**General**

- The Indoor Cricket League is managed by the LCF sub-committee with your support and they will open, guide in setup, and lock the gym hall
- Team list must be provided by Friday 21:00 to setup CRICHQ scoring. Scoring on the scoresheet is optional, but a safety net in case of issues
- Teams playing the first match of the day, must arrive 30 minutes earlier to set up the gym and the teams playing the final match must clear up the gym
- Change into and enter the gym hall only in a pair of clean "Indoor" Gym (non-marking sole) shoes
  - Result: Play without shoes
- Cricket bat with rubber toe must be taped at the toe to avoid marks on the gym floor
  - Result: The Player and his Captain are responsible for any resulting clean up action
- A minimum of six players must be present to have a match.
  - Result: Forfeit and Points are awarded to the opposite team
- Encourage the 'Development Players' being introduced to adult cricket

Match Rules

- The normal rules of T20 cricket apply unless otherwise varied as follows:
  - Normal 20.12 m wicket length applies
  - Each match shall consist of 20 overs (6 balls) per side. 8 players per team
  - Kookaburra Indoor PUC balls to be used
  - Bowlers bowl from one end only, with batsmen swapping ends at the end of the over
  - No ball line set down with white tape as shown in the layout
  - No 'last man stands' (hence 7 wickets per innings)

Gym layout
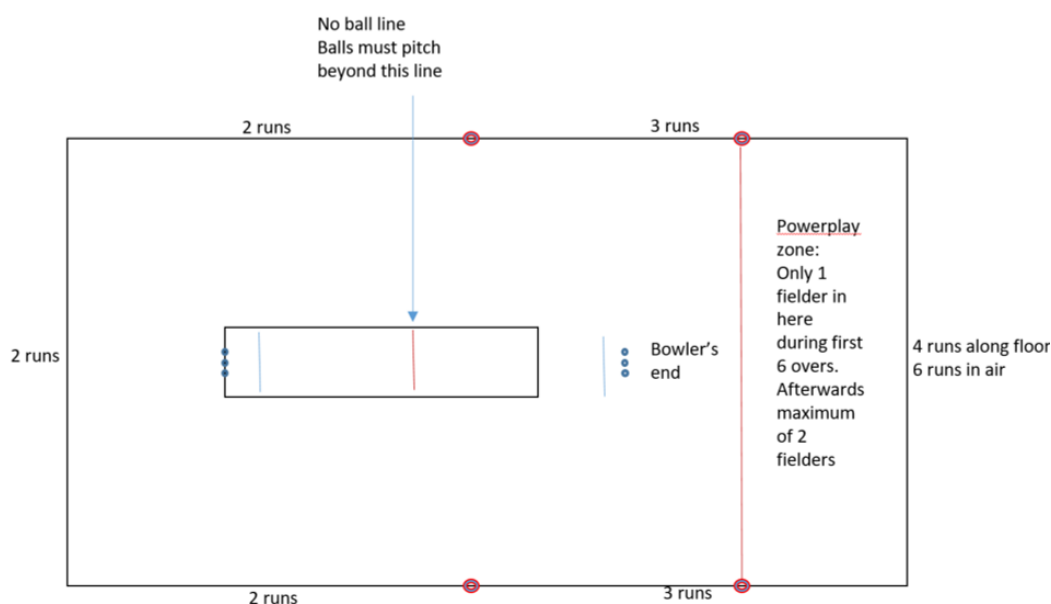
BATTING

- Each completed run between the wickets is worth 1 run
- When the played ball first bounces off any side wall a bonus of 1 or 2 runs will be added to the completed runs
- For clarity, when a batsman strikes a ball and it bounces off the side wall and the batsmen ran at least a single, 2 or 3 runs will be credited to the batsman (depending on which part of the wall is struck)
- When the played ball first bounces off the boundary wall it count as a regular boundary
- When the played ball first bounces off the roof between the middle section curtain and the roof, it will be a boundary
- Once a boundary has been scored the ball is dead!
- Leg byes is worth 1 run, when the batsman clearly attempts to play a shot at the umpire's discretion
- Batsmen must retire at 30 and can return only in the order that they retired after the entire team is out

Out

- Normal laws apply with the following variations
- LBWs shall NOT apply, but should the Batsman deliberately block the stumps with his legs Result: Out for Obstruction
- Batsmen can be out caught when the first bounce is off the back wall or the side walls only
- Result: Hit roof, if the played ball bounces off the roof in the first section (above his head)
- Result: Out Caught if the played ball bounces off the roof in the middle section
- Anything suspended from or attached to the roof directly is considered part of the roof. Side wall is different.

BOWLING

- Two bowlers may bowl 4 overs, 4 others may bowl up to 3 in an innings (6 bowlers mandatory)
- Bowlers will be restricted to a five-pace run up against the Development players
- Wides Result: 1 run and re-bowl
- Front foot no-balls and beamers above the waist Result: No ball and free-hit
- Ball bouncing before halfway point of wicket Result: No ball and free-hit

FIELDING

- Power play rule
  - Max 1 fielder in the power play zone during first six overs Result: No ball and free-hit
  - Max 2 fielders in the power play zone after the first six overs Result: No ball and free-hit
- Every overthrown ball hitting any wall will count as 1 extra run, if the batsmen are attempting a run
- Keepers can be changed, but must be quick

DISCIPLINE

The spirit of cricket is vital for the game and for the smooth functioning of the tournament

The umpire and/or tournament organiser can take any disciplinary action deemed appropriate

Match Fees

For every played match, a match fee of 40 Euro will be invoiced by the LCF Treasurer at the end of the season to the captains and it must be transferred