



ASMG 2020 Cricket Rules & Regulations

1. MATCHES

- 1.1. Each match shall be played between two teams of eight players. A match consists of a maximum of 14 overs bowled by each side. A team shall not be permitted to declare its innings closed.
- 1.2. Only one innings per team per match.
- 1.3. Failure to have a minimum of 6 players present and ready to play at the scheduled time for play will result in a forfeit of the match.

2. LENGTH OF INNINGS

- 2.1. The maximum time allowed for each innings shall be 55 minutes, whereby the final over needs to be completed before the time allocated per innings.
- 2.2. An interval of 10 minutes shall be allowed for the changeover of innings.
- 2.3. Should the bowling team not complete the overs within the time allowed under 10 runs shall be added to the score of the batting team for each over they have failed to complete. In all cases the full quota of overs shall still be completed.

3. NUMBER OF PLAYERS PER TEAM

- 3.1. Only eight players are permitted to play in each game. The names of the eight players nominated to play in the game must be written on the score sheet before the commencement of the game.

4. PLAYER ELIGIBILITY

- 4.1. To be eligible to play, players must be a minimum of 35 years of age (25 for the women's competition), as of the first day of the competition.

5. AVERAGE AGE CALCULATION (IF USED)

- 5.1. The ages of the players nominated to play in the game must be written on the score sheet next to their name in the batting list.
- 5.2. In the first instance the captains should attempt to play the game from scratch (both teams start equal). If the captains cannot agree to play the game from scratch, the average age calculation shall be used.
- 5.3. The team with the higher average age will receive a run bonus of the age difference x 3 runs.

6. BOWLING

- 6.1. Each member of the fielding team shall bowl under the following allocation, with the exception of the wicketkeeper:

Two bowlers may bowl a maximum of 3 overs.

Three bowlers may bowl a maximum of 2 overs.

Two bowlers may bowl a maximum of 1 over.

6.2. In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

6.3. No player shall bowl more than 3 overs in an innings.

6.4. If the innings is reduced to a maximum of 10 overs, no player shall bowl more than 2 overs.

6.5. Underarm bowling is strictly prohibited.

6.6. Bowler's run-ups are limited to a maximum of 10 meters.

6.7. The maximum balls in one over shall be 8, except for the last over of each innings which shall consist of 6 legal balls.

7. WICKETKEEPER

7.1. The wicketkeeper must be nominated before the start of the match. Under no circumstances shall the nominated wicketkeeper be allowed to bowl.

7.2. The wicketkeeper cannot be changed during a match unless the nominated wicketkeeper is injured and has left the playing field.

7.3. During play the wicketkeeper must wear wicket-keeping gloves and must stand in a normal wicket-keeping position at the instant of delivery otherwise a No-ball shall be called.

8. EXTRAS

8.1. A Wide shall be counted as two extras to the batting team and an extra ball shall be bowled.

8.2. Two lines shall be drawn on the pitch, one at a distance of 24" (solid white) for offside deliveries from the middle stump and 18" (broken yellow) for leg side deliveries from the middle stump, each at right angles to the popping crease. Any ball which in the opinion of the umpire passes the batting crease outside of these lines shall be called Wide, provided it does not touch the bat or any part of the striker.

8.3. Upon call of Wide, the ball shall remain live (Wides may be run on to add to the score). The umpires are instructed to apply a very strict and consistent interpretation in regard to this law to prevent negative bowling wide of the wicket.

8.4. A No-ball shall count as one extra to the batting team and an extra ball shall be bowled. Any runs scored from a No-ball (off the bat, byes or leg-byes) will be credited in addition to the extra for the No-ball.

8.5. Any ball, which after bouncing, passes the batsman above the shoulder height in their normal batting stance or would have passed above shoulder height if it strikes the batsman's bat or body, shall be called No-ball. Any ball, which having not bounced after leaving the bowler's hand, passes the batsman above waist height, or would have passed him above waist height if it strikes the bat or body of the batsman standing in a normal stance, shall be called a No-ball.

- 8.6. On synthetic pitches a ball landing outside the width of the carpet shall be called a No-ball.
- 8.7. Any contravention of rule 11.1 below shall be called a No-ball.

9. BATTING

- 9.1. A batsman must retire at the time of reaching a personal score of 30 runs (20 runs for the women's competition), but may not retire before reaching this same amount (except for injury). The batsman may complete all runs possible off the stroke that takes them to the above amount, with the full score counting to their totals runs (e.g. 35 runs).
- 9.2. If one of the last pair of batsmen is out before the completion of the 14 overs, any retired batsmen may return to complete their innings in their order of retirement. A returning batsman will take the normal end of an incoming batsman after the fall of a wicket.
- 9.3. If seven wickets fall before 14 overs are completed the last remaining batsman shall bat on with the seventh out batsman. The last remaining batsman must always take strike and therefore return to the strikers end after scoring.
- 9.4. The last remaining batsman shall be declared out if his partner is run out. The innings shall be completed at the fall of the eighth wicket.
- 9.5. If a batsman is injured or becomes ill during the course of a game, a runner will be permitted, subject to the umpire's approval. The runner replacement shall come only from within the nominated eight players for that particular game, and where possible, should have already batted.

10. BOUNDARIES

- 10.1. Boundary fours are to be scored as normal, however if the ball passes over the boundary line on the full, six runs will be scored.
- 10.2. The boundary should be a maximum of 50 meters.

11. FIELDING RESTRICTIONS

- 11.1. Two semi-circles shall be drawn on the field of play (see Masters Games Cricket Ground Dimensions sheet). The semi-circles have as their centre the middle stump at either end of the pitch, the radius of each of the semi-circles is 20 metres. The end of each semi-circle is joined to the other by a straight line drawn on the playing field. The field restriction area should be marked by a continuous line.
- 11.2. No fielder is permitted within a 10 metre radius of the batter, excluding the arc from wicketkeeper to point.
- 11.3. For the duration of the innings a maximum of three fielders may field outside the inner (20 metre) circle.
- 11.4. At the instant of delivery, there may not be more than four fieldsmen on the leg side.
- 11.5. The umpire shall have the final say on all fielding restriction decisions.
- 11.6. In the event of an infringement, the square leg umpire shall call and advise the bowler's end umpire who will adjudge the decision of a No-ball.

- 11.7. If a fielder becomes injured or ill during the course of a game, a substitute fielder will be permitted, subject to the umpires' approval. The substitute fielder will not be able to bat or bowl.
- 11.8. Missing fieldsmen may take the field at the end of an over if they show up, but only if their names appear in the eight man team list that was filled in prior to the start of the match.

12. INTERRUPTED MATCHES

- 12.1. Under all circumstances when dealing with delays or interruptions to the innings of both teams the Cricket Coordinator, Independent Umpires (if available) otherwise competing team Captains shall adjudicate on the length of innings, target scores, overs to be bowled by individual bowlers and fielding restrictions.
- 12.2. Under all circumstances, the fielding restrictions of the innings of the team batting second shall be the same as the team batting first.
- 12.3. The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the maximum number of overs.
- 12.4. If the seventh over of the batting team's innings has not commenced during the allotted innings time of 55 minutes, the match will be deemed 'No result'.
- 12.5. If conditions during a rain stoppage improve and the rain is reduced to drizzle, the cricket coordinator, independent umpires or captains must consider if they would have suspended play in the first place under similar conditions. If they agree that the current drizzle would not have caused a stoppage, then play shall resume immediately. However, should the umpires be of the opinion that a resumption of play under these circumstances would contribute to worsening ground conditions, they will resume play only with the approval of both captains. The fact that the grass and ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the independent umpires or captains consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders the power of free movement, or the batters the ability to play their shots and run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.

13. EQUIPMENT

- 13.1. Coloured playing shirts must be worn as white balls are used in matches. All teams must wear approved clothing and equipment.
- 13.2. Three white cricket balls will be supplied to each men's team (and two for each women's team) for the minor round matches. These 3 balls are to be used at each team's discretion in these matches. New balls will be supplied for the finals.
- 13.3. All teams shall supply their own playing equipment other than the balls.
- 13.4. All matches will be played on synthetic carpet pitches, rubber soled sports shoes will be required.

- 13.5. All players are strongly encouraged to wear cricket batting helmets.

14. CAPTAINS

- 14.1. Captains shall be responsible for nominating their teams for each match, for the timekeeping of their innings and match, for the conduct of their team and for acting on their team's behalf in the event of disputes.
- 14.2. Captains must toss at least 10 minutes before the scheduled start of the match and at that time provide the umpire and scorers with their selected team of 8 players, indicating the captain, vice-captain, wicketkeeper and the substitute fielder in case of injury or illness.

15. UMPIRES AND UNREASONABLE CONDITIONS

- 15.1. The team that is batting will be required to supply both the central and square leg umpires. It is incumbent on the captains to impress on players (or others) the need to be impartial at all times.
- 15.2. The decisions of the umpires on the field of play shall be final.
- 15.3. The decision to deem 'No result' due to loss of play, or fitness for play in dangerous or unreasonable conditions shall be decided by the Cricket Coordinator, Independent Umpires (if available) otherwise competing team Captains (in that order of authority).
- 15.4. If, in the opinion of the Cricket Coordinator, Independent Umpires (if available), play would cause damage to the pitch or adjacent pitch areas which would seriously affect the pitch in future matches, they should not allow play until such damage is unlikely to occur.
- 15.5. In the event of excessive hot weather, the Cricket Coordinator shall have the discretionary power under the Masters Games Heat Policy to cancel all play in all matches on a particular day when it is anticipated that the weather will be excessively hot. The Cricket Coordinator shall have the discretionary power to vary the start time and/or the number of overs to be bowled in any particular match, or in all matches, when it is anticipated that the weather will be excessively hot.
- 15.6. The Cricket Coordinator may make a decision to cancel play at any time prior to the day of play, or on the day and team captains and/or managers will be notified by email ASAP.
- 15.7. The Masters Games Cricket Coordinator reserves the right to amend the rules, change the draw at any time, change or revert matches to different grounds or times with minimal prior notice, if they consider such actions to be in the best interest of the competition.

16. POINT SCORING SYSTEM

- 16.1. Each team will be awarded both match and bonus points in each of their minor round matches. Final places and medal results will be determined based on the team's position on the points table at the completion of the minor round.
- 16.2. Winning teams will be awarded 6 match points, losing teams will not receive any match points, only their bonus points.

- 16.3. Forfeiting teams receive no points. If a win has been achieved due to a forfeit the winning team shall receive 6 match points for the win plus the average of the bonus points received by the other winning teams on that day.
- 16.4. If any match is declared a Tie or 'No Result' the teams involved shall each receive 3 match points plus the average of the bonus points received by the other winning teams in that round.
Bonus points for batting are: 0.01 points per run scored and 0.02 points per run scored (women's competition).
Bonus points for bowling are: 0.2 points per wicket taken.
Bonus points are applicable for batting and bowling so it is in your teams best interest to play the objective minimum number of overs in each innings of each match, regardless whether the match has already been won.

17. FINALS

- 17.1. The structure of the finals will be determined by the Cricket Coordinator depending on the number of teams competing in the minor round and the grounds available.
- 17.2. In the event of teams finishing the minor rounds on equal competition points, the right to play in the final series will be decided by the total of their bonus points. In the event of teams still remaining equal on competition and bonus points, the team that has claimed the most number of wickets shall be deemed the higher placed side. Should the number still be equal, the final placing shall be determined by the toss of a coin.
- 17.3. For any individual to be eligible to play in the final series, they must have played in at least two minor round games. Their names should be marked on the score sheets of those games as evidence of their participation in the minor round.

18. CODE OF CONDUCT

- 18.1. Play by the rules of the competition.
- 18.2. Accept the decision of the Cricket Coordinator, Umpires and Captains whether you agree with it or not.
- 18.3. All officials are volunteering their time with the Alice Springs Masters Games. Please ensure they are respected accordingly.
- 18.4. Verbal abuse of officials and other participants is unacceptable.
- 18.5. All talk must stop when the bowler reaches the top of their bowling mark.
- 18.6. Treat all other participants and officials as you expect to be treated yourself.
- 18.7. Bad language is not permitted.
- 18.8. Batsmen dismissed are not to be given a "send off" by the fielding team.
- 18.9. All teams should not only play within the rules of the competition but also within the 'Spirit of Cricket'

JUST REMEMBER: WE ARE THE FRIENDLY GAMES!