

# Rules Cricket



## AGE GROUPS

Junior 7/8/9 yrs

10/11 yrs

Senior 12/13 yrs

7-9's can play up in the 10/11 age group but if they do so they cannot then play in their own age group and coaches must get the permission of the parent / guardian for them to play up.

All 3 age groups are mixed (i.e. girls and boys)

## TEAM COMPOSITION

- 6 players per team (but please see rules below for undersize teams)
- No substitutions during play except for injury
- No limit on squad size (but note the rule above about substitutions; coaches should be fair about squad rotation if they choose to have a large squad size)

## FORMAT

- Round Robin league competition in each of the 3 age groups.
- The final league positions from the Round Robin to determine the final points score.
- Teams will be awarded 2 points for a win, 1 point for a draw.
- If there is a tie for 1st, 2nd, 3rd or 4th place, the results will be decided on runs scored.
- If the runs scored are equal, the result will be decided on number of batters out.

If it is deemed necessary by the organisers (normally weather related), two shorter tournament options may be used:

1. The teams will be split into 2 groups and the tournament will involve a preliminary round robin, semifinals, final and 3rd & 4th playoff. If the tournament alters to a 2 group format, in the round robin matches the scoring will be 2 points for a win, 1 point for a draw. In the event of a tie for 1st & 2nd place to go through to the semi-finals, the result will be decided on runs scored. If the runs scored are equal the result will be decided on the number of wickets. If there is a draw at the end of the semis or finals, 1 extra over will be played until a winner is determined.
2. The teams will go in to a Round Robin league competition with a bowl-off for each match. Each player will have 6 un-opposed bowls and the highest number of hit wickets will win.

## RULES

- The preference for bowling, in all age-groups, would be over-arm.
- If the ball bounces more than twice before reaching the batting crease, it will be declared a dead ball, and will count as 3 runs unless scored off, in which case only the runs scored will count.
- Batters do not have to run if they have hit the ball.
- Extra balls will not be awarded for no balls, dead balls and wides.

- 3 extra runs will be recorded for each no ball, dead ball or wide unless scored off in which case only the runs scored will count.
- In the junior age groups the number of balls per over will be 4, in the senior age group the number of balls per over will be 6.
- The pitch length for 7-9's will be 16 paces, 10-11 and 12-13 will be 20 paces.
- Juniors lose 3 runs per wicket and seniors lose 6 runs per wicket.
- At the fall of a wicket the batsmen change ends.
- If a batsman is out at the end of an over, the remaining batsman stays at his end.
- At the end of each over the batsmen change ends.
- Leg Before Wicket – will not be applied in any age format.
- The fielding team rotates after each over to ensure that each member of the team keeps wicket for one over and bowls one over.
- The batsmen remain "on strike" for two overs and then swap with another 2 members of the batting team to ensure that all batsmen face 2 overs.
- The SAME 6 players that bat in each game must also bowl in the same game (i.e. there can be no substitutions during the changeover).

### *ORDER OF PLAY*

- The maximum number of squads allowed per village is 1 in each of the age categories.
- Villages must advise the organisers of their entries prior to the event.

### *UNDERSIZE TEAMS*

Last minute changes can occur and teams may have opted to play thinking that they have a squad of 6 players but at the last minute players drop out. In such cases the following rules will be adopted:

- Teams may "borrow" players from other teams to bring their squad size up to 6 (or more) but those players must then only play for that team and cannot play for their own village as well. The EXCEPTION to this rule would be that if a 7-9 from another village was to play in the 10-11 age group for a different village (in order to allow that village to field a full team) then they would be allowed to play for their own village as well.
- If teams opt to continue the game with less than the required 6 players then the OPPOSITION coach must choose which player(s) will bat and bowl more than once.
- It is the responsibility of the HOME coach to inform the OPPOSITION coach that they have a small size team. If the match starts and the OPPOSITION coach has not been informed and chosen which players are batting and bowling more than once then the OPPOSITION coach can (at his / her discretion) declare the game void and will win the match by default.

### *WARNING*

- Umpires will not give the score during junior matches at any point and will only announce the score to both teams at the end of the match.
- Foul and abusive language will not be tolerated and may result in players being dismissed from the event/tournament.
- Spectators should not coach from the side-lines and intimidation of officials will not be tolerated by either players, coaches or spectators. Any such intimidation may result in the game being voided and the opposing team being granted a win with the evicted team being granted no runs scored.