



LiveSportOn.TV ESCA Indoor Sixes 2012

Playing Conditions

1 LAWS

- (i) Teams shall consist of six players each.
- (ii) Each match shall consist of one innings per team.
- (iii) Each innings shall consist of a maximum of ten six ball overs. All overs will be bowled from the same wicket.

Batsmen will change ends at the end of each over.

- (iv) No more than two overs are to be bowled by any individual.
- (v) Each innings must be completed within thirty minutes.
- (vi) 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.

- (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.

- (viii) Law 25.1 Wide Ball – Judging a Wide

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket, especially on the Leg side.

2 METHODS OF DISMISSAL

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

- (a) After striking the ball the Batsman shall be out caught by a Fieldsman if the ball has hit the ceiling, a side wall or the wall behind the Wicket Keeper, provided the ball has not touched the ground. (Note: Except the wall behind the Bowler.) No score is recorded.

- (b) 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 Fieldsman.

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 ball struck to hit the roof or a side or back wall shall count as 1 run, even if the ball subsequently hits the boundary wall in which case it remains in play. Two additional runs shall be scored if the Batsmen complete a run. (If the ball is struck to hit the roof or a side/back wall and a Batsman is then run out 1 run shall be scored.)
- (iii) 2 runs shall be scored if the Striker plays the ball, which does not hit a wall, and the Batsmen complete a run.
- (iv) 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.
- (v) 2 byes or 2 leg byes shall be scored if the Batsmen complete a run without the ball hitting a wall.
- (vi) No Ball
 - (a) The penalty for a No-Ball shall be 2 extras, and these are added to any additional runs and credited as either No-Ball extras, 3 (vi) (b), or to the striker, 3 (vi) (c). An extra ball shall be bowled.
 - (b) From a No-Ball not struck by a Batsman any additional runs will be added to the 2 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 2 No-Ball extras.
 - (c) From a No-Ball struck by a Batsman any additional runs will be added to the 2 extras and the total shall be credited to the Striker.
- (vii) Wide
 - (a) The penalty for a Wide Ball shall be 1 extra, credited as a Wide, and an extra ball shall be bowled.
 - (b) If a Wide Ball is called and the Batsmen do not run 1 extra shall be credited as a Wide, 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 2 extras shall be credited as Wides. 2 additional extras will be credited, as Wides, for every run completed by the Batsmen.
- (viii) 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).

- (ix) No runs shall be scored if a Batsman is caught off the walls.
- (x) 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 one run for touching the wall and if applicable, 2 runs for a run in progress.

4 RESULT

(a) Group Matches – Points

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 9 or more	2 wickets
2 Points	Run-rate of 11 or more	4 wickets
3 Points	Run-rate of 13 or more	5 wickets

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, in the first instance, by winner(s) of the game/games between the sides who finish with the same number of points. Where the teams in the group/groups can not be separated by this method the team/teams to go forward will be decided by the higher net run rate calculated from all matches played in the tournament.

Net Run Rate Runs per over (NB. If a team is dismissed in less than 10 overs, then the full 10 overs will be taken into consideration for the calculation of the run-rate.)

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

(b) Non-Group Matches (Semi-Final and Final)

The team scoring the most runs in its innings shall be the winner. If the scores of both teams are equal, including a tie, then the following will apply:-

- (i) The side losing the fewer number of wickets shall be the winner.
- (ii) If the teams are still equal then the side with the higher overall scoring rate after 5 overs shall be the winner.
- (iii) If the teams are still equal, the side with the higher run rate throughout the Tournament shall be the winner.

Scoring of Extras		No Running	Running
Wide	No wall touched	1 Wide	3 Wides
	Wall touched	2 Wides	4 Wides
No-Ball Hit	No wall touched	2 Extras	4 to Striker
	Wall touched	3 to Striker	5 to Striker
No-Ball Not hit	No wall touched	2 Extras	4 Extras
	Wall touched	3 Extras	5 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