

BUCS INDOOR CRICKET REGULATIONS

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ICR i The BUCS Indoor Cricket Championships shall be conducted in accordance with the following BUCS sport specific regulations, the BUCS general regulations, and the MCC Laws of Cricket (2017 Code, 3rd Edition – 2022).

ICR ii In the event that these regulations contradict the BUCS general regulations, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.

ICR iii In the event that these regulations contradict the MCC Laws of Cricket (2017 Code, 3rd Edition – 2022), these BUCS sport specific regulations will supersede, unless specifically stated otherwise.

ICR iv The gender eligibility criteria for the BUCS Indoor Cricket Championships will be determined as per [REG 4.3](#).

ICR 1 Championships BUCS will host annually separate Female and Open Team Championships as listed in Appendix 1 ('BUCS Competition Offer and Associated BUCS Points'), subject to entry numbers.

ICR 2 Behavioural agreement Each season institutions/Playing Entities are required to complete and submit a BUCS Indoor Cricket Behavioural Agreement to BUCS for each of their teams entered, by the Thursday prior to a team's first fixture. Failure to adhere to this regulation will result in teams being suspended from competition.

ICR 3 Championship formats

ICR 3.1 Open leagues The competition will consist of regionalised leagues. Each league will comprise of between five and nine teams playing each other once at central venues on set match days, though this may vary subject to entry numbers.

ICR 3.1.1 For 2025-26, the leagues are split into 'North' and 'South' groupings as follows:

- 'North': Scotland, Northern A, Northern B, Northern C, Midlands A, Midlands B, Midlands C.
- 'South': South Western, Western, South Eastern A, South Eastern B, South Eastern C.

ICR 3.2 Open knockout stages

ICR 3.2.1 Championship

ICR 3.2.1.1 At the conclusion of the leagues, there shall be Northern and Southern Championship Qualifier events.

ICR 3.2.1.2 Only one team per institution/Playing Entity shall be permitted to progress to the Championship Qualifier events.

ICR 3.2.1.3 The Championship Qualifier events shall involve all league winning teams from the relevant leagues, plus the best performing team(s) finishing as runners-up until full draws of eight teams are achieved, taking into account the

restriction of ICR 3.2.1.2. If this does not produce a full draw of eight teams, then the best performing teams finishing in 3rd place and so on shall be added until a full draw is achieved, again taking into account the restriction of ICR 3.2.1.2. Which teams are considered best performing shall be determined by Net Run Rate (NRR).

ICR 3.2.1.4 At the Northern and Southern Championship Qualifier events, teams shall be split into two groups of four, from which the top two teams from each shall progress to the Super 8s Championship Final event.

ICR 3.2.1.5 At the Super 8s Championship Final event, the eight teams shall be split into two groups of four. The top two teams from each group shall progress to semi-final knockout matches, followed by the Championship Final.

ICR 3.2.2 Trophy

ICR 3.2.2.1 At the conclusion of the leagues, there shall be Northern and Southern Trophy Qualifier events.

ICR 3.2.2.2 The Trophy Qualifier events shall involve the best performing teams finishing as runners-up that have not progressed to the Championship until a full draw of eight teams in that region has been achieved. If this does not produce a full draw of eight teams for either region, then the best performing teams finishing in 3rd place that have not progressed to the Championship and so on shall be added until a full draw is achieved. The best performing teams shall be determined by Net Run Rate (NRR).

ICR 3.2.2.3 At the Northern and Southern Trophy Qualifier events, teams shall be split into two groups of four, from which the top two teams from each shall progress to the Super 8s Trophy Final event.

ICR 3.2.2.4 At the Super 8s Trophy Final event, the eight teams shall be split into two groups of four. The top two teams from each group shall progress to semi-final knockout matches, followed by the Trophy Final.

ICR 3.2.3 Team designations

ICR 3.2.3.1 Team designations (1st team, 2nd team etc.) for each institution/Playing Entity which has one or more teams progress to the knockout stages shall be reallocated based on the league finishing positions of each team. For example, if an institution/Playing Entity's 2nd team finishes first in their league and progresses to the Championship and their 1st team finishes second in their league and progresses to the Trophy, their designations shall be reversed for the knockout stages.

ICR 3.2.3.2 For the purposes of the application of team selection regulations (ICR 4.1), an individual's selection history will be considered in relation to the new designations. For example, an individual who has established normality for a 2nd team of an institution/Playing Entity who finished first in their league and has progressed to the Championship and whose 1st team finished second in their league and has progressed to the Trophy, will be considered to have established normality for what is now the 1st team in the knockout stages and therefore is not eligible to be selected for what is now the 2nd team in the knockout stages.

ICR 3.3 Female leagues The competition will consist of regionalised leagues. Each league will comprise of between five and nine teams playing each other once at central venues on set match days, though this may vary subject to entry numbers.

ICR 3.3.1 For 2025-26, the leagues are as follows: Scotland, Northern, North West, Midlands A, Midlands B, Western, South Eastern.

ICR 3.4 Female knockout stages

ICR 3.4.1 Championship

ICR 3.4.1.1 At the conclusion of the leagues, there shall be a Super 8s Championship Final event.

ICR 3.4.1.2 Only one team per institution/Playing Entity shall be permitted to progress to the Super 8s Championship Final event.

ICR 3.4.1.3 The Super 8s Championship Final event shall involve all league winning teams, plus the best performing team(s) finishing as runners-up until full draws of eight teams are achieved, taking into account the restriction of ICR 3.4.1.2. If this does not produce a full draw of eight teams, then the best performing teams finishing in 3rd place and so on shall be added until a full draw is achieved, again taking into account the restriction of ICR 3.4.1.2. Which teams are considered best performing shall be determined by Net Run Rate (NRR).

ICR 3.4.1.4 At the Super 8s Championship Final event, the eight teams shall be split into two groups of four. The top two teams from each group shall progress to semi-final knockout matches, followed by the Championship Final.

ICR 3.4.2 Team designations Team designations (1st team, 2nd team etc.) for each institution/Playing Entity which has a team progress to the knockout stages shall be reallocated based on the league finishing positions of each team. For example, if an institution/Playing Entity's 2nd team finishes first in their league and progresses to the Championship and their 1st team finishes second in their league (and therefore does not progress to the knockout stages), the 2nd team will be redesignated as the 1st team for the knockout stages.

ICR 4 Team selection and team sheets

ICR 4.1 The BUCS Indoor Cricket Championships shall follow the team selection and team sheet requirements of REG 11, with matches during the league stages counting as 'league fixtures'/'league matches' and those during the knockout stages counting as 'knockout competition fixtures'/'knockout competition matches'. Additionally, any references to "the relevant league deadline date as identified in Appendix 2 ('BUCS Leagues and Knockouts - Dates and Deadlines')" or the "league results submission deadline" are replaced with "the first working day after the last match day for the relevant league" and REG 11.2.11.3 shall not apply.

ICR 4.2 The maximum number of players per team per match will be six.

ICR 4.3 The minimum number of players per team required for a fixture to start, will be four.

ICR 5 Kit All teams must wear matching playing shirts and teams are advised to avoid wearing red shirts.

ICR 6 Balls All match balls will be supplied by BUCS, specifications reliant on venue for use.

ICR 7 Match officials

ICR 7.1 Umpires BUCS will arrange umpires for all match days.

ICR 7.2 Scorers Each team is required to provide a competent scorer for all their fixtures on all match days.

ICR 8 Venues BUCS will arrange all venues. Details of venues for all rounds of competition shall be published on the BUCS website Indoor Cricket pages.

ICR 9 Withdrawals, late arrivals and non-fulfilment of fixtures

ICR 9.1 Withdrawals and refunds Whether an institution/Playing Entity can withdraw a team and how, whether they will be eligible for an entry fee refund, and the impact on that team should they re-enter for the following season, will be subject to the following regulations:

ICR 9.1.1 Prior to the Team Entry closing date, any entries submitted can be withdrawn through BUCS Play. Entry fees will not be charged for teams withdrawn prior to the deadline.

ICR 9.1.2 Once the Team Entry closing date has passed, the BUCS Executive will confirm the leagues for the season following which any entries submitted can be withdrawn up until 23:59 on the seventh day following the leagues being confirmed by emailing (events@bucs.org.uk). Entry fees will not be charged for teams withdrawn during this window.

ICR 9.1.3 Once the deadline stated in ICR 9.1.2 has passed, whether a team can be withdrawn and/or whether entry fees will be charged/will not be refunded will be subject to the following:

ICR 9.1.3.1 If BUCS has not been able to accommodate a team in a competition, the institution will not be charged the entry fee.

ICR 9.1.3.2 A team can be withdrawn at any time prior to five working days before the first agreed fixture date for the competition, however the entry fee will still be charged/will not be refunded. Once this deadline passes, teams cannot withdraw. For example, if a league's first fixture date was Saturday 28 October or Sunday 29 October, then teams would not be allowed to withdraw after 23:59 on Sunday 22 October.

ICR 9.1.3.3 If a withdrawal is permitted under ICR 9.1.3.2, it should be requested by emailing events@bucs.org.uk.

ICR 9.1.3.4 Where a team is no longer permitted to be withdrawn as the deadline stated in ICR 9.1.3.2 has passed, any fixtures which they do not fulfil will be recorded as walkovers and the results of any fixtures already logged prior to this will remain. Please note the penalties incurred for walkovers in ICR 13.5. Where walkovers are recorded, an institution can apply for these walkovers to be considered involuntary – see ICR 13.5 for more details.

ICR 9.1.3.5 An institution/Playing Entity cannot withdraw a team whilst a lower ranked team of theirs remains in the competition structure.

ICR 9.2 Teams failing to take the pitch (with the minimum required number of players) for the scheduled start of a match will be deemed to have forfeited the match and a walkover will be awarded to their opposition – see ICR 13 for penalties associated with conceding a walkover.

ICR 9.2.1 If the lateness of the team was caused through no fault of the team, then the Tournament Director can look at rescheduling fixtures to accommodate this and/or to try and fit the fixture in at the end of the match day.

ICR 9.3 Teams not attending an entire match day will be deemed to have forfeited all their scheduled matches and walkovers will be awarded to their opposition – see ICR 13 for penalties associated with conceding a walkover. They may also face further disciplinary action.

ICR 10 Playing conditions The following regulations may be altered by the Tournament Director owing to constraints of the venue in which the matches are taking place.

ICR 10.1 Each match shall consist of one innings per team other than the Championship Final which may be the combined score from two innings per team if the final is played as a one-off match.

ICR 10.2 Each innings shall consist of a maximum of 10 overs of six balls.

ICR 10.3 There shall be a five minute interval between innings.

ICR 10.4 Batting Two batters shall be at the wicket at all times during an innings.

ICR 10.4.1 In the event of a team losing all but one wicket within the permitted 10 overs, the last batter shall continue batting with the last batter out remaining at the wicket as a runner/non-striker only. If there are less than six players (see ICR 4.3), once all batters are out, the team is all out.

ICR 10.4.2 When a batter reaches a personal total of 25 not out, they shall retire but may return to the crease in the event of their side being dismissed within the 10 overs. Retired batters must return in the order of retirement and can only take the place of a retiring or dismissed batter. Should a batter return and score a further 25 runs, they shall again retire and may subsequently return. Two 'live' batters shall be at the wicket until such time as the penultimate wicket has fallen.

ICR 10.5 Bowling No bowler shall bowl more than three overs. (In the case of a bowler becoming incapacitated, the over shall be completed by a bowler who has not bowled three overs even if they bowled the preceding over).

ICR 10.6 'No-Balls' and 'Wide-Balls'

ICR 10.6.1 Having bounced once, if the ball reaches or passes the batter at or above shoulder height, standing in their normal stance, either umpire shall call and signal a 'No-Ball'.

ICR 10.6.2 Regardless of the pace of delivery, if the ball reaches the batter on the full at or above waist height, standing upright at the popping crease, either umpire shall call and signal a 'No-Ball'.

ICR 10.6.3 A ball bouncing more than once before reaching the striker in their normal position will be called a 'No-Ball'.

ICR 10.6.4 The laws relating to 'Wides' shall be strictly interpreted by the umpires.

ICR 10.6.5 No extra deliveries are added to an over in the event 'No-Balls or Wide-Balls' are bowled except in the final over of an innings or a Super Over (refer to ICR 13.4.1) both of which must contain six legal deliveries.

ICR 11 Scoring The scoring for Indoor Cricket shall take place as follows:

ICR 11.1 A ball struck to hit the boundary wall behind the bowler without first touching the floor or any other wall or ceiling shall count as six runs. If, however, the ball touches the floor but does not touch any of the other walls or the ceiling before hitting the boundary wall, then it shall count as four runs.

ICR 11.2 A ball struck to hit the ceiling or one or more of the side or back walls shall count one run, even if the ball subsequently hits the boundary wall. Two additional runs shall be scored if the batters complete a run. (If the ball is struck to hit the ceiling or side or back wall and a batter is then run out, the run for hitting the wall or ceiling shall be scored).

ICR 11.3 Two runs shall be scored if the striker plays the ball and it does not hit a wall direct and the batters complete a run.

ICR 11.4 A bye shall count as one run if the ball hits a wall; a leg-bye shall count as one run if the ball hits a wall. In each case if the batters complete a run, two additional runs shall be scored.

ICR 11.5 Two byes or two leg-byes shall be scored if the batters complete a run without the ball hitting a wall.

ICR 11.6 A 'No-Ball' shall score three penalty runs, recorded as a 'No-Ball' extra, in addition to any other runs scored under ICR 11.6.2 – ICR 11.6.4 below.

ICR 11.6.1 If the striker hits a 'No-Ball', the number of runs resulting, as specified in ICR 11.6.2 – ICR 11.6.4, shall be added to their score.

ICR 11.6.2 If the batter does not strike the ball and completes a run, two runs shall be credited under 'No-Ball' extras. If the ball hits the ceiling, or any wall, an additional run shall be scored as a 'No-Ball' extra.

ICR 11.6.3 If the batter does not hit the ball and it goes on to hit the ceiling or any wall, one run shall be scored as a 'No-Ball' extra (unless they have let the ball hit them without either attempting to play it or avoid being hit by it).

ICR 11.6.4 No additional deliveries for 'No-Balls' received other than in the final over of an innings or Super Over but the aforementioned scoring for 'No-Balls' remains the same.

ICR 11.7 A 'Wide-Ball' shall score three penalty runs, recorded as a Wide, in addition to any runs scored under ICR 11.7.1 – ICR 11.7.3 below.

ICR 11.7.1 If a Wide-Ball hits the ceiling or any wall (including the boundary wall) one run shall be credited under extras.

ICR 11.7.2 If the batters complete a run, two runs shall be credited under extras.

ICR 11.7.3 No additional deliveries for Wide-Balls received other than in the final over of an innings or Super Over but the aforementioned scoring for Wide-Balls remains the same.

ICR 11.8 An overthrow hitting any wall (including the boundary wall) or the ceiling shall count as one run to the batter or to the total of byes, leg-byes, No-Balls or Wides as appropriate.

ICR 11.9 No runs shall be scored if a batter is out caught off the walls or ceiling.

ICR 12 Method of dismissal Apart from the normal methods of dismissal contained in the Laws of Cricket, the following variations shall apply:

ICR 12.1 The batter shall be caught out by a fielder after the ball has hit the ceiling, the netting or any wall except directly from the boundary wall, provided the ball has not touched the floor. A fielder may lean against any wall in effecting a catch.

ICR 12.2 The last not-out batter shall be given out if the non-striker running with them is out.

ICR 12.3 The batter or the non-striker shall be given not out if the ball rebounds from a wall or ceiling and hits a wicket without being touched by a fielder.

ICR 13 Results and Forfeitures (Walkovers)

ICR 13.1 Tournament Directors shall submit all match results to the BUCS Executive who shall then record them on BUCS Play. However, all teams must retain their scoresheets for all their matches. In the case of a result needing to be queried, or a tie on league position needing be resolved by way of Net Run Rate (NRR), BUCS will request said scoresheets. If only one team can provide completed scoresheets for settling a tie, then they will take the higher placing.

ICR 13.2 Leagues and mini-leagues of knockout stages

ICR 13.2.1 League points

ICR 13.2.1.1 Three points will be awarded for a win, one point for a tie and no points for a loss.

ICR 13.2.1.1.1 If runs scored are the same then the team losing the least number of wickets is awarded the win. A tie in league games occurs when the two teams score an equal number of runs for an equal number of wickets lost, regardless of overs received.

ICR 13.2.1.2 Where a walkover has been awarded/conceded, three points shall be given to the non-offending team and three points deducted from the offending team.

ICR 13.2.1.3 No points will be awarded to either team in the case of a void fixture.

ICR 13.3.2 Calculating final league positions Final league positions will be primarily based on league points accumulated. However, should there be any ties on points within a league, they shall be split by the following sequential system, involving the use of Net Run Rate (NRR):

ICR 13.3.2.1 A team tied on points in a league who has voluntarily conceded walkovers shall automatically be placed below other tied teams who have conceded fewer voluntary walkovers.

ICR 13.3.2.2 If the tie on points has been effected any walkovers conceded to the teams involved in the tie, or any void fixtures, all the relevant results against the team(s) which conceded the walkover(s) or the team(s) involved in the void fixtures (i.e. all the results between the teams tied on points and the team(s) conceding the walkover(s)/void match(es)) will be removed from the results table and the recalculated NRR shall be used to determine the higher placed team.

ICR 13.3.2.3 Where Net Run Rate is used, the higher placed team is the side with the higher or highest NRR as determined by the following formula:

<u>Total runs scored</u>	MINUS	<u>Total runs conceded</u>
Total overs faced		Total overs bowled

An exception to this is that where a team is all out in less than its allotted number of overs (either the original number or revised number) it shall be deemed to have received its full allocation rather than the number it actually received. Where fractions of overs are involved, each legitimate ball bowled shall count as one sixth of an over.

ICR 13.4 Championship Semi-Final and Final knockout matches

ICR 13.4.1 No ties permitted. In the event of the number of runs being equal then the team losing fewer wickets will be declared the winner. In the event of runs scored and wickets lost being equal a Super Over will take place.

ICR 13.4.1.1 A Super Over will consist of each team receiving six legal deliveries, one bowler is required for the bowling team. All batters are eligible to bat.

ICR 13.4.1.2 The team scoring the most runs in their Super Over shall be the winner.

ICR 13.4.1.3 If the teams are tied on runs scored in the Super Over it will be on wickets lost in the Super Over.

ICR 13.4.1.4 If still level, the team scoring the highest number of runs from ball one (of the Super Over) will be the winner. If still level, then ball two and so on.

ICR 13.4.1.5 Scoring formats are the same for Super Overs, including those for 'No-Balls' and 'Wide-Balls' with the exception that extra deliveries are bowled.

ICR 13.5 Forfeited matches (Walkovers) A forfeited match will be deemed to have been caused by voluntary or involuntary circumstances. A voluntary walkover is deemed to have occurred when it is believed that reasonable actions undertaken by the team, club or Athletic Union (or equivalent) of the offending institution/Playing Entity would have prevented the forfeit. An involuntary walkover is deemed to have occurred when it is considered by the BUCS Executive that a team has forfeited on a fixture through reasons beyond the reasonable control of that team, club or Athletic Union (or equivalent). In the first instance all walkovers will be deemed voluntary.

ICR 13.5.1 BUCS will notify an institution/Playing Entity of any walkovers awarded against them in writing (email).

ICR 13.5.2 To request that a walkover be considered involuntary, an institution/Playing Entity must submit an Involuntary Walkover request by replying to the email sent as per ICR 13.5.1 no later than 24 hours (outside of weekends and bank holidays) after notification of the walkover being awarded against them as per ICR 13.5.1, providing an explanation as to why the walkover(s) should be deemed involuntary along with any supporting evidence.

ICR 13.5.2.1 Extension to the deadline An extension may be requested via e-mail to discipline@bucs.org.uk (before the deadline has passed) if there are reasonable grounds, such as awaiting requested information from a third party.

ICR 13.5.2.2 Institutions/Playing Entities submitting an Involuntary Walkover request are responsible for ensuring that their submissions are comprehensive and concise, and that there is validity to any claims, before they make their

submission. Requests deemed to be frivolous or not containing adequate information to enable a fair ruling may be rejected.

ICR 13.5.2.3 Decisions will be based purely on submissions within the permissible parameters and established precedence. Additional information will be requested by the BUCS Executive if deemed necessary and appropriate.

ICR 13.5.2.4 A team deemed to have conceded an involuntary walkover will be deemed to have forfeited the match, however:

- In the case of a league fixture (or a fixture within a mini-league of the knockout stages), they will not be deducted any league points (note ICR 13.2.1.2/ICR 13.5.3) and will not be issued a fine under ICR 13.5.3.
- In the case of a knockout stage fixture (excluding those within a mini-league), they will not be issued a fine under ICR 13.5.3.

ICR 13.5.3 Penalties for conceding walkovers Loss of three league points (for fixtures within leagues and mini-leagues of knockout stages) and an automatic £100 fine per fixture.

ICR 14 Disputes at events In line with REG 7.7, should a dispute occur at an event, the event appeal panel for Indoor Cricket shall comprise of the Tournament Director and a BUCS Staff Member.

ICR 14.1 1 An exception to ICR 14 and REG 7.7 shall be when a dispute arises with regards to team selection (REG 11.1) and/or in relation to team sheets (REG 11.2) which cannot be resolved at the time, in which cases the relevant processes detailed in these regulations are to be followed.