

SOUTH ESSEX DISTRICT CRICKET BOARD

Youth Indoor Competition Rules

1. TITLE

The competition shall be called the South Essex District Cricket Board Youth Indoor six a side competition.

2. MANAGEMENT

The control of the competition shall be undertaken by the South Essex District Cricket Board (“the Board”) and all decisions reached by it shall be final. The administration of the competition shall be undertaken by a Competition Secretary appointed at the Annual General Meeting. The Competition Secretary’s details shall be circulated to participating clubs prior to the start of each season.

3. OBJECT

The object of the competition shall be to promote interest by young players in cricket during the close season by participation in an inter-club six-a-side tournament played indoors.

4. VENUES

Matches shall be played in sports halls, gymnasias or other indoor areas arranged by the Board

- a) Those adults representing the teams who play in the first game of the day’s play are responsible for setting up mats and wickets.
- b) Those adults representing the teams who play in the final game of the day’s play are responsible for ensuring all mats and wickets are stored away.

5. ELIGIBILITY

The competition shall be open to all clubs which are affiliated to the Board and who have paid entry fees. (Clubs may enter more than one team for each age group.)

6. COMPETITION STRUCTURE

The competition shall be run on a league basis with all matches being notified to clubs and umpires in advance. All matches must be played at the times advertised, or if changes are necessary, as the Competition Secretary may advise from time to time.

7. RESULTS OF MATCHES

Fourteen points shall be awarded to a winning team, plus bowling bonus points for any wickets taken. Batting and bowling bonus points only shall be awarded to a losing team. Any teams involved in a tied match (runs scored being equal regardless of wickets lost) shall be awarded batting and bowling bonus points plus three additional bonus points each.

Bowling points shall be awarded for each wicket taken, up to a maximum of six points. Batting points shall be awarded at 50, 60, 70, 80, 90 and 100 runs scored, up to a maximum of six points.

8. NON-ATTENDANCE OF TEAMS

If a team fails to present itself for a fixture, no points shall be awarded to it in respect of that match. A team being present for a fixture when its opponents are not shall be awarded a maximum 20 points for a win, having been deemed to have bowled their opponents out. For the purpose of this rule, unless a team has a minimum of four players ready to start its match at the scheduled start time, it will, subject to receipt by the Competition Secretary of a report to this effect by the Umpires or opposing team captain, be deemed to have failed to present itself for the fixture. The Board Committee shall have the power to expel from the competition teams who fail to fulfil their fixtures on two or more occasions.

Non attending teams shall also be responsible for payment of the facility hire, where charged for any defaulted period.

9. NOTIFICATION OF RESULTS

The match winning team manager (or other club representative), having first agreed the final scores with the losing team manager, shall be responsible for notifying the result and match scores **to the Competition Secretary by phone on 01375 483907 or by phone or text to 07786 391296 or by e-mail to Darren.frampton1@btinternet.com no later than 9 p.m. on the following Sunday after the match is played.** In the event of a tied match, the home team (the team listed first for each fixture) shall be responsible for result notification.

The information required is as follows:

- (a) The name of the person making the call and club concerned.
- (b) The total runs scored and wickets lost by each side.
- (c) Highlights of the game (scorers of 20 runs or over, 2 or more wickets).

Clubs failing to notify correct match scores for any reason whatsoever shall be subject to a 5 point deduction for the match concerned.

10. LEAGUE POSITION

League positions shall be determined by the total points gained. In the event of teams being equal on points, the team having won most matches shall be placed highest. Should teams have the same number of points and matches won, the team having most bowling bonus points shall be placed highest. If two teams are still equal after all three criteria have been taken into account, the team that won the match between the two teams shall be placed highest.

11. PROVISION FOR UNPLAYED MATCHES

If a match is cancelled on the instruction of the Competition Secretary, every effort will be made to re-schedule the match. However, where this is not possible, teams involved in unplayed matches shall have their total points adjusted by calculating the average points gained for fixtures that they actually played. This average figure shall be added to their total for every unplayed match that the team was involved in.

12. CRICKET BALLS

For the U12 and U14 events, Incrediballs or similar shall be used, and for the U16 category a Readers Playground ball shall be used. An adequate amount of cricket balls shall be delivered to each club in the competition prior to the start of the season by the board, subject to availability. The U12 age group shall use junior size balls, where available.

13. INSURANCE

Each club shall ensure that adequate insurance cover is arranged for Third Party Liability and damage to property.

14. HEALTH & SAFETY

All clubs shall attend any health and safety training provided by the venue on the safe operation and use of the portable mat storage facility. At least three members from each club will be required to attend and share their knowledge and learning with the rest of their club indoor players and/or members and ensure that only permitted and safe operation is carried out at all times. By taking part in this competition, clubs agree that they are bound by all stipulated regulations within or referenced within this document and clubs hereby indemnify The Board against any claims for personal injury arising from such operation. The Board and its officers, the host venue and its employees, shall not be liable for any loss or damage to property, howsoever caused.

15. UMPIRES AND SCORERS

The local branch of the ECB Officials Association will be requested to provide Umpires for each match. However, where this is not possible or, if an Umpire is unable to fulfil his appointment, the team managers shall agree on a substitute. It is the responsibility of the Umpires to ensure that the playing regulations are properly implemented. Each team shall provide a scorer. One of the scorers shall call out the score at the end of each over.

16. DRESS

Players dress shall be white and as normally worn. Batsmen and wicketkeepers in the U16 competition shall wear pads, gloves, and an abdominal guard. Only rubber-soled footwear shall be permitted.

17. BEHAVIOUR

All players and officials are expected to behave in a proper manner at all times. Any incidents of misconduct shall be notified immediately and a written report submitted to the Competition Secretary within seven days. Bad behaviour will not be tolerated and the Board reserves the right to impose severe penalties against individuals and clubs found guilty of misconduct.

18. QUALIFICATION OF PLAYERS

No player may play in the Competition unless he is a fully paid up bona-fide member of the club for which he intends to play.

No player may play for more than one team in the same division during a season.

No player shall be eligible to play in the Competition if he has played in first class cricket during the preceding summer cricket season.

19. PLAYING REGULATIONS

Matches will be played in accordance with the Laws of Cricket and ECB Playing Regulations for Indoor six-a-side cricket (as used in the ECB Indoor Competition). An extract of these playing conditions can be found in the appendix below. However, these will be augmented, and in some cases amended, by local playing regulations detailed within this section. Where any conflict arises between a local regulation and an ECB regulation, the local regulation shall take precedence.

Matches shall normally consist of 12 six ball overs per side, but the umpires shall have discretion to reduce the match overs and may apply time limits to matches. Advance notification shall be given to team managers where this is deemed necessary.

Bowling shall be from one end only, with the batsmen changing ends at the end of each over.

No bowler shall bowl more than three overs in an innings. In cases where the maximum number of overs for an innings has been reached, every member of the fielding side, with the exception of the wicketkeeper, shall have bowled at least one over. If, for any reason, the wicketkeeper has been changed during a game, then all members of the fielding side shall bowl at least one over.

A "Wide Ball" or "No Ball" shall result in two "Wide Ball" or "No Ball" extras being added to the batting side's score in addition to any further score as described in the Laws of Cricket or the ECB playing regulations below. No additional delivery shall be allowed in either case except in the final over of each team's innings.

If any delivery pitches short of the mat at the striker's end, the umpire at the bowler's end shall call and signal "No Ball".

A delivery which does not pitch and reaches the striker above waist height, assessed by his or her normal stance, shall result in the umpire at the bowler's end shall calling and signalling "No Ball".

Runs awarded when the ball strikes a wall or the ceiling as a result of an overthrow shall only be allowed if the ball is not dead and either:

- (a) In the opinion of the umpires, the throw was intended as a deliberate attempt to run out a batsman;
- (b) A return throw to the wicketkeeper or bowler (or other fielder) is missed and the batsmen attempt a run or complete or more runs.

20. AWARDS

Individual keepsakes will be provided for the league winners, and delivered to the winning club for internal presentation.

Appendix – Relevant ECB Indoor Playing Regulations

LAWS

- 1.1 Teams shall consist of six players each.
- 1.2 Each match shall consist of one innings per team.
- 1.3 Each innings shall consist of a maximum of 12 six ball overs.
- 1.4 No more than 3 overs shall be bowled by any individual.
- 1.6 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 non-striker.
- 1.7 When a batsman reaches or passes a personal total of 25 he shall retire, but may return to the crease on the departure of the fifth batsman. 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 again when he scores an additional 25 runs on his return to the crease unless he is the last remaining batsman, in which case he can complete his innings.

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 a boundary [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 boundary 4 runs.
- 3.2 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 in which case it remains in play. 2 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).
- 3.3 2 runs shall be scored if the striker plays the ball and it does not hit a wall and the batsmen complete a run.
- 3.4 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 batsmen complete a run 2 additional extras shall be scored.
- 3.5 2 Byes or 2 leg-byes shall be scored if the batsmen complete a run without the ball hitting a wall.
- 3.8 An overthrow hitting any walls or walls shall count as only 1 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).
- 3.9 If in the opinion of the umpire the ball becomes lodged in netting or in any obstacle then the umpire shall call and signal 'dead ball' and award 1 run. The batsmen shall return to their original ends.

NO BALL

- 3.6.2 From a No Ball struck by the batsman, runs scored as in Scoring Regulations 3.1, 3.2 and 3.3 shall be accredited to the striker. If the batsmen do not run and the ball does not touch any wall or ceiling, then just the penalty shall be scored.
- 3.6.3 From a No Ball not 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 3.1, 3.2 and 3.3; these shall be credited as No Ball extras.

WIDE

- 3.7.2 If a Wide Ball is called and the ball goes on to hit the ceiling or any wall, then 1 run shall be credited under extras; 2 additional runs shall be credited under extras every time the batsmen complete a run.
- 3.7.3 If a Wide Ball is called but it does not hit the ceiling or any wall, 2 runs shall be credited under extras for every run completed by the batsmen.

METHODS OF DISMISSAL

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

- 4.1 - 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.
- 4.2 - The last not out batsman shall be given out if the non-striker running with him is given out.
- 4.3 - 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.