

Cornwall Cricket Board Limited Indoor Six-a-Sides: Rules and Playing Conditions

1 Laws

The Laws of Cricket shall apply with the exception / addition of the following playing regulations:

- 1.1** Teams shall consist of **six** players.
- 1.2** Each match shall consist of one innings per team.
- 1.3** A Red or Yellow leather indoor ball will be used in all matches.
- 1.4** Each innings shall consist of a maximum of 10 six ball overs (12 overs where stated, eg. finals)
- 1.5** No bowler may bowl more than 3 overs. **TWO BOWLERS ONLY** may bowl **3 overs** in a 10 overs match.
In calculating each individual's accrued number of overs, part of an over shall be deemed as a full over.
If an error is made by the officials, any over in progress should be completed and, if made in the innings of the side batting first, an equivalent allowance shall be made in the innings of the other side.
- 1.6** There shall be a 5 minute interval between innings.
- 1.7** Two batsmen shall be at the wicket at all times during an innings. In the event of a team losing five wickets within the permitted 12 overs, the last not out batsman shall continue batting with the fifth man out remaining as a non-striker.
- 1.8** When a batsman reaches or passes a personal total of **25** he shall retire, but may return to the crease on the departure of the fifth batsman. If an error is made by the officials, this should be corrected as soon as it is discovered and, if possible, a similar allowance made in the innings of the other side. Retired batsmen must return in order of their retirement and take the place of the retiring or dismissed batsman. Two 'live' batsmen shall be at the wicket until such time as the fifth wicket has fallen. The batsman shall retire again when he scores an additional 25 runs on his return to the crease unless he is the last remaining batsman, in which case he may complete his innings.
- 1.9** If the ball passes, or would have passed, above **shoulder height** of the batsman standing upright at the crease, the umpire at the bowler's end shall call and signal 'No Ball'. The umpire shall also call "No Ball" should a delivery bounce a second time before reaching the popping crease.
- 1.10** **Due to the layout of the arena, and for convenience, all overs will be bowled from one end, ie. that nearest the spectator gallery. Batsmen at the crease should therefore change ends at the conclusion of each over.**

2 Results

The team scoring the most runs in its innings shall be the winner. In a knockout match only, if the scores of both teams are equal, then the team taking the greater number of wickets shall be the winner. If the teams are still equal, a 'bowl out' contest will be held to achieve a winner.

3 Scoring

- 3.1** A ball struck to hit the boundary wall behind the bowler without touching the floor or any other wall or ceiling shall count boundary **6** runs. The ball then becomes dead and no further runs may be scored.
- 3.2** 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. Note: The ball does not become dead and 2 additional runs shall be scored if the batsmen complete a run (if the ball is struck to hit the boundary wall having touched only the floor and a batsman is then run out 4 runs shall be scored).
- 3.3** A ball struck to hit the ceiling or one or more of the side or back walls shall count 1 run, even if the ball subsequently hits the boundary wall, in which case it remains in play. 2 additional runs shall be scored if the batsmen complete a run (if the ball is struck to hit the ceiling or side or back wall and a batsman is then run out 1 run shall be scored). No runs shall be scored if the striker is out caught.
- 3.4** 2 runs shall be scored if the striker plays the ball and it does not hit a wall and the batsmen complete a run.

3.5 A Bye shall count as 1 extra if the ball hits a wall (including the boundary wall); a leg-bye shall count as 1 extra if the ball hits a wall (including the boundary wall). In each case if the batsmen complete a run 2 additional extras shall be scored.

3.6 2 Byes or 2 leg-byes shall be scored if the batsmen complete a run without the ball hitting a wall.

3.7 No Ball: A No Ball shall score 1 penalty run, recorded as a No Ball extra, in addition to any other runs scored.

3.8 Wide: A Wide Ball shall score 1 penalty run, recorded as a Wide extra, in addition to any other runs scored.

3.9 An overthrow hitting any wall or walls shall count as only 1 run to the batsman 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 batsmen shall not change ends).

3.10 If in the opinion of the umpire the ball becomes lodged in netting or in any obstacle or is struck into an open gallery along a wall that is not a boundary wall, the ball becomes dead and the umpire shall call 'dead ball' an award 1 run. The batsmen shall return to their original ends at the time of the call, unless they had already crossed, in which case the run in progress shall be allowed to be completed (score: 3 runs).

4 Methods of dismissal

Apart from the normal methods of dismissal contained in the Laws of Cricket, the following variations shall apply:

4.1 The batsman shall be caught out by a fieldsman 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 or become stationary or rolled along a horizontal surface.

4.2 The last not-out batsman shall be given out if the non-striker running with him is given out.

4.3 The batsman 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 fieldsman.

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The final decision regarding point of fact, Laws or Playing Conditions shall rest with the umpires on the day. No disputes or appeals shall be entered into by Cornwall Cricket Board Limited or its competition organisers. The CCB Six-a-Side Competition is a recreational tournament which is intended to be played primarily for enjoyment and, secondarily, as a competitive event, but always under the "Spirit of Cricket".

The competition is subject to one variation only from the ECB Playing Conditions (Rule 3.2, 'Boundary' four). Please note also that, in league matches (10 overs per side), TWO bowlers may bowl 3 overs and any others 2 overs. A separate Knockout Cup competition will be run with the winning team qualifying to play in the ECB National Competition.

PLAYER ELIGIBILITY

There are now no rules regarding the registration of players for this competition, ie. a team may be made up of any six players. As a general rule, a player may not play for more than one team in the competition. However, in the Spirit of The Game and "Get The Game On", ONE player per match may be loaned to make up a team. A club entering two teams may have up to TWO players who "overlap", ie. owing to availability issues, they can play for both teams.

In the case of the Knockout Cup, clubs should be aware that the winners of our competition will have to field only registered members of their own club in the ECB National rounds.

CORNWALL CRICKET CENTRE

The Cornwall Cricket Centre is a "state of the art" cricket-specific facility which lends itself ideally to an indoor six-a-side competition. The playing area is surrounded by high-tension netting, which allows for rebounding without a hard surface. There are very few points where a cricket ball can become lodged, thereby interrupting continuous play, and the cricket-specific flooring obviates the need for a mat to be laid. We have permanent pitch markings and scoreboard.

Clubs and individuals using the Centre are reminded to wear appropriate non-marking footwear in the playing area. If you are unsure about this, the best advice is to use only footwear with light-coloured soles.

No bags or personal equipment should be brought into the playing area, as there is a player and spectator area around the perimeter, where padding-up, etc. can take place. At intervals, teams should enter the playing area via

the 'open' panel, by the CCB store room. No food or drink should be brought into the hall or its surrounds, except bottled water. A further spectator area is available upstairs, where limited eating and drinking can take place in a sensible manner.

We request that all visitors enjoy the facility in a respectful manner and pay heed to signs, notices and any instructions from Centre staff. Please do not use any exterior doors other than the main entrance, except in an emergency. Changing rooms and toilets are available, but visitors should not enter the upstairs classrooms.

Mustafa Shaikh
CORNWALL CRICKET CENTRE MANAGER
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