

Peel Elementary Cricket TEN10 RULES

- 10 players (plus 2 substitutes)
- Grade 4/5 coed team (up to you with ratio of boys and girls)
- There are 10 overs (short game is 5 overs)
- Player can bowl twice (not back to back) - min. of 5 bowlers to max. of 10 bowlers
- Batters bat in pairs for 2 overs per pair, making up 10 overs
- Games should be completed in 45 mins. Keep the game moving: everyone should know the batting and bowling order and quickly move on and off the area of play;

BATTING RULES

- Each pair bats for 2 overs, regardless of how many times they are out
- Batters are to swap ends when out - apart from a *run out**
- Runs are scored like traditional cricket: running between wickets, boundary 4's and 6's
- A 4 is the ball crossing the boundary line after one or more bounces
- A 6 is awarded if the ball crosses the boundary line on the full without touching the playing field
- Stump out is allowed: If you swing and miss hitting the ball, quickly put the bat or foot over the crease so that the wicket keeper can't get you out
- After 3 good bowls and the batter did not hit the ball - swap sides with your partner
- After 3 consecutive hits - swap sides with your partner
- If a batter is out from the bowler hitting the wicket - swap sides with your partner
- Batters can be out: caught, bowled, run out, hit wicket and stumped

FIELDING RULES

- Fielders are not permitted closer than 10m to the batter at the point of delivery (apart from the wicket keeper)
- Catch out and *run out** is 5 points for the fielding team

BOWLING RULES

- Player bowls 1 over of 6 ball deliveries - *no balls** - rebowled once and then one swing off a pylon
- If the bowl is **wide* - rebowled once and then one swing off a pylon
- Player can bowl twice (not back to back) - min. of 5 bowlers to max. of 10 bowlers
- Batters can be out: caught, bowled, run out, hit wicket and stumped
- No wicket on a full toss (ball must bounce and then hit the wicket to be considered out)
- No LBW (leg before wicket) - batters should not be directly in front of the wicket
- Each wicket is worth 5 points (one wicket) to the fielding team (bowler hits the wicket)

MISC.

- Coaches please remember this game is about having fun and each participant enjoying their opportunity. Ensure the game is played in this spirit!
- All equipment are provided (balls, bats, wickets)
- Bring a canopy for shade

**run out:* hit the stumps before player gets to the wicket

**wides:* balls that pass the batter outside the marked lines 1.2 m from middle stump on each side

**no ball:* ball rolls, has no bounce; the ball delivery bounces over a batter's shoulders or above the waist