



**OXFORDSHIRE
CRICKET**

Women's Indoor Cricket League 2021/22

Competition Rules

1. **Aim:**
 - 1.1. The aim of the competition is to provide women and young adults the opportunity to compete in a fun, fast format of the game over the winter months.

2. **Structure:**
 - 2.1. 2021/22 (depending on entry numbers):
 - 2.1.1. Division 1
 - 2.1.2. Division 2

3. **Pitch:**
 - 3.1. Division 1 - Two sets of stumps, 22 yards apart.
 - 3.2. Division 2 - Two sets of stumps, 20 yards apart.

4. **The Start:**
 - 4.1. The two teams toss a coin to decide which team has the choice of either batting or fielding first.

5. **Game Format:**
 - 5.1. A game lasts for 60 minutes.
 - 5.2. Teams to provide own bats and gloves.
 - 5.3. 8 players per side.
 - 5.4. 16 x 5 ball overs per game.
 - 5.5. Everyone bowls 10 Balls.
 - 5.6. Each pair bats for 20 Balls.
 - 5.7. Each team has 30 minutes to bowl their overs, upon which the teams will change over.

6. **Batting:**
 - 6.1. You bat in pairs and face 4 overs each.
 - 6.2. The non-striker stands at the running crease.
 - 6.3. If you are out you do not leave the court, you stay at the crease and continue to bat for the full 4 overs.
 - 6.4. Every time you are out the fielding team are awarded five runs.

7. **Bowling:**
 - 7.1. Bowling will take place from one end only.
 - 7.2. Everyone has to bowl.
 - 7.3. An over lasts 5 balls.
 - 7.4. You can bowl under-arm if you prefer (**Division 2 Only**).
 - 7.5. If you bowl a wide or no-ball the ball is NOT re-bowled and the batting team is awarded 2 runs.

8. **Dismissals/getting out:**
 - 8.1. Caught (anywhere except off the back wall (bowlers end)).
 - 8.2. Runout
 - 8.3. Bowled
 - 8.4. Stumped
 - 8.5. Interference/Obstruction

Please note:
There is no *LBW law unless the batter deliberately blocks the ball* with a leg or foot.

9. **Playing Equipment:**
 - 9.1. Bats - wooden bats are preferred but plastic bats may be used.

- 9.2. Batting Gloves - recommended but not compulsory.
- 9.3. Pads - No pads are required, shin pads are optional.
- 9.4. Keeper's Gloves:
 - 9.4.1. The wicket keeper has the option to wear none, one or two suitable gloves.
 - 9.4.2. The gloves may be keeping or batting gloves, or a combination of both.

10. Scoring:

10.1. Batting:

- 10.1.1. When both batters cross between the batting crease and the non-striker's crease successfully, one run is scored, this is called a "physical" run.
- 10.1.2. When a batter hits the ball with the bat or the hand(s) holding the bat, into the walls, the following bonus runs will be awarded;
- 10.1.3. Side walls = 1 run
- 10.1.4. Back wall (keepers end) = 1 run
- 10.1.5. Back wall (bowlers end) = 4 runs (bounced first)
- 10.1.6. Back wall (bowlers end) = 6 runs (no bounce)
- 10.1.7. When a fielder causes an overthrow, runs will be scored for every wall the ball hits.

Please note: You only score a boundary if you hit the back wall (bowlers end) first. If the ball hits the side wall first then the back wall, 1 run is scored for the side wall and another 1 run scored for hitting the back wall (+ any physical runs scored).

10.2. Bowling:

- 10.2.1. The batting team will be awarded two runs for every wide or no-ball delivered.
- 10.2.2. Runs scored by the batter off a no-ball will be added on to the 2-run penalty.
- 10.2.3. For every wicket taken, the fielding team will receive 5 runs.

11. The Result

- 11.1. Once the second team have completed their batting innings, all scores will be added up including any points for taking wickets.

E.g. - If a team took 4 wickets when bowling and scored 50 runs during their batting innings, their total score would be $(4 \times 5) + 50 = 70$ runs.

- 11.2. The team with the higher score wins.

11.3. Points

- 11.3.1. Win = 4 points
- 11.3.2. Loss = 1 point
- 11.3.3. Tie = 2 points
- 11.3.4. Team Conceding = -2 points
- 11.3.5. Team conceded to = 4 points

- 11.4. If there is a tie on points at the end of the competition, the team taking the most wickets will be the winners, if there is still a tie, the team scoring the most runs throughout the competition will be the winners.

12. Umpires & Scorers

- 12.1. Each team must provide one umpire/scorer for each of their games.

