

Indoor Six-a-Side Club Cricket Championship

Competition Rules

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Indoor Six-a-Side Club Cricket Championship

1 Title

The title of the Competition shall be the ECB Indoor Six-a-Side Club Cricket Championship.

2 Management

Please refer to Generic Rule 1.

3 Entry

Please refer to Generic Rule 2.

4 Competition Structure

The Competition shall be run on a County basis until the Regional rounds have been reached. The draw together with venues for Regional Rounds shall be made by the ECB.

County:

The Competition shall be organised on a county basis and each County Board shall organise their own Competition to determine a winner to enter the National stages of the Competition. All arrangements for County Competitions shall be the responsibility of each County Board and must be completed and reported to the ECB Cricket Department in accordance with the timetable specified by the ECB. Counties must submit a list of competing clubs each year to the ECB Cricket Department by the date specified by the ECB. The name and contact details of the winning club in each County Competition must be immediately notified to the ECB Cricket Department.

Knock-Out Rounds:

Matches in the 1st and 2nd rounds shall be undertaken in accordance with the draw made each year by the ECB Cricket Department. The County Board drawn at home shall be responsible for all match arrangements, and should inform the ECB Cricket Department of the result and scores from all matches in the Knock-Out Rounds immediately following their conclusion.

Regional and National Finals:

All arrangements for Regional and National Finals shall be made by the ECB Cricket Department.

5 Eligibility

The competition shall be open to the winning club of each County Competition provided that all clubs in the County Competition are affiliated to the ECB and their County Board.

6 Qualification of Players

Please refer to Generic Rule 3.

A cricketer shall only be eligible to play for a club if he has played for the club in at least 6 matches during the previous summer.

7 Cricket Balls

The 'Reader Indoor Cricket Ball' shall be used for all matches in the Competition beyond County finals. Each home County Board shall be responsible for providing two new balls for each home match in County play-offs. Other types of balls (i.e. leather or composition) may be used in matches prior to this subject to the approval of the County Board.

8 Helmets & Faceguards

Please refer to Generic Rule 9.

9 Umpires

Each County Board shall be responsible for the appointment of umpires in their County Competition. The ECB shall appoint all umpires for the National stages. All appointed umpires must be full members of the ECB Association of Cricket Officials. It shall be the responsibility of the umpires to ensure that the Rules are properly implemented. All umpires must have current CRB clearance.

10 Scorers

Please refer to Generic Rule 6.

11 Clothing and Equipment

All players must wear the normal accepted cricket clothing and equipment. This includes wicket-keepers who must wear pads and gloves. Only rubber soled footwear shall be worn by the players. Nails or spikes will not be permitted.

12 Venue

Whenever possible matches shall be played in Sports Halls, Gymnasias or other indoor areas which shall be not less than 100' x 60' x 20' in height. This specification may, however, be varied to meet local conditions.

13 Insurance

The Home Club shall ensure that adequate insurance cover is arranged for Personal Accident and Third Party liability for the match, and to cover damage to property.

Playing Conditions

1 Laws

The Laws of Cricket (2000 code 3rd Edition - 2008) 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 accrued number of overs, part of an over shall be deemed as a full over.
- 1.5 There shall be a 10 minute interval between innings.
- 1.6 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 12 overs, the last man shall continue batting with the fifth man out remaining at the wicket as a non-striker.
- 1.7 When a batsman reaches or passes a personal total of 25 he shall retire, but may return to the crease on the departure of the fifth batsman. 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 batsman shall retire again when he scores an additional 25 runs on his return to the crease unless he is the last remaining batsman, in which case he can complete his innings.
- 1.8 If the ball passes, or would have passed, above shoulder height of the batsman standing upright at the crease, the umpire at the bowler's end shall call and signal 'No Ball'. If any venue uses only a half-mat, any ball not pitching on the mat shall be called a 'No Ball'.

1.9 Law 25.1 - Wide Ball - Judging a Wide

Please refer to Generic Playing Condition 7.

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 greater number of wickets shall be the winner. If the teams are still equal, a 'bowl out' contest will be held to achieve a winner. Please refer to Generic Playing Condition 9. If circumstances make the contest impossible, the match shall be decided by the toss of a coin.

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 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 If a ball is struck into an open gallery along a wall that is not a boundary wall, the ball becomes dead and the striker is credited with 1 run.
- 3.2 A ball struck to hit the ceiling or one or more of the side or back walls shall count 1 run, even if the ball subsequently hits the boundary wall in which case it remains in play. 2 additional runs shall be scored if the batsmen complete a run (if the ball is struck to hit the ceiling or side or back wall and a batsman is then run out 1 run shall be scored).

- 3.3 2 runs shall be scored if the striker plays the ball and it does not hit a wall and the batsmen complete a run.
- 3.4 A Bye shall count as 1 extra if the ball hits a wall (including the boundary wall); a leg-bye shall count as 1 extra if the ball hits a wall (including the boundary wall). In each case if the batsmen complete a run 2 additional extras shall be scored.
- 3.5 2 Byes or 2 leg-byes shall be scored if the batsmen complete a run without the ball hitting a wall.
- 3.6 No Ball
- 3.6.1 A No Ball shall score 1 penalty run, recorded as a No Ball extra, in addition to any other runs scored under 3.6.2. and 3.6.3.
- 3.6.2. From a No Ball struck by the batsman, runs scored as in Scoring Regulations 3.1., 3.2. and 3.3. shall be accredited to the striker. If the Batsmen do not run and the ball does not touch any wall or ceiling, then just the penalty shall be scored.
- 3.6.3. From a No Ball not struck by the batsman, 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 1 penalty run, recorded as a Wide extra, in addition to any other runs scored under 3.7.2 and 3.7.3.
- 3.7.2 If a Wide Ball is called and the ball goes on to hit the ceiling or any wall, then 1 run shall be credited under extras; 2 additional runs shall be credited under extras every time the batsmen complete a run.
- 3.7.3 If a Wide Ball is called but it does not hit the ceiling or any wall, 2 runs shall be credited under extras for every run completed by the batsmen.

3.8 An overthrow hitting any wall or walls shall count as only 1 run to the batsman 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 batsmen shall not change ends).

3.9 If in the opinion of the umpire the ball becomes lodged in netting or in any obstacle then the umpire shall call and signal 'dead ball' and award 1 run. The batsmen 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 batsman 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.

