

Finnish Cage Cricket Championship 2024

Playing Conditions

Cage Cricket:

- 6 players per team (in the case of an injury during the game, a player may be replaced by one of the original 8-player squad only with the consent of the umpire)
- 12 overs per innings
 - All overs must be completed regardless of whether the team batting second passes the required total score or not during its innings
- 5 balls are bowled per over
- The ball is live at all times, meaning runs can be “taken” by the batters at any time during the innings, other than at the end of each over or after the fall of a wicket
- All matches must be completed in a maximum of 60 minutes
 - 27 minutes are allowed for each innings with an innings break of 5 minutes, which is automatically reduced to 3 minutes if the first innings is not completed in 27 minutes
 - If multiple innings in the group stage matches exceed 27 minutes, the Tournament Director may reduce the number of overs played in the finals, in which case the Tournament Director shall issue the necessary amendments to these Playing Conditions
- Each player bats 4 overs
 - Players bat in pairs for a full 4 overs each. Each time a batter is dismissed they remain at the crease, however 5 runs are added to the bowling side (eg. the team bowling first takes 6 wickets in the 1st innings, they will begin their 2nd innings with a score of 30runs). Striker and non striker batters will change end at every mode of dismissals.
 - Batters must score runs at least every third ball. If the batting pair fail to score runs on two consecutive balls, the umpire calls ‘third ball’, and indicates that on the next ball the score must change. This can be achieved by hitting runs (scoring 1 or more), being dismissed or having a wide or no-ball bowled (being awarded 2 runs) or as byes or leg byes or by penalties or runs taken without a delivery having been bowled. If a run is not scored on the third ball, then 5 runs are added to the bowling team.
 - Batters only need to cross the halfway line to complete a run.
 - A batter can only be given out LBW if they fail to play a shot, regardless of where the bowled ball pitched.
 - Bonus runs are scored when players hit the ball into the net and successfully complete a run between the batting crease and halfway line.
 - If the two batters do not run then no runs are scored, even if the ball had been hit into the net.
- Each player bowls 2 overs
 - This includes the wicket keeper (if the team has one).
 - Any wides and no-balls bowled count for 2 runs to the batting team; these are to be re-bowled only during the last over of each batting pair.
 - Balls that bounce and pass the batter above shoulder height are considered no-balls and the batting pair are awarded 2 runs.
 - Full toss deliveries above waist height are considered no-balls and the batting pair are awarded 2 runs.
 - Balls which hit the roof net when bowled are also considered a ‘no-ball’ and the batting pair are awarded 2 runs.
 - When bowled the ball must first bounce on the batter’s side of halfway. If the ball bounces on the bowler’s side, then the ball will be called a ‘no-ball’ and 2 runs awarded to the batting team.
 - Players cannot bowl two consecutive overs.
- The fielding team consists of 6 players
 - There must be 3 fielders (including the bowler) in each half of the court at the point the bowler releases the ball. Failure to do so results in the ball being called ‘no-ball’ and 2-runs are awarded to the batting team.
 - Fielders may dismiss batters by catching balls which have been hit by the batter and subsequently bounced off any net including roof on the full.
 - Fielders may not get in the way of the batter’s natural running path.
 - Any ball thrown by a fielder which subsequently hits a net does not result in additional runs scored to the batting team (=no overthrows).
 - It is not compulsory to have a wicket keeper; however, any player wearing keeper’s glove/s may not field in any other position.

If a team passes the opposing team’s score there is still a chance for the bowling team to get wickets and gain 5 runs to bowling side’s total. Hence, the game is never over until the very last ball has been bowled.

Dress Code for the Players

In SM-VIIKKO, all players in a team shall wear similar, fully coloured playing uniforms.

All shirts must have a clearly visible player number in the back. For clarity, “clearly visible” means that the number must be at least 30cm in height and have a proper contrast with the surrounding colour(s).

The player number shall comprise a maximum of two numbers between 1 and 99.

The Competition

The competition comprises two stages; the group phase and the finals. each playing a single round-robin in the group phase.

Women's Competition:

Each team plays 3 matches in the group phase and the top 2 teams based on the standings after group phase qualify to play the Women's Finnish Cage Cricket Championship (Häkkikriketin Naisten Suomen Mestaruus) on Sunday.

Open Competition:

Each team plays 2 matches in the group phase and the top 2 teams from both group based on the standings after group phase qualify to play the semifinals (Group B1 vs Group A1, Group A2 vs Group B1) and finals on Sunday. The winners of the semi-finals will play for the Finnish Cage Cricket Championship (Häkkikriketin Suomen Mestaruus) in the televised final.

The winning team of each group stage match receives 4 points towards the competition ladder. In the event of a tie each team is awarded 2 points.

In addition, each batting partnership can earn one bonus point if they score more net runs than their opposition's equivalent partnership. That is, the first pair of each team are competing with each other, likewise the second and third pairs.

Standings in the group phase will be determined primarily by the number of points accrued. If the points are equal, the team with a better run difference (runs scored less runs conceded) shall place higher in the standings. If the differences are equal, the team with a greater number of runs scored shall place higher.

Finals:

If a finals match finishes with an equal number of runs for both teams, a Super Over shall be played after a break of 5 minutes. Any player fielded in the match may bowl the over and any two batters fielded in the match may bat. The captains shall inform the Tournament Director of the players selected to bowl and bat before the start of the Super Over.

Wides and No-balls bowled in the Super Over will count as two runs and will be re-bowled.

If a Super Over ends with the same number of runs scored for both teams, the teams will play a further Super Over until a result is achieved.

Penalties

Due to the strict time restrictions for this tournament, no deliberate time-wasting will be accepted. Should such situations arise where the umpire considers that either the batting or bowling team is wasting time unnecessarily, then a warning shall be given to the team in question. If warnings are ignored, then the umpire will award 5 (five) penalty runs; in the case of the batting side being at fault then 5 runs will be added to bowling side, while if the fielding side is at fault then 5 runs will be added to the batting side.

The FCA Code of Conduct and Spirit of Cricket applies to this competition. The Disciplinary Procedure for Level 1–2 offences shall be expedited to comprise verbal charges to be made against the player immediately after the match in which the suspected offence has occurred. The player, the team captain, and the umpires shall be present in the proceedings. The Tournament Director shall make an immediate determination of the possible penalties. For Level 3–4 offences, the procedure in the Disciplinary Guidelines shall be followed, but the Tournament Director may invoke a temporary ban on the charged player if the requirements for a temporary ban in the Disciplinary Guidelines are deemed applicable.

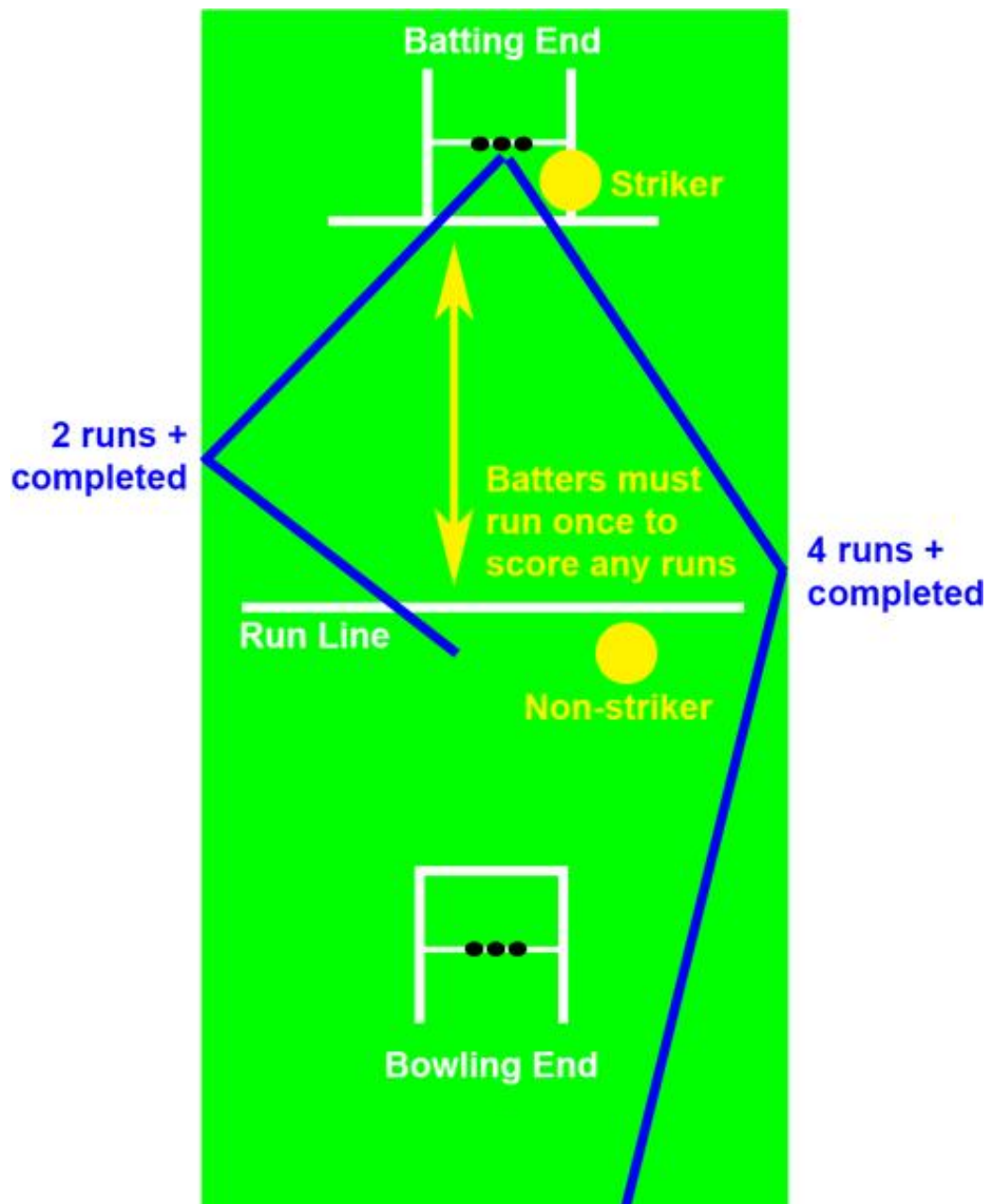
Interpretation of these rules

The Tournament Director shall interpret these rules and supplement them if necessary.

Protests

All protests by the teams shall be made to the Tournament Director by the team captain. A protest fee of 50 euros shall be paid to the FCA account, before any protest is accepted. The Tournament Director will make a final decision on the protest without delay.

Scoring Zones



The batter does not offer a shot, the ball does not hit a net, or the ball hits the roof net first = completed runs

Ball is hit to the net behind the batter or either of the side nets = 2 runs + completed runs

Ball is hit to the bowling end net after bouncing from the ground or from another net = 4 runs + completed runs

Ball is hit to the bowling end net on the full = 6 runs + completed runs

Batters must complete a run for any of the above zone scores to be awarded