

NORTH HAMPSHIRE CRICKET DEVELOPMENT
ASSOCIATION
RULES AND GUIDELINES FOR THE INDOOR LEAGUE
2008/2009

Participation

All clubs that are members of the association will be eligible to play in the Indoor League competition. **Andover, Longparish and Tichborne Park** have again been invited to enter teams under the following condition:

Teams situated in the North of the county will get preference over the clubs listed above in the event that the teams wish to enter more than 1 team at any age group. This will only apply if member team numbers exceeds the Dummer slots available.

League Subscription and Match Fees

There will be an entry fee of **£5 per team**. There will be a **£18 match levy per team**, per match to cover the cost of hiring the Dummer arena.

The deposit amount for 2008/2009 is based on the following criteria:

For New clubs: Deposit levels are set based on the following criteria:

A club with **3 teams or less** will be asked for a deposit of **£60**

A club with **4 to 6 teams** will be asked for a deposit of **£80**

A club with **more than 6 teams** will be asked for a deposit of **£100**

For Existing clubs:

A club whose team numbers have gone up to the next band will be asked to **“top up”** their deposit by the appropriate incremental amount, or will receive a refund of the appropriate incremental amount.

For Existing clubs who incurred cancellation penalty fees during the previous season:

The club will be asked to **“top up”** their e deposit to the appropriate level at the start of the season...

During the 2008/2009season any team responsible for individual match cancellations will have the cancellation amount of **£36** recorded against their deposit value, and be asked to top up that deposit to the required level at the start of the next season.

The league treasurer shall invoice all clubs by the end of **October 2008** for the full amount due. (Incorporating deposit re-alignments, entry fees and match levy fees).

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Venue

All matches will be played at the Dummer Cricket Centre.

Teams must endeavor to arrive no later than **10 mins** before their match is due to commence. The toss must be made **5 mins** prior to the scheduled starting time.

A match must be started if there are a minimum of 4 players from either or both teams present.

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Failure to start a match on time will lead to a deduction of the match overs as follows:

Up to and including **10 minutes delay, 2 overs** deducted from both innings.

Between **10-15 mins delay, 3 overs** to be deducted from both innings.

Between **15-20 mins delay 4 overs** to be deducted from both innings.

A delay of **more than 20 mins will result in the game being cancelled**. See below for penalties to be applied.

This is to ensure that delays to subsequent matches are kept to a minimum at all times. The decision to reduce the number of overs must be agreed upon mutually by both the team managers.

Each team must provide a manager and/or an umpire. All efforts must also be made to supply a scorer.

In the event that a team fails to turn up on the night, informs the opposition manager that they are unable to fulfill the fixture for whatever reason (at least **3 days notice** should be given as standard), or turns up after **20 mins** of the scheduled start time, that team will be deemed to have lost the game and have **3 penalty** points deducted. The other team will be declared the winner and be awarded **3 penalty** points.

This ruling has been put in place as a result of the limited availability of time slots and the cost of re-arranging the games. Due to an increase of teams this year, if a game is called off for any reason then it CANNOT be re-arranged. See MATCH RESULTS section of this document.

Equipment and Dress Code

For all age groups white trainers and trousers must be worn (**coloured sponsors team shirts are allowed**)

At **all age groups full protective equipment must be worn**, including helmets for all batsman and wicket keepers (there are no exceptions to this rule).

It is the responsibility of the **team manager/coach** to ensure that these rules are adhered to at all times.

Playing Regulations

- Each team will consist of **6 age eligible** players. Players must be under the age for the age group as at **1st September 2008** Players of either gender are invited to participate.
- In the event that a club has more than 1 team in the same age group, but in different leagues the committee **recommends** that the following **guidelines** be followed:

1. County accredited players as at 1st Sept 2008 based on status at the end of the summer)

In the event that a club has only 1 team in any age division

U10's should only play in an under 11 A team (they can play up for any U13 team)

U11's should only play in an under 11 A team (they can play up for any U13 team)

U12's should only play in an under 13 A team (they can play up for any U15 team)

U13's should only play in an under 13 A team (they can play up for any U15 team)

U14's should only play in an under 15 A team

U15's should only play in an under 15 A team

In the event that a club has two teams in the same age division a county player can play in either the A or B teams but not for both during the season.

2. District Squad accredited players as at 1st Sept 2008 (based on status at the end of the summer)

In the event that a club has only 1 team in any age division

U10's can play in either under 11 A or B teams (they can play up for any U13 team)

U11's should only play in an under 11 A team (they can play up for any U13 team)

U12's can play in either under 13 A or B teams (they can play up for any U15 team)

U13's should only play in an under 13 A team (they can play up for any U15 team)

U14's can play in either under 15 A or B teams.

U15's should only play in an under 15 A team

In the event that a club has two teams in the same age division a district player can play in either the A or B teams but not for both during the season.

3. All other players

B or C team players can only play for A or B teams if they are competing in separate leagues at the same age group. Likewise A or B team players can play down in B or C teams under the same conditions.

There is no limit to the number of times a non-accredited player can play up or down.

- Matches will be of **12 overs per side**(see **Venue** section for exceptions)
- No bowler may bowl more than **3 overs** (this will be reduced accordingly for matches that are reduced in overs)
- **U15's** will bowl from alternate ends, **U11's and U13's** will bowl all overs from the same end. For U13 and U15 matches the committee, for safety reasons, suggests that the square leg umpire stands outside the netted area, alternating with the other umpire after every 3 overs. This is a suggestion only and is at the discretion of each umpire on the day.
- The **No Ball** line will **NOT** operate at the **U11** age group. **Normal No Ball** rules apply otherwise.
- The **No Ball** line will be in play for the **U13's & U15's**, The **No Ball** rules should be adhered to as indicated in the ECB regulations and guidelines. Note: A No ball must also be called as a result of the following deliveries :
 - When a full toss reaches a batsman in his normal stance above waist height, irrespective of the type of bowler.
 - When a delivery that has bounced reaches the batsman in his normal stance above shoulder height.
- **All fielders** must field at least **8 meters** from the bat, except behind the striker's wicket on the off side.
- **Off side Wides** should be called in the event that a batsman cannot perform a valid off side batting stroke to a delivery. **Leg side Wides** should be given for deliveries that pitch on or outside the leg stump and pass outside the stance of the batsman. These are guidelines only but we would like to think that **consistency** is the key factor in the calling of **Wides**.
- In **all** matches the last over in each innings will consist of 6 **valid balls with Wides and No Balls** counting as **1 run** to be recorded against **extras** plus any additional runs scored allocated to the **batsman** or as additional **extras**. For any wide and no ball called an extra delivery is given.
- **U11's** will play on a **19 yard** pitch, **U13's** on a **21 yard** pitch, and the **U15's** on a **22 yard** pitch.

- **Batting retirements are as follows :**

- U11's retire at **15**
- U13's retire at **20**
- U15's retire at **25**

- Batsmen return to the crease in the order that they retire, once the appropriate number of wickets have fallen

- **Last man stands**

Scoring Values

- **Valid Deliveries** - Runs scored by the **Batsman**
 - **1 run** to batsman if delivery **hit**, into **side wall, back wall (behind keeper), or roof netting.**
 - **2 runs** to batsman if delivery **hit**, and **batsman complete a run without the ball hitting any wall.**
 - **3 runs** to batsman if delivery **hit**, and **batsman complete a run with the ball hitting the side wall, back wall(behind keeper) or the roof netting.**
 - **4 runs** to batsman if delivery **hit**, and striking the **back wall (behind Bowler) without bouncing**
 - **6 runs** to batsman if delivery **hit**, and striking the **back wall (behind Bowler) along the ground or deflected onto the ground by any fielder, umpire, backing-up batsman or the wickets** and subsequently hitting the back wall behind the bowler

- **Valid Deliveries** - Runs scored against **Extras**
 - **1 run** against **Extras**
 - **Leg bye striking the side walls, back wall (behind keeper), or roof netting.**
 - **2 runs** against **Extras**
 - **Bye striking the side walls, or back wall (behind keeper),**
 - **3 runs** against **Extras**
 - **Leg bye striking the side walls, back wall (behind keeper), or roof netting, and batsmen completing a run.**
 - **4 runs** against **Extras**
 - **Bye striking side wall, or back wall (behind keeper), and batsmen completing a run.**

- **In-valid Deliveries** -
 - **Wides**
 - **3 runs** against **Extras(wides)** with no extra ball bowled except the 12th over in either innings then **1 run** goes against extras(wides) **plus an extra ball will be bowled**
 - **4 runs** against **Extras(wides)** if ball hits back, side walls or roof netting. No extra ball is bowled except in the 12th over in either innings when **2 runs** goes against extras(wides) **plus an extra ball will be bowled**
 - **6 runs** against **Extras (wides)** if ball hits back, side walls or roof netting and batsmen complete a run. No extra ball is bowled except in the 12th over in either innings when **4 runs** goes against extras(wides) **plus an extra ball will be bowled**

- A batsman can be dismissed in the following ways from a **Wide** delivery:
 - **Stumped**
 - **Run Out**

○ **No Balls**

- **3 runs** against Extras(No Balls) with no extra ball being bowled except in the 12th over in either innings when **1 runs** goes against extras(no balls) **plus an extra ball will be bowled**)
- **3 runs** against Extras (no balls) and **1 run** to the Batsman if ball struck by Batsman and hits back, side walls or roof netting. No extra ball is bowled except in the 12th over in both innings when 1 run goes against extras (no balls) and 1 to the batsman, **plus an extra ball will be bowled.**
- **3 runs** against Extras (no balls) and **3 runs** to the Batsman if ball struck by Batsman and hits the back, side walls or roof netting and the batsmen subsequently complete a run. No extra ball is bowled except in the 12th over in both innings when 1 run goes against extras (no balls) and **3 runs** to the batsman, **plus an extra ball will be bowled.**
- **3 runs** against Extras (no balls) and **4 runs** to the Batsman if ball struck by batsman and hits the back wall behind bowler without bouncing. No extra ball is bowled except in the 12th over in both innings when 1 run goes against extras (no balls) and 4 to the batsman, **plus an extra ball will be bowled.**
- **3 runs** against Extras(no balls) and **6 runs** to the Batsman if ball struck by Batsman hits the back wall behind bowler either by bouncing or if deflected on the full by any fielder, umpire, backing-up batsman or wickets . No extra ball is bowled except in the 12th over in both innings when 1 run goes against extras (no balls) and 6 to the batsman, **plus an extra ball will be bowled.**

- A batsman can only be dismissed in the following way from a **No Ball**

- **Run Out**

In the event that a ball gets lodged in netting, other than on the wall behind the bowler, or exits the arena other than from the wall behind the bowler then the delivery will be deemed **VOID** and re-bowled.

Dismissals

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All dismissals are the same as stated in the ECB Cricket rule book with the **exception that a batsman can be caught off of the side wall, back wall (behind the wicket keeper) and the roof netting.**

In all these instances the batsman does not score a run for the shot.

Overthrows

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An overthrow (**1 run**) will be added to appropriate **extras or the batsman's score**(if the delivery is hit) for every occurrence where the ball, deflected or otherwise, strikes any wall/or the roofing net as a result of any fielder's direct attempt in trying to run a batsman out.

Points Scoring Criteria (for all age groups)

- **Match Result**

- A Win = 3 points

- A Tie = 1 points each team

(A tie is where the runs scored by each team is the same, the number of wickets lost is irrelevant)

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- **1 Batting Bonus point**

- Awarded when the team batting first scores 120 or more, or if a team batting second and **WINNING** losses 2 wickets or less.

- **1 Bowling Point**

- Awarded when a team takes 5 or more wickets in either innings

Maximum points to be gained in any match is 5

League Winners

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Each League winner will be the Team with the highest number of points achieved throughout the season.

In the event of a tie then the winner will be the Team which won the match between the two sides.

In the event that the match between the sides was a Tie, or that there are more than Two Teams tied on Total Points then the winners will be determined as follows:

1. The Team which has taken most wickets in the season

If they are still tied then:

2. The Team with the greatest number of Batting Bonus Points

If they are still tied then:

3. The Team which scored the most runs in the season.

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Indoor Balls to be used

There is a proposal in front of the committee that the following balls will be used during 2008/2009 season.

U15(all divisions) : Red Reader Indoor league balls (same as senior competitions)

U13 (all divisions) : Yellow seamed ball as used in last years competition.

U11 (Top division only) : Yellow seamed ball

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U11 and Girls (Other divisions): Managers decision (Yellow ball or hard plastic wind ball).

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Match Confirmation and Match Result Sheets

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Match Confirmation

As a matter of best practice please could all team managers contact and confirm their matches with their opponents at least 1 week in advance of the scheduled match date wherever possible, confirming date and time. If there are any anomalies then they can be resolved before it is too late. This is to avoid no shows and late cancellations, which will lead to penalty costs allocated to the team responsible.

Match Results

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Could the **WINNING** team manager please complete and place a fully signed (by both managers) result sheet with appropriate points and performance information into the **Post Box** at the entrance to the arena after the match has been completed.

Results and tables will be posted on the Dummer notice board and on the NHYCL website on a regular basis by Irene Fergie

Matches that are not played on the scheduled date **cannot be re-scheduled** due to the unavailability of arena time.

When a match is to be called off for any reason the **Manager responsible for the cancellation** must do the following at least **3 days** prior to the match:

- Contact the opposition team manager to inform him of the cancellation.
- Contact Dummer cricket center by phone or Email:
To inform them that the match has been cancelled quoting the **Age group, Date and Day, Time and Teams involved.**

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