

# THE RULES AND PLAYING CONDITIONS OF THE THANET INDOOR CRICKET LEAGUE

## **NOMENCLATURE**

The League shall be known as “The Thanet Indoor Cricket League” and will be administered by a sub-committee of the Kent Cricket Board (KCB) Thanet. Should sponsorship become available the sponsors name may be incorporated into the title. All clubs must be members of the KCB Thanet District.

## **SUBSCRIPTIONS**

Each team to pay £15 to the League Treasurer on or before the date of the Annual General Meeting each year.

## **MANAGEMENT**

The League shall be managed by a sub-committee of the KCB (Thanet) and shall be made up of 8 persons made up as follows:-

- Officers - Chairman, Secretary, Treasurer, Fixture Secretary, Umpires Organiser & Junior League Organiser
- 2 Sub-committee members elected at the AGM of the Indoor League.

The officers of the sub-committee shall be elected at the AGM of the KCB (Thanet). The Chairman is to be elected from the sub-committee following on from the AGM. Each member shall have only one vote with the Chairman having an additional casting vote. The sub-committee will have the power to co-opt additional members at any time during the year to assist with the running of the League.

Rules of the League may only be altered at the Indoor AGM which should be held in the close season (April – August), or at an EGM if deemed necessary by the sub-committee. All proposed alterations must be notified to the League Secretary in writing at least 28 days before the AGM/EGM. All proposals must be notified to all member clubs by the League Secretary 14 days prior to the AGM/EGM.

Any team not represented at the AGM will be penalised with a fine of up to £20 and/or up to a four point deficit. Appropriate apologies with legitimate reasons must be sent to the League Secretary prior to the AGM. If a club enters more than one team each team MUST be represented by a different person or member of that club. Offenders will have the right of appeal to the sub-committee.

## **POWERS OF THE MANAGEMENT COMMITTEE**

All decisions of the sub-committee shall be binding but subject to the right of appeal. Decisions must be notified in writing to all concerned. All appeals to be notified in writing to the League Secretary within seven days of receipt of the decision. Four members of the sub-committee shall constitute a quorum. The sub-committee shall have the power to fill any vacancies, any appointments made will be ratified at the next AGM or EGM. Not less than three days notice shall be given of any sub-committee meeting.

## **THE COMPETITION**

All matches shall be played in accordance with the rules of Indoor Cricket as laid down by the E.C.B. A supply of these rules to be available to all clubs.

The majority of matches will be played at the East Kent Sports School, however, the sub-committee may decide to play some matches from the lower divisions at alternative venues.

## **FORMAT OF COMPETITION**

The League shall consist of Divisions with not more than eight teams in each of the top three divisions, each team playing every other team in their division twice, with promotion/relegation of two up – two down throughout. The number of teams in the lower divisions may be required to be more or less than eight to suit the number of applicants and fixture slots available.

Two points will be awarded for a win. Points will be shared in a tied match. Trophies shall be awarded to divisional champions. The lowest finishing club in the lowest division shall be required to seek re-election to the League at the AGM.

The winner of Division One shall represent Thanet KCB District in the current County Indoor competition.

## **REGISTRATION OF PLAYERS**

- A. Players must have played a minimum of 5 games for the club during the previous summer season or be fully paid up members of the club.
- B. Teams must register players at a fee of £2 per player.
- C. Details of ALL additional registrations together with the £2 registration fee must be entered onto a registration sheet - which will be located behind the bar - and also on the reverse of the result card in the first match that the player plays.
- D. No player may play for more than one team in the competition.
- E. It must be clearly indicated on the registration form/additional registration sheet where players have been registered and/or played for a different club in the League in any previous season. This shall apply even if the previous club is no longer a member of the league. Note: This does not include transfers within a club say from A team to B team.

Any team playing an unregistered or illegal player will be fined £5 and have 2 points deducted from its record. In addition any points gained during the game concerned will be awarded to the opponents.

## **RESULT CARDS AND TEAM SHEETS**

Team captains MUST hand in a fully completed and signed approved Team Sheet to the Umpires before the toss is made. Any team failing to complete the approved team sheet shall not be allowed to play the match and thus forfeit the game, the points will be awarded to the opposition. At the completion of the match these Team Sheets should be placed behind the bar for later collection. The home team shall provide, complete and return a Result Card to the nominated sub-committee member – It shall be normal practise for the Result Cards to be left behind the bar – within 48 hours of the match finishing. Both teams are equally responsible for its accuracy and both may be penalised should errors occur. Incomplete or inaccurate cards will be returned for correction. Amended cards must be returned to the nominated sub-committee member or his representative within 7 days, accompanied by an administration fee of £1 for first offence, £2 for second offence and each further offence (or other such amount as agreed by the league sub-committee)

## **SCORERS**

Each team must provide a scorer who shall not be one of the six players. Failure to do so will result in the following action:

1. Before the start of the match the captain will be required to nominate one of his players to act as scorer and he shall not take part in the match.
2. Second Offence: In addition to (1) a fine of £5 will be imposed.
3. Subsequent offences will incur additional fines, possible deduction of points and any other action deemed necessary at the discretion of the sub-committee.

The umpires shall endorse the result card whenever a player is nominated to act as scorer.

(Note: each season stands on its own with regard to fines and/or points deductions)

## **ADMINISTRATION**

Payment for the hire of the hall shall be shared equally between all competing teams and be paid to the League Treasurer in three instalments, the first at or before the AGM, and subsequent payments on or before 1 November and 7 January in each season. Failure to pay the appropriate hiring costs by the due date will result in the following action:

- Any payments made after 21 days will incur a surcharge of 10% on the due amount.
- Any offenders will have the right of appeal to the sub-committee.

Any team failing to arrive for a match shall forfeit the league points for that match. In addition their run-rate (Runs scored divided by Overs received) will be amended by adding 12 overs to the aggregate total. They will be liable for all expenses both by their opponents and the league on the first offence in the current season. A team is deemed to have failed to arrive if at the time of commencement of the match it is unable to field at least 4 players. On the second offence two points will be deducted from its records in addition to the penalties listed as for the first offence. Should a subsequent offence occur the team will be automatically suspended until the next AGM and the current team record for that season deleted from the league. Offenders will have the right of appeal to the sub-committee.

Matches cannot be postponed or re-arranged unless the sub-committee deem otherwise such as in cases of bad weather, safety of players and officials or unavailability of facilities. They must be played on the date stated in the fixture list and start promptly at the time designated. Umpires have the power to impose a penalty for teams arriving late. When the umpires deem play should commence the defaulting team will have a 1 over reduction in batting for every 3 minutes late.

Where a club has two or more teams entered in the League, each team shall be regarded as a separate club in all League matters, and each team **MUST** nominate a contact person together with their email address and telephone numbers. If a club enters multiple teams the nominated contact **MUST** be a different person for each team. It is the responsibility of the teams to advise the League Secretary should any change to the contact details occur during the playing season. Failure to notify the League Secretary of an independent team contact prior to the first matches of the season will result in a fine of £5 imposed on the offending team.

### **CODE OF CONDUCT;**

If either umpire feels it necessary to report a player(s) for misconduct or dissent the following action will be taken:

- (1) At the completion of the match the player(s) must be told that they are being reported and both captains advised.
- (2) The name of the offending player(s) should be indicated on the result card.
- (3) At the earliest opportunity one of the umpires should advise a member of the sub-committee that a player has been reported

If a player is reported by the umpires for dissent or misconduct this will result in an automatic 2 match suspension.

### **QUALIFICATION OF PLAYERS**

As printed in the ECB regulations. This relates to players who have played First Class and Minor Counties cricket and Overseas qualification.

### **TROPHIES**

All Indoor League Trophies must be returned to the League Secretary by not later than 1<sup>st</sup> January each year. They will then be put on display in the League's Trophy Cabinet.

### **FIRE REGULATIONS**

Should players leave equipment in other than the designated areas then their team will in the first instance, have ONE point deducted from their total. Should a further instance occur TWO points will be deducted and the player(s) involved may be suspended.

### **PLAYING REGULATIONS**

**Laws** - The Laws of Cricket (2000) shall apply together with experimental rules and conditions laid down by the E.C.B. for the preceding cricket season, with the exception of the following playing regulations:

1. Teams shall consist of six players, two of whom must be aged 18 or over, one of whom, when fielding, shall act as the Wicket-keeper (wearing pads & gloves and standing in the accepted position behind the line of the stumps). Should a team play with only FOUR players the Wicket-keeper may be dispensed with providing the opposing Captain agrees. The Wicket-keeper should not normally be changed during an innings except in case of injury. However when a team fields with fewer than six players he may be changed **ONCE** during the innings.
2. Each match shall consist of one innings per team. Each innings shall consist of a maximum of 12 six-ball overs. Teams will toss for choice of innings.
3. No more than three overs to be bowled by any individual. In calculating each individual's accrued number of overs, part of an over shall be deemed a full over.
4. There shall be no 'Knocking-Up' before a match commences nor between innings. The Laws of cricket state that practice, both batting & bowling, on the pitch is not permitted.
5. 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 man shall continue batting with the fifth man out remaining at the wicket as a runner.

6. When a batsman reaches a personal total of 25 he shall retire, but may return to the crease in the event of his side being dismissed within the 12 overs. 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 when he scores an additional 25 runs on his return to the crease.

#### **7. Players arriving late:**

**1st Innings:** If the last batsman is not available when it becomes their turn to bat, either at the fall of a wicket or when preceding batsmen have 'retired' then the batting side must complete the match with five (or fewer) players. Should the 'missing players' arrive after this point they may field as substitutes.

**2nd Innings:** A team may only bat the same number of players who fielded in the 1st Innings.

8. A line shall be marked across the pitch halfway between the wickets. A No Ball shall be called if the ball pitches short of this line or if the ball rises and passes above shoulder height of the batsman standing in his normal stance irrespective of where the ball pitches.

(a) Any delivery which passes the Striker, when taking guard in the normal position, above waist height without pitching shall be called No Ball.

#### **9. Law 25.1 – Wide Ball – Judging a Wide**

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket or over the batsman's head.

The following criteria should be adopted as a guide to Umpires:

If the ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a 'normal cricket stroke' both from where he is standing and from where he should normally be standing at the crease, the Umpire should call and signal 'Wide'.

**NOTE:** The above provision does not apply if the striker makes contact with the ball, or if it passes below head height between the striker and the wicket.

#### **10. Substitutes**

Substitutes shall only be allowed for players injured during the course of the match.

No player who is registered with a club in the competition shall be permitted to act as a substitute for another club. Substitutes may not bat or bowl.

11. An E.C.B. approved indoor cricket ball must be used in all matches. The 'home' team shall be responsible for supplying both the match ball and a spare. The 'home' team is the one listed first in the fixture list.

#### **12. Clothing & Equipment**

All players must wear the normally accepted white cricket clothing and equipment.

Only rubber-soled (non-marking) predominately white footwear shall be worn. Umpires will report offenders and the club will receive a written warning. If a second offence occurs then a fine will be imposed, at the discretion of the Committee, and a third offence will result in the player being suspended. To prevent damage to the synthetic floor, especially by grit and dirt, everyone using the Sports Hall **MUST HAVE A CHANGE OF FOOTWEAR**

You will not be permitted to play in the same footwear as that in which you arrive at the centre.

13. All players who have not reached the age of 18 at the time of the match must wear a helmet with a face grid when batting and when standing up to the wicket as a wicket-keeper.

#### **14. Fielding Regulations**

The ECB has also extended the existing regulations covering the minimum fielding distances for young players in all matches where a hard ball is used.

- No young player in the Under 15 age group or younger shall be allowed to field closer than 8 yards (7.3 metres) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball.
- For players in the Under 13 age group and below the distance is 11 yards (10 metres).
- These minimum distances apply even if the player is wearing a helmet.
- Should a young player in these age groups come within the restricted distance the umpire must stop the

game immediately and instruct the fielder to move back.

- In addition any young player in the Under 16 to under 18 age groups, who has not reached the age of 18, must wear a helmet and, for boys, an abdominal protector (box) when fielding within 6 yards (5.5 metres) of the bat, except behind the wicket on the off side.

Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

- These fielding regulations are applicable to all cricket in England and Wales. Age groups are based on the age of the player at the time of the match.

## 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 losing the fewer wickets shall be the winner. In **CUP MATCHES ONLY**, if the teams are still equal, then each member of both teams shall bowl one ball (overarm): the team hitting the stumps the greater number of times shall be the winner. A No Ball hitting the stumps will not count as a hit but shall count as a completed delivery. If still equal after both sides have completed their six deliveries the above procedure shall be repeated, as often as is necessary, until one team has hit the stumps a greater number of times from an equal number of completed blocks of six deliveries.

## Scoring

The scoring for Indoor Cricket shall take place as follows:

1. A ball struck to hit the boundary wall behind the bowler without touching the floor or any other wall or ceiling shall count 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.

2. 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. Two 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).

3. Two runs shall be scored if the striker plays the ball and it does not hit a wall and the batsmen complete a run.

4. A 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.

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

### 6. No Ball

(a) From a No Ball struck by the batsman, runs shall be scored as in Scoring Regulations 1, 2 and 3; these shall be accredited to the striker. If the Batsmen do not run and the ball does not touch any wall or ceiling, then the penalty shall be credited as one No-Ball extra.

(b) From a No Ball struck by the batsman, or from one striking his person when he is trying to avoid being hit by the ball; runs shall be scored as in Scoring regulations 4 and 5; these shall be credited as No-Ball extras. If the batsmen do not run and the ball does not touch a wall or ceiling, then the penalty shall be credited as one No-Ball extra.

### 7. Wide Ball

If a Wide-Ball is called one run shall be credited to extras. If the ball goes on to hit the ceiling, or any wall, then one additional run shall be credited under extras; two additional runs shall be credited under extras every time the batsmen complete a run.

8. An overthrow hitting any wall or walls shall count as only one 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).

9. No runs shall be scored if a batsman is out caught off the walls or ceiling.

10. If the ball becomes lodged in netting or in any obstacle, then the umpire shall call and signal "dead ball" and award one run. The batsmen shall return to their original ends.

## Methods of Dismissal

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

(a) 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.

**(b)** The last not-out batsman shall be given out if the non-striker running with him is run out.

**(c)** 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.

### **Additional Guidelines for Umpires**

Team Captains **MUST** hand a fully completed and signed Team Sheet to the Umpires before the toss is made. At the completion of the match these Team Sheets should be placed behind the Bar for later collection.

Batsmen and umpires change ends after each over.

The umpires shall agree with scorers before the commencement of a match from which end the number of runs scored shall be called. The ball is dead once a boundary is scored.

The umpires must use their judgement to decide when a ball has become lodged in netting, rafters etc., and call DEAD ball. One run shall be scored from such a delivery (for hitting wall or ceiling).

Dead ball shall be called if the ball enters the players' alcove. 1 run only (for hitting side wall) shall be scored. Wall fittings (eg. netball, basketball frames, black brackets etc.) shall be deemed part of the side wall or ceiling for scoring purposes. The boundary wall shall include the corner support pillars and the metal tracking which runs across the width of the hall just below the ceiling, together with the cricket nets and net bags suspended from the metal tracking and the basketball frame at the bowler's end.

Umpires to instruct scorers to notify players when a batsman has reached an individual score of 20.

In all instances not specified above the Laws of Cricket shall prevail and the Umpires shall be the only arbitrators.

Umpires should pay particular attention to the Regulations relating to: Wicket-keepers, Substitutes, Wide-Ball and No-Ball (Short pitched deliveries).

Bowling and fielding practice along each side of the sports hall is permitted.

The stumps must not be used during practice.

**Smoking** is **NOT** permitted at any time anywhere in the EKSS complex.

Updated at EGM 16 Sept 2010