

Suburbs New Lynn Cricket Club Indoor Competition

**Playing Rules/Conditions (Seniors)**

**Location: Ken Maunder Park Indoor Centre**

**1**

**1**

**Location – Ken Maunder Park Indoor Centre**

**1**

Batting team seats

**4/6**

**3**

**3**

**2**

**2**

**1**

Bowler’s run up - 10 paces

**1. The Game**

1.1 Indoor cricket adapted to a larger space.

1.2 A game will consist of 2 teams of 8 versing one another.

1.3 Each team must have a nominated captain.

1.4 A toss will be held prior to the commencement of the game to determine who will bat and who will bowl first.

1.5 Each team will bat for 16 overs and bowl for 16 overs. The winner will be the team with the highest score after both teams have batted.

1.6 Each innings must be completed within a 40 minute timeframe. There will be a maximum of 5 minutes in between innings.

1.7 Each partnership will consist of 4 overs each, the 4 partnerships totalling 16 overs.

1.8 Every player must bat, unless there are less than 8 players present. The captain can then choose who can bat in another partnership (this must be done prior to the innings commencing).

1.9 Each player must bowl two overs, unless there are less than 8 players present. The captain may choose who can bowl an extra over (this must be done prior to the innings commencing).

1.10 An over consists of 6 balls, including wides and no balls. There is a **10 step** limit to a bowler’s run up.

1.11 Time penalties will be enforced by the umpire for the late start of either innings or slow play. Minus 5 runs for each minute late in an innings or 10 runs added to the batting side for each over not completed within the allotted 40 minute period. **No exceptions!**

**2. Scoring**

 2.1 The walls will indicate scoring areas, which will be added to any runs

physically completed between the batting and non-striker’s crease (refer to diagram on page 1).

2.2 To score the bonus runs, as indicated by the zones, the batsman must hit the ball. If you miss the ball and it hits the back wall or comes off your body, you will not get the bonus runs.

2.3 For every dismissal 5 runs will be deducted from the score.

2.4 4 runs can only be scored straight, can hit the side walls or roof first.

2.5 6 runs can only be scored straight on the full, can hit the side walls or roof first.

2.6 Standard wides and no ball rules apply – umpires call. Wide lines will be indicated on the crease.

2.7 Wides and no balls are not re-bowled and will count as 2 runs to the batting team. Wides and no balls are only re-bowled in the final over of the innings.

2.8 There is only **one** ball per over allowed above shoulder height. If a second one is bowled in the over it will be called a no ball.

2.9 4 overthrows will be awarded on top of the runs completed if the ball crosses the back wall boundary.

**3. Dismissals**

3.1 A batsman can be bowled, caught, run out, stumped or hit wicket.

3.2 There are **no LBWs**.

3.3 Catches off the walls and ceiling are permitted, except for the back wall when the ball has crossed the boundary on the full – this is automatically deemed 6 runs.

3.4 A crease will be placed ¾ of the length of a normal size cricket pitch – this is for the non-striker only. When bowling a ball it must be done from the standard position.

3.5 To run a player out the bails must be dislodged at either end before that batsmen makes the crease line (either at the wicket keeper’s end or the ¾ mark).

3.6 There are no double dismals. E.g. if a player is caught you can then not run the other player out. It is immediately dead ball after the catch is completed and the batting team is deducted 5 runs.

**4. Fielding Restrictions**

 4.1 There are no fielding restrictions.

4.2 At any point during the game you can have no keeper in play – he can be a regular fielder. You can change this from ball to ball.

 4.3 If you do not have a keeper there are no ‘automatic’ catches and stumpings.

**5. Powerplays**

5.1 There are 2 powerplays per innings – one for the fielding team and one for the batting team.

5.2 Powerplays must be indicated on your team sheet prior to the commencement of the game.

5.3 Batting powerplay: for one over in the innings the runs scored in that over will be doubled.

5.4 Bowling powerplay: for one over in the innings every wicket taken in that over will be minus 10 runs, instead of minus 5.

**6. Equipment**

6.1 A standard indoor cricket ball will be used for the competition.

6.3 Please come prepared with your own bats and set of wicket keeping gloves for your team.

6.4 Gloves and/or box are optional for your own safety.

6.5 Feel free to wear your own **team uniform (be creative!)** but this is not compulsory. Normal active/cricket wear and trainers are permitted.

**7. Competition Rounds**

7.1 The competition will consist of 5 weeks of Round Robin games. Each team will play every team once.

7.2 3 games will be played every Friday night from 28 May 2021 for 6 straight weeks.

 Game 1: 6:00pm – 7:20pm

 Game 2: 7:20pm – 8:40 pm

 Game 3: 8:40pm – 10:00pm

7.3 For each competition win 2 points will be awarded to the winning team and 0 to the losing team.

7.4 Week 6 of the competition will be ‘Finals Week’.

7.5 In ‘Finals Week’:

 Fifth place v Sixth place

 Third place v Fourth place

 First place v Second place

The results of these games will determine the final standings.

|  |
| --- |
| \*\*Please note\*\* * While this is a competition, please follow the normal fair play rules of cricket.
* Intolerable behaviour at any time can result in expulsion from the indoor centre and furthermore the competition. The umpire is the ultimate judge of this at the time. Every decision the umpire makes is to be respected.
* We hope to provide you with 6 weeks of fun and competitive cricket during the winter.
* A bar will be open every week for refreshments and snacks.
* Don’t hesitate to come in a team uniform, get creative!

If you have any further questions or queries please do not hesitate to ask a SNLCC representative or the umpire on the night.  |