



# **GEORGES RIVER PSSA – GIRLS CRICKET** **RULES 2020**

**NOTE: ALL GAMES WILL BE PLAYED ON GRASS**

**AGE LIMITS:** Juniors Years 3 and 4  
Seniors Years 5 and 6

**WET/HOT WEATHER:** Whether the match is to be played or not is to be decided by the GRPSSA Executive, in consultation with conveners, who will then inform all schools. Schools are asked to ring the Conveners if they are unsure of any decisions.

**POINTS:**

First Innings Win	4 points
Tie	3 points
Draw	2 points
First Innings Loss	1 point
Forfeit	0 points
Byes	4 points

**FINALS: (PLAYED AT RENOWN PARK)**

At the end of the season, after nine rounds of competition, a FINAL SERIES will be held between the top 4 teams in each division. These teams will be determined by the point's table ladder. If a number of teams should tie for 3rd or 4th place, then the team(s) eligible for the final will be determined by the convener thus:

"The teams will be determined from a draw from a hat."

The final series day will commence at 10:00am in the following format.

**SEMI FINAL**

**1 v 4 (Semi Final 1)**

**2 v 3 (Semi Final 2)**

**FINAL**

**Winner Semi Final 1 v Winner Semi Final 2**

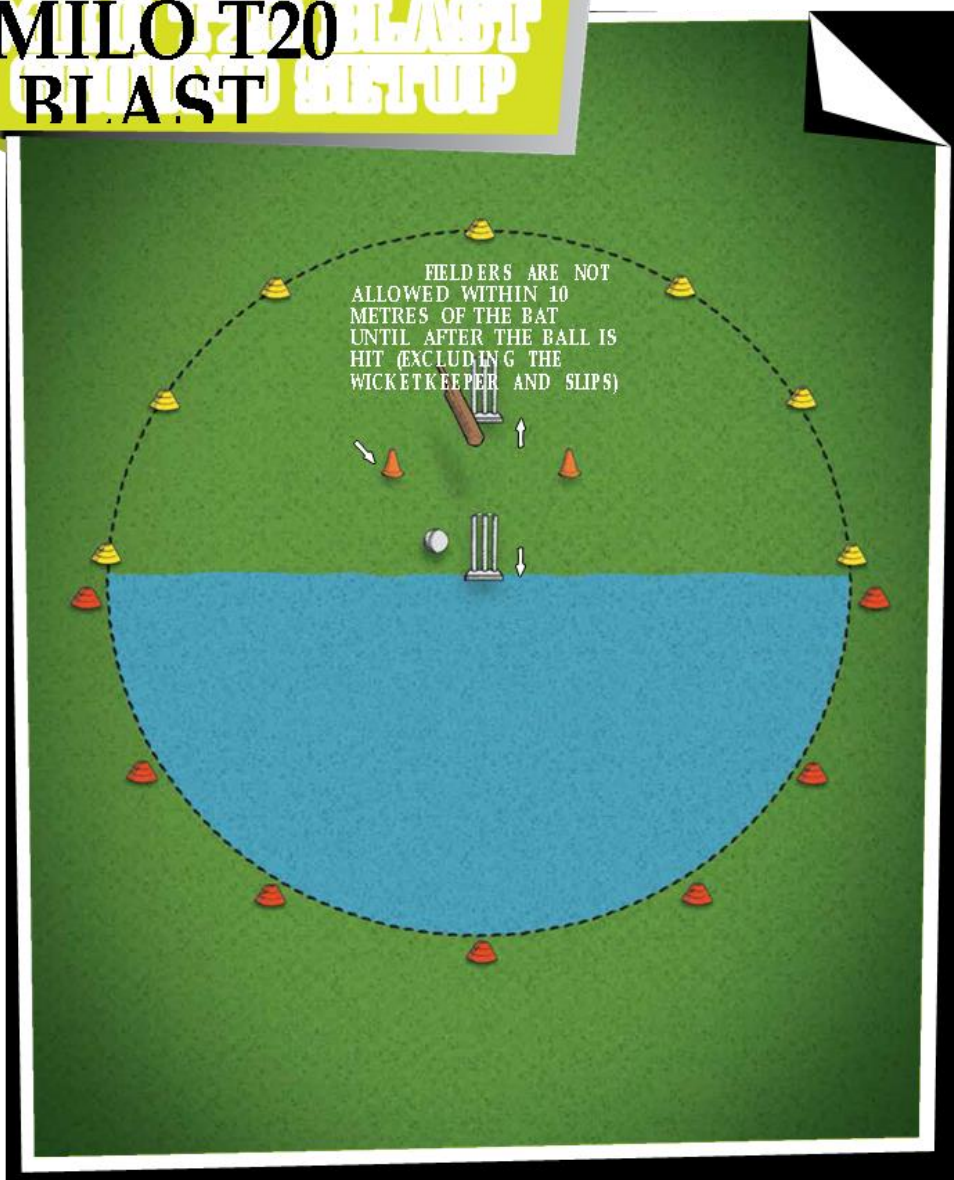
**RESULTS:** Both schools are to email through both results (Senior and Junior) to the convener by 3:00pm on the Monday following the round.

**CONVENER:** Stephen Brook - MORTDALE PS  
Email: [stephen.brook1@det.nsw.edu.au](mailto:stephen.brook1@det.nsw.edu.au)

## General Format of Games – An Overview

- Twelve-a-side cricket, each team bats for 12 overs. Substitutes may be used in any combination provided that no more than twelve individuals bat, twelve individuals bowl and twelve fielders are on the field at one time.
- **12 players to a team- all players bowl one over. Fielders MUST rotate positions at the end of each over (everyone wicket keeps)**
- Players may bowl underarm or overarm (no more than 2 bounces or otherwise a no-ball).
- **Batters bat in pairs for 2 overs irrespective if they get out. Players are to swap ends at the end of each over and when dismissed (except for run outs)**
- **If batters get out, the opposing team will receive 5 runs.**
- All overs are bowled from one end of the wicket.
- A Kanga Cricket soft ball should be used for ALL games.
- ALL Games should also be played on a shorter pitch length of approx. 18m.
- **No Balls & Wides = 2 runs + any runs scored off the tee.**
- Wide – a delivery out of reach of the batter – a ‘free hit’ off the tee is awarded to the batting team. They can only be run out.
- No Ball – a delivery reaching the batter either over the waist on the full OR above the shoulder after bouncing – a ‘free hit’ off the tee is awarded to the batting team.
- **If a batter scores off a no ball/wide, they will receive an additional two runs. In addition, the batter on strike after the runs are completed will receive a free hit off the tee.**
- In the event of a ‘free hit’ **the batter must hit off the tee forward** of the batting end stumps. Batters may not run if it is behind the stumps. A missed swing counts as a free hit.

# MILO T20 BLAST



- 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.
- Methods of dismissal - Bowled, Caught, Hit-wicket, Run-out (Umpires discretion), Stumped (Umpires discretion)
- Fielding - No fielder is allowed within 10 metres of the bat until after the ball is hit. This excludes the wicketkeeper and slips.
- A ball reaching the boundary (marked by cones)= 4 RUNS
- A ball passing 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).

## **SPECIFIC BATTING RULES**

- PLASTIC BATS CAN BE USED. BATTERS DO NOT NEED TO WEAR PADS OR GLOVES.
- **BATTING PAIRS BAT FOR TWO OVERS. PLAYERS REMAIN BATTING IRRESPECTIVE OF THE NUMBER OF TIMES THEY ARE GIVEN 'OUT', UNTIL THEY HAVE BATTED FOR TWO COMPLETE OVERS (12 BALLS).**
- **BATTERS SWAP ENDS AT THE END OF EACH OVER AND WHEN DISMISSED (EXCEPT IN THE EVENT OF A RUN OUT).**

## **BOWLING RULES**

- TWELVE PLAYERS MUST BOWL AND KEEP WICKETS FOR ONE OVER EACH WITH THE FIELDING TEAM ROTATING IN A CIRCULAR FORMATION AFTER EACH OVER SO THEY FIELD IN EACH POSITION INCLUDING WICKET KEEPING THROUGHOUT AN INNINGS.
- ALL OVERS ARE BOWLED FROM THE SAME END. BATTERS SWAP ENDS AFTER EACH OVER.
- UMPIRES ARE ASKED TO ENCOURAGE BOWLING WITH A STRAIGHT ARM IN THE SPIRIT OF THE RULES, THOUGH THEY CAN BOWL UNDERARM.
- **THERE IS A MAXIMUM OF SIX DELIVERIES IN EACH OVER. 'NO BALLS' AND 'WIDES' ARE NOT REBOWLED.**

### **NO BALLS AND WIDES**

- THERE ARE FOUR TYPES OF DELIVERIES THAT CLASSIFY AS A 'NO BALL' OR 'WIDE'.
- A '**NO BALL**' IS ONE THAT:
  - BOUNCES OVER THE BATTER'S HEAD IN THEIR BATTING STANCE.
  - REACHES THE BATTER ABOVE WAIST HEIGHT (ABOVE THE BOTTOM RIB) ON THE FULL.
- A '**WIDE**' IS ONE THAT:
  - PASSES OUTSIDE THE WIDE MARKERS AT THE BATTER'S END.
- IF A 'NO BALL' IS BOWLED (WHETHER THE BATTER HITS IT OR NOT), THE BATTING TEAM RECEIVES TWO RUNS AND A FREE HIT OFF THE TEE. THE ONLY WAY A BATTER CAN BE 'OUT' OFF A FREE HIT IS RUN OUT.

- IF A BATTER SCORES OFF A NO BALL THAT IS BOWLED, THEY WILL STILL RECEIVE AN ADDITIONAL TWO RUNS. IN ADDITION, THE BATTER ON STRIKE AFTER THE RUNS ARE COMPLETED WILL RECEIVE A FREE HIT OFF THE TEE (SEE FREE HIT RULE).
- IF A BATTER DOES NOT SCORE OFF A NO BALL, THE BATTER ON STRIKE RECEIVES A FREE HIT FROM EITHER TEE (BUT ONLY ONE SWING).
- IN THE CASE OF THE BALL PASSING OUTSIDE THE MARKERS AT THE BATTER'S END (WIDE) AND BEATING THE WICKETKEEPER THE BATTERS RECEIVE ONE RUN PLUS WHAT THEY RUN. THE BATTER IS THEN ENTITLED TO A FREE HIT AND THE NUMBER OF RUNS SCORED FROM THAT HIT IS ADDED TO WHAT HAS ALREADY BEEN SCORED. E.G. ONE (WIDE) + WHAT IS RUN + SCORE FROM FREE HIT.

### **FREE HIT RULE**

- IF A 'NO BALL' OR 'WIDE' IS BOWLED (WHETHER THE BATTER HITS IT OR NOT), THE BATTING TEAM RECEIVES TWO RUNS AND A FREE HIT FROM THE TEE.
- WHEN THE TEE IS USED, THE BATTER MUST HIT OFF THE TEE FORWARD OF THE BATTING END STUMPS. BATTERS MAY NOT RUN IF THE BALL IS HIT BEHIND THE BATTER'S STUMPS OFF THE TEE. A MISSED SWING AT THE BALL ON THE TEE COUNTS AS THE FREE HIT.
- THE BATTER CAN ONLY BE 'OUT' RUN OUT FROM A FREE HIT.
- STANDARD FIELDING RULES APPLY FOR ALL FREE HITS.

## **SCORING INSTRUCTIONS**

**There will be two types of score sheets you can use. Choose the one you are most familiar with.**

### **For T20 BLAST SCORE SHEET**

1. Enter Batter's name under designated Batting Pair.
2. Enter Bowler's name next to the Over number bowled.
3. Mark the runs scored with a number, next to the Batter's name for the relevant ball in each over.
4. Mark any Wickets (Wkts) with a W, next to the Batter's name.
5. Wides or No Balls should be represented on the scoresheet by a circle this circle represents the two runs received for a Wide or No Ball. Mark the circle when the Wide or No Ball is bowled and then enter the number of runs made by the batter within the circle. In some instances this will be a combination of runs made off the original ball and of runs made from the Free Hit. E.g. Joan is the batter on strike when a No Ball is bowled. She manages to hit 2 runs off the No Ball and then hits another 2 off the tee. Her score is represented as 4. When tallying the number of runs Joan made, this is counted as 6: 4 runs + a circle (which counts for 2).
6. Mark any balls from which there is no score with a dot.
8. Once the Batting Pair has completed their two Overs, tally the Total Wickets (Wkts) and Runs for each Batter. Then combine the two to calculate the "Pair Total" and Team Running Score.
9. For Batting Pairs 2-4, ensure you are calculating the Team Running Score by adding the previous Batters' scores to the current Batters' scores.
10. Once all Batting Pairs have batted, complete Team Total.

### **For GEORGES RIVER PSSA SCORE SHEET**

As above, except there is a running total box at the bottom of each innings.

## QUESTIONS & ANSWERS

Q: If the umpire signals wide and the ball proceeds to beat the wicketkeeper, can the batters run byes?

A: Yes they can. See the rules regarding wides.

Q: Can players bowl underarm?

A: Players are encouraged to bowl overarm; however, if they are not capable, underarm bowling is permitted as long as the ball is not rolled. If rolled it is deemed a No-ball. A legal ball is described as a ball that bounces no more than twice before it reaches the batsman.

Q: If a no ball is hit for two runs, does the batting team receive 4 or 3 runs?

A: 4 runs – 2 runs are registered to the batter and 2 to the sundries.

Q: Where do the umpires stand?

A: The umpires stand behind the stumps at the bowling end.

Q: When can a substitute go onto the field to participate in the fielding team effort?

A: At any time between overs.

Q: If a ball is hit over the boundary on the full, is it a six or an eight?

A: Six runs are scored, unless it was hit off a no-ball then 6 runs to the batter and two to sundries.

Q: Does every player have to bowl?

A: Yes a maximum of 12 players have to bowl (one for each over). They don't necessarily have to be batters as well. It will depend on your numbers and substitutes availability. We are encouraging maximum participation.