



Superstar Cricket League Rules 2019

Dates:

The competition will be played on Friday afternoons during February and March.

Each school will have at least 3 games.

- Players to be no older than Year 6
- This is an 8-a-side girls cricket competition
- Wooden or plastic bats and incrediball to be used
- Christchurch Junior & Metro Cricket will endeavour to provide umpires/scorers at each game
- The Tournament will start on Friday the 15th of February and preliminary rounds will run until the 15th of March with the 22nd March being reserve day for prelim matches.
- **The Top 8 teams will then be invited to a day-long Festival on FRIDAY the 29th of March at the Polo Grounds in Hagley Park**

RULES

1) Aims

Enjoyment for and fair play by all players

2) Pitch

Two sets of Stumps set out 16 meters apart. There is no need for a cricket pitch to be prepared but if a school had an artificial pitch then this would be used. A grass field will suffice.

3) Teams

- Each team comprises of 8 players

4) Starting the Game

Games will begin at 1pm unless otherwise arranged. The two teams will each nominate a captain. The two captains will then toss the coin to decide which team will bat or bowl first

5) Playing the Game

Each game shall consist of 12 overs per team.

6) Batting and Scoring

- The batting side will be divided into four pairs, each batting for 3 overs each.

• **CHANGE FROM 2017**

- If a wicket falls the bowling side will have 3 runs added to their batting total but the pair will stay in for the full three overs.

- If a wicket falls batsmen will change ends, as they will at the end of the over.
- A batsmen may be out bowled, caught, run out or hit wicket. There will be no LBW'S.
- FREE HIT – If a wide or no ball is bowled the batsman will have a free hit from a batting tee. The free hit must be hit in front of the wicket on the off side and fielders must stay where they were for the delivery

7) Bowling and Fielding

- Four players in each team will bowl two overs and four will bowl one over. All overs will take place from the same end.
- Only the wicket keeper may stand within 10 meters of the batsman.
- Boundaries will be set at the start of the game and may be play ground edges or grass verges or marker cones.

8) The Result

The team scoring the most runs will be the winner. In the event of a tie the team taking the most wickets will be the winner. **Should there still be a tie after this, each player will bowl one ball at the wickets (no batsman). The team who hits the most times will win.**

9) Scoring

The score shall be kept on the enclosed sheet and either returned to Rob Wilkinson **by the home team or the result emailed immediately after the game so points tables can be kept up to date.**

Email address for results – gm@cjca.org.nz

10) Gear

Incrediballs, wooden or plastic bats and Cricket stumps to be used.

11) Two or more teams

Your school is welcome to enter more than one team. You may have an 'A' and 'B' team, or selected even teams. Once a player has played for one of the teams she cannot then play for the other team. Your teams must also be independent i.e they must be able to play at different grounds.