



ACA Indoor Competition Rules and Regulations 2017

1. LAWS

The Laws of Cricket 2000 Code 2nd Edition – 2003 shall apply except when varied below:

- a) Each teams shall consist of six players.
The names of the eight players shall be given to the umpires before the commencement of the match. The 7th man listed in the players list is substitute, who, in the event of a player sustaining a serious injury or due to sickness, may bat, bowl and field.
- b) Each match shall consist of one innings per team.
- c) Each innings shall consist of a maximum of ten six balls overs. All overs will be bowled from the same wicket. The wicket-keeper is allowed to bowl.
- d) Each bowler can bowl max. 2 overs per innings.
- e) New match balls will be provided in the beginning of the tournament and will be re-used in subsequent games. Captains are responsible to return the match ball to Umpires after each innings. It's upto umpires to decide wheather the condition of the ball is suitable to use.
- f) An innings will be deemed as completed at the fall of fifth wicket, , unless otherwise a result is achieved earlier. A batsman has to retire on achieving individual score of 25, but can resume his innings in case his team being dismissed within scheduled overs of innings. The retired batsmen must resume their innings in the order of their retirement and take the place of dismissed/retiring batsman. If, on resumption, the batsman scores further 25 runs (total 50), he has to retire once again. The last two batsmen may continue batting despite scoring 25 runs until the last wicket falls or the innings is completed. No batsman is allowed to retire voluntarily unless serious injury/illness happens.
- g) Each innings consists of 25 min. Innings break will be of 10 min. If the team fielding first fails to bowl the required number of overs within the scheduled time, play will continue until the required number of overs has been bowled, unless otherwise determined by the Tournament Referee/ Match Referee, the innings of the team batting second will be limited to the same number of overs bowled by the team fielding first within the scheduled time of first innings. The fraction of over (incomplete over) shall be deemed as incomplete. For e.g. Scheduled overs are 10 overs per innings, but the Team fielding first bowls 8.3 overs within 25 minutes, the match shall continue until the team fielding fist bowls scheduled 10 overs, but the Team batting second has to reach the target score in 8 overs. In other words team batting second shall get just 8 overs instead of 10 overs.
- h) If the Team fielding second fails to bowl the required number of overs within the scheduled time, play will continue until the required number of overs has been bowled, unless otherwise a result is achieved earlier or unless otherwise determined by the Tournament Referee/ Match Referee, 8 runs per incomplete over within scheduled time will be deducted.



The fraction of over (incomplete over) shall be deemed as incomplete. For e.g. Scheduled overs are 10 overs per innings, but the Team fielding second bowls 8.3 overs within 25 minutes, the match shall continue until the team fielding second bowls scheduled 10 overs, unless otherwise a result is achieved earlier, the team fielding second will be penalised for 16 runs and this may effect the match result. In this case if the target score for team batting second is 106 and they scored 87 runs in 8.3 overs in scheduled innings time that would mean the team batting second has achieved the target score and won the match.

- i) If at group stage/ round robin stage, both teams turn up late and according to Competition Referee/ Match Referee/ Umpires, it is not possible to finish the match in time without reducing full quota of overs, both teams shall share Win points and teams shall get 2 points each.
- j) Law 25.1 Wide Ball – shall apply.

Judging Off Side Wide Ball:

Two white lines will be fixed/marked joining the Bowling and Popping Crease. Each line will be parallel to Return Crease and will be 35" (88.9 cms) from the centre of the middle stump.

Judging Leg Side Wide Ball:

Any delivery that goes behind the striker and passes the leg stump shall be called and signalled Wide Ball.

- k) In case of genuine overthrow, if ball lands/stuck in any area above the roof demarcation line, Umpire shall call and signal deadball.
- l) Any deliberate act of overthrow by a fielder in any area above the roof demarcation line will be penalised and Umpire shall award 5 Penalty runs to the batting side, the fielder will be warned by the Umpires and the case shall be reported to the Tournament/Match Referee.

2. Methods of Dismissal

The Laws of Cricket 2000 Code 2nd Edition – 2003 shall apply except when varied below:

a) Caught

It will be considered a catch even though the ball may hit/rebound the side wall or the wall behind the wicket keeper or if it hits first the side wall and then the wall behind the bowler.

Notes: It won't be considered as valid catch if a fielder touches the ball causing it to hit the side or back wall above the demarcated roof line. See (b) (v) below.

b) Roofed



- i. The striker can be out 'Roofed' off a fail delivery, not off a No-ball.
- ii. The striker shall be Out 'Roofed' if, after making contact with his person or bat, the ball hits the ceiling or any apparatus attached to the ceiling, without intervention by a fielder. see (b) (v) below.
- iii. If the striker is given Out 'Roofed' no runs shall be scored.

- iv. The striker 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 fielder.
- v. The striker shall be given Not Out if the ball rebounds off a fielder and hits a wall considered part of the 'Roofed' area. In this instance the umpire shall signal dead ball and credit the striker with one run.

Note: The side walls above a line drawn approximately 2.5 – 3 meters above the floor level shall be considered part of ceiling. Before the competition commences the Tournament Referee/ Match Referee/ Umpires will inform/show Captains the dimensions and exact interpretation of the Out 'Roofed' dismissal. It may include side walls above a demarcation line, a viewing gallery, the ceiling, light fittings etc.

3. Scoring of Runs

The scoring shall take place as follows:

- a) A ball struck to hit the boundary wall behind the bowler without touching the floor/any other wall shall count as boundary 6 runs. If the ball touches the floor, but doesn't touch any of the other walls and hits the boundary wall then it shall count as boundary 4 runs.
- b) It will not be considered a boundary if a fielder is in contact with the ball and touches the boundary wall or any part of his body comes in contact with boundary wall. Here the ball is still in play and runs can be scored by batsmen running.
- c) A ball struck to hit one or more of a side or back walls (wall behind the wicket keeper) shall count as 1 run. If the ball subsequently hits the boundary wall, it will not be considered as a boundary however the ball is still in play and runs can be scored by batsmen running. Two additional runs shall be scored instead of 1 run if batsmen complete a run by running.
- d) If the ball is struck to hit a side or back wall and any of two batsmen is run out, 1 run shall be scored.
- e) If a striker plays the ball which doesn't hit a wall and batsmen complete 1 run, it shall be counted as 2 runs.
- f) Bye shall count as 1 extra, if the ball hits a wall (including boundary wall) a Leg Bye shall count as one extra if the ball hits a wall (including boundary wall). In both cases if batsmen complete a run, 2 additional Byes/ Leg Byes shall be scored.



- g) 2 Byes/ Leg Byes shall be scored if batsmen complete a run without the ball hitting a wall.
- h) No Ball:
- i. The penalty for a No ball shall be 2 extras and these are added to any additional runs that batsmen score as described in (ii) & (iii) below.
 - ii. From a No ball not struck by the striker, any additional runs will be added to 2 extras and the total shall be credited as No ball extras. If batsmen don't run and the ball doesn't touch a wall then the No ball penalty shall be credited as 2 No ball extras.
 - iii. From a No ball struck by the striker, 2 runs as No ball extras will be recorded and any additional runs scored by batsmen in running or a boundary will be credited to the striker's score.
- i) Wide Ball:
- i. The penalty for Wide ball shall be 1 extra credited as Wide.
 - ii. If a Wide ball is called and batsmen don't run, 1 extras shall be credited as Wides, however 2 additional extras shall be credited as Wides for every run completed by batsmen.
 - iii. If a Wide ball is called and the ball goes on to hit a wall, total 2 extras shall be credited as Wides. 2 additional extras shall be credited as Wides for every run completed by batsmen.
- j) An overthrow hitting the 'Roofed' area any wall/walls shall count as another run to the striker or to the total of extras, as appropriate. Additional overthrows can ensue from each additional throw which goes on to hit a wall/walls (batsmen shall not change ends except in running). Should an overthrow end up in any open space as detailed under 1 (k) above then 1 run shall be credited to the striker's score or tot he total of extras, as appropriate. The ball will be called dead by the Umpire and no subsequent runs/overthrows will be allowed.
- k) No runs shall be scored if a striker is Caught as detailed in 2 (a) above.
- l) 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 1 run for touching the wall and if applicable, 2 runs for a run in progress.

NOTE: If any situation arises which is not described here, the decision of Competition Referee/ Match Referee/ Umpires shall be final.

4. Point System

Win = 4 Lost = 0 Draw = 2

Bonus Points: Maximus points 10



Run Rate 10+/3 wickets = 1 Run Rate 12+/4 wickets = 2 Run Rate 14+/5 wickets = 3

- a) Where a Team is all out, the number of overs to calculate bonus points will be, the maximum number of overs that team was otherwise eligible to face.
- b) In the event of teams finishing on equal points after round robin matches/group matches, the right to play in the knock out stage/ semi final will be decided as follows:
 - i. The team with the most number of wins.
 - ii. If still equal, the team with the most number of wins over the other team(s) who are equal on points.
 - iii. If still equal, the team with the highest number of bonus points.
 - iv. If still equal, the team with the highest net run rate.
 - v. Net Run Rate : A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.
 - vi. If it is still not possible to determine the winner(s) then the result will be decided by the toss of a coin.
- c) In the event of a tied Final match the teams shall compete in a one over per side to determine the winner, whereas team scoring maximum runs irrespective of wickets lost, shall be the winner.

5. Scoring Chart

| EXTRAS | | NO RUNNING | RUNNING |
|------------------|-----------------|-------------------------|-------------------------|
| Wide | No wall touched | 1 Wides | 3 Wides |
| Wide | Wall touched | 2 Wides | 4 Wides |
| No-Ball Hit | No wall touched | 2 Extras | 2 to striker + 2 Extras |
| No-Ball Hit | Wall touched | 1 to striker + 2 Extras | 3 to striker + 2 Extras |
| No-Ball- Not Hit | No wall touched | 2 Extras | 4 Extras |
| No-Ball- Not Hit | Wall touched | 3 Extras | 5 Extras |
| Bye | No wall touched | No Score | 2 Byes |
| Bye | Wall touched | 1 Bye | 3 Byes |
| Leg Bye | No wall touched | No Score | 2 Leg Byes |
| Leg Bye | Wall touched | 1 Leg Bye | 3 Leg Byes |



6. Quick Review:

- a) The 7th man can also bat & bowl. (only in case of serious injury during the match substitute announced beforehand)
- b) WK can bowl
- c) In calculating each individuals accrued number of overs, part of an over shall be deemed as a full over.
- d) Retirement after 25 runs; No voluntary retirement!
- e) No Balls: 2 runs + Beamer waist height, every Bouncer above shoulder height, landing before the half way line
- f) Wides: Attention: Offside the ball should remain inside the marked line (89 cm from middle stump). Batsman moving deliberately and thus allowing the ball to pass by the stumps may not be called a wide (for tight leg side wides)
- g) No ball cannot be a wide.
- h) Ball landing out of playing area = dead ball (max. 3 runs / boundary); also for overthrows.
- i) Catch off the wall(s) – sides and behind - is possible. Only direct hit to the wall. No runs. Fielder can touch the wall while catching, exception the boundary wall.
- j) Check out the exact area called “roof”. Roofed out is only on a fair delivery
- k) Direct rebound from wall to wicket – no run out or stumped.
- l) Run out after ball hitting wall = 1 run.
- m) Wide ball with wall contact = 2 Wides (+ running)
- n) No over throw boundaries.