
2026 NORTH WALES INDOOR JUNIOR CRICKET LEAGUE

Rules & Other Information

1. General Information

- 1.1 We want cricket to be an inclusive sport. Please contact us if any more can be done to help us on this issue.
- 1.2 Player age qualification: A player may represent a club in the competition if they are under 'x' years of age at midnight on 31st August prior to the start of the competition. Girls can be 1 year above this (ie, they can play a year down).
- 1.3 The 2026 edition of the Indoor League includes U9 / U11 / U13 / U15 leagues. Please confirm with the opposing team if your team are to include much younger / older juniors.
- 1.4 It is hoped that a team photograph will be taken (both teams together with coaches) and an action shot for each match. This is especially important when we are promoting the league in the next few years.
- 1.5 It would be great if a team is in club matching kit.

2. Pitch & Equipment

- 2.1 Pitch length for U9 is 15 yards / U11 is 17 yards / U13 is 19 yards / U15's is 22 yards. 'Girls Only' pitch length is the same though U15 can be 20 yards if agreed prior to match.
- 2.2 Pitch markings & wickets with stumps – Clubs to bring.
- 2.3 Coloured windball balls to be used (soft plastic such as Dynamos / AllStars) - Clubs to bring. Incrediballs can be used by agreement.
- 2.4 Bats and all other player equipment – Clubs to bring.
- 2.5 Player owned bats & gloves / pads can be used by agreement.
- 2.6 Scoring by pen/paper: Scoresheets are available on request unless you would like to use your own.
- 2.7 Scoring by mobile phone App: We recommend using the ECB "Countdown Cricket" app. It is easy to use and both teams appreciate knowing what runs is needed in the final overs of a match. See separate sheet for help.

3. Scoring

- 3.1 Scoring by pen/paper: Batting team starts with 200 runs, with runs added / wickets subtracting from total.
- 3.2 Scoring by mobile phone App: The App takes care of the totalling up.
- 3.3 Wicket : -5 runs
- 3.4 Running between wicket : 3 (We are trying to promote running between wicket)
- 3.5 Ball hitting front wall : 4 or 6 (& dead ball afterwards)
- 3.6 Ball hitting side wall : 1 (& the opportunity to run)
- 3.7 Ball hitting back wall from the bat : 1 (& the opportunity to run)
- 3.8 All wides / no balls : 2 runs (& the opportunity to run)
- 3.9 Byes / Leg byes that hit the wall : 1 run (& the opportunity to run)

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- 3.10 Ball hitting the ceiling : 0 runs (& the opportunity to run)
 - 3.11 Overthrows from fielding team. No extra run if hits the wall but batting team can still keep running.
 - 3.12 Hitting two walls results in 1st wall score (Eg, 1 run + opportunity to score if side wall hit, then bounces to front wall)
 - 3.13 Wides and no balls are not re-bowled EXCEPT for last over

4. Howzat

- 4.1 Bowled out
- 4.2 Caught out (& including side, back wall and ceiling). No catch from front wall.
- 4.3 Run out
- 4.4 Stumping from wicket keeper (Leniency should be considered here, particularly multiple stumpings)
- 4.5 Batter hits own wicket

5. Basic Rules & Match Information

- 5.1 One hour per match / 6 a-side pairs cricket / 12 overs per innings / 5 balls per over.
- 5.2 All players to bat for 4 overs as a pair.
- 5.3 We hope all players will bowl 2 overs (which should not be consecutive) unless a dedicated wicket keeper is used where 2 players will bowl 3.
- 5.4 Bowling will be from one end only
- 5.5 Unless agreed, Umpire changing every 6 overs.
- 5.6 No LBW but fair play should be enforced if possible.
- 5.7 No Balls; Bouncing more than once can be acceptable if hit'able. Anything above belly button is a no ball. Balls that bounce in bowler's half of wicket is a no ball.

6. Other Rules & Match Information

- 6.1 Before the match, a toss of a coin / credit card or crypto currency will be used to see who bats first.
- 6.2 In the interest of keeping the match flowing; the coach / captain will inform the Umpire how he will choose bowling order. A simple rotation format can be used.
- 6.3 Through Umpire discretion, rotating the batters can be used through the "Third Ball" rule which means that batters cannot face three consecutive balls.
- 6.4 All rules shall be interpreted by the Umpire in accordance with "The Spirit Of The Game". The idea is to allow the different standards of play & not restrict the flow of game (An example is combining over arm and under arm bowling in the same match).
- 6.5 All other aspects of the game not covered by the Indoor League rules will be governed by the ECB Laws of Cricket.

Last updated: 03 Dec 2025

Last change 1 : Change year to 2026

Last change 2 : Change of "Player age qualification" text.