Eindhoven Cricket League

(Indoor Playing Regulations)

Tournament registration fees : 130 euros

Maximum number of teams : 18 teams

Prizes : Awards, medals, and cash prize for winner

Tournament Terms and Conditions

1. The registration is complete only after you have done the payment of 130 Euros. The link for the registration is as follows: https://eindhovencc.com/registration

2. The ECL organizing committee will not provide equipment except the ball. The registered teams should get their personal cricketing gears.

3. To avoid damage to the pitch and hall, indoor sports shoes are required. Players will not be allowed to participate if shoes are not found appropriate by the ECL organizing committee.

4. The participating teams and players are responsible for their own safety during the whole tournament. All the players participating in this event should wear minimum protective guards while batting or keeping the wickets. ECL organizers will not take responsibility for any minor or major injuries during the course of the play.

5. The participating teams and players are responsible for their personal belongings during the whole tournament. ECL organizers are in no way responsible for this.

6. After registration if you decide to back out for some reason, this has to be informed to us at least a week in advance.

7. If the decision to backout is informed to us less than a week before the tournament, the fee paid will not be refunded.

8. At all times during the tournament you have to abide by the rules and regulations of the tournament.

9. ECL Organizing Committee (OC) expects the Captain or the team contact person to share this document with all the team members.

Playing Conditions

1. **Laws**

ICC Cricket rules shall apply except when varied below:

(i) Six players per team will participate in a match.

The names of the six players shall be given to the Tournament Referee before the commencement of the match.

Teams can register a maximum of 9 players in the squad. No more than 9 players shall play for a team throughout the tournament.

(iii) Each innings shall consist of a maximum of five overs. All overs will be bowled from the same wicket.

Batsmen will change ends at the end of each over.

(iv) Maximum one overs per bowler.

(v) Each innings must be completed within 18 minutes.
If the team fielding second does not complete the required number of overs within the scheduled time, play will continue until the requisite number of overs has been completed or a result achieved. The penalty for this slow over rate will be the deduction of points from the offending team. The size of this penalty will be decided by the Tournament Referee.

(vii) Two Batsmen shall be at the wicket at all times during an innings.

The innings will be complete when all six wickets fall. Last batter can bat with a non-striker on another end and if anyone gets run out then it will be the end of the innings.

(viii) A bouncer-Ball shall be called if the ball rises and passes or would have passed above shoulder height of the Batsman standing upright at the crease. Only one bouncer per over allowed.

(ix) Wide Ball - Judging a Wide

Umpires are instructed to apply a consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket, especially on the Leg side.
- To simplify the ruling, any ball down the leg side of the batsman and the stumps, which is not touched by any part of cricket equipment or clothing, will be called a wide.
- For offside, there will be marking at 90 cm from the middle stump. Any ball on or beyond the line will be called a wide.

2. Methods of Dismissal

(i) **Caught**
Only the direct catches will be caught out.

The Batsman shall be out caught if the Fielder completes the catch even though he may be in contact with the walls.

No runs shall be scored

(ii) **Roofed**
(a) The Batsman can be out 'roofed' only from a fair delivery.
(b) The Batsman shall be out "roofed" if, after making contact with the bat or batman's palm, the ball hits the ceiling directly, or any apparatus attached to the ceiling.

(c) If the Batsman is given out "roofed" no runs shall be scored.

3. Scoring of Runs

(i) The wall behind the bowler is the boundary wall. A ball struck to hit the boundary wall without touching the floor or any other wall shall count as boundary 6 runs. If, however, the

ball touches the floor or any other wall, and hits the boundary wall then it shall count as boundary 4 runs.

(ii) A boundary will not be scored if a Fielder is in contact with the boundary wall and the ball at the same time. However, the ball is still in play and runs can be scored by the Batsmen running.

(iii) A ball struck to hit one or more of a side or back wall shall count as 1 run and the ball remains in play and runs can be scored by the Batsmen running. Two additional runs shall be scored if the Batsmen complete a run. (If the ball is struck to hit a side or back wall and a Batsman is then run out 1 run shall be scored).

(iv) 2 runs shall be scored if the Striker plays the ball, which does not hit a wall, and the Batsmen complete a run. Similarly, if batsmen complete 2 runs then 4 runs shall be scored.

(v) Byes and leg byes are scored as extra and counted as above.

(vii) **No Ball**

(a) The penalty for a No-Ball shall be 2 extras, and these are added to any additional runs that the Batsmen score. (See items (b) and (c) below.)

(b) From a No-Ball not struck by the Striker any additional runs will be added to the 2 extras and the total shall be credited as No-Ball extras. If the Batsmen do not run and the ball does not touch a wall, then the No-Ball penalty shall be credited as 2 No-Ball extras.

(c) From a No-Ball struck by the Striker the 2 runs for the No-Ball will be recorded as No-Ball extras and any additional runs scored by the Batsmen in running (or a boundary) will be credited to the Striker's score.

(d) The next ball after no ball is a free hit. Only runout is valid during free-hit ball. Ball is dead if it hits the roof directly and no run shall be scored.

(viii) **Wide**

(a) The penalty for a Wide Ball shall be 2 extras, credited as Wides.

(b) If a Wide Ball is called and the Batsmen do not run 2 extras shall be credited as Wides, although 2 additional extras will be credited, as Wides, for every run completed by the Batsmen.

(c) If a Wide Ball is called and the ball goes on to hit a wall a total of 3 extras shall be credited as Wides. 2 additional extras will be credited, as Wides, for every run completed by the Batsmen.

(ix) An overthrow hitting the roofed area, side, or back walls shall count as 1 run and 4 runs if it hits the boundary wall. Additional overthrows can ensue from each additional throw which goes on to hit a wall or walls (the Batsmen shall not change ends, except in running).

(x) **Power Play:**
Two overs of powerplay, 1 for batting and 1 for bowling teams, can be chosen any over of the innings. (Last 2 overs will be by default power play if not taken during innings). During the powerplay all fielders need to be inside the marked areas. Bowling team has the right to change the bowler if the batting team takes the power play.

(xi) 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".

(xii) LBW are not applicable

4. Result

(a) Scoring will be done via crichero app.

(b) In case of tie, points will be divided between teams in the group stages and super overs shall be played till the results in the knockout stages.

(c) Tournament format (Max 24 Teams)

1st Group stage : 6 groups of 3 teams
2nd Group stage : 4 groups of 3 teams
Knockouts : semifinals and final

This is subject to change if the number of teams registered changes.

5. Scoring summary

- **Batter hitting the ball / byes / leg byes**
  Total runs {if ball hits the side/back wall} = 2*runs by running + 1
  Total runs {if ball hits the boundary wall} = 4 / 6

- **Wide and no-ball:**
  Total runs {if ball hits the side/back wall} = 2 + 2*runs by running + 1
  Total runs {if ball hits the boundary wall} = 2 + 4 / 6

Note: Fiber/Hard Plastics bats are not allowed.