



INDOOR 8's

LEAGUE PLAYING CONDITIONS 2020 LEAGUE RULES 2020

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PREAMBLE - THE SPIRIT OF CRICKET

- Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.
- The major responsibility for ensuring Fair play rests with the Captains, but extends to all Players, Umpires, and especially in Junior Cricket, to Teachers, Coaches and Parents.
- Respect is central to the Spirit of Cricket.
- Respect your Captain, team-mates, opponents and the authority of the Umpires.
- Play hard and Play fair.
- Accept the Umpire's decision.
- Create a positive atmosphere by your own conduct, and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes, and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.
- Cricket is an exciting game that encourages leadership, friendship and teamwork. It brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

INTRODUCTION

This document contains the Official League Rules and Playing Conditions of the Indoor 8's Cricket league. In general, Indoor 8s is played under the same playing conditions as ICC T20 games. Hence, it is automatically assumed that participants of this league understand basic Cricket Laws that are followed in ICC T20 games.

Indoor Cricket offers many opportunities to develop and showcase your Cricket skills and be part of a great social environment. Whatever your skill level and motivation, it is our desire that you find every match to be enjoyable and challenging. Please take a few moments to look through this document and keep it handy as you enjoy the game.

As with most Sports, rules can sometimes be complicated, thus requiring expert interpretation and adjudication. This is where the role of Match Officials/Umpires comes into the picture. The Indoor 8's Umpires are trained to adjudicate the Rules/Laws/Playing Conditions of the game with absolute impartiality. And it goes without saying that the Umpires' decision is final in all situations and circumstances, and players have to abide by it. Having said that, players as well as Umpires are welcome to raise or report any match issues in a separate procedure, details of which are mentioned in this document.

This document is divided into 2 main sections -

Section 1 - Official Playing Conditions (also called as Laws/Rules) that are unique to this competition.

Section 2 - Overall League Rules such as Registration procedures, Payment of match fees, League format, Player and Umpire Reporting procedures etc.

SECTION 1 - LEAGUE PLAYING CONDITIONS

1 - FIELDING A TEAM

- 1.1** Maximum number of players per team - 8
- 1.2** Minimum number of players - 6
- 1.3** Teams can be mixed-gender
- 1.4** A scheduled game must proceed if a minimum of 6 players for each team are present at the official start time of the game. If less than 6 players from a team are present at the official start time of a game, the game will be forfeited to the other team.
- 1.5** For rules relating to players arriving late, or injuries and substitutes, please refer to items 14 and 15.

2 - THE GAME

- 2.1** Each innings consists of 12 overs.
- 2.2** A batting innings is divided into 4 sections - Each section is 3 overs long
- 2.3** Batsmen bat in pairs with each pair batting for 3 overs.
- 2.4** Batters continue to bat for 3 overs even if they are dismissed. When a batsman is dismissed, 5 runs are deducted from their team's score.
- 2.5** No batter may bat more than once, except as mentioned in 15.1, 15.2 and 15.3 (Player Short/Substitutes/Injured Players).
- 2.6** Each player must bowl a minimum of 1 over, and can bowl a maximum of 2 overs. Please also refer to 15.1, 15.2 and 15.3 (Player Short/Substitutes/Injured Players).
- 2.7** The game does not end until all 12 overs are bowled in the innings.

3 - UMPIRES/SCORERS

- 3.1** In the majority of games, the square leg umpire is the responsibility of the next batsmen into bat. Only one person may stand as Square Leg umpire at any time. The square leg umpire only decides Run-Outs & Stumpings.

4 - TIMINGS AND TIME-RELATED PENALTIES

4.1 Timings and hours of play:

4.1.1 Each innings shall not take more than 35 minutes to complete. A maximum of 5 minutes of bonus time is allowed for special circumstances such as ball leaving the playing area multiple teams, etc. The Umpires' decision will be final in such cases.

4.1.2 The duration of the interval between innings shall not be for more than 10 minutes.

4.1.3 The maximum duration of a game shall not be more than 80 minutes, unless bonus time was given as per 4.1.1, in which case the game shall finish by 90 minutes.

4.2 If a team fails to complete its quota of overs within the stipulated time as mentioned in 4.1.1 or 4.1.3 above, the Umpire shall report the matter per the reporting procedure stated in this document. This will serve as the first and final warning to the offending team. A second such instance during the league phase of the competition will result in 2 points being deducted from the team's overall points.

4.3 Time penalties do not apply for knock-out games. Having said that, teams shall follow time rules as stated here. Umpires will have the final say in all matters related to time and the penalties concerned.

5 - WIDES AND NO-BALLS

5.1 All Wides result in 2 runs to the batting team, and no extra ball for the bowler except in the last over of an innings where a wide ball has to be bowled again.

5.2 All No-balls result in 2 runs to the batting team, and no extra ball for the bowler except in the last over of an innings where a no-ball has to be bowled again.

5.3 A free-hit follows every no-ball. If the last ball of an over (except the last over of an innings) is a no-ball, the first ball of the next over becomes a free-hit.

5.4 A No-ball call overrules a Wide ball call.

EXAMPLES:

- i. The 1st ball of the 2nd over is a wide ball - 2 runs are added to the batting team's score, and the ball is counted.
- ii. The 2nd ball of the 12th over is a wide ball - 2 runs are added to the batting team's score, and the ball will have to be re-bowled.

- iii. The 4th ball of the 11th over is a No-ball - 2 runs are added to the batting team's score, and the ball is counted. The next delivery is a free-hit.
- iv. The 3rd ball of the 12th over is a No-ball - 2 runs are added to the batting team's score, and the ball will have to be re-bowled. The next delivery is a free-hit
- v. The 6th ball of the 11th over is a No-ball - 2 runs are added to the batting team's score, and the ball is counted. The first delivery of the 12th over will be a free-hit.

6 - CLOTHING

Players shall be dressed as follows:

- 6.1** Tops: Short/3/4/full sleeved Sport T-shirts only. No other tops are allowed.
- 6.2** Trousers: Long sport pants/tracks only. No shorts or jeans are allowed.
- 6.3** Footwear: Rubber soled sport shoes only. No other shoes or slippers of any kind is allowed.

7 - POINTS SYSTEM

7.1 Points will be awarded to teams based on the below table:

Type	Points
Win	10 points to the winning team
Tie	5 points each
Abandoned/No-Result	4 points each
Forfeiture	10 points to the team receiving the walkover

8 - EQUIPMENT

- 8.1** Soft Leather indoor balls will be used. These balls have a tendency to cause injuries to players not wearing proper protective equipment
- 8.2** Abdomen Guard/Box: All Batsmen should wear proper protective guards.
- 8.3** Batting Gloves: Are optional
- 8.4** Wicket Keeping gloves: Optional and up to the wicket keeper. The wicket keeper can choose to wear 0, 1 or 2 gloves

9 - SCORING

- 9.1** 4 runs are scored when the ball hits the back net (the net behind the bowler) on the bounce.
- 9.2** 6 runs are scored when the ball hits the back net on the full.
- 9.3** A 4 or 6 is awarded only when the ball hits the back net directly before hitting any other netting in the playing area. In other words, if the ball hits the side netting first, and then goes on to hit the back net, the ball still remains in play, and 4 or 6 will not be awarded.
- 9.4** No bonus runs are allowed when the ball hits any other netting inside the court.
- 9.5** The top net/surface is neutral, meaning play continues.
- 9.6** Overthrows: when a fielder causes an overthrow, additional runs can be scored by running alone. No extra 4 or 6 runs result when the ball hits the back net off an overthrow.
- 9.7** Runs can be scored via leg-byes and byes.
- 9.8** Batsmen are not out caught if a catch is taken directly off a rebound from any netting.

10 - 2X runs

- 10.1** The batting team gets twice the number of runs scored off the last ball of an innings.
- 10.2** If the last ball of the innings is a No-ball/Wide, then 4 extras will be added to the batting team's total (+ twice the number of runs scored by running) and the ball will have to be re-bowled. The next ball will be a free hit (in the case of a No-ball) as well as still carry an opportunity for the batting team to get 2X runs.

EXAMPLES:

- i. If a batsman hits a 4 off the last ball of the innings, then the batting team gets 8 runs added to its total.
- ii. If the last ball of the innings is a no-ball, and the batsman hits a 4, the batting team will get 12 runs. The Ball will have to be re-bowled; It will be a free-hit and also carry another opportunity for the batting team to get 2X runs.

11 - BALL LEAVING THE PLAYING AREA

- 11.1** Any ball that leaves the playing area immediately becomes dead.
- 11.2** If a ball, after being hit by a batsman leaves the playing area (also see 11.3 and 11.4 below), it will become dead and will have to be re-bowled. No runs will count and the original batsman has to face the re-bowled delivery.

11.3 If the ball leaves the playing area through the back net (directly) after being hit by a batsman (does not include overthrow) then a 4 or 6 will be awarded to the batting team. The ball will not be re-bowled.

11.4 If a ball leaves the playing area from an attempted run out by the fielder, all runs made prior to it leaving the court will count, including the run in progress, if the batsmen had crossed one another. The ball will not be re-bowled.

11.5 If at any instant, the Umpire feels that any player from the fielding side deliberately threw the ball outside the playing area in order to save runs, then a penalty of 5 runs will be awarded to the fielding side, reducing their batting score by 5 runs.

12 - DISMISSALS

12.1 All modes of dismissals as applicable in T20 Cricket apply here, except LBW.

12.2 No batsman can be dismissed LBW except under the following circumstance - If the striker makes no attempt to hit the ball and the ball strikes his/her body, the striker is liable to be given out LBW, if in the opinion of the umpire, the ball would have hit the stumps. Ball pitching outside the leg stump does not apply here.

13 - FIELD PLACEMENTS

13.1 A wicket-keeper is mandatory.

13.2 Only two fielders are allowed behind the wickets at the bowlers' end.

13.3 A minimum of 2 fielders shall be placed on one side of the wicket, irrespective of the number of players present in the fielding team.

14 - ARRIVING LATE FOR A GAME

14.1 All teams are to be present with a minimum of 6 registered players at the official start time of the game. Any team that has less than 6 registered players at the official start time of a game will automatically forfeit the game to their opponents.

14.2 Team lists will have to be handed to the Umpire at the official start time of the game. If an app is used, the umpire should have the details of all registered playing members playing the game, by this time.

14.3 Any registered player (already on the team list for the game) arriving late can take part in the match providing his/her arrival is before the 5th over of the first innings.

14.4 Any registered player who is not on the team list that is handed to the Umpire is not allowed to be a playing member of the team for that game. He/she can however act a substitute.

15 - PLAYER SHORT/SUBSTITUTES/INJURED PLAYERS

15.1 If a team is 1 player short

- When Batting: After 9 overs, one Captain of the fielding side will nominate a player to bat again for the last 3 overs with the remaining batsman
- When Fielding: The captain of the fielding side will nominate one of the players (who has bowled only 1 over in the innings), to bowl an additional over. This nomination has to be done before the start of the 5th over of the innings.

15.2 If a team is 2 players short

- When Batting: After 9 overs, one Captain of the fielding side will nominate 2 players to bat again for the last 3 overs
- When Fielding: All players of the fielding team will bowl 2 overs each.

15.3 If a selected player(s) is not available to bat or bowl during the innings, a 10 run penalty will apply, and another player(s) has to be chosen according to 15.1/15.2. The penalty does not apply if the player is unable to participate in the game due to wholly legitimate reasons in the opinion of the Umpire.

15.4 When a team is reduced to less than 6 players for whatever reason, and substitutes are unavailable, the offending team will forfeit the game to the opposition.

16 -TIED MATCHES IN PLAYOFFS

16.1 In the event of a tied game in the playoffs, a bowl-out will take place.

16.2 Each team nominates 5 players who will deliver the ball (from the normal bowling end) each at an unguarded wicket.

16.3 If each team hits the same number of wickets at the end of the first five bowlers per side, the bowl-out continues and is decided by sudden death.

16.4 The sudden death shall feature bowlers who have not bowled before in the bowl-out.

16.5 If even after all bowlers have bowled once in the bowl-out and the game is still undecided, then it is up to the team to choose which bowler will bowl the 9th ball in the bowl-out. The same order of bowling need not be followed for subsequent balls.

SECTION 2 - LEAGUE RULES

17 - LEAGUE STRUCTURE

17.1 The inaugural season of the Indoor 8's will consist of 16 teams.

17.2 The teams will be divided into 2 groups of 8 teams each. The grouping will be done through lots, in the presence of Team Captains during the Captain's Meeting.

17.3 The League stage of the tournament will have all teams play against one another within their group. In this fashion, each team will play 7 games in the group stage.

GROUP A	GROUP B
A1	B1
A2	B2
A3	B3
A4	B4
A5	B5
A6	B6
A7	B7
A8	B8

17.4 The top 4 teams from each group will qualify for the Playoffs where every game will be a knock-out - the losers will be eliminated, and the winners will proceed to the next stage or will be crowned Champions, whatever the case may be.

17.5 The playoff fixtures will be determined as indicated below:

MATCH	FIXTURE
P1	A1 vs B4
P2	A3 vs B2
P3	A2 vs B3
P4	A4 vs B1
SF1	Winner P1 vs Winner P2

MATCH	FIXTURE
SF2	Winner P3 vs Winner P4
Final	Winner SF1 vs Winner SF2

18 - MANAGEMENT PROCEDURES - PLAYER/TEAM REGISTRATION

18.1 The Indoor 8's is a mixed gender league. At the time of this publication, there is no separate Men's and Women's league.

18.2 The minimum age to participate in the league is 15. Players below this age will be considered for the Youth league.

18.3 No player or team will be allowed to participate in the league unless the player and the team are registered with Sports Movement/Indoor 8's. As at the time of publication of these rules, registration is required to be done via Sports Movement's website at <https://www.mysportsmovement.com>.

18.4 The onus is on the team to ensure that all its players are included under the correct team name during registration.

18.5 Teams must register a minimum of 8 players to participate in the league. There is no limit to the maximum number of players that a team can register in the league.

18.6 No player can register for more than 1 team during a season.

RULE 19 - MANAGEMENT PROCEDURES - PAYMENT OF FEES

19.1 Individual Player Registration fee has been waived off for the inaugural season.

19.2 Any team that wishes to register for the Indoor 8's has to pay the required Team Participation fee + a Cumulative Match fee covering all matches in the league stage. A team is considered to be registered only after these relevant fees have been paid in full before the deadline date.

19.3 The names of all players of a team have to be indicated clearly while registering a team. If any player needs to be added to a team at a later stage, a written request has to be sent to info@mysportsmovement.com, at least 48 hours before the new player plays a game.

19.4 For teams qualifying into the Playoffs, the Match fee for the playoffs need to be paid, one Playoff match at a time.

RULE 20 - DETERMINATION OF POSITION

20.1 The team which has the highest aggregate points at the end of the league stage shall be ranked #1. In the event of two (or more) teams having the same number of aggregate points, the higher position will be determined by:

- (a) The team with the higher number of wins, or if still equal
- (b) The team with the better Net Run Rate, or if still equal
- (c) The team with the better Head-to-Head record (applies only when two teams have the same number of aggregate points), or if still equal
- (d) The drawing of lots

RULE 21 - APPOINTMENT OF UMPIRES/SCORERS

21.1 For all matches, one Umpire will be provided by the Indoor 8's Management team. This umpire will act as the Bowler's end umpire.

21.2 The Bowler's end Umpire will also carry out Scoring duties for the match.

21.3 One Player from the Batting team might be needed to serve as the Striker's end Umpire (or Square-Leg Umpire). This person will usually be the one going in to bat next. See also Clause 3.1.

RULE 22 - DISPUTES/APPEALS

22.1 Any complaints arising out of a match shall be reported to the Indoor 8's Management team within 2 days of its occurrence.

22.2 All complaints shall be sent to support@mysportsmovement.com with all the necessary information needed to make an informed and unbiased decision.

22.3 The Management team at Indoor 8's will make its best efforts to resolve any complaints/appeals within 2 weeks.

22.4 Any decision made by the Management team is final, and no subsequent appeals regarding the same issue will be allowed.

RULE 23 - COVID-19 RULES

- 23.1** All Players will be screened before they enter the facility. If anyone has high temperature, cough, or a cold, they will not be allowed inside.
- 23.2** All players shall wear masks at all times, while in the facility.
- 23.3** Please keep your physical distance at all times. Batsmen waiting to bat must follow social distancing (minimum 6 feet apart)..
- 23.4** The use of gloves is permitted in the outfield, as long they are not batting gloves/ wicketkeeping gloves/baseball mitts, and have no webbing.
- 23.5** No player may apply saliva or sweat on the ball.
- 23.6** no player shall hand their cap or any form clothing to the umpire. These must be worn throughout, or be placed inside the players' respective bags.
- 23.7** No handshakes, "high-fives", hugs or any physical touch is allowed.
- 23.8** No sharing of any cricket equipment, shirts, caps etc.