



Super Sixes Indoor Cricket Leagues

Senior Indoor Cricket League Rules and Special Playing Regulations - 2020



- 1 The competition shall be called 'The Super Sixes Indoor Cricket League' (hereafter referred to as the Hawk Super Sixes Indoor Cricket League). The League shall comprise of as many divisions as numbers entering and facilities available shall allow.
- 2 The Competition Manager's decision shall be final. A Hall Manager shall be appointed for each centre. The entry fee shall be **£100** per team with an on-going cost of **£30** per fixture hereafter. Any club failing to pay the fees by the date requested may forfeit their place in the league.
- 3 The Competition Managers shall arrange fixtures. If circumstances make it necessary fixtures can be re-arranged if both teams agree and the Competition Manager approves. If any club fails to fulfil a fixture, or fails to field a full side, the facts will be investigated by the Competition Manager and may result in expulsion from the League or a fine being imposed.
- 4 A player may play for only one team only in the Super Sixes Indoor Cricket League. No transfer of players between teams will be permitted. This ruling particularly applies to clubs who field more than one team in the Super Sixes Indoor Cricket League. If an ineligible player takes part in a match, the Competition Manager may deduct, and, or, award points to the opponents.
- 5 The Competition Manager will make any decisions about the make-up of leagues/pools/divisions after taking into account, necessary the wishes of the teams concerned, and any other relevant considerations. The winners of each division shall play off for an overall winner to be crowned. This will be done by a 'finals night' format which will be played free of charge to the finalists.
- 6 Trophies will be awarded to the winners of the Super Sixes Indoor Cricket League. An overall trophy will be kept, engraved and presented to the winners each season.
- 7 Umpires and Scorers shall be provided by Competition Managers. Should two teams wish to officiate between themselves this would be considered by the competition managers.
- 8 If any team official or player infringes the spirit of the game or shows dissent; the Competition Manager may impose fines, expulsion, or suspension from the League, or otherwise deal with at his/her discretion. The Hall Manager will deal with all cases of dispute. If a decision cannot be reached or either team is not satisfied with the decision the matter shall be dealt with by the Competition Manager whose decision will be final and binding.
- 9 Your attention is drawn to the fact that neither the Competition Managers nor any of their representatives, nor the owners or hirers of the halls, in the form of individuals or governing bodies, are responsible, and do not accept any responsibility, for any personal injury, loss or damage however caused, and acceptance of this clause is a condition of your entry into the League, or attendance as a spectator.
- 10 The league will provide up to date statistics available for viewing via their website along with the live streaming of fixtures (and edited highlights). By entering this league you hereby give consent for your fixtures to be streamed in real time and for images/videos to be used on social media platforms for promotional purposes.
- 11 All players taking part must be 16 years old by 2nd October 2020. Any teams wishing to play an underage player must make a request to the league representatives where a disclaimer will be required to be signed with permission given from the parent/carer.
- 12 Team names may be adapted into 'franchise like' names should the teams wish. E.g: Stourport Sharks, Bewdley Bears etc. We have the right to refuse offensive or inappropriate team names.



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Special Playing Regulations; The laws of Cricket (2019 code) as amended shall apply with the exception of the following playing regulations.

- 1 **It is essential that all teams realise the vital importance of time keeping.** Players should be at the venue at least 15 minutes before the start of a match to complete the toss. Failure to be present at the toss will mean the opposition claim it.
- 2 Nomination of teams shall be made to the opposition and Hall Manager. In order to comply with ECB directives on the wearing of helmets, and the positioning of fielders the Hall Managers and Umpires shall apply all ECB directives which are there for the protection of players.
- 3 All matches shall start at the scheduled, or agreed, time. If one team is not complete, or ready to play, the points may be awarded to their opponents.
- 4 Batsmen must be ready to face when the bowler is ready to bowl.
- 5 Teams shall consist of six players although squads for the season may consist of more.
- 6 All teams must wear the same kit. This may be normal cricketing whites or club training tops that are all the same. Please note however that there could be a ban on black soled footwear by the Sports Hall Management.
- 7 One of the fielding side shall keep wicket and must wear adequate protective equipment including a helmet if under the age of 18.
- 8 Each match shall be of one innings per side. Each innings will be 12 overs of 6 deliveries. Any wide balls or no balls will not be re-bowled and will result in 2 runs to the opposition per offence. The final over of the innings; wides and no balls will be 1 run and will be re-bowled. Each innings will consist of a maximum of 30 minutes for the fielding team to complete their overs. For each over not started in the 30 minute time limit and additional 5 runs will be added as penalties to the batting team's total. This will be at the discretion of the umpires.
- 9 A maximum of 3 overs per bowler is permitted. All overs will be bowled from the same end. If balls have been reduced, the Hall Manager will decide the quota. If a bowler is unable to complete his bowling requirement then another player, who has not already bowled his/her quota, must complete it. Any ball shall count as an over of the quota. The bowling restriction on a player arriving late (Law 2.5) shall not apply.
- 10 Batters bat as in a normal cricket match. As default, there will be no retirement score for batters. This rule may be different depending on the league you enter.
- 11 All normal modes of dismissal apply as identified within the Laws of Cricket, alongside the following clarifications;
 - a) *The striker may not be caught by a fielder directly from any wall. A dead ball will be called when the ball contacts any wall above the designated dead ball height. No runs are scored for on a dead ball whilst batters can not be given out*
 - b) *A batsman shall not be given out run-out if the ball rebounds from a wall and breaks his/her wicket without having been touched by a fielder.*

12 **Negative bowling**

Umpires are instructed to apply a strict and consistent interpretation to the calling of wides and no-balls for short pitched deliveries in order to prevent negative bowling, as a guide;

Wide: Any delivery which, in the opinion of the Umpire at the bowler's end, passes sufficiently wide of the wicket to prevent the striker playing a normal indoor stroke from a normal guard position, or on the leg side passes outside of the striker standing in his normal guard position shall be adjudged a wide.

No-ball; Alongside the normal over-stepping rules. All deliveries that pitch in the first half of the strip (marked by floor tape) will be deemed as a no ball.

13 **Penalty runs (5)**

The award of penalty runs (5) provided for in the Laws (2017 code) shall not, *apart from Law 41.2 Fielding the ball and Law 42.5 Deliberate distraction or obstruction of batsman*, apply.

14 **Result;** the team with the highest score shall be deemed the winner. If, irrespective of wickets lost, the scores at the end of the match are level, then the result will be concluded via a 'penalty shootout' style bowl off where 5 bowlers from each team will compete to hit the wickets from 22 yards.

15 **Points;** for a win 3 points. If teams are level on points the higher finishing position in the division shall be awarded to;

a) *The team with the most Wins (including matches conceded to them), if the number of wins are the same, the next defining criteria will be (runs per wicket differential). RPWC is worked out as follows; Runs scored/wickets lost – Runs conceded/wickets taken. The higher score will be awarded the higher finishing position.*

16 **Scoring;** Runs may be scored as follows:

- a) *A ball struck to hit the wall behind the bowler shall be scored as a boundary 4 if it has made contact with the floor.*
- b) *A ball struck to hit the wall behind the bowler shall be scored as a boundary 6 if it hasn't made contact with the floor and is below the dead ball line.*
- c) *A ball struck to hit the side walls or back wall behind the wicket keeper shall count as one run (even if a batsman is then run-out), two additional runs shall be scored if the batsmen complete a run between the wickets.*
- d) *If the striker plays a ball, which does not reach a wall, and the batsmen complete a run, 2 runs shall be scored per run completed.*
- e) **A bye** shall count as 1 run if the ball hits the back wall without being hit by the striking batsman. **A leg bye** shall count as 1 run if the ball hits a wall after hitting any part of the striker's person (apart from the bat). In each case if the batsmen complete a run 2 additional runs shall be scored. Two byes or leg byes shall be scored if the batsmen complete a run and the ball does not hit a wall.



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- f) **Overthrow;** if the Umpire decides that as a result of an attempted run-out the ball hit any other wall, one extra run shall be added to the total each time this occurs. If a ball rebounds off more than one wall then only one extra run shall be awarded in each instance. Extra runs shall count as a run to the total, either to the striker or extras as the case may be.
- g) If the ball lodges in netting, or any other obstacle, the Umpire will call and signal 'dead ball'. The Umpire will decide if the run in progress is to be allowed. If it is disallowed, the batsmen will return to their original ends
- h) In all halls there will be a height limit decided by local conditions, above which the ball shall be judged to be 'dead' (the dead ball zone)
- i) Each team are entitled to call 1 x 30second 'tactical time out' per innings.
- j) The 'last man stands' rule will apply to all fixtures. The last batsman in will remain on strike along with a runner until he/she is out or time is called. This batsmen can complete runs between the wickets and accumulate runs via wall contacts.

17 A ball, which has first touched the floor, or has been diverted by contact with a player or Umpire, will remain in play. If the ball has not touched the floor, a catch shall still be valid.

Particular attention is drawn to The Laws of Cricket (2019 code). The Preamble – The Spirit of Cricket. This is part of The Laws of Cricket.