

ROPSSAA INDOOR CRICKET

PLAYING REGULATIONS

1. **DATE**

- (a) The cricket season shall begin in March, following the winter break.
- (b) The length of the season shall be determined by the dates set out by the co-curricular schedule.
- (c) The order of play in a double header will rotate at the halfway point of the season.
Starting times: single – 3:30pm
 double – 3:30pm
 triple – 3:00pm
- (d) The gym must be available 30 minutes prior to the start of the game. The crease markings must be in place at this time.
- (e) Each team will be allotted 10 minutes for warm-up. The visiting team will warm-up first, the home team will warm-up second. In double-headers there will be a 20 minute gap to accommodate warm-ups for the second game.

The toss to occur before the visiting team warm-up. Teams not warming up are to stay in their assigned bench area. The two teams may not warm-up at the same time.

2. **LOCATION**

- (a) The double/large gym at the host school will be used for all league and playoff games. Use of a triple gym is not allowed.
- (b) In the playoffs the home team will be the team placing higher in league standings. In the case of a tie in team placing the home team will be that with the better net run rate. If still tied the home team will be decided by a coin toss.
- (c)
 - (i) The pitch shall be 22 yards from wicket to wicket for junior and senior boys and four feet less than 22 yards for girls. The pitch must be marked correctly using masking or floor tape or paint (see Appendix A). The pitch must be centered, in the middle of the playing area (from side to side and front to back). With the exception of gyms with cricket lines painted before May 2007. In the case of a small gym ONLY the wicket keeper must be provided a minimum of 7 feet from the wall. All other gyms must be centered.
 - (ii) Existing horizontal boundary lines in a gymnasium to be used as an 'out' line. In the absence of a predetermined 'out' line the school should add a 10 foot tape line around the gym. It is the host school's responsibility to inform the umpire(s) and the visiting school(s) of the lines being used.
 - (iii) Schools must mark the middle vertical line on the outside walls. The line must be visible to the umpire. It is the host school's responsibility to inform the umpire(s) and the visiting schools of the lines being used.

- (iv) The wide ball crease would be 36 inches from the middle stump on both sides of the wicket. The bowling/batting crease will extend 48 inches in front of the stumps.

Note: It is the school's responsibility to insure protection of their facility (e.g. windows).

3. ELIGIBILITY

- (a) All competitors must meet the eligibility requirements of the ROPSSAA Constitution Article X.
- (b) A junior age player shall not have attained their 15th birthday by January 1st prior to the start of the school year in which the competition is held (for the 2021 – 2022 season, born in 2006, or later). In addition they must be in their 1st or 2nd year of high school.

A senior age player and/or Girls player shall not have attained their 19th birthday by January 1st prior to the start of the school year in which the competition is held (for the 2021 – 2022 season, born in 2002 or later).

- (c) Team Eligibility
 - (i) Individuals are eligible for 1 level of competition only.
 - (ii) For team sports, individuals must have participated in at least 50% of their team's regular season games to be eligible for playoffs and OFSAA. Players missing games due to injury (INJ), or awaiting transfer approval (ATA), must appear so designated on a game sheet to maintain their eligibility. Games missed due to injury are subject to review of a doctor's note. Players under game or school suspension may not have their name included on a game sheet for participation percentages.
 - (iii) All game sheets/rosters are to include the names of all those in the bench area (players, coaches, managers). In order to be in the bench area an individual's name must appear on the eligibility sheet. Players under game or school suspension may not sit in the bench area.
 - (iv) Individuals are deemed to have played if their name appears on a game sheet. Individuals must be present at a game to be included on a game sheet.
 - (v) A staff member must be present in the bench area from the start of the warm-up until the last competitor has left the area.
- (d) A player cannot change teams, at any level of play, once they have played in a regular season game.

4. OPERATING STRUCTURE

- (a) Cricket will involve three leagues. Schools may enter one team in Girls', Junior boys' and Senior boys'. All competition will consist of a single tier.

- (b) The Convenor will schedule games in a round-robin format (where possible a minimum of 8 different games, with double headers preferred).
- (c) Ties in league standings will be broken in the following manner:
- i) The result of the league game(s) between the teams.
 - ii) The net run rate in the games between the tied teams.
 - iii) The net run rate against all common opponents of the round.
 - iv) Net run rate is calculated $\frac{\text{runs}}{\text{overs}} = \text{batting for}$ minus $\frac{\text{runs}}{\text{overs}} = \text{field against}$

eg. runs for 424 oversbat 54 run rate 7.851852 runs against 279 overs bowled 51 RRagainst 5.4705882 NRR 2.381264

In the event of a team being all out in less than its full quota of overs the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled, and not on the number of overs in which the team is dismissed.

Note: The above criteria to determine all positions.

(d) Playoffs

- (i) Playoff structures will be finalized upon confirmation of teams into divisions. The number of teams advancing to playoffs will be determined by the rules set out in the ROPSSAA Constitution.
- (ii) The location of the finals will be held at the higher remaining seeded school. Should remaining schools be of the same seed, the host will be the team with the better net run rate.

(e) Tie Breaker

In the case of a tie at the end of a playoff game, teams will play a 'Superover' according to the following rules:

1. Each team elects three batters and one bowler.
2. The umpire stands at the same end at which they finished the match.
3. The team batting second in the match will bat first in the over per side eliminator.
4. The loss of two wickets end the innings.
5. If the scores are tied after the one over eliminator, the team that scored the most boundaries (4 runs)combined from its two innings shall be the winner.
6. If still equal, then a count-back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over then any unbowed deliveries will be counted as dot balls.
(Note, that for this purpose, the runs scored from a delivery is defined as the total teams runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no balls or penalty runs.)

(f) Scheduled Games

- (i) Coaches are responsible for reviewing final league game schedules and playoff schedules as to locations, dates, and times to ensure their attendance.
- (ii) Failure to attend at the scheduled time will result in forfeiture of the game and/or loss of opportunity to compete. The defaulting team will cover all cost associated with the game as determined by ROPSSAA Council .
- (iii) Failure to fulfill game requirements leading to the abandonment of a game will result in a loss for the team. An incident report must be completed and submitted to the ROPSSAA Athletic office by the abandoning team within 24 hours of the game. No scores shall be entered until after a Board of Inquiry. A team abandoning a game may be required to cover an costs incurred as determined by ROPSSAA Council.
- (iv) (a) Schools must bring their own warm-up equipment and first aid kit.
 - (b) (i) Schools must endeavor to arrive no earlier than 60 minutes before game time. Teams arriving earlier than this must be supervised by the head coach in an area where students from the home school do not congregate. Schools with team members who do not travel with the head coach (in taxis, cars, on foot, etc.) must inform players that they must wait for their head coach and should ensure that the head coach is the first to arrive at the host school.
 - (ii) Schools arriving for an away game between 30 and 60 minutes before game time must accompany the head coach to the competition area and liaise with the host school. The visiting team will be provided a safe waiting area and change room during this time and the visiting head coach must provide supervision of his/her players. Visiting athletes must bring all belongings with them to the competition area.
 - (iii) Visiting schools are entitled access to the competition area at the same time as the host school, and no later than 30 minutes before the game time (pertains to the first game).
 - (iv) Visiting schools are entitled access to a safe waiting area and change room at the completion of the competition.

5. ENTRIES

- (a) Eligibility sheets must be in the hands of the Athletic Convenor by the deadline announced at the pre-season meeting.
- (b) For each match a team roster (**including first and last names**) must be completed and submitted to the scorekeeper after the toss and prior to the start of the match. Both teams shall indicate all potential players. Each team consists of 6 players and up to 4 substitute players for each game.

(c) Substitutions

- (i) Each team will be allowed four (4) substitutions per game. Once a player departs the game they may not return. There are no restrictions on the position that they occupy. Substitutions may only occur between the over, except in the case of an injury where substitution may occur at the time of the injury. This substitution is counted as one of the team's four. Once the four substitutions have been made no additional substitutions are allowed. At the time of substitution the sub must report to the umpire. The umpire shall instruct the scorer to note the change.
 - (ii) A substitute assumes the entire playing history of the player being substituted, only if the outgoing player is removed due to injury or ejection. This includes partial completion of overs, removal etc.
 - (iii) A partial completion of an over counts as a full over against the substitute bowlers allowance.
- (d) A batsman may leave the game under one of the following circumstances:
- (i) If a batsman is injured while at bat and cannot return he/she will be recorded as retired hurt.
 - (ii) A batsman will not be allowed a runner under any circumstances. The batsman can retire hurt and return to bat at a later stage in the inning.
 - (iii) If a batsman is uninjured and retires he/she is retired out.

6. EXPENSES

- (a) Expenses for all games except the finals will be met by the host school.
- (b) Expenses for the final game may be met by ROPSSAA.
- (c) A schedule of umpires fees will be provided by the Convenor at the pre-season coaches' meeting.

7. AWARDS

- (a) Gold medallions will be presented to the winning teams at the girls, junior and senior levels of competition (maximum 14 per team).
- (b) Silver medallions will be presented to the runner up teams (maximum 14 per team).
- (c) Team trophies will be presented to the winning teams at the girls, junior and senior levels of competition.

Note: There must be a minimum of 6 teams participating in a sport level for ROPSSAA sponsorship.

8. UNIFORMS

- (a) Players shall wear school t-shirts or white tops, school uniform pants or other similar long pants or shorts (excluding jeans), and running shoes. Shirts must be numbered and each number must be different. Any individual in improper uniform cannot play in the game.
- (b) Athletes may not change their clothing in the competition area. For all outdoor sports, athletes must arrive dressed to compete. Visiting teams requiring the use of washroom facilities must send a staff member into the school with the team member(s). For all indoor sports, athletes must move to the designated locker room or change area to change their clothing.

9. RULES AND OFFICIALS

International Cricket Council (ICC) rules are the basis of ROPSSAA indoor cricket. Rules specific to ROPSSAA include:

- (a) A team fielding fewer than 5 players forfeits the game.
- (b)
 - (i) Each girls team will bowl 6-6 ball overs. A minimum of 3 different players from a team must bowl. No bowler may bowl 2 consecutive overs and no bowler may bowl more than 2 overs.
 - (ii) Each junior team will bowl 6-6 ball overs. A minimum of 4 different players from a team must bowl. No bowler may bowl 2 consecutive overs and no bowler may bowl more than 2 overs.
 - (iii) Each senior team will bowl 8-6 ball overs. A minimum of 4 different players from a team must bowl. No bowler may bowl 2 consecutive overs and no bowler may bowl more than 2 overs.
 - (iv) Should a team run out of bowlers the match will be over.

Note: The bowling order may be changed at anytime during the match.
- (c)
 - (i) Each game shall consist of 1 inning per side. The batting order may be changed at anytime during the match.
 - (ii) All 6 players must be out to end the inning before 6 overs in Girls and Junior and before 8 overs in Senior are completed.
 - (iii) Batsman #5 out must remain to run but not bat (though he/she maybe substituted for).
- (d) There will be two umpires for each game. In the event that an umpire does not show up for the game, a coach or designate from the participating teams may assume that role, as agreed upon by both schools involved.

Umpires are to call the score out to the scorers after each ball.

- (e) There will be two scorers, one from each team, for each game. The home team to provide a second individual to update the visual scoreboard.

- (f) ROPSSAA cricket score sheets shall be used. **First and last names of competitors must be provided.**
- (g) (i) Players will remain on the pitch and play will continue uninterrupted. After the ball is played by the batsman coaches may call out instruction. Coaches may not enter the pitch. Player instruction may occur between overs so long as it does not disrupt the flow of the game. Only the captain may speak to the umpire during the match.
- (ii) There will be a common three (3) minute break halfway through each inning (there are no time outs during a match). The time between innings is not to exceed 10 minutes. Teams may use the 10 minute time period to warm-up on their half of the gymnasium.
- (h) Players and coaches who argue calls may be ejected. Ejected players may be replaced with one of the substitutes. If a coach is ejected the game is forfeited.
- (i) Completion of play will be determined when bowling ends and the umpire lifts the bails and/or calls time. Players must not enter the playing area before the umpire indicated completion of the game, if they do, the ball is replayed and the team is penalized 5 runs.
- (j) 'No Ball' (I.C.C Law 24 and 42. 6-8)

A no-ball shall be called and signaled for:

- (i) A ball that is delivered full toss above the waist of the batsman standing erect at the crease. In addition if it is close to the batter, it is a warning.
- (ii) A ball that is not a WIDE and bouncing above the shoulder height of the batsman standing erect at the crease
- (iii) Any delivery during which the bowler's foot positioning is not within the bowling crease;
- (iv) Any delivery during which the bowler's arm action is not legal;
- (v) Any delivery that bounces more than twice or rolls before reaching the crease at the striker's end;
- (vi) Any delivery during which fielding violations occur.
- (vii) A bowler will be immediately removed (no warning) if the ball (beamer) is considered to be intentional.
- (viii) A bowler whose beamer is accidentally near the batsman (could cause injury) will be warned.

Note: A bowler is to be warned once if the beamer is considered accidental and removed on the second.

(k) 'Wide Ball'

A wide shall be called and signaled for:

- (i) Any ball passing wide of leg stump and behind the batsman in stance (immediately prior to the delivery):
- (ii) Any ball passing wide of the off stump wide crease or which is in the judgment of the umpire, too wide of the stumps for the batsman to fairly play, taking into account the size of the batsman and his stance immediately prior to the delivery.

Note: Any ball hitting the bat or any part of the batsman's person, dress or equipment shall not be judged wide.

10. SCORING

- (a) Two runs will be scored for a batter who hits the side wall beyond the centre line and below the out line. One run will be scored for a batter who hits the wall before the centre line below the outline. Additional runs can be scored by the batsman running. In the event that the batsman is run out, the run(s) will stand as will all runs successfully completed.
- (b) One run is given each time the batters cross and make good their grounds.
- (c) One run shall be awarded for any bye that goes to a wall plus any runs made by the batsman. No runs will be allowed for leg byes and the batsmen will not cross.
- (d) For a ball withheld by obstruction, the ball shall be called dead and runs previously scored plus runs in progress will be awarded.
- (e) Six runs to a batter who hits the wall behind the bowler and below the out line and four runs if it hits the floor first. As in (a) additional runs can be scored by the batsman running. In the event that a batsman is run out the four/six runs will stand as will all runs successfully completed.
- (f) If the batsmen successfully complete a run in the event of an overthrow, the run shall count. Similarly if a batsman is run out in attempting a run following an overthrow the "out" shall stand.
- (g) For a ball judged a no-ball by the umpire, one run shall be awarded as a penalty plus any runs made by the batsman playing the ball or any runs made from a bye, including contact with the wall and successful running by the batsman.
- (h) For a ball judged wide by the umpire, one run shall be awarded as a penalty for the wide plus one run for a bye, should the ball hit the wall (other than in an overthrow) plus any runs made by the batsman. At the girls and junior boys levels, after two (2) consecutive wides the third wide is counted as a run AND a regular ball, plus any runs made by the batsman.

- (i) Any ball that is batted into a bench or net that is being used as a player area, will be ruled a dead ball by the umpire and scored as one run. As per 10(a) if the bench/player area is beyond the halfway point of the gym and a ball is hit into the bench/player area it will be ruled a dead ball by the umpire and scored as two (2) runs.
- (j) Methods of dismissal:
 - (i) Bowled - ball hits stumps or base, bails must fall.
 - (ii) Caught - ball is caught before hitting any wall or floor.
 - (iii) Out - ball hits ceiling, or wall/curtain above the out line (no runs scored for hit).
 - (iv) Hitwicket (bails must fall).
 - (v) Run out;
 - 1. For a batsman to be given Run-out, the ball in play after delivery must hit some part of the fielder's dress, equipment or person, before the bails are dislodged from the stumps by direct contact of the ball with the wicket.
 - 2. If, during the run-out, the bails are not dislodged and the ball is held by the hand(s) or glove(s) of the fielder, the ball must remain in the hand(s) or glove(s) for the entire action, i.e., before, during and after the arm action that dislodges the bails by direct contact of said hand(s) or glove(s) with the wicket.
 - 3. As in (2) above, however, should the bails have been dislodged by some other means, the stump must be held by the fielder with the hand(s) or glove(s) holding the ball.
 - (vi) No LBW.
 - (vii) Stumped if batsman out of crease (if bails down the stump must be picked up with ball in hand for the out – ball and wicket contact).
 - (a) If both bails are on the stumps then the batsman can be run out in the usual manner.
 - (b) If one bail is on the stump it is sufficient to remove this remaining bail to have the batsman be run out
 - (c) If no bails are on the stumps then **only one** of the following must occur to obtain a run out:
 - 1. Replace one or more bails and remove one or more bails.
 - OR
 - 2. Pick up the stumps off the playing surface while holding the ball in the same hand as the stumps.

Note: you cannot make a run out by holding stumps in one hand and the ball in the other.

- (viii) The bowler may run out the non-striker at any time between the start of his run up and the normal release position of his arm. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal dead ball as soon as possible.
 - (ix) If the batsman is uninjured and retires, he/she is retired out.
 - (x) If the ball hits a fielders helmet then goes into the fielders hand, the batsman cannot be caught out, but the ball is not dead and either batsman may be run out. If the ball hits the batsman's helmet, then he/she may be caught out.
- (k) Fielding
- (i) No fielder shall make excessive movement during the run-up and delivery of the ball in play until the ball is played by the batsman or passes his crease.
 - (ii) During the run-up and delivery of any ball in play, no fielder shall stand within the back extensions of the return crease behind the stumps at the non-striker end.
- (l) If a fielder successfully prevents the ball in play from making direct contact with the wall, no run shall be awarded for the stroke, regardless of whether or not any part of the fielder's person, dress or equipment makes contact with the wall.

11. EQUIPMENT

- (a) An indoor ROPSSAA approved hardball shall be used. Home teams to provide a minimum of one new ball per game or per doubleheader. For girls games a good conditioned old ball may be used.
- (b) Batters shall wear athletic protectors, batting gloves, helmets and two pads; these are compulsory. Helmets, including cages are to be securely attached. Helmets must be worn by wicket keepers.
- (c) Home team to provide wooden indoor wickets with bails.
- (d) Home team to use an electronic scoreboard for recording runs, overs and balls. Warm-up time (10 minutes), timeouts (3 minutes) and time between games (22 minutes) will also be shown. When an electronic scoreboard is not used a school must provide flip cards for displaying the score and a stopwatch for recording the time.

12. DEPORTMENT

- (a) Coaches and players are expected to act in a sportsmanlike manner as per Article XVI Section II of the ROPSSAA Constitution.

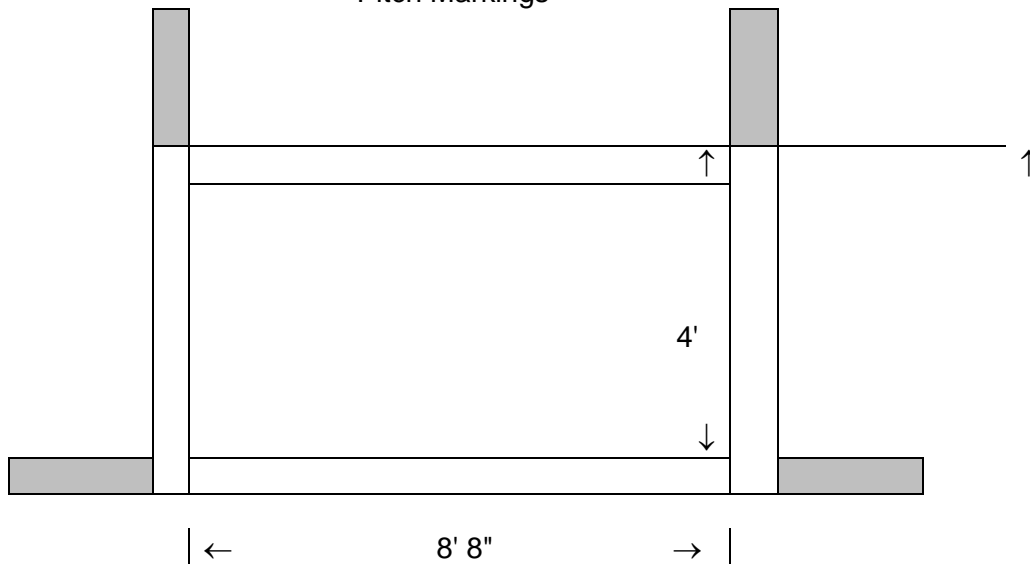
- (b) One bench must be available for each team, coaches, substitutes, and the batting side must remain in the immediate bench area. Home teams to have choice of bench area.
- (c) At the championship spectators may be permitted based upon the guidelines of the host school. It is the visiting team's responsibility to check with the host school prior to spectators' arrival. Spectators do so at their own risk.
- (d) Visiting teams are limited to a maximum of 10 players and 4 bench personnel. Visiting teams involved in doubleheaders may bring a maximum of 20 players and 4 bench personnel. Host school facility restrictions may preclude this rule.
- (e) Any spectators must be in a protected and/or designated area.
- (f) While cheering is permitted, noise levels from anyone in the gymnasium should never interfere with player communication. Commencing immediately prior to the bowlers run up and until the striker has played at the ball there shall be quiet (this does not preclude the striker tapping the crease). A team will be warned once with a player ejection for a second infraction.

13. JURY OF APPEAL

- (a) The Jury of Appeal constructed at the pre-season coaches meeting will consist of the Convenor and four coaches from participating schools.
- (b) The Jury of Appeal may only consider matters of policy regarding the operation of the activity concerned within the limits of the playing regulations.

Bowling End

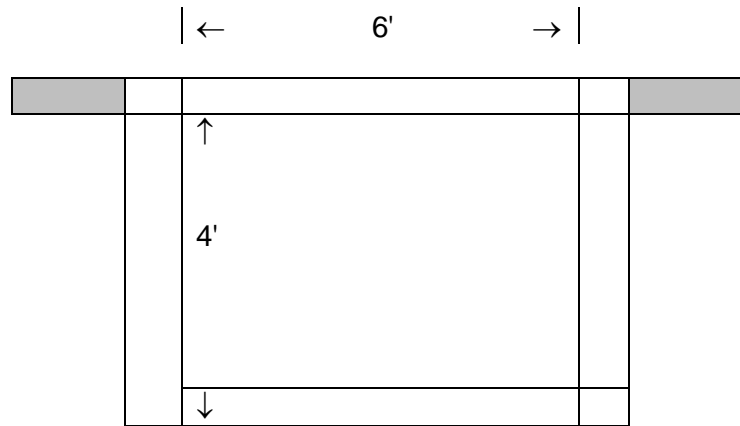
Pitch Markings




vertical centre
line on wall at 33'

66'
vertical
centre line
on wall at
33'

Batting End



minimum 7' to wall/stage
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 ideal measurement between 12 and 18 inches