

Playing Conditions of ICPL (Indoor Cricket Premier League)

- 6 players will play in the court from each team
 - Teams are encouraged to have at least 1 woman in the team and or in the court.
 - Teams can have more than six players in their squad for the tournament.
 - Minimum of 4 to have a match
 - If less than 4 players, the team cedes the match but can play a friendly match by equalizing the number of players.
- 5 minutes break between innings
- In each innings: two players will bat together for a minimum of 24 balls, but 1 batsman can bat for a maximum of 15 balls.
- In each innings; Each player is expected to bowl a minimum of 2 overs
- 12 overs per innings at the rate of 2 minutes and 30 seconds/over
 - For team batting first, due to infraction at their end, if the 12 overs are not completed in 30 minutes. The opposing team gets 25 runs added to their total
 - For team bowling first, due to infraction at their end, if the 12 overs are not completed in 30 minutes. During their chase, the teams loses 1 over for every 3 minutes of delay in completing their overs.
- No LBW's
- Full toss above waist is No ball
 - 5 (extra) penalty run is added to the batting team's total in addition to the runs scored / gained by batsman.
 - Between overs 1 to 8, the ball is counted as 1 for the over
 - Between overs 9 to 12, the ball must be re-bowled and subsequent legal ball is free-hit.
- Ball pitched and bounce above batsman head is No ball
 - 5 (extra) penalty run is added to the batting team's total in addition to the runs scored / gained by batsman.
 - Between overs 1 to 8, the ball is counted as 1 for the over
 - Between overs 9 to 12, the ball must be re-bowled and subsequent legal ball is free-hit.
- Ball determined by the umpire to be wide:
 - 3 (extra) penalty run is added to the batting team's total in addition to the runs scored / gained by the batsman.
 - Between overs 1 to 8, the ball is counted as 1 for the over
 - Between overs 9 to 12, the ball must be re-bowled
- No under-arm bowling (Not allowed will be automatic dead ball)
- Ball is in play until either situation occurs:
 - A batsman is dismissed
 - The ball either lands directly or reaches the END ZONE
 - Kay Arena, the END ZONE is defined as the area directly behind the bowler's arm but between the two visible iron columns.
 - CEPS, the END ZONE is the parallel region between the curtain and the playing area wall.
 - 6 runs scored for ball directly landing in END ZONE
 - Further, It has to make past or land in the region directly parallel to the vent directly above the END ZONE
 - 4 runs scores for ball reaching the END ZONE
 - If the ball passes into the open curtain area depending on full pitch or on the bounce, it will be awarded as six run or four runs respectively.

- CEPS, At the striker's end if the ball goes past the open curtain region either at full pitch or on the bounce it will be declared 1 run and the ball is no more in play.
- Umpire calls over or dead ball.
- Either batting / fielding team Captain call's timeout
 - Each inning's a Captain has 1 timeout of 2 minutes
- If the ball is in play and runs are gained by overthrows following a run is completed or in progress, its added to the batting team score only

Schedule:

- 2:30pm – 6:30pm: February 17th & 24th, March 3rd, 10th & 24th, April: 7th & 14th
- 11:30am – 4:30pm: March 17th

Winner/ MVP

- Team with the most wins is the Indoor Cricket Premier League Champion
- In case of tie for the 1st, 2nd and 3rd place, tiebreaker will be decided as follows in the respective order
 - Team with the most wins against the other team, clinches the spot
 - For e.g.: Team A has won over Team B, 4 matches versus losing 2
 - Team with the most runs scored against the other team, clinches the spot
 - For e.g.: Team A has scored 401 runs versus allowing 295 runs Team B
- Player who scores the most runs is the MVP in the batting category
- Player who secured dismissals through bowling is the MVP in the bowling category
- Player who scores most runs and most dismissals through bowling and fielding is the Indoor Cricket Premier League MVP
 - In case of tiebreaker in either of the category, the award is secured by the individual in the following order: a. Batting Strike-rate, Bowling Average and or MoM award secured

Player's Substitution:

- **ALLOWED** 1 instance every 2 weeks; CAN bat, bowl and field but not captain the team.
- If the team with player short is batting 2nd, the non-reporting player can bat provided the innings is not completed.

Player's Gear:

- All players are **ADVISED** to wear protective gear which includes (Helmet, Groin guard, Batting Pads, Elbow Guards, Gloves etc.)
- Wear appropriate shoes for indoor facility

Fee Structure:

- 1s time Cricket Moncton playing members, will pay \$25 registration fees, returning members don't for the 2018-2019 season.
- For 8 weeks, the total playing fees is \$100 covers playing time and a team T-shirt
 - Pay in advance, on the 1st day of tournament, you are eligible for an instant \$5 discount, Net \$95
 - Pay in 2 equal installments, 1st installment of \$50 due on February 20th and 2nd installment of \$50 due on March 20th.

Management Discretion:

- As deemed fit, management reserves all rights to change playing conditions and rules of the tournament. But adequate notice will be provided.