

ESSEX CRICKET CENTRE
INDOOR SIX-A-SIDE COMPETITION RULES

These Regulations and Playing Conditions are those of the England and Wales Cricket Board as laid down for non-first class competitions for 2002 onwards.

Helmets –All players under the age of 18 **must** wear a helmet when batting and when standing up to the stumps when wicket keeping, regardless of any parental consent. Also, any Under 18 player taking part in matches other than the Junior Indoor League must comply with this ruling and inform the umpires of their age before the start of any match.

Junior League Deposits – A deposit will not be returned if a team fails to fulfill any one of their fixtures.

We would ask that in Junior Competitions all managers, coaches and spectators do not coach during the course of a match, and to ask their players when fielding not to talk when a batsman is ready to receive. **Managers are reminded that each team must appoint a scorer and also someone to work the scoreboard and players must be identified by their surnames on the score sheets. (Not first names or nicknames.**

Eligibility – Managers please note that a player can play for only one team in an age group.

The umpires are asked to call each addition to the score and the scorers to acknowledge before they enter the scorebook.

1. **Laws**

- 1.1 Teams shall consist of six players each.
- 1.2 Each match shall consist of one innings per team.
- 1.3 Except for the Finals, each innings will consist of a maximum of ten overs. All Finals will consist of a maximum of twelve overs.
- 1.4 Any individual shall bowl no more than three overs. In calculating each individual's accrued number of overs, part of an over shall be deemed as a full over.
- 1.5 Two batsmen shall be at the wicket at all times during an innings. In the event of a team losing five wickets within the permitted ten/twelve overs, the last man shall continue batting with the fifth man out remaining at the wicket as a non-striker.
- 1.6 When a batsman reaches or passes a personal total of twenty-five he shall retire, but may return to the crease on the departure of the fifth batsmen. Retired batsmen must return in order of their retirement and take the place of the retiring or dismissed batsman. Two 'live' batsmen shall be at the wicket until such time as the fifth wicket has fallen. The batsmen shall retire again when he scores an additional twenty-five runs on his return to the crease.
- 1.7 If, after pitching, the ball passes, or would have passed above shoulder height of the batsman standing upright at the crease, the umpire at the bowlers end shall call and signal 'no ball'.
- 1.8 **Wide Ball** - Umpires are instructed to apply a strict and consistent interpretation of wide balls to prevent negative bowling. However, we would suggest that they use some tolerance towards this interpretation to the players in the U/11 and U/13 age groups.
- 1.9 **Wide Ball Penalties** - When a wide ball is called a penalty of two runs shall be scored, but no extra ball will be bowled, except for a wide ball called in the last over of an innings when the extra ball will be allowed. These extra two runs will be in addition to any other runs scored.

2. **Scoring**

- 2.1 A ball struck to hit the boundary wall behind the bowler without touching the floor or any other wall or ceiling shall count boundary six runs. If, however, the ball touches the floor but does not touch any of the other walls or the ceiling and hits the boundary wall, then it counts as four runs.
- 2.2 Before the toss, umpires shall agree with both captains the exact interpretation of 'boundary wall', 'ceiling', 'side walls' and 'back wall'.
- 2.3 A ball struck to hit the ceiling or one or more of the side or back walls shall count as one run, even if the ball subsequently hits the boundary wall in which case it remains in play. Two additional runs shall be scored if the batsmen complete a run. If the ball is struck to hit the ceiling/side/back wall and a batsman is run out, one run shall be scored.

- 2.4 Two runs shall be scored if the striker plays a ball and it does not hit a wall and the batsmen complete a run.
- 2.5 A bye shall count as one 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 if the batsmen complete a run two additional extras shall be scored.
- 2.6 Two byes or two leg byes shall be scored if the batsmen complete a run without the ball hitting a wall.

3. *No-Ball*

- 3.1 A no ball shall score one penalty run, recorded as no ball extra, in addition to any other runs scored.
- 3.2 From a no ball struck by the batsmen, runs shall be scored and be accredited to the striker. If the batsmen do not run and the ball does not touch any wall or ceiling just the penalty run shall be scored.
- 3.3 From a no ball not struck by the batsmen, or from one striking his person when he is trying to avoid being hit by the ball any runs scored shall be credited as no-ball extras.

4. *Overthrows*

- 4.1 Overthrows will be given when, in the opinion of the umpires, a fielder with the intention of a 'runout' situation throws a ball. In this situation if the ball hits a wall, one run will be given even if this wall is the boundary wall.

5. *Ball Lodging*

- 5.1 If a ball becomes lodged in the back netting i.e. behind the wicket-keeper, the umpire shall call 'dead ball' and award one run or extra as appropriate and that ball shall count as one of the over. If this ball is a wide ball then the umpire shall call two wides and again no extra ball will be allowed except in the final over.
- 5.2 If a ball in play lodges in the ceiling netting or enters the scorers area, or the netting behind the boundary netting, not being a boundary, the bowler's end umpire shall call 'dead ball'. The number of runs will be determined by the umpire or the position of the batsman at the time dead ball is called, i.e. how many times they have crossed, if any, at the call. If necessary the umpires may confer on this, but bowler's end umpire's decision is final.

6. *Methods Of Dismissal*

- Apart from the normal methods of dismissal contained in the Laws of Cricket, the following variations shall apply
- 6.1 The batsman shall be caught out by a fieldsman after the ball has been hit and hit the ceiling, the netting or any wall except directly from the boundary wall, provided the ball has not touched the floor.
 - 6.2 The last not-out batsman shall be given out if the non-striker running with him is given out.
 - 6.3 The batsman or non-striker shall be given not out if the ball rebounds from a wall or ceiling and hits a wicket without being touched by a fieldsman.

7. *Over Forty's Six-a-Side Point Scoring, Under 11, 13, 15 Six-a-Side Point Scoring*

Points shall be awarded on the following basis:

- 7.1 Fifteen points for a win with NO addition of Bowling or Batting bonus points.
- 7.2 Three points to each side for a tied score, plus bonus points.
- 7.3 Batting and bowling bonus points only to the losing side.
- 7.4 Bonus points for the batting side will be scored for each ten runs starting at 51 runs, that is 51-60 = 1, 61-70 = 2, 71-80 = 3, 81-90 = 4 and 91 and above = 5 points.
- 7.5 Bonus points for the bowling side will be awarded as follows, one point at 2 wickets, two points at 3 wickets, three points at 4 wickets and five (max) when all 6 wickets taken.
- 7.6 If the points total at completion of matches are equal (pro rata), the team with the higher number of wins shall proceed.