

cricket league start up pack

welcome and contents

Play On Sports Arena would like to welcome you to our new cricket season. Thank you for joining one of our many exciting leagues and we look forward to seeing you enjoy your cricket week in week out.

Should you have any questions please do not hesitate to contact us as below:

P: 0207 515 0000

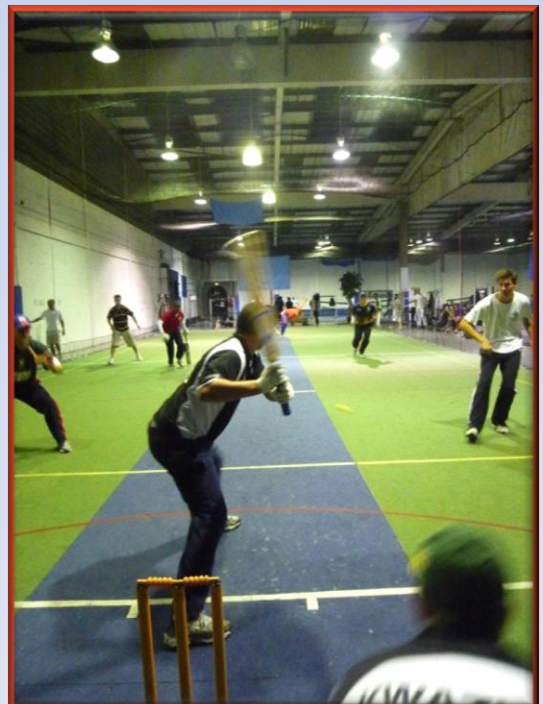
W: www.playonsports.co.uk

E: play@playonsports.co.uk

We wish you all the best for the season ahead!

The Play On Sports Team

- The League Format
- Paying For Your Team
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the league format

All of our leagues work in a round robin format with each team playing each other once (subject to a number of teams) followed by play off games for placements and semi finals.

For example in a eight team league at the end of the round robin stage fixtures will be allocated as below:

Semi Final:

1st v 4th

2nd v 3rd

Final

Placement Games:

5th v 6th

7th v 8th

Scoring League Points:

Win – 3 points

Tie – 1 point

Loss – 0 points

In addition to the above point scoring there are also four “skin” points available per game. Skins are equivalent batting pair scores from either innings with the highest score winning the point.

For example, if the first pair for Team A score 20 and the first pair for Team B score 21 then Team B win the skin. Should a skin be tied the point will be carried over and added to the team who win the next skin. Skins are shown on the league table as “B”

One bonus point per game will also be awarded to teams wearing shirts of the same colour



paying for your team and what you receive

There are two ways to pay:

Pay for your season in full up front. Paying up front is recommended as you have no further worries on game day while also securing a discount of 10% over the course of the season. Cost: £520

Pay per game. Payment of £120 (registration fee) must be paid in advance followed by £56 per game for the first eight fixtures. Proof of payment is required. Season Cost: £568

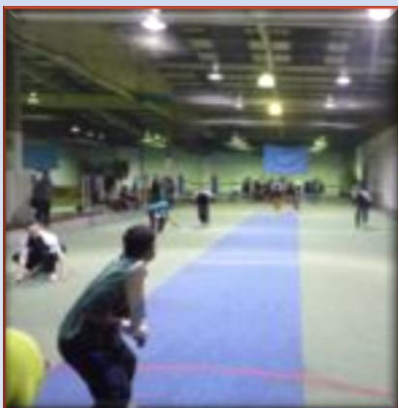
Payment can be made in the following ways:

Credit or Debit Card

BACS

Cash

Company Invoice (Card guarantee required)



Your league fee covers:

- ✓ Your registration fee
- ✓ A minimum of nine league fixtures
- ✓ A minimum of one placement game or semi final depending on qualification
- ✓ Umpiring of all of your fixtures
- ✓ Equipment being available for use at each game (owned by Play On Sports)
- ✓ Balls
- ✓ Live online league table
- ✓ Live player statistics for your team
- ✓ Access to the Play On Sports Team Management System

searching for ringers

Play On Sports understands that on occasions even the most committed team member may not be able to make the game, leaving your team short.

To assist with this you can search for ringers through our website. Simply login and follow the steps below:

Step 1: From the “Control Panel” taskbar, select “Find Ringers”

Step 2: Use the panel to select the fixture for which you require ringers. The select “Indoor Cricket” and click “Ringer Search””

Step 3: Use the results page to select the ringers that you wish to contact. Click “Contact Ringers” when they receive an email to which they will be able to reply directly to you



Alternatively, drop us an email at

play@playonsports.co.uk

or call our office on

0207 515 0000

the rules

League Rules – The Basics:

8 players per side

32 overs per game, 16 per side

Everyone bowls 2 over

Everyone bats for 4 overs even if somebody gets out

Games are played against the clock. Each innings of 16 overs must be completed within 35 minutes

Batting / Scoring Runs

You bat in pairs and face 4 over each

The non-facer stands at the running crease

If you are out you do not leave the court, you stay at the crease and continue to bat for the full 4 overs

Every time you are out your team loses 5 runs from the total runs

In order to score runs you must complete a run between the wicket (to the half way line)

For this you will be given one run, please additional runs depending on where you hit the ball.

The back net at the keepers end is 0 runs, plus one for running = 1

The side nets before the half way line are 1 run, plus one for running = 2

The side nets after the half way line are 2 runs, plus one for running = 3

If you hit a side net and the subsequently the back net at the bowlers end you get a bonus run

The back net if hit on the floor is 4 runs, plus one for running = 5

The back net if hit on the full is 6 runs, plus one for running = 7

When there are 2 non scoring deliveries in a row, the batters must run on the next delivery. (This is called 3rd ball)

Fielding

There are 8 players in the fielding team

The field has to have 4 players in each half of the court, else a no ball will be called by the umpire (See “Extras”)

Bowling (Take the group to the bowling crease)

Everyone has to bowl

An over lasts 6 balls (except when an extra is bowled (see “Extras”)

the rules

Extras

Wides are judged as follows:

Offside: Within the wicket

Legside: Within the painted guide lines on the batting crease

You can be run out and stumped off of a wide ball.

There are types of no balls that can be called, all of which result in two runs being awarded to the batting side. They are

Front Foot: In indoor cricket no part of your foot can touch the front line

Full Toss: If the ball does not bounce in front of the batter and passes them at waist height or above this will be called a no ball

Bouncer: If the ball pitches before the half way line this will be called a no ball

Ball Off The Pitch: If a delivery lands outside of the blue pitch area this will be called a no ball

Fielding No Ball: This is when the team have more than the four players allowed in either half of the court.

You cannot be out caught or stumped off of a no ball but you can still be run out.

Extras are scored as two runs and are only rebowled (at the batters request) in the last over of each skin up to a maximum of three rebowls

Dismissals/ Getting Out

Caught (anywhere except off the back net when the batter hits a 6)

Run Out

Bowled

Stumped

Mankad (This is when the non striking batter backs up out of his crease and the bowler, having completed his action, breaks the bails)

LBW (Only when no shot is offered by the batter and the ball is deemed to be hitting the stumps)

Obstructing the field

Hit wicket

Handled the ball

the rules ❖ ringers

Ringer Rules – Cricket at Play On Sports Winter 2014

Due to issues raised by many teams over previous seasons the ringer rules at Play On Sports have changed for League Cricket.

The issue raised most often was the numbers of times that a team encountered the same player, with those players often being found playing for up to five different teams in a season through ringer slots.

As such, Play On Sports wishes to announce the following rules on ringers for winter 2014:

- No player may play for more than two teams in any given league, even as a ringer.
 - Any team found to have played a player as their “third team” of any given season will forfeit the match(es) in which the player partook.
- Should a player from a higher grade drop into a lower league, they may also not play for more than two teams. Furthermore, they will also be subject to the following penalties:
 - Super League dropping to A League: 15 runs per game
 - Super League dropping to B League: 25 runs per game
 - A League dropping to B League: 10 runs per game
- All ringers will be subject to the same qualification rules if participating in finals, those being that they must have played a minimum of three games for the team that they represent.
- No player may compete in more than one semi-final of a competition.
- Any players found to be playing more than one game in any given timeslot (I.e where games overlap by any period of time) a penalty of 25 runs will be applied to that player in both games.

We encourage the use of our online ringer system, available in the members area of www.playonsports.co.uk, or alternatively call the Play On Sports office on 0207 515 0000. Please note that the following criteria apply:

- As must notice as possible is advised. Please remember that this is a courtesy service and no guarantee can be provided that players will be found.
- Should Play On Sports, upon your request, find your team a ringer and this player is confirmed they must be able to play. For example, if a team mate becomes available or a player at the arena volunteers to fill the slot after we have confirmed a player, it is the player as confirmed by Play On Sports that must be given priority.
 - Any team who disregards this rule will have the ringer service suspended.

We thank you in advance for your cooperation with these rules.