

Playing Conditions – Senior

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 a maximum of 12 six ball overs

1.4 No more than 3 overs shall be bowled by any individual. In calculating each individual's total number of overs, part of an over shall be deemed as a full over.

1.5 Two batters shall be at the wicket at all times during an innings. In the event of a team losing five wickets within the permitted 12 overs, the last man shall continue batting with the fifth man out remaining at the wicket as a non-striker.

1.6 When a batter reaches or passes a personal total of 25 they shall retire, but may return to the creases on the departure of the fifth batter. Retired batters must return in order of their retirement and take the place of the retiring or dismissed batter. Two 'live batters' shall be at the wicket until such time as the fifth wicket has fallen. The batter shall retire again when they score an additional 25 runs on his return to the crease unless he is the last remaining batter, in which case he can complete his innings.

1.7 If the ball passes, or would have passed, above shoulder height of the batsman standing upright at the crease after pitching, or over waist height before pitching it shall be called a no-ball, regardless of the bowler's action/pace.

1.8 Wide balls should be called for balls passing down behind the batters pads on the leg-side and for balls that the batter cannot play a conventional cricket shot at on the off-side.

1.9 **When teams arrive prior to the match, please can the Cpts conduct the coin toss between themselves to save time by waiting for the umpire.**

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. If the teams are still equal, a 'bowl out' contest shall be held to achieve the winner in a sudden death scenario. If circumstances make the contest impossible, the match shall be decided on the toss of a coin.

4 points for a win

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 three 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 a 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 three 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 run 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 last not-out batsman shall be given out if the non-striker running with him is given out.

4.3 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.

5. Age Restrictions

Children who were under the age of 12 at August 31st of the previous year will not be permitted to play in the SCL during the current season. ie. Year 7 age group. Note. This will allow those children who are in Year 8 or upwards in the senior/middle school in the current season to play in the SCL. However, any player in the Under 13 age group – Year 8 (ie. under the age of 13 at August 31st of the previous year) must have explicit written consent from a parent or guardian before participating in league cricket. Clubs must put consent procedures in place to ensure that a letter is obtained for players in this age group before they play their first game for the club

6. Equipment

The ECB's current guidance is that all cricketers under the age of 18 must wear a head protector whilst batting in matches or practice sessions. The ECB also now strongly recommends that junior players use head protectors which have been tested against the junior sized ball.

Wicketkeepers under the age of 18 should wear a head protector with a faceguard, or a wicketkeeper face protector, at all times when standing up to the stumps.

7. Spirit of Cricket

Spirit of Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains
