



Saxon Shore League Indoor League

Bye Laws

The Normal Rules of Cricket Apply.
(As amended Oct 2017)

1. U11 PAIRS CRICKET - GAME FORMAT

1. Each pair bats 3 overs.
2. Start at 200 runs
3. Minus 5 for each wicket lost
4. 6-ball overs with 2 runs for wides and no balls, except the last over which is normal cricket rules

2. U13 GAME FORMAT - STANDARD INDOOR CRICKET

3. U15 GAME FORMAT - STANDARD INDOOR CRICKET

4. BOWLING

5. Each side shall bowl 12 over's,
6. U13 & U15 Maximum of 3 over's a bowler, however, all fielders to bowl a minimum of 1 over (Less Wicket Keeper).
7. U11 Maximum of 2 over's a bowler, however, all fielders to bowl a minimum of 1 over (Less Wicket Keeper)
8. An over shall consist of 6 balls, there is to be no extra ball for wides or no balls, however the last over will be as per normal cricket rules.
9. All bowling will be from the boundary wall end.
10. U13 & U15 will bowl from 22 yards
11. U11 will bowl from 19 Yds

5. BATTING

- Once out your out, however, after the fall of the fifth wicket the last batsman will continue his/her innings with the fifth batsman acting as runner, if, however, the running batsman is out then the last batsman is deemed out.
- Batsmen must retire at 25runs, 50 runs etc, unless he/she is the last batsman as mentioned below.
- Batsmen must retire when he/she has scored 25 runs but may resume when all other batsmen are out, if he/she is the last batsmen they will continue until out or the 12 over's have been bowled.

6. SCORING

Whichever wall is hit first is the scoring wall, I.E. ball hits sidewall then hits back/boundary wall 1 run scored.

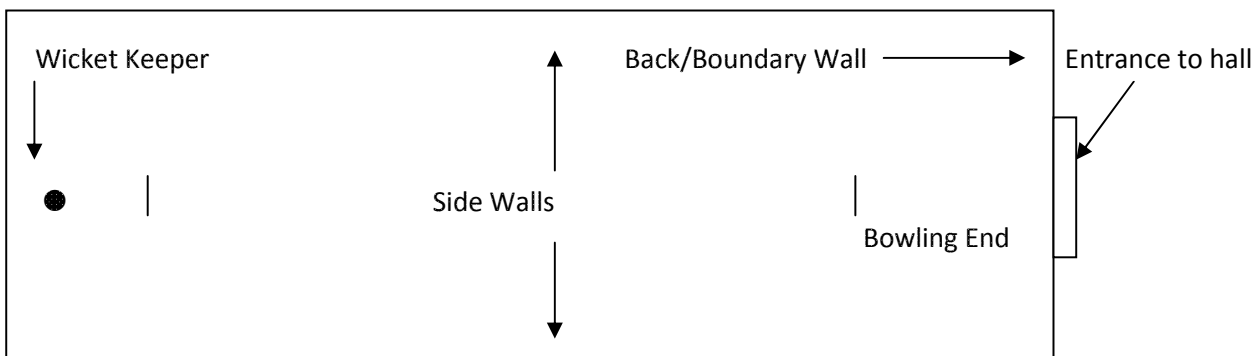
Runs shall be scored as follows:

1. 1 run when the ball is struck and hits the sidewalls, ceiling, or wall behind the wicket keeper.
2. 2 runs scored if the batsman strikes the ball and runs.
3. 3 runs scored when batsman strikes the ball & hits a wall & runs.
4. 4 runs scored when ball is struck and travels along floor or bounces before hitting back/boundary wall.
5. 6 runs scored when ball is struck & hits the back/boundary wall without touching the floor.
6. 2 runs for a wide except last over 1 run and extra ball
7. 2 runs for a no ball except last over 1 run and extra ball
8. 1 run for each overthrow
9. 1 run scored on a run out if batsman strikes the ball & it hits a wall before being run out.
10. 1 run for a leg bye
11. 1 run for a bye
12. A dead ball shall be called if it hits the wall and gets caught in the nets. 1 run scored.

7. CATCHES

If the batsman hits the ball to a wall/roof without bouncing and a fielder catches the ball he/she will be deemed out and no runs scored, however, no batsman can be caught of the back/boundary wall.

Diagram of 3 Hills Sports Hall



8. TEAMS

1. All players in the league must be bona fida members of the club they are playing for and therefore unable to play for any other club.
2. A club can use as many players from within the club to play, however, there is to be no crossover of players where a club has 2 teams entered.
3. U13 & U15 Teams shall consist of 6 Players
4. U11 Teams shall consist of 8 Players

9. WICKET KEEPING

- No change of Wicket Keeper.
- If Wicket Keeper is injured then a change is allowed.

10. Coaching Responsibilities

- U11 A reasonable amount
- U13 None
- U15 None

11. DRAWN LEAGUE

Play Cricket will put teams in the correct order using run rate first, if run rate can not decide, and then the following should be used.

- If after above teams are still tied, a play off between the teams should be arranged by The Secretary, with neutral umpires and scorer.

12. DOOR TO SPORTS HALL

The doors to the sports hall are to remain closed during play and can only be opened when a player is given out or has to retire from play, if the door is open for any other reason the umpire shall give a warning to the scorer, if the door keeps on getting opened the umpires shall award 3 runs to the opposing team.

13. CLUBS WHO FAIL TO FULFILL THEIR FIXTURES

Clubs that fail to fulfill their fixtures are still liable for the cost of their game as well as conceding the points.

14. BETWEEN GAMES

Before each game time used should be used to warm teams up, no bats or hard balls are to be used due to the risks involved, the only ball that can be used is a soft ball.

15. ENTERING RESULTS

It is the responsibility of the home team to enter the results onto Play cricket each week, if you have any problems entering results, contact the Fixtures Secretary as soon as possible.

Clubs are requested to remind their managers, coaches and players to comply with the spirit of the rules. Teams deliberately losing wickets to get their retired batsman back in, or failing to try and take an opponent's wicket will be considered to be acting outside of the Spirit of Cricket