

JERSEY CRICKET BOARD

INDOOR CRICKET LEAGUE MATCH RULES

24th SEPTEMBER 2020

The M.C.C. Laws of the Game shall apply subject to the following exceptions, additions and amendments.

FORT REGENT

AS THE BALL (YELLOW) NOW BEING USED AT FORT REGENT IS OF A HARDER VARIETY, BATSMAN MAY FIND IT IS APPROPRIATE TO WEAR A HELMET WITH A HELMET BEING COMPULSARY FOR U18'S.

ST MICHAEL'S SPORTS HALL

THE BALL (RED) BEING USED AT ST MICHAEL'S SPORTS HALL IS A SOFTER VARIETY AND HELMETS DO NOT NEED TO BE WORN ALTHOUGH IT MAY BE APPROPRIATE FOR YOUNGER PLAYERS TO WEAR HELMETS.

1. TEAMS

Teams shall be composed of six players. Batsmen and Wicket-keeper **must** employ leg guards and gauntlets at Fort Regent. At St Michael's Sports Hall batsmen and wicket-keeper must employ gauntlets only. **Batsmen and wicket-keepers under the age of 18 must wear helmets when playing at Fort Regent.**

2. MATCHES

Each match shall be one innings per side, each innings to be 12 **five ball overs at Fort Regent and 12 six ball overs at St Michael's Sports Hall** bowled in 30 minutes. Reduced overs matches are **not** permitted, it must be 12 overs per side.

3. START TIME

Regardless of the number of players ready to take to the pitch at the appointed time, it is the **duty of the two Captains to ensure a prompt start** is made otherwise the side in default may forfeit the match. The forfeiture decision will be made by the League Organiser.

4. BATTING

- a) In the event of a team losing five wickets before the completion of its allotted overs, the last man may bat on with the fifth man out remaining as a runner.
- b) When a batsman reaches a personal total of **20 (at Fort Regent)** he shall retire, **St Michael's Sports Hall remains at 25**. In the event of the remainder of his/her side being dismissed or retired within the allotted overs, he/she may return. Retired batsmen must return in the order of their retirement. The batsman shall retire when he scores an additional **20 runs (at Fort Regent)** on his/her return to the crease.

5. SCORING

- a) The brickwork/glazed screens, curtains, etc. shall be taken as the limits of the playing area.
- b) A ball struck to hit the wall behind the bowler as marked out (boundary wall) without hitting the floor, ceiling, or another wall shall be six runs, or four runs if the ball has hit the floor.

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- c) A ball struck to hit a side wall or ceiling or a combination of side then back wall or ceiling then back wall or ceiling and side wall **or in the case of the viewing galleries at St Michael's Sports Hall** shall be **ONE** run and dead ball called, even though the ball may subsequently hit the boundary wall.
- d) If the striker plays the ball with the bat and a run is completed, **TWO** runs shall be scored.
- e) Byes and Leg Byes shall be scored as for runs in (b) and (c) above.
- f) An overthrow hitting any wall shall be **ONE** run to the batsman.
- g) If the ball hits a side wall or ceiling or a combination of side then back wall or ceiling then back wall or ceiling and/or side wall and a batsman is run out, **ONE** run shall be credited to the batsman facing the delivery.
- h) Any attachments to the walls shall form part of their respective wall. If in the opinion of the Umpire a ball is lodged in any obstruction, a dead ball shall be called, see 6.

6. **DEAD BALL**

- a) If the ball is struck so as to land on the side wall or gallery or balcony **or lodged in any obstruction**, where it remains, then **ONE RUN MAXIMUM** shall be called, **in addition the batsmen may complete a MAXIMUM of ONE RUN (value 2 runs)** and the ball called dead.
- b) If a "Dead Ball" is called as above this will **NOT** constitute an additional ball to the over.

7. **DISMISSALS**

- a) The batsman may be given out as per the M.C.C. Laws of the game.

In addition:-

- b) The striker may be out caught if a ball hit by him/her is caught by a fielder after it has hit any wall (excluding a boundary shot) or ceiling provided that the ball has not touched the floor. The batsman can be caught if the ball subsequently comes back off the boundary wall after touching the side wall or ceiling and the ball has not yet touched the floor.
- c) The last batsman shall be given out if the runner is given out.

8. **BOWLING**

- a) No bowler shall bowl more than 3 overs in an innings.
- b) All overs shall be bowled from the designated wicket, the batsmen shall change ends at the conclusion of each over. Choice of ends shall be subject to the toss of coin, and shall be the same end for the duration of the game for both sides.
- c) Underarm bowling shall not be allowed.

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- d) The Law relating to Wide Balls shall be strictly interpreted **with one additional run per wide plus an additional ball per wide bowled. Free hits are not applicable in the Indoor League.**

9. **RESULT**

The Team scoring the greater total in its innings shall be the winner. In the event of the scores being level the result will be a tie.

On the occasion of a tied match in an Indoor Cup match the following will apply:-

- 1) The team losing the fewest wickets will be the winner.
- 2) In the event of the wickets falling being equal the run rate will apply with runs divided by overs actually played with the team having the highest run rate will be the winners.
- 3) In the event of the run rate being the same then the run rate worked out at 9 overs for each team will apply, if still equal then 6 overs, if still equal then 3 overs. The team with the highest run rate at the various points will be the winner.

10. **POINTS**

Win - The team scoring more runs will be awarded 10 points.

Tie - Each team will be awarded 5 points for a tie plus points gained for overall run rate and wickets taken.

11. **BONUS POINTS**

Additional points can be gained for the following:-

At Fort Regent

1 point for an overall run rate of **8** runs per over.

2 points for an overall run rate of **10** runs per over.

3 points for an overall run rate of **12** runs per over.

In all of the above cases if a side is bowled out in less than their allocated overs (12) then the run rate will be total runs divided by the maximum overs (12).

1 point for taking **1** wickets (does not include retired batsmen).

2 points for taking **3** wickets (does not include retired batsmen).

3 points for taking **5** wickets.

At St Michael's Sports Hall

1 point for an overall run rate of 6 runs per over.

2 points for an overall run rate of 8 runs per over.

3 points for an overall run rate of 10 runs per over.

In all of the above cases if a side is bowled out in less than their allocated overs (12) then the run rate will be total runs divided by the maximum overs (12).

1 point for taking 2 wickets (does not include retired batsmen).

2 points for taking 4 wickets (does not include retired batsmen).

3 points for taking 6 wickets.

This bonus system allows for a maximum 16 points to be achieved by the winning side and 6 points are possible in defeat.

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12. ADMINISTRATION

Two umpires will be provided by the playing teams as provided on the current fixture list, one will stand at the bowlers end every over and call out runs scored, wides, no balls etc. the other shall stay at square leg and keep score. The batting side shall keep the scoreboard (if available) going at all times.

Only one score sheet per match is required.

The score sheet should be retained by the winning team.

Captains of the winning team are required to record the result of the match on **CricHQ** with either a full scorecard or a basic scorecard on the evening of the match, it would be advantageous to also send an email to norrups@gmail.com and sports@jerseyeveningpost.com. It is possible to put a scorecard in on CricHQ app, please be aware that Google, Google Chrome and Safari are the best places to enter information.

CricHQ will provide an automatic table once the results are registered however **any additional bonus points (these can occur when the team batting second achieves the target in less than 12 overs)** will be added by the administrator.

After an initial warning failure to record the result on the evening of the match will result in a 10 points penalty for each occurrence.

Details required for the result are the teams names, the scores, the number of wickets lost and the amount of overs per innings, these are required for the calculation of bonus points.

Please note that the **6.00pm start time at Fort Regent and 6.30pm at St Michael's Sports Hall**, of the first match **MUST** be adhered to, the next match must follow on **DIRECTLY** after the preceding game is completed (if later than the scheduled start).

Public Liability Insurance is compulsory and will be provided by the JCB.

Indoor League Insurance is compulsory and will be provided by the JCB.

Every player has to complete an Indoor League Registration Form and, additionally, in the case of a player under the age of 18, a Parental Consent Form. If a player wishes to leave a Club after they have signed a Registration Form for, either during the season or in the close season, than they have to complete a Player Transfer Form. Please note that players should not transfer to other Clubs with monies still owing to the original Club. The Jersey Cricket Board may taken action against players who owe monies to Clubs they are intending to leave. Forms are available from the Secretary of the Jersey Cricket Board or on the JCB website which is jersey.cricketeurope.net.

Please note that during the playing season transfers in the Indoor League may only take place up to and including the 31st December.

Only School Year 9 (i.e. under 14 on or after September of each year) and above are permitted to play in a League or Cup match at Fort Regent. It is acceptable for School Year 8 (i.e. under 13 on or after September of each year) and above are permitted to play in a League or Cup match at St Michael's Sports Hall. Captains and/or Club officials are responsible for ensuring that this rule is applied. Clubs are also reminded about their responsibilities to young players especially in the area of the player's capabilities. **Although it is not compulsory for**

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those players under the age of 18 to wear helmets at St Michael's Sports Hall in the Indoor matches there will be occasions when it is appropriate for the 13/14/15 year old to wear one and Captains should be aware of this possibility.

If a Club plays an under age or an ineligible player forfeiture of the match will result.

The Clubs assistance in the above will ensure the smooth running of the League.

13. **WINNERS, PROMOTION & RELEGATION**

The League, in all Divisions, shall be decided by the number of points scored by each team. If points are tied then it will be decided on those matches between the sides involved, if equal then a decision will be made by the League Management Committee, which will be final.

Under normal circumstances the side finishing in last position in the Divisions will be relegated, and the side winning the Divisions will be promoted, any other decisions will at the discretion of the League Management Committee. The Club finishing in the lowest Division may be asked to drop out of the League if there are other Clubs waiting to enter the Indoor League

14. **CODE OF DRESS**

All teams are requested to wear the same shirts and trousers. Coloured shirts can be worn by the respective clubs, but only if all members of that side wear identical coloured shirts.