UWE Indoor League Cricket Rules

SECTION 1

1. The competition shall consist of six teams.

2. The competition shall last for 10 consecutive weeks, with each side allocated one fixture per week during this period.

3. Each competing team shall play the opposing teams twice during the duration of the competition (i.e. a league format).

4. Each match shall last a maximum of 60 minutes. This period incorporates an interval of no more than 5 minutes between innings and also the pre-match toss.

5. Timings fixtures

- Fixture One: 19:00 – 20:00
- Fixture Two: 20:00 – 21:00
- Fixture Three: 21:00 – 22:00

6. Matches shall be officiated by Teams and UWE cricket development officer

7. An indoor cricket ball shall be used for all matches in the League (provided by UWE). One ball will be used per match

8. Teams shall consist of 8 players.

9. Each innings shall consist of a maximum of 10, 6 ball overs

10. No player shall bowl more than three overs in an innings. In the case of a bowler being injured, the over shall be completed by a player who has not bowled his full allocation. In calculating each individual's accrued number of overs, part of an over shall be deemed as a full over.

11. Two batsmen shall be at the wicket at all times during an innings.

12. The last remaining batsman shall continue batting with the previously dismissed batsman remaining at the wicket as a 'runner' unless a previously retired batsman (see point 10.) is due to return to the crease.

13. Should the last batsman run a single to the non-strikers end during an over, he shall swap ends with the 'runner' and return to the batting crease in readiness to face the next delivery.

14. When a batsman reaches or passes a personal total of 25 runs he/she shall retire, but may return to the crease on the departure of the 7th batsmen. A batsman is only required to retire on one occasion in a match.

15. A batsman is not permitted to retire before reaching the personal total of 25 runs.

16. Retired batsmen must return in order of their retirement and take the place of the retiring or dismissed batsmen.

17. Failure by both teams to complete a match within the allotted period may, depending on the umpires discretion, result in a match being 'timed out' and the match being declared a draw.

18. If one team is deemed to have caused an avoidable delay that causes a match to be 'timed out', this team may receive a no point 'loss', whilst the opposing team may be awarded a maximum 16 point win.

19. Should one team not be ready to begin a match at the allotted start time the opposition team will automatically be awarded the toss.

SECTION 2

20. Matches Fees

      a) Costs £25 per player per term to be paid on the online store

21. Cancellation of fixtures

      a)   No show and No notification - 10 points deducted, game awarded to opposition with maximum points.

The League table positions will be determined by points. If teams have equal points then the league table shall be based on:-

And then by…

b) Wickets taken

The team scoring the most runs in their innings shall be the winner.

If the scores of both teams are equal, then the team losing the fewer wickets shall be the winner. If the teams are still equal, then the game will be deemed a draw.

The points system is as follows:-

Win – 10 points

Draw – 5 points

Loss – 0 points

Results, fixtures and updated league tables will be published each week on: - www.uwe.ac.uk/sport

SECTION 3 – Scoring

How and where the batsmen can score runs during the match

1. Six runs shall be scored if a ball is struck to the boundary wall (behind the bowler) without first touching the floor or either side walls.

2. Four runs shall be scored if the ball touches the floor without first touching either of the side walls before striking the boundary wall.

3. One run shall be scored if a ball struck to one or more of the side or back walls, even if the ball subsequently hits the boundary wall in which case it remains in play.

4. Two additional runs shall be scored for every run the batsmen complete, regardless of whether the ball hits a wall.

5. One run shall be scored if the ball is struck to the side or back walls and a batsman is subsequently run out.

6. A Bye shall count as one extra if the ball hits any wall. In the case of the batsmen completing a run, two additional Byes shall be scored (i.e. three extras in total).

7. A Leg Bye shall count as one extra if the ball hits any wall. In the case of the batsmen completing a run, two additional Leg Byes shall be scored (i.e. three extras in total).

8. Two byes or two leg-byes shall be scored if the batsmen complete a run without the ball hitting a wall.

9. If a ball lodges in a netted area or in equipment on the wall, "dead ball" shall be called by either umpire and the delivery retaken.

10. The batting teams shall provide a scorer (player or non-player) during matches and also update the scoreboard at the end of every completed over.

11. The scorer shall be verbally notified of any runs attributed to the batting team by the official match umpire after each delivery. The scorer must use the official AICL scoring sheet, as provided by the official match umpire prior to the start of the match.

12. The completed score sheets for both innings must be signed by the two team captains and returned to the official match umpire at the end of the match

13. No runs shall be scored if a batsman is out caught off the walls.

SECTION 5 - EXTRAS

The following penalty runs shall be credited to the 'Extras' column

1) No Balls

The penalty for a no ball shall be three runs. There shall be no extra ball (except in the 12th over) and these are added to any additional runs and credited as either No-Ball extras, or to the striker.

No Balls can be called for the following:-

a) If the ball passes the batsman above shoulder height after it has pitched and the batsman is standing in his normal upright position in the crease, either umpire shall call No Ball.

b) If the ball passes the batsman above waist height without pitching and the batsman is standing in his normal upright position in the crease, either umpire shall call No Ball.

c) If the ball bounces more than twice before it reaches the batting crease, either umpire shall call No Ball.

d) A No-Ball shall be called if the ball pitches short of the No-ball line. This will be called by the non-strikers end Umpire.

2. Wide Deliveries

Any delivery down the leg side will be called 'Wide'. Other Wide deliveries may be given on the off-side as interpreted by the umpire.

A wide ball shall be 3 runs under extras and no extra ball (except 12th over).

If a Wide-Ball is called and the ball goes on to hit any wall, then 4 runs shall be credited under extras. If a Wide-Ball is called but the ball does not hit any wall, 2 extra runs shall be credited under extras for every run completed by the batsmen.

3. Overthrows

a) An overthrow hitting the boundary wall shall count as four runs to the batsman or to the total of Byes, Leg-Byes, No Balls or Wides as appropriate.

b) An overthrow hitting either of the side wall or rear wall shall count as one run to

the batsman or to the total of Byes, Leg-Byes, No Balls or Wides as

SECTION 6 - METHODS OF DISMISSAL

In addition to the normal methods of dismissal contained in universal Laws of Cricket, the following variations shall apply in AICL matches:-

(a) The batsman shall be dismissed if he/she is caught out by a fieldsman after the ball has hit the any wall except directly from the boundary wall, provided the ball has not touched the floor.

b) Should a catch be taken after hitting the boundary wall indirectly (i.e. deflecting off a side wall) and not touch the floor this shall be deemed a dismissal and no runs will be awarded to the dismissed batsman.

(b) The batsman shall be dismissed if the ball directly hits any part of the ceiling.

(c) The last not-out batsman shall be dismissed if the non-striker running with him is, himself, run out.

n/b A batsman shall be given NOT OUT if the ball rebounds from a wall or ceiling and hits either wicket without first being touched by a fielder.