

# Corporate 6-a-side Indoor Cricket League Rules

# The Rules

## GENERAL LEAGUE RULES

### 1. Title

The Corporate Indoor 6-a-side Cricket League.

### 2. Management

- University of Exeter Sport.
- Business Development Team.

### 3. Structure

- 2 Group leagues, each team playing each other twice in the group.
- 6 weeks of group games followed by 1 week of semi-finals and final.

### 4. Eligibility

- The competition is open to businesses and companies and their employees.
- Players must work in some capacity for the companies involved, otherwise the company or business may be asked to leave as this is against the 'spirit of the competition'.

### 5. Equipment

- Match balls will be provided by the organisers.
- Limited cricketing equipment will be provided but companies are encouraged to provide their own equipment.

### 6. Umpires

- A match umpire will be provided by the organisers.
- Companies are required to provide a second umpire for each game.

### 7. Clothing and players' equipment

- All players must wear suitable sports attire, cricketing clothing if possible.

- Players must not wear any clothing that could result in a benefit of the wearing, with the exception of knee and elbow pads for the fielders.
- Batsmen must wear: pads, gloves and box. A batting helmet is advisable. All players under the age of 18 MUST wear a helmet when batting. Please see the ECB guidelines for more information.
- Wicket-keepers are to wear pads, gloves and box. A helmet is advisable when close to the stumps, all under 18s MUST wear a helmet when close to the stumps. See the ECB guidelines for more information.
- Fielders are not to wear any protective equipment (other than outlined above) or equipment to aid the catching and / or stopping of the ball.
- No spikes are to be worn by any players. Indoor non-marking trainers are to be worn.

### 8. Venue

- All games will be played at the 'Sir Christopher Ondaatje Devon Cricket Centre' at the University of Exeter Sports Park; unless there are unforeseen circumstances preventing games from taking place. Games may be played at an alternative venue.

### 9. Insurance

- The University of Exeter Sport has Public Liability Insurance: NHE-05CA01-0013

## LEAGUE PLAYING CONDITIONS

### 1. General laws

The Laws of Cricket (2000 Code 3rd Edition - 2008) with the following exceptions...

- 1.1) Teams shall consist of 6 players.
- 1.2) Each match shall consist of 1 innings per team.
- 1.3) Each innings shall consist of 10 six ball overs.
- 1.4) Each player shall bowl a maximum of 2 overs with the exception of the wicket-keeper who may not bowl (unless injuries permit).

If a team has 5 players, then the wicket-keeper must bowl 2 overs. No bowler will bowl more than 2 overs (unless injury). A team with less than 5 players must ensure all players bowl a minimum of 2 overs (per 10 over innings).

- 1.5) A wicket-keeper must be designated at the start of the game and may only be changed during an innings due to injury.
- 1.6) Innings change overs will be immediate, there will be no designated change over time.
- 1.7) 2 batsmen will be at the crease at all times during an innings. If a team loses 5 wickets prior to the end of an innings, the last batsmen shall continue batting with the 5<sup>th</sup> batsman out remaining as a 'non-striker'.
- 1.8) A batsman must retire when he reaches a personal total of 25 runs. Retired batsmen may return to bat in replace of a dismissed or retired batsmen, but must do so in the original order of retirement.
- 1.9) A retired batsman may score a subsequent 25 runs but then must again retire after

25 more runs (50 total runs). A batsman may only exceed 25 runs without retiring if he is the last remaining not-out batsman or the last two remaining batsmen are not-out.

- 1.10) If the ball passes or would have passed, after bouncing, above shoulder height of the batsman standing at the crease, the umpire shall call a no-ball.
- 1.11) If the ball is bowled outside of the floor markers on the crease, off or leg-side, a wide shall be called.
- 1.12) If the ball bounces twice before it reaches the batting crease a no-ball shall be called – unless the batsman elects to hit the ball, where-upon normal play resumes.

### 2. Results

The team that scores the most runs in the match shall be the winner.

- 2.1) If both teams have scored the same amount of runs, then the team that has taken the most wickets is the winner.
- 2.2) If the score is equal and wickets taken is equal, then the team that has scored the most amount of 6's is the winner, if 6's are equal then the most of 4's will be the winner, if 4's are equal a bowl shall occur immediately after the game. Teams take it in turns to nominate players to bowl a delivery at a set of stumps. Each team nominates a player to bowl a ball so that each team bowls 1 delivery, should Team A hit the stumps and Team B misses, Team A is the winner. This would continue until 1 team hits and 1 team misses. All players must bowl 1 ball, until all players have bowled a ball, and then the process is repeated until there is a winner.

# The Rules

## LEAGUE PLAYING CONDITIONS continued

### 3. Scoring

The scoring for this league shall take place as follows.

- 3.1) A ball struck with the bat that hits the designated boundary wall (behind the bowler) without touching the floor, any other wall, the ceiling or any other obstruction deemed 'out of play' shall result in 6 runs.
- 3.2) A ball struck with the bat that hits the designated boundary wall (behind the bowler) after hitting the floor but not any other wall, the ceiling or any other obstruction deemed 'out of play' shall result in 4 runs.
- 3.3) If the ball strikes or goes into an area deemed 'out of play' the ball becomes 'dead' and the batsman is credited with 1 run.
- 3.4) A ball struck by the bat that hits the ceiling or side walls shall count as 1 run (batsman do not have to run), even if the ball goes on to hit the designated boundary wall. The ball remains in play under normal rules.
- 3.5) If the ball is struck by the bat and it hits the ceiling or side walls and the batsmen complete a run then 2 additional runs shall be scored. For example a batsman strikes the ball with the bat and it hits the side wall and then they complete a run, they would score 1 + 2 runs = 3 runs in total.
- 3.6) If the ball is struck by the bat and the ball hits the ceiling or a side wall and then a batsman is run-out attempting a run then only 1 run shall count.

- 3.7) If the ball is struck by the bat but the ball does not hit the ceiling or side walls, but the batsmen run a single then 2 runs shall be scored.

### 3.8) Byes

- 3.8.1) A bye shall be recorded as 1 bye if the batsmen does not strike the ball, nor does the ball strike the batsman and it hits any wall.
- 3.8.2) Should the batsmen run on a 'bye' then 2 additional byes will be scored for each run.
- 3.8.3) A bye shall be scored as 2 byes should the batsmen not strike the ball, nor does the ball strike the batsman but the batsmen complete a run.

### 3.9) Leg Byes

- 3.9.1) A leg-bye shall be recorded a 1 leg-bye if the batsman does not strike the ball but it hits any part of his body and the ball goes on to hit any wall.
- 3.9.2) Should the batsmen run on a 'leg-bye' then 2 additional leg-byes will be scored for each completed run.
- 3.9.3) A leg-bye will be scored as 2 leg-byes should the ball hit any part of the batsmen, but not hit a wall and then the batsmen complete a run.

### 3.10) No Balls

- 3.10.1) A no-ball shall be recorded as 1 'no-ball' if the ball pitches behind the 'safety' mark on the floor, denoting acceptable length, and another delivery is bowled.
- 3.10.2) If the batsman decides to strike the ball when a no-ball has been called due to short length then normal play resumes, and an extra delivery is also bowled and 1 no-ball is awarded on top of any runs scored by the batsmen.

- 3.10.3) A no-ball shall be called if the ball reaches the batsman above waist height without bouncing, but no extra delivery is bowled. The bowler is given a final warning.
- 3.10.4) If the batsman decides to play the ball if a no-ball has been called due to 3.10.3 then normal play resumes and 1 no-ball is awarded on top of any runs scored by the batsmen.
- 3.10.5) A no-ball shall be called if the bowler delivers the ball in front of the bowling mark, 1 no-ball is awarded on top of any runs scored by the batsmen, but no extra delivery is bowled.
- 3.10.6) A no-ball shall not result in another ball being bowled, except in 3.10.1.

#### 3.11) **Wides**

- 3.11.1) A ball will be declared a wide if it reaches the batsman outside of the batting markers on the batting crease.
- 3.11.2) A wide can not be called if the batsman decides to strike the ball.
- 3.11.3) A wide does not result in another ball being bowled, but 2 'wides' being added to the total.
- 3.11.4) A wide declared that goes on to hit the ceiling, any wall or an area declared 'out of play' will score an additional 1 'wide'.
- 3.11.5) If the batsmen complete a run on a wide ball then 2 additional runs will be added as 'wides' (extras).
- 3.11.6) As an example, a bowler bowls a wide that goes on to hit the wall behind the wicket-keeper and the batsmen complete a run scores as follows: 2 for the wide, 1 additional wide for the ball hitting

the wall and 2 additional wides for the batsmen completing a run:  
 $2+1+2=5$  wides.

#### 3.12) **Overthrows**

- 3.12.1) An overthrow that hits any wall or ceiling shall count as 1 run to the batsman, in addition to any normal runs scored.
- 3.12.2) If an overthrow occurs where the ball strikes a wall the ball remains 'live'.

#### 4. **Methods of dismissal**

Normal Cricket dismissals with the following exceptions.

- 4.1) No batsmen shall be given out LBW.
- 4.2) The batsman can be caught if the ball hits any wall except the designated boundary wall, provided that the ball has obviously not hit the floor. The batsman is given out if, the batsman strikes the ball and it hits the ceiling and goes on to hit the end wall (boundary wall) and is caught by a fielder without the ball touching the ground. (No boundary is awarded).
- 4.3) The last remaining batsman shall be given out as 'run-out' if the non-striker is run-out.
- 4.4) If the batsman strikes the ball and it hits a wall and rebounds to hit the stumps with no fielder touching the ball the batsmen are given not-out.

The League organisers reserve the right to amend the rules throughout the competition.