

# SACCSS Open Girls Cricket Tournament Rules

**Convenor:** SACCSS Executive Officers, Cricket Victoria, SEDA/ MCEA students

## **CARNIVAL HOUSEKEEPING**

- There will be **one ball** assigned to each ground to use for the duration of each match. 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 14 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 TEN (10) players.  
*Substitutes may only be used in the event of an injury replacement.*  
Only 10 fielders are permitted on the field at any one time.
- A team must have at least 8 players to participate in a 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.
- The toss of a coin will determine which team bats first.
- The Tournament will be conducted in a Round Robin format (fixturing/ pools/ finals structure to be confirmed)
- Each field will have at least one central umpire (square leg will be confirmed on the day)
- Boundary 40m/ Pitch length 18m

## **BATTING SPECIFICS**

- Wooden bats are to be used by players, this is at the discretion of each college.
- Batters ARE REQUIRED to wear PADS, GLOVES AND HELMETS.
- Wicket Keepers must also wear PADS, GLOVES AND HELMET.
- 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 **3 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 – next batting pair must be ready with protective equipment to take the field.
- If a batter is run out, they will still receive any runs they completed during that delivery.

### BOWLING SPECIFICS

- At least 5 bowlers must deliver a max of **2 OVERS** each during the match per team.
- Each team is to nominate a Wicket Keeper/s for the match – this position does not need to be rotated during the match.
- All overs are bowled from the same end. The batters swap ends at the end of each over.
- Umpires/ Coaches 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.
- 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 marked pitch/ No Ball lines at the batter’s end (even if it beats the keeper).

### 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 if the batter makes contact with the delivery.
- Every wicket taken by the bowling side results in them receiving a bonus **three (3) 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.
- Ladder placings are determined by Match points (4 point for a WIN)/ 2 points for a DRAW) In the event that 2 or more teams have the same match points - % will determine the placings on the ladder. NRR will not be used for this modified format of play.
- Overall winners of the day may be determined by FINALS MATCHES or LADDER PLACINGS. *(to be confirmed closer to day of event)*

## SACCSS Open Girls Cricket Tournament History

	<b>PREMIERS</b>	<b>RUNNERS UP</b>
2023	St Monica’s	Salesian