

FINNISH CRICKET ASSOCIATION - Indoor Playing Regulations

2015-2016 INDOOR LEAGUE

1. Laws

The Laws of Cricket 2000 Code 2

FCA Indoor Playing Regulations (26.11.15)

Edition – 2003 shall apply except when varied below:

(i) Teams shall consist of six players each, one of whom must be named captain.

The names of the six players shall be given to the match umpires before the commencement of the match. All players must be registered as a member of the team's squad according to tournament squad registration protocol as determined by the League Sub-Committee (LSC). Names in the team list must be written as they are in the squad registration lists (no nicknames!). **All players must be VALO registered with H- licenses being the minimum license requirement. Players may not transfer to another club or team within a club once named in a match day squad.** In the event of a player sustaining a serious injury, or is taken ill, then a substitute from the registered team's squad, may bat, bowl and field.

(ii) Each match shall consist of one innings per team.

(iii) Each innings shall consist of a maximum of ten five ball overs. All overs will be bowled from the same wicket. The Wicket-keeper will not normally bowl. In the event that the Captain miscalculates so that a Bowler must bowl two consecutive overs, then a penalty of two points will be enforced and the Wicket-keeper will be allowed to bowl the remaining over.

Umpires and Batsmen will change ends at the end of each over.

(iv) No more than two overs are to be bowled by any individual. In calculating each individual's accrued number of overs, part of an over shall be deemed as a full over.

If a team is short of one eligible player, the wicket-keeper may bowl two overs. If a team is missing two or more eligible players, then that team is unable to bowl its full innings of 10 overs and will forfeit the match.

(v) Each innings must be completed within twenty five (25) minutes with a maximum of a five minute interval between innings. If the team fielding first fails to bowl the required number of overs by the scheduled time, the umpires will report this to the LSC. The LSC will decide any possible disciplinary action.

(vi) Match balls

FCA will provide indoor match balls. The captain of each team will at the start of the competition be given one Indoor League match ball. Each team will use this ball for all its matches (bowling innings). It is the responsibility of the captains to look after these balls. If a match ball becomes damaged or lost, it is up to the respective team to provide a replacement ball. The FCA may at its discretion provide a replacement for a team's match ball e.g. due to faulty manufacture.

A team, if it so wishes, may also use as a match ball their own new or used indoor ball of satisfactory condition (in the opinion of the match umpire), providing this is of the same type as the official match ball (Kookaburra yellow indoor ball).

A team's failure to produce an acceptable match ball for a match will result in a penalty of 2 league points.

The match balls are the property of FCA, and must be returned to the League organisers after completion of the Indoor League.

(vii) Two Batsmen shall be at the wicket at all times during an innings.

The innings will be complete when the fifth wicket falls.

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 10 overs. Retired Batsmen must return in the order of their retirement and take the place of dismissed or retiring Batsman. If, on resumption, the Batsman scores a further 25 runs (50) he will, once again, retire before resuming again in sequence.

The final two Batsmen may continue batting, despite passing 25 runs, until the final wicket falls or the innings is completed. No Batsman is allowed to retire voluntarily unless through serious injury or illness.

(vii) A No-Ball shall be called if the ball rises and passes or would have passed above shoulder height of the Batsman standing upright at the crease.

In addition, a No ball shall be called if the ball pitches short of the centre line, which will be designated by a line marked across the pitch 10,6 m (11yds) from the bowling crease. This No ball will be called by the 3rd umpire who will be positioned in line with this centre marking.

(ix) Law 25.1 Wide Ball - Judging a Wide

No delivery will be called Wide if it - comes into contact with the striker's bat or person or - is called as a No ball (Laws 2003)

For all other deliveries the following interpretation will apply:

Off side Wides

Two white lines will be marked joining the bowling and popping creases. Each line will be parallel to the Return Crease and will be 89 cm (35") from the centre of the middle stump (see Appendix A).

Any delivery that passes over or outside of this line will be called Wide by the umpire. It does not matter that the striker may move thus bringing the ball into an area where he could play a normal cricket stroke – it will still be a Wide (competition regulation). It will also be a Wide if the batsman moves away from the ball and it passes over or outside of this white line (competition regulation).

Leg side Wides

For the purposes of this Championship only, any delivery that goes behind the striker and passes the leg stump shall be called and signalled as a Wide ball

(x) In a venue where the area above the roofed demarcation line is an open space (possibly not accessible from the playing area) any overthrow that results in the ball ending up in this open space will result in the umpire calling and signalling Dead ball

(xi) In a venue where the area above the roofed demarcation line is an open space (possibly not accessible from the playing surface) any deliberate act by a fielder to throw the ball into this area will be penalised by the umpire awarding 5 penalty runs to the batting side and result in a reported breach under the ICC Code of Conduct for Players and Officials. In addition, that delivery will not count as one of the over and an extra ball will be bowled (this applies throughout the whole innings).

Setting up the pitch

(xii) It is the responsibility of the team designated "home team" in the first game of the evening to set up the pitch ready for play (stumps, crease markings, clearing boundaries etc.). The pitch must be ready for the match to start no later than 10 minutes after the beginning of the booking)

It is the responsibility of the team designated "home team" in the third game of the evening to clear away the pitch at the end of play.

Any team not fulfilling their home team pitch set up/clearing duties to satisfaction will suffer a penalty of 2 league points. The nominated umpire for the evening will inform LSC of such penalties; the umpire's decision on this is final.

CricHQ Score sheets

(xiii) It is the responsibility of each team to maintain the score sheet during their own batting innings of each match in CricHQ.

1. All clubs **MUST** enter all players into the "team" for your "club" before the match (e.g. team "Empire 1" of Empire Cricket Club). Players **MUST** be VALO registered and it is the umpires' duty to check the players' names prior to the start of each match. Teams **MUST** upload new players well in advance of the match.

PENALTY NOTE: Failure to have player names ready in CricHQ teams before the scheduled start of play will result in a one point penalty for the offending team.

2. All teams **MUST** have one device (i.e. pad or smartphone) with CricHQ app uploaded before the match.

PENALTY NOTE: If a team fails to have a device present at the match with CricHQ app, it will result in a one-point penalty for the offending team.

3. For each match, **only ONE device shall be used for the whole match**, and before the toss captains must agree which device will be used and then select players from their team for the match - umpires **MUST** check the players for each team.

In CricHQ app, login,

- click "New Match"
- click "From CricHQ Fixture"
- select your match from fixtures
- click "home team" or "away team" to then add players

4. During the match, **scorers must take care to have correct scores from indoor rules and regulations** – e.g. 2 runs for completed running between wickets, 1 run for ball striking the wall (take care of byes, leg byes and overthrows for balls hitting the wall) and always consult the umpire if you are not sure.

5. During the match, **wides and no-balls** are automatically given 3 runs penalty to the total when normally selected – **DO NOT add extra 3 runs**.

6. During the match, scorers **MUST** have the **correct names for the bowlers, batsman and any fielders** who take dismissals – so please ask umpires or opposition captains if you are not sure.

7. After the match, **DO NOT upload match UNTIL captains have checked the scorecard** and made sure all names and records are correct. It is **BOTH** teams responsibility to check that the scorecards are correct at the end of the match.

PENALTY NOTE: any incorrect scorecards that LSC admin for CricHQ have to make changes to after uploading will result in one-point penalty for the offending team.

8. After the match, **upload completed and check scorecard to CricHQ within 24 hours of the match** (i.e. Saturday evening 11:00pm at the latest) – this includes any possible manual scorecards.

PENALTY NOTE: failure to upload the scorecard within 24 hours will result in a one-point penalty for the offending team.

Player profiles

We would like each team to have player profiles updated to include a passport-type picture of each player in the team in CricHQ to make identification easier. A passport-type picture includes a front-facing, head-shoulder photo, without sunglasses, caps, scarves or headwear. Because the tournament

is about to start we have decided to delay the implementation of this. **Every team in the indoor league, however, must have a passport type pictures for each player profile by January 1st 2015.** *PENALTY NOTE:* Failure to have a picture for a player profile will result in a one-point penalty for each player without a picture for the match played (i.e. if you have 6 players in a match and 2 do not have pictures, it will result in a 2-point penalty).

If you are having technical or administration issues with CricHQ please first consult their support website, including live chat at: <https://support.crichq.com/portal/home>

If you have any further questions or problems regarding CricHQ use for the Indoor League please contact Gerard Brady.

(xiv) Umpires

Unless umpires for a given match are appointed by the LSC, it is the responsibility of the team with umpire duty (as listed in the umpire duty roster in the fixture list) to arrange two qualified and proficient umpires for the match.

An umpire does not necessarily have to actually be from the club responsible for providing the umpires, but he or she may not be affiliated to either club or team playing the match he or she is umpiring. Any team not satisfactorily fulfilling their obligation to arrange competent umpires will receive a penalty of 2 league points.

(xv) League Sub-Committee

The FCA will appoint a League Sub-Committee (LSC), which is authorised to make all decisions regarding the running of the Indoor League. This includes but is not limited to rescheduling, arbitration and disciplinary action. The decisions of the LSC are final.

2015-2016 INDOOR The FCA Indoor League is an official FCA tournament, and any players showing dissent or other unsportsmanlike behaviour will be subject to FCA disciplinary Committee review and possible sanctions as per FCA practice.

(xvi) Forfeited games

In the event that a team forfeits a game without a reason accepted by the LSC, the forfeiting team must reimburse to the opposing team a sum corresponding to their share of the hall rent for the match (€ 30).

(xvii) Playing Attire

Teams are required to wear a uniform team kit.

Note: This does not mean that clubs are expected to purchase a complete set of new coloured cricket uniforms for their indoor teams. What it does mean is that all team players in a match must be wearing uniform colours, e.g. blue trousers and white shirts or whatever. Playing clothes must not be any colour that clashes with the yellow indoor ball, and regular cricket whites are also not considered adequate indoor cricket attire.

This rule will be adhered to strictly; players not attired in their team's uniform colours will not be permitted onto the field.

In addition to playing attire, players are reminded that only sport footwear designed for indoor use is permitted on the playing surface of the Indoor League venue.

2. Methods of Dismissal

Apart from the normal methods of dismissal contained in the Laws of Cricket 2000 Code 2nd Edition 2003, the following variations shall apply:-

(i) Caught

(a) A catch will be valid even though the ball may hit a side wall or the wall behind the wicket-keeper. If the ball first hits the side wall and then goes on to hit the wall behind the bowler the catch will still be valid. (Notes: i) a catch will not be valid if the ball is hit directly onto the wall behind the bowler – this is automatically a boundary 6. ii) a catch will not be valid if a fielder touches the ball causing it to hit the side or back wall above the demarcated roof line. See (iii) (b) below. (b) The Batsman shall be out

caught if the Fielder completes the catch even though he may be in contact with the side wall or the wall behind the wicket-keeper when he does so. (Note: This does not apply to the wall behind the Bowler.)

In BOTH the above cases: No runs shall be scored

(ii) Roofed

(a) The Batsman can be out „roofed“ only from a fair delivery.

(b) The striker shall be out “roofed” if, after making contact with his person or bat, the ball hits the ceiling, or any apparatus attached to the ceiling, without intervention by a fielder - (see (iii) (b) below).

Note: The side walls above a line drawn approximately 2.5 to 3 metres shall be considered part of the ceiling. Before a match commences the Umpires, will inform and show the Captains the dimensions and exact interpretation of the out “roofed” dismissal. The “roofed” area the 2015-2016 indoor venue is above the green area, green sheet, pipes, and the lower window frame by the canteen.

(c) If the Batsman is given out “roofed” no runs shall be scored.

(iii) (a) The Batsman or the Non-striker shall be given NOT OUT if the ball rebounds from a wall and hits a wicket without being touched by a Fielder.

(b) The Batsman shall be given NOT OUT if the ball rebounds off a Fielder and hits a wall considered part of the “roofed” area. In this instance, the umpire shall signal dead ball and credit the Batsman with one run.

3. Scoring of Runs

The scoring for Indoor Cricket shall take place as follows:-

(i) A ball struck to hit the boundary wall behind the Bowler without touching the floor or any other wall shall count as boundary 6 runs. If, however, the ball touches the floor, but does not touch any of the other walls and hits the boundary wall then it shall count as boundary 4 runs.

(ii) A boundary will not be scored if a Fielder is in contact with the boundary wall and the ball at the same time. However, the ball is still in play and runs can be scored by the Batsmen running.

(iii) A ball struck to hit one or more of a side or back walls shall count as 1 run. If the ball subsequently hits the boundary wall a boundary will not be scored, however, the ball remains in play and runs can be scored by the Batsmen running. Two additional runs shall be scored if the Batsmen complete a run. (If the ball is struck to hit a side or back wall and a Batsman is then run out 1 run shall be scored).

(iv) 2 runs shall be scored if the Striker plays the ball, which does not hit a wall, and the Batsmen complete a run.

(v) 1 bye shall count as 1 extra if the ball hits a wall (including the boundary wall); a leg bye shall count as one extra if the ball hits a wall (including the boundary wall). In each case of the Batsmen completing a run, 2 additional byes or leg byes shall be scored.

(vi) 2 byes or 2 leg byes shall be scored if the Batsmen complete a run without the ball hitting a wall.

(vii) No Ball

(a) The penalty for a No-Ball shall be 3 extras, and these are added to any additional runs that the Batsmen score. (See items (b) and (c) below.) During the first 8 overs of an innings there will not be an extra ball to compensate for any No-Ball bowled. An extra delivery will be allowed in overs 9 and 10 for any No-Ball delivered during these two overs. These extra deliveries will be in addition to the 3 runs referred to above. (If the Tournament Referee alters the length of an innings at any stage during the Championships it will be the last two overs, of this revised innings, that will have extra deliveries bowled when any No-Ball is delivered.)

(b) From a No-Ball not struck by the Striker any additional runs will be added to the 3 extras and the total shall be credited as No-Ball extras. If the Batsmen do not run and the ball does not touch a wall, then the No-Ball penalty shall be credited as 3 No-Ball extras.

(c) From a No-Ball struck by the Striker the 3 runs for the No-Ball will be recorded as No-Ball extras and any additional runs scored by the Batsmen in running (or a boundary) will be credited to the Striker's score.

(viii) Wide

(a) The penalty for a Wide Ball shall be 3 extras, credited as Wides.

During the first 8 overs of an innings there will not be an extra ball to compensate for any Wide bowled. An extra delivery will be allowed in overs 9 and 10 for any Wide delivered during these two overs. These extra deliveries will be in addition to the 3 runs referred to above. (If the Tournament Referee alters the length of an innings at any stage during the Championships it will be the last two overs, of this revised innings, that will have extra deliveries bowled when any Wide is delivered.)

(b) If a Wide Ball is called and the Batsmen do not run 3 extras shall be credited as Wides, although 2 additional extras will be credited, as Wides, for every run completed by the Batsmen.

(c) If a Wide Ball is called and the ball goes on to hit a wall a total of 4 extras shall be credited as Wides. 2 additional extras will be credited, as Wides, for every run completed by the Batsmen.

(ix) An overthrow hitting the roofed area, any wall or walls shall count as another run to the Batsman or to the total of extras as appropriate. Additional overthrows can ensue from each additional throw which goes on to hit a wall or walls (the Batsmen shall not change ends, except in running).

(x) No runs shall be scored if a Batsman is caught as detailed in 2(i) above.

(xi) 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" upon completion of an attempted run or immediately if no run is attempted. The umpire shall award one run for touching the wall and if applicable, 2 runs for the run completed.

4. Result

The following points shall be awarded:-

Win - 8 Points

Loss - 0 Points

Score Level, including a Tie - 4 Points

Additionally, the following Bonus Points shall be awarded:-

Batting Bowling 1 Point run- rate of 5 or more 2 wickets 2 Points run-rate of 7.5 or more 4 wickets 3 Points run-rate of 10 or more 5 wickets

Note: In the event of a side being dismissed in less than its full quota of overs the calculation of its bonus points will be based on it having received its full quota of overs.

In the case of a forfeited match, the team that wins by default receives 3 bonus points. A team that forfeits a match will have 3 bonus points deducted.

Teams may also receive point penalties, as described in 1(iii), 1(vi), 1(xii), 1(xiii) and 1(xiv).

The team which has the highest aggregate of points gained at the end of the group matches shall be the winner of their group. In the event of teams finishing level on points, the right to play in the final match or series of matches will be decided, by Wicket Run Rate (WRR).

Wicket Run Rate = Runs scored x Wickets taken / Runs conceded x Wickets lost

If it is still not possible to determine the winner(s) then the result will be decided by the toss of a coin.

5. Scoring Chart

Scoring of Extras No Running Wide No wall touched 3 Wides 5 Wides

Wall touched 4 Wides 6 Wides No-Ball No wall touched 3 Extras 2 to Striker + 3 extras Hit Wall touched 1 to Striker + 3 to extras 3 to Striker + 3 extras No-Ball No wall touched 3 Extras 5 Extras Not hit Wall touched 4 Extras 6 Extras Bye No wall touched No score 2 Byes Wall touched 1 Bye 3 Byes Leg Bye No wall touched No score 2 Leg Byes Wall touched 1 Leg Bye 3 Leg Byes.



FINNISH CRICKET ASSOCIATION

Indoor Playing Regulations
2009-2010

INDOOR

Pitch Dimensions – Indoor League

