line, a viewing gallery, the ceiling, light fittings, ceiling beams, etc.

- (c) If the striker is given out "roofed" no runs shall be scored.

(iii)

- (a) The striker or the non striker shall be given NOT OUT if the ball rebounds from a wall and hits a wicket without being touched by a fielder.
- (b) The striker shall be given NOT OUT if the ball rebounds off a fielder and hits a wall considered part of the "roofed" area. In this instance, the umpire shall signal dead ball and credit the striker with one run.

3. **Scoring of Runs**

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

- (i) A ball struck to hit the boundary wall behind the bowler without touching the floor or any other wall shall count as boundary 6 runs. If, however, the ball touches the floor, but does not touch any of the other walls and hits the boundary wall then it shall count as boundary 4 runs.
- (ii) A boundary will not be scored if a fielder is in contact with the boundary wall and the ball at the same time. However, the ball is still in play and runs can be scored by the batsmen running.
- (iii) A ball struck to hit one or more of a side or back walls shall count as 1 run. If the ball subsequently hits the boundary wall a boundary will **not** be scored, however, the ball remains in play and runs can be scored by the batsmen running. Two additional runs shall be scored if the batsmen complete a run. (If the ball is struck to hit a side or back wall and a batsman is then run out 1 run shall be scored).
- (iv) 2 runs shall be scored if the striker plays the ball, which does not hit a wall, and the batsmen complete a run.
- (v) 1 bye shall count as 1 extra if the ball hits a wall (including the boundary wall); a leg bye shall count as one extra if the ball hits a wall (including the boundary wall). In each case of the batsmen completing a run, 2 additional byes or leg byes shall be scored.
- (vi) 2 byes or 2 leg byes shall be scored if the batsmen complete a run without the ball hitting a wall.
- (vii) **No Ball**
 - (a) The penalty for a No ball shall be 3 extras, and these are added to any additional runs that the batsmen score. (See items (b) and (c) below.) During the first 8 overs of an innings there will **not** be an extra ball to compensate for any No ball bowled. An extra delivery will be allowed in overs 9 and 10 for any No ball delivered during these two overs. These extra deliveries will be in addition to the 3 runs referred to above. (If the Tournament Referee alters the length of an innings at any stage during the Championships it will be the last two overs, of this revised innings, that will have extra deliveries bowled when any No ball is delivered.)
 - (b) From a No ball not struck by the striker any additional runs will be added to the 3 extras and the total shall be credited as No ball extras. If the batsmen do not run and the ball does not touch a wall, then the No ball penalty shall be credited as 3 No ball extras.
 - (c) From a No ball struck by the striker the 3 runs for the No ball will be recorded as No ball extras and any additional runs scored by the batsmen in running (or a boundary) will be credited to the striker's score.
- (viii) **Wide**
 - (a) The penalty for a Wide ball shall be 3 extras, credited as Wides. During the first 8 overs of an innings there will **not** be an extra ball to compensate for any Wide bowled. An extra delivery will be allowed in overs 9 and 10 for any Wide delivered during these two overs. These extra deliveries will be in addition to the 3 runs referred to above. (If the Tournament Referee alters the length of an innings at any stage during the Championships it will be the last two overs, of this revised innings, that will have extra deliveries bowled when any Wide is delivered.)

- (b) If a Wide ball is called and the batsmen do not run 3 extras shall be credited as Wides, although 2 additional extras will be credited, as Wides, for every run completed by the batsmen.
- (c) If a Wide ball is called and the ball goes on to hit a wall a total of 4 extras shall be credited as Wides. 2 additional extras will be credited, as Wides, for every run completed by the batsmen.
- (ix) An overthrow hitting the roofed area, any wall or walls shall count as another run to the striker or to the total of extras, as appropriate. Additional overthrows can ensue from each additional throw which goes on to hit a wall or walls (the batsmen shall not change ends, except in running).
Should an overthrow end up in the open space (as detailed under 1(x) above) then one run shall be added to the striker's score or to the total of extras, as appropriate. The ball will be called dead by the umpire and no subsequent runs/overthrows will be allowed.
- (x) No runs shall be scored if a striker is caught as detailed in 2(i) above.
- (xi) 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 for touching the wall and if applicable, 2 runs for a run in progress.

4. **Result**

(a) Group Matches - Points

The following points shall be awarded:-

Win - 8 Points

Loss - 0 Points

Score Level, including a Tie - 4 Points

Additionally, the following Bonus Points shall be awarded:-

	Batting	Bowling
1 Point	run- rate of 5 or more	2 wickets
2 Points	run-rate of 7.5 or more	4 wickets
3 Points	run-rate of 10 or more	5 wickets

Note: In the event of a side being dismissed in less than its full quota of overs the calculation of its bonus points will be based on it having received its full quota of overs.

The team which has the highest aggregate of points gained at the end of the group matches shall be the winner of their group. In the event of teams finishing level on points, the right to play in the final match or series of matches will be decided, by Wicket-Run Ration (WRR).

Wicket-Run Ration = Runs scored x Wickets taken / Runs conceded x Wickets lost

If it is still not possible to determine the winner(s) then the result will be decided by the toss of a coin.

(b) Non-Group Matches i.e. Knockout phase

The team scoring the most runs in its innings shall be the winner. If the scores of both teams are equal, including a tie, then the following will apply:-

- (i) The side losing the fewer number of wickets shall be the winner.
- (ii) If the teams are still equal, the side with the higher Wicket-Run Ration throughout the entire Championships shall be the winner.
- (iii) If it is still not possible to determine the winner then the result will be decided by the toss of a coin.

5. Scoring Chart

Scoring of Extras		No Running	Running
Wide	No wall touched	3 Wides	5 Wides
	Wall touched	4 Wides	6 Wides
No-Ball Hit	No wall touched	3 Extras	2 to Striker + 3 extras
	Wall touched	1 to Striker + 3 to extras	3 to Striker + 3 extras
No-Ball Not hit	No wall touched	3 Extras	5 Extras
	Wall touched	4 Extras	6 Extras
Bye	No wall touched	No score	2 Byes
	Wall touched	1 Bye	3 Byes
Leg Bye	No wall touched	No score	2 Leg Byes
	Wall touched	1 Leg Bye	3 Leg Byes

Appendix 'A'

