



SECONDARY SCHOOLS CRICKET

Get your school involved in cricket competitions this summer!

Rule Book

2011-2012



CONTENTS

KIM HUGHES SHIELD

MATCH RULES AND PLAYING CONDITIONS	4
ABRIDGED MATCH REPORT	9

GRAEME WOOD SHIELD

MATCH RULES AND PLAYING CONDITIONS	10
ABRIDGED MATCH REPORT	15

GEOFF MARSH SHIELD & PETA VERCO SHIELD

MATCH RULES AND PLAYING CONDITIONS	16
GEOFF MARSH SHIELD SCORE SHEET	18
PETA VERCO SHIELD SCORE SHEET	19
SCORING GUIDE	20

MILO in2CRICKET SUPER 8'S

MATCH RULES AND PLAYING CONDITIONS	21
SCORE SHEET	23
SCORING GUIDE	24



Have you ever thought about becoming a WACA cricket umpire?

If you are over 16 and love cricket, then umpiring can be a great way to expand your involvement.

The WACA offers an extensive umpire training program that leads to Cricket Australia accreditation.

Contact the WACA Umpire Coordinator

barry.rennie@waca.com.au

9265 7216 / 0411 056 587

The WACA and WASCC would like to congratulate all students who take their first steps as an umpire at the Milo in2CRICKET Super 8's Cricket Competition. You're in for some serious fun!



KIM HUGHES SHIELD (Top Tier)

MATCH RULES AND PLAYING CONDITIONS

1. CODE OF BEHAVIOUR

The 'Spirit of Cricket' is fostered by the values that you (as a volunteer, administrator, coach, teacher, parent or player) bring to your team, club and the game itself.

Please refer to "Well Played", Australian Cricket's Playing Policy and Guidelines for specific codes;
http://cricket.com.au/pv_obj_cache/pv_obj_id_6155D56EEB61A0456123F7F0E5DE1E8F50D75900/filename/00000567-source.pdf

2. ELIGIBILITY

Squads will be composed of full-time bona fide students, who are under 19 years of age as at January 1 in the school year of competition commencing.

3. THE BALL

Red, four piece, Kookaburra brand balls will be used. One ball should be supplied per team per game (except for the Finals match where the balls will be supplied by the WACA).

4. DURATION

All matches are limited overs. Depending on time restrictions, the number of overs may vary between a **maximum of 50 overs per side and a minimum of 40 overs per side.**

The number of overs to be played should be agreed to by both captains and teachers/coaches before the toss.

If the team batting first is dismissed in less than the agreed number of overs, the team batting second shall be entitled to bat for the agreed number of overs.

A 40 over innings should be completed in no more than 2 hours and 20 minutes with a subsequent 4 minutes per over allowed for additional overs.

The time allowed per innings will be limited to a maximum of 3 hours for a 50 over innings.

Penalty for not bowling required overs

If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled.

Unless determined otherwise by the umpires, a penalty of six runs per over shall be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time.

The over in progress at the cessation time shall count as a complete over.

If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled or a result achieved.

Unless determined otherwise by the umpires, a penalty of six runs per over shall be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time.

The over in progress at the cessation time shall count as a complete over.

Reduced Overs Match

In a reduced overs match all provisions applicable to a full match apply.

If, due to weather or state of the ground, there is a delay to the commencement of the 2nd innings or there is an interruption during the 2nd innings, play can be extended by the amount of time lost up to a maximum of one hour. (ie. The latest stumps can be re-scheduled to is 7.00pm).

If play is extended in this manner, the target overs will be calculated on the total playing time remaining at the rate of one over for every 4 minutes (Fractions to be ignored) added to the number of overs already completed.

The penalty for failing to bowl the required overs by the re-scheduled time for stumps shall apply.

5. UNFINISHED MATCH

If a match remains unfinished after one day, the winner will be the side which has scored the greater number of runs in the equivalent completed over provided at least 20 overs have been bowled at the side batting second. In the case of the team batting first, the overs to be utilised in the assessment of its score to be computed on the same number of completed overs (commencing from the beginning of its innings) as received by the team batting second, the second team's score being, of course, assessed on the number of completed overs bowled to it. If the team batting second has not received 20 overs and a result has not been received, the match shall be replayed. If the two schools competing cannot agree on a date, the WACA will intervene to determine when the match will be played. If the match cannot be replayed, the match will be a draw.

6. BOWLERS' LIMITATION

No bowler shall bowl more than ten, six-ball overs in an innings.

Fast and medium paced bowlers are permitted to bowl a maximum six over spell.

The minimum rest period between spells for medium and fast paced bowlers will be at least the same number of overs bowled from the same end as the bowlers' immediately concluded spell.

In a delayed or interrupted match where the overs are reduced no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs are not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler being injured during the course of his over and unable to finish it at that time, the over shall be completed by another bowler. One of the limitation of 10 overs shall be recorded against each of the injured bowler and the replacement bowler, however only one over shall be added to the aggregate of the bowling side.

In the event of a fieldsman being forced to leave the field through genuine injury or illness he shall be entitled to bowl once he has resumed the field for a period of three minutes.

7. HOURS OF PLAY

Matches will be played on Wednesday with the latest possible start time of 1pm in the week specified by the current season's fixture list. Teams may negotiate a different day and start time in the week specified that is more convenient to BOTH teams.

If an agreement cannot be reached, the side that cannot play on Wednesday at the start time of 1pm will be taken to have forfeited the match. All available points will be awarded to the side that could play the game opposition.

See Rule 4 for innings time constraints.

8. RESULT

The following points system will apply for all round matches:

RESULT	POINTS
Win	6
Tie	3
Match Abandoned	3
Loss	0

Qualifying for the knockout rounds and finals

The two teams from each division (North and South) progressing to the quarter final knockout stage will be determined in the following order:

1. Highest number of points (provided teams have played the same number of games)
2. If teams within a pool are fixtured to play an uneven number of games, the highest percentage of wins will progress. The highest percentage of wins should be determined by the number of wins divided by the total number of games played by each individual team.
3. Net Run Rate
 - a. A team's net run rate is calculated by deducting the average runs per over scored against that team throughout the competition, from the average runs per over scored by that team throughout the competition.

$$\text{Net Run Rate} = \text{Ave runs per over for} - \text{Ave runs per over against}$$

- b. In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled, and not on the number of overs in which the team was dismissed.
- c. Net run rate calculations will only apply to matches where a result has been achieved.

9. NO BALL (INCLUDING FREE HIT)

Law 24.1 will apply.

Law 42.6(b) - High Full Pitches ("Beamer") will apply.

A bowler shall be allowed to bowl one fast short-pitched delivery per over (not being a wide).

A fast short-pitched delivery is defined as a ball which passes or would have passed above shoulder height of the batsman standing upright at the crease.

In the event of the bowler bowling more than one fast short-pitched delivery in an over, either umpire shall call and signal no-ball.

The above regulation is not a substitute for Cricket Council Rule 3.10 which umpires may apply at any time.

Note: The provision of one allowable fast short-pitched delivery per over shall be superseded by the provisions of Rule 5.5.5 (wide ball).

Free hit after a foot fault no ball

The delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball even if the delivery for the free hit is called a wide. Field changes are not permitted unless there has been a change in striker.

The umpire will indicate the free hit delivery by crossing and re-crossing his wrists above the head.

10. WIDE BALL

Umpires are instructed to apply a very strict and consistent interpretation in regard to wide deliveries in order to prevent negative bowling wide of the wicket.

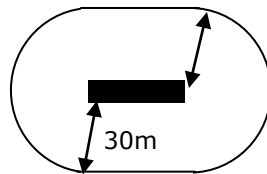
Any offside or leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a "wide". As a guide, on the leg side a ball landing clearly outside the leg stump going further away should be called a "wide".

Any delivery over the head of the batsman standing upright at the crease which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a "wide".

11. FIELD RESTRICTIONS

Fields shall be marked before the commencement of play by the home team. A 30m tape measure and white spray paint should be used.

Two semi-circles are drawn on the field of play. 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 30m. The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch. The following diagram depicts the foregoing description of the field marking:



At the instant of delivery, there may be no more than five fieldsmen on the leg side.

In addition to the restriction contained above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

For a 50 over game, Fielding Restriction Overs (FRO) shall apply for 20 overs per innings to be taken as follows:

- (a) 10 of the FRO's shall be the first 10 overs of the innings.
- (b) The remaining 10 overs shall be taken in 2 blocks of 5 ("Power Play 2" and "Power Play 3") at any time in the innings thereafter. One block shall be taken at the discretion of the fielding captain (FC) and the other at the discretion of the batting captain (BC). If an uneven number of overs are required for Power Plays 2 and 3, the fielding captain shall have the greater number as shown in the table below. Once a side has nominated a Power Play, the decision cannot be changed. The umpire who will stand at the bowler's end for the commencement of a block shall determine which side first made the request for the block.

At the commencement of each discretionary block of FRO's, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

The umpire shall tap the back of one hand with the other to indicate the batting side has chosen the Power Play or to a fielder to indicate the fielding side has chosen the Power Play. This signal is given in addition to rotating the arm in a large circle.

If the batting side has chosen the Power Play the umpire shall indicate this to the fielding captain before the signal is made.

If neither team has chosen their Power Play by the start of the 41st over in an uninterrupted match (or earlier in an interrupted match), the remaining blocks of Fielding Restriction Overs will automatically commence at the latest available point in the innings.

During the first block of Power Play overs, only two fieldsmen shall be permitted outside the fielding restriction area described above at the instant of delivery, and during the second and third Powerplay blocks, only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.

During the initial block of FRO's (the first 10 overs in an uninterrupted innings), there must be a minimum of two stationary fieldsmen within 14 metres of the striker at the instant of delivery. An exemption is granted to orthodox slip, leg slip, gully and leg gully which may field outside the 14-metres limitation.

During the non FRO's, no more than five fieldsmen shall be permitted outside the fielding restriction area described above.

In the event of an infringement of the above, either umpire shall call and signal "no ball".

In circumstances when the number of overs of the batting team is reduced, the number of FRO's shall be reduced in accordance with the table below for that innings only. Fractions are to be ignored in all calculations re the number of overs (if on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately).

INNINGS DURATION	NUMBER OF FRO's	OVERS ALLOCATION
20-26	10	10
27-28	11	10 + 1
29-31	12	10 + 1 + 1
32-33	13	10 + 2 + 1
34-36	14	10 + 2 + 2
37-38	15	10 + 3 + 2
39-41	16	10 + 3 + 3
42-43	17	10 + 4 + 3
44-46	18	10 + 4 + 4
47-48	19	10 + 5 + 4
49-50	20	10 + 5 + 5

Where, in an interrupted innings, on resumption the recalculated number of FRO's (as set out above) is no longer achievable, the actual number of FRO's for that innings will be the closest achievable whole number (subject to observing the below).

Each block of FRO's must commence at the start of an over.

If an innings is interrupted during an over, the status of that over (whether it is a FRO or not) must be retained when the over is completed.

12. MATCH & CAPTAINS REPORTS

The home team is required to submit the match report to Nicole Wills at the WACA by no later than 12pm on the day following the match. Failure to meet this deadline will result in the loss of 0.5 points per overdue day.



KIM HUGHES SHIELD 2011/2012

ABRIDGED MATCH REPORT

ZONE _____ ROUND _____ DATE _____ / _____ / _____

MATCH BETWEEN _____ V _____

PLAYED AT _____

INNINGS OF _____

TOTAL RUNS SCORED: _____ **TOTAL OVERS BOWLED:** _____ **TOTAL WICKETS:** _____

TWO BEST BATSMEN

- 1. Name _____ Score _____
- 2. Name _____ Score _____

TWO BEST BOWLERS

- 1. Name _____ Score _____
- 2. Name _____ Score _____

INNINGS OF _____

TOTAL RUNS SCORED: _____ **TOTAL OVERS BOWLED:** _____ **TOTAL WICKETS:** _____

TWO BEST BATSMEN

- 1. Name _____ Score _____
- 2. Name _____ Score _____

TWO BEST BOWLERS

- 1. Name _____ Score _____
- 2. Name _____ Score _____

MATCH WON BY _____

Additional news or comments

*Please forward completed match report to Nicole Wills at the WACA
 Fax: 9265 7275 / Email: nicole.wills@waca.com.au
 by no later than 12pm on the day following the match*



GRAEME WOOD SHIELD (Twenty20) MATCH RULES AND PLAYING CONDITIONS

1. CODE OF BEHAVIOUR

The 'Spirit of Cricket' is fostered by the values that you (as a volunteer, administrator, coach, teacher, parent or player) bring to your team, club and the game itself.

Please refer to "Well Played", Australian Cricket's Playing Policy and Guidelines for specific codes;
http://cricket.com.au/pv_obj_cache/pv_obj_id_6155D56EEB61A0456123F7F0E5DE1E8F50D75900/filename/00000567-source.pdf

2. ELIGIBILITY

Squads will be composed of full-time bona fide students, who are under 19 years of age as at January 1 in the school year of competition commencing.

3. THE BALL

Red four piece Kookaburra brand balls will be used on turf wickets. Red two piece Kookaburra brand balls may be used on synthetic wickets. One ball should be supplied per team per game (except for Semi Finals and Finals matches where the balls will be supplied by the WACA).

4. DURATION

Matches will consist of one innings per side, each innings being limited to 20 overs. A minimum of five overs per team shall constitute a match.

If the team batting first is dismissed in less than the agreed number of overs, the team batting second shall be entitled to bat for the agreed number of overs.

A 20 over innings should be completed in no more than 1 hour and 15 minutes.

If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

Penalty for not bowling required overs

If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled.

Unless determined otherwise by the umpires, a penalty of six runs per over shall be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time.

The over in progress at the cessation time shall count as a complete over.

If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled or a result achieved.

Unless determined otherwise by the umpires, a penalty of six runs per over shall be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, cessation time.

The over in progress at the cessation time shall count as a complete over.

Reduced Overs Match

In a reduced overs match, all provisions applicable to a full match apply.

If, due to weather or state of the ground, there is a delay to the commencement of the 2nd innings or there is an interruption during the 2nd innings, play can be extended by the amount of time lost, up to a maximum of one hour. (ie. The latest stumps can be re-scheduled to is 7.00pm).

If play is extended in this manner, the target overs will be calculated on the total playing time remaining at the rate of one over for every four minutes (Fractions to be ignored) added to the number of overs already completed.

The penalty for failing to bowl the required overs by the re-scheduled time for stumps shall apply.

5. UNFINISHED MATCH

If a match remains unfinished after one day, the winner will be the side which has scored the greater number of runs in the equivalent completed over provided at least five overs have been bowled at the side batting second. In the case of the team batting first, the overs to be utilised in the assessment of its score to be computed on the same number of completed overs (commencing from the beginning of its innings) as received by the team batting second, the second team's score being, of course, assessed on the number of completed overs bowled to it. If the team batting second has not received five overs and a result has not been received, the match shall be replayed or abandoned. If the two schools competing cannot agree on a date, the WACA will intervene to determine when the match will be played. If the match cannot be replayed, the match will be a draw.

6. BOWLERS' LIMITATION

No bowler may bowl more than four overs in an innings.

In a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.

E.g. After eight overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled four overs. Two bowlers can bowl three overs and three bowlers can bowl two. Bowlers one and two have already exceeded this limit. They count as the two bowlers who were allowed the extra over (three as opposed to two) and so any other bowlers are limited to two overs.

When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over. In the event of a bowler breaking down and 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. The number of overs bowled by each individual bowler shall be indicated on the scoreboard from the commencement of an innings.

7. HOURS OF PLAY

Matches will be played on Wednesday at 3pm in the week specified by the current season's fixture list. Teams may negotiate a different day and start time in the week specified, only if it is convenient to BOTH teams.

If an agreement cannot be reached, the side that cannot play on Wednesday at the 1pm will be taken to have forfeited the match. All available points will be awarded to the side that could play the game opposition.

As per Rule 4, a maximum of 1 hour and 15 minutes is permitted for each innings.

8. RESULT

The following points system will apply for all round matches:

RESULT	POINTS
Win	6
Tie	3
Match Abandoned	3
Loss	0

Qualification for the knockout rounds

The following criteria will determine the qualification of metropolitan North and South teams from the preliminary rounds to the knockout round, and the qualification of Regional teams in the quarter finals:

1. If the teams played in the round robin section of the competition, the winner of their round robin game will progress.
2. If all teams within a pool are fixtured to play the same number of games, the team with the highest number of points will progress.
3. If teams within a pool are fixture to play an uneven number of games, the highest percentage of wins will progress. The highest percentage of wins should be determined by the number of wins divided by the total number of games played by each individual team.
4. Net Run Rate
 - a. A team's net run rate is calculated by deducting the average runs per over scored against that team throughout the competition from the average runs per over scored by that team throughout the competition.

$$\text{Net Run Rate} = \text{Average runs per over for} - \text{Average runs per over against}$$

- b. In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- c. Net run rate calculations will only apply to matches where a result has been achieved.

Progression from the knockout and finals rounds

The team scoring the greater number of runs in a completed match or the greater number of runs from an equal number of overs in an interrupted match shall be declared the winner.

Tied Matches (Applies to Knockout rounds, Quarter Finals, Semi-Finals & Finals).

If the match ends with the scores tied and there must be a winner, the tie is broken with a one over per side Super Over.

Prior to the commencement of the one over per side eliminator, each team elects three batsmen and one bowler to play a one over per side match.

In turn, each side bats one over bowled by the one nominated opposition bowler, with their innings over if they lose two wickets before the over is completed.

The umpires shall choose which end to bowl and both teams will bowl from the same end.

The side with the higher score from their Super Over wins.

Each team's over is played with the same fielding restrictions as apply for a non Fielding Restriction Over (FRO).

The team batting second in the match will bat first.

The loss of two wickets in the over ends the team's one over innings.

In the event of the teams having the same score after the one over per side eliminator has been completed, the team that hit the most number of boundary sixes combined from its two innings in both the main match and the over per side eliminator shall be the winner.

If the number of boundaries from the two innings is equal, the team with the most number of wickets combined in both the main match and the one over per side eliminator shall be the winner.

9. NO BALL (INCLUDING FREE HIT)

Law 24.1 will apply.

Law 42.6(b) - High Full Pitches ("Beamer") will apply.

A bowler shall be allowed to bowl one fast short-pitched delivery per-over (not being a wide).

A fast short-pitched delivery is defined as a ball which passes or would have passed above shoulder height of the batsman standing upright at the crease.

In the event of the bowler bowling more than one fast short-pitched delivery in an over, either umpire shall call and signal no-ball.

The above regulation is not a substitute for Cricket Council Rule 3.10 which umpires may apply at any time.

Note: The provision of one allowable fast short-pitched delivery per-over shall be superseded by the provisions of Rule 5.5.5 (wide ball).

Free hit after a foot fault no ball

The delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball even if the delivery for the free hit is called a wide. Field changes are not permitted unless there has been a change in striker.

The umpire will indicate the free hit delivery by crossing and re-crossing his wrists above the head.

10. WIDE BALL

Umpires are instructed to apply a very strict and consistent interpretation in regard to wide deliveries in order to prevent negative bowling wide of the wicket.

Any offside or leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a "wide". As a guide, on the leg side, a ball landing clearly outside the leg stump going further away should be called a "wide".

Any delivery over the head of the batsman standing upright at the crease which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a "wide".

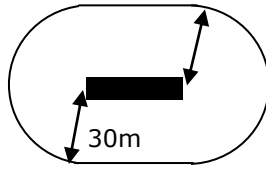
11. TIMED OUT

Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket as soon as a wicket falls and is expected to jog to the wicket.

12. FIELD RESTRICTIONS

Fields shall be marked before the commencement of play by the home team. A 30m tape measure and white spray paint should be used.

Two semi-circles are drawn on the field of play. 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 30m. The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch. The following diagram depicts the foregoing description of the field marking:



At the instant of delivery, there may be no more than five fieldsmen on the leg side.

In addition, for the first six overs of each innings, herein known as the Fielding Restriction Over's (FRO's), only two fieldsmen are permitted to be outside the fielding restriction circle.

In the event of an infringement of the above, either umpire shall call and signal "no ball".

In circumstances when the number of overs of the batting team is reduced, the number of FRO's shall be reduced in accordance with the table below for that innings only. Fractions are to be ignored in all calculations re the number of overs (if on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately).

INNINGS DURATION	NUMBER OF FRO's
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5
20	6

Where, in an interrupted innings, on resumption the recalculated number of FRO's (as set out above) is no longer achievable, the actual number of FRO's for that innings will be the closest achievable whole number (subject to observing the below).

Each block of FRO's must commence at the start of an over.

If an innings is interrupted during an over, the status of that over (whether it is a FRO or not) must be retained when the over is completed.

13. MATCH & CAPTAINS REPORTS

The home team is required to submit the match report to Nicole Wills at the WACA by no later than 12pm on the day following the match. Failure to meet this deadline will result in the loss of 0.5 points per overdue day.

GRAEME WOOD SHIELD 2011/2012

ABRIDGED MATCH REPORT

DIVISION _____ ROUND _____ DATE _____ / _____ / _____

MATCH BETWEEN _____ V _____

PLAYED AT _____

INNINGS OF _____

TOTAL RUNS SCORED: _____ **TOTAL OVERS BOWLED:** _____ **TOTAL WICKETS:** _____

TWO BEST BATSMEN

1. Name _____ Score _____

2. Name _____ Score _____

TWO BEST BOWLERS

1. Name _____ Score _____

2. Name _____ Score _____

INNINGS OF _____

TOTAL RUNS SCORED: _____ **TOTAL OVERS BOWLED:** _____ **TOTAL WICKETS:** _____

TWO BEST BATSMEN

1. Name _____ Score _____

2. Name _____ Score _____

TWO BEST BOWLERS

1. Name _____ Score _____

2. Name _____ Score _____

MATCH WON BY _____

Additional news or comments

*Please forward completed match report to Nicole Wills at the WACA
Fax: 9265 7275 / email: nicole.wills@waca.com.au
by no later than 12pm on the day following the match*



GEOFF MARSH SHIELD & PETA VERCO SHIELD (Super 8's, Open Age) MATCH RULES AND PLAYING CONDITIONS

1. The 'Spirit of Cricket' is fostered by the values that you (as a volunteer, administrator, coach, teacher, parent or player) bring to your team, club and the game itself.

Please refer to "Well Played", Australian Cricket's Playing Policy and Guidelines for specific codes;

http://cricket.com.au/pv_obj_cache/pv_obj_id_6155D56EEB61A0456123F7F0E5DE1E8F50D75900/filename/00000567-source.pdf

2. Each playing team will consist of eight players. Teams will be composed of full-time bona fide students, who are under 19 years of age as at January 1 in the year of competition commencing.
3. A game will consist of a maximum of 16, six-ball overs bowled by each side.
4. A team may not declare its innings closed.
5. Each member of the fielding side shall bowl two overs.
6. The wicketkeeper shall be permitted to bowl.
7. Bowlers are limited to a 10-metre run-up.
8. Scoring runs

One run will be added to both the batters score and the total score for each run completed.

Four runs will be scored if the ball crosses the boundary.

Eight runs will be scored if the ball crosses the boundary on the full.

The batters may run extras (i.e. Boundary four, plus runs).

In the event of a run out, the runs scored through running will not count towards either the batters score or the total score. The boundary four will however, count towards both the batters score and the total score with no penalty.

All runs scored when the ball has been hit into the double scoring zone will count for double the number of runs.

The double scoring zone will be forward of the wicket and reward straight shots (see diagram on page 17).

9. A wide ball shall count as two extra runs and will be re-bowled only in the last over of each batting pair, i.e. Over 4, 8, 12 and 16, of each innings.

Note: Bowling width is 24 inches (60cm) from middle stump on the off side and 18 inches (45cm) on the leg side.

Upon the call of "wide" the ball shall remain live. (i.e. batsmen can run).

10. No-ball

A no-ball will be called when:

- a. A ball bowled that bounces above shoulder height.
- b. A full toss bowled above waist height.
- c. If the wicketkeeper is more than 20 metres from the stumps (strikers end).
- d. A ball bounces more than once.

A no-ball will count as two extras.

Any runs will be credited to the batting team in addition to the extras.

No-balls will only be re-bowled in the last over of each batting pair, i.e. Over 4, 8, 12 and 16, of each innings.

11. Retirement

Batters will bat as a pair for four overs before swapping with a new batting pair.

All playing team members must bat.

Where a team consists of less than eight players, players will be selected by the opposition to bat a second time.

12. Wickets

Wickets can be taken in the following ways:

- a. Bowled
- b. Caught
- c. Run out
- d. Stumped

The batting team will be penalised five runs for each wicket taken.

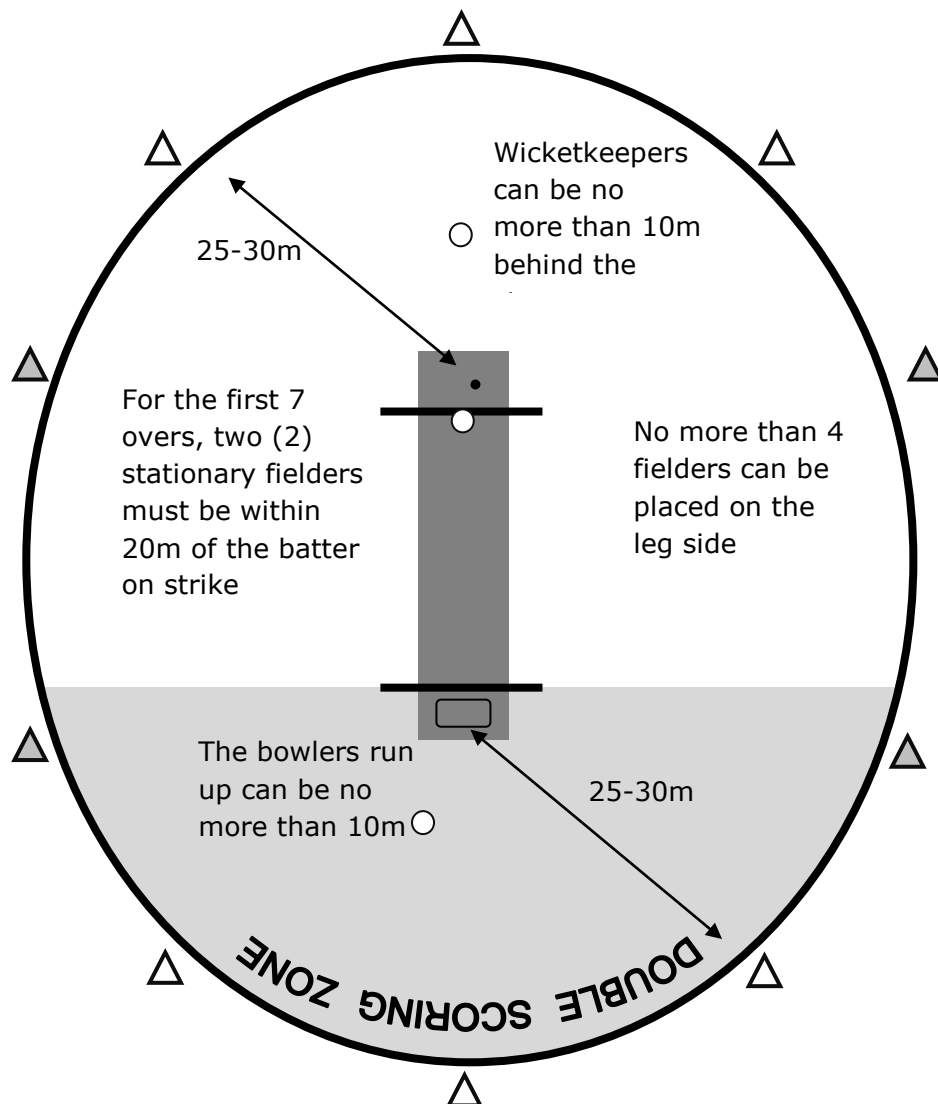
13. Results

RESULT	POINTS
WIN	3
DRAW	1
LOSS	0

14. Fielding Restrictions

No more than four fielders are permitted on the leg side.

For the first seven overs, there must be two stationary fielders within 10m (i.e. pitch length) of the striker.





**GEOFF MARSH SHIELD - BOYS SUPER 8's
MATCH SCORE SHEET**



DIVISION _____ **ROUND** 1 2 3 **NORTH / SOUTH / FINALS**

MATCH BETWEEN _____ **V** _____

INNINGS OF _____

BATSMEN		RUNS SCORED BY OVER												PAIR TOTAL	
		1.			2.			3.			4.				
PAIR 1														Runs	Wickets
		5.			6.			7.			8.				
PAIR 2														Runs	Wickets
		9.			10.			11.			12.				
PAIR 3														Runs	Wickets
		13.			14.			15.			16.				
PAIR 4														Runs	Wickets

NET TOTAL

TOTAL Runs Wickets

INNINGS OF _____

BATSMEN		RUNS SCORED BY OVER												PAIR TOTAL	
		1.			2.			3.			4.				
PAIR 1														Runs	Wickets
		5.			6.			7.			8.				
PAIR 2														Runs	Wickets
		9.			10.			11.			12.				
PAIR 3														Runs	Wickets
		13.			14.			15.			16.				
PAIR 4														Runs	Wickets

NET TOTAL

TOTAL Runs Wickets

MATCH WON BY _____

SCORES VERIFIED: (TEAM 1) _____ **(TEAM 2)** _____

Please return completed score sheet to Nicole Wills at the completion of your match



**PETA VERCO SHIELD - GIRLS SUPER 8's
MATCH SCORE SHEET**



DIVISION _____ **ROUND** 1 2 3 **NORTH / SOUTH / FINALS**

MATCH BETWEEN _____ **V** _____

INNINGS OF _____

BATSMEN		RUNS SCORED BY OVER												PAIR TOTAL	
		1.			2.			3.			4.				
PAIR 1														Runs	Wickets
		5.			6.			7.			8.				
PAIR 2														Runs	Wickets
		9.			10.			11.			12.				
PAIR 3														Runs	Wickets
		13.			14.			15.			16.				
PAIR 4														Runs	Wickets
NET TOTAL												TOTAL	Runs	Wickets	

INNINGS OF _____

BATSMEN		RUNS SCORED BY OVER												PAIR TOTAL	
		1.			2.			3.			4.				
PAIR 1														Runs	Wickets
		5.			6.			7.			8.				
PAIR 2														Runs	Wickets
		9.			10.			11.			12.				
PAIR 3														Runs	Wickets
		13.			14.			15.			16.				
PAIR 4														Runs	Wickets
NET TOTAL												TOTAL	Runs	Wickets	

MATCH WON BY _____

SIGNED: _____ (Team 1 Coach) _____ (Team 2 Coach)

Please return completed score sheet to Nicole Wills at the completion of your match



SCORING GUIDE



SUPER 8's (OPEN AGE) MATCH SCORE SHEET

School that is batting

The group you are in e.g. "Boys A"

Circle which round the game is being played in

Day of the match being played

Write the total runs and wickets for the pair batting

DIVISION _____ ROUND 1 2 3 NORTH / SOUTH / FINALS

MATCH BETWEEN _____ V _____

INNINGS OF _____

Write batsmen's names

Write runs scored off each ball bowled in the over

BATSMEN	RUNS SCORED BY OVER												PAIR TOTAL					
	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	Runs	Wickets
PAIR 1																		
PAIR 2																		
PAIR 3																		
PAIR 4																		
NET TOTAL																TOTAL	Runs	Wickets

MATCH WON BY _____

= (Total Runs) - (Total Wickets x 5)

Write the total runs scored for the over

Write the total runs and wickets of all the pairs combined

- In each box put the total runs scored off each ball. If it is a wide or no ball add two runs.
- If a wicket falls and no runs are taken, put an X in the box.
- If a run out occurs after a boundary has been hit, only the boundary runs count and not the extras run. Mark it in the score box as X(4).
- Each over is only six balls - wides and no balls are only re-bowled in the last over of each pair with a maximum of eight balls. There are two extra boxes next to overs 4, 8, 12 and 16 for the two extra balls to be recorded if required.
- When a six is scored it is a score of eight and batters cannot run extra. If a six is scored in the double scoring zone, the batter receives a score of 16.
- Batters will lose five runs for each wicket lost. This is calculated at the end when working out the net total.

1. The 'Spirit of Cricket' is fostered by the values that you (as a volunteer, administrator, coach, teacher, parent or player) bring to your team, club and the game itself.

Please refer to "Well Played", Australian Cricket's Playing Policy and Guidelines for specific codes;

http://cricket.com.au/pv_obj_cache/pv_obj_id_6155D56EEB61A0456123F7F0E5DE1E8F50D75900/filename/00000567-source.pdf

2. Each playing team will consist of eight players. Teams will be composed of full-time bona fide students, who are in either Year 8 or Year 9 in the school year of the competition commencing.

3. A game will consist of a maximum of 16, six-ball overs bowled by each side.

4. A team may not declare its innings closed.

5. Each member of the fielding side shall bowl two overs.

6. The wicketkeeper shall be permitted to bowl.

7. Bowlers are limited to a 10-metre run-up.

8. Scoring runs

One run will be added to both the batters score and the total score for each run completed.

Four runs will be scored if the ball crosses the boundary.

Eight runs will be scored if the ball crosses the boundary on the full.

The batters may run extras (i.e. Boundary four plus runs) .

In the event of a run out, the runs scored through running will not count towards either the batters score or the total score. The boundary four will however, count towards both the batters score and the total score with no penalty.

All runs scored when the ball has been hit into the double scoring zone will count for double the number of runs.

The double scoring zone will be forward of the wicket and reward straight shots (see the diagram on page 17).

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- a. A ball bowled that bounces above shoulder height.
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- d. A ball bounces more than once.

A no-ball will count as two extras.

Any runs will be credited to the batting team in addition to the extras.

No-balls will only be re-bowled in the last over of each batting pair, i.e. Over 4, 8, 12 and 16, of each innings.

11. Retirement

Batters will bat as a pair for four overs before swapping with a new batting pair.

All playing team members must bat.

Where a team consists of less than eight players, players will be selected by the opposition to bat a second time.

12. Wickets

Wickets can be taken in the following ways:

- a. Bowled
- b. Caught
- c. Run out
- d. Stumped

The batting team will be penalised five runs for each wicket taken.

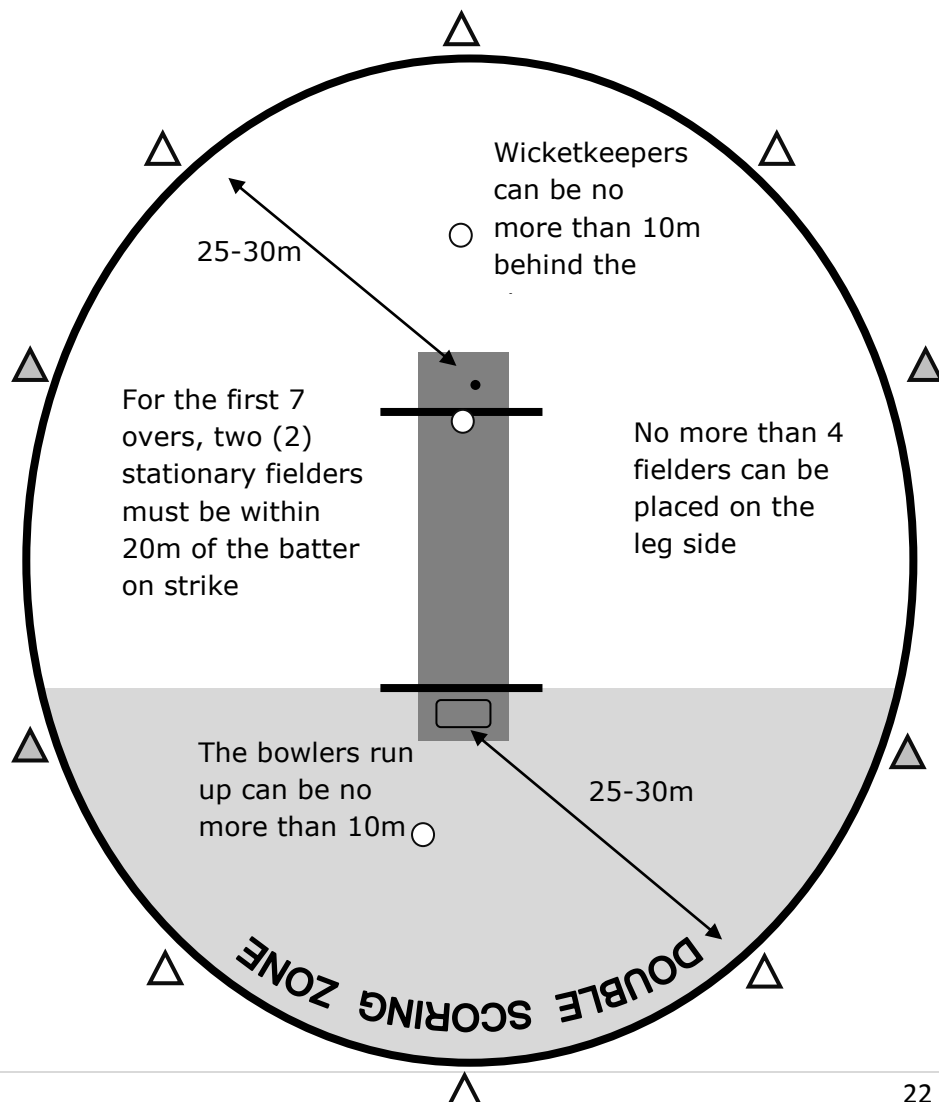
13. Results

RESULT	POINTS
WIN	3
DRAW	1
LOSS	0

14. Fielding Restrictions

No more than four fielders are permitted on the leg side.

For the first seven overs, there must be two stationary fielders within 10m (i.e. pitch length) of the striker.



Milo in2CRICKET Super 8's

MATCH SCORE SHEET



DIVISION BOYS GIRLS **ROUND** 1 2 3 **DATE** ____ / ____ / ____

MATCH BETWEEN _____ **V** _____

INNINGS OF _____

BATSMEN		RUNS SCORED BY OVER												PAIR TOTAL	
		1.			2.			3.			4.				
PAIR 1														Runs	Wickets
		5.			6.			7.			8.				
PAIR 2														Runs	Wickets
		9.			10.			11.			12.				
PAIR 3														Runs	Wickets
		13.			14.			15.			16.				
PAIR 4														Runs	Wickets
TOTAL												Runs	Wickets		

INNINGS OF _____

BATSMEN		RUNS SCORED BY OVER												PAIR TOTAL	
		1.			2.			3.			4.				
PAIR 1														Runs	Wickets
		5.			6.			7.			8.				
PAIR 2														Runs	Wickets
		9.			10.			11.			12.				
PAIR 3														Runs	Wickets
		13.			14.			15.			16.				
PAIR 4														Runs	Wickets
TOTAL												Runs	Wickets		

MATCH WON BY _____

SCORES VERIFIED: (TEAM 1) _____ **(TEAM 2)** _____

Please return completed score sheet to Nicole Wills at the completion of your match.

SCORING GUIDE

Milo in2CRICKET SUPER 8's



School that is batting
Circle the match division
Circle which round the game is being played
Date that the match is being played
Write the total runs and wickets for the pair batting

DIVISION BOYS GIRLS **ROUND** 1 2 3 **DATE** ____ / ____ / ____
MATCH BETWEEN _____ V _____
INNINGS OF _____

Write batsmen's names

Write runs scored off each ball bowled in the over

Write the total runs scored for the over

Write the total runs and wickets of all the pairs combined

BATSMEN	RUNS SCORED BY OVER												PAIR TOTAL							
	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	Runs	Wickets		
PAIR 1																				
PAIR 2																				
PAIR 3																				
PAIR 4																				

TOTAL	Runs	Wickets
--------------	------	---------

MATCH WON BY _____

- In each box put the total runs scored off each ball. If it is a wide or no ball add 2 runs.
- If a wicket falls and no runs are taken, put an X in the box.
- If a run out occurs after a boundary has been hit, only the boundary runs count and not the extras run. Mark it in the score box as X(4).
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- Batters will lose five runs for each wicket lost. This is calculated at the end when working out the net total.