



Peterborough  
Sport & Healthy Living

## **Playing Conditions**

### **1 Laws**

The Laws of Cricket (2000 code 2nd Edition - 2003) shall apply with the exception of the following playing regulations:

- 1.1 A team will consist of a minimum of 5 players and a maximum of 6 players.
- 1.2 Each match shall consist of one innings per team.
- 1.3 Each innings shall consist of a maximum of 12 six ball over's.
- 1.4 No more than 2 over's shall be bowled by any individual. In calculating each individual's accrued number of over's, part of an over shall be deemed as a full over.
- 1.5 There shall be a 10 minute interval between innings.
- 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 10 over's, 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.
- 1.8 If the ball passes, or would have passed, above shoulder height of the batsman standing upright at the crease, the umpire at the bowler's end shall call and signal 'No Ball'. If any venue uses only a half-mat, any ball not pitching on the mat shall be called a 'No Ball'.
- 1.9 Law 25.1 - Wide Ball - Judging a Wide  
Please refer to Generic Playing Condition 7.

### **2 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 taking the greater number of wickets shall be the winner. If the teams are still equal, a 'bowl out' contest will be held to achieve a winner. Please refer to Generic Playing Condition 9. If circumstances make the contest impossible, the match shall be decided by the toss of a coin.

### **3 Scoring**

The scoring for Indoor Cricket shall take place as follows:

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 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.

3.1.1 Before the toss, the umpires shall agree with both captains the exact interpretation of 'boundary wall', 'ceiling', 'side wall' and 'back wall'.

3.1.2 If a ball becomes lodged in the ceiling, the ball becomes dead and the striker is credited with 1 run.

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.

#### **3.6 No Ball**

3.6.1 A No Ball shall score 1 penalty run, recorded as a No Ball extra, in addition to any other runs scored under 3.6.2. and 3.6.3.

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.

#### **3.7 Wide**

3.7.1 A Wide Ball shall score 1 penalty run, recorded as a Wide extra, in addition to any other runs scored under 3.7.2 and 3.7.3.

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.

3.8 An overthrow hitting any wall 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.

<b>Match Result Scoring System</b>	
<b>Win =</b>	<b>3 Points</b>
<b>Draw =</b>	<b>1 Point</b>
<b>Lose =</b>	<b>0 Points</b>

#### **4 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.