

SACCSS Girls Cricket Blast Rules

CARNIVAL HOUSEKEEPING

- There will be **one ball** assigned to each ground to use for the duration of the carnival.
This ball must not be taken to another ground with teams and must be returned to SACCSS Executive Officers at the end of the day.
- Scoresheets are to be returned to the recording area immediately after each game by a student of the winning team.
- Please return all equipment to the recording area after the finals are completed.
- Students are asked to pick up all rubbish throughout the day and use the bins/garbage bags provided.
- Any playing conditions specific to the specific venue or alternations to the format of the day will be addressed by the SACCSS Executive Officers/ Cricket Victoria at the morning briefing. (ground dimensions etc...)

GENERAL RULES

- A college may bring a squad for the day of **maximum 12 players** – students who are not actively playing in a match, may assist with scoring, equipment and team management.
- Each match is played between two teams with eight players.
Substitutes may be used in any combination providing that no more than 8 individuals bat and 8 individuals bowl.
Only 8 fielders are permitted on the field at any one time. Thus, 8 players bowl and wicket keep for one over each.
- A team must have at least 6 players to participate in a match.
If a team has 6 or 7 players, the opposition team will nominate 1 or 2 players to bat/ bowl twice from the team which is short. This is decided at the beginning of the game.
- The toss of a coin will determine which team bats first.
- The Tournament will be conducted in a Round Robin format (fixturing to be confirmed)
- Each field will have at least one central umpire (square leg will be confirmed on the day)

BATTING SPECIFICS

- Plastic or Wooden bats can be used by players, this is at the discretion of each college.
(No hollow plastic bats to be used).
- Batters do not need to wear pads, gloves or helmets – however they may chose to do so.
- Players when wicket keeping must wear a helmet and gloves.
- Batting pairs bat for **2 OVERS**. Players remain batting irrespective of the number of times they are given 'out', until they have batted for 2 complete overs (12 balls).
- Batters swap ends at the end of each over and when dismissed (except in the event of a runout).
- If a batter faces three consecutive balls with no score the umpire may ask the batters to swap ends.
- A batter will score **4 runs** if a hit ball travels to/over the boundary – rolling or bouncing.
A batter will score **6 runs** if a hit ball travels over the boundary without touching the ground.
Batters CAN NOT score additional runs on top of a boundary hit.
The batter who hit the boundary remains facing for the next ball.
- If a batter is dismissed the bowling team receives **5 bonus runs (per wicket)**.
Please note that runs are not deducted – they are **added** to the bowling team's final total tally.
Thus, the only penalty for being given 'out' is that the batters swap ends.
- Players can be given 'out' in the following ways; (** NO LBW)
Bowled
Caught
Run out
Stumped
Hit Wicket
- The next batting pair must be ready to bat immediately following the previous pair's innings.
- If a batter is run out, they will still receive any runs they completed during that delivery.

BOWLING SPECIFICS

- Eight players must bowl and wicket-keep for **1 OVER** each (no designated wicketkeeper). One partner bowls whilst the other wicket-keeps, then at the end of the over (six balls), the partners swap roles.
- Bowlers are limited to a 10-metre run up – this can be marked by event organiser.
- All overs are bowled from the same end. The batters swap ends at the end of each over.
- Umpires are asked to encourage bowling with a straight arm in the spirit of the rules.
- There is a maximum of **6** deliveries in each over. 'No Balls/ Wides' are not re-bowled.
- Any over arm delivery that bounces more than once or rolls along the ground shall be deemed a fair delivery (unless the bowler is deliberately rolling it along the ground to gain an obvious advantage. The umpire may decide that deliveries should be re-bowled if they are considered unfair.
- If a player is unable to bowl and is throwing the ball, they must attempt to bowl overarm 3 times. If they are unable to complete this satisfactorily, they may underarm the final 3 balls of the over. The underarm delivery must bounce only once and cannot be rolled.
- The 'bowled' ball can be hit anywhere.

FIELDING SPECIFICS

- Fielders cannot move until after the ball is struck (or swing completed).
- Fielders must be equally spread on either side of the pitch
- No fielders are permitted within 10m of the batter (except for wicketkeeper & slips).

NO BALLS

- There are 3 types of deliveries that classify as a NO BALL. A NO BALL is one that:
 - (i) bounces over the batter's head at batting stance.
 - (ii) reaches the batter above waist height (above the bottom rib) on the full.
 - (iii) goes outside the no-ball markers at the batter's end (even if it beats the keeper).

All deliveries deemed a NO BALL will result in a Free Hit off the tee in front of the stumps for the batting pair.

- If a no-ball is bowled (whether the batter hits it or not), the batting team receives **2 RUNS and a FREE HIT** off the cone. The only way a batter can be 'out' off a FREE HIT is a run out. Batters may not run if the ball is hit behind the batter's stumps off the tee (FREE HIT) but can be hit to the door on sides.
- The batter can only be OUT by run out from a FREE HIT. They cannot be dismissed 'stumped'.
- A batter only gets one swing at a FREE HIT. The ball can be hit on either the 'on' or 'off' side but cannot be hit behind the wicket. An 'airy' counts as a swing/hit.
- In the case of a FREE HIT, the fielding team must stay in the positions they were in at the moment the previous delivery was made until the ball is hit off the tee.
- Any runs that are achieved by the batting pair from a BYE (where the ball is missed by the fielding team) are awarded to the Batting team.

SCORING

- The SACCSS Girls Cricket Blast scoresheet will be distributed on the morning of the carnival.
- A NO BALL is scored as **2 runs** to the batting side plus whatever runs are scored off the FREE HIT.
- Every wicket taken by the bowling side results in them receiving a bonus **five runs** to their total score.
- The tournament will likely be played in pools – final structure of the day will be determined by the number of teams entered and time to complete the round robin. Overall winners of the day may be determined by FINALS MATCHES or LADDER PLACINGS. *(to be confirmed closer to the day of event)*