

# **Wiltshire Girls Indoor League Rules**

## **1. Philosophy of the Competition:**

- 1.1 The purpose of the competition is to give as many players as possible the opportunity to experience indoor cricket, to learn new tactics and new skills. It will be competitive, whilst at the same time making sure that all players in each team have an opportunity to play a full part in each match.
- 1.2 The Laws and the Spirit of Cricket are there to ensure that all players and umpires enjoy a game that, although played competitively, is always played fairly. Whatever your role in the game, we all have a responsibility to ensure that the Laws are upheld and that we don't tolerate any form of poor player behaviour. Remember that poor behaviour detracts from the enjoyment of playing the game and causes additional work for volunteers by taking them away from supporting other areas of the game.

## **2. Competition Structure**

- 2.1 The competition shall be open to any Girls U11/U13 teams that wishes to enter their respective competitions.
- 2.2 The number of games will be dependent on the number of teams involved with the competition and venue availability.

## **3. Eligibility**

- 3.1 Under 11 Girls Competition
  - 3.1.1 The U11 competition shall be open to any player who is under 11 years of age on 31<sup>st</sup> August 2021. (I.e. School Year 6 and below).
  - 3.1.2 A team may seek permission from Wiltshire Cricket and their opposition to include players aged 12, if poor availability dictates reduced numbers.
- 3.2 Under 13 Girls Competition
  - 3.2.1 The U13 competition shall be open to any player who is under 13 years of age on 31<sup>st</sup> August 2021. (I.e. School Year 8 and below).
  - 3.2.2 A team may seek permission from Wiltshire Cricket and their opposition to include players aged 14, if poor availability dictates reduced numbers.

## **4. Registration of Players**

- 4.1 All players must be registered members of the clubs entering the competition. Names of all players playing on each day shall be given to the umpires/scorers at the start of each match.
- 4.2 A division will be established on Play-Cricket with players listed there for each club.
- 4.3 Team Coaches/Managers/Captains will be required to upload results within 48 hours of fixture completion or forward copies of scoresheets to the competition organisers.

## **5. Team Requirements**

- 5.1 All teams shall consist of 6 players. In the event that a full squad cannot be raised, teams may play with reduced numbers and the lowest scorer from the game will bat twice. Opposition teams may choose to lend fielders if they choose too. No batter shall bat more than twice.

- 5.2 A coin will be tossed to decide the order of play, 5-15 minutes before the start of each match.
- 5.3 If a match cannot proceed due to a team concession, the conceding team shall cover the costs of match fees for both teams and points will be awarded to the opposition.
- 5.4 Each Team must provide an umpire and scorer (both roles can be simultaneous). Each team should also have a female adult present, who holds a valid ECB DBS.
- 5.5 Teams must be ready to start their fixture at the allocated start time, no provisions will be made for warm up time. If teams wish to warm up, then this must be done in a suitable space prior to the fixture start time.

## 6. Cricket Balls, Clothing & Equipment

- 6.1 Under 11 Girls Competition
  - 6.1.1 A small indoor ball, for example an incrediball will be used for each match. Each team should bring a selection of these balls. (Under 11s may use a windball or other soft ball).
- 6.2 Under 13 Girls Competition
  - 6.2.1 A small indoor ball, for example an incrediball will be used for each match. Each team should bring a selection of these balls.
- 6.3 All players must wear suitable clothing to avoid any undue injury risks, including suitable footwear. Wicket keepers may wear pads and gloves if they choose too, providing the pace of game is not slowed.
- 6.4 Teams should also bring a set of plastic stumps to the indoor venue.

## 7. Playing Conditions

- 7.1 No parents, or other supporters, should be in the sports hall during a match. (I.e. Only players, coaches, umpires and scorers should be in the playing area). In most venues, a viewing gallery will be accessible.
- 7.2 The batting team should sit on either the boundary wall or behind the batter, in a safe area and where play will not be interrupted. Alternatively, batters may wait outside the sports hall. Young Players should always be accompanied by a responsible adult.
- 7.3 All kit and equipment should be stored in an area that will not interfere with play.
- 7.4 The pitch will be approximately 17 yards in length for U11 Girls and 19 yards for U13 Girls.  
Dependent on venue space, a shorter line may be agreed for batters to run.
- 7.5 Each match shall consist of one innings per team of 12 overs in duration. (5 balls per over).
- 7.6 A bowling innings should be completed in approximately 25 minutes.
- 7.7 Each over shall consist of **FIVE** balls except in the final over of an innings, where No Balls and Wides must be bowled again, until eight balls have been bowled. (I.e. The need for 5 valid balls will not be enforced).
- 7.8 All Overs will be bowled from the same end.
- 7.9 No bowler may bowl more than three overs in each match and a minimum of 5 bowlers will be required.
- 7.10 All bowlers should attempt to bowl overarm.
- 7.11 Every whole over not bowled within the allotted time (25 minutes per innings) shall not be bowled but count as costing 15 penalty runs (added to the opposition score for the relevant pair).

- 7.12 The batters will bat in pairs for four overs each. (20 Balls)
- 7.13 Batters will swap ends at the end of each completed over and at the loss of a wicket.
- 7.14 A flexible but consistent interpretation of the wides and no ball laws will be implemented, paying particular attention to balls that bounce more than twice.

## 8. Scoring

- 8.1 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 runs. 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 4 runs.
- 8.2 Once a boundary has been scored, the ball shall be dead.
- 8.3 A ball struck to hit the ceiling or one of more 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. Two additional runs shall be scored if the batters complete a run. (I.e. 3 runs in total if the ball hits the wall and batters run)
- 8.4 Two runs shall be scored if the striker plays the ball, and it does not hit a wall and the batters complete a run.
- 8.5 A bye or 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, then 2 additional runs will be scored.
- 8.6 Two byes or two leg byes shall be scored if the batters complete a run without hitting the ball and the ball not hitting a wall.
- 8.7 Scores start on 0.
- 8.8 The batting team will be deducted 5 runs each time the bowling team take a wicket.

## 9. No Balls and wides

- 9.1 A no ball shall score 2 extra runs with no extra ball. These extra runs will be in addition to any other runs scored by the batter.
- 9.2 From a no-ball struck by the batter, runs shall be scored as in the scoring regulations above and these shall be accredited to the striker. If the batters do not run and the ball does not touch any wall or ceiling, then just the extra runs shall be scored.
- 9.3 A wide ball shall score 2 penalty runs in addition to any contact with the ceiling or wall, plus any completed runs will be added to the Wide extras total.
- 9.4 Wides and No Balls will only be bowled again in the final over, up to a total of 8 deliveries. The need to bowl 6 valid deliveries will not apply.
- 9.5 An overthrow, hitting any wall or walls shall count as one run to the batters or to the total of extras as appropriate. Additional overthrow runs can only ensue from each additional throw which goes on to hit a wall or walls. Overthrows should only be awarded if the throw is a genuine attempt to break the stumps in trying for a run out.
- 9.6 No runs shall be scored if a batter is out caught off the walls or ceilings.
- 9.7 If in the opinion of the umpire, the ball become lodged in netting or in any obstacle, the umpire shall call "dead ball" and award three runs. The batters shall return to their original ends.

## 10. Methods of Dismissal

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

- 10.1.1 The batters can be caught out by a fielder 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.
- 10.1.2 No LBW's will be given.

## **11. Results**

- 11.1 The team scoring the most runs (after wicket deductions) in the match shall be the winner.
- 11.2 If the scores are equal, the match will be called a tie. There will be no countback.
- 11.3** If it expected that full score sheets will be uploaded to the Play-Cricket website within 48 hours of fixture completion.

## **12. Leagues**

- 12.1 Based on the points awarded for wins, losses and ties, a league table will be maintained on Play-Cricket and will be used to invite finalists, where applicable.

## **13. Organisers Decision**

- 13.1 In all matters relating to the competition, the organisers decision shall be final and binding.