

# Cornwall Cricket Board - Women's Indoor 50 Ball League: 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 **50 balls**.

**1.5** No bowler may bowl more than 15 balls. **TWO BOWLERS ONLY** may bowl 15 balls. Bowlers can deliver 5 or 10 consecutive balls, the captain decides.

**1.6** There shall be a 5 minute interval between innings.

**1.7** Two batters shall be at the wicket at all times during an innings. In the event of a team losing five wickets within the permitted overs, the last not out batter shall continue batting with the fifth batter out remaining as a non-striker.

**1.8** When a batter reaches or passes a personal total of **25** she shall retire, but may return to the crease on the departure of the fifth batter.

**1.9** If the ball passes, or would have passed, above shoulder height of the batter standing upright at the crease, the umpire at the bowler's end shall call and signal "No Ball". The umpire shall also call and signal "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, i.e. that nearest the spectator gallery. Batters 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. (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, the game will be deemed a 'tie').

## 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 as 6 boundary runs. The ball then becomes dead and no further runs may be scored.

**3.2** If 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 4 boundary runs. The ball then becomes dead and no further runs may be scored.

**3.3** 2 runs shall be scored if the striker plays the ball and the batters complete a run, without the ball hitting a wall.

**3.4** A ball struck to hit the ceiling or one or more of the side or back walls shall count as 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 batters complete a run (if the ball is struck to hit the ceiling or side or back wall and a batter is then run out, 1 run shall be scored). No runs shall be scored if the striker is caught out.

**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 batters 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. All No Balls shall be re-bowled.

**3.8** Wide: A Wide Ball shall score 1 penalty run, recorded as a Wide extra, in addition to any other runs scored. All Wides balls shall be re-bowled.

**3.9** An overthrow hitting any wall or walls shall count as only 1 run to the batter 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.

**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' and award 1 run. The batters 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 batter shall be caught out by a fielder, after the ball has hit the ceiling, the netting or any wall except directly from the boundary wall.

**4.2** The last not-out batter shall be given out if the non-striker running with them is given out.

**4.3** The batter 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 fielder.

#### **Player Eligibility**

A team may be made up of any six female players (Over the age of 13). 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.

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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 or its competition organisers.

This competition is a recreational tournament which is intended to be played primarily for enjoyment and, secondarily, as a competitive event, but always within the "Spirit of Cricket".

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#### **Points System and League Table**

2 points for a win.

1 point for a tie.

Final position will be decided on total points. However, if equal, position will be decided on overall runs scored.