

Live Active / Perth & Kinross Cricket Development Group

INDOOR CRICKET LEAGUE RULES 2013-14

The Live Active / Perth & Kinross Cricket Development Group (PKCDG) Indoor league is meant to provide local clubs with recreational indoor cricket over the winter. Whilst it is hoped that the matches will be competitive, the "Spirit of Cricket" must be applied to all games. It is the duty of all teams to play in a fair and reasonable manner. There must be no sledging of any sort. Any issues (in the unlikely event they should arise) should be reported to Kirsteen Ross, the cricket development officer (KRoss@liveactive.co.uk). If for any reason, clubs are unable to field a team any evening, please ensure that opposing teams and the cricket development officer are notified in advance. Please make every effort to play.

Live Active staff will bring the kit bag with stumps to the playing area on court three of the main arena before every session. Scoresheets will be provided in the folder in the kit bag and the third team named must return the completed scoresheets to Bells Sports Centre reception at the end of the night. All bowlers must bowl from the reception end. All equipment and balls are provided although players may bring their own wicket-keeping gloves or bats if they wish.

Playing Conditions

1. The match shall be between two teams, each of six players. Players can be male or female. Each team shall have one innings of twelve overs, each of six balls. Wides and no-balls are not bowled again as extra deliveries in the over.
2. No bowler shall bowl more than 3 overs. No player can bowl two overs consecutively.
3. Batsmen bat in pairs. Each pair bats for four overs. Batsmen change ends at the end of the over (except see 6).

4. Scoring

1 run for the ball hitting the side wallboards, netting or the wall behind the batsman (plus any extras).

2 runs for each completed run by the batsmen

4 runs for the ball hitting the back wallboard/net before hitting any other wall and having hit the ground first (Boundary FOUR)

4 runs for each wide or no-ball bowled.

6 runs for the ball hitting the back wallboard/net without bouncing and before hitting any other wall (BOUNDARY SIX). *Note* The ball CAN however be caught off the back wall and in that instance, the boundary SIX is *not* scored and the batsman is out caught. (i.e. balls can be caught off ANY wall).

In the event of a "Boundary FOUR" or Boundary SIX" being scored, (i.e. the ball is not caught off the boundary wall) the ball is then dead and no additional runs are scored other than no ball extras.

- Being out counts as -6 , (-six)
- Where the ball strikes more than one wall it is the first wall hit that determines the runs scored
- Where the batsman actually run, the runs are accumulated with any scored by hitting the wall except in the case of boundary FOUR or SIX
- Overthrows are treated exactly as if they have been hit from the bat or extras and are accumulated to any runs scored from the bat e.g. a fielder throws the ball against a wall = **1** run. Should the batsmen also run this would equal another **2** runs. (Total 3 runs)
- Where the ball bowled is a no-ball or a wide, any runs scored or run will be added to the 4 for the no-ball or wide. (e.g. the ball bowled is a no ball, ball hits side wall and batsmen run once, equals, 1 run for the ball hitting the wall, 2 for the batsmen running a run, plus 4 for the no ball = seven runs scored).
- If the ball becomes stuck in the netting surrounding the playing area then the ball is dead and the batting team score 1 run for hitting the wall and 2 runs for a completed run by the batsman (3 in total). No further scores are given.



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5. **Bowling**

- Each over will consist of 6 (balls). No additional balls shall be added for any no balls or wides bowled
- All bowlers must bowl from the reception area end. The outer edge of the furthest badminton court represents the maximum run up length (just over 7 metres). Any bowler who commences their run-up beyond this line will be given a no-ball. (A floor layout has been supplied to each team and a copy is in the folder in the kit bag)

6. **Getting Out**

Batsmen may be out in all the standard ways, **except:-**

- L.B.W.
- Catches off the wallboard or net count as out where the ball hits the back wall without bouncing. The ball is dead if it becomes stuck in the netting and cannot be claimed caught when it is retrieved.
- If the ball is hit out over the top of the netted playing area that counts as **out twice** This is (-12 (-*twelve*)).
- If the batsmen hits the ball to the ceiling or above the line of the lights or roof joists it counts as out -6 (-*six*).
On being out the batsmen dismissed must become the non-striker, except where dismissed off the last ball of an over, when he faces the first ball of the new over, or when run out at the bowler's wicket.

7. **Players short**

- In the event of a team being a player short, with the agreement of the opposing captain, they may "borrow" a player from the team not playing
or
the opposing captain nominates which batsmen can bat twice.

8. **Umpires and Scorer**

- Two umpires are required. Usually they will be neutral but may be members of the batting side. One at the bowlers end and the other square leg
- The bowling umpire also calls the number of runs scored from each ball
- The umpires are responsible for ensuring that the match runs effectively and that the game is started promptly and played at a reasonable pace. Matches **MUST** be completed within 55 minutes.
- The scorer should sit in the tiered seating area and records the score called by the umpire.

9. **League Points**

20 points Win

10 points Tie

0 points Loss

-10 points For each "No Show" match, (please note there are 2 matches played per night and so this may count as -20 points if both games are missed)

In the event of teams scoring the same number of points at the end of all the league matches, the team that has scored the most runs (net runs) is the winner. If that is equal, then the team that has taken most wickets is the winner. Should that be equal, then it shall be a draw.

