



Cricket Australia
Beastwear National Indoor Cricket League

Match Rules and Regulations

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Match Rules and Regulations

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Match Rules and Regulations

1. CODE OF BEHAVIOUR

These Match Rules and Regulations (*Rules*) apply individually and collectively to all players and officials who participate in the Cricket Australia – Beastwear National Indoor Cricket League (NICL).

All players and officials have a duty to maintain and encourage the highest level of fair play and sportsmanship. They are expected to set an example in conduct and are obliged to avoid all unfair acts and practices which are detrimental to the sport or may bring the sport, Cricket Australia (CA), or any indoor cricket body into disrepute.

All players and officials must comply with the *CA Code of Behaviour*. Any player or official engaging in, or alleged to have engaged in, unprofessional behaviour will be subject to the hearing procedure in that Code.

2. PLAYER REGISTRATION AND ELIGIBILITY

2.1 Player & Official Registration

Players and officials participating in the NICL must have completed the CA On-Line Player Registration Form (*Player Registration*) prior to their first NICL game. The Player Registration will address player and official contact details, points assigned to players (see the *Player Points System* for further details) and the provision of their declaration to abide by all conditions of the competition.

2.2 Team Squad

The official composition of all teams is restricted to a maximum of 16 members. The 16 member maximum includes any team coach or other team official with the exemption of a non-playing team trainer (who does not need to be registered). Additions to the squad of 16 members may be first considered on request to the Team's Zone Coordinator. Final approval for additional players must be given by both the Zone Coordinator and CA.

2.3 Player Points System

All NICL players will be required to be registered via the Player Registration and stipulate which points category they fall in to, noting that where they fall into multiple categories, the highest points cap applies.

Teams cannot exceed 100 points for any NICL match they participate in. Any team who exceeds 100 points in any game will forfeit the game (7-0), irrespective of the result.

<i>Current Australian Open Indoor Player (member of the 2016 Trans Tasman Squad)</i>	35 points
<i>Current State Open Indoor Player (member of the 2016 State Open Squad)</i>	20 points
<i>Former Australian Open Indoor Player (2013 Tri-Series, 2014 WC)</i>	15 points
<i>Former State Open Indoor Player (opens squad member in 2013, 2014 & 2015)</i>	10 points
<i>Current Australian Masters Indoor Player (member of 2016 World Masters squad)</i>	10 points



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<i>Current State Masters Indoor Player (member of 2016 State Masters team)</i>	10 points
<i>Current Australian or State Indoor Under-age rep (member of the 2016 State Junior squad)</i>	5 points
<i>All other players</i>	0 points

Any player who has previously made themselves available for their home State/Territory team, not being selected, and then granted clearance to then play for another State/Territory team, the player will not attract any Player Points within that category. For example, if a player from Victoria was not selected in the Victorian Open Men's team in 2016, and granted a clearance to play for New South Wales in their Open Men's team, this player would not carry any player points.

2.4 Clearances

A player, team manager or coach may only be registered to one NICL team per season. A player may not play for another Team within their registered Team's Zone.

However, under special circumstances, the player may seek a clearance to play for a Team in a different Zone. Approval for a clearance to be granted must be given by both Zone Coordinators and CA. A player being granted a clearance in this circumstance is still recognised as being part of their original registered Team and are simply "filling in" for a different team.

Where a player wishes to permanently move to a different NICL team in another Zone within the same season, they must seek special consideration from by both Zone Coordinators with the final approval to be granted by CA. A Player Clearance Form must be completed and included with the team list that is given to the umpire.

2.5 Finals Eligibility

For a player to be eligible to participate in the NICL Finals Series, they can only play with their registered team and must have played a minimum of 2 preliminary round games.

Games played in another Zone's fixtures do not count towards the player's game count for their registered team.

2.6 Open-Age National Championship Eligibility

For a player to be eligible to participate in an open-age team at the CA Indoor Cricket National Championships, they must have played a minimum of 1 game for an NICL Team from their home State or Territory.

Players may be able to compete for an open-age State or Territory Team without participating in the NICL if the closest NICL Team is over 150km from their home address, or in unique cases where special consideration is provided by the CA Indoor Cricket High Performance Committee.

3. NICL COMPETITION RULES

The NICL will be played under the NICL Match Rules in conjunction with the *2006 Official Rules of Indoor Cricket* administered by CA.

All NICL fixtures will be played under the Skins Scoring System and use the 6 ball over format with 5 runs per dismissal or misconduct action.

3.1 Rule Variations

There are two (2) rule variations from the *2006 Official Rules of Indoor Cricket* that apply to all NICL games:

i. VARIATION TO THE NO BALL RULE [RULE 12A(ix)]

The ball, when bowled, passes over or would have passed over the striker's front shoulder on the bounce or above the waist on the full when the striker is in a normal stationary batting stance at the time of the bowler's delivery stride. This is regardless of the ball hitting the striker's bat or body.

A striker must have part of their back foot behind the batting crease when the ball passes or would have passed the batting crease to be entitled to the call of "No Ball" under this rule. The back foot need not necessarily be grounded behind the batting crease. Note: The Umpire may regard an exaggerated batting stance in the crouched position as unfair play.

This is a change to Rule 12A(ix) only. All other clauses in the No Ball Rule remain the same.

ii. VARIATION TO THE MANKAD RULE [RULE 17F (v)]

When the non-striker holds their crease and a bowler makes an unsuccessful mankad attempt in any over, the non-striker will be credited with 2 runs. The unsuccessful mankad attempt does not count as part of the over and the 2 runs credited will not affect the score off the previous or the following delivery.

This is a change to Rule 17F (v) only. All other clauses in the Mankad rule remain the same.

Note1: The non-striker will be credited with holding their crease even if they momentarily leave their crease and return before the bowler breaks the stumps after completing their delivery action.

Note2: The bowler does not have to remove the bail/s after completing their delivery action for it to be considered a non-successful attempt. The bowler needs only to complete a delivery action and keep the ball near the stumps for it to be considered a non-successful attempt.

Note3: Should a bowler wish to only warn the non-striker (for leaving too early) without giving away 2 runs, they can run through the crease and/or or keep the ball well away from the stumps.

4. SCORING

The premiership scoring system will be as follows:

- Three (3) points to the team that scores the most total runs.
- One and a half (1½) points per team if total scores are tied.
- Skins points will also be awarded by comparing respective batting partnerships.
 - One (1) point will be awarded to each higher scoring partnership.
 - A tied batting pair will jackpot the skins point forward to the next pair, or backwards in the case of the last pair.
- In the case of a team forfeit, the team forfeiting will lose all (7) points allocated to the game.



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5. LADDER POSITION

The Ladder position will be determined as follows:

1. Highest Total Points (wins & skins).
2. Highest number of Outright Wins (if equal on total points).
3. Highest number of Skins (if equal on total points and outright wins).
4. Highest Runs Percentage (if equal on all the above).

6. TIED FINALS (FINALS SERIES)

Minor Finals: If a Minor Final is tied at the completion of 16 overs for each side, the game will be awarded to the team who finished highest after the Round Robin series.

Grand Finals: If a Grand Final is tied at the completion of 16 overs for each side, a mini-game of eight overs per side will be played. The highest score will win. If the scores are still tied at the completion of the mini game, the team with the highest number of skins will be declared the winner. If the skins are also tied, the game will be awarded to the team who finished highest after the Round Robin series.

7. TEAM UNIFORMS

CA will coordinate the supply of all NICL team apparel. Beastwear is the official apparel supplier of the competition and Teams must only wear the approved uniform during NICL games. Any player found to be not wearing the approved uniform in an NICL game they are named in will forfeit the game (7-0), irrespective of the result. CA may also impose further sanctions on the Team.

However, should a team have an incorrect player garment or supply issue as a direct result of the apparel supplier, they can apply for special consideration by the CA Indoor Cricket High Performance Committee.

Additional uniform requirements:

- Skins (undergarment) may be worn during the game. The length of the skins can vary, such as short or long sleeve. Should more than one player in a team wear a skin, the skins must be the same colour.
- Only caps provided by the official apparel supplier may be worn, and only one style and design may be created as part of each team's apparel.
- Knee pads and thigh guards may be worn but must be under the player's clothing.
- Playing shirts must be tucked in to playing pants.
- Playing pants are not to be tucked in to socks.

8. PLAYER BODY PIERCING AND JEWELLERY

Players must remove, or tape over, all body piercing and jewellery before taking the court.



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9. EQUIPMENT

9.1 Cricket Balls

The balls used will be Burley Supersoft with one ball per innings. Teams may only use balls supplied by the Zone Coordinator.

In the event of a ball failure within the first four overs, the ball will be replaced with a new ball. In the event of a ball failure after four overs, the ball will be replaced with a ball used in one completed innings.

9.2 Zing Bails

ZING bails will be used during all NICL matches. This includes regular round games, National Match of the Day (NMOTD), Zone finals and NICL Finals Series matches. Zone Coordinators will supply Host Centre Managers with Zing Bails. Host Centre Managers are responsible for ensuring the Zing Bails are charged and attached to the indoor cricket stumps being used for NICL games.

10. NICL UMPIRES

All NICL Umpires will have successfully completed the Indoor Cricket – Community Umpire Course prior to officiating within the NICL.

The Umpire is in sole charge of the match. Teams will have an opportunity to provide feedback to CA on Umpire performance via the Umpire Assessment Form.

11. TEAM LIST

A team list, with all player's full name, playing number and Player Points System value must be filled out on the appropriate form for each match. The list must only contain the team's registered players. Where a "fill in" player from another Zone's Team is participating, proof of their clearance must accompany the team list.

The list must be presented to the Umpire no later than **15 minutes** prior to the appointed match time.

For NMOTD fixtures, the team list must be presented to the Zone Coordinator or their representative no later than **30 minutes** prior to the appointed match time. The extra time allows for the Blive livestreaming team to set up their systems and the commentary team to commence their preparation including conducting player or coach interviews.

Teams who fail to lodge their list by the appointed time will forfeit the right to a toss. Due to exceptional circumstances, such as an incorrect name listed or a player injury during the warm up, teams may alter their submitted team prior to the game starting.

12. THE TOSS

For all non-NMOTD matches, the toss will be conducted by the Umpire on the playing court no later than **15 minutes** prior to the scheduled game time.

For NMOTD fixtures, the toss will be conducted by the Zone Coordinator or their representative **30 minutes** prior to the scheduled game time.



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Failure of the team representative to be present at the scheduled time will forfeit the right to a toss.

13. PLAYER SEATING

Teams may be required to sit in specified seating areas during the NICL. This request will be made by the Host Centre Manager or Zone Coordinator. Teams will not be allowed to sit in any other area.

The team that wins the toss shall choose which of the two (2) specified seating areas their team will occupy.

14. COMMENCEMENT OF GAME

The Umpire will give a two minute warning before “play” will commence. Players must be ready to commence “play” by the end of two minutes. Failure to be ready may result in a 5 run penalty.

15. TIMED FIELDING INNINGS

Time Penalties will apply to all games, except Grand Finals. Fielding teams have 42 minutes to have completed their 15 overs and be ready in position for the beginning of the 16th over. Fielding teams that take longer than 42 minutes to complete 15 overs will be penalised 5 runs for every 2 minutes, or part thereof.

The umpire will be the final judge on the time taken to complete each innings. The timing for the innings starts when the umpire calls Play for the 1st delivery of the innings and ends when the fielding team are ready in position for the beginning of the 16th over.

The 42 minute time period will include all stoppages in play such as, but not limited to, players requiring minor first aid treatment on court; discussions with the umpire or umpire warnings. These stoppages cover players from both teams. The time taken to deal with serious player injuries will not count towards the 42 minutes.

Umpires will warn batters for time wasting if they feel batters are trying to take advantage of the fielding team’s time allocation. Umpires may penalise batters or add time onto the 42 minute time period if they consider batters have deliberately slowed down play.

Fielding teams receiving Time Penalties will have the runs deducted against the team captain. This is a team penalty and does not count as an individual penalty against the captain. Batters receiving Time Penalties will have runs deducted at the time of the penalty. This is a team penalty and does not count as an individual penalty against the batters.

16. INJURIES

In the event of a player being injured on court, the umpire may allow reasonable time (approximately two minutes) for minor first aid treatment on the court. If the player is unable to recommence play after two minutes, the umpire should direct the player to leave the court for further attention. If there is any doubt regarding the seriousness of injury preventing the player being moved, the umpire should consult with the medical official treating the player and the Zone Coordinator before continuing.

17. PLAYER MISBEHAVIOUR

In addition to the general obligations contained in the Rules, including the Standards of Behaviour, all players are subject to the following additional misconduct rules during each game. In most cases, umpires will initially warn a player for misconduct or unsportsmanlike behaviour. Repeated offences may result in a 5 run penalty.

However, the following actions will result in a 5 run penalty being imposed by the umpire without a warning being issued:

- **Swearing** by any player or team official, on the court or outside it, if in the umpire's opinion, the swearing is capable of being heard by the spectators.
- **Swearing or rude gestures at the umpire** by any player or team official either on the court or outside it.
- **Throwing the bat.**
- **Striking or throwing the ball at the stumps** other than to effect a run out or stumping.
- **Gross intimidation of an opponent.**

In the event of any player sent-off for misbehaviour during a game, the umpire must document this on the Match Report that is sent to CA. The umpire must also advise the Zone Coordinator as soon as practical.

18. SUSPECT BOWLING ACTIONS

Any bowler that an Umpire considers to have a suspect bowling action (*Rule 12. A [i]*) is **not** to be called (for a No-Ball) during the game. At the completion of the game, the Umpire will advise the bowler's captain or coach that they believe the bowler may have a suspect bowling action and explain the procedure that will take place.

19. FORFEITS

Any team not able to commence a match within 15 minutes of the scheduled start time, may incur a forfeit at the discretion of the Zone Coordinator or their representative. Teams experiencing difficulties in fielding a team are asked to contact their Zone Coordinator as soon as possible.

20. ALCOHOL & DRUGS

No player under the influence of alcohol or drugs will be allowed to take part in or continue in a match for safety reasons. The umpire and/or Zone Coordinator must remove any offending player from the game. The Zone Coordinator will refer the player to CA to deal with the matter.



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Players may be required to submit to random drug testing during the NICL pursuant to any applicable anti-doping rules of CA. Penalties for returning a positive test or any other anti-doping rule violation under such CA anti-doping rules are severe, and include bans from participating in future competitions. Any anti-doping rule violations will be dealt with in accordance with the hearing rules of the CA anti-doping rules.

CA endorses the World Anti-Doping Agency and the World Anti-Doping Code.

21. GAME DAY DOCUMENTATION

21.1 Match Report

A Match Report is to be completed at the end of every game by the umpire. The report details any player misconduct that has resulted in a penalty. It also details any Code of Conduct issue that has brought the game into disrepute and Suspect Bowling Actions. Teams have a maximum of 15 minutes at the end of the game to lodge a formal complaint with the umpire about any Code of Conduct breach by a member/s of the opposing team. Irrespective of whether penalties have occurred or not during the game, the umpire and a representative of both teams must all sign the Match Report.

An umpire must advise the Zone Coordinator, as soon as practical after the game, if a player has been sent off during a game or either team refuses to sign the match report due to considered Code of Conduct breach by the opposition team. The Zone Coordinator will confer with CA to make sure all misconduct or Code of Conduct issues are dealt with appropriately.

The umpire must send the Match Report to indoorcricket@cricket.com.au and the Zone Coordinator within 48 hours of a fixture being completed.

21.2 Umpire Assessment Report

An Umpire Assessment Report highlights umpire performance. The team captain or coach must complete an Umpire Assessment Report at the end of every game and send this to the Zone Coordinator and CA (at indoorcricket@cricket.com.au) within 48 hours of a fixture being completed.

Where required, CA and the Zone Coordinator will use this report as a basis for improving umpire performance.

21.3 Player of the Series

Points will be allocated each game based on 3, 2, 1 by the Umpire. Any player sent off during any NICL match shall be ineligible for the Player of the Series award. The Umpire must send all Player of the Series votes to indoorcricket@cricket.com.au within 48 hours of a fixture being completed.