

VIENNA CRICKET CLUB'S WINTERCUP

Playing Conditions

1. Laws

The 2000 Code of the Laws of Cricket (Second Edition 2003) together with subsequent amendments shall apply except when varied below:

1.1 Teams shall consist of six players each. The names of the six players shall be given to the Match Referee and/or designated scorer before the commencement of the match. In the event of a player sustaining a serious injury, or being taken ill, then a substitute may bat, bowl and field.

1.2 Each match shall consist of one innings per team.

1.3 Each innings shall consist of a maximum of ten six ball overs. All overs will be bowled from the same wicket. Umpires and Batsmen will change ends at the end of each over.

1.4 No more than two overs are to be bowled by any individual. In calculating each individual's accrued number of overs, part of an over shall be deemed as a full over.

1.5 Two Batsmen shall be at the wicket at all times during an innings. The innings will be complete when the fifth wicket falls.

1.6. When a Batsman reaches a personal total of 25 he shall retire, but may return to the crease in the event of his side being dismissed within the 10 overs. Retired Batsmen must return in the order of their retirement and take the place of dismissed or retiring Batsman. If, on resumption, the Batsman scores a further 25 runs (i.e. passing 50) he will, once again, retire before resuming again in sequence. The final two Batsmen may continue batting, despite passing 25 runs, until the final wicket falls or the innings is completed. No Batsman is allowed to retire unless through serious injury or illness.

1.7 A No-Ball shall be called if the ball rises and passes or would have passed above shoulder height of the Batsman standing upright at the crease. In addition, a No-Ball shall be called if the ball pitches short of the centre line.

1.8 Law 25.1 Wide Ball - Judging a Wide. Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket, especially on the Leg side.

2. Methods of Dismissal

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

2.1 After striking the ball the Batsman shall be out caught by a Fieldsman if the ball has hit a side wall or the wall behind the Wicket Keeper, provided the ball has not touched the ground. No score is recorded.

2.2 The Batsman shall be out "roofed" if the ball after hitting the batsman's bat hits the ceiling, or any apparatus attached to the ceiling. If the Batsman is given out "roofed" no runs shall be scored by the batsman. A Batsman will not be given out "roofed" from a No-Ball.

2.3 The Batsman or the non-Striker shall be given NOT OUT if the ball rebounds from a wall and hits a wicket without being touched by a Fieldsman.

2.4 The Batsman shall be given NOT OUT if the ball rebounds off a Fieldsman and hits a wall considered part of the "roofed" area. In this instance, the umpire shall signal dead ball and credit the Batsman with one run.

3. Scoring of Runs

Before the Tournament commences the Tournament Referee, and Umpires, will inform and show the Captains the dimensions and exact interpretation of the 'out "roofed" dismissal'. 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 shall count as boundary 6 runs. If, however, the ball touches the floor, but does not touch any of the other walls and hits the boundary wall then it shall count as boundary 4 runs.

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

3.3 Two runs shall be scored if the Striker plays the ball, which does not hit a wall, and the Batsmen complete a run.

3.4 One bye shall count as 1 extra if the ball hits a wall (including the boundary wall); a leg bye shall count as one extra if the ball hits a wall (including the boundary wall). In each case of the Batsmen completing a run, 2 additional byes or leg byes shall be scored.

3.5 Two 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 The penalty for a No-Ball shall be 2 extras, and these are added to any additional runs and credited as either No-Ball extras, 3 (vi) (b), or to the striker, 3 (vi) (c). An extra ball shall be bowled.

3.6.2 From a No-Ball not struck by a Batsman any additional runs will be added to the 2 extras and the total shall be credited as No-Ball extras. If the Batsmen do not run and the ball does not touch a wall, then the No-Ball penalty shall be credited as 2 No-Ball extras.

3.6.3 From a No-Ball struck by the Batsman any additional runs will be added to the 2 extras and the total shall be credited to the Striker.

3.7 Wide

3.7.1 The penalty for a Wide Ball shall be 1 extra, credited as a Wide, and an extra ball shall be bowled.

3.7.2 If a Wide Ball is called and the Batsmen do not run 1 extra shall be credited as a Wide, although 2 additional extras will be credited, as Wides, for every run completed by the Batsmen.

3.7.3 If a Wide Ball is called and the ball goes on to hit a wall a total of 2 extras shall be credited as Wides. Two additional extras will be credited, as Wides, for every run completed by the Batsmen.

3.8 An overthrow hitting the roofed area, any wall or walls shall count as another run to the Batsman or to the total of extras as appropriate. Additional overthrows can ensue from each additional throw which goes on to hit a wall or walls (the Batsmen shall not change ends, except in running).

3.9 No runs shall be scored if a Batsman is caught off the walls.

3.10 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 one run for touching the wall and if applicable, 2 runs for a run in progress.

4. Result

The following points shall be awarded:-

Win	Loss	Scores level (including a tie)
8 points	0 points	4 points

Additionally, the following Bonus Points shall be awarded:

Points	Batting	Bowling
1 point	Run-rate of 7.5 or more	2 wickets
2 points	Run-rate of 10 or more	4 wickets
3 points	Run-rate of 12.5 or more	5 wickets

4.1 Group Matches

The team which has the highest Aggregate of points gained at the end of the group matches shall be the winner of their group. In the event of teams finishing level on points, the right to play in the final match or series of matches will be decided, in the first instance, by winner(s) of the game between the sides who finish with the same number of points. Where the teams in the group/groups cannot be separated by this method the team/teams to go forward will be decided by the higher net run rate calculated from all official matches played in the tournament. If it is still not possible to determine the winner(s) then the result will be decided by the toss of a coin.

4.2 Non-Group Matches

The team scoring the most runs in its innings shall be the winner. If the scores of both teams are equal, including a tie, then the following will apply:-

4.2.1 The side losing the fewer number of wickets shall be the winner.

4.2.2 If the teams are still equal then the side with the higher overall scoring rate shall be the winner.

4.2.3 If the teams are still equal, the side with the higher run rate throughout the Tournament shall be the winner.

4.2.4 If it is still not possible to determine the winner, then the result will be decided by the toss of a coin.

5. Scoring Chart

Scoring of Extras	No Running	Running
Wide, no wall touched	1 wide	3 wides
Wide, wall touched	2 wides	4 wides
No-ball, no wall touched	2 extras	4 to striker
No-ball, not hit, wall touched	3 extras	5 to striker
No-ball, hit, wall touched	3 to striker	5 to striker
Bye, no wall touched	No score	2 byes
Bye, wall touched	1 bye	3 byes
Leg bye, no wall touched	No score	2 leg byes
Leg bye, wall touched	1 leg bye	3 leg byes