

# BASEL DRAGONS INDOOR TOURNAMENT

## RULES

### GENERAL

The normal rules of cricket shall be complied with, noting the comments in the below sections

8 players per team

All Under 9/11/13 matches shall be 15 overs per innings, with each innings lasting approximately 45 mins

All Under 15 matches shall be 20 overs per innings, with each innings lasting approximately 60 mins

Pitch shall be a regulation 21 yards for both age groups other than under 9

A indoor cricket ball will be used

### BATTING

Batsmen must wear full protective gear - box, pads, gloves, helmets as a minimum

A batsman shall retire at a score of 20 and is able to bat again, after all his team have batted prior, in the strict order of where he/she batted prior

A batsman, once dismissed, shall not be allowed to bat again in the same innings

The front wall hit shall count as a regular boundary of 4 runs

The front wall hit without bouncing shall count as six runs

Batsman can be caught out off all walls, excluding the front wall

Batsman can be caught out off the ceiling

Hitting the back wall or side walls is worth 1 run (in addition to runs ran)

A ball hitting a side wall first and then hitting the front wall will attract only the bonus for hitting the side wall.

A ball hitting the back wall without being hit or off the pads/body is worth 1 bye or leg bye as appropriate (in addition to runs ran)

Each run between the wickets is worth 1

There will be no deduction in the batting teams score for a wicket being lost

Any ball hit into the crowd area will be called dead-ball and 2 runs awarded to the batsmen

LBWs shall apply

### BOWLING

Wides and no balls shall not be rebowled and two runs awarded

In over 12/15 the umpires will assess whether extras are being deliberately given and if so can ask the bowling team to rebowl these deliveries (the spirit of cricket must always be upheld)

A bowler may bowl no more than 3 overs in an innings, in both Under 9, 11 and 13 matches

A bowler may bowl no more than 4 overs in an innings in Under 15 matches

LBWs shall apply, although the bowler must appeal to the umpire for a decision

All overs will be bowled from the same end, with the batsman crossing ends at the end of each over

### FIELDING

For clarity, if a batsman strikes a ball and it hits a side wall, and the batsmen take a single, 2 runs will be credited to the batsman

If a throw ends up hitting any walls, then the score for the ball hitting the walls does not apply as only runs that the batsman run will count

Maximum of 3 fielders per side (ie 3 on off side and 3 on leg side)

Batsman can be caught out off all walls, **excluding** the front wall

Batsman can be caught out off the ceiling

Hitting the back wall or side walls is worth 1 run (in addition to runs ran)

Any ball hit into the crowd area will be called dead-ball and 2 runs awarded to the batsmen

# BASEL DRAGONS INDOOR CHAMPIONSHIP

## Under 9's Competition - Sunday April 1

MATCH NO	TIME		TEAM 1	vs	TEAM 2	Venue
	START	FINISH				
1	9.00am	10.30am	Basel Dragons	vs	Zurich Crickets	Hall 3
2	10.30am	12.pm	Wanderers	vs	Zurich Crickets	Hall 3
3	12.pm	1.30pm	Wanderers	vs	Basel Dragons	Hall 3
4	1.30pm	3.00pm	First place	vs	Second Place	Hall 3

Wanderers side will be made up from Lucern, Gingins and Basel Dragons  
In order to qualify, players must be under 9 on 1st September, 2011

## Format

Each group team plays each other

6 points for a win / 3 each for a draw / 1 for losing

In the event of a tie, the net run rate will be calculated to determine the finalists

Each team provides one umpire and one scorer for each game in which they play

# BASEL DRAGONS INDOOR CHAMPIONSHIP

## Under 11's Competition - Saturday March 31

MATCH NO	TIME		TEAM 1	vs	TEAM 2	Venue
	START	FINISH				
1	9.00am	10.30am	Basel Dragons	vs	Luxembourg	Small Hall
2	10.30am	12.00am	Zurich Crickets	vs	Gingins	Small Hall
3	12.00am	1.30pm	Gingins	vs	Luxembourg	Small Hall
4	1.30pm	3.00pm	Zurich Crickets	vs	Basel Dragons	Small Hall
5	3.00pm	4.30pm	Basel Dragons	vs	Gingins	Large Hall
6	3.00pm	4.30pm	Zurich Crickets	vs	Luxembourg	Small Hall
7	4.30pm	6.00pm	1st place	vs	2nd place	Large Hall
8	4.30pm	6.00pm	3rd place	vs	4th place	Small Hall

In order to qualify, players must be under 11 on 1st September, 2011

## Format

Each group team plays each other

6 points for a win / 3 each for a draw / 1 for losing

In the event of a tie, the net run rate will be calculated to determine the winner

Each team provides one umpire and one scorer for each game in which they play

# BASEL DRAGONS INDOOR CHAMPIONSHIP

## Under 13's Competition - Sunday April 1

MATCH NO	TIME		TEAM 1	vs	TEAM 2	Venue
	START	FINISH				
1	9.00am	10.30am	Basel Dragons	vs	Zurich Crickets	Hall 1
2	9.00am	10.30am	Luxembourg	vs	Cossonay	Hall 2
3	10.30am	12.00am	Gingins	vs	Cossonay	Hall 1
4	10.30am	12.00am	Zurich Crickets	vs	Luxembourg	Hall 2
5	12.00am	1.30pm	Basel Dragons	vs	Cossonay	Hall 1
6	12.00am	1.30pm	Gingins	vs	Luxembourg	Hall 2
7	3.00pm	4.30pm	Basel Dragons	vs	Luxembourg	Hall 1
8	3.00pm	4.30pm	Zurich Crickets	vs	Gingins	Hall 2
9	4.30pm	6.00pm	Zurich Crickets	vs	Cossonay	Hall 1
10	4.30pm	6.00pm	Basel Dragons	vs	Gingins	Hall 2

In order to qualify, players must be under 13 on 1st September, 2011

## Format

Each group team plays each other

6 points for a win / 3 each for a draw / 1 for losing

In the event of a tie, the net run rate will be calculated to determine the winner

Each team provides one umpire and one scorer for each game in which they play

# BASEL DRAGONS INDOOR CHAMPIONSHIP

## Under 15's Competition - Saturday March 31, Large Hall

MATCH NO	TIME		TEAM 1	vs	TEAM 2	Venue
	START	FINISH				
1	9.00am	11.00am	Basel Dragons/Cossonay	vs	Zurich Crickets	Large Hall
2	11.00am	1.00 pm	Gingins	vs	Zurich Crickets	Large Hall
3	1.00 pm	3.00pm	Basel Dragons/Cossonay	vs	Gingins	Large Hall

In order to qualify, players must be under15 on 1st September, 2011

## Format

Each group team plays each other

6 points for a win / 3 each for a draw / 1 for losing

In the event of a tie, the net run rate will be calculated to determine the winner

Each team provides one umpire and one scorer for each game in which they play