

SUPER 8's CRICKET NON-COMPETITION CRICKET MATCHES

Under 9	Start time	Finish time	Drink break*	Innings change	Boundary distance
Super cricket	5.30pm	7.15pm approx	5mins	5 mins	30 m

* One (1) drink break can be taken if needed at the end of the 8th over.

Rules

- Each match is played between two teams of 8 players (male and/or female) and consists of sixteen 6-ball overs bowled by each team from one end of the pitch.
- Teams may consist of up to 10 players with extra players rotated when batting or bowling.
- All Runs and Extras are scored according to the accepted Laws of Cricket with the following exceptions:-
- Wide - a delivery out of reach of the batter or off the pitch. Two (2) runs are awarded to the batting team and the batsmen cannot run.
- No Ball – a delivery reaching the batter either (a) over the waist on the full, (b) above the shoulder after bouncing or (c) bouncing more than twice. Two (2) runs are awarded to the batting team and the batters can score additional runs (unlike a wide).
- Byes – runs completed after the ball is missed by the wicket keeper.
- Leg Byes – runs scored off the legs or body.

Fielders

- A maximum of 8 players shall be in the field at any time.
- Fielders rotate their position clockwise every over with 3 fielders on each side of the pitch (eg. mid-off, cover, backward point, backward square, mid-wicket, mid-on; wicket-keeper & bowler).
- No fielder is permitted within 10 metres of the batsman.
- The wicket-keeper is not permitted to stand within 5 metres of the batsman for any bowler.

Bowlers

- All overs are bowled from one end of the wicket and bowler run-ups are limited to 5 metres.
- All players bowl two 6-ball overs each. The overs are not to be bowled consecutively, but on a rotating basis
- Players are encouraged to bowl over-arm but may bowl underarm.
- Wides and No Balls are not re-bowled.

Batters

- Four batting 'pairs' shall bat for 4 overs with runs scored and wickets lost recorded.
- Methods of dismissal are – Bowled, Caught, Hit-Wicket or Run-Out. Batsmen cannot be dismissed 'Stumped' by the wicket-keeper or 'LBW'.
- A ball reaching the boundary = 4 runs, a ball reaching the boundary on the full = 6 runs.
- All other runs are recorded by batters completing runs between wickets
- Batters change ends at the completion of each over.
- Coaches can adapt the strike if one batter receives more deliveries than another during the pairs batting period.

Result

- For the purposes of recognising a 'winner' on the day, the result shall be derived from the average cricket method. A Team's Average for an innings shall be the total number of runs scored divided by the sum of the number of the total number wickets lost and one (1).

NOTE: The above can be expressed by the following formula

$$\text{Team Average} = \frac{\text{Total Number of Runs Scored}}{\text{Total Number of Wickets Lost} + 1}$$

- The team with the higher % to be declared the winner.
- There are no points or individual association awards presented for this competition. Clubs may award their own participation awards to players should they think fit.
- Points shall be awarded towards the Club Championship based on the number of teams fielded by a club.

Equipment, Field & Set-Up

- Ball – small size white ball as supplied by CCJCA. Balls must be used for a minimum of four 4 games unless damaged.
- Batters should wear pads, batting gloves protectors and helmets (in preparation for hard ball competition)
- A pair of wicket-keeping gloves should be made available for each team (but not essential).
- Boundary – 30 metres from the centre of the pitch, marked by plastic dome markers.
- Scoresheet – a modified scoresheet will be provided
- Pitch - grass on a flat outfield (mown strip if possible with spray paint creases)
- Length - 18m