



A GRADE – RULES AND CONDITIONS OF PLAY



These rules are to be read in conjunction with the Laws of Cricket and have been developed in consultation with the Cricket Australia Junior Cricket Policy

Teams are made up of 8 players.

I. Flexibility

The rules which follow are intended as a guide and coaches and managers are reminded to use their common sense and reach a mutual agreement with the opposition on any minor alterations to these guidelines. The aim is to provide all players with an enjoyable game of cricket and the rules are in place to facilitate this.

II. Hours of Play

Matches shall be played as a mixture of one day and 2-day games (check your program)

Maximum number of overs for any one-day match shall be 50. (25 per team).

The maximum number of overs per innings of a 2 day match is 50 overs. Teams are encouraged to still fit as much play in a 2-dayer as possible by starting innings at completion of the previous innings if time permits.

In a one day game 25 overs need to be bowled within an hour and a half.

If not dismissed a compulsory declaration shall be made. The team batting second shall then receive the same number of overs, unless dismissed before.

III. Results

A. If each team uses their maximum number of overs (25 or 50) for the first innings, then the team with the most runs is the winner on 1st innings.

B. The team with the most runs if one or both teams are dismissed in under 25 or 50 overs, is the winner.

IV. Scores

A. The home team is responsible for phoning through the scores and outstanding performances for **both** teams at the end of each days play.

B. Scores shall be read out as follows; Which grade club zone, which competition (A, B or C Grade or Kanga), winning side score details (3 best batters, 3 best opposing bowlers) then losing side score details (3 best batters ,3 best winning bowlers)

C. If the game is over a 2 week period , we only require the overall scores from the previous week and details of scoring for this week.

D. Time to call : Saturday 12pm—4pm, Sunday 1pm—3pm

E. Mary Byrne Advertiser: Phone. 82062828, Fax 82063646

V. Bowling

A. No player may bowl more than 10 overs (2 day games) or 5 overs (1 day games)

B. In the two day game 3 overs is the maximum number of overs allowed in a row.

C. The minimum number of overs (excluding the wicket keeper) will be 2 in both 1 day and 2 day cricket

D. The maximum number of deliveries bowled in any over including "Wides" and "No-Balls" shall be 8.

E. If the ball bounces twice or more then it is a "no ball" and shall be re bowled.

F. The last ball of an innings cannot be a wide.



A GRADE – RULES AND CONDITIONS OF PLAY (cont'd)



VI. Batting

- A. Batters will be required to retire for the first time at 30 runs in Division 1 and 20 runs in Division 2. NB: all runs scored from the last scoring shot shall count.
- B. Batters retired under the above rule shall be able to return to the crease only after every other player (in their team) has batted.
- C. Retired batsmen returning to the crease shall do so in the order in which they were retired.
- D. Should 9 batters be either dismissed or have been retired (30/20 runs), a batter who has been so retired may return to partner the last batter until either the last wicket falls, or the last batter is retired (30/20 runs). This must be done in accordance with rule C.
- E. All players must wear all protective equipment when batting. It is strongly recommended that cricket helmets, with face guards, approved to Cricket Australia standards, be worn by all batsmen. This rule is to be enforced by coaches and umpires.

VII. Fielding

- A. A Maximum of 8 players may field at anyone time.
- B. A maximum of 5 fielders are allowed on the leg side.
- C. A maximum of 2 players are allowed behind square leg.
- D. No player may field within 10 metres of the bat except in the slips.
- E. Wicketkeepers are strongly encouraged to wear a helmet when standing up to the stumps.

VIII. Balls

Balls are to be leather casing and 142gm size.

IX. Rule Clarifications

A. LBW

- 1. In all decisions the benefit of the doubt shall be given to the batter
- 2. Only in instances when the batter has played well back and is struck in front of middle stump should an LBW be given out, and prior to this a warning shall be given to the batter before they are given out.

B. FAST SHORT PITCHED BOWLING

- 1. Any delivery that it is considered would pass over shoulder height when in the normal batting stance shall be called as a "No Ball".
- 2. If in the umpire's opinion the delivery has been intentional, a warning shall be given to the bowler. If intentional short pitched bowling continues following a second warning, the bowler shall be immediately replaced and shall not bowl again in the match.

C. WIDES, NO-BALLS & DEAD BALLS

- 1. If the ball at the time that it reaches the batter is outside the width of the concrete area of the pitch it shall be called "wide" even if the batter hits the ball.
- 2. Should a run be scored off the ball, the "wide" should be cancelled and the runs scored to the batter.
- 3. A batter cannot be dismissed off a wide, except by being "Run Out" or "Stumped."
- 4. An additional ball shall be bowled only for the first two "wides" in anyone over.
- 5. One run (extra) shall be scored for each "wide" bowled.
- 6. Any ball which lands off the pitch area or deviates abnormally from the edge of the pitch area shall be called a "No Ball" and shall be re bowled.
- 7. Any ball that passes, or would have past, above waist height of the batsman, on the full, in their normal batting stance, shall be called a "No Ball" and shall be re bowled.

