JUNIOR INDOOR LEAGUE RULES AND REGULATIONS 2026-27 SEASON (U14 & U15 GIRLS LEAGUES)

1. The competitions shall be open to all Affiliated Clubs of the Isle of Wight Cricket Board.
2. The control and administration of all competitions shall be by the Isle of Wight Cricket Board.
3. Fixtures to be arranged by the Junior Indoor Competition Organiser.
4. Matches must be played on the dates and times specified in the Fixture List.
5. Match balls will be provided by the Isle of Wight Cricket Board.
6. Player selections:
   - Children from School Year 9 and below are permitted to play in the Under 14 League.
   - Girls from School Year 10 and below are permitted to play in the Under 15 Girls' League.
   - Any player can play down an age group **if it is appropriate to their development level**, but a list of these players must be sent to, and agreed by, the competition secretary at least one week in advance of a match that involves any of these players.
7. Any club failing to fulfil a fixture will be charged with their opponents match fee as well as their own for the match and full points will be awarded to their opponents. In the event of a match not being played through the absence of both teams, both teams will be charged their match fees.
8. All matches shall be played under the ECB code of conduct.
9. In the leagues, the team scoring the most runs in any match will be declared the winner and will be awarded 10 points. In the event of a tie, both teams will be awarded 5 points. Teams will also be awarded the following bonus Batting and Bowling points:

   Batting
   50 runs – 1 point
   65 runs – 2 points
   80 runs – 3 points
   95 runs – 4 points
   110 runs – 5 points

   Additional Batting (batting second and winning)
   Winning with 5 or 6 wickets in hand – 5 points
   Winning with 4 wickets in hand – 4 points
   Winning with 3 wickets in hand – 3 points
   Winning with 2 wickets in hand – 2 points
   Winning with 1 wicket in hand – 1 point

   *** Teams can only get a maximum of five points combined from batting and additional batting points (ie. If a team successfully chases a score of over 120, they won't get any additional batting points as they will have already achieved the maximum of five)**

   Bowling
   2 wickets – 1 point
   3 wickets – 2 points
   4 wickets – 3 points
   5 wickets – 4 points
   6 wickets – 5 points

10. At the end of the group stage of the leagues, in the event of two or more teams having equal points, the final position shall be determined by Net Run Rate.
11. The teams finishing in the top two positions of each group in the U14 League will qualify for the semi-finals. The teams finishing in the top two positions of the U15 Girls' league will qualify for the final.
12. The points system shall be used throughout the group stage, but shall not be required for the knockouts. In the event of a tie in the final, the trophy shall be shared.
13. Each match will be **ten six-ball overs** per side. An innings continues for ten overs, or until all six batters have been dismissed. When a fifth wicket falls, the fifth batter out will remain at the crease, but will be at the non-striking end for each delivery and will continue to run with the remaining batter. The remaining batter will be out if either of the two batters running are run out.
14. Only two bowlers can bowl a maximum of three overs **(three players are not allowed to bowl three overs with a fourth bowling the other over)** - the remaining bowlers can bowl a maximum of two overs each.
15. One run shall be scored for hitting a side wall, the ceiling or the wall behind the batter & wicket-keeper. Additional runs for hitting more than one wall in the same delivery will only count in the event of an overthrow (ie. If a ball hits one wall and goes straight on to another, only one run is awarded. If a ball hits one wall and a fielder then throws it on to another wall, two runs will be awarded.) However, a batter can be caught off any wall - with the exception of the back wall – if caught, no runs are scored.
16. An additional two runs will be scored each time a 'run' is completed by the two batters.
17. **Four runs** will be scored for hitting the back wall **without hitting the floor** or any other wall/ceiling.
18. **Six runs** will be scored for hitting the back wall (closest to the bowler) **after the ball has touched the floor**, providing no other wall/ceiling has been hit previously.
19. Any object that is attached to a wall/ceiling (ie. net/basketball hoop) will count as part of that wall/ceiling.
20. If a ball remains lodged in a net/dugout or something similar, a dead ball shall be called and the batting side will be awarded one run.
21. No extra ball will be bowled for a wide or no ball in the opening nine overs of an innings, with three runs (plus any additional) awarded to the batting time for either. However, in the 10th over of each innings, a wide or no ball is worth one run (plus any additional) with an extra ball bowled.
22. In addition to any No Balls bowled as per the Laws of Cricket, any ball that pitches off the mat shall be called a No Ball.
23. All players **must** wear a helmet when doing the following:
    - Batting
    - Wicket-keeping
    - Fielding in front of the bowling crease
24. In the semi-finals, if the scores are level, the match shall be decided by the fewest amount of wickets lost. If this is still level, a countback shall be used (score after 9 overs, then 8, then 7 etc.). If the scores are level in the final, the trophy shall be shared.
25. Batters will retire on a personal total of 20 runs. If the rest of the order are out, or have retired, batters can return to the crease in the order they retired. If there is more than one batter left, batters will retire again at 40 runs, then 60 etc. If there are only 2 batters left and a batter retires, the retired batter will remain at the crease, but will go to the non-striking end, with the other batter taking strike for the next delivery.

JUNIOR INDOOR LEAGUE RULES AND REGULATIONS 2026-27 SEASON – (U12 LEAGUES)

1. The competitions shall be open to all Affiliated Clubs of the Isle of Wight Cricket Board.
2. The control and administration of all competitions shall be by the Isle of Wight Cricket Board.
3. Fixtures to be arranged by the Junior Indoor Competition Organiser.
4. Matches must be played on the dates and times specified in the Fixture List.
5. Match balls will be provided by the Isle of Wight Cricket Board.
6. Player selections:
   - Children from School Year 7 and below are permitted to play in the Under 12 competitions.
   - Any player can play down an age group **if it is appropriate to their development level**, but a list of these players must be sent to, and agreed by, the competition secretary at least one week in advance of a match that involves any of these players.
7. Any club failing to fulfil a fixture will be charged with their opponents match fee as well as their own for the match and full points will be awarded to their opponents. In the event of a match not being played through the absence of both teams, both teams will be charged their match fees.
8. All matches shall be played under the ECB code of conduct.
9. The team scoring the most runs in any match will be declared the winner and will be awarded 10 points. In the event of a tie, both teams will be awarded 5 points.

   Teams will also be awarded the following bonus Batting and Bowling points:

   Batting
   40 runs – 1 point
   55 runs – 2 points
   70 runs – 3 points
   85 runs – 4 points
   100 runs – 5 points

   (These batting points are purely for the runs scored with the bat and do not include any additional runs that a team may pick up for taking wickets)

   Bowling
   1 wicket – 1 point
   2 wickets – 2 points
   3 wickets – 3 points
   4 wickets – 4 points
   5 or more wickets – 5 points

10. At the end of the group stage, in the event of two or more teams having equal points, the final position shall be determined by Net Run Rate.
11. The teams finishing in the top two positions of each group in the U12 League will qualify for the semi-finals. The U12 Girls' League will be a round-robin league format only, with teams playing each other twice.
12. The points system shall be used throughout the group stage, but shall not be required for the knockouts. In the event of a tie in the final, the trophy shall be shared.

13. Each match will be **nine six-ball overs** per side. Matches will be played with three pairs of batters, who will bat for three overs each. If the bowling side takes a wicket, they will be awarded five additional runs to their total. In the event of a wicket, the batter who was not out must take strike for the next ball.
14. Only one bowler can bowl a maximum of three overs - the remaining bowlers can bowl a maximum of two overs each.
15. One run shall be scored for hitting a side wall, the ceiling or the wall behind the batter & wicket-keeper. Additional runs for hitting more than one wall in the same delivery will only count in the event of an overthrow (ie. If a ball hits one wall and goes straight on to another, only one run is awarded. If a ball hits one wall and a fielder then throws it on to another wall, two runs will be awarded.) However, a batter can be caught off any wall - with the exception of the back wall – if caught, no runs are scored.
16. An additional two runs will be scored each time a 'run' is completed by the two batters.
17. **Four runs** will be scored for hitting the back wall **without hitting the floor** or any other wall/ceiling.
18. **Six runs** will be scored for hitting the back wall (closest to the bowler) **after the ball has touched the floor**, providing no other wall/ceiling has been hit previously.
19. Any object that is attached to a wall/ceiling (ie. net/basketball hoop) will count as part of that wall/ceiling.
20. If a ball remains lodged in a net/dugout or something similar, a dead ball shall be called and the batting side will be awarded one run.
21. No extra ball will be bowled for a wide or no ball in the opening eight overs of an innings, with three runs (plus any additional) awarded to the batting time for either. However, in the 9th over of each innings, a wide or no ball is worth one run (plus any additional) with an extra ball bowled.
22. In addition to any No Balls bowled as per the Laws of Cricket, any ball that pitches off the mat shall be called a No Ball.
23. With the exception of any softball matches, all players **must** wear a helmet when doing the following:
    - Batting
    - Wicket-keeping
    - Fielding in front of the bowling crease
24. In the semi-finals of the U12 League, if the scores are level, the match shall be decided by the fewest amount of wickets lost. If this is still level, a countback shall be used (score after 8 overs, then 7, then 6 etc.). If the scores are level in the final, the trophy shall be shared.