

LAWS

The Laws of Cricket shall apply together with any experimental rules and conditions laid down by the England & Wales Cricket Board Ltd for the recreational game in the preceding cricket season, with the exception of the following playing regulations:-

1. Teams shall consist of six players each.
2. Each match shall consist of one innings per team.
3. Each innings shall consist of a maximum of 12 six ball overs.
4. No bowler shall bowl more than three overs. (In the case of a bowler becoming incapacitated, the over shall be completed by a bowler who has not bowled 3 overs even if he bowled the preceding over.)
5. There shall be five minute interval between innings.
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 runner.
7. When a batsman reaches a personal total of 25 he shall retire but may return to the crease in the event of his side being dismissed within the twelve overs. Retired batsmen must return in the order of the retirement and take the place of the retiring or dismissed batsman. Should a batsman return and score a further 25 runs, he shall again retire and may again subsequently return. Two "live" batsman shall be at the wicket until such time as the fifth wicket has fallen.
8. If the ball reaches or passes the batsman at or above shoulder height, standing in his normal stance, either umpire shall call and signal "no ball".
9. The Laws relating to "Wides" shall be strictly interpreted by the umpire.

These regulations may be modified as necessary by the tournament organiser owing to constraints of the hall in which a tournament is being played.

RESULTS

The team scoring the more runs in its innings shall be the winner. If the scores of both teams are equal, then the team losing the fewer wickets shall be the winner. If the teams are still equal, the team scoring the runs in the fewer number of overs shall be the winner. If the teams are still equal, then each member of both teams shall bowl one ball (over arm) at a wicket (without batsman present); the team hitting the wicket the greater number of times shall be the winner. Hits from "no balls" shall not count and no extra ball shall be bowled. If the teams have the same number of hits, one member of each team, in the same order as before, shall have a further attempt; the first team to go ahead after each side has had an equal number of attempts shall be the winner.

SCORING

The scoring for Indoor Cricket shall take place as follows:-

1. A ball struck to hit the boundary wall behind the bowler without first touching the floor or any other wall or ceiling shall count as 6 runs. If, however, the ball touches the floor but does not touch any of the other walls or the ceiling before hitting the boundary wall, then it shall count as 4 runs.

2. A ball struck to hit the ceiling or one or more of the side or back walls shall count one run, even if the ball subsequently hits the boundary wall. Two 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, the run for hitting the wall or ceiling shall be scored).

3. Two runs shall be scored if the striker plays the ball and it does not hit a wall direct and the batsmen complete a run.

4. A bye shall count as one run if the ball hits a wall; a leg-bye shall count as one run if the ball hits a wall. In each case if the batsman complete a run, two additional runs shall be scored.

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

6. No Ball

(a) A No-Ball shall score one penalty run, recorded as a No-Ball extra, in addition to any other runs scored under (b), (c) or (d) below.

(b) If the striker hits a No-Ball, the number of runs resulting, as specified in Rules 1, 2 and 3, shall be added to his score.

(c) If the batsman does not strike the ball and completes a run, two runs shall be credited under No-Ball extras. If the ball hits the ceiling, or any wall, an additional run shall be scored as a No-Ball extra.

(d) If the batsman does not hit the ball and it goes on to hit the ceiling or any wall, one run shall be scored as a No-Ball extra (unless he has let the ball hit him without either attempting to play it or avoid being hit by it).

7. Wide

(a) A Wide-Ball shall score one penalty run, recorded as a Wide, in addition to any runs scored under (b) and (c) below.

(b) If a Wide Ball hits the ceiling or any wall (including the boundary wall) one run shall be credited under extras.

(c) If the batsmen complete a run, two runs shall be credited under extras.

8. An overthrow hitting any wall (including the boundary wall) or the ceiling shall count as one run to the batsman or to the total of byes, leg-byes, no balls or wides as appropriate.

9. No runs shall be scored if a batsman is out caught off the walls or ceiling.

METHOD OF DISMISSAL

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

- (a) 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. A fieldsman may lean against any wall in effecting a catch.
- (b) The last not-out batsman shall be given out if the non-striker running with him is out.
- (c) 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.

TIE ON POINTS IN A POOL

In the event of a tie on points in a pool, the winner shall be the team with the highest net run rate. If one or more teams has identical net run rate then there shall be a bowl off: each member of each of the teams involved shall bowl one ball (over arm) at a wicket (without batsman present); the team hitting the wicket the greater or greatest number of times shall be the winner. Hits from "no Balls" shall not count and no extra ball shall be bowled. If teams have the same number of hits, one member of each team, in the same order as before, shall have a further attempt; the first team to go ahead after each side has had an equal number of attempts shall be the winner.

CALCULATING NET RUN RATE

Net run rate shall be calculated as follows:

$$\frac{\text{Aggregate runs scored}}{\text{Aggregate overs received}} - \frac{\text{Aggregate runs conceded}}{\text{Aggregate overs bowled}}$$

except that, where a team is all out in less than 12 overs, it shall be deemed to have batted for 12 overs rather than the actual number of overs faced.

Example

A 120-3 in 12 overs; B 89-6 in 10.2 overs
A 93-6 in 10.3 overs; C 95-5 in 11.2 overs
B 110-4 in 12 overs; C 90-5 in 12 overs

A: $\frac{120+93}{12+12} - \frac{89+95}{12+11.33} = 8.875-7.887 = 0.988$

$$\frac{120+93}{12+12} - \frac{89+95}{12+11.33}$$

$$B: \frac{89+110}{12+12} - \frac{120+90}{12+12} = 8.292 - 8.750 = -0.458$$

$$\frac{\quad}{12+12} - \frac{\quad}{12+12}$$

$$C: \frac{95+90}{11.33+12} - \frac{93+110}{12+12} = 7.930 - 8.458 = -0.528$$

$$\frac{\quad}{11.33+12} - \frac{\quad}{12+12}$$

So A is the winner, B second and C third.