**Castle Hill PSSA Senior Cricket 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. If time constraints or extreme weather, please confer with other coach and reduce number of over before starting. Eg 8per side. If a game has to be cut short count back on equal overs is allowed or if one teams has faced less than 4 overs then it may be awarded as a draw.
* A coin toss/bat flip etc. is used to decide which team bats first.
* Seniors use Skillmaster/Incredie balls (full size) need to have slight squish to them. **Use the same ball for both innings. (140g but anything from 105g up is fine.)**
* Boundaries are to be marked with 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** (wides and no balls runs are awarded to the batters 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. Student may choose to retire early but cannot bat again.
* All batsmen must wear a pair of batting gloves, protector and use a cricket bat with a rubber grip in good condition.
* A rotational roster is to be used for your batting line up allowing opportunities for all players to bat multiple times across the season. (i.e – the first students who misses batting in 1 game should be opening in the next game followed by other student who have not batted before the first student bats again).

**Bowling / Fielding: -**

* Bowlers are able to bowl a maximum of **2 overs** per innings.
* All bowling is to be **over-arm** with proper technique. (only penalise if resulting an unfair advantage - **Be Consistent & Fair!**)
* Excluding 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.
* **Wides**
 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’** and **2 runs are awarded** to the batter. The ball is NOT re-bowled. 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’. So if they choose to 'hunt' the wide ball to hit it, it no longer a wide.
* **No-Ball**
 A delivery that bounces more than once before reaching the batsman, OR lands off the pitch, OR bounces over the batsman’s shoulder, OR reaches a batsman above waist height on the full is to be deemed a **‘no-ball’**. **2 runs are awarded** to the batter. The ball is NOT re-bowled. **Most importantly is that ‘no-ball’ rulings are consistent for both teams**. **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, personal total as well as the team’s score.
* Please confirm with the opposing coach the final score and send / enter the results promptly.

**Points:**

* Win ………… 2 points
* Loss ………… 0 points
* Tie ………….. 1 point
* Pre-organised forfeit (school camp, special events, etc.) count as a 'BYE'
* Forfeit without due notification …… count as a Loss for you and a Win for the other team.

**Results**

* SNR results are recorded with runs and wickets.
i.e - 54/3 v 58 /5
There is a spot for each school to add their score each round.
i.e - School name Runs Wickets Outcome
 Baulkham Hills North PS 58 5 W