
2024 NORTH WALES INDOOR JUNIOR CRICKET LEAGUE

Rules & Other Information

1. General Information

- 1.1 This is being promoted as a primary school / Under 11's league. If teams are to include older children, please contact to confirm with the opposing team.
- 1.2 We want cricket to be an inclusive sport. Please contact us if any more can be done to help us on this issue.
- 1.3 It is hoped that a team photograph will be taken (both teams together with coaches) and an action shot for each match. This is especially important when we are promoting the league in the next few years.
- 1.4 It would be great if a team is in club matching kit.

2. Pitch & Equipment

- 2.1 Pitch length will be 17 yards.
- 2.2 Pitch markings & wickets with stumps – Provided by Leisure Centre
- 2.3 Coloured windball balls to be used (soft plastic such as Dynamos / AllStars) - Clubs to bring
- 2.4 Bats and all other player equipment – Clubs to bring
- 2.5 Scoresheets are available on request unless you would like to use your own.

3. Scoring.

- 3.1 Batting team starts with 200 runs, with runs added / wickets subtracting from total
- 3.2 Wicket : -5 runs
- 3.3 Running between wicket : 3 (We are trying to promote running between wicket)
- 3.4 Ball hitting front wall : 4 or 6 (& dead ball afterwards)
- 3.5 Ball hitting side wall : 1 (& the opportunity to run)
- 3.6 Ball hitting back wall from the bat : 1 (& the opportunity to run)
- 3.7 All wides / no balls : 2 runs (& the opportunity to run)
- 3.8 Byes / Leg byes that hit the wall : 0 run (& the opportunity to run)
- 3.9 Ball hitting the ceiling : 0 runs (& the opportunity to run)
- 3.10 Overthrows from fielding team. No extra run if hits the wall but batting team can still keep running.
- 3.11 Hitting two walls results in 1st wall score (Eg, 1 run + opportunity to score if side wall hit, then bounces to front wall
- 3.12 Wides and no balls are not re-bowled EXCEPT for last over

4. Howzat

- 4.1 Bowled out

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- 4.2 Caught out (& including side, back wall and ceiling). No catch from front wall.
 - 4.3 Run out
 - 4.4 Stumping from wicket keeper (Leniency should be considered here, particularly multiple stumpings)
 - 4.5 Batter hits own wicket

5. Basic Rules & Match Information

- 5.1 One hour per match / 6 a-side pairs cricket / 12 overs per innings / 5 balls per over
- 5.2 All players to bat for 4 overs as a pair.
- 5.3 All players to bowl 2 overs (which should not be consecutive) unless a dedicated wicket keeper is used where 2 players will bowl 3.
- 5.4 Bowling will be from one end only
- 5.5 Unless agreed, Umpire changing every 6 overs.
- 5.6 No LBW but fair play should be enforced if possible.
- 5.7 No Balls; Bouncing more than once can be acceptable if hitable. Anything above belly button is a no ball. Balls that bounce in bowler's half of wicket is a no ball.

6. Other Rules & Match Information

- 6.1 Before the match, a toss of a coin / credit card or crypto currency will be used to see who bats first.
- 6.2 In the interest of keeping the match flowing; the coach / captain will inform the Umpire how he will choose bowling order. A simple rotation format can be used.
- 6.3 Through Umpire discretion, rotating the batters can be used through the "Third Ball" rule which means that batters cannot face three consecutive balls.
- 6.4 All rules shall be interpreted by the Umpire in accordance with "The Spirit Of The Game". The idea is to allow the different standards of play & not restrict the flow of game (An example is combining over arm and under arm bowling in the same match).
- 6.5 All other aspects of the game not covered by the Indoor League rules will be governed by the ECB Laws of Cricket.

Last updated: 11 January 2024
(Last change: Back wall scoring)