



CASA JUNIOR CRICKET RULES & INFORMATION

DATE: Thursday 17th October 2024

TIME: 8.00am – 3.00pm

VENUE: Jackson Park, Woodbine

RULES

- Each game shall be played between two (2) teams of eight (8) players.
- A game consists of a maximum of seven (7), six (6) ball overs per team.
- A team shall not be permitted to declare its innings closed.
- A game should take no longer than (one) 1 hour to complete.
- While set game times are included on the draw, teams should start their next match as soon as both teams are ready.

BOWLING

- Each member of the fielding team must bowl one (1) over, except the designated wicket keeper.
- The wicket keeper must be nominated prior to the toss of the coin.
- In no circumstances shall the nominated wicket keeper be allowed to bowl.
- Bowlers are to have a run up of no more than ten (10) metres.
- The ball used will be a Kookaburra Softaball (or equivalent).
- Underarm bowling is discouraged but permitted at the umpires discretion, if the ball bounces more than once before reaching the batter the delivery will be called a no ball.
- Boundary fours (4) are to be scored as normal.
- A ball passing over the boundary on the full is scored as six (6) runs.

The final over of an innings must consist of six (6) legal deliveries. In no other over is a no ball or wide rebowled.

- A wide shall be counted as two (2) extra runs to the batting team. A wide is a ball delivered outside the reach of the batsman in the regular batting stance.
- A no-ball shall be counted as two (2) extra runs to the batting team.
- A no-ball is called when:
 - Bowler steps over the front bowling crease
 - Ball bounces over shoulder height of the batter
 - Ball passes the batter on the full, above waist height
- A batter who hits a no ball will score two runs plus what they score off the bat.

BATTING

- A batter must retire immediately at the score of twenty (20).
- A batter must retire on passing a personal score of 20. 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 seven (7) wickets fall before the seven (7) overs are completed, the last remaining batter is the only one who can score runs and must return to the striker's end each time he/she scores a 1, 3 or 5. If either of the last two (2) batters are dismissed, the innings will be closed.

FIELDING

- Players who have bowled their over may be replaced by a substitute fielder, but this fielder will not be permitted to bowl.
- Fielding teams are required to position three (3) fielders on either side of the wicket at all times.
- No fielder is permitted closer than 10m from the batter.

MODES OF DISMISSAL – THERE ARE NO LBW's

- Bowled
- Caught
- Hit Wicket
- Run Out
- Stumped

GAME RESULTS

- The team with the highest run score at the end of the match will be declared the winner.
- In the event of the team batting second and passing their oppositions total all over must be completed.
- If both teams score the same number of runs, the team losing the least number of wickets will be declared the winner.

- If the teams are still even, the team with the least number of no balls and wides combined will be declared the winner.
- If the result still cannot be decided, the team with the greatest number of boundaries will be the winner.

POINT SCORE

- Three (3) points awarded to the winner of each match.
- In the event of a tie after the aforementioned conditions, both teams will receive two (2) points.
- The team losing the match will receive one (1) point.
- Byes will be awarded as 0 points
- If two teams are equal on points after the pool stage, the winner of the match between the two teams will be awarded 1st place.
- If teams are still equal, then a super over will be played between the two (2) schools