

CHERITON CRICKET CLUB

2009 CHERITON 6s COMPETITION RULES

Updated July 2009

- 1 **Laws of Cricket** – All matches will be played under the latest code of the Laws of Cricket 2000 as published by the MCC, further subject to these additional competition rules.
- 2 **Teams, Wicket Keepers & Substitutes** – All matches shall be played between teams of 6 players drawn from a named squad of a maximum of 8 players declared on the Team Sheet and left with the scorers before the team takes the field in their first match. Each team will play a wicket keeper who must be wearing gloves at the instant of each and every delivery, or else a no ball shall be called. The wicket keeper does not bowl [*see Rule 4*] and cannot be changed during an innings except in case of injury causing the wicket keeper to leave the field of play [in which case a player who has already bowled will take over wicket keeper duties]. No substitutes are allowed during any match for any circumstance. Therefore should a player leave the field, that team plays on one short. Should a player leave the field injured either during an unfinished over or before he has bowled, the two batsmen at the crease will choose which of the fielding side, not including the wicket keeper, shall bowl to complete the innings.
- 3 **Playing Schedule** – The 8 teams will be divided into two groups of 4, with each team playing 3 games in a round-robin league against each of the other teams in that group. The match schedule will be published in advance and there will not be a toss up in the group games, only in the semi-finals and final. If weather conditions allow then semi-finals will be played. These will be between the top team in each group who will play the runner-up team from the other group with the two semi-final winners contesting the final [*see Rule 11 Bad Light/Wet Weather*]. If competing, the two finalists from the previous years' competition shall be seeded apart in the draw for groups in the following year. The competition winners shall qualify for automatic invitation to the competition the following year [*subject to Rule 13*].
- 4 **Duration of Matches** – Each match shall be played over one innings per team, with each innings being of a maximum of five 6 ball overs [*see Rule 7 Wides and No-Balls*]. Each member of the fielding team except the wicket keeper will bowl one over [*see Rule 2*]. A match will be completed when the side batting second either scores more runs than their opponents, are bowled out by losing all 5 wickets [note last man does not bat on], or fail to reach their target in the 5 overs. A tie will occur if the runs scored are level at the completion of the two innings, with number of wickets lost ignored, except in the semi-finals and final. A tie both on runs and wickets in the semis & final will result in a five ball 'mini-match super over'. This will be based on the competition rules with one ball per bowler effectively forming each 'over'.
- 5 **Points Structure** – The winning team in each match shall be awarded 3 points, with 2 points to each team in the event of a tie and 0 points to the losers. Bonus Points will also be awarded depending on the Winning Margin as follows:

Winning Side = 3 points, plus ...	Losing Side = 0 points, plus ...
<p>... 1 extra point if achieving a Winning Margin of 20% or more:</p> <p><i>Batting Second</i> – achieving the Target in 4 overs or less [or equivalent balls if rain affected] ie 24 balls = 80% of 30 balls available</p> <p><i>Bowling Second</i> – Restricting opposition to no more than 80% of 1st innings score eg if scored 50 runs, then 80% = 40 runs</p> <p><i>NB</i> – fractions rounded to nearest whole number up or down</p>	<p>... 1 point for restricting the Winning Margin to 10% or less:</p> <p><i>Batting Second</i> – getting to within 10% or better of the 1st innings score eg if 1st innings score was 40 runs, then 90% of 40 = Bonus Target of 36</p> <p><i>Bowling Second</i> – for losing with 3 or more balls remaining [ie 90% of 5 overs is 4.3 overs]</p> <p><i>NB</i> – all fractions rounded to nearest whole number</p>

In the event of two teams in the same group finishing level on points the team that scored the most runs per balls faced in their three group matches shall be placed ahead of the other, and if still tied then the ranking will be determined by the toss of a coin.

- 6 **Batting Restrictions, Retirements** – In the set of three group matches each team must use 6 different squad players to open the batting [ie no player can open the batting more than once in the group games]. When a batsman reaches a score of 25 or more runs he will retire not out and be replaced by a team mate as if a wicket had fallen. Only those runs scored from the bat from a no-ball will be

- counted to the batsman. The retired batsman may resume his innings if and only when all other wickets have gone down. In the event that more than one batsman retires not out then they will resume their innings in the order that they retired.
- 7 **Wides and No-Balls** – Wides and no-balls shall count as 3 extras, these to be counted **in addition** to all other runs or extras scored from that ball. For example a bye run from a ball called wide will count as 4, while a boundary hit from a no-ball counts as 4 to the batsman, plus 3 extras, totalling 7. However, following a wide or no-ball there will not be an additional ball bowled in that over except in the final over of the innings. For the leg side, a ball passing outside leg stump and behind the batsman, without touching the bat or any part of the batsman or his equipment, shall be called wide; and for the off side a ball passing outside of the additional guide markings on the crease shall be called wide. A no-ball shall be called for a short-pitched delivery that passes the batsman above shoulder height and for a full-toss that reaches the batsman at the popping crease above waist height, whatever the speed of the bowling. Bowlers shall be restricted to a maximum run-up of approximately 10 yards [as shown by markings on the ground] and a no-ball shall be called when this is not adhered to.
- 8 **Fielding Restrictions, Power Plays and Golden Ball** – In each of overs 1 to 4 inclusive, one fielder, in addition to the bowler and wicket keeper, must be positioned within the designated in-field zone when each ball is bowled. In the 5th over of an innings this restriction is increased to two fielders [NB – final over if match schedule amended – *see Rule 11*]. In addition, within overs 1 to 4 the fielding captain must elect to hold a *Power Play* that will be of 3 consecutive balls in length. The *Power Play* does not have to start and finish at the beginning of an over. Within the *Power Play* period ALL 4 outfield players must be within the fielding circle when the ball is bowled. A no ball shall be called if these restrictions are not adhered to. The 6th legitimate ball of the 5th [final] over shall be the *Golden Ball* and all runs scored from that ball will count double [NB – the doubled up runs to count as extras].
- 9 **Coloured Clothing** – Each team must play in coloured shirts ie non-white, to help spectators identify teams and these should be single blocks of colour ie no stripes/patterns. Team colours need to be registered with the Competition Organiser to avoid clashes and will be allocated on a first come first served principle.
- 10 **Fair Play** – In order to ensure that the competition is completed on time and in the right spirit, particular attention shall be paid by the Umpires and Captains to the Code of Conduct of players, prompt starting times, and the penalising of wide and dangerous bowling. Any team not ready to take the field according to the playing schedule shall forfeit all bonus points in that match. Infringements of the Competition Rules that gain one side deliberate or accidental advantage shall attract 5 penalty runs, or multiples thereof, as decided by the Senior Umpire.
- 11 **Bad Light/Wet Weather** – If the competition is cancelled before a ball is bowled a refund of 50% will be paid. If the competition is required to start late or in the opinion of the Competition Organiser the competition is likely to finish in poor light then the Competition Organiser will confirm an amended playing schedule with team Captains, taking account of the following:
- a] a late start, interruption during the day of more than 30 minutes, or the expectation of poor evening light will first lead to cancellation of the semi-finals
 - b] further delays caused by the weather will result in matches being reduced to 4 overs per side and then 3 overs until the playing schedule is resumed on time
- 12 **Competition Trophy** – The competition trophy will be engraved with the name of the winning team and will remain on display in the Flower Pots Inn. The winners and runners-up will receive individual and team prizes.
- 13 **Entrance Fee** – Entry shall be by invitation and payment of the entrance fee of £96.00 per team. Cheques must be made out to *Cheriton Cricket Club*, and sent to Philip Housden, 8 Greys Farm Close, Cheriton, Alresford, Hampshire SO24 0EU, before 31st May 2009 to secure a place in the competition. If the full payment has not been received by the due date, the Competition Organisers may withdraw the offer of participation and invite team[s] on the waiting list to take up any places that have not been secured with the full payment.
- 14 **Unforeseen Events** – In the event of issues arising not covered by these Competition Rules the Competition Organiser shall be the sole arbiter. Any participating Club may propose rule amendments for inclusion in the following year's Competition Rules.