

## Liverpool Zone By-Laws for Cricket

Rules for all sports played within the Zone shall be as for those set down by the State Governing Body for that sport, with the following exceptions:

- Conveners have the option to modify rules prior to the season if circumstances be required and if all competing schools agree.

### **1 DRESS:**

### **2 SUPERVISION:**

### **3 EQUIPMENT:**

- 3.1 All schools need a Junior and Senior cricket kit. Due to the distance between pitches, sharing between teams is not practical.
- 3.2 Senior matches need 3 stumps per team or 1 set of fixed stumps. Junior matches need one set of fixed stumps, i.e. Kanga Cricket or metal (these are easier to reassemble and can be used when shortening pitches).
- 3.3 Boundary markers need to be used (coloured cones/witches hats) to mark the boundary. These should always be used and should be set at a distance that allows 4s and 6s to be hit.

### **4 VENUES**

- 4.1 Junior games are played on a shortened pitch of 18 yards (paces).  
Senior games are played on a full length pitch of 22 yards (paces).

### **5 SAFETY**

- 5.1 All batsmen must wear a protective box in juniors and seniors.
- 5.2 Juniors must wear at least one pad on their front leg when batting.  
Seniors must wear two pads when batting.
- 5.3 Juniors have the option of wearing a helmet when batting.  
**Seniors must bat with a helmet on at all times.**
- 5.4 Any player without appropriate batting equipment will not be allowed to bat.
- 5.5 **Seniors – wicket keeper must wear a protective box, wicket keeping gloves, two pads and a helmet at all times.**

### **6 TEAMS**

- 6.1 Juniors – Years 3 and 4  
Seniors – Years 5 and 6

### **7 DURATION OF MATCHES**

- 7.1 Games are to commence no later than 9:45am.  
Games are to be completed no later than 11:15am.  
Change of innings at 10:30am.
- 7.2 Matches are of one morning's duration with a maximum of 12 overs per team.  
If playing time runs out, the last pairs will not bat and the match will be determined by the comparative scores after an equal number of overs have been bowled.

## 8 UMPIRING CONDITIONS

- 8.1 Mutual agreement between teachers shall decide who umpires. One teacher umpires the entire Senior game and the other umpires the entire Junior game.
- 8.2 The convenor will decide who umpires the semi-final and final.
- 8.3 Only teachers may umpire teams.

## 9 RULES

- 9.1 Each side bats 12 players in pairs, each pair bat for 2 overs (12 balls in total, not 6 balls each). Should a team have fewer than 12 players, the opposing team's captain will choose players to re-bat. This should be decided before the commencement of the game.
- 9.2 There is a 30 run bonus score added to the team's batting innings. At the fall of a wicket the batsmen change ends and 3 runs are deducted from the score.
- 9.3 The team that scores the most runs are the winners, regardless of how many wickets have been lost. There are no outright wins (dismissing a team twice).
- 9.4 Both bowlers bowl from the same end of the pitch, with the batters changing ends at the end of the over.
- 9.5 Normal cricket rules are applied for dismissals, except:
  - 9.5.1 in the event of a 'Run Out' where no runs are scored and 3 runs are deducted. If the batsmen cross while a catch or 'Run Out' is performed, they stay at the new end. A batsmen can only be 'Run Out' from a delivery that bounces twice.
  - 9.5.2 there is no Leg Before Wicket (LBW)
  - 9.5.3 if a no ball is bowled, or bounces more than once, the batsmen cannot be given out caught or bowled. They can be stumped or run out.
- 9.6 Wides and No Balls score 2 runs.
  - 9.6.1 Any ball which is bowled off the pitch is a No Ball. The batsmen can still hit the ball and if he/she scores better than a 2 (the penalty for a No ball) that score will be counted – i.e. if the batsmen hits a 4, 4 is added; if the batsmen run a single, the 2 runs for the No Ball is added.
  - 9.6.2 A Wide should be called when the ball lands on the edge of the pitch and doesn't allow the batsman to play a shot, particularly spinning balls and deliveries down leg-side. If the batsman attempts to hit a potential wide, they can be dismissed caught, bowled, run out or stumped.
  - 9.6.3 Batsmen who swing at a No Ball or Wide delivery can run to change ends.
  - 9.6.4 Wides and No Balls are not to be re-bowled, except on the last ball of the innings, which must be a legitimate delivery. 2 runs will be added if the last ball is a Wide or No Ball, or if more runs are hit off a No Ball.
- 9.7 If a ball bounces twice before it reaches a batsman, the umpire should call 'two bounce'. The batsman can play a shot and cannot be bowled out or caught, but can be stumped or runout.
  - 9.7.1 If the ball bounces twice, 1 run will be added to the batting team's score. If the batsmen run or hit a larger score, that will be added to the score and not the 1 run for the 'two bounce'.
- 9.8 In both Junior and Senior games there is a maximum of 2 overs per bowler, i.e. at least 6 bowlers must be used. All overs consist of 6 balls (except the last over of an innings, if the last ball is a Wide or No Ball).

- 9.9 Points will be awarded as follows:
- Win = three (3) points
  - Draw = two (2) points
  - Lose = one (1) point
  - Forfeit = zero (0) points (the team that does not forfeit gets three (3) points)
  - Bye = zero (0) points
- 9.9.1 The Ladder is calculated on:
1. Win Percentage, then;
  2. Points, then;
  3. Points Difference.
- 9.10 Both coaches are required to fax and/or email results to the convenor no later than the first Wednesday following the game. If no scores are received for a particular game, the points will not be added to the ladder.