

Rotorua Cricket T10 Shootout Playing Conditions

A.) LAST MAN STANDS RULE All 10 (depending on how many players are in the team i.e. If team has only 8 player's then rule becomes effective after 7th wicket) wickets are needed to bowl a team out. When the seventh wicket falls, the Last Man Stands (on his own) The Last Man can only score 2, 4 or 6 off any ball. The ball is only dead when the batsman is behind the batting crease at the strikers end of pitch. When the Last Man Stands, he/she can only be run out at the batting crease (keepers end). If a batsman is run out under this rule he will not get any runs for completing the first run (in other words its two if he completes the two and zero if he does not).

B.1) DOUBLE PLAY - Two players can be dismissed off the same delivery. CAUGHT OUT and RUN OUT:

When the striker is out caught, if the non-striker is out of his crease, the fielding team may run him out. The ball is only dead when the non-striker has grounded his bat at the bowlers end of the pitch (popping crease). A DOUBLE PLAY can only be affected off a catch and can only be completed at the non-strikers end. (The bowler is awarded the caught wicket, and the team is awarded the run out wicket.)

C.) 6 BALLS PER OVER, A MAXIMUM OF 6 BALLS IN AN OVER (except the last over of the innings where 6 legitimate balls must be delivered)

D.) PENALTY BALLS A penalty ball is a **wide** or a **no ball**. The penalty ball results in 2 extra runs for the team total, ball not rebowled. *Except for the Last Over of an innings.*

D1.) Wide A ball that the batsmen, in the umpires opinion, can not reach. Any delivery above the batsmen's head is deemed a wide. (If you hit a delivery, that would have been deemed a wide, the ball is no longer a wide.)

D2.) No ball Any foot fault is a No Ball. Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease, is to be deemed a no ball. **These are to be called by the Official Umpire and not the square leg umpire/next batsmen in.** Any ball that bounces 3 times before reaching the batsmen's crease is a No Ball.

D2.1) FREE HIT ALL NO BALLS will result in a FREE HIT on the following delivery for the batsman.

- If a No Ball is bowled at the end of the over, the 1st ball of the very next over is a FREE HIT.
- If a Penalty Ball is bowled during a FREE HIT, the batsmen receives the extra 2 runs (and any extra runs he gets off that ball eg. wide that goes for 4 = 6, or no ball that gets hit for six = 8) and the Free Hit is carried over to the next ball, even if the next ball is in the next over.
- You can only be out 'run out' off a No Ball.
- If a run has been taken during a 'No Ball', the field may be changed for the FREE HIT. If no run has been taken the field setting must remain the same as the previous ball.

E.) LAST OVER In the Last Over of an innings all penalty balls will result in 1 extra ball and 2 runs, i.e. there is no limit to balls bowled and 2 runs are added for penalty balls.

Example 1: if a wide is bowled on the 5th ball the team gets 2 runs, the bowler then bowls another ball, which is also a wide, the bowler bowls another ball and the team gets 2 runs.

F.) MAXIMUM OF 2 OVERS PER BOWLER

H.) FIELDING RESTRICTIONS A maximum of 4 fielders on the leg-side of the pitch at the moment of delivery. The wicket keeper has to be within 15 metres of the stumps (i.e. keeper not long stop)

I.) TIME RESTRICTIONS A team has 40 minutes to bowl their 10 overs (4 minutes per over). With a 10 minute change over between innings. The umpires' will be strict on this.

I.1) PENALTIES FOR NOT BOWLING OVERS IN TIME When fielding first - Every over bowled after 40 mins will be deducted from your batting innings eg. if 2 overs are bowled after 40 min, your team will only receive 8 overs when batting. When fielding second - for each over you do not bowl the opposition will receive 18 runs. The umpire will consider valid time delays in the equation.

I.2) FALL OF WICKET The next batsmen in has only five minutes to get to the crease before being time out. (*Next batsmen should be at square leg umpire*)

K.) DOUBLE RUNS IN THE LAST OVER All boundaries scored in the last over of the batting innings are doubled i.e. a boundary 4 = 8 runs, a boundary 6 = 12 runs

L.) RETIRE @ 30 Once a batsman has 30 runs to his name, he has to retire. He may return to bat should all other wickets fall. The Last Man Stands play rule only comes into play once 10 (If team has only 8 players then rule becomes effective after 7 wickets have fallen) wickets have been taken.

M.) NUMBER OF PLAYERS PER TEAM to be agreed to between captains before game starts.

N.) BOWLERS RUN UP will not exceed 6 paces

O.) THERE WILL BE NO LBW's