



CRICKET NSW

COMPREHENSIVE RULES

All games are played under the laws of cricket with the following exceptions.

- Matches are played between two teams of **8 players** and consist of **seven six-ball overs** bowled by each side **from one end of the wicket**. **With the exception of the wicket keeper each member of the fielding side bowls one over**. The wicket keeper cannot be changed unless he/she is injured. The substitute wicket keeper (who is not allowed to bowl) must complete the innings.
- The following rules relate to the calling of no balls and wides.
 - i) All overs have a maximum of 6 balls (including wides and no balls), except for the last over of an innings, which must have six legal deliveries.
 - ii) In the event of a wide or no ball two runs are added to the batting teams score. The ball is not re-bowled, with the exception being the last over
 - iii) A ball out of reach of the batter in their normal batting stance shall be called a wide. No further runs can be scored if a wide is called.
 - iv) Any delivery that lands off the pitch at any time shall be called a no-ball.
 - v) Any ball delivered by the bowler reaching the batter above shoulder height in their normal batting stance, or above the waist on the full, shall be called a no ball.
 - vi) If the batter manages to hit a no ball they score two runs plus whatever is scored off the bat.
 - vii) Underarm bowling is permitted, however if the **ball bounces more than once for boys, or more than twice for girls**, before it reaches the batter, it will be called a no-ball.
- Teams don't need to have a rotating batting order, but we encourage all coaches/teachers to ensure that all players have a bat during the day.
- A batter must retire on passing a personal score of 20. Retired batters may return in the order in which they retired if one of the last pair of batters is dismissed before the completion of 7 overs. If 7 wickets fall before the 7 overs are completed, the last remaining batter is the only one who can score runs and must return to the striker's end each time he/she scores a 1, 3 or 5. If either of the last two batters are dismissed, the innings will be closed.



CRICKET NSW

- Players who have bowled their over, may be replaced by substitute fielders, however the wicketkeeper cannot be changed (unless injured – as stated earlier).
- Fielding teams are required to position three (3) fielders on either side of the wicket at all times.
- No fielder in front of the wicket is allowed to be closer than 10m from the batter.



Modes of Dismissal

- Bowled
- Caught
- Hit Wicket
- Run-Out *
- Stumped *

* Left to umpires discretion where no lines are marked. Benefit of doubt goes to batters.

There are no LBW's.

The Result

- The team with the highest score at the end of the match will be the winner.
- In the event of a team batting second and passing their opponent's total all overs must be completed.
- If the totals of both teams are equal the side losing the least number of wickets will be declared the winner.
- If the result cannot be decided by the above means the side that has bowled the least number of wides and no balls combined, shall be declared the winner.
- If the result still cannot be determined, the winner will be the team that hits the most boundaries (4's and 6's combined).

Point Score

- Two points are awarded to the winning side. If a tie exists after the aforementioned conditions both sides will receive one point.
- The two teams with the most points after playing all preliminary matches will play in the final.
- If two teams are equal on points the winner of the game played between the two teams during the competition will progress to the final.
- If they have not played each other, the team with the superior for and against will advance.



CRICKET NSW



Umpires

If possible, neutral umpires should be used. However it is envisaged that teachers or coaches will be in control of matches. The teacher/coach from the team batting should stand at the bowlers end whilst the teacher/coach from the fielding team should umpire at square leg and score. The reverse arrangement will then occur at the change of innings. Cricket NSW staff will umpire and score in finals, and where possible, preliminary matches as well.

The Ball and Player Equipment

A 'Platypus Plyaball' will be used on synthetic pitches for Milo Challenge (Secondary Schools) and Club Super 8's, and a Kookaburra "Supa-Softaball" on grass surfaces for Milo Cup (Primary Schools). Players are encouraged to use their own bats if they own them, whilst gloves and protectors can also be worn. Helmets and pads are not a necessity, but can be worn if preferable. Wicketkeepers will need to bring own gloves if they wish to use them.

Code of Conduct

At all times decisions made by the umpire on the field of play shall be final. Any team, captain or players who display unreasonable behaviour in the opinion of teachers or Cricket NSW staff, shall be disqualified from the competition.

If staff of Cricket NSW deem a coach's, a teacher's or parents' behaviour as unreasonable, then their designated team may be disqualified.



CRICKET NSW





CRICKET NSW

Super Eights



RULES AT A GLANCE



- **Eight-a-side cricket, each team bats for 7 overs.**
- **All players bowl one over except for the wicketkeeper.**
- **Players may bowl underarm (1 bounce before batter – otherwise a no-ball).**
- **All overs are bowled from one end of the wicket.**
- **Wide – a delivery out of reach of the batter – 2 runs are awarded to the batting team AND the batters cannot run (dead ball).**
- **No Ball – a delivery reaching the batter either over the waist on the full OR above the shoulder after bouncing – 2 runs are awarded to the batting team AND the batters can score additional runs from this delivery (unlike a wide)**
- **Byes – runs completed after the ball is missed by the wicketkeeper**
- **Leg Byes – runs scored off the legs or body**
- **Teams are strongly encouraged to ensure that every player bats during the day.**
- **Batters retire at 20 runs and can return if all other batters are dismissed.**
- **Methods of dismissal -**
 - Bowled**
 - Caught**
 - Hit-wicket**
 - Run-out (Umpires discretion)**
 - Stumped (Umpires discretion)**
- **A ball reaching the boundary = 4 runs**
- **A ball reaching the boundary on the full = 6 runs**
- **The Team with the highest score is the winner (if scores are equal the team losing the least number of wickets is the winner).**