



INDOOR CRICKET LEAGUES

2026-2027

Available at Dummer &
Eversley Cricket Centres

www.serioussport.co.uk





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ENTRANCE & MATCH FEES

All clubs participating in a Serious Cricket Indoor League will need to pay a registration fee.

Registration Fees (Both Centres)

- Returning Teams: £35
- New Teams: £60

Match Fees

£50 per team per game
(£45.00 per team per game if paid upfront)

Teams will receive one invoice for the league season when fixtures are announced.

·Full payment by the first fixture will result in a £5 discount per game per team.

Teams will be sent one invoice for the league season when the fixtures are announced. This invoice can be paid in full by the first league fixture which will result in a discount of £5 per team per game.



ENTRANCE & MATCH FEES

Please note: No cash will be accepted on the night, and failure to pay the invoices will result in suspension from the league.

Payment Methods

Electronic Payment:

Submit your payment via bank transfer, quoting your team's name in the transaction:

- Bank: Lloyds Bank PLC
- Sort Code: 30-95-89
- Account No: 25618268

Other Payment Options:

You can also pay in-store or send a cheque by post to: Serious Cricket, The Dummer Cricket Centre, Dummer, Basingstoke, Hampshire, RG25 2AR. (Cheques should be payable to Serious Sport Group.)

DATA PROCESSING

Serious Cricket uses the information provided upon registration to contact teams about indoor league content and services. You may unsubscribe from these communications at any time. For more information, check out our privacy policy.



VENUE, TIMING AND STRUCTURE

Dummer Cricket Centre.

Matches will be played on Monday, Tuesday, Wednesday, Thursday & Friday evenings from 7 pm to 10 pm.

Women's League matches take place on Sunday evenings from 5 pm to 8 pm.

Eversley Cricket Centre.

Matches will be played on Sundays from 2 pm to 9 pm.

Each match is allocated ONE hour, so punctuality in readiness and avoidance of time-wasting during play is essential.

Team captains will have 'tossed-up' and have their teams ready to play 10 minutes before the allotted fixture time.

If a captain or designated player is not available for the toss, then the captain of the team present may choose whether to bat or bowl.

LEAGUE DIVISIONS & FIXTURES

Dummer Cricket Centre.

The midweek competition will be split into four divisions: Division One, Division Two, Division Three, and Division Four. The Women's League will run as a single division.

Eversley Cricket Centre.

The Sunday competition will have two divisions, with matches every other week.

Serious Cricket will issue fixtures, and they must be adhered to.

All league fixtures will be uploaded onto Play-Cricket.



LEAGUE STRUCTURE

Dummer Cricket Centre.

At the end of the season, the following rules apply, depending on availability for the following year:

1. The bottom team from Division One will be relegated to Division Two.
 2. The top team in Division Two will be promoted to Division One.
 3. The bottom team in Division Two will be relegated to Division Three.
 4. The top team in Division Three will be promoted to Division Two.
 5. The bottom team in Division Three will be relegated to Division Four.
 6. The top team in Division Four will be promoted to Division Three.
- As a result of 2 teams finishing with equal points, the side with the most wins will finish higher. If teams are still level, it will be based on their results against each other. If still level, then it will come down to the number of runs scored across the season.

In the Womens league, there will be no promotion and relegation.

Eversley Cricket Centre.

There will be no promotion and relegation from League One to League Two.



ATTIRE

1. Players will be properly attired in appropriate and clean 'cricket clothing' which can include coloured clothing (without clashing with the colour of the match ball).

ONLY WHITE OR LIGHT-COLOURED SOLES ON FOOTWEAR WILL BE ALLOWED.

UMPIRES WILL INSPECT YOUR FOOTWEAR.

NO BLACK, BLUE OR PIMPLED SOLES OR CRICKET SPIKES OF ANY DESCRIPTION WILL BE PERMITTED.

PLAYERS

2. Players must adhere to the league rules at all times and play within the spirit of the game.

Serious Cricket reserves the right to remove any individual or team due to any behaviour deemed unacceptable by the organising committee.

3. Players may not play for more than one (1) club or more than one (1) team within their club during the season.



Helmets.

The ECB's current guidance is that all cricketers under the age of 18 must wear a head protector whilst batting in matches or practice sessions.

Wicketkeepers under the age of 18 should wear a head protector with a faceguard, or a wicketkeeper face protector, at all times when standing up to the stumps.

Close fielders.

Under-18s must field at least 11 yds away from the batter. At Dummer, this is marked out by white tape both in the corner and on both the off and leg sides of the batter.

Code of Conduct.

All players, coaches, and match officials shall be bound by the MCC Spirit of Cricket and ECB General Conduct Regulations (located in the black folder).



CANCELLATIONS

WITHDRAWING FROM THE LEAGUE

Teams wishing to withdraw from the league before completing their fixtures will not receive a refund and are liable for the full cost of entry and participation, as well as any charges outlined above.

CANCELLATIONS OF A FIXTURE OR NOT FULFILLING AN UMPIRING DUTY,

Any team cancelling a game or an umpiring duty must do so at least 14 days before the fixture is scheduled to be played.

Failure to show for a game or cancellations with less than 14 days' notice will incur a £60 fine per game and £30 per missed umpiring duty.

In the event of a game being cancelled with less than 14 days' notice, maximum points will be awarded to the opposing team.

REARRANGING FIXTURES

Re-arranging fixtures is not guaranteed even if the cancellation is made with 14 days' notice; however, the Dummer Cricket Centre will endeavour to ensure the game is played where possible.



PLAYING REGULATIONS

BALL

A Serious Cricket indoor ball will be provided and used at all times.

A damaged ball may be replaced at the umpire's discretion by a ball of similar wear.

PLAYING REGULATIONS

Except as stated and varied in the under-mentioned rules, the current 'Laws Of Cricket' and any 'Experimental Laws' associated therewith shall apply.

1. Teams shall consist of six (6) players.
2. Each match shall consist of one (1) twelve (12) over innings per side.
3. No bowler may bowl more than three (3) overs. In the event of a bowler being unable to finish an over, it shall be completed by another eligible bowler.
4. The interval between innings shall not exceed five (5) minutes.
5. Two batsmen must be at the wicket at all times. In the event of five (5) wickets falling, the last batsman out shall remain as a runner until the sixth (6th) wicket falls or twelve (12) overs are completed.
6. When a batsman reaches a score of twenty-five (25) runs, they must retire but may return, in order of retirement, if the remainder of the side, not including the batsman at the wicket, are dismissed. This rule should then be continued should the batsmen reach fifty (50).
7. At Dummer, teams will bowl 6 overs from one end, then switch ends. At Eversley, all overs will be bowled from one end.
8. The umpire shall call and signal No Ball for any delivery which pitches on or before the No Ball line.



SCORING

1. A ball struck to the boundary wall behind the bowler, having not come into contact with the floor or any other wall or the ceiling, shall count as four (4) runs.

If the ball strikes a person and doesn't come into contact with the floor or the ceiling, it shall count as four (4) runs.

If, however, a ball struck to the boundary wall does make contact with the floor but not with any wall or the ceiling, it shall count as six (6) runs.

If the ball strikes a person and comes into contact with the floor or the ceiling, it shall count as six (6) runs.

2. A ball struck to a side wall, back wall or the ceiling shall count as one (1) run, even if the ball should subsequently hit the boundary wall. Two (2) additional runs shall be scored if the batsmen complete a run.

3. Two (2) runs shall be scored if the batsman plays the ball and it does not strike any wall or the ceiling, but a run is completed.

4. A bye shall be awarded if the ball strikes a wall without making contact with the bat and shall count as two (2) runs; in the same instance, a leg bye shall count as one (1) run. In both cases, if the batters complete a run then two (2) additional runs shall be scored.

5. Two (2) byes or leg byes shall be scored, by the provision of the previous rule, if the batters complete a run without the ball hitting a wall.

6. In overs 1 – 11:

a. A 'No Ball' will count as three (3) runs unless the ball strikes a wall, in which case, it shall count as four (4) runs. Should the batsmen run, then an additional (2) runs will be added for each completed run.

a.1. When runs are scored off a no-ball, three runs are attributed to the bowler, and any additional runs are added to the batter's score.

b. A 'No Ball/Dead Ball' shall be called if the ball hits any part of the roof during a delivery, with just three (3) runs awarded.

c. A 'Wide Ball' will count as three (3) runs unless the ball strikes a wall, in which case, it shall count as four (4) runs.

In over 12:

a. 'Wides' and 'No Balls' shall be scored as one (1) run and an extra ball shall be added to the over.

b. Scoring will otherwise be as normal.

7. An overthrow hitting any wall or the ceiling shall count as one (1) extra run.

8. No runs will be scored if a batsman is 'caught' off a ball striking a wall or the ceiling.

9. A ball lodging in the netting or leaving the arena shall count as a dead ball and (1) run will be scored.



METHOD OF DISMISSAL

Apart from the normal methods of dismissal as stated in the 'Laws Of Cricket', the following variations shall apply:

1. A batsman shall be adjudged 'caught' if a fielder catches a ball rebounding off either the offside or leg side netting/walls. This also applies to the ceiling and the netting/walls behind the wicketkeeper, but NOT the bowler.
2. The last 'not out' batsman shall be 'out' if the non-striker is 'run out'.
3. The batsman or non-striker shall be given 'not out' if the ball rebounds from any wall or the ceiling and hits the stumps without first touching a fielder.

PENALTIES

All teams must be ready ten (10) minutes before their allotted fixture time.

Any team unable to start with at least four (4) players, when called upon by the umpires will suffer a reduction in its batting innings of two (2) overs for each five (5) minutes lost or part thereof after being called to play.



POINTS

Match result:

The winning team shall claim 20 points, and in the event of a 'tie', each team shall claim 15 points. The losing team will receive 0 points.

Any team failing to honour a fixture or not being ready to play at the required time will be awarded 0 points and their opponents will be awarded 20 points.

Bonus Points:

Bonus points are only available to the losing side.

Maximum Batting Points = 5

Runs Scored: 150 = 5pts, 125 = 4pts, 100 = 3pts, 75 = 2pts, 50 = 1pt.

Maximum Bowling Points = 5

Bowling: 1 Wicket = 1pt, 2 Wickets = 2pts, 3 Wickets = 3pts, 4 Wickets = 4pts, 5 Wickets = 5pts.



UMPIRING & SCORING

UMPIRES

- Umpiring appointments will be detailed in the spreadsheet distributed to all captains before the start of the league season.
- All teams must provide two (2) umpires for designated fixtures, as set out in the official umpire timetable.
- Umpires are responsible for inspecting all players' footwear before the commencement of each match.
- The square-leg umpire must stand outside the playing arena at all times.
- If a team is unable to fulfil an umpiring commitment, please refer to the section titled "SC Indoor League - Match Cancellations, Umpire Duty Cancelled and Fixture Rescheduling".
- Failure to attend an assigned umpiring duty will result in a £30 fine.

SCORERS

Each team must provide a scorer for their innings.



TOTAL

RESULTS

RESULT SHEETS / SCOREBOOKS

The winning team's captain will be responsible for putting a completed result sheet and scorebook in the tray marked 'Serious Cricket Indoor League Result Sheets' at the end of each match.

Matches can be scored on Play-Cricket Scorer.

This tray will be located in the bar area.

This is to ensure that a member of Serious Cricket staff can upload the correct results to the Play-Cricket site (please ensure that full names are used in the scorebook so we can assign stats correctly).

Score sheets must be signed by both team captains and umpires.

@ Eversley

This will be done by a member of staff at the end of the game



ECB CODE OF CONDUCT

Overview

The document governs the ECB Indoor 6-a-Side National Club Championship, covering competition administration, player eligibility, playing conditions, scoring, and conduct requirements.

FOR FULL DETAILS PLEASE CLICK HERE

<https://media.umbraco.io/serious-sports-group/m1mjvucp/ecb-general-conduct-regulations-indoor-league.pdf#page>