

## Wiltshire Women's Indoor Cricket League – Rules and Regulations

### (6-Aside Cup Competition)

#### Competition Information:

##### 1. Philosophy of the Competition:

- 1.1 The purpose of the competition is to give as many players as possible the opportunity to experience indoor cricket, to learn new tactics and new skills. It will be competitive, whilst at the same time making sure that all players in each team have an opportunity to play a full part in each match.
- 1.2 The Laws and the Spirit of Cricket are there to ensure that all players and umpires enjoy a game that, although played competitively, is always played fairly. Whatever your role in the game, we all have a responsibility to ensure that the Laws are upheld and that we don't tolerate any form of poor player behaviour. Remember that poor behaviour detracts from the enjoyment of playing the game and causes additional work for volunteers by taking them away from supporting other areas of the game.

##### 2. Registration of Players

- 2.1 All players must be registered members of the clubs entering the competition. Names of all players playing on each day shall be given to the umpires/scorers at the start of each match.
- 2.2 A division will be established on Play-Cricket with players listed there for each club.
  - 2.2.1 Clubs should have all players registered on Play-Cricket ahead of each fixture.
- 2.3 Team Coaches/Managers/Captains will be required to upload results within 48 hours of fixture completion or forward copies of scoresheets to the competition organisers.

##### 3. General

- 3.1 Teams shall consist of six players each. In the event that a team is required to play with less players, the opposition may choose to lend a fielder, but batting line-ups must remain with the reduced number of players and therefore wickets available. (E.g. 5 players = 5 possible dismissals).
- 3.2 Each match shall consist of one innings per team.
- 3.3 Each innings shall consist of 12 FIVE ball overs. (To ensure fixtures are completed within 50 minutes)
- 3.4 No more than 3 overs shall be bowled by any individual. (Minimum of 4 bowlers are required per innings)
- 3.5 Two batters shall be at the wicket at all times during an innings.
- 3.6 In the event of 5 wickets falling, the last remaining batter shall continue batting with the previously dismissed batter, who will now act as a runner, unless a previously retired batter is due to return to the crease. Once six wickets have fallen, the innings shall come to an end; this also includes the runner being dismissed by run out or obstruction.
- 3.7 Should the last batter run a single to the non-strikers end during an over, they shall swap ends with the 'runner' and return to the batting crease in readiness to face the next delivery.



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- 3.8 When a batter reaches or passes a personal total of 25 runs, she shall retire, but may return to the crease on the departure of the 6th batter. A batter is only required to retire on one occasion in a match. A batter is not permitted to retire before a personal score of 25 runs, unless injured.
- 3.9 Retired batters must return in the order of their retirement (not batting order) and take the place of the retiring or dismissed batter.
- 3.10 If the ball passes over shoulder height after pitching or waist height before pitching it shall be called a no-ball, regardless of the bowler's action/pace. Extras should be re-bowled, but only up until 8 deliveries per over.
  - 3.10.1 Wide balls should be called for balls passing out of reach, where the batter cannot play a conventional cricket shot. Extras should be re-bowled, but only up until 8 deliveries per over.
- 3.11 Each team should provide an umpire and scorer (one person can do both simultaneously). Wiltshire Cricket may also provide a mutual umpire on occasions.
- 3.12 In the event of a concession, the conceding team will cover the cost of match fees for both teams.
- 3.13 A coin will be tossed to decide the order of play, 5-15 minutes before the start of each match. The toss should be conducted before teams enter the sports hall to ensure a prompt start of the fixture.
- 3.14 Teams must be ready to start their fixture at the allocated start time, no provisions will be made for warm up time. If teams wish to warm-up, then this must be done in a suitable space prior to the fixture start time.

#### 4. Results

- 4.1 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 tie will be declared. In the event of a tie and if a 'winner' is required, teams will have 2 options
  - 4.1.1 A Super-Over (Time Permitting – must be completed within the original hour allocation).
  - 4.1.2 A Coin Toss
- 4.2 The result of these options will determine the winner of the fixture.
- 4.3 Results must be uploaded to the Play Cricket website within 48 hours of fixture completion.
- 4.4 Clubs should have all players registered on Play-Cricket ahead of each fixture.

#### 5. Scoring

- 5.1 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.
- 5.2 Before the toss, the umpires shall agree with both captains the exact interpretation of 'boundary wall', 'ceiling', 'side wall' and 'back wall'.
- 5.3 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



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struck to hit the ceiling or side or back wall and a batter is then run out, one run shall be scored).

- 5.4 Two runs shall be scored if the striker plays the ball and it does not hit a wall and the batters complete a run.
- 5.5 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.
- 5.6 Two byes or two leg-byes shall be scored if the batters complete a run without the ball hitting a wall.
- 5.7 In the event that the ball becomes lodged in netting or other obstructions, the batting team shall be awarded 3 runs, and the ball is dead. The non-striking batter should face the following ball.

## **6. No Ball**

- 6.1 A No Ball shall score one penalty run, recorded as No Ball extras, in addition to any other runs scored under 3.6.2 and 3.6.3. All extras shall be re-bowled, up to a total of 8 deliveries in an over. There is no requirement to bowl a full allocation of legal deliveries, to ensure fixtures are completed in a timely manner, except for the final over.
- 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.
- 6.3 From a No Ball not struck by the batters, or from one striking her person when she 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.

## **7. Wide**

- 7.1 A Wide Ball shall score one penalty run, recorded as wide extras, in addition to any other runs scored under 3.7.2 and 3.7.3. All extras shall be re-bowled, up to a total of 8 deliveries in an over. There is no requirement to bowl a full allocation of legal deliveries, to ensure fixtures are completed in a timely manner, except for the final over.
- 7.2 If a Wide Ball is called and the ball goes on to hit any wall, then one run shall be credited under extras; two additional runs shall be credited under extras every time the batter completes a run.
- 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.
- 7.4 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).
- 7.5 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 three runs. The batters shall proceed to the opposite ends.

## **8. Methods of dismissal**

- 8.1 Apart from the normal methods of dismissal contained in the Laws of Cricket, the following variations shall apply:
- 8.2 LBWs will be in-play, providing an umpire of reasonable understanding is present.



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- 8.3 The batter shall be caught out by a fielder 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.
- 8.4 The batter 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 fielder.
- 8.5 In the case of any dismissal, the batter will leave the field of play and an incoming batter shall take their place.