



## SACCSS GIRLS CRICKET TOURNAMENT ONE PAGE RULES

<b>SUMMARY</b>	<ul style="list-style-type: none"> <li>Playing and competing</li> </ul>
<b>PURPOSE</b>	<ul style="list-style-type: none"> <li>SACCSS aims to develop Girls Cricket within the association.</li> </ul>
<b>DESCRIPTION</b>	<ul style="list-style-type: none"> <li>The <b>SACCSS Open Girls Cricket Tournament</b> will build on the SACCSS Cricket Blast experience offered in Term 4 of the previous year. The emphasis here is on continuous participation - skills development, experience with more advanced Cricket equipment. All players bat in their match (the matches are played in a 1 hour window)</li> </ul>
<b>GAME TYPE</b>	<ul style="list-style-type: none"> <li>Modified – extended Blast format with dismissals resulting in 3 additional runs to the bowling/fielding team.</li> </ul>
<b>BALL</b>	<ul style="list-style-type: none"> <li>142g Hard Ball (or equivalent)</li> </ul>
<b>TIME</b>	<ul style="list-style-type: none"> <li>All Matches will be played in a 1 hour window</li> <li>The tournament will be played in a <b>Round Robin</b> format</li> </ul>
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>Safety Equipment – Helmets must be worn at all times when batting and wicket keeping Pads Gloves Additional safety equipment can be worn based on match conditions and personal preference.</li> <li>2 sets (per match) of portable wooden stumps – spring loaded, including bails Wooden bat Measuring tape to mark pitch and boundary Chalk/ tape to mark creases</li> </ul>
<b>BOUNDARY</b>	<ul style="list-style-type: none"> <li>Approx 40m (dependent on ground/grass conditions)</li> </ul>
<b>PITCH TYPE &amp; LENGTH</b>	<ul style="list-style-type: none"> <li>Hard wicket (one match per field)</li> <li>Pitch Length – <b>18m</b></li> </ul>
<b>OVERS</b>	<ul style="list-style-type: none"> <li>10 overs per team (20 overs per match)</li> <li>Each over has <b>6 Balls</b></li> </ul>
<b>TEAM</b>	<ul style="list-style-type: none"> <li>1 Team of 10 players (per match)</li> <li>8 players are required to start the match If a team has 8 or 9 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.</li> <li>Teams may bring a squad of 14 players for the tournament</li> </ul>
<b>INNINGS</b>	<ul style="list-style-type: none"> <li>1 innings 10 overs per team</li> </ul>
<b>BATTING</b>	<ul style="list-style-type: none"> <li>Batting pairs bat for <b>2 OVERS</b>. Players remain batting irrespective of the number of times they are given 'out', until they have batted for 2 complete overs (12 balls).</li> <li>Batters swap ends at the end of each over and when dismissed (except in the event of a runout).</li> <li>If a batter faces three consecutive balls with no score the umpire may ask the batters to swap ends</li> <li>If a batter is dismissed the bowling team receives <b>3 bonus runs (per wicket)</b>. Please note that runs are <u>not deducted</u> – they are <b>added</b> to the bowling team's final total tally.</li> <li>Thus, the only penalty for being given 'out' is that the batters swap ends.</li> <li>Players can be given 'out' in the following ways; (** NO LBW) Bowled /Caught Run out /Stumped /Hit Wicket</li> <li>The next batting pair must be ready to bat immediately following the previous pair – next batting pair must be ready with protective equipment to take the field.</li> <li>If a batter is run out, they will still receive any runs they completed during that delivery.</li> </ul>
<b>BOWLING</b>	<ul style="list-style-type: none"> <li><u>At least 5 bowlers</u> must deliver a max of <b>2 OVERS</b> each during the match per team.</li> <li>Each team is to nominate a Wicket Keeper/s for the match – this position does not need to be rotated during the match.</li> <li>All overs are bowled from the same end. The batters swap ends at the end of each over.</li> <li>Umpires/ Coaches are asked to encourage bowling with a <u>straight arm</u> in the spirit of the rules.</li> <li>There is a maximum of <b>6</b> deliveries in each over. 'No Balls/ Wides' are not re-bowled.</li> <li>Any delivery that is not deemed legal will result in <b>2 runs</b> awarded to the batting team (no balls/ wides)</li> <li>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.</li> <li>The 'bowled' ball can be hit anywhere.</li> </ul>
<b>FIELDING</b>	<ul style="list-style-type: none"> <li>Fielders <u>cannot</u> move until after the ball is struck (or swing completed).</li> <li>Fielders must be equally spread on either side of the pitch</li> <li>No fielders are permitted within 10m of the batter (except for wicketkeeper &amp; slips).</li> </ul>
<b>DISMISSALS</b>	<ul style="list-style-type: none"> <li>Unlimited dismissals (each player will face the nominated number of balls each)</li> <li>A dismissal will result in the Fielding/bowling team being award <b>3 runs per dismissal</b>.</li> </ul>