Liverpool Zone By-Laws for Cricket

Rules for all sports played within the Zone shall be as for those set down by the State Governing Body for that sport, with the following exceptions:

- Conveners have the option to modify rules prior to the season if circumstances be required and if all competing schools agree.

1 DRESS:

2 SUPERVISION:

2.1 Standard teacher Duty of Care applies at all times and for all teachers regardless of the school that teacher attends.

2.2 Liaise with the other teacher regarding supervision of non-participating students. It is the responsibility of any teacher not refereeing to supervise students from both schools competing.

2.3 Remind students to use school toilets before leaving for PSSA fixtures.

2.4 When direct supervision of students isn't possible (i.e. toilet break during play), ensure students move in groups.

2.5 Play may be briefly halted where applicable to accompany all students to toilets. This is not possible for all sports.

3 EQUIPMENT:

3.1 All schools need a Junior and Senior cricket kit. Due to the distance between pitches, sharing between teams is not practical.

3.2 Senior matches need 3 stumps per team or 1 set of fixed stumps. Junior matches need one set of fixed stumps, i.e. Kanga cricket or metal (these are easier to reassemble and can be used when shortening pitches).

3.3 Boundary markers need to be used (coloured cones/witches hats) to mark the boundary. These should always be used and should be set at a distance that allows 4’s and 6’s to be hit.

4 VENUES:

4.1 Junior games are played on a shortened pitch of 18 yards (paces). Senior games are played on a full length pitch of 22 yards (paces).

5 SAFETY:

5.1 All batsmen will wear a protective box and batting gloves.

5.2 Juniors only need to wear a pad on their front leg while Seniors need both legs padded.

5.3 Helmets are optional for juniors only.
5.4 Any batsman without his equipment must not be allowed to bat.
5.5 All students, in accordance with the Liverpool Zone PSSA Sun Safety Rules, must wear a hat. Any student without a hat will not be allowed to play.

6 TEAMS:

6.1 Seniors – Years 5 and 6.
Juniors – Years 3 and 4.
6.2 A Junior can only play for a Senior team if the team is short of players. A Senior played can never play at a Junior level (see Constitution for more details). A teacher can allow substitute fielders, but they are not allowed to bat or bowl.

7 DURATION OF MATCHES:

7.1 Games are to commence no later than 12.50pm and are to finish no later than 2.30pm. This means the change of innings must occur at 1.40pm.
7.2 Matches are of one afternoon’s duration and with a maximum of 12 overs per team.
7.3 If playing time runs out, the last pairs will not bat and the match will be determined by the comparative scores after an equal number of overs have been bowled.

8 UMPIRING CONDITIONS:

8.1 Mutual agreement between teachers shall decide who umpires. One teacher umpires the entire Senior game and the other the Junior game.
8.2 The convenor will decide who umpires the semi-final and final.

9 RULES:

9.1 Each side bats 12 players in pairs, each pair bat for two overs. Should a team have less than 12 players, the opposing team’s captain will choose players to re-bat at the end of the innings.
9.2 There is a 30 run bonus score to start the team’s innings. At the fall of a wicket the batsmen change ends and 3 runs are deducted from the score. The team scoring the most runs is the winner, regardless of how many wickets are lost. There are no outright wins (dismissing a team twice).
9.3 Both bowlers bowl from the same end of the pitch, with the batters changing ends at the end of the over.
9.4 Normal cricket rules are applied for dismissals, except in the event of a ‘Run Out’ where no runs are scored and 3 runs are deducted. If the batsmen cross while a catch or ‘Run Out’ is performed, they stay at the new end. A batsman can be ‘Run Out’ from a delivery that bounces twice. No LBW.
9.5 Wides and No Balls score 2 runs. Any ball which pitches near the dirt or on the grass beside the pitch is a No Ball and the batsman cannot be given 'out', bowled, caught or LBW. The batsman can still play the ball and if he scores better than 2 (the penalty for a No Ball) the score will count. A batsman can still be Stumped or Run Out off a No Ball. A Wide should be called when the ball lands on the edge of the pitch and doesn’t allow the batsman to play a shot, particularly spinning balls and deliveries down leg-side. A batsman playing at a wide delivery can be out in any form. Batsmen can still run to change ends off a Wide or No Ball and score 2 runs. Wides and No Balls are not to be re-bowled, except on the last ball of the 12 over innings which must be a legitimate delivery.

9.6 If a ball bounces twice before it reaches a batsman, the umpire should call ‘two bounce’ and if the delivery is not scored off, 1 run will be scored. Batsmen cannot be given out to a ball bouncing more than once, if they attempt to run, a run is allowed.

9.7 In both Junior and Senior games there is a maximum of 2 overs per bowler, i.e. at least 6 bowlers must be used. All overs consist of 8 deliveries.

9.8 Points will be awarded as follows:
   - Win = four (4) points
   - Tie/no result = two (2) points
   - Loss = one (1) point
   - Forfeit Loss = zero (0) points
   - Bye = four (4) points

9.9 Both coaches are to fax results to the Convenor no later than the first Wednesday following the game.