

Spirit of the Game: *Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.*

1. There are two Laws which place responsibility for the team's conduct firmly on the captain.

Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Player's conduct

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decision of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

2. Fair and unfair play

According to the Laws the umpires are the sole judges of fair and unfair play.

The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

3. The umpires are authorised to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

4. The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain
- The roles of the umpires
- The game's traditional values

5. It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
 - (a) to appeal knowing that the batsman is not out
 - (b) to advance towards an umpire in an aggressive manner when appealing
 - (c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

6. Violence

There is no place for any act of violence on the field of play.

7. Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution towards this. © Marylebone Cricket Club

The Laws of the Game

1. NPPHEA's Game:

Number of players

A match is played between two sides, each of eleven players, one of whom shall be captain. By agreement a match may be played between sides of more or less than eleven players, but not more than eleven players may field at any time.

Teams are not to carry more than 15 players to a tournament, but are welcome to carry as many as they wish as members of their cricket clubs at school.

In previous years, our game was co-ed. As you are aware, the game has expanded in interest to both genders to the point that we can support single gendered games. This will make our game much easier to officiate, and manage.

The game shall consist of 12 six ball overs, at the end of each over, the batters will switch ends as in the real game. This is how true games are simulated while batting from one end only to avoid a great deal of fielding position switching, which we don't have time for.

After the first 6 overs (inning), the teams shall switch roles on the field.

No longer does the batter need to switch out after 6 balls (again, like the true rules of cricket), this means that you could potentially, though unlikely play the entire game on your original two batters.

This will make for 36 balls (throws) per batting side.

No bowler may bowl more than 2 overs each game, unless their third over occurs during a Super Over (this means you will need a minimum of 3 bowlers each game).

A ball bowled as a no-ball, or a wide ball will be assessed a warning to the bowler for first ball, and a two run penalty for every additional un-hittable ball. This rule begins at the start of each over bowled by a bowler.

If a bowler is not capable of bowling overhand with a straight arm, they may bowl underhand instead. All other bowling rules apply.

In the case of a tie-game at the end of a match, a "Super Over" (one over at bat for each team) will be played. If still tied, a coin toss will determine the winner.

Tradition would suggest that as uniforms, teams would be required to wear pants and a collared shirt for the game, likely even all white. As most schools will be investing in equipment this year, it is not a requirement to do so, though it is recommended. Pants must be worn, but a suggested alternative would be a t-shirt with the schools basketball jersey over top.

General:

2. Substitutes and runners

(a) If the umpires are satisfied that a player has been injured or become ill after the nomination of the players, they shall allow that player to have

(i) a substitute acting instead of him in the field.

(ii) a runner when batting.

Any injury or illness that occurs at any time after the nomination of the players until the conclusion of the match shall be allowable, irrespective of whether play is in progress or not.

(b) The umpires shall have discretion, for other wholly acceptable reasons, to allow a substitute for a fielder, or a runner for a batsman, at the start of the match or at any subsequent time.

3. Objection to substitutes

The opposing captain shall have no right of objection to any player acting as a substitute on the field, nor as to where the substitute shall field.

4. Restrictions on the role of substitutes

A substitute shall not be allowed to bat or bowl nor to act as wicket-keeper or as captain on the field of play.

5. Appointment and attendance

Before the match, two umpires shall be appointed, one for each end, to control the game as required by the Laws, with absolute impartiality.

6. Appointment of scorers

Two scorers (if possible) shall be appointed to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

7. Approval and control of balls

(a) All balls to be used in the match, having been approved by the umpires and captains and a NPPHEA Representative, shall be in the possession of the umpires before the toss and shall remain under their control throughout the match.

(b) The umpire shall take possession of the ball in use at the fall of each wicket, at the start of any interval and at any interruption of play.

The Pitch:



8. Area of pitch

The pitch is a rectangular area of the ground 22 yards/20.12m in length and 10ft/3.05m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 5ft/1.52m from it. See Laws 8.1 (Width and pitching) and 9.2 (The bowling crease)

9. Width and pitching

Two sets of wickets shall be pitched opposite and parallel to each other at a distance of 22 yards/20.12m between the centres of the two middle stumps. Each set shall be 9 in/22.86cm wide and shall consist of three wooden stumps with two wooden bails on top.

10. Size of stumps

The tops of the stumps shall be 28 in/71.1cm above the playing surface and shall be dome shaped except for the bail grooves. The portion of a stump above the playing surface shall be cylindrical, apart from the domed top, with circular section of diameter not less than 1 3/8 in/3.49cm nor more than 1 1/2 in/3.81cm.

11. The bails

- (a) The bails, when in position on the top of the stumps,
 - (i) shall not project more than 1/2 in/1.27cm above them.
 - (ii) shall fit between the stumps without forcing them out of the vertical.

Fielding Positions: See diagram on next page.

Equipment:

Helmet Batting Gloves Batting Leg Pads Bats Athletic Support (optional)

Wicket Keeper Leg Pads Wicket Keeper Gloves Catchers Mask for WK

Stumps & Bails Powerplay Incrediball (cricket)

Wicket Keeper

The wicket-keeper is the only member of the fielding side permitted to wear gloves and external leg guards. **We are also stipulating the use of a baseball catchers mask.** The wicket-keeper shall remain wholly behind the wicket at the striker's end from the moment the ball comes into play until (a) a ball delivered by the bowler either (i) touches the bat or person of the striker or (ii) passes the wicket at the striker's end or (b) the striker attempts a run.

Bowling:

Number of balls

The ball shall be bowled from each wicket alternately in overs of 6 balls.

12. Mode of delivery

- (a) The umpire shall ascertain whether the bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker.

It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball.

- (b) Underarm bowling shall be permitted.

13. Fair delivery - the arm

For a delivery to be fair in respect of the arm the ball must not be thrown. Although it is the primary responsibility of the striker's end umpire to ensure the fairness of a delivery in this respect, there is nothing in this Law to debar the bowler's end umpire from calling and signalling No ball if he considers that the ball has been thrown.

- (a) If, in the opinion of either umpire, the ball has been thrown, he shall

- (i) call and signal No ball.

- (ii) caution the bowler, when the ball is dead. This caution shall apply throughout the innings.

- (iii) inform the other umpire, the batsmen at the wicket, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

- (b) If either umpire considers that after such caution a further delivery by the same bowler in that innings is thrown, the umpire concerned shall repeat the procedure set out in (a) above, indicating to the bowler that this is a final warning. This warning shall also apply throughout the innings.

- (c) If either umpire considers that a further delivery by the same bowler in that innings is thrown,

- (i) the umpire concerned shall call and signal No ball. When the ball is dead he shall inform the other

umpire, the batsmen at the wicket and, as soon as practicable, the captain of the batting side of what has occurred.

(ii) the umpire at the bowler's end shall direct the captain of the fielding side to take the bowler off forthwith. The over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. The bowler thus taken off shall not bowl again in that innings.

14. Definition of fair delivery - the arm

A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that point until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

15. Fair delivery - the feet

For a delivery to be fair in respect of the feet, in the delivery stride

(i) the bowler's back foot must land within and not touching the return crease.

(ii) the bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease.

If the umpire at the bowler's end is not satisfied that both these conditions have been met, he shall call and signal No ball.

16. Ball bouncing more than twice or rolling along the ground

The umpire at the bowler's end shall call and signal No ball if a ball which he considers to have been delivered, without having previously touched the bat or person of the striker, either (i) bounces more than twice or (ii) rolls along the ground before it reaches the popping crease.

17. Call of No ball for infringement of other Laws

In addition to the instances above, an umpire shall call and signal No ball as required by the following Laws.

Law 40.3 - Position of wicket-keeper

Law 41.5 - Limitation of on side fielders

Law 41.6 - Fielders not to encroach on the pitch

Law 42.6 - Dangerous and unfair bowling

Law 42.7 - Dangerous and unfair bowling - action by the umpire

Law 42.8 - Deliberate bowling of high full pitched balls.

18. Ball not dead

The ball does not become dead on the call of No ball.

19. Penalty for a No ball

A penalty of two runs shall be awarded instantly on the call of a second No ball. Unless the call is revoked, this penalty shall stand even if a batsman is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other penalties awarded.

20. No ball to count

A No ball shall count as one of the over.

Batting & Scoring:

21. A run

The score shall be reckoned by runs. A run is scored

- (a) so often as the batsmen, at any time while the ball is in play, have crossed and made good their ground from end to end.
- (b) when a boundary is scored.
- (c) when penalty runs are awarded.
- (d) when Lost ball is called.

22. Runs allowed for boundaries

- (a) Before the toss, the umpires shall agree with both captains the runs to be allowed for boundaries. In deciding the allowances, the umpires and captains shall be guided by the prevailing custom of the ground.
- (b) Unless agreed differently under (a) above, the allowances for boundaries shall be 6 runs if the ball having been struck by the bat pitches beyond the boundary, but otherwise 4 runs. These allowances shall still apply even though the ball has previously touched a fielder.

23. Delivery not a Wide

The umpire shall not adjudge a delivery as being a Wide

- (a) if the striker, by moving,
 - either (i) causes the ball to pass wide of him, as defined in 1(b) above
 - or (ii) brings the ball sufficiently within his reach to be able to hit it with his bat by means of a normal cricket stroke.
- (b) if the ball touches the striker's bat or person.

24. Byes

If the ball, not being a No ball or a Wide, passes the striker without touching his bat or person, any runs completed by the batsmen or a boundary allowance shall be credited as Byes to the batting side.

How to get a batter out:

25. Wicket put down

- (a) The wicket is put down if a bail is completely removed from the top of the stumps, or a stump is struck out of the ground by
 - (i) the ball.
 - (ii) the striker's bat, whether he is holding it or has let go of it.
 - (iii) the striker's person or by any part of his clothing or equipment becoming detached from his person.

(iv) a fielder, with his hand or arm, providing that the ball is held in the hand or hands so used, or in the hand of the arm so used.

The wicket is also put down if a fielder pulls a stump out of the ground in the same manner.

(b) The disturbance of a bail, whether temporary or not, shall not constitute its complete removal from the top of the stumps, but if a bail in falling lodges between two of the stumps this shall be regarded as complete removal.

26. When out of his ground

A batsman shall be considered to be out of his ground unless his bat or some part of his person is grounded behind the popping crease at that end.

27. Out Bowled

(a) The striker is out Bowled if his wicket is put down by a ball delivered by the bowler, not being a No ball, even if it first touches his bat or person.

28. Out Caught

The striker is out Caught if a ball delivered by the bowler, not being a No ball, touches his bat without having previously been in contact with any member of the fielding side and is subsequently held by a fielder as a fair catch before it touches the ground.

29. A fair catch

A catch shall be considered to have been fairly made if

- (a) throughout the act of making the catch
- (i) any fielder in contact with the ball is within the field of play. See 4 below.
- (ii) the ball is at no time in contact with any object grounded beyond the boundary.

The act of making the catch shall start from the time when a fielder first handles the ball and shall end when a fielder obtains complete control both over the ball and over his own movement.

(b) the ball is hugged to the body of the catcher or accidentally lodges in his clothing or, in the case of the wicket-keeper, in his pads. However, it is not a fair catch if the ball lodges in a protective helmet worn by a fielder.

30. Out Hit wicket

(a) The striker is out Hit wicket if, after the bowler has entered his delivery stride and while the ball is in play, his wicket is put down either by the striker's bat or by his person.

31. Out LBW is a method of getting out whereby it is believed by the umpire upon appeal only, that the ball would have hit the stumps had it not come in contact with the batters leg. This method of out will now be used in the tournament. For the first few years of the tournament we did not.

32. Out Run out

(a) Either batsman is out Run out, except as in 2 below, if at any time while the ball is in play

- (i) he is out of his ground
- and (ii) his wicket is fairly put down by the opposing side.

(b) (a) above shall apply even though No ball has been called and whether or not a run is being attempted,

33. Out Stumped

(a) The striker is out Stumped if

- (i) he is out of his ground
- and (ii) he is receiving a ball which is not a No ball
- and (iii) he is not attempting a run

and (iv) his wicket is fairly put down by the wicket-keeper without the intervention of another member of the fielding side.

The official laws of the game of cricket can be found at, and should be looked at by each coach at the following website www.lords.org/laws-and-spirit/laws-of-cricket/

Terms & Definitions:

Appeal

the act of a *bowler* or *fielder* shouting at the *umpire* to ask if his last ball took the *batsman's wicket*. Usually phrased in the form of *howzat* (how-is-that?). Common variations include 'Howzee?' (how is he?), or simply turning to the umpire and shouting.

Bail

one of the two small pieces of wood that lie on top of the *stumps* to form the *wicket*

Bouncer

a fast short pitched *delivery* that rises up near the *batsman's* head.

Boundary

1. the perimeter of the ground;^[10]
2. *four runs*. Also used to mention a *four* and a *six* collectively;^[10]
3. the rope that demarcates the perimeter of the ground.¹

Bowled

a mode of a *batsman's* dismissal. Occurs when a *delivery* hits the *stumps* and removes the *bails*

Breaking the wicket

the act of dislodging the *bails* from the *stumps*

Cap

awarded by countries for each appearance at Test level.

Catch

to *dismiss* a *batsman* by a *fielder* catching the ball after the *batsman* has hit it with his *bat* but before it hits the ground

Chuck

to *throw* the ball instead of *bowling* it (i.e. by straightening the elbow during the delivery); also **chucker**: a *bowler* who chucks; and **chucking**: such an illegal bowling action. All are considered offensive terms as they imply cheating

Crease

one of several lines on the *pitch* near the *stumps* (the "popping crease", the "return crease" and the "bowling crease") most often referring to the popping crease

Fast bowling (also *pace bowling*)

a style of bowling in which the ball is *delivered* at high speeds, typically over 90 mph (145 km/h). Fast bowlers also use *swing*.

Spin bowling

a style of bowling in which a spin *bowler* ("spinner") attempts to deceive the *batsman* by imparting spin on the ball using either their fingers or their wrist. Spin bowling is most effective when the ball is travelling relatively slowly, and so most spinners bowl at a pace between 40 and 55mph.

"How's that?" (or "Howzat?")

the cry of a fielding team when *appealing*, notable because an umpire is not obliged to give the batsman 'out' unless the question is asked.

Innings

one player's or one team's turn to bat (or bowl). Unlike in baseball, and perhaps somewhat confusingly, in cricket the term "innings" is both singular and plural.

Leg before wicket (LBW)

a way of *dismissing* the *batsman*. In brief, the batsman is out if, in the opinion of the *umpire*, the ball hits any part of the batsman's body (usually the leg) before hitting the bat and would have gone on to hit the *stumps*

Limited overs match

a one-innings match where each side may only face a set number of overs. Another name for one-day cricket.

Man of the match

In cricket, the Man of the Match award may be given to the highest scoring batsman, leading wicket taker or best overall performance.

Marylebone Cricket Club ("MCC")

the custodian of the laws of cricket

No ball

an illegal *delivery*, usually because of the *bowler* overstepping the popping crease, scoring an *extra* for the batting side. Full tosses that pass above the waist of the batsman are also deemed no balls. See *beamer*.

Over

the *delivery* of six consecutive balls by one *bowler*

Run out

dismissal by a member of the fielding side breaking the *wicket* while the *batsman* is outside his/her *crease* in the process of making a *run*

Six (or Sixer)

a shot which passes over the *boundary* without having bounced, so called because it scores six *runs* to the batting side.

Stump

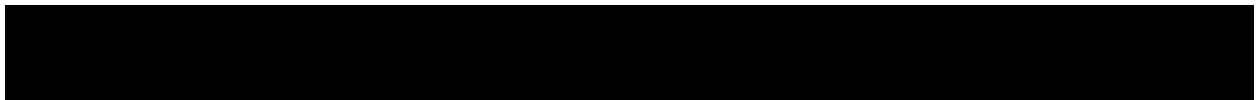
1. one of the three vertical posts making up the *wicket* ("off stump", "middle stump" and "leg stump");^[2]
2. a way of *dismissing* a *batsman*

Wicket

1. a set of *stumps* and *bails*;
2. the *pitch*; or
3. the *dismissal* of a *batsman*

Yorker

a (usually fast) *delivery* that is pitched very close to the *batsman*. The intent is for it to bounce exactly underneath his *bat* or on his toes, in the *block hole*. A perfectly-pitched fast yorker is almost impossible to keep out; a bad yorker can turn into a *half-volley* (too short) or a *full toss* (too full).



Tournament Date: May.

Location: Batsman Park (Batsman Park)

Start Time: 10 am

End Time: 4 pm

Concession Stand: No

Shelter: Some

Media: Make sure students have signed media consent as part of tournament permission form, we will likely be attended by an assortment of media.

