



SENIOR CRICKET

RULES GOVERNING COMPETITION

REVISED September 2023





This document should be read in conjunction with the Ryde PSSA document *General Rules for Competition*.

The concept of this modified game is that everyone participates in bowling and batting and the scoring system is based on averages.

1 Time and Control

- 1.1 Games start at 12:45pm
- 1.2 If one team is late, a shortened game will be played, with both teachers agreeing to any game modifications.
- 1.3 Teachers must umpire and score at all times.
- 1.4 The team that arrives first, bats first.

2 Running of Games

- 2.1 The game will be a 15 over match, where all overs are bowled from one end only.
- 2.2 If there is insufficient time to complete 15 overs, both teams receive the same amount of overs. A countback may be necessary. Teachers must agree on the amount of overs.
- 2.3 Usually, the teacher of the “home team” umpires the senior game. However, as many schools share home grounds, many schools play a disproportionate number of home and away games. Therefore, teachers should make an agreement at the game venue as to which game it is preferable to umpire.
- 2.4 The home team is responsible for setting up stumps and marking the boundaries.
- 2.5 To ensure the game is started in a timely manner. The Team that arrives to the ground first will be the batting team. This means batters will be padded up ready to go when the other team arrives.
- 2.6 Games will be won or lost on the 1st innings only. Should a game finish early, it is recommended that a “social” 2nd innings be played.
- 2.7 If weather or unusual circumstances stops play during the game so that the match has to be abandoned, then a draw will be declared. However, if the game has 4 overs or less to complete it, when the stoppage occurs, a countback will determine the result i.e. note the team’s batting first total in its last 4 overs.

3 Senior Cricket Rules

- 3.1 A team will consist of 11 players.
- 3.2 All members of the team are to participate in each game where possible.
- 3.3 The ball will be a composite plastic ball. Each team must



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supply a cricket kit including a match ball (Recommended Kookaburra Softball Junior).

- 3.4 Overs will consist of 6 balls. In the event of a 'wide' or 'no-ball' the bowler will not re-bowl the ball. Runs will be scored as sundries to the batting team.
 - 3.4.1 Bowlers bowl from the marked popping crease.
 - 3.4.2 In Senior cricket the bowler must have some part of their front foot behind the "line" (the popping crease). Failure to do so will result in a "no-ball".
- 3.5 Any batsman who scores 20 runs or more must retire. This batsman may resume batting if all other players have batted, and the last batsman needs a partner.
- 3.6 In accordance with International Cricket Laws, a batsman may be given out as caught, bowled, stumped, L.B.W. or hit wicket. Umpires must remember that the batsman receives the benefit of the doubt. (i.e. L.B.W. A ball hitting the pad is not automatically out. An obvious L.B.W. dismissal is bowled by a bowler, bowling over the wicket, striking the batsman low who plays inside his crease.)
- 3.7 It is recommended that the players on the fielding team rotate with reserves through the course of the 15 overs.
- 3.8 "No-balls" and "wides" will not be re-bowled and an over will only consist of 6 balls.
 - 3.8.1 Any deflection of the ball from the edge of the pitch or from any area outside the pitch will be deemed a "no-ball".
 - 3.8.2 A ball delivered with both feet in front of the popping crease will be deemed a "no-ball".
 - 3.8.3 A ball that is rolling when it reaches the batsman will be deemed a "no-ball"
 - 3.8.4 A ball that bounces more than 2 times will be allowed as a fair ball but in the case that the ball resulting in a wicket, it will be deemed a dead ball (Counted as no runs).
 - 3.8.5 Any fast or medium paced ball bowled as a full-toss above the batsman's waist or bouncing above the shoulder of the batsmen in a batting stance will be deemed a "no-ball".
 - 3.8.6 A batsman will not be given out on a "no-ball" except by being "run out".
 - 3.8.7 A "wide" will be given if a ball is out of the reach of reach for the batsman in their normal batting position.
- 3.9 A maximum of 3 overs may be bowled by any one bowler. A minimum of 5 different bowlers must be used by each team.

4 Safety

- 4.1 Helmets and genital protectors are required for batsmen to wear.
- 4.2 All players must wear a hat during play.



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- 4.3 Fielding positions must not be closer than half a pitch away in distance from the batsman. However wicket-keepers and slips may field inside this distance. If a bowler bowls a ball and a fieldsman is inside this distance, a “no-ball” will be called by the umpire. It is recommended that umpires warn players when the need arises for the safety of players.

5 Results

- 5.1 Result should be entered via the PSSA web site at <http://www.pssa.net.au> by the Monday after the game.
- 5.2 Each school is to be responsible for entering and checking the results.
- 5.3 Where a school disputes the results entered on the web site, the sports coordinator from the school should fax the cricket convener, indicating the round and score in dispute.
- 5.4 If no results are received the match in question will be deemed a draw.
- 5.5 Points during the competition will be awarded as follows:-

Win - 3 points
Draw - 2 points
Loss - 1 point
Forfeit - 0 points