



CHRISTIAN SCHOOLS SPORTS ASSOCIATION

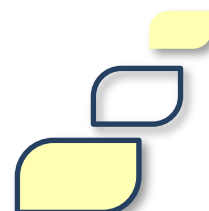
CSSA PRIMARY SUPER 8's CRICKET RULES AT A GLANCE

1. Eight a side cricket, each team bats for 7 overs.
2. All players bowl one over except for the wicketkeeper.
3. All overs are bowled from one end of the wicket.
4. **Wide** – a delivery out of reach of the batter – 2 runs are awarded to the batting team **AND** the batters cannot run.
5. **No Ball** – a delivery reaching the batter either over the waist on the full **OR** above the shoulder after bouncing – 2 runs are awarded to the batting team **AND** the batters can score additional runs from the delivery (unlike a wide).
6. **Byes** runs completed after the ball is missed by the wicketkeeper.
7. **Leg Byes** – runs scored off the legs or body.
8. Batters retire at 20 runs and can return if all other batters are dismissed.
9. **Methods of dismissal** –
 - Bowled**
 - Caught**
 - Hit-wicket**
 - Run-out**
10. A ball reaching the boundary = 4 runs
11. A ball reaching the boundary on the full = 6 runs
12. The team with the highest score is the winner (if scores are equal the team losing the least number of wickets is the winner).

COMPREHENSIVE RULES

All games are played under the laws of cricket with the following exceptions.

- a) Matches are played between 2 teams of 8 players and consist of seven six-ball overs bowled by each side from one end of the wicket. With the exception of the wicketkeeper each member of the fielding side bowls one over. The wicketkeeper cannot be changed unless he is injured. The substitute wicketkeeper (who is not allowed to bowl) must complete the innings.
- b) The following rules relate to the calling of no balls and wides.
 - i) In the event of a wide or no ball, 2 runs are added to the batting teams score. The ball is then re-bowled.
 - ii) All overs have a maximum of 8 balls (including wides and no balls) except for the last over of an innings which must have 6 legal deliveries.
 - iii) A ball out of the reach of the batter in their normal batting stance shall be called a wide. No further runs can be scored if a wide is called.
 - iv) Any ball delivered by the bowler reaching the batter above shoulder height in their normal batting stance or above the waist on the full shall be called a no ball. If the batter manages to hit a no ball they score 2 runs plus whatever is scored off the bat.
 - v) **A ball may bounce twice before reaching the batter.** A ball that bounces more than 2 times or rolls along the ground and is impossible for the batter to hit shall be called a no ball.





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- c) No fielder in front of the wicket is allowed to be closer than 10m from the bat.
- d) A batter must retire on passing a personal score of 20. Retired batters may return in the order in which they retired if one of the last pair of batters is dismissed before the completion of 7 overs.
- e) If 7 wickets fall before the 7 overs are completed, the last remaining batter is the only one who can score runs and must return to the striker's end each time he scores 1, 3 or 5. If either of the last 2 batters are out, the innings will be closed.
- f) Players who have bowled their over may be replaced by substitute fielders however the wicketkeeper cannot be changed.
- g) Fielding teams are required to position three (3) fielders on either side of the wicket at all times.
- h) **The Result** The team with the highest score at the end of the match will be the winner.
 - i) In the event of a team batting second & passing their opponents total all overs must be completed.
 - ii) If the totals of both teams are equal the side losing the least number of wickets will be declared the winner.
 - iii) If the result cannot be decided by the above means the side that has bowled the least number of wides and no balls will be declared the winner.
 - iv) If the result still cannot be determined the winner will be the team with the highest score after the eighth legitimate ball.
- i) **Point Score** Two points are awarded to the winning side. If a tie exists after the aforementioned conditions, both sides will receive one point.
 - i) The top team from each Pool will progress to the Finals pool and the school with the most points will be the winner. If points are equal see point ii) to determine the winner.
 - ii) If points in a Pool are equal, then the school with the highest combined scores will progress through.
 - iii) If scores are equal then the school with the least wickets lost will progress.
 - iv) If still the same the school with the least sundries will progress.
 - v) The top teams will play each other in the finals Pool
- j) **Umpires** If possible neutral umpires should be used however it is envisaged that teachers will be in control of matches. The teacher from the batting team should stand at the bowlers end whilst the teacher from the fielding team should umpire at square leg. The reverse arrangement will then occur at the change of innings.
- k) **The Ball** A Platypus Playball 110 (supplied) will be used on synthetic pitches alleviating the players need to wear protective equipment such as batting pads helmets. However the use of protection is up to schools to decide. Batting gloves and protectors may be used.
- l) **Code of conduct** At all times decisions made by the umpire on the field of play shall be final. Any team, captain or players who display unreasonable behaviour, in the opinion of teachers, shall be disqualified from the competition.

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