

Castle Hill PSSA Cricket 2012 Rules

Game:

- All games are one day games
- A maximum of eleven players are permitted to bat in any one innings and there is a maximum of eleven players allowed on the field at any one time (Note: that a player not listed to bat may bowl and visa-versa)
- There will be ten six ball overs per side
- Both Seniors and Juniors use Skillmaster/Incredie balls (full size-156g)
- Boundaries are to be marked with witches hats/cones and to be no more than thirty metres from the stumps at either end
- Stumps should be wooden style but plastic Kanga cricket stumps may be used
- Bowling is to be done from one end to save time
- There is **no LBW** for seniors or juniors

Batting:

- All batsmen must retire at **20** runs
- Retired batsmen may recommence their innings only if all other batsmen have been dismissed or retired and the ten overs have not been completed
- All batsmen must wear a pair of batting gloves, protector and use a cricket bat with a rubber grip in good condition

Bowling / Fielding:

- Bowlers are able to bowl a maximum of **2** overs per innings
- All bowling is to be over-arm
- Including the bowler and the wicket-keeper there are to be no-more than 5 fielders on either side of the wicket with no-more than 2 fielders between the square-leg umpire and the wicket-keeper
- Wicket-keepers must wear a protector and wicket-keeping gloves
- A delivery that, in the umpire's opinion, is out of reach of the batsman to play a normal looking cricket shot is to be called a 'wide'. Umpires may take into consideration the speed of the ball and the ability of the batsman. Most importantly is that 'wide' rulings are consistent for both teams.
- No runs can be scored from a 'wide' delivery. Note- if a batsman makes any contact with the ball, either with bat or body, the delivery cannot be called a 'wide'.
- A delivery that bounces more than once before reaching the batsman is to be deemed a 'no-ball'.
- A delivery that lands off the synthetic pitch is to be deemed a 'no-ball'.
- A delivery that bounces over the batsman's shoulder is to be called a 'no-ball'.
- A delivery that reaches a batsman on the full and is above waist height is to be deemed a 'no-ball' and the bowler is to be warned
- Runs may be scored from 'no-balls' (i.e. if a batsman hits 2 off a 'no-ball' the batsman and the team receives the 2 runs plus the 2 for the 'no-ball' for a total of 4)

Scoring:

- 'Wides' and 'no-balls' are worth 2 runs
- 'Wides' and 'no-balls' are not to be re-bowled
- All extras (wides, no-balls, leg-byes and byes) are to be awarded to the batsman's, who is facing the ball, personal total as well as the team score

Points:

- Win 2 points
- Loss 0 points
- Tie 1 point
- Pre-organised forfeit (school camp, special events, etc.) 1 point
- Forfeit without due notification 0 points