



GEORGES RIVER PSSA – BOYS CRICKET

RULES

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	3 points
	Tie / Draw	2 points
	First Innings Loss	1 point
	Forfeit	0 points
	Bye	0 points

FINALS:

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: Jason Prenzel @ Oatley PS
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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 yellow ball is to be used for ALL games.***
- ALL Games should also be played on a shorter pitch length of approximately 18m.
- **No Balls & Wides = 2 runs, plus 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.
- 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 'CLOCKWISE' FORMATION AFTER EACH OVER SO THEY FIELD IN EACH POSITION INCLUDING WICKET KEEPING THROUGHOUT AN INNINGS.
- ENSURE BOWLERS ARE LIMITED TO A SHORT RUN UP. THIS ENSURE A FAST-PACED GAME WITH PLENTY OF ACTION AND MINIMAL DOWN TIME.
- 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 (No Chucking/ throwing!)
- **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**).

FIELD SET UP

MILO T20 BLAST GROUND SETUP

FIELDERS ARE NOT
ALLOWED WITHIN 10
METRES OF THE BAT
UNTIL AFTER THE BALL IS
HIT (EXCLUDING THE
WICKETKEEPER AND SLIPS)

