

Taunton Business League

Playing Conditions



- 1** The laws of cricket (Laws of Cricket 2017 Code) shall apply with the exception of the following playing regulations:
 - 1.1** Teams shall consist of six players each.
 - 1.2** Each match shall consist of one innings per team.
 - 1.3** Each innings shall consist of 12 six ball overs.
 - 1.4** No more than three overs shall be bowled by any individual.
 - 1.5** Batters shall bat in pairs and face a total of four overs per pair.
 - 1.6** If the ball passes over shoulder height after pitching or waist height before pitching it shall be called a no-ball, regardless of the bowlers action/pace.
 - 1.7** Wide balls should be called for balls passing out of reach, where the batter cannot play a conventional cricket shot.
 - 1.8** For a wining result the team will be awarded three points
 - 1.9** For a tie, two points are awarded
 - 1.10** A loss is one point
 - 1.11** If a game is conceded, the team conceding the fixture will receive 0 points.
 - 1.9** The team will start on 200 runs
-

2 Results

The team scoring the most runs in its innings shall be the winner. If the scores of both teams are equal, then the team taking the greatest number of wickets shall be the winner.

3 Scoring

The scoring for Indoor Cricket shall take place as follows:

- 3.1** A ball struck to hit the boundary wall behind the bowler without touching the floor or any other wall or ceiling shall count as a boundary 6 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 shall count as boundary 4 runs.
 - 3.1.1** Before the toss, the umpires shall agree with both captains the exact interpretation of 'boundary wall', 'ceiling', 'side wall' and 'back wall'.
 - 3.1.2** 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 batters complete a run (if the ball is struck to hit the ceiling or side or back wall and a batter is then run out, one run shall be scored).
- 3.2** Two runs shall be scored if the striker plays the ball and it does not hit a wall and the batters complete a run.
- 3.3** 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 batters complete a run two extras shall be scored.

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

3.6 No Ball

3.6.1 A No Ball shall score two penalty runs, recorded as No Ball extras, in addition to any other runs scored under 3.6.2 and 3.6.3. No balls shall only be re-bowled in the final over of each innings.

3.6.2 From a No Ball struck by the batters, runs scored as in Scoring Regulations 3.1., 3.2. and 3.3. shall be accredited to the striker. If the batters do not run and the ball does not touch and wall or ceiling, then just the penalty shall be scored.

3.6.3 From a No Ball not struck by the batters, or from one striking his person when he is trying to avoid being hit by the ball, runs shall be scored as in Scoring Regulations 3.1., 3.2. and 3.3; these shall be credited as No Ball extras.

3.7 Wide

3.7.1 A Wide Ball shall score two penalty runs, recorded as wide extras, in addition to any other runs scored under 3.7.2 and 3.7.3. Wides shall only be re-bowled in the final over of each innings.

3.7.2 If a Wide Ball is called and the ball goes on to hit the ceiling or any wall, then one runs shall be credited under extras; two additional runs shall be credited under extras every time the batter complete a run.

3.7.3 If a Wide Ball is called but it does not hit the ceiling or any wall, two runs shall be credited under extras for every run completed by the batter.

3.8 An overthrow hitting any wall or walls shall count as only one run to the batter or to the total of extras as appropriate. Additional overthrows can only ensue from each additional throw, which goes on to hit a wall or walls (the batters shall not change ends).

3.9 If in the opinion of the umpire the ball becomes lodged in the netting or in any obstacle then the umpire shall call and signal 'dead ball' and award one run. The batters shall return to their original ends.

4 Methods of dismissal

Apart from the normal methods of dismissal contained in the Laws of Cricket, the following variations shall apply:

4.1 The batter shall be caught out by a fieldsman after the ball has hit the ceiling, the netting or any wall except directly from the boundary wall, provided the ball has not touched the floor.

4.2 The batsman or the 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.

4.3 In the case of any dismissal the batting team will be deducted 5 runs and the batsmen will changes ends. A dismissal is NOT the end of said batsman's innings.