

Werrington Zone S.S.S.A

CRICKET

Grade Rules (26/11/04)

(to be read in conjunction with General Zone Rules)

RULES

Games will be played under the Super Eights format. All games are played in accordance with the laws of cricket as recognised by the ACB and as adopted by the NSWCA except as amended below.

- (a) Each match is played between two teams of 8 players and consists of seven six-ball overs bowled by each side from end of the wicket.
- (b) With the exception of the wicket keeper each member of the fielding side bowls one over. The wicket keeper cannot be changed during the game unless injured. The substitute keeper, who is not allowed to bowl, must complete the innings.
- (c) All runs and extras are scored according to the accepted laws of cricket with the following exceptions:
 - (i) Any “wide” or “no ball” shall count as two extras to the batting side and an extra ball bowled for each.
 - (ii) Any over shall have a maximum of 8 balls (including wides and no balls) except for the last over of an inning which must have 6 legal deliveries.
 - (iii) A ball called ‘wide’ by the umpire will be considered a dead ball. Two runs only will be scored and the batter cannot be dismissed.
 - (iv) Any ball delivered by the bowler reaching the batter above shoulder height in their normal batting stance shall be called “no ball”.
- (d) When the ball is bowled, no fielder may stand closer than 10 m from the striker’s wicket on the legside or in front of the wicket on the off side.
- (e) A batter must retire on reaching a personal score of 20 (or total they achieve if their last scoring shot takes them beyond this score e.g. $18 + 4 = 22$). 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 strikers end after each delivery. If either of these last two batters is out, the innings will close.
- (f) A team may consist of twelve players. Reserves can act as substitute fielders as long as the fielder being replaced has bowled their over.
- (g) Fielding teams are required to position 3 fielders on either side of the wicket at all times.
- (h) Fielders are required to rotate in a clockwise motion at the end of each over (wicket keeper excluded) (e.g. mid-on to bowler, bowler to mid-off etc)

EQUIPMENT

Each team should supply a set of stumps and a match ball. They should have appropriate match equipment for their team.

UMPIRES/SCORERS

One umpire should control the game. The umpire shall keep score.

WIDES/NO BALLS

A ball is deemed to be **wide** if it:

- Pitches outside leg stump and moves away down leg side
- Passes down off-side wide enough to prevent the batter from playing a legitimate stroke.

A ball is deemed to be a **no ball** if:

- The bowler in their delivery places the whole of their front foot over the batting crease.
- The ball passes over the shoulder height of the batter when they are in their normal batting stance.

BOUNDARIES

Where possible, fields should have marked boundaries a distance of 40 metres from the middle stump at either end of the wicket.

FINALS

Positions will be determined by number of points. If equal, then number of wins. If equal, then greatest number of wins between the two or more sides on equal points. If equal, the best average will be used. The average will be determined by total runs scored divided by total wickets lost equals average runs per wicket.