

PCCC Indoor 6-a-side Cricket Competition Rules (2025-2026)

1. Competition Title

The competition will be called the **PCCC Indoor 6-a-side Cricket Competition**.

2. Management

The control of the Competition shall be undertaken by the Indoor League Organiser and all decisions relating to these rules or the matches played in the Competition shall be final and binding on all concerned.

3. Entry Requirements

All participating teams must be affiliated with Pembroke County Cricket Club. Team names are encouraged.

4. Player Eligibility

To be eligible to play in the Pembroke County Cricket Club Indoor League, a player must meet the following criteria:

- Be a member of a club that is affiliated with the ECB and a bona-fide member of a club which is registered to the Pembroke County Cricket League

- Have played for the club the previous league outdoor season

- Only represent one club in the competition in any one season

4.1 In addition to the above;

- Players who no longer play outdoor cricket but continue to play indoor cricket can play for any club if they are a fully paid-up member of that club.

- Clubs are permitted to play one player who represented another club during the previous outdoor season if their club has not entered a team in the current indoor season.

- Non-affiliated teams are allowed at the discretion of the indoor league organiser, as long as all members are bona fide members of a club registered to Pembroke County Cricket Club.

Note: it is the captain's responsibility to ensure checks have been made to determine player eligibility.

5. Competition Structure

The competition will follow a league format.

- **Division 1** will play 12-over innings, with a maximum of 3 overs per bowler, in line with ECB Indoor 6-a-side rules. Due to time-limitation on the hall booking the side "Home" (Team on left of the fixture) on the fixtures will bat first.
- **Division 2** will play 10-over innings, with a maximum of 2 overs per bowler. Due to time-limitation on the hall booking the side "Home" (Team on left of the fixture) on the fixtures will bat first.

  There will be 13 teams in the 2025-2026 season: 6 in Division 1 and 6 in Division 2. Division 1 teams will play each other twice; Division 2 teams will also play each other twice.

5.1. Regional and National Finals Qualification

The **Cricket Wales Finals** will feature 4 teams: 2 from Pembrokeshire and 2 from the Swansea Indoor League.

- The winner of Division 1 will automatically qualify represent Pembrokeshire at the Cricket Wales Finals.
- The second representative will be determined by a play-off between 2nd and 3rd place in Division 1. If the play-off is not possible, the 2nd place team will qualify.
- This play-off final will be played on Monday 19th January 2026 and will follow ECB 6-a-side rules.
- A coin toss will take place ahead of the play off match and the winner will decide who bats first.

5.2. Promotion and Relegation

- The team finishing last in Division 1 may be relegated, though there may be no relegation if team numbers need balancing.
- The winner of Division 2 will be promoted. Additional teams may be promoted to even division sizes.

6. Eligibility for Finals

The team representing Pembrokeshire must be a bona fide club affiliated with Pembroke County Cricket Club. If a non-affiliated team wins, the next highest-placed affiliated team will represent Pembrokeshire, and the next two highest-placed affiliated team will qualify for the play-off final.

7. Cricket Balls

The red 'Reader Indoor Cricket Ball' will be used for all matches. These will be provided by PCCC and are included with the cost of entering the competition.

8. Helmets & Faceguards

All players under 18 must adhere to the ECB helmet directive.

9. Umpires

The organiser will aim to provide two umpires per match. Clubs with interested umpires are encouraged to notify the Indoor Organiser.

10. Scorers

Each team must provide a competent, non-playing scorer. Teams may agree to use a single scorer. Live electronic scoring is encouraged, and teams should enter **first names** and **surnames** on the provided scoresheets.

11. Timekeeping

Teams must be ready to start **10 minutes** before their scheduled match. Incoming batsmen must cross the outgoing batsman immediately to save time. Division 1 will follow ECB 12-over rules, so teams must be mindful of time limits as each game only has **1 hour** to complete.

12. Clothing and Equipment

Players must wear standard cricket attire. Wicketkeepers must wear pads and gloves. Only rubber-soled footwear is allowed; spikes are prohibited.



Playing Conditions

1. Laws of the Game

The competition will follow the Laws of Cricket (2017 Code, 2nd Edition, 2019) with the following adjustments:

1.1. Team Composition

Each team will consist of six players.

1.2. Match Format

Each team will bat once per match.

- **Division 1**: 12 six-ball overs.
- **Division 2**: 10 six-ball overs.

1.3. Bowling Restrictions

- **Division 1**: Maximum of 3 overs per bowler.
- **Division 2**: Maximum of 2 overs per bowler.

1.4. Batsman Dismissals

If a team loses five wickets, the last remaining batsman will continue with the fifth dismissed batsman acting as a non-striker.

1.5. Batsman Retirement

A batsman must retire upon reaching 25 runs but can return after the fifth wicket falls. They must retire again upon reaching an additional 25 runs unless they are the last batsman.

1.6. No Ball and Wide Ball

- **Any ball passing above shoulder height will be called a no-ball.**
- We will be using an offside guideline this year. This line will be 43.2cm from the inside edge of the return crease and help umpires call a wide if the ball passes outside them, provided it doesn't give the batsman a reasonable opportunity to score.
    - An umpire will call a wide if a ball passes outside of the wide guideline and the batsman has no reasonable opportunity to hit it.
    - The umpire's judgment also considers the batsman's movement.

- If the batsman moves, the umpire will consider whether the ball passed wide of where the striker was standing at any point after the ball came into play for that delivery.
- A wide ball results in the bowler having to bowl an extra delivery, and one run is awarded to the batting team.

- Leg side wides – A leg side wide will be called if the ball passes on the legside outside of the pads of the batter standing or has stood at any point after the ball came into play for that delivery in a normal batting position.

2. Results and Points

2.1. Points System

- **Winner**: 12 points plus any bonus points earned.
- **Tied Match**: 6 points each, plus bonus points.
- **Losing Team**: Retains any bonus points earned.
- **Bonus Points**:
  - Bowling: 1 point for 2 wickets, 2 points for 4 wickets, 3 points for 6 wickets.
  - Batting: 1 point for 80 runs, 2 points for 100 runs, 3 points for 120 runs.
  - For the team batting second and winning, an extra point will be awarded for every two wickets they have in hand at the close of the innings. The maximum number of batting points a team can earn is 3.

2.2. Cancellations

A team that cancels or forfeits a match will be deemed all out for 0. The non-offending team will receive 18 points.

3. Scoring System

The scoring for Indoor Cricket shall take place as follows:

3.1 A ball struck to hit the boundary wall behind the bowler without touching the floor or any other wall or ceiling shall count boundary 6 runs. If, however, the ball touches the floor but does not touch any of the other walls or the ceiling hits the boundary wall, then it shall count as boundary 4 runs.

1.1.1 Before the match, the umpires shall agree with both captains the exact interpretation of 'boundary wall', 'ceiling', 'side wall' and 'back wall'.

1.1.2 If a ball is struck into an open gallery along a wall that is not a boundary wall, the ball becomes dead, and the striker is credited with 1 run.

3.2 A ball struck to hit the ceiling or one or more of the side or back walls shall count 1 run, even if the ball subsequently hits the boundary wall in which case it remains in play. 2 additional runs shall be scored if the batsmen complete a run (if the ball is struck to hit the ceiling or side or back wall and a batsman is then run out 1 run shall be scored).

3.3 2 runs shall be scored if the striker plays the ball, and it does not hit a wall, and the batsmen complete a run.

3.4 A Bye shall count as 1 extra if the ball hits a wall (including the boundary wall); a leg-bye shall count as 1 extra if the ball hits a wall (including the boundary wall). In each case if the batsmen complete a run 2 additional extras shall be scored.

3.5 2 Byes or 2 leg-byes shall be scored if the batsmen complete a run without the ball hitting a wall.

3.6 No Ball

3.6.1 A No Ball shall score 1 penalty run, recorded as a No Ball extra, in addition to any other runs scored under 3.6.2 and 3.6.3.

3.6.2 From a No Ball struck by the batsman, runs scored as in Scoring Regulations 3.1., 3.2. and 3.3. shall be accredited to the striker. If the Batsmen do not run and the ball does not touch any wall or ceiling, then just the penalty shall be scored.

3.6.3 From a No Ball not struck by the batsman, or from one striking his person when he is trying to avoid being hit by the ball, runs shall be scored as in Scoring Regulations 3.1., 3.2. and 3.3.; these shall be credited as No Ball extras.

3.7 Wide

3.7.1 A Wide Ball shall score 1 penalty run, recorded as a Wide extra, in addition to any other runs scored under 3.7.2 and 3.7.3.

3.7.2 If a Wide Ball is called and the ball goes on to hit the ceiling or any wall, then 1 run shall be credited under extras; 2 additional runs shall be credited under extras every time the batsmen complete a run.

3.7.3 If a Wide Ball is called but it does not hit the ceiling or any wall, 2 runs shall be credited under extras for every run completed by the batsmen.

3.8 An overthrow hitting any wall or walls shall count as only 1 run to the batsman or to the total of extras as appropriate. Additional overthrows can only ensue from each additional throw which goes on to hit a wall or walls (the batsmen shall not change ends).

3.9 If in the opinion of the umpire the ball becomes lodged in netting or in any obstacle, then the umpire shall call and signal 'dead ball' and award 1 run. The batsmen shall return to their original ends, **even if the batter has set off for a run.**

4 Methods of dismissal

Apart from the normal methods of dismissal contained in the Laws of Cricket, the following variations shall apply:

4.2 The batsman shall be caught out by a fieldsman after the ball has hit the ceiling, the netting or any wall except directly from the boundary wall, provided the ball has not touched the floor.

4.3 The last not-out batsman shall be given out if the non-striker running with him is given out.

4.4 The batsman or the non-striker shall be given not out if the ball rebounds from a wall or ceiling and hits a wicket without being touched by a fielder.