

Devon Women's Indoor Competition



Rules

Title

1. The title of the competition shall be the Devon Women's Indoor Competition (DWIC)

Management

2. The Devon Women's Cricket Association (DWCA) will be responsible for all rounds and stages in this competition

Entry

3. All Clubs who are affiliated with their County Cricket Boards and have a recognised Women's team are eligible to enter this competition
4. Priority for places will be given to teams affiliated to the DWCA

Competition Structure

5. For 2013 there will be one division comprising of all teams that have entered the competition
6. Each team will play each other once

Player Eligibility

7. There will be 6 players in each match
8. All players can only represent one team during the competition. If clubs enter more than one team, the player will be registered to a specific team not the club.
9. The ECB Guidelines for Junior Players in Open Age Cricket shall apply. Therefore any players in the U12 age group must be representing their respective county. All players U13 or above are permitted to play, but the individual's safety must be paramount when making the decision on whether they may play

Cricket Balls

10. Junior pink or red Incrediball are to be used for the competition throughout all rounds - DCB will provide all Incrediballs

Cricket Equipment

11. As a softball is used, no special equipment is required, ECB advise the following should be worn:
 - Helmets for Wicket Keepers (especially those U19)
 - Batting gloves
 - Wicket keeper gloves

Officials

12. DCB will ensure **umpires** are available throughout all matches
13. Each club **must** provide a scorer for **their** innings (or both innings where the opposing captain agrees)
14. Where appropriate all officials should have necessary CRB clearance

Clothing

15. All players will need to wear similar coloured team shirts – traditional cricket whites are not compulsory for this competition, and ECB encourage teams to enter in their club colours.
16. Suitable trainers should be worn for the venue. None marking soles would be preferred

Playing Conditions

Laws

17. The Laws of cricket (2000 Code 4th edition – 2010) shall apply with the exception of the following playing regulations:

General match rules

18. Prior to any round of matches starting the captains and umpires will confirm with all teams and officials the following:
 - a. Playing Area
 - b. Definition of Boundary walls, side walls, ceilings and back walls
19. Each match will consist of one innings of 12 overs each
20. All matches and innings must be fully completed – regardless of the second innings exceeding the required total
21. Bowling will be undertaken from one end only to speed the match time up
22. At the end of each over – the batters will swap ends to alternate the strike
23. If the ball leaves the match area – the officials shall call a dead ball and the ball will be rebowled (unless the ball left the area through the Boundary wall, where runs for that boundary will count)

Batting regulations

24. Players will bat in Pairs (known as SKINS) with 4 overs for each pair
25. If a batter is “out” the team will lose 5 runs and the batters will switch ends (there will be no need to change ends for a run out)

Bowling & fielding regulations

26. There must be a minimum of 4 bowlers during each innings
27. One bowler may not bowl more than 3 overs in any one innings
28. Batters can be caught out off all walls and ceilings **except** the designated boundary wall
29. With the **exception** of the last over for **each** SKIN, wides and no balls will not be rebowled.

Scoring

30. Batters will be given 2 runs for every completed “physical run”
31. An additional run can also be obtained through **hitting** side walls or the ceiling (the batters don’t need to run to obtain this additional run)
32. Behind the bowler there will be a designated “boundary wall” where if struck without hitting side walls or the ceiling can achieve 4 and 6 as normal – no additional runs will be scored if this occurs

and the batter who struck the boundary will face the next ball – unless it was the last ball in the over

33. There are no additional runs gained through fielder overthrows hitting walls
34. If the ball enters the viewing area or hits a spectator in the viewing area, the ball is immediately declared dead and the batting side is awarded 2 runs. The batsman who struck the ball does not face the next delivery.
35. If a wide or no ball is bowled – 2 runs are given for that delivery (and in the last over of every SKIN those deliveries will also be rebowled)

Results

36. League Results
 - a. 3 points will be given for a win (team with the most runs)
 - b. 2 points will be given for a tie (runs tied)
 - c. Each SKIN will be directly competing against the equivalent SKIN for an additional point in each match – upto 3 additional points will be available (1 point per SKIN given)
 - d. A SKIN is won by scoring more runs than the equivalent other SKIN in the match in the event of a tie, the SKIN will roll over to the next SKIN (for the 3rd SKIN, the score of the First SKIN will be used in this eventuality)
 - e. If all SKIN's are equal in a match both teams will be awarded 1.5 additional points
37. League Standings
 - a. The teams with the most points accrued over the season will be the winner of the Competition
 - b. If points are tied – the team with the most **overall** number of SKINS won throughout the tournament will be the winner
 - c. If the number of overall skins is tied – the winner of the match between the tied teams will be the winner
 - d. If the match was tied – the team with the most **overall** number of runs scored throughout the tournament will be the winner