

Bath Indoor Cricket League 2024



The league will be known as **Bath Indoor Cricket League** and the following league and playing rules will apply.

- A. Each team will consist of SIX players. Should a team be playing with 5 players then the wicketkeeper will bowl two overs unless both Captains agree before the game that two named bowlers shall bowl an extra over each. In a full team of 6 the wicketkeeper shall not bowl unless by prior arrangement or as a result of injury sustained during the game.
- B. Each team will be asked to provide an umpire as per the rota, which will be published with the fixture list. The batting side will provide the square leg umpire, who will stand on the pitch, at square leg, the league advises wearing a helmet, as well as any other appropriate protective equipment. The league accepts no responsibility for any injury sustained. See also point F below.
- C. The captains for each match are responsible for ensuring that the team sheets and the score sheets are filled in correctly and signed. The captains are also responsible for the smooth running and good conduct of the team
- D. Team subscription (£40) and playing fees (£24) will be paid in accordance to the league rules, breaking of these rules will result in the team being expelled from the league. Playing fees are to be paid online by the team contact into the league account – Bath Indoor Cricket League Sort Code : 30-98-97 Account Number : 62991263
- E. Teams are required to inform their opposition, and the league secretary, Alex Woodward 07818437682, as soon as possible if they cannot fulfil a fixture, the match fee in total for both teams, viz £48, will be payable by the defaulting team. The “winning” team in these circumstances shall receive 12 points for the win.
- F. The league will be responsible for public liability insurance but it is the responsibility of each team to make aware to its players the need for personal accident insurance, as this will not be covered by the league, either travelling to and from or during the match.

- G. The league is not responsible for any items lost or stolen.
- H. Each team should arrive 15 minutes before their allotted time, so the match can start promptly. Any team late will lose an over for every five minutes up to thirty minutes at which point the game will be awarded to the opposing team. Teams in the first match need to help set up and those in the last games put equipment away.
- I. Borrowing of players from other teams to get a game on should only be done as a last resort. If the player has been borrowed from a Div A team by a Div B team the following should be applied....the opposing Div B team shall be awarded 10 runs at the end of the game for each Div A player fielded. Here are some working examples,
- a. Team B1 fields two Div A players against team B2
 - I, Team B1 bats first and scores 100 runs
 - II, Team B2 bats second and scores 85 runs
 - III, At the end of their innings Team B2 is awarded an extra 20 runs, making their total 105 so they would get the points for the win. **But note that batting and bowling points are not affected, so Team B2's batting bonus is still based on 85 runs**
 - b. Team B3 fields one Div A player against Team B4
 - I, Team B4 bats first and scores 90 runs
 - II, Team B4 is awarded an extra 10 runs, making the target for B3 100 runs
 - III, Team B3 bats second and scores 95 runs
 - IV, Team B4 gets the points for the win. **But note that batting and bowling points are not affected, so Team B3 gets batting bonus points for 95 runs and Team B4 gets batting bonus points for 90 runs**
- J. If, in the case of the league not continuing, at any time, the retained funds will be given to a local charity.
- K. **THE UMPIRES DECISION IS FINAL**

**THE NORMAL LAWS OF CRICKET WILL APPLY, PLUS ADDITIONS, THESE
BEING**

1. A no ball shall be called if,
 - a. The ball pitches before a virtual line across the front of the mat (indoor only rule)
 - b. The ball strikes the front edge of the mat, taped section (indoor only rule)
 - c. The ball pitches off either side of the mat (indoor only rule)
 - d. The bowler oversteps the white crease line (standard cricket rule)
 - e. The ball pitches twice before reaching the batsman (standard cricket rule)
 - f. The ball is over waist height as it passes the batsman (standard cricket rule)

2. The batsman shall be given out within the normal rules of cricket. The bails must be dislodged by the ball hitting the stumps or base on which the stumps are mounted.
3. A batsman can be caught out off any wall.
4. Any obstacle within the playing area, which obstructs the ball or fielder reaching the ball after being struck by the batsman, shall count as 2 runs and dead ball called. If the ball goes into the netting and remains there, 2 runs shall be awarded and dead ball called. If the ball goes into the netting and bounces out directly then the ball remains in play, and the batsman can be out caught.
5. If the batsman strikes the ball which directly hits the ceiling/stanchion or part thereof then they shall be given out and no runs scored. Note that if, after being struck, the ball hits any wall, or the floor, before the ceiling, then the batsman shall be not out. Rule 4 still applies regarding being caught out off any wall and rule 7 also still applies regarding the scoring of 1 run if the ball struck the side or wicketkeepers wall.
6. If the batsman strikes the ball which hits a side wall or wicketkeepers wall then 1 run will be scored, providing he/she is not caught out off a rebound from either wall.
7. If the batsman strikes a side wall or wicketkeepers wall and also completes a run then **3** runs will be scored, plus **2** runs for any extra singles taken, providing a batsman is not run out.
8. If the batsman strikes the ball, which does not hit a wall and completes a single then **2** shall be scored.
9. If the batsman strikes the ball to the front wall in the air directly or deflected from another player without touching the ground, then **4** runs will be scored, providing he/she is not caught off a rebound, in which case he/she will be given out and no runs scored.
10. If the batsman strikes the ball along the ground, which hits the front wall directly or deflected from another player, **6** runs shall be scored.

If the Umpire accidentally deflects the ball onto the back wall, then dead ball shall be called, and the ball re-bowled.

If the non-striking batsman accidentally deflects the ball, the scoring shot will stand.

11. If the bowler delivers the ball, which hits the wicketkeepers wall without touching the batsman, then **1** run shall be awarded, and placed in the byes column.
12. If the delivery is called wide then the penalty will be 2runs, as well as any additional runs scored, for example, by the ball hitting the back wall. In the first 8 overs NO extra ball shall be bowled. In the last 2 overs the above shall apply and an extra ball WILL be bowled. As per the normal laws of cricket, if the ball passes between the batsman and the leg stump a wide shall NOT be called. Leg-side wides will be called, but remember the position of the

batsman on delivery is taken into account.

13. If the delivery is a no-ball then the penalty will be 2runs, as well as any additional runs scored. In the first 8 overs NO extra ball will be bowled. In the last 2 overs the above shall apply and an extra ball WILL be bowled.
14. Any overthrows which hit any wall will be counted as **1** extra run and credited to the batsman.
15. At the end of each over the batsmen will change ends.
16. When a batsman reaches 25 not out they must retire, until all other batsmen have had their innings, at which point they may resume.
17. If five wickets fall the remaining batsman may bat on, with the last out batsman acting as a runner only. If either batsman is run out the innings will close.

POINTS PER MATCH

POINTS MATCH **WON** = **6** POINTS MATCH **TIED*** = **3** POINTS MATCH **LOST** = **0**
(*If the scores are level, the game is tied, irrespective of wickets lost.)

PLUS

BATTING	SCORES OVER	60	80	100	
	POINTS	1	1	1	= 3 MAX

OR IF TO THE ADVANTAGE OF THE TEAM BATTING SECOND THEN THAT TEAM WILL SCORE

	WKTS IN HAND	6	4	2	
	POINTS	1	1	1	= 3 MAX

BOWLING	WKTS TAKEN	2	4	6	
	POINTS	1	1	1	= 3 MAX

PROMOTION/RELEGATION - **TWO** UP, **TWO** DOWN. Although the committee will have the final decision.