



# KOOKABURRA CUP

FRIDAY NIGHT CRICKET 5.30 PM – 7.00PM



## COMPETITION Grade - Rules

- 2015/2016 Season

### TEAM COMPOSITION

Games are played between two teams of 8 x players.

### HOURS OF PLAY

Games must not start any later than 5.30pm.

If both teams agree then you can start earlier between 5 and 5.30pm.

### LENGTH OF INNINGS

Players bat in pairs for 4 overs each

Maximum 16 overs per innings

- There is a change of innings after 8 overs are bowled to help break up the game

### PITCH LENGTH

14 Meters

### BOUNDARIES

Yes marked out by cones.

### BALL

A ball of the *incrediball* variety will be used. The ball does not have to be new but umpires must agree that it is fit for playing with.

### DISMISSALS

Batters may be dismissed by being bowled (**B**) caught (**C**) or run-out (**R**) only.

Batters cannot be bowled out on a full toss

The batter with the lowest net run rate will bat another innings if the team is short

The batting team loses 3 runs whenever a batter goes out

A dismissed batsman must not face the next delivery, unless they were dismissed by a run out.

### Batting sides are deducted 3 runs for each dismissal

NO Stumping's, Hit Wicket or LBW's

NO Being bowled on the full

## **LENGTH OF OVERS**

Maximum of 6 deliveries (including Wides) + 1 T Shot

## **WIDES / (Referred to as Wides)** W on the score sheet

A wide is any ball that cannot be reached by the batter.

The batter may choose to hit any ball regardless of how wide it is. If a ball lands stationary anywhere on the field the batter may choose to have a swing at the ball.

- The batter may take one swing at the ball, fielders must stay in their original positions.
- If they miss it on their first swing then that ball will be considered as a wide.

-Any ball that bounces more than once that does not hit the bat may be considered a wide

-Batters can run a max of 1 Run on a Wide. This is noted as **W1** on the score sheet.

-If there are more than 3 wides in an over then a nominated batter that received the bulk of the wides will receive one T-Shot.

## **Wides incur 2 extra runs to the batter**

## **T-SHOTS**

Where any three balls in any one over are bowled wide, an extra delivery is added to the over, being a tee-shot at the end of the over. The yellow tee placed in front of the batter at the batting crease. One swing of the bat only. It is not a free hit, you can be given out after hitting a tee-shot (i.e. caught or run out).

## **NO BALLS** W on the score sheet

-Any ball that bounces above the batter's shoulder

-Any ball that passes the batter on the full

## **No Balls incur 2 extra runs to the batter - In addition to max 1 run taken**

-A No Ball and 1 run is noted as **W1** on the score sheet.

A Batter may not be given out on a No Ball

## **BYES / OVERTHROWS**

Byes are scored after the ball hits any part of the batters body or after the ball is missed by the wicketkeeper and/or where there are over throws.

- **There will be a maximum of 1 byes or overthrows** (even if the ball goes over the boundary)
- Each bye / overthrow will be attributed to the batter.
- All Byes / Overthrows are recorded as runs to the batter on the scoresheet

## **FIELDING**

No fielder is allowed to stand within 8 metres of the batter except for the wicketkeeper.

All fielders can be rotated around different fielding positions at the end of each over clockwise allowing all fielders will rotate through all fielding positions **including wicket keeping**.

It is suggested that all batters bat from one end to make the game go quicker. However this will be at the fielding coach's discretion. Note Games must finish by 7.30pm

## **UMPIRES**

The Scoring Must Be Done – Behind the stumps by a qualified pitch manager, the key reason for this is so that each number is recorded then the player bowls, bats, takes a catch or assists in a run out.

Each team is required to supply a square leg umpire when fielding, players are to rotate so everyone gets a bat, bowl and gets to wicket keep. All play will be done from one end.

## **ON FIELD COACHING**

Coaching is allowed to help position fielders and coordinate teams and players.

Coaches/Umpires are encouraged to swap batters around during an over so to ensure each batter faces a similar amount of balls.

## **AGE ELIGIBILITY**

Teams will be put together by the competition manager and they will consider that not all teams will have the same ages children. Non registered players must be issued with a Temporary Club Number. Year 5's may not play unless dispensation is granted by the Competition Manager.

## **BOWLING**

Bowlers must attempt to bowl over arm from the popping crease, however in the interest of providing the batter with good deliveries the coach/umpire suggest that the bowler move closer in an effort to assist the batter to receive quality deliveries he/she can hit.

If bowlers are having trouble they will be identified to the club and potentially moved back into the Development Squad for additional training

## **UNEVEN TEAMS**

If a team has less than 8 players then other players can be asked to help with fielding only.

If the batting team is short then the lowest scoring batter can bat again

## **TEAM SHORTAGES**

- If your team is short you can contact the Competition Manager to arrange a fill in from the Development Squad or from the registration wait list.

- Non registered players must be given a Temporary Club Number from the Competition Manager.

## **RESULTS**

The team with the highest score wins (Runs scored LESS 3 Runs per out)

## **CLUB NUMBER**

The players Club Number must be recorded against each batter and bowler and catcher.

If there is no Team number recorded then their result will not be recorded.

## **PLAYER OF THE DAY**

One player is the day is recorded on the score sheet for each team (ideally with a reason).

Score Sheets will be handed to the Competition Manager directly after the game.