

Sault Ste. Marie Cricket Club Indoor League

SUPER 9'S CRICKET RULES AND INFORMATION

CAPTAINS ARE ENCOURAGED TO DISCUSS THE RULES and TIME CONSTRAINTS WITH THEIR OPPONENTS BEFORE EACH MATCH TO CLARIFY THESE RULES to uphold the Spirit of Cricket. All International rules apply with below modifications. UMPIRE DECISION IS FINAL.

Game Rules

- Each game shall be played between two (2) teams of nine (9) players.
- A game consists of a maximum of eighteen (18), six (6) ball overs per team.
- A team shall not be permitted to declare its innings closed.
- An innings should take no longer than fifty five (55) minutes.
- A game of two innings should take no longer than two (2) hours to complete.
- All players must be present inside the facility fifteen (15) minutes before scheduled game start time and all teams should toss at least five (5) minutes before the scheduled game start time.
- A game must proceed when scheduled, if a minimum of 6 players for each team is present
- At the scheduled start time,
 - if one team has at least 6 players but the other doesn't, there will be a grace period of 10 minutes. But there will be a time penalty of 4 overs deducted from the offending team if they arrive anytime within the 10 minutes. The non-offending team will automatically win the toss & still bat 18 overs. So, all teams should toss 5 minutes before the scheduled start to avoid losing overs.
 - If both teams do not have a minimum of 6 players at the scheduled start time, there will be a grace period of 10 minutes. But there will be a time penalty of 4 overs deducted from both teams if they arrive anytime within that 10 minutes. Whichever team gets to 6 players first, automatically wins the toss. So, all teams should toss at least 5 minutes before the scheduled start to avoid losing overs.

Scenario Penalties : Monitored by Umpires

- In a situation where a batsman is out, the next batsman should be ready to play. Delay in this will result in Timed Out if the batsman is not ready in one minute to bat.
- In a situation where a bowling side does not complete the 18 overs in 55 minutes due to slow over rate five runs will be awarded to opponent team.

Bowling

- Each player of the fielding team must bowl minimum one (1) over, (wicket keeper optional).
- Three (3) players can bowl maximum three overs only.
- The ball used will be an indoor yellow cricket ball.
- Boundary fours (4) are to be scored as normal.
- A ball passing over the boundary on the full is scored as six (6) runs.
- A ball struck directly to hit the roof becomes dead immediately. No runs will be scored and there will be no dismissal. The ball will not be rebowled.
- The ball will not be rebowled for the first 16 overs of a 18 over innings. Wides and No Ball shall be counted as two (2) extra run to the batting team.
- The final two over of an 18 over innings must consist of six legal deliveries.
- A wide shall be counted as two (2) extra run to the batting team and the ball is rebowled.
- A no-ball shall be counted as two (2) extra run to the batting team and the ball is rebowled.
- A no-ball is called when: Bowler steps over the front bowling crease, ball bounces over shoulder height of the batter, ball passes the batter on the full, above waist height.

Batting

- A batter must retire immediately at the maximum score of thirty (30).
- Retired batters may resume their innings at the fall of the last wicket according to their batting order as retired.

Game Results

- Winning team will be awarded with two points.
- Tied games points will be shared one each.
- Tied games during Final will be resolved based on super over
- If two teams end up at same number of points, the team which has the highest net run rate score in the league will move to finals.