



RULES FOR WSPSSA CRICKET

Maximum 2 overs per bowler in Seniors and 3 overs in Juniors.

All cricket teams are to use Incrediballs or similar composition balls of 140-145g for juniors and 150-156g for seniors.

A. PLAYING CONDITIONS

1. A team consists of 12 players each batting once. If 11 players, weakest batsman bats twice and other 11 bat once. If 10 players, team are given additional 2 outs as only 5 pairs will bat and no additional runs.
2. Hard composition plastic, cork or 6 sticher balls are NOT to be used.
3. All batters must wear a helmet. In seniors, all batters must wear at least one batting pad. In juniors, wearing of batting pads is up to the coach. Wicket-keepers in seniors and juniors must wear keeping gloves. If a wicket-keeper is within 2 metres of the bat they must wear a helmet. Boys are to wear a protector (box) when batting.
4. When fielding, no player is to stand closer than 5 metres to the bat except for the wicket-keeper.
5. Seniors are to play on a full length pitch with normal markings. Juniors play on a modified pitch, on the playing field's grass outfield, 14 metres in length, with batting tees used to mark the creases and plastic stumps used at either end.
6. Teams swap straight over between innings.
7. Normal cricket rules for batsmen getting out apply EXCEPT for no LBW.
8. Parents not permitted on the field of play.
9. Boundaries are 40m for seniors and 20-30 metres for juniors (may be adjusted based on field conditions). Boundaries are measured from the centre of the pitch and are to be marked with witches' hats or flags.

B. METHOD OF PLAY

1. A match consists of 2 innings, each of 12 6-ball overs.
2. No extra balls are given for no-balls or wides but 2 runs are added to the score for each plus what the batter scores if the ball is hit.
3. A ball that bounces off the pitch or is too wide for the batsman to reach is to be called a wide.
4. In juniors ONLY, if a delivery is a no ball or a wide, the batter is to hit off the hitting tee for the following delivery. This counts as a normal delivery for the purposes of scoring. One of the tees that marks the crease can be used for this purpose. The batter hits off the tee, and the tee is returned to mark the crease after the delivery is over. The ball must be hit forwards. If the ball is hit backwards, 0 runs are awarded for the delivery. The batter may be caught out on the full when hitting off the tee, just as they would off a normal delivery.
5. The BATTING SIDE is divided into 6 pairs of batsmen, with each pair batting for two overs. If a batsman is given out, the loss of a wicket is recorded on the score sheet and the batsmen swap ends and continue batting. All runs scored during the two overs are credited to the pair.
6. Sundries are scored separately. If the pair lose no wickets during the two overs then a bonus of half the runs scored off the bat are added to the total (don't include sundries or byes in the bonus). Please note that runs scored when the ball is not hit by the bat (for example, if the wicket keeper misses the ball and the batters run despite not having hit the ball) then this is considered a bye and is scored with a "b" next to it on the score sheet, for example 1 bye is written as "1b".

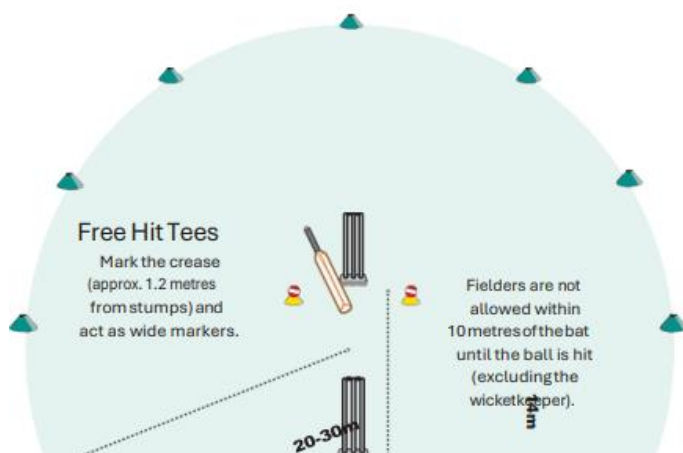
Byes are considered sundries, that is, they are added to the team's total score, but are not considered to be "runs off the bat" when calculating the half bonus for a batting pair.

7. A team may not declare its innings closed.
8. If the FIELDING SIDE has more than 12 players the extra players may substitute for fielding but not for batting or bowling.
9. At least 6 players must bowl in Seniors (max 2 overs). At least 4 players must bowl in Juniors (max 3 overs). No player can bowl 2 overs in succession.
10. Any ball that passes the batsman, in his normal stance, above waist high without bouncing is a no-ball.
11. Any ball that bounces over the batsman's shoulder, in his normal stance, is to be called a no-ball.
12. Batters may not use a "runner" or substitute to run in their stead.

C. RESULTS

1. A team's score is calculated by the total number of runs scored in the innings including bonus runs and sundries plus 5 runs for every wicket taken.
2. The team with the highest score wins.
3. The winning team is awarded 3 points. The losing team is awarded 1 point. In the event of a tie or a game being unable to be completed due to extenuating circumstances, both teams are awarded 2 points each.

Image 1: Junior pitch markings



Note: Fielders are allowed to be 5 metres from the bat, rather than 10 as is stated in the image.