



DEVON WOMEN'S CRICKET LEAGUE INDOOR COMPETITION

1. Philosophy of the Competition:

1. The purpose of the competition is to give as many players as possible the opportunity to experience indoor cricket, to learn new tactics and new skills. It will be competitive, whilst at the same time making sure that all players in each team have an opportunity to play a full part in each match.
2. The Laws and the Spirit of Cricket are there to ensure that all players and umpires enjoy a game that, although played competitively, is always played fairly. Whatever your role in the game, we all have a responsibility to ensure that the Laws are upheld and that we don't tolerate any form of poor player behaviour. Remember that poor behaviour detracts from the enjoyment of playing the game and causes additional work for volunteers by taking them away from supporting other areas of the game.

2. Competition Structure

1. The competition shall be open to any Women's team within the county of Devon.
2. The number of games will be dependent on the number of teams involved with the competition and venue availability.

3. Eligibility

- The Women's League shall follow the ECB Open-Age Cricket recommendations.
- Players should be a registered member of the club and preferably registered on Play Cricket.

Names of all players playing on each day shall be given to the umpires/scorers at the start of each match.

A division will be established on Play-Cricket.

Team Coaches/Managers/Captains **of the winning team** will be required to upload results within 48 hours of fixture completion or forward copies of scoresheets to the competition organisers.

5. Team Requirements

1. You can only play for one club in the indoor league.
2. All teams shall consist of 6 players. If a full squad cannot be raised, teams may play with reduced numbers and the lowest scoring batter will bat twice. Opposition teams may choose to lend fielders if they choose too. No batter shall bat more than twice.
3. A coin will be tossed to decide the order of play, 5-15 minutes before the start of each match. The toss should be conducted before teams enter the sports hall to ensure a prompt start of the fixture.
3. If a match cannot proceed due to a team concession, the conceding team will cover ALL costs for that hour and the conceded team will receive full points.
4. If for some reason the venue cancels, then there will be no charge for that game.
5. Each team must provide an umpire and scorer (both roles can be simultaneous). Each team should have an adult present who holds an ECBDBS. Each team is responsible for their team, including medical issues. It is therefore advised that a first aid kit is brought with you and any relevant medical information known to the designated manager.
6. Teams must be ready to start their fixture at the allocated start time (games are allotted one hour to play their game in), no provisions will be made for warm up time. If teams wish to warm-up, then this must be done in a suitable space prior to the fixture start time.
7. If a club is fielding more than one team, please ensure your squads are sent to Ann-Marie Presswell by 31st December 2025. In the unlikely event a team of 6 cannot be made from the squad, the team may borrow a player from another squad from the same club. You can only borrow one player once.



6. Cricket Balls, Clothing & Equipment

Women's Competition

Each team should provide one ball for the competition. They will use this ball for fielding.

A Women's Pink Incrediball shall be used for each match. (As with Women's Softball League in Summer). Each team should bring a selection of these balls in case of damage to match ball.

All players must wear suitable clothing to avoid any undue injury risks, including suitable footwear.

Wicket keepers may wear pads and gloves if they choose too, providing the pace of game is not slowed.

Teams should also bring a set of plastic stumps to the indoor venue.

Hardball Team Divisions: teams will use wooden bats. They may wear gloves.

Softball Team Divisions: teams will use softball league bats. They may wear gloves

7. Playing Conditions

1. Only players, coaches, umpires and scorers should be in the playing area. In some venues, a viewing gallery will be accessible. If there is not a space to view outside, then teams may use benches or equipment to create a non-playing area where teams can safely wait.
2. The batting team should sit behind the wicket keeper, in a safe area and where play will not be interrupted. Alternatively, batters may wait outside the sports hall. Young Players should always be accompanied by a responsible adult.
3. All kit and equipment should be stored in an area that will not interfere with play.
4. **The pitch will be approximately 22 yards for women's hardball and 19 yards for women's softball teams.**
5. Each match shall consist of one innings per team of 12 overs in duration. (6 balls per over).
6. A bowling innings should be completed in approximately 25 minutes.
7. Each over shall consist of **SIX** balls except in the final over of an innings, where No Balls and Wides must be bowled again, until **eight balls** have been bowled.
8. All Overs will be bowled from the same end.
9. No bowler may bowl more than three overs in each match.
10. All bowlers should bowl overarm.
11. The batters will bat in pairs for four overs each
12. Batters will swap ends at the end of each completed over and at the loss of a wicket.
13. A flexible but consistent interpretation of the wides and no ball laws will be implemented, paying particular attention to balls that bounce more than twice. It is advised that cones or markers are used to show the 'wide line'.

8. Scoring

1. The wall behind the bowler is considered the boundary wall. A ball struck to hit the boundary wall without touching the floor or any other wall or ceiling shall count as 6 runs. If, however, the ball touches the floor but does not touch any of the other walls or the ceiling and hits the boundary wall, then it shall count as 4 runs.
2. Once a boundary has been scored, the ball shall be dead. The batter that hit the boundary will remain on strike.
3. A ball struck to hit the ceiling or one of more the side or back walls shall count as 1 run, even if the ball subsequently hits the boundary wall in which case it remains in play. Two additional runs shall be scored if the batters complete a run. (i.e. 3 runs in total if the ball hits the wall and batters run)



4. Two runs shall be scored if the striker plays the ball, and it does not hit a wall and the batters complete a run.
5. A bye or leg bye shall count as 1 extra if the ball hits a wall (Including the boundary wall). In each case, if the batters complete a run, then 2 additional runs will be added on.
6. Two byes or two leg byes shall be scored if the batters complete a run without hitting the ball and the ball not hitting a wall.
7. Scores start on 0.
8. The batting team will be deducted 5 runs each time the bowling team take a wicket. #
9. If the ball is hit into a non playing area, such as the area cordoned off for the teams to sit in, then a dead ball is called and the batters are awarded 3 runs. As the ball is dead, the batter who hit the ball remains on strike.

9. No Balls and wides

1. A no ball shall score 2 extra runs with no extra ball, plus any additional extras, such as byes that may occur.
2. From a no-ball struck by the batter, runs shall be scored as in the scoring regulations above and these shall be accredited to the striker. If the batters do not run and the ball does not touch any wall or ceiling, then just the extra runs shall be scored.
3. A wide ball shall score 2 runs in addition to any contact with the ceiling or wall, plus any completed runs.
4. Wides and No Balls will only be bowled again in the final over, up to a total of 8 deliveries.
5. Overthrows DO NOT score.
6. No runs shall be scored if a batter is out caught of the walls or ceilings.
7. If in the opinion of the umpire, the ball become lodged in netting or in any obstacle, the umpire shall call "dead ball" and award three runs. The batters shall return to their original ends.

10. Methods of Dismissal

Apart from the normal methods of dismissal contained in the Laws of Cricket, the following variations shall apply:

1. The batters can be caught out by a fielder after the ball has hit the ceiling, the netting or any wall, except directly from the boundary wall, provided the ball has not touched the floor.
2. LBWs will only be given if the batter deliberately blocks the ball to stop it hitting the stumps.

11. Results

1. The team scoring the most runs (after wicket deductions) in the match shall be the winner.
2. If the scores are equal, the match will be called a tie. There will be no countback. It is expected that the final scores will be uploaded to the Play-Cricket website within 48 hours of fixture completion.
3. If a fixture is not completed in the allocated hour and the game is forced to be abandoned prior to a result, the winning team shall be decided based on current run- rate at the time of match abandonment, regardless of wicket-lost in each innings.
4. Points: **Win:** 3. **Tie:** 2 points. **Loss:** 1. Teams will gain an additional 1 point for each equivalent pair that scores the most runs, so maximum score would be 6 (3 for the win. 3 points for each winning pair) **If a pair scores the same number of runs, the point bonus point will be shared and the pairs will receive 0.5 each.** The winning pair should be indicated on the score sheet.



12. Leagues

Based on the points awarded for wins, losses and ties, a league table will be maintained on Play-Cricket and will be used to invite finalists, where applicable.

13. Organisers Decision

In all matters relating to the competition, the organisers decision shall be final and binding.