

VICTORIAN CRICKET TOURNAMENT 2007
RULES OF THE GAME

1. The tournament will consist of nine teams.
2. The format will be a one-league structure with each team playing twice. The two highest scoring teams will play the final.
3. A team shall comprise of nine gentlemen or ladies or combination of both. Each team must include at least one lady, and all members must be over the age of 16yrs.
4. The pitch shall be one chain in length, between two pairs of stumps & bails-known as the wickets.
5. A match shall comprise of one innings per team.
6. All games, bar the final, will consist of six overs per side of legally delivered balls. An illegally delivered ball (**NO BALL**) will be counted as one run to the opposing team. An illegally delivered ball cannot be hit to count for fours or sixes.
7. During a team's innings there **MUST** be a batsman at each wicket.
8. The ball **MUST** be delivered (or bowled) to the batsman by the bowler, by means of an underarm action.
9. The fielding team will bowl from each wicket alternately.
10. Each member of the fielding team may only bowl a maximum of two overs per match.
11. A batsman shall retire on either scoring fifteen runs or after receiving twelve legal deliveries, Unless he/she is one of the last pair of batsmen: if this is the case, he/she may remain at the wicket until the conclusion of their teams innings or until one is declared out by the umpire.
 - a) Each wicket remaining at the end of an innings is worth 2 runs to the batting side.
12. On striking any delivery, a batsman **MUST** run.
13. A batsman may be declared by an umpire out if any of the following applies:-
 - a) The ball, on striking the defended wicket, removes the bail, the batsman has been bowled.
 - b) On striking a legally delivered ball and during the act of running between wickets, the ball is returned to either end and the bail removed by the ball, before the batsman reaches sanctuary, he or she has been run out.
 - c) If a legally struck ball is caught by a member of the fielding team before reaching the ground the batsman has been caught out.
It should be noted by all players and umpires that a batsman can't be declared out by means of the dubious, and considered by the ruling body as unfair, leg before wicket ruling.
14. A batsman may score runs for his/her team by any of the following:-
 - a) If the two batsmen, whilst running, cross between wickets, it shall be declared that they have scored one run. This being attributed to the batsman who struck the ball.
 - b) If the ball is struck and comes to rest over the boundary line, but touches the ground first, four runs are awarded to the batsman.
 - c) If the ball is hit over the boundary line before touching the ground, six runs are awarded to the batsman.
 - d) If an umpire declares an unfair or illegal ball has been bowled (out of comfortable reach or above chest height) this will constitute a no ball, unless the batsman has struck the ball, and one run will be awarded to the batsman 's team. This does not count as a run towards the batsman's total, nor part of the over, and it will be re-bowled.
15. Each team will nominate a captain.
16. **PENALTIES**
 - a) **PERIOD DRESS:** To be worn by **ALL** teams. (Training shoes, cricket or studded boots are **NOT** considered correct dress.) Also **BARE FEET** will **NOT** be permitted on the grounds of Health & Safety. **A FIVE** run penalty **per player, per game, breaching the rules will be enforced.**
 - b) **LATENESS: A TEN** run penalty will be imposed on any team failing to be ready for their match. An enclosure will be erected for players and it's the captain's responsibility to ensure players are in the enclosure **FIVE** minutes before starting their game.
17. Penalties will be enforced also if the captain of any team fails to provide the scoring officials with the order of batting and bowling at least fifteen minutes before their game.
18. The batsman is to take guard at the popping crease until the ball is released. Failure to observe this will result in **ONE** warning followed by the batsman being declared out.
19. If after penalties are deducted etc, the match is tied, then the winning team will be the one which has lost fewer wickets.
20. The umpires will deal with **ALL** and **ANY** deliberate, or nefarious conduct, or time wasting, by awarding penalty runs to the innocent team. The umpire's decisions, sober or intoxicated are **FINAL!!!**