



INDOOR CRICKET LEAGUE 2024

PLAYING CONDITIONS

In case an issue is not covered by the following changes to the Cricket Finland Ten10 Playing Conditions, the umpires shall interpret the CF Ten10 Playing Conditions with the primary objective of ending the matches on time. The League Organization may give binding interpretations on issues related to Playing Conditions.

1. MATCH TIMING (EXTREMELY IMPORTANT)

- a. 60 minutes for each match in total.
- b. There shall be 3 minutes innings break between innings.
- c. Home Team of the first match is responsible for Setting up the ground and the Home Team of the 2nd match is responsible for moving the equipment to storage. If the match start is delayed because of the home team's inability to arrive and set up in time there will be penalties. (See 2. Timing Penalties).
- d. **Each innings must finish within 25 minutes.** NO time extension possible **HARD cut-off.**
- e. Umpires to make sure that new batsmen come to the crease on time.

2. TIMING PENALTIES

- a. Slow over-rate penalties for the fielding team: Any overs the fielding team failed to bowl in 25 minutes will not be bowled and the batting team will be awarded 2 runs per balls yet to be bowled.
- b. Match **Start Delay** PENALTIES for Home Team: If the match start is delayed because of the home team's inability to arrive and set up in time, **PC 2.a** will be applied.

3. TEAM COMPOSITION

- a. Team consists of 8 players.
- b. Any substitute should be nominated during the toss
- c. A team has to field a **minimum** of 7 players for a match to happen. Refer to the section "13. Results and League Points" for penalties for playing short.

4. INJURY/SICKNESS

- a. **FIELDING:** In case of an injury/sickness/impairment sustained **DURING** the match, the injured player can be replaced by another player with respect to fielding. The fielding team captain can nominate a fielding substitute.
- b. **BATTING/BOWLING:** Nominated substitute may not bowl, bat or act as a captain.

5. INNINGS

- a. An innings end when
 - i. the batting side is all out.
 - ii. The set number of overs has been bowled
 - iii. The team batting scores the required number of runs to win.

6. BOWLING

- a. Each over consists of 6 balls.
- b. 10 overs will be bowled in each innings.
- c. Each bowler can bowl a maximum of 2 overs.
- d. A bowler's run-up is limited to 3 meters from the popping crease.



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- e. Bowling shall take place only from the end opposite to the main entry to the venue.
- f. EXTRAS: All wides and no-balls are worth 1 run.
 - i. NOTE: ALL normal cricketing conventions regarding wides and no-balls apply to indoor cricket as well.
 - ii. Example - A ball that has bounced twice before reaching the batsman is considered a no-ball in outdoor cricket and thus will be considered a no-ball here as well.
 - iii. No deliveries are re-bowled, except in the last over of each innings.

7. BATTING

- a. Retired batter can resume their innings, it should only be at the fall of a wicket.
- b. Retired-out batters cannot resume their innings.
- c. when a batter is out Caught or roofed out, the new batter shall come in at the end the striker was at, i.e. to face the next ball (unless it is the end of an over).
- d. See also "9.Modes of Dismissal" and "10.Modes of Run scoring."

8. FIELDING

- a. All 8 players in a team will field.
- b. NO restrictions on field-setting (excluding bowler and keeper); the Captain can place the other 6 fielders wherever they want.

9. MODES OF DISMISSAL

- a. No batter can be adjudged to be out LBW.
- b. In addition to all the remaining modes of dismissal (bowled, caught, run out, stumped, hit ball twice, hit wicket, obstructing the field), a batter will be adjudged to be out if they
 - i. play 3 dot balls consecutively (adjudged as hit wicket), or
 - ii. hit a ball to the roof of the playing area (= Roofed-OUT, scored as hit wicket).

10. MODES OF RUNSCORING

- a. "Physical runs" (i.e., runs scored by running between wickets), follow normal cricket conventions.
- b. The full length of the pitch to be used for running.
- c. 4 runs for hitting the side boundaries at any point in front of the stumps, either on the bounce or on the full.
- d. **4** runs for hitting the straight boundaries on the bounce.
- e. **6** runs for hitting the straight boundaries on the full.
- f. No additional runs are awarded for the ball crossing the side boundaries behind the stumps (but physical runs can be taken normally)
- g. Leg-byes and byes are awarded according to normal cricket conventions.

11. SCORECARDS AND SCORING

- a. Scoring to be done on Cricclubs by the batting team.
- b. Scoring device to be handed over to the umpires after every match.
- c. IMPORTANT: Batting team must ensure that the big scoreboard is used and updated after every over or end of the dismissals



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12. EQUIPMENT

- a. No requirement for players to wear gloves or other equipment when batting or keeping.
NOTE: This is only a suggestion. Players are free to wear as much protective equipment as they want.
- b. Junior players (<18 years old on match date) are required to wear all the protective gear including helmet when batting.
- c. Balls and stumps are in the locker.
- d. 1 ball per team to be used for the entire tournament during bowling innings.
- e. Home Team for the first match of the day is responsible to collect and set up equipment (stumps and scoreboard) at Pallomylly; must be there well in advance.
- f. Home Team of the final match of the day returns equipment to the storage box.

13. RESULTS AND LEAGUE POINTS

- a. Each win is worth 4 league points.
- b. In case of a tie in the Round Robin phase, both teams get 2 points each.
- c. 1 point is deducted from any team playing short (less than 8 players).
- d. Any team that does not have a minimum of 7 players will forfeit the match.
 - i. The team will be liable to pay any costs incurred to the opposing team and officials for the match they forfeit.
 - ii. The League Director in consultation with the Management Group may exclude a team that has forfeited more than two matches during the course of the season.
- e. In case of a TIE in the Semi-finals or Final, the winner will be decided by super over. **The team that batted 2nd, bat first in the super over. Both teams are allowed to have 3 batters during the super over.**