ISLE OF WIGHT CRICKET BOARD INDOOR LEAGUE AND CUP

RULES AND PLAYING REGULATIONS 2026-27

1. The competition shall be open to all member Clubs or affiliated Associations of the Isle of Wight Cricket Board. The control and administration of the competition shall be by the Isle of Wight Cricket Board.
2. The League will consist of Divisions as determined by the Indoor Cricket Competition Secretary.
3. Clubs must register for the new season by the date set out in the competition entry forms.
4. At the end of the season, the bottom club will be relegated to the Division below and the top club will be promoted to the Division above. If there is a change in numbers, additional promotions and relegations may be added to ensure fair numbers in each division.
5. An entry fee per team per season, as agreed at the Annual General Meeting, will be charged and must be paid to the Isle of Wight Cricket Board before 30th April of each year of the competition. A match fee will also be charged to each club.
6. Matches must be played on the dates and times specified in the Fixture List.
7. All players must wear normally accepted cricket clothing and equipment. This includes wicket-keepers, who must wear pads and gloves. Spikes will not be permitted.
8. Match balls will be provided by the Isle of Wight Cricket Board.
9. No player shall be eligible for selection unless they are a bona fide member of the club for which they are playing for. It is the responsibility of the club to ensure adequate insurance arrangements are in place to cover players in the event of accident or injury to them or any third party arising from their action(s).

   (a) A player may play in the Indoor League for up to three clubs in one season, however they shall not play more than two games for more than one club. If any player who has played more than two games for one club plays a third game for another club, this will result in a two-point penalty for that club. A second infringement would result in a three-point penalty and any further infringements would result in a five-point penalty.

   (b) In addition to the above, no player who has played more than two matches in Division 1 shall be permitted to play in Division 3 unless they receive the approval of the opposition captain. In this instance, the player must bat last in the batting order, will be **retired out** when they reach 25 runs and cannot bowl. If the team still only have five players, the Division 1 player may bowl, but not in the first six overs. For clarification, if the Division 1 player is on 24 runs and hits a six, all six runs would count and they would be retired out on 30. These players are also able to run from the non-strikers end if their retirement means their batting partner is the last player standing.

   (c) A player may only play for one club in the Indoor Cup.

   (d) Players aged 17 years or under on the 1st September prior to the season may play for more than one club during the Indoor League season and are exempt from rules 9a, 9b & 9c.

   (e) Any player can play for one club in the cup and a separate club in the league providing they are bona fide members of those clubs.

   (f) Should any of these regulations be breached, a team shall incur a points deduction as follows - two points for the first instance, three points for the second instance and five points for each subsequent instance.
10. Each club in any match is restricted to a combined maximum of not more than two Foreign/Contracted players. Definition of these players will be as per the current ECB

regulations. Clubs contravening this Rule will forfeit any points gained in the match concerned.

11. Any disputes will be referred to the Indoor Cricket Competition Secretary and their decision will be final.
12. Any club failing to fulfil a fixture will be charged with their opponents match fee as well as their own for the match and maximum 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. If a club fails to fulfil more than one league game, two points will be deducted per game after the one game allowed.
13. All matches shall be played under the ECB Code of Conduct.

League Playing Regulations

14. The team scoring the most runs in any match will be declared the winner and will be awarded 10 points. In the case of a TIE, each team will be awarded 5 points. In the event of a match not being played through the absence of both teams, NO points will be awarded.
15. Teams will also be awarded Batting & Bowling Bonus Points:

    Batting Points
    70 runs – 1 point
    90 runs – 2 points
    110 runs – 3 points
    130 runs – 4 points
    150 runs – 5 points

    Additional Batting Points (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 150, 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

16. At the end of the season, in the event of two or more teams having equal points, the final Division position will be determined by Net Run Rate throughout the season.
17. Each match will be **twelve six-ball overs** per side. An innings continues for twelve overs, until all six batters have been dismissed, or when the first innings total has been passed by the team batting second. 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.

18. Bowlers can bowl a maximum of three overs in a match.
19. 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. Overthrows count as one additional run regardless of which wall it first hits.
20. An additional two runs will be scored each time a 'run' is completed by the two batters.
21. **Four 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.
22. **Six runs** will be scored for hitting the back wall **without hitting the floor** or any other wall/ceiling.
23. Any object that is attached to a wall/ceiling (ie. net/basketball hoop) will count as part of that wall/ceiling.
24. 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.
25. (a) WIDES - When a wide is called no extra ball is bowled. The penalty for a wide is 3 runs plus any runs scored from that ball.
    (b) NO BALLS - When a no ball is called no extra ball is bowled. The penalty for a no ball is 3 runs plus any runs scored from that ball. 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.
    (c) In the final (twelfth) over of EACH INNINGS, if wides and no balls are called, the penalty is 1 run plus any runs scored from that ball. An extra ball is bowled for each wide or no ball in this over only.
26. Batters will retire on a personal total of 25 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 50 runs, then 75 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.

Cup Playing Regulations

1. Matches will be played under the Playing Regulations laid down by the England and Wales Cricket Board for the National Indoor Six-a-Side Club Cricket Championship (11.-Indoor.pdf), with the exception of the 'Tied Result' regulation, which is explained in Regulation 3 below and the wide and no ball regulation, which is explained in Regulation 4 below.
2. Players may only represent **one club** in the cup competition in any one season.
3. The team scoring the most runs in any match will be declared the winner. In the case of a TIE, the following criteria will be used to determine the winner:

(a) The team losing fewer wickets
(b) The highest score after 9 overs
(c) The highest score after 6 overs
(d) The highest score after 3 overs
(e) The toss of a coin

4. (a) WIDES - When a wide is called no extra ball is bowled. The penalty for a wide is 3 runs plus any runs scored from that ball.
   (b) NO BALLS - When a no ball is called no extra ball is bowled. The penalty for a no ball is 3 runs plus any runs scored from that ball. 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.
   (c) In the final (twelfth) over of EACH INNINGS, if wides and no balls are called, the penalty is 1 run plus any runs scored from that ball. An extra ball is bowled for each wide or no ball in this over only.
5. The team winning the Indoor Cup shall progress to represent the Isle of Wight in the National Indoor Six-a-Side Club Cricket Championship.