



**Cricket Australia
National Indoor Cricket League**

2019 Match Rules and Regulations

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Match Rules and Regulations

1. CODE OF BEHAVIOUR

These Match Rules and Regulations (*Rules*) apply individually and collectively to all players and officials who participate in the Cricket Australia – National Indoor Cricket League (NICL).

All players and officials have a duty to maintain and encourage the highest level of fair play and sportsmanship. They are expected to set an example in conduct and are obliged to avoid all unfair acts and practices which are detrimental to the sport or may bring the sport, Cricket Australia (CA), or any indoor cricket body into disrepute.

All players and officials must comply with the *Cricket Australia Code of Conduct for Other Cricket Events*. Any player or official engaging in, or alleged to have engaged in, unprofessional behaviour will be subject to the code's disciplinary procedure. For the NICL, Cricket Australia has appointed a Match Referee to deal with any code of conduct breach that requires arbitration. See *Cricket Australia Code of Conduct for Other Cricket Events* for the reporting and disciplinary procedure.

2. PLAYER REGISTRATION AND ELIGIBILITY

2.1 Payment of Entry Fee

Each team participating in the NICL must have paid the prescribed Entry Fee prior to participating in the NICL. Non-payment of the Entry Fee by a team may result in that team not being allowed to participate in the NICL, or if they have already begun competing, being prevented from participating in any further NICL matches (as determined by Cricket Australia acting in its sole discretion).

2.2 Players & Officials Registration

Players and officials participating in the NICL must have completed the CA Players & Officials Registration Form (*Player Registration*) prior to their first NICL game. The Player Registration will address player and official contact details, points assigned to players (see the *Player Points System* for further details) and the provision of their declaration to abide by all conditions of the competition. Where a non-registered player participates in an NICL game, the team will forfeit the game (7-0), irrespective of the result.

2.3 Team Squad

The official composition of all teams is 8 players within an NICL game. The number of registered members to a team is unrestricted. For clarity, this means that teams may be represented by 8 or more individual members during a season, and registered team coaches or other team officials may also be listed as a player.

2.4 Player Points System

All NICL players and officials will be required to be registered via the *Player Registration* and stipulate which points category they fall in to, noting that where they fall into multiple categories, the highest points cap applies.

Teams cannot exceed 100 points for any NICL match they participate in. Any team who exceeds 100 points in any game will forfeit the game (7-0), irrespective of the result.



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2018 Australian Opens representatives (2018 Australasia Cup open-age divisions)	35 points
2018 Opens State/Territory representatives (2018 Indoor Cricket National Championships open-age divisions)	20 points
2017 Australian Open representatives (2017 WICF World Cup open-age divisions)	20 points
2017 Opens State/Territory representatives (2017 Indoor Cricket National Championships open-age divisions)	10 points
2017 Masters Australian representative (2017 Masters Trans-Tasman)	10 points
2017 & 2018 Masters State representative (2017 & 2018 Australian Masters Championships)	5 points
2017 & 2018 – 21 & Under division Australian representatives (2017 WICF World Cup & 2018 Australasia Cup)	5 points
2017 & 2018 Junior State representatives (2017 & 2018 Indoor Cricket National Championships under-age divisions)	0 points
All other players and officials, including: <ul style="list-style-type: none"> ○ Previous Aus / State Junior representatives (2018 or earlier) ○ Previous Masters Aus / State representatives (2016 or earlier) ○ Previous Aus Opens representatives (2016 or earlier) ○ Previous Opens State representatives (2016 or earlier) ○ Non-representative players 	0 points

Any player who has previously made themselves available for their home State/Territory team, not been selected, and then granted clearance to then play for another State/Territory team, the player will not attract any Player Points within that category. For example, if a player from Victoria was not selected in the Victorian Open Men's team in 2018, and granted a clearance to play for New South Wales in their Open Men's team, this player would not carry a 20-point weighting, but instead would fall into the next highest category applicable to them.

2.5 Clearances

A player, team coach or manager may only be registered to one NICL team per season. A player may not play for another Team within their registered Team's Zone.

However, under special circumstances, the player may seek a clearance to play for a Team in a different Zone. Approval for a clearance to be granted must be given by both Zone Coordinators and CA using the appropriate Clearance Form. This is to be filled out in its entirety and attached to the team list at the time this is handed to the umpire. A player being granted a clearance in this circumstance is still recognised as being part of their original registered Team and are simply "filling in" for a different team.

Players may only be granted clearances for a total of two games within a season and these may only be for games played within a Zone's preliminary round games. No player will be granted clearance to participate in another Zone's Finals Series.

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Where a player wishes to permanently move to a different NICL team in another Zone within the same season, they must seek special consideration from by both Zone Coordinators with the final approval to be granted by CA.

2.6 Zone & National Finals Eligibility

Player eligibility for Zone & National Finals Series is based on them playing a minimum of 30% (rounding down) of their Zone’s preliminary games.

Byes are not considered as a scheduled game. Games played in another Zone’s fixtures do not count towards a player’s game count for their registered team.

# OF SCHEDULED GAMES IN ZONE	ZONE & NATIONAL FINALS ELIGIBILITY
4 – 6 games	Minimum of 2 games
7 – 10 games	Minimum of 3 games
11 – 13 games	Minimum of 4 games
14 or more games	Minimum of 5 games

2.7 Open-Age National Championship Eligibility

For a player to be eligible to participate in an open-age team at the CA Indoor Cricket National Championships, they must have played a minimum of one (1) game for an NICL Team from their registered State or Territory.

Players may be able to compete for an open-age State or Territory Team without participating in the NICL if the closest NICL Team is over 150km from their home address, or in unique cases where special consideration is provided by the CA Indoor Cricket High Performance Committee.

2.8 Prize Money

A total prize pool of \$46,000 is available to be awarded to teams that participate in the NICL Final Series. Eligible teams may be awarded prize money in the amounts set out below:

- i. MEN’S:
 - a. the team who are the winners of the men’s NICL competition will receive \$10,000;
 - b. the team who are the runners up in the men’s NICL competition will receive \$5,000; and
 - c. each of the 10 competing teams in the men’s division of the NICL Finals Series will each receive \$1,000.
- ii. WOMEN’S:
 - a. the team who are the overall winners of the women’s NICL competition will receive \$10,000;
 - b. the team who are the overall runners up in the women’s NICL competition will receive \$5,000; and
 - c. each of the 6 competing teams in the women’s division of the NICL Finals Series will each receive \$1,000.

Please note that only teams comprised of participants that meet the eligibility criteria set out in these Match Rules and Regulations will be entitled to receive the prize money.



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3. NICL COMPETITION RULES

The NICL will be played under the NICL Match Rules in conjunction with the *2018 Official Rules of Indoor Cricket* administered by CA.

All NICL fixtures will be played under the Skins Scoring System and use the 6 ball over format with 5 runs per dismissal or misconduct action.

4. SCORING

The premiership scoring system will be as follows:

- Three (3) points to the team that scores the most total runs.
- One and a half (1½) points per team if total scores are tied.
- Skins points will also be awarded by comparing respective batting partnerships.
 - One (1) point will be awarded to each higher scoring partnership.
 - A tied batting pair will jackpot the skins point forward to the next pair, or backwards in the case of the last pair.
- In the case of a team forfeit, the team forfeiting will lose all (7) points allocated to the game.

5. LADDER POSITION

The Ladder position will be determined as follows:

1. Highest Total Points (wins & skins).
2. Highest number of Outright Wins (if equal on total points).
3. Highest number of Skins (if equal on total points and outright wins).
4. Highest Runs Percentage (if equal on all the above).

6. TIED FINALS (FINALS SERIES)

Minor Finals: If a Minor Final is tied at the completion of 16 overs for each side, the game will be awarded to the team who finished highest after the Round Robin series.

Grand Finals: If a Grand Final is tied at the completion of 16 overs for each side, a mini-game of eight overs per side will be played. The highest score will win. If the scores are still tied at the completion of the mini game, the team with the highest number of skins will be declared the winner. If the skins are also tied, the game will be awarded to the team who finished highest after the Round Robin series.

7. TEAM UNIFORMS

CA will coordinate the supply of all NICL team apparel. ISC Teamwear AU NZ is the official apparel supplier of the competition and Teams must only wear the approved uniform during NICL games. Any player found to be not wearing the approved uniform in an NICL game they are named in will forfeit the game (7-0), irrespective of the result. CA may also impose further sanctions on the Team.

However, should a team have an incorrect player garment or supply issue as a direct result of the apparel supplier, they can apply for special consideration by the CA Indoor Cricket High Performance Committee.

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Additional uniform requirements:

- Skins (undergarment) may be worn during the game. The length of the skins can vary, such as short or long sleeve. Should more than one player in a team wear a skin, the skins must be the same colour.
- Only caps provided by the official apparel supplier may be worn, and only one style and design may be created as part of each team's apparel.
- Knee pads and thigh guards may be worn but must be under the player's clothing.
- Playing shirts must be tucked in to playing pants.
- Playing pants are not to be tucked in to socks.

8. PLAYER BODY PIERCING AND JEWELLERY

Players must remove, or tape over, all body piercing and jewellery before taking the court.

9. EQUIPMENT

9.1 Cricket Balls

The balls used will be Burley Supersoft with one ball per innings. Teams may only use balls supplied by Cricket Australia.

In the event of a ball failure within the first four overs, the ball will be replaced with a new ball. In the event of a ball failure after four overs, the ball will be replaced with a ball used in one completed innings.

9.2 Cricket Bat Colour

(1) Cricket Australia permits the use of coloured bats in Cricket Australia sanctioned Indoor Competitions that are black or the same colour as the primary team colour provided that in the opinion of the umpire:

- i) The bat is not discolouring the ball
- ii) The colour is not impeding the ability for the players or umpires to view the ball

N.B. Umpires may request the batter to cease use of the bat at any stage throughout a match.

(2) Yellow or comparable coloured bats to that of the match ball are not permitted.

(3) Cricket Australia retains the right to withdraw its permit for a player to use a coloured bat at any time in its absolute discretion.

(4) Stickers on the face of the blade must be confined to the top 9 in/22.86 cm, measured from the bottom of the grip.

10. NICL UMPIRES

All NICL Umpires will have successfully completed the Indoor Cricket – Community Umpire Course prior to officiating within the NICL.

The Umpire is in sole charge of the match. Teams will have an opportunity to provide feedback to CA on Umpire performance via the Captains Report.

11. TEAM LIST

A team list, with all player's full name, playing number and Player Points System value must be filled out on the appropriate form for each match. The list must only contain the team's registered players. Where a "fill in" player from another Zone's Team is participating, proof of their clearance using the appropriate form must accompany the team list.

The list must be presented to the Umpire no later than **15 minutes** prior to the appointed match time.

For games which are live streamed, the team list must be presented to the Zone Coordinator or their representative no later than **30 minutes** prior to the appointed match time. The extra time allows for the broadcast team to set up their systems and the commentary team to commence their preparation including conducting player or coach interviews.

Teams who fail to lodge their list by the appointed time will forfeit the right to a toss. Due to exceptional circumstances, such as an incorrect name listed or a player injury during the warm up, teams may alter their submitted team prior to the game starting.

12. THE TOSS

For all non-live streamed matches, the toss will be conducted by the Umpire on the playing court no later than **15 minutes** prior to the scheduled game time.

For live streamed fixtures, the toss will be conducted by the Zone Coordinator or their representative **30 minutes** prior to the scheduled game time.

Failure of the team representative to be present at the scheduled time will forfeit the right to a toss.

13. PLAYER SEATING

Teams may be required to sit in specified seating areas during the NICL. This request will be made by the Host Centre Manager or Zone Coordinator. Teams will not be allowed to sit in any other area.

The team that wins the toss shall choose which of the two (2) specified seating areas their team will occupy.

14. COMMENCEMENT OF GAME

The Umpire will give a two (2) minute warning before "play" will commence. Players must be ready to commence "play" by the end of two (2) minutes. Failure to be ready may result in a 5-run penalty.

15. TIMED FIELDING INNINGS

Time Penalties will apply to all games, except Grand Finals. Fielding teams have 42 minutes to have completed their 15 overs and be ready in position for the beginning of the 16th over. Fielding teams that take longer than 42 minutes to complete 15 overs will be penalised 5 runs for every 2 minutes, or part thereof.

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The umpire will be the final judge on the time taken to complete each innings. The timing for the innings starts when the umpire calls Play for the 1st delivery of the innings and ends when the fielding team are ready in position for the beginning of the 16th over.

The 42 minute time period will include all stoppages in play such as, but not limited to, players requiring minor first aid treatment on court; discussions with the umpire or umpire warnings. These stoppages cover players from both teams. The time taken to deal with serious player injuries will not count towards the 42 minutes.

Umpires will warn batters for time wasting if they feel batters are trying to take advantage of the fielding team's time allocation. Umpires may penalise batters or add time onto the 42 minute time period if they consider batters have deliberately slowed down play.

Fielding teams receiving Time Penalties will have the runs deducted against the team captain. This is a team penalty and does not count as an individual penalty against the captain. Batters receiving Time Penalties will have runs deducted at the time of the penalty. This is a team penalty and does not count as an individual penalty against the batters.

16. INJURIES

In the event of a player being injured on court, the umpire may allow reasonable time (approximately two minutes) for minor first aid treatment on the court. If the player is unable to recommence play after two minutes, the umpire should direct the player to leave the court for further attention. If there is any doubt regarding the seriousness of injury preventing the player being moved, the umpire should consult with the medical official treating the player and the Zone Coordinator before continuing.

17. PLAYER MISBEHAVIOUR

In addition to the general obligations contained in the Rules, including the Standards of Behaviour, all players are subject to the following additional misconduct rules during each game. In most cases, umpires will initially warn a player for misconduct or unsportsmanlike behaviour. Repeated offences may result in a 5 run penalty.

However, the following actions will result in a 5 run penalty being imposed by the umpire without a warning being issued:

- **Swearing** by any player or team official, on the court or outside it, if in the umpire's opinion, the swearing is capable of being heard by the spectators.
- **Swearing or rude gestures at the umpire** by any player or team official either on the court or outside it.
- **Throwing the bat.**
- **Striking or throwing the ball at the stumps** other than to effect a run out or stumping.
- **Gross intimidation of an opponent.**

In the event of any player sent-off for misbehaviour during a game, the umpire must document this on the Match Report that is sent to CA. The umpire must also advise the Zone Coordinator as soon as practical.

18. ILLEGAL AND DOUBTFUL BOWLING ACTIONS

If an umpire believes a bowler has bowled a delivery that is clearly illegal (such as blatantly thrown), the umpire shall call “no-ball” and report the bowler on the Match Report. To be considered an illegal delivery, the ball must be delivered with a markedly different action to the bowler’s normal deliveries.

If an umpire believes a bowler has bowled a delivery that may be illegal (and is considered suspect), the bowler is **not** to be called (for a No-Ball) during the game. The umpire will use the Match Report to record any bowler they believe has bowled any suspect deliveries. The umpire will advise the bowler’s captain or coach that one of their players has bowled a suspect delivery.

During the preliminary rounds, bowlers with suspect actions will be referred by umpires to their respective Zone Coordinator for possible further action.

During the NICL Final Series, an umpire will refer bowlers with a suspect action to the Tournament Director for possible further action. A team coach or manager may also report an opposition player with a suspect bowling action to the Tournament Director. This must be during the game in question.

The Tournament Director will speak with the player’s coach and may also get the Technical Committee to assess the bowler’s action at the next available opportunity.

If a player is deemed to have a suspect action, the Tournament Director will speak with the bowler’s coach and the bowler to see if they can eliminate any suspect deliveries and only bowl fair deliveries.

At the end of the NICL Final Series, the Tournament Director will formally contact Cricket Australia and the bowler’s State or Territory representative and request that the player undergo remedial action on any deliveries considered suspect. The bowler’s State or Territory representative will be required to advise Cricket Australia of any successful remedial work carried out on the bowler before the bowler plays in a future National Championship or National Indoor Cricket League event.

Throughout the process, Teams and Coaches are to act in the best interests of the player and cricket in general with the overall welfare of the player and the game being the prime considerations.

19. FORFEITS

Any team not able to commence a match within 15 minutes of the scheduled start time, may incur a forfeit at the discretion of the Zone Coordinator or their representative. Teams experiencing difficulties in fielding a team are asked to contact their Zone Coordinator as soon as possible.

20. ALCOHOL & DRUGS

No player under the influence of alcohol or drugs will be allowed to take part in or continue in a match for safety reasons. The umpire and/or Zone Coordinator must remove any offending player from the game. The Zone Coordinator will refer the player to CA to deal with the matter.

Players may be required to submit to random drug testing during the NICL pursuant to any applicable anti-doping rules of CA. Penalties for returning a positive test or any other anti-doping rule violation under such CA anti-doping rules are severe, and include bans from participating in future competitions. Any anti-doping rule violations will be dealt with in accordance with the hearing rules of the CA anti-doping rules.

CA endorses the World Anti-Doping Agency and the World Anti-Doping Code.

21. GAME DAY DOCUMENTATION

21.1 Match Report

A Match Report is to be completed at the end of every game by the umpire. The report details any player misconduct that has resulted in a penalty. It also details any Code of Conduct issue that has brought the game into disrepute and Suspect Bowling Actions. Teams have a maximum of 15 minutes at the end of the game to lodge a formal complaint with the umpire about any Code of Conduct breach by a member/s of the opposing team. Irrespective of whether penalties have occurred or not during the game, the umpire and a representative of both teams must all sign the Match Report.

An umpire must advise Cricket Australia, as soon as practical after the game, if a player has been sent off during a game or either team refuses to sign the match report due to considered Code of Conduct breach by the opposition team.

21.2 Captains Report

Team captains and coaches will be provided the opportunity to submit a formal umpiring assessment report via an online form at the completion of their game to pass on relevant feedback to CA and their Zone Coordinator.

Where required, CA and the Zone Coordinator will use this report as a basis for improving umpire performance.

[Click Here](#) to access and fill out the Captains Report.

21.3 Player of the Series

Points will be allocated each game based on 3, 2, 1 by the Umpire during all NICL round games. Any player sent off during any NICL match shall be ineligible for the Player of the Series award.