## Merion Cricket Club - Indoor Cricket Rules.

The current MCC Laws of cricket shall apply except as changed hereunder.

### 1. Shoe wear

Players shall wear non marking sneakers or shall not be allowed to play.

Only indoor cricket balls supplied by the club shall be used, either for practice or during a match.

### 2. The Pitch

A 22-yard pitch will be used.

Batting crease and non-striker crease shall be placed 15 yards apart.

## 3. The Players

Each side may comprise of a max of 11 players. When fielding, only 8 players are allowed in the playing area. Fielders may be rotated at the end of each over and may bowl immediately.

## 4. Scoring runs

Any delivery that hits the striker's end or side walls shall score one run and ball remains live (whilst in court).

Any ball that hits the bowler's end wall after bouncing shall score four runs and ball is dead.

Any ball that hits the bowler's end wall without bouncing shall score six runs and ball is dead.

Two penalty runs shall be awarded for a wide or no ball plus further runs if such balls hit walls, etc.

Overthrows shall be scored if the ball hits the walls after being thrown, albeit only one additional run shall be scored if the ball hits the bowler's end wall.

Balls that hit the striker's end or side walls and subsequently hit the bowler's end wall count as one run.

Every completed run made by the batsman shall score 2 runs.

Batsman will retire on scoring 20, but may return at the end of the innings in the same sequence.

## 5. Additional Methods of dismissal

Out caught – the batsman shall be out caught if, without touching the ground, a ball that has come off the bat bounces off the striker's end or side wall and is held as a fair catch.

Any ball, whether it bounces or not, that goes over the central net, hits the ceiling, a light fixture, or any wall above the blue protection (or on some side walls above the wooden rail at approximately the same height as the blue protection) is out. No runs or penalties shall be scored, irrespective of what else has taken place.

### 6. Wides and No Balls

Any delivery passing behind the batsman and outside of the leg stump shall be called wide.

Umpires shall use a very strict interpretation of off side wides of 18-inches outside off stump.

A ball that passes or would have passed the batsman above shoulder height standing upright in the crease shall be called a no ball.

Any ball that reaches the batsman without bouncing above waist height is a no ball.

Any delivery that first bounces between the bowler and the non-striker crease line shall be called a no ball.

# 7. Bowling

Each innings shall comprise of 10 six ball overs.

No bowler may bowl more than 2 overs.

Wides and no balls shall not be re-bowled, but in the 10<sup>th</sup> over of each innings, 6 fair deliveries must be bowled.

Balls that bounce erratically as a result of hitting the edges of any mats in use shall immediately be called dead ball and shall be re-bowled.

A minimum of 3 fielders in front of the bowling crease.

## 8. The Result

The side scoring the most runs after 10 overs shall be the winners. If tied, the side having lost fewer wickets shall be the winners. In the event of this being the same, the scores/wickets lost at the end of the 9<sup>th</sup> over shall be used to determine the winner in the same way (and then the 8<sup>th</sup> etc).

## **Additional Requirements:**

Players to refrain from "running" the bat on the court surface and tapping excessively.

Players are to not hit the lights/ceiling fixtures.

Players shall take care not to mark court surfaces with their bat, shoes, cricket ball and/or equip.

Players shall wear protection they deem necessary to avoid injury.

Players shall wear white uniforms only when playing.

Late arrival by one or both teams causing a delay of game shall result in the loss of batting overs for the delaying team(s) calculated at 1-over for every 3-minutes of delay. Over penalties shall be assessed by the match umpires and/or tournament organizers. However, matches may commence with less than eleven players present without any reduction in batting overs.

Damaged balls may be replaced with the approval of each team captain and the umpires.