



SCHOOL SPORT VICTORIA

CRICKET – PRIMARY

CRICKET BLAST

Proudly supported by Cricket Victoria

These rules apply to the Latrobe Valley Division competition.

- Match Format:** Round Robin Format with **NO FINALS** with the team finishing on top winning the competition.
Cricket Blast School Cup.(Eight overs in each innings)
- Match Schedule:** There will be a Pre-Championships Briefing for all teams prior to first round matches.
- Match Winner:** Matches in the round-robin section will be decided by the most runs scored.
If a round robin match is tied, a draw will stand.
- Round Robin Winner:**
1. If teams finish equal on games won then positions will be decided on number of runs scored (or on average runs scored where a bye exists). The team with the bye scores points as for a win and receives their average runs for all the matches. Finals will generally be 1 Vs 2, 3 Vs 4, 5 Vs 6 etc (variation with pools).
 2. If teams are equal on wins and runs scored, a bowl off will be conducted to determine who qualifies for the final.
- If the final is tied a 'Bowl Off' will take place:
- 8 members of each team bowl a ball at the stumps.
 - 1 point is scored for each ball that hits the stumps
- If the 'Bowl Off' is tied the process is repeated until a winner is decided.
- Conditions:** See the School Sport Victoria 'General Conditions of Competition'.
- A girl cannot play in a girls team and a boys/mixed team in the same sport.
- Team Size:** Twelve (12) players only may be used in one day
Only twelve (12) SSV medallions plus one (1) for the coach will be awarded to placegetters.
Extra SSV medallions will NOT be available.
- Rules:** Matches to be played using Cricket Victoria's T20 Blast School Cup Rules
- Batting:**
1. Eight batters are put in pairs numbered 1-4 . Each pair will bat together for two overs.
 2. Pairs remain batting irrespective of the number of times they are dismissed, until they have batted for two overs. Batters swap ends at the end of each over.
 3. Players can be 'out' in the following ways: bowled, caught, run out, stumped, hit wicket or leg before wicket (LBW). A batter can only be out LBW when they do not offer a shot and the ball is definitely going to hit the stumps.
 4. The only penalty for being out is that players swap ends (this does not apply to run out) and the bowling team receives five bonus runs to their total score.
 5. The next batting pair must be ready to bat immediately following the previous pairs innings
 6. One all four pairs have batted for two overs the two teams swap roles.
- Bowling:**
1. Eight players must bowl and wicket-keep for one over each (there is no designated wicket-keeper). One partner bowls whilst the other wicket-keeps (the wicket-keeper must field behind the stumps at the batters end). At the end of the over (six balls) the partners swap roles.
 2. Bowlers are limited to eight metre run ups. The maximum run up will be marked with a white line.
 3. All overs are to be bowled from the same end. At the end of the over the batters swap ends.
 4. There will be a maximum of six deliveries in each over. 'No Balls' are not re-bowled except for the final over of the innings, which must contain six legitimate balls.
 5. At the State Final the first 3 balls of each over must be bowled overarm. The second three balls can be bowled underarm if the bowler is having difficulty overarm. When bowling underarm the ball is only allowed to bounce once.

No Balls:	<ol style="list-style-type: none"> 1. A ball that bounces over shoulder height when the batter is in a normal batting stance shall be called a no ball. Any ball that is a full toss above waist height shall also be called a no ball. 2. At the batters end there will be two plastic cones placed parallel to the stumps 120cm from the middle stump. Any ball that passes outside this area shall be called a no ball. 3. Two runs are awarded to the batting team for every no ball bowled. 4. Any overarm delivery that bounces more than once or rolls along the ground, shall be deemed a fair delivery (unless the bowler is deliberately rolling it along the ground to obviously gain an advantage). The umpire may decide to re-bowl deliveries if they consider them unfair.
Free Hit:	<ol style="list-style-type: none"> 1. If a 'no ball' is bowled then the batter receives a 'free hit' off the batting tee. 2. A batter only gets one swing at a free hit. The ball can be hit on either the 'on' or 'off' side but cannot be hit behind the wicket. An 'airy' counts as a swing/hit. 3. In the case of a 'free hit', the fielding team must stay in the positions they were in at the moment the previous delivery was made until the ball is hit off the tee. 4. The batter can only be 'out' by run out from a 'free hit' and so cannot go 'out' 'bowled', 'hit wicket' or 'stumped'. 5. For safety reasons, the batter is the only player permitted to place the ball on the 'free hit' tee.
Fielding:	<ol style="list-style-type: none"> 1. At the moment of delivery no players may field closer than 10 metres from the bat (except the wicket-keeper or slip fielders) 2. No more than three players can field in the Double Zone at the time of delivery 3. Fielders can be interchanged at the conclusion of each batting pair. If a fielder is injured a substitute may take his/her place and fulfil all requirements of that player.
Scoring:	<p>Runs and extras are scored according to the rules of cricket with the following exceptions:</p> <ol style="list-style-type: none"> 1. A 'no ball' is scored as 2 runs to the batting side plus whatever runs are scored off the 'free hit'. 2. Any runs scored off the bat into the double zone will be doubled. The double zone is an area behind the stumps at the bowlers end. A ball hit along the ground to the boundary in this zone is credited with 8 runs. If the ball is hit over the boundary on the full in the double zone scores 12 runs.(note: two runs for a no ball does not become four if it is hit into the double zone). 3. Every wicket taken by the bowling side results in them receiving a bonus five runs to their total score.
Officials:	<ol style="list-style-type: none"> 1. Umpires will be provided at the State Finals 2. Each team is required to supply a scorer who stand together at Square Leg for all games.
Equipment to bring	<ol style="list-style-type: none"> 1. Wooden or plastic bats may be used by batters 2. Kookaburra World Cup Balls will be used at Regional Carnivals and State Finals. These will be supplied by Cricket Victoria. 3. It is strongly recommended that wicket-keepers wear a helmet with a grill. 4. Stumps and cones used at Region and State Finals will be supplied by Cricket Victoria.



NOTE: An up to date team sheet must be handed to the convener on the day of competition.