



Indoor Tournament Rules 2016/2017

Pitch

Two sets of wickets, 16 yards apart.

Equipment: Kwik cricket or wooden bats and 'Incrediballs or similar' are to be used so batters may wear gloves, wicket-keepers can use full protection.

Teams:

6 players will make up a team.

There is no limit on squad size.

The Start

The schedule for matches will be published before hand and teams are advised to adhere strictly to this to ensure a smooth transition between games (and so that we do not over run) Team captains will toss a coin to decide which team has the choice of either batting or fielding first.

The Game

Each match will last for 5 overs. Like in normal cricket once you are out (dismissals listed below) you are out. Overs will consist of 6 balls.

Scoring (& some dismissals)

- If the ball strikes the side wall and the 'back' wall (behind the wicket keeper) **1 run** is scored - batters may also be caught off these walls
- Each time the batters run **2 runs** will be scored
- So if they hit either of the walls stated above and run once **3 runs** will be scored
 - i. if the ball strikes either of these walls and a player is run out only the completed run is scored.
 - ii. **1 overthrow** will be scored each time the fielding side's attempted run out strikes either side or back wall (**4 runs** if it hits the boundary wall – see below)
- when the ball strikes the 'Boundary Wall' (the wall behind the bowler and anything attached to it) – without hitting either side wall – it is immediately 'dead' the scores awarded depend on where it hits the wall, thus:
 - i. **6 runs** will be scored if the ball strikes the wall on the full
 - ii. **4 runs** will be scored if the ball strikes the wall after bouncing



- 'No balls' and 'Wides' will be called and signalled by the Striker's end umpire in accordance with the Laws of cricket except that:
 - i. No extra ball will be bowled
 - ii. Each will score **2 runs**
 - iii. Any ball above waist height will be deemed a 'No-ball' – batters can still be out 'run-out', 'handled-the-ball' hit-the-ball-twice and 'obstruction-of-the-field' **and** if they hit into the balcony or off the roof.
 - iv. Batters can be out 'run out', 'handled the ball', 'hit the wickets', 'stumped'.
- All other dismissals in the Laws of cricket are applicable including those additional ones stated above
- If a batter strikes the ball onto the balcony they will be out.

Scores & Umpiring

Teams should score their own innings. Umpires may be required to stand in games

Batting

- Batters will change ends at the end of each over
- normal creases apply for bowlers and for the batters

Bowling and Fielding

- A maximum of 1 over per bowler per game
- All 6 players will field
- Bowling will take place from one end
- Bowling should only be overarm.
- Umpires/coaches should direct fielders to field at a 'safe' distance from the batter
- Players on the fielding side DO NOT need to rotate fielding positions.
- The ball will become 'dead' when it hits the 'boundary' wall

Result

The team with the highest score wins, with the winners being awarded 4 points. If scores are equal at the end of 5 overs the team having lost fewer wickets will be declared the winner. If the wickets are the same the match will be declared a tie with each team getting 2 points each.