

WILEY PARK PSSA: CRICKET RULES 2024

AGE

Junior - Age as per Wiley Park PSSA Zone rules.

Senior - Age as per Wiley Park PSSA Zone rules.

TIME

1. All games are 12 overs per side (time permitting).
2. Games should commence on or **ideally** before 12.45pm. and must be **completed by 2.00pm** (35 minutes for each side to bat and bowl plus the addition of a 5 minute changeover period).
3. Games started after 12.45pm must be reduced to allow both sides an equal number of batting pairs and bowlers in addition to ensuring balls faced by each team is equal.
 - i. **For every 10 minute period** after the 12.45pm scheduled start time reduce the number of balls bowled in an over by one ball for **both teams**. For example, a 12.50pm start will result in a 60 ball innings per team consisting of 12 x 5 ball overs. Each pair will then face 10 balls. A 1.00pm start will result in a 48 ball innings per team consisting of 12 x 4 balls overs. Each pair will then face 8 balls.
 - ii. **For games that begin on time:** If the side batting first has not completed their 12 overs after 35 minutes, their innings is called to an end. The side batting second begins their innings and will be given the same number of overs to face. For example, a game has progressed for 35 minutes, and the side batting first has faced 10 overs. Their innings is called to an end and the second team begins batting and is allowed to face 10 overs.
 - iii. **For games that begin late:** To determine the maximum amount of time for each innings calculate the minutes remaining until 1.55pm and divide by two rounded down to the nearest whole minute. For example, a game beginning at 1.00pm will result in a 55 minute game with each innings restricted to 27 minutes. Whatever overs are faced by the team batting first after 27 minutes will be the number of overs received by the team batting second.

EQUIPMENT

1. Batters do not need to wear any protective gear.
2. All players are to wear their school sports uniform and a hat for protection from the sun.
3. Each team should have at least one set of stumps, two plastic bats, one ball (soft plastic style, **NOT** a PVC cricket ball with a hard centre), a small plastic batting tee and markers for marking the boundaries.

GAME FORMAT

1. Teams – Each team shall consist of 12 players. Teams may play with less numbers than this.
2. Fielding – Maximum of 11 fielders at any time (four each side of pitch + bowler + back stop + wicketkeeper). No fielder is allowed within 10 metres of the bat until after the ball is hit. This excludes the wicketkeeper and those fielding behind the stumps in an arc from the wicketkeeper to point.
3. Pitch length (stump to stump) - Seniors 18m (standard), Juniors 16m. Each crease line (marked by cones, a chalk line or tape) should be approximately 1.2m from the respective stumps. If a pitch is not available, the game can be played on grass.
4. The boundary should be marked by cones - Juniors 30m radius from pitch.
 - Seniors 40m radius from pitch.

5. Toss of a coin / bat will determine which team bats first. All overs are bowled from one end of the wicket.

SUBSTITUTES and CODE of CONDUCT

1. Substitute fielders may be brought on to replace a bowler at the completion of their over or to replace another fielder due to injury so long as no more than 11 fielders are present.

2. An injured batter/bowler may be replaced by a player chosen by the opposition captain provided Batting Rule 1. iii and iv and Bowling Rule 2. i., ii and iv. are adhered to such that the player chosen as a replacement batter/bowler cannot be asked to bat or bowl a **third time** if their team has less than 12 players (including the injured player) in order to create six batting pairs. However, the replacement batter/bowler is permitted to bat and bowl a second time in their original position in the batting/bowling lineup as if they did not have to replace an injured player.

i. A team with 13 or more players is free to choose its own replacement for the injured batter/bowler.

3. For teams with 13 or more players please try to ensure that the same player is not the substitute every week. Ensure that players who do not get to bat one week, bat the next. Our policy is to encourage participation and skill development.

4. Students can be asked to sit out and replaced by another player (if available) at the umpire's discretion if they do not abide by the Wiley Park PSSA Zone Code of Conduct.

BATTING

1. Each batting pair bats for two overs (12 balls) irrespective of number of dismissals. Individual batters in a batting pair face six (6) balls each.

- i. Batters swap ends at the end of each over (6 balls), after being dismissed (exception – run-out) and/or after facing their allotted six (6) balls.
- ii. If an individual batter is dismissed and their batting partner has already faced their allotted six (6) balls, then the dismissed batter shall remain on strike until they have received their allotted six (6) balls.
- iii. If a team has less than 12 players, the opposition captain has the right to select an additional batter/additional batters to create six batting pairs. Students batting for a second time will be treated as a 'new' batter and allotted six (6) balls.
- iv. A batter selected by the opposition captain to bat again (Batting Rule 1. iii) **cannot** also be selected to bowl again (Bowling Rule 2. i) in the **same match**.

2. If the Umpire rules the ball a wide or no-ball (see no-balls and wides section), the batter is instructed to hit the ball off the tee (free hit). The wide or no-ball shall be recorded as an extra run **plus** any additional runs hit off the tee (free hit).

- i. A wide or no-ball **shall count** towards the allotted balls faced by the batter. A free hit **shall not count** as an allotted ball for the batter.
- ii. Should a batter choose to hit a no-ball and then subsequently complete a run(s) the free hit will be allocated to the batting partner who ends up at the striker's end. The no-ball **shall be counted** as an allotted ball for the batter who originally hit this delivery.
- iii. Batters **do not** have to run on a free hit.

3. Runs are scored off the bat are as follows:

- i. A ball reaching the boundary = 4 runs. Batter returns to the striker's end.
- ii. A ball going over the boundary on the full = 6 runs. Batter returns to the striker's end.
- iii. Boundaries supersede any runs that may physically have been completed by the batting pair. i.e. A batting pair have run a single but the ball trickles over the boundary for a four. The ball is recorded as four (4) rather than five (5) runs.
- iv. Any runs completed before overthrows committed by the fielding team shall be added to the overthrows total. i.e. A batting pair have run a single and then the ball is thrown by the fielder which

ends up rolling past the boundary. This is recorded as five (5) runs. Batters remain at their respective end of the pitch once the run is completed.

4. Batters may be dismissed by the following methods: Bowled, Caught, Run-Out, Stumped or Hit-Wicket (no LBW will be given in PSSA competition).
5. The next batting pair must be ready to bat immediately following the previous pair's innings.

BOWLING

1. Players must rotate a position in a circular, clockwise formation after each over including the wicketkeeper (see fielding rotation diagram).
2. All 12 players will bowl one over consisting of six (6) balls.
 - i. If a team has less than 12 players, the opposition captain has the right to select an additional bowler/additional bowlers to bowl an extra over for the opposition to receive their full 12 allotted overs in their innings.
 - ii. A bowler selected by the opposition captain to bowl again (Bowling Rule 2. i) **cannot** also be selected to bat again (Batting Rule 1. iii and iv) in the **same match**.
 - iii. Bowlers are limited to a 4m run-up to ensure a fast-paced game.
 - iv. All overs are bowled from the same end. No player may bowl two consecutive overs.
 - v. Wides and no-balls **are NOT** re-bowled.
 - vi. To be deemed a fair delivery a ball **must** only bounce a maximum of two (2) times before reaching the batter's crease.
3. Players are encouraged to bowl with a straight arm in the spirit of the rules. A slightly bent arm is acceptable so long as a bowler is making a genuine attempt at bowling within the spirit of the rules.
 - i. Bowlers must deliver each ball in an overarm manner (see No-Balls and Wides Rule 2. vi).

NO-BALLS, WIDES, BYES, LEG BYES and DEAD BALLS

1. There are four types of delivery classified as extras: Wides, No-Balls, Byes and Leg Byes.
2. A delivery is called a NO-BALL if:
 - i. The ball bounces over the head of the batter in their batting stance, or
 - ii. The ball reaches the batter above waist height on the full, or
 - iii. The bowler over-steps the bowler's crease at delivery, or
 - iv. A ball bounces **more than twice** before reaching the batter's crease (first marked line indicating where the batter stands), or
 - v. A ball **first lands** off the pitch, or
 - vi. A bowler delivers a "baseball/sidearm" style throw/pitch with no genuine attempt at bowling within the spirit of the game.
3. If a NO-BALL is bowled (whether the batter hits it or not), the batting team receives one run (no-ball extra/penalty) and a free hit off the tee.
4. If a batter hits a NO-BALL, they will still receive an additional run (no-ball extra/penalty) plus whatever is scored off the bat. In addition, the batter on strike after the runs are completed receives another free hit off the batting tee.
 - i. A batter **may not** hit a ball that has been called a no-ball and has come to a complete stop whether it be on or off the pitch. A free hit shall still apply in addition to the no-ball extra/penalty of one run.
5. A delivery is called a WIDE if:
 - i. The ball **first** lands on the pitch and then passes outside the wide markers at the batter's end (use batting tees as wide markers) **and**
 - ii. The batter does not make contact with the wide delivery.
 - iii. If the batter makes contact with a ball that would otherwise be considered a wide ball, then the umpire shall regard this ball as a **legal (fair) delivery. A no-ball supersedes a wide call.**

6. In the case of the ball passing outside the markers at the batter's end (a WIDE) and beating the wicketkeeper the batters receive one run plus whatever is run. The ball is then returned to the tee for a free hit and the number of runs scored from that hit is added to what has already been scored (one wide + what is run + score from free hit).
- i. The wide plus whatever is run is recorded as wides.
 - ii. The runs achieved from the free hit are credited to the batter.
7. A batter can only be given out by stumping on a wide.
- i. The wide is credited to the batting side.
 - ii. The wide shall count as an allotted ball to the batter.
 - iii. A free hit shall be given to the non-striker unless they have already faced their allotted six (6) balls in which case the free hit is allocated to the stumped batter.
 - iv. The free hit shall not count as an allotted ball to the batter who receives it.
8. A batter can be run out on **both** a wide, no-ball or free hit.
- i. The wide or no-ball is credited to the batting side.
 - ii. The wide or no-ball shall count as an allotted ball to the batter.
 - iii. A free hit shall be given to the batter who returns to the striker's crease if a wide or no-ball is indicated by the umpire unless the batter has already faced their allotted six (6) balls in which case the free hit is allocated to the batting partner.
 - iv. Any run(s) completed before the run out is effected is credited to the batting side.
 - v. The free hit shall not count as an allotted ball to the batter who receives it.
9. A dead ball shall be indicated by the umpire when:
- i. The bowler aborts their delivery.
 - ii. The batter steps away from facing the upcoming delivery.
 - iii. In the instance of a dead ball being indicated by the umpire the ball **shall not** count as a legal (fair) delivery nor will it count as an allotted ball to the batter. It must be re-bowled.
10. A delivery is considered a leg bye when a ball hits a batter's body (other than the hand) and the batter decides to complete a run. The delivery will be counted as an allocated ball to the batter. A leg bye is considered an extra.
11. A delivery is considered a bye when a legal (fair) ball is missed by both the batter and wicketkeeper and the batter subsequently decides to complete a run. The delivery will be counted as an allocated ball to the batter. A bye is considered an extra.

FREE HIT RULE

1. If a NO-BALL or WIDE is bowled (whether the batter hits it or not), the batting team receives one run (plus any additional run completed by the batters) and a free hit from the batting tee.
2. When the tee is used, the batters must hit off the tee forward or to the side of the batting end stumps.
 - i. Batters cannot run if the ball is hit behind the batter's end stumps (indicated by an imaginary continuous line from the batting crease). The ball shall be returned to the bowler to deliver the next ball and the free hit will be counted.
 - ii. A missed swing at the ball off the tee counts as the free hit.
3. The batter can only be out run out from a free hit.
4. Batters do not have to run off a free hit. It is their choice.

BONUS RUNS (WICKETS)

1. When batters are dismissed the fielding team receives 5 bonus runs which are added to their team's total runs scored.

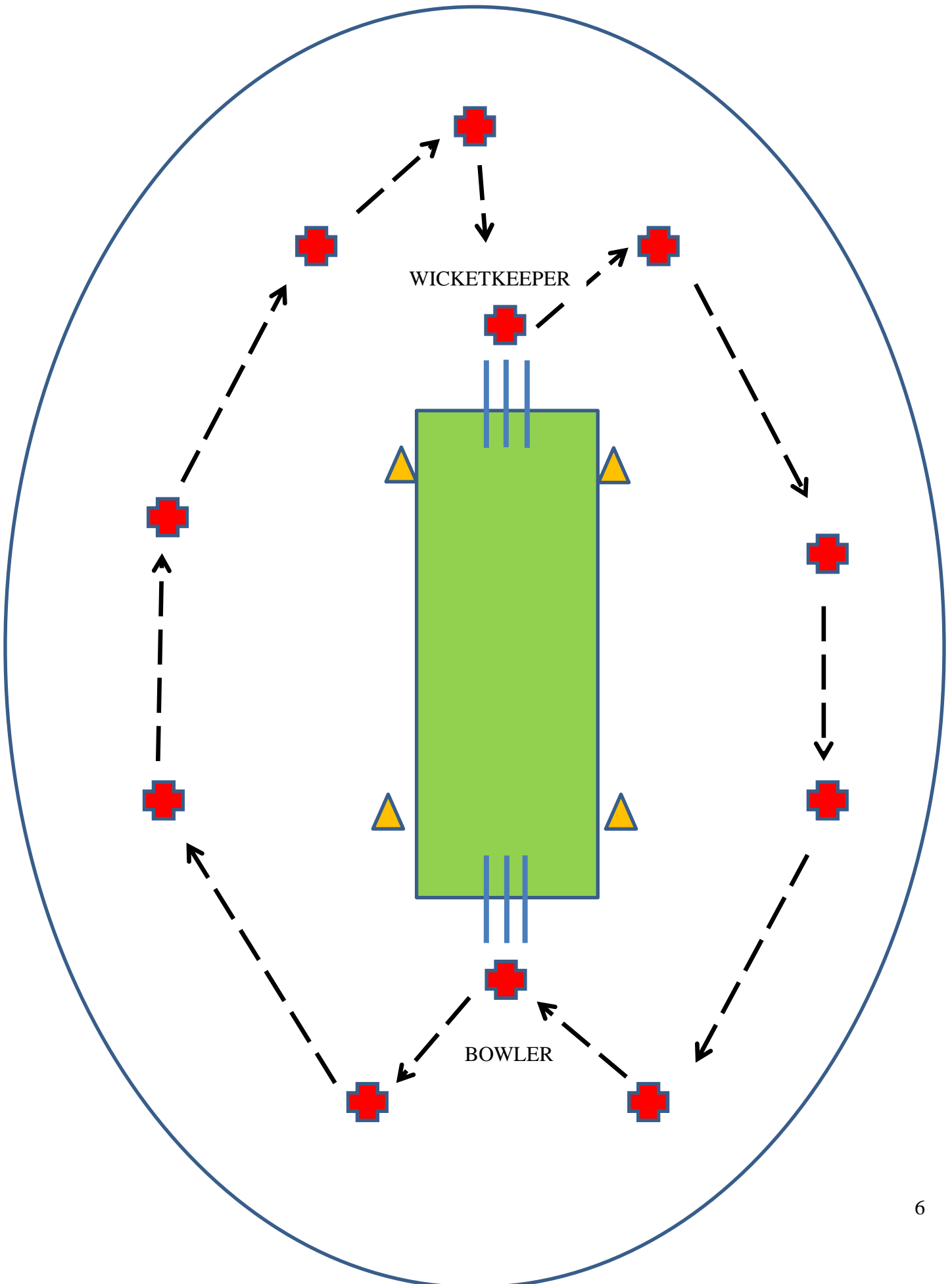
RESULT

1. The team with the highest number of runs scored is the winner.
 - i. If scores are equal, the team losing the least number of wickets is the winner.
 - ii. If a clear winner still cannot be determined, the team that bowled the least number of no-balls shall be declared the winner.
 - iii. Teachers are requested to confirm scores for both matches including runs scored and wickets taken/lost before leaving the ground.
 - iv. Results must be entered into the Google Sheet by the Monday at 4pm following the conclusion of the match.

2. The competition winners will be determined using the following order:
 - i. Points (average) on the competition ladder. Win = 3 points, draw = 1 point, loss/forfeit/washout/bye = 0 points
 - ii. Head to head record between equal teams on the competition ladder.
 - iii. Quotient: Batting Average divided by bowling average. Batting average = runs scored divided by wickets lost. Bowling average = runs conceded divided by wickets taken.
















FIELDING ROTATIONS

(All positions rotated after each over)



CRICKET SCORING SYMBOLS AND UMPIRE SIGNALS

Note: You can use *X* for **wides** and *W* for **wickets** if you wish.

LEARN HOW TO COMPLETE THE SCOREBOOK THE BASICS					
Description and Umpire Signals	Recommend	Symbol			
Wide Ball		W	See Below		
No Ball		O	See Below		
Bye		B	See Below		
Leg Bye		LB	See Below		
Boundary Four		4			
Boundary Six		6			
Dead Ball			Delivery to be re-bowled		
Short Run			Record one less than run		
Wicket		X	R if run out (Runout not awarded to bowler)		
Revoke Last Call			Wait for updated signal from umpire		
Additional symbols for a combination of elements					
			W		
No Ball (No runs)	No Ball (Runs)	No Ball (Byes)	Wide (No runs)	Wide (Byes)	Wide (Wicket)
For extra byes and leg byes show the number of extra runs e.g. B ² = 2 byes, LB ³ = 4 leg byes.					

CRICKET PITCH LAYOUT

