

- Inner West PSSA Cricket Rules -

PLAYING CONDITIONS

- A team consists of 12 players, each batting once in their pairing. If 11 players, batter with the lowest score bats a second time. If 10 players, team are awarded additional 2 outs as only 5 pairs will bat and no additional runs.
- Matches to be played using Incrediballs or similar composition balls of 140-145g for Juniors and 150-156g for Seniors.
- All batters must wear a helmet and at least one batting pad. Wicket-keepers must wear keeping gloves. If a wicket-keeper is within 2 metres of the bat they must wear a helmet.
Junior players will not need to wear protective equipment - see below
- When fielding, no player is to stand closer than 5 metres to the bat except for the wicket-keeper.
- Stumps placed at the end of the pitch with a 1.2m crease. **Junior pitch is to be shortened by 1 metre.**
- Teams swap straight over between innings.
- Normal cricket rules for batters being dismissed apply, EXCEPT LBW rule will not apply.
- Parents not permitted on the field of play.
- Boundaries are 50m for juniors and 60m for seniors in diameter and are to be marked with cones

METHOD OF PLAY

- A match consists of 2 innings, each of twelve 6-ball overs.
- A *Wide* is called when a ball is too wide for the batter to reach from their starting position.
- Batters cannot be dismissed on a *No Ball*, unless they are run out. A *No Ball* is called when a ball:
 - bounces off the pitch
 - bounces MORE THAN TWICE on the pitch before the batter hits it
 - reaches the batter above waist height without bouncing
- Wides and No Balls are not to be re-bowled. Two runs are added to the score for each Wide or No Ball bowled, plus the runs scored if the batter hits the ball.
- The BATTING SIDE is divided into 6 pairs of batters, with each pair batting for two overs. If a batter is given out, the loss of a wicket is recorded on the score sheet and the batters swap ends and continue batting. All runs scored during the two overs are credited to the pair.
- To promote player involvement, an umpire may ask batters to swap ends after three dot balls (no runs scored) in a row.
- If the pair lose no wickets during the two overs then a bonus of half the runs scored OFF THE BAT are added to the total (don't include sundries in the bonus). This is known as the Half Bonus.
- A team may not declare its innings closed.
- If the FIELDING SIDE has more than 12 players, the extra players may substitute for fielding but not for batting or bowling.
- At least 6 players must bowl in Seniors (max 2 overs each). Juniors can bowl a maximum of 3 overs. No player can bowl 2 overs in succession.

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RESULTS

- A team's total score is calculated by adding:
 - Runs scored by batters
 - Half Bonus
 - Sundries (wides, no balls)
 - Wickets taken when bowling (5 runs per wicket taken)
- The team with the highest score wins.
- The winning team is awarded 3 points. The losing team is awarded 1 point.
- In the event of a tie or a game being unable to be completed due to extenuating circumstances, both teams are awarded 2 points each.
- A regular runs differential (runs scored/runs conceded) will differentiate teams on level points.

Junior Equipment Change Trial

- The first **two rounds** of Junior games will see a trial run of using revised equipment
- IWPSSA is considering a permanent change to the equipment used in Junior cricket games to promote fun and success among younger students, particularly those new to the game
- Schools are asked to play these Junior games using yellow plastic bats, balls and stumps
- The correct ball will be provided to all schools at the beginning of the year, however schools are asked to provide their own bats and stumps
- As such, protective equipment including pads, gloves and helmets will not need to be worn
- After these two games, coaches will be asked to provide feedback indicating whether or not these equipment changes should remain in place for the remainder of the season
- **These first two games will not be recorded as competition games, they will be friendly games**