



# 2013 BSLT INDOOR CRICKET 6S LEAGUE



STAGED AT

THE GYTES LEISURE CENTRE, PEEBLES

Players taking part will pay a match fee to the Gytes reception on arrival  
NB 'NO PAY NO PLAY'

Play in all matches starts at the allocated time – promptly – see schedule and will be restricted to ONE innings of 10 overs per club (unless a result is achieved in fewer overs)..

Players will pay £2 each per game (or £12 per team).

Clubs MUST inform BSLT/The Gytes of any circumstances which may affect the satisfactory completion of the fixture – if a club fails to do so by 5pm on Friday they will be invoiced for the matches that they were due to play (e.g. £12 per game).

## RULES

**The Laws of cricket will apply unless excepted below.**

**PLEASE ENSURE that all taking part are familiar with these rules BEFORE the matches start.**

- ❖ Each match will last a maximum of 20 overs (that's ten overs per innings)
- ❖ No more than three overs per bowler – *the player designated as the wicket-keeper at the start of the match will not bowl in that match (unless injured and both captain's agree on a replacement)*
- ❖ **Pitch:** length 22 yards; a mat will be used.
- ❖ **Helmets:** All players under-18 (batters and wicket keeper) are required to wear a helmet.
- ❖ **Fielding:** The wicket-keeper will not be changed during an innings except when an injury occurs that prevents him/her from continuing or if both captains' agree that a change can occur
- ❖ **Match Schedule etc:** This will be published in advance – along with these rules - with copies held at the Gytes and available from BSLT and SDU.
- ❖ **Officiating/Scoring/Match Reporting:**  
Each session held at the Gytes will involve 3 teams, non-playing teams will officiate, i.e. score, operate the scoreboard and provide umpires (the square leg umpire may want to 'stand' in the balcony); therefore in weeks where the first two matches involve 4 different teams ALL FOUR TEAMS MUST arrive as for a 1:30 start. The days completed score-sheets are to be handed into the Gytes reception for collation and the results of the game will be published in the local media.

### **Scoring & some dismissals:**

- ❖ **Side walls** - If the ball strikes either of the side walls and the 'back' wall (behind the wicket keeper) **1 run** is scored - batters may also be caught off these walls
- ❖ **Running** - Each time the batters run **2 runs** will be scored.  
e.g. if they hit either of the walls stated above and run once **3 runs** will be scored – if the ball strikes either of these walls and a player is run out only the completed run is scored (i.e. one for striking the wall).  
To encourage running, batters will not required to run the full length of the pitch (i.e. between the two popping creases) as a 'running line' will be placed towards the bowling-end two-thirds distance between the two popping creases).
- ❖ **Overthrows** - 1 overthrow will be scored each time the fielding side's attempted run out strikes any of the walls
- ❖ **Keep the ball down** - *To encourage players to keep the ball down if the ball strikes the roof, anything attached to it or goes into the balcony, the player is out; this will be recorded as 'hit roof' and credited to the bowler.*  
With the following exceptions:
  - Any of the supports attached to the balcony – below roof height
  - The dividing netting – if the ball strikes or is lodged in the netting either umpire will call 'dead ball' and 1 run will be scored by the batting.

- ❖ **Boundaries** - when the ball strikes the 'Boundary Wall' (the wall behind the bowler and anything attached to it – without hitting either side wall – it is immediately 'dead' the scores awarded depend on where it hits the wall, thus:
  - **4 runs** will be scored if the ball strikes the wall on the full
  - **6 runs** will be scored if the ball strikes the wall after bouncing or is intercepted by a fielder
- ❖ **'No balls' and 'Wides'** - will be called and signalled by the Striker's end umpire in accordance with the Laws of cricket except that:
  - **Extra deliveries** - No extra ball will be bowled
  - Each will score **2 runs**
  - **Wides; interpretation**
    - **Off-side** - Any ball that is wider than the mat when it passes the batter will be deemed a 'Wide'
    - **Leg-side** – Any ball that passes down the leg-side will be deemed a 'Wide'
    - **NB** batters can still be out 'run-out', 'stumped', 'handled-the-ball', 'hit-wicket' and 'obstructing-the-field' off a wide delivery
  - **Waist height** - Any ball above waist height will be deemed a 'No-ball'
    - Batters can still be out 'run-out', 'handled-the-ball' hit-the-ball-twice and 'obstruction-of-the-field' **and** if they hit into the balcony or off the roof.

❖ All other dismissals in the Laws of cricket are applicable including those additional ones stated above

### **Batting**

- ❖ **Changing Ends** - Batters will change ends at the end of each over
- ❖ **Retiring** - Batters retire having scored 30 runs (they can come back in again when all other batters are out, in the event that more than one batter retires, the first batter to retire can come back in and any others in the order they retired)
- ❖ **Last-man stand:** for an innings to be completed all six batters must be out or all ten overs must be bowled, i.e. if there is a 'not out' batter remaining before all ten overs have been bowled that batter will continue to bat (with the last 'out' batter as a runner) until s/he is out or until all 10 overs have been bowled.  
NB Laws 29 (Batsman out of his ground) & 38 (Run out) still apply.
- ❖ **Creases** - normal creases apply for bowlers and for the striker but a 'running' crease – two thirds of the length of the pitch – will be marked. The non-striker will start running from here.

### **Bowling**

- ❖ **Overs bowled** – No player on the fielding side can bowl more than 3 overs.
- ❖ **One end** - Bowling will take place from one end only.

### **Dead Ball**

- ❖ The ball will become 'dead' when it lands in either of the cupboards, it hits any of the netting or hits the 'boundary' wall
- ❖ Either umpire will signal and call Dead Ball and the game stops – runs completed up to that point will be scored.

### **The Result**

- ❖ Four points for a win
- ❖ No drawn or tied matches, the team with the highest score wins.
- ❖ If the scores are level at the conclusion of the match:
  - The winner will be the side that lost fewer wickets,
  - If the wickets lost are the same, then the side that conceded fewer extras will win
  - If the extras conceded are the same then the side that bowled fewer Wides will win,
  - If the number of Wides bowled is the same the winner will be decided by a bowl out thus:
    - Each of the bowlers used AND the wicket keeper will bowl (alternately) at a set of unguarded stumps
    - The team making the most hits wins
    - If after the first 6 attempts the scores are level the process is repeated; the winning team is the first of each pair NOT to miss.