



INDOOR 8s

LEAGUE PLAYING CONDITIONS LEAGUE RULES

Effective September 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 from 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 and 15.2 (Player Short/Substitutes/Injured Players).
- 2.6** A bowler may bowl a maximum of 2 overs only.
- 2.7** The game does not end until all 12 overs are bowled in the innings.

3 - UMPIRES/SCORERS

- 3.1** For all matches, one Umpire will be allocated by the Indoor 8's Management team. This umpire will act as the Bowler's end umpire.
- 3.2** The Bowler's end Umpire will also carry out Scoring duties for the match.
- 3.3** One Player from the Batting team will 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. 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 5 minutes.

4.1.3 The maximum duration of a game shall not be more than 75 minutes, unless bonus time was given as per 4.1.1, in which case the game shall finish by 85 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 1 point 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/NO-BALLS/DEAD BALLS

5.1 All Wides and No-balls result in 2 runs to the batting team.

5.2 Wides and No-balls need not be re-bowled except as stated below:

(a) All wides and no-balls bowled in the last over of the innings shall be re-bowled. See also 5.3 below.

(b) A maximum of 3 Wides/No-balls (combined) per over are allowed without the penalty of a re-ball. Every subsequent Wide/No-ball shall be re-bowled.

5.3 A free-hit does not follow a no-ball except in the last over of the innings.

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

5.5 Any ball that pitches more than once before reaching the popping crease is considered to be a No-ball. If it comes to rest, the Umpire will call a no-ball and then immediately call and signal dead ball.

EXAMPLES:

iii. 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.

- iv. 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.
- v. 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 not a free-hit.
- vi. 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

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	2 points to the winning team
Tie	1 points each
Abandoned/No-Result	1 points each
Forfeiture	2 points to the team receiving the walkover

8 - EQUIPMENT

- 8.1** Soft Synthetic balls will be used. These balls have a tendency to cause injuries to players not wearing proper protective equipment
- 8.2** Abdomen Guard/Box/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 surface/roof 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, or the roof.

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) 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** If a ball, after being hit by a batsman leaves the playing area, it will become dead and will have to be re-bowled (see also 11.2, 11.3, 11.4 and 11.5 below),

No runs will count, (also see 11.3, 11.4 and 11.5 below) and the original batsman has to face the re-bowled delivery.

11.2 If a ball leaves the playing area and then bounces back into the playing area, it will still be considered a dead ball and has to be re-bowled. Please also see 11.3 and 11.4 below.

11.3 If in the instance of 11.1 and 11.2, the batsmen already completed a set of runs before the ball became dead, then those runs will be awarded to the batting team and the ball will not need to be re-bowled.

11.4 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 does not need to be re-bowled.

11.5 If a ball leaves the playing area from an attempted run out by the fielder, all completed runs made prior to it leaving the court will count. The ball does not need to be re-bowled.

11.6 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.

12.3 Non-striker has to remain completely behind the crease (both bat and body) till the ball is delivered. If part of the bat or body is outside the crease, the bowler can get the batsman out run-out.

13 - FIELD PLACEMENTS

13.1 A wicket-keeper is mandatory.

13.2 Only two fielders are allowed behind the wickets at the bowlers' end (please also see 15.2)

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, unless the opposing captain agrees to the player's inclusion.

15 - PLAYER SHORT/SUBSTITUTES/INJURED PLAYERS

15.1 If a team is 1 player short

- When Batting: After 9 overs, the Captain of the fielding side will nominate a player to bat again for the last 3 overs with the remaining batsman

15.2 If a team is 2 players short

- When Batting: After 9 overs, the Captain of the fielding side will nominate 2 players to bat again for the last 3 overs
- When Fielding: For 6 overs (either overs 1-6, or 7-12), only 1 fielder is allowed to be placed behind the wickets at the bowlers' end.

15.3 Any second or subsequent occurrence, in the group stage, of any team playing with only 6 players carries, in addition to the above penalties, a penalty of 1 point being deducted (per occurrence) from their overall points tally. This point penalty applies only to matches in the Group Stage.

15.4 If a player(s) who is part of the playing 8 is not available to bat or bowl during the innings, a 10 run penalty in addition to all penalties listed above 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.

15.5 Substitutes are available for injured players only. They are not allowed to bat or bowl.

15.6 When a team is reduced to less than 6 players for whatever reason, 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. A wicket-keeper from the bowling team shall be present.

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 10 teams.
- 17.2** The teams will be placed in a single group.
- 17.3** The League stage of the tournament will have each team play 7 games. This also means that each team will not meet 2 other teams in the group stage. This will be decided by the use of lots.
- 17.4** The top 4 teams from the group will qualify for the Playoffs.

GROUP STAGE
Team 1
Team 2
Team 3
Team 4
Team 5
Team 6
Team 7
Team 8
Team 9
Team 10

- 17.5** The playoff fixtures will be determined as indicated below:

MATCH	FIXTURE
P1	Team 1 vs Team 2
P2	Team 3 vs Team 4
P3	Winner P2 vs Loser P1
Final	Winner P1 vs Winner P3

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 that will start at a later date.

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 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.

18.5 If any player needs to be added to a team at a later stage, a written request has to be sent to venuolet@gmail.com, at least 48 hours before the new player plays a game. This is allowed only during the Group stage of the competition. No new players can be added for the Playoffs or during the Playoffs stage.

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

RULE 19 - MANAGEMENT PROCEDURES - PAYMENT OF FEES

19.1 Any team/player that wishes to register for the Indoor 8's has to pay the required Registration fee. A team/player is considered to be registered only after the relevant fee has been paid in full before the deadline date.

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 will 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.

RULE 22 - DISPUTES/APPEALS/REQUESTS

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

22.2 The Management team will make its best efforts to resolve any disputes/appeals within 2 weeks.

22.3 Please note the following contact details for any disputes/appeals/requests:

(a) Matters relating to Rules and Player Registration: Please email Venu Oleti at venuolet@gmail.com

(b) Matters relating to Umpiring and Umpiring disputes: Please email Vijhay Devarajan at vijhay.devarajan@gmail.com

(c) Matters relating to Appeals/Disputes: Please email Indoor 8s management team at support@mysportsmovement.com

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 of 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 shirts, caps etc.