

Nutfield Indoor League 2016/17

Format

- There are 6 players per team in matches of 12 overs a side with a maximum of 3 overs per bowler and five bowlers used.
- Batting will be from one end only and batters shall swap ends at the end of an over.
- The 'home' team skipper provides the match ball
- The 'home' team skipper decides whether to bat or field first
- The 'home' team skipper is responsible for ensuring scores and results are uploaded to the play-cricket league website within 48 hours of the match. Failure to do this will incur a 4 point penalty to the 'home' side
- The 'home' team skipper is responsible for ensuring the equipment is packed away and the hall cleared by 9.30pm

Equipment

- An appropriate sized incrediball will be used.
- Batters and wicket keepers must wear gloves and a box but pads & helmets are not required.

Scoring Runs

- Runs are scored by both batters completing a run from one crease to the other (2 runs) or by hitting one of the walls (1 run).
- A shot that hits a wall and the batters cross for a run will therefore bring 3 runs. Batters may be caught, in the normal way, off the non-boundary walls.
- If the ball hits the wall behind the bowler without hitting the roof or side walls, 6 (hitting the ground first) or 4 (without bouncing) runs will be scored and the batter cannot be caught out.
- Fielders may catch the batter out whilst leaning on the wall without incurring a boundary.
- If the ball hits the roof, 1 run shall be scored, the ball remains 'live' and the batter can be caught
- If the ball gets impeded anywhere (local rules apply, e.g. basketball hoops, bleachers, netting, etc.), a dead ball shall be called and one run shall be scored off that ball.
- Batters must retire when they reach 20 runs (and at each multiple of 20 runs) but may return when all other available batters have batted.

Wides & No Balls

- Wides and no balls are two runs and no extra ball is bowled except in the last over of an innings.
- A free hit will follow a front foot no ball only.
- Any ball bowled down the leg side with the batter in their normal stance will be deemed a wide as will short pitched deliveries passing the batter above shoulder height.
- Full pitching deliveries clearly passing the batter above waist height without bouncing will be called a no ball if the batter, in the opinion of the umpire, was significantly disadvantaged.

Powerplay

- The first 4 overs of each innings will be a Powerplay.
- During this period teams may only place a maximum of 1 fielder (other than the wicket keeper and bowler) behind the stumps at the wicket keeper's end OR between the umpire's stumps and the boundary wall, i.e. there must be a minimum of 3 fielders between the wickets.

End of Innings

- The innings shall be deemed to be completed when 12 overs have been bowled or 6 wickets lost, whichever is the sooner.
- At the fall of the 5th wicket, the dismissed batter shall remain and acts as a runner for the remaining batter until they are out.

Result

In the league matches, the winning team shall be awarded 4 points.

Bonus points will be awarded as follows:-

Batting

- 5.00 runs per over – 1 batting point (60 runs in 12 overs)
- 6.67 runs per over – 2 batting points (80 runs in 12 overs)
- 8.33 runs per over – 3 batting points (100 runs in 12 overs)
- 10.00 runs per over – 4 batting points (120 runs in 12 overs)

Bowling

- 4 wickets taken – 1 bowling bonus point
- 5 wickets taken – 2 bowling bonus points
- 6 wickets taken – 3 bowling bonus points

- In the event of the scores being level at the end of each innings in a league match, a tie shall be declared regardless of wickets remaining. Two points will be awarded to each team.
- In the event of a team forfeiting a game, their opponents will receive 8 points (4 for the victory, 2 batting and 2 bowling bonus points).
- In the event of two teams being tied on points in a league format, batting points will be used to separate teams, then bowling points then net run rate.