

**SAVERNAKE FOREST INDOOR CRICKET LEAGUE**  
**RULES FOR INDOOR 6-A-SIDE COMPETITIONS 2010/2011**

1. The laws of cricket shall apply at all times, together with any rules and conditions laid down by the NCA for the preceding season with the following special provisions.
2. Each team shall consist of 6 players. In the event of a club entering more than one team, when a player has played 3 matches for one team, he/she will “stick” with that team but can still make a maximum of 2 appearances for each team from his/her club. A player shall play for only one team in the cup competition. **No player shall be allowed to play for more than one club during any one season**
3. Each match shall consist of one innings per team; each innings shall consist of a maximum of 10 six ball overs. There shall be a 5 minute break between innings.
4. A bowler is allowed to bowl a maximum of 3 overs in an innings. If a bowler becomes incapacitated during an over, that over shall be completed by any player on the fielding side who has not bowled 3 overs.
5. Two batsmen shall be at the crease at all times during an innings. In the event of a team losing 5 wickets within the 10 overs the last man out shall remain at the wicket as a runner while the last man in continues his innings. In the event of such a runner being out in any way under the laws of cricket the sixth wicket shall be deemed as fallen.
6. When a batsman has reached a personnel total of 25/50/75 runs, or more he shall retire unless he is the last batsman who has not lost his wicket, in which case he shall continue until he is out, or the allotted 10 overs have been completed by the fielding side. He may return to the crease in the event that the remaining batsmen on his side have been dismissed, or retired. In the event of more than one batsman retiring in a innings they shall return to the crease in the order in which they retired. If a team fields less than 6 players no retired batsmen shall return to the crease.
7. In all matches the team that scores the most runs (or less wickets in the event of scores being equal) in its innings shall be the winner. In the cup competition a result must be achieved so in the event of two teams completing a cup game with equal scores and the same number of wickets lost, each member of both teams shall bowl one ball overarm at the wickets and the team that registers the most hits shall be the winner. If after this the teams are still equal this shall be repeated.

League points will be scored as follows:

- a) 10 points for a win
- b) 5 points for a tie (Level scores & wickets)
- c) Batting Points –
  - i) 40 Runs 1 point and 1 point for every 20 runs up to a maximum of 140 runs (Max 6 points).
  - ii) If a team batting 2<sup>nd</sup> wins by a margin greater than 4 wickets then additional points may be claimed for each wicket left standing Win by 6wks – 6 pts:  
5wks – 4pts: 4wks – 2pts:
- d) Bowling Points –
  - i) 1 point awarded for every wicket taken
  - ii) For bowling team out for less than 100 runs (ie 99 runs) – 1 pt: 80 runs – 2 pts:  
60 runs – 3points: 40 runs – 4pts

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- e) Any team failing to fulfil a fixture will be fined 10 points (also see Rules 15 & 16 below) and their opponents be awarded 15 points.
8. **Runs** shall be scored as follows:
- ◆ A ball struck on to the boundary wall behind the bowler and first touches the floor, or a fielding player, but not the side walls, or the roof shall count as 6 runs.
  - ◆ A ball struck on to the boundary wall (**including the net & net rail**) behind the bowler and without first touching the floor, or a fielding player, but not the sidewalls, or the roof shall count as 4 runs.
  - ◆ A ball struck on to any side wall, the wall behind the batsman, or the roof, or roof protruding fixtures ie pipe above net rail, ropes, trunking etc. and is not caught by a member of the fielding side before, or after contact with the side wall, wall behind the batsman, or the roof shall count as 1 run.
  - ◆ Other than in the case of a boundary hit when the ball becomes dead 2 runs shall be added to any score whenever the batsmen cross and make their ground successfully.
9. **Extras** shall be scored as follows:
- ◆ If a ball passes the wicket without having touched the batsman and strikes the wall behind him whether the wicket keeper has touched it, or not 1 bye shall be added to the total.
  - ◆ If a ball touches the batsman and subsequently hits the back wall behind him 1 leg bye shall be added to the score.
  - ◆ **No ball** In addition to the normal ways of bowling a no ball if, in the opinion of **either** umpire the ball passes above head height of the batsman in his normal stance a no ball shall be called; additionally if the ball does not land on the mat and is not a wide, a no ball shall be called. "In Overs 1 to 9, 3 runs will be awarded for a no-ball and there will be no extra delivery. Note: the batsmen will still be able to gain extra runs by running in the normal way should the opportunity arise. In the last over (i.e. Over 10), normal no-ball rules will apply (i.e. one run will be awarded and an extra delivery will be bowled).
  - ◆ **Wide ball** In addition to the normal definition of a wide ball, if a ball pitches to the leg side of the striker's wicket and passes to the leg side of his wicket and does not touch the batsman's attire, or his equipment including his bat, a wide ball shall be called, "In Overs 1 to 9, 3 runs will be awarded for a wide ball and there will be no extra delivery. Note: the batsmen will still be able to gain extra runs by running in the normal way should the opportunity arise. In the last over (i.e. Over 10), normal wide rules will apply (i.e. one run will be awarded and an extra delivery will be bowled).
  - ◆ Two further runs shall be added to the total whenever the batsmen cross and make their ground successfully.
10. **Over throws** If when attempting to run a batsman out, or deterring him from attempting a run the fielder throws the ball and it strikes any wall, or the roof 1 run shall be added to the batsman's score, or extras as appropriate. If the batsmen cross and make their ground successfully in such circumstances 2 further runs shall be added as appropriate.
11. **Dismissal of a batsman** In addition to the conventional ways of being dismissed a batsman shall be out if he strikes the ball against either side wall, the wall behind him, or on to the roof directly without the ball touching the floor on its way to the stated walls, or roof and a member of the fielding side catches it without it first having touched the floor, (with no run added).

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12. **Dead ball** Apart from the normal ways the ball may become dead, a dead ball shall be called if the ball becomes lodged in any of the fixtures in the hall ie netting. If the ball becomes dead in this way **ONE run** shall be scored and **NO further ball** shall be bowled to replace it.
13. Wicket keepers shall wear pads at all times while fielding.
14. All matches shall start at the specified time, or before if possible, therefore all teams should be ready to start 15minutes before their allotted time in cast the previous game finishes early. Captains are requested to toss up **15 minutes** before the allotted start time. If a player, or players have not arrived by the start time for the match, the match will start without them. Late coming players shall be allowed to join the game at the completion of an over. No player shall be allowed to join a game after the completion of the first innings.
15. If any team fails to supply match officials, or make arrangements for such officials to be present on the dates allocated to them for umpiring and scoring 5 points shall be forfeited from their league points. This deduction shall be made without exception.
16. Any team that fails to present themselves for a fixture without first having made satisfactory arrangements for their opposition, umpires and their umpiring duties shall be fined the amount of the match fee, this amount shall be credited to the opposing team and also be deducted 10 league points for failing to fulfil a fixture.
17. The League shall consist one division for the 2010/2011 Season with 9 teams. The winners and runners up shall receive individual trophies for their efforts with the winners receiving the perpetual trophy for one year for which they shall be responsible for insuring and engraving and return within one year. The winners of the Savernake Indoor Cricket League shall represent the League in the County competition in the following season.
18. The payment for the 2010/2011 Season shall be £340.00 per team. Payments less deposits will be notified by the Treasurer prior to each instalment due on the 1<sup>st</sup> December 2010 and 1<sup>st</sup> February 2011. These fees include cup games. **All payments should be made payable to the Savernake Forest Indoor cricket League and forwarded to the Treasurer: Ivor Rowell 8, Owl Close, Covingham, Swindon, Wilts. SN3 5LL. Please note: Failure to make the above payments by the required dates will result in league points being DEDUCTED.**
19. **Insurance** It is the responsibility of individual clubs to effect insurance against public liability, injury to players, or officials, or loss of equipment etc. Neither the League nor the Marlborough Leisure Centre can accept responsibility for these and other liabilities arising from playing indoor cricket in these competitions. An up to date copy of each clubs Public Liability Insurance is to be forwarded along with deposit by the 10<sup>th</sup> July each year.
20. As all the match balls now belong to the Savernake Indoor Cricket League The fielding Captain is responsible for collecting and returning the key from reception for **Locker 54** adjacent to the changing rooms to collect the match ball. The umpires/scorers in the last game are then responsible for returning the balls, bails, Score Numbers & Scorers folder to the locker after the last game and returning **Locker 54** Key to Reception. Any balls stuck up in the net, or roof are to be reported to Reception. Spare balls are held in **Locker 54**.
21. The committee shall decide any matters that are not covered by these rules in full session.