

COMPETITION RULES and PLAYING CONDITIONS

- 1. 8 players per side
- 2. All batters and wicket keepers are to wear cricket helmets.
- 3. No bowler shall bowl more than 2 overs (10 overs each innings)
- 4. * A '**No Ball**' shall count as **2 extras** and any runs scored off a 'No Ball' will also be added to the score, but the delivery shall be part of the **6 ball over**.

*The exception to clause 4, above:

In the last over, both 'Wides' and 'No Balls' shall count as one and the over must be completed.

- 5. In the first 11 overs of an innings a 'Wide' shall count as 2, but no extra ball will be bowled.
- 6. In the event of the scores being level at the conclusion of the second innings the side losing fewer wickets will be the winners. If the wickets lost are the same then the side with the highest score after 6 overs shall be declared winners.
- 7. When only one batsman remains not out, the last batsman to be out shall stay at the crease to allow the remaining batsman to continue until either he is out or the overs left to be bowled have been bowled.
- 8. The winning side will be awarded **2 points**.
- 9. Each team will play each other once.
- 10. At the conclusion of the league programme the winners will receive trophies.
- 11. It is deemed to be contrary to the 'spirit of the game' if a cricketer from a higher-ranked team plays for a lower-ranked team during the same season. However, it is acceptable for a lower-ranked cricketer to play for a higher-ranked team.

12. Definition of under 13:

Each player must be under 13 on the 31st August preceding the start of that season. The league allows girls to play up to 1 year above the age group (i.e. an U14 girl can play U13 cricket).