



B & C Grade – RULES & PLAYING CONDITIONS



COACHES ARE ENCOURAGED TO DISCUSS THE RULES and TIME CONSTRAINTS WITH THEIR OPPONENTS BEFORE EACH MATCH TO CLARIFY THESE RULES.

RULES:

Teams are made up of 8 Players.
Pitch length can be adjusted between 16-20 metres.
Games consist of 16 overs for each team, 4 per batting pair.

Players bat in pairs and continue to bat for 4 overs (irrespective of score or dismissals).

Batters change ends after each dismissal.

Bowling should be done from one end only.

All players should bowl 2 (6 ball) overs, No extra balls for wides but one run is scored.

The score for each team is the total number of runs divided by the total number of dismissals. The team with the highest average is the winner.

No L.B.W. unless blatantly obvious.

It is important that players wear protective gear. This is intended as a safety measure but also to help the players develop confidence and become accustomed to wearing this equipment.

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, 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

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PLEASE NOTE:

In some areas, where competitions are scheduled for weeknights and time may be limited, please consider the following variations:

Batting - 3 overs per pair.

Starting as soon as 2 players from the away team arrive.

Dividing the available time in half and closing the 1st innings at a certain time (e.g. 5.15pm) regardless of pairs batted.

Making drinks breaks, pair changes and over changes as short as possible.

