



School Sport Victoria

2025 Greater Western Region



CRICKET

NEW LOCATION: VIC PARK OVAL 4 BALLARAT

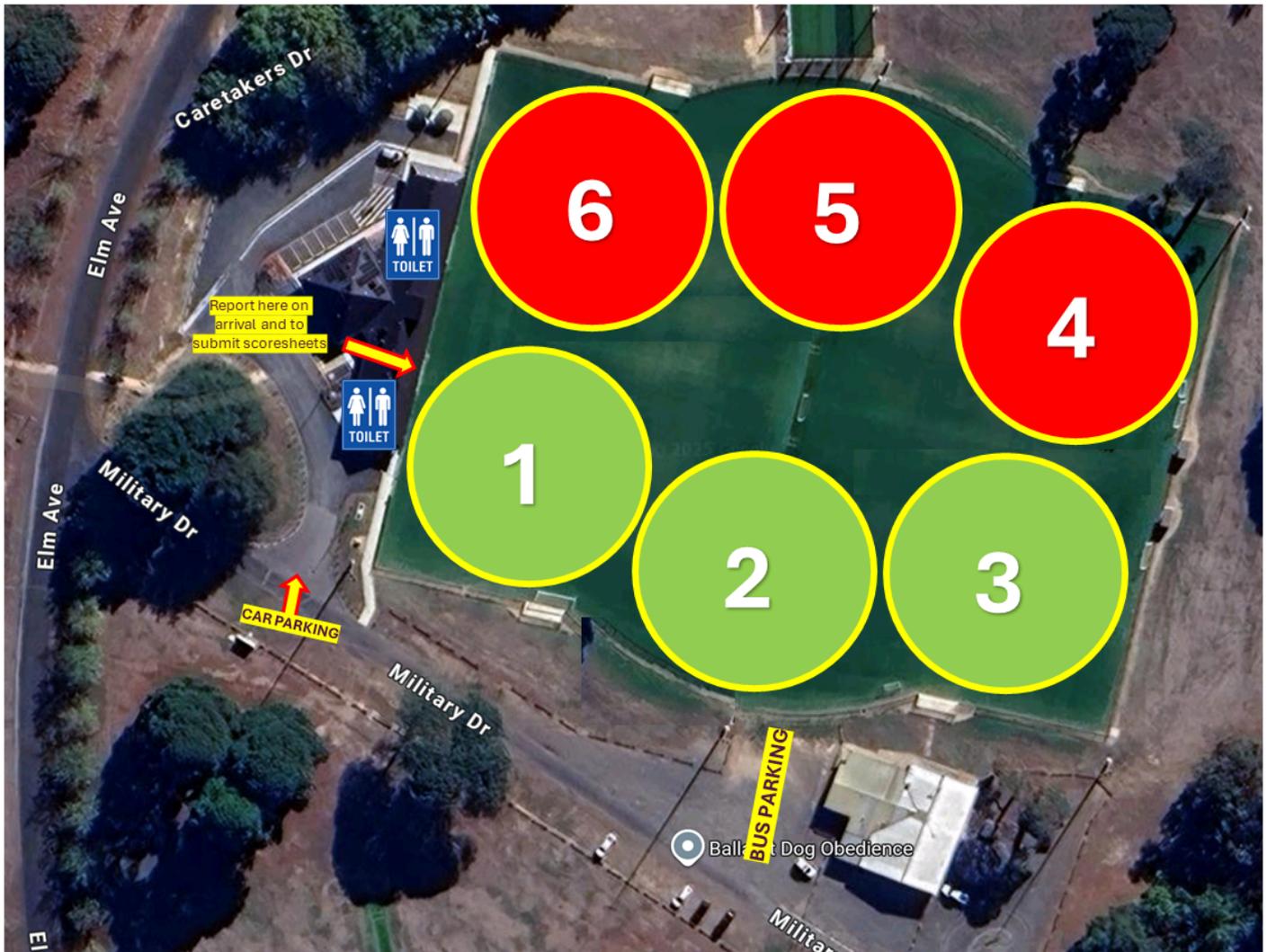
Military Drive, Newington

Wednesday the 19th of November 2025

Arrival Time 9:15am, first games 9:30am

Conclusion 2:40pm

VENUE MAP & INFO



Please report to Greg upon arrival to collect equipment.

- Playing fields will be set up with pitch markings, stumps, batting tees and boundary cones with double zones. Teams are required to supply their own bats for each match (wooden or plastic is accepted).
- Match balls will be supplied for each field and must stay at that field for each match throughout the day.
- Each field will have a clipboard containing a set of rules, final fixture, venue map and scoresheets.
- Scoresheets must be returned at the completion of each match for result entry. Please ensure all fields are completed correctly.
- It would be greatly appreciated if I could have all field equipment packed up and brought in at the end of the final matches as I have to leave as soon as possible to catch up with my school's grade 3/4 camp in Beaufort.

Structure of the Region Cricket Blasts

Location & Arrival

All playing areas are easily accessible roads surrounding the venue. Please report to the Event Coordinator upon arrival to check in and collect required match equipment. Upon collection, teams may move to their first match venue and commence as soon as possible.

Ovals

The oval being used will be tidy upon the commencement of the competition. It is expected that students pick up all of their rubbish and place it in the bins provided.

Parking

There is ample parking available at this venue. Please adhere to the signage and cones/bollards put in place by council or SSV staff.

Round robin draw

- To access the Cricket draws, please [click here](#)
- Note – final draw will be distributed on the day upon arrival check in.

Progression to the State event

1 team from each of the Boys/Mixed and Girls competitions will progress to the [State Cricket Event](#) to be held at Ian Johnson Oval 1 Aughtie Drive, St. Kilda Harry Trott Oval & Ross Gregory Oval Village Green Drive, St. Kilda on Thursday the 27th of November.

Progressing teams will be those that finish on top of their respective competition ladder after 5 qualifying rounds. In the event of uneven team numbers and where byes are required, any team that has a bye shall receive match points equal to that of a win with no additional percentage points.

The team with the highest number of match points will finish on top of the ladder. If there are multiple teams on the same number of points, the team with the higher percentage will progress. Percentage is calculated as per the following: -

$$\text{RUNS FOR} \div \text{RUNS AGAINST} \times 100$$

Coaching

Whilst coaching is now permitted by the appointed coach for each game in all SSV events we do ask that coaches respect the on court play and decisions of their teams and umpires. Excessively loud coaching or negativity towards umpires/other teams will not be tolerated and coaches may be asked to step away from the current game if warnings are not adhered to. If requests are ignored the Coordinator for the event reserves the right to ask the particular coach to leave the venue for the remainder of the tournament and contact will be made with the Principal of the school in mention to alert them to the issue for the follow up back at your school

First Aid

Each team is required to bring their own first aid kits and any tape they may require for the taping of players and must manage and administer their own First Aid.

Umpires

Each school is required to supply a scorer and an umpire for the game. An example scoresheet is attached.

Nature of the tournament

Students are attending from in and around the Greater Western Region to experience sport at a Region level. All students are playing to enhance their own opportunities in life and to be a part of a team. In doing so we ask all students to play fairly and have fun.

Disputes

Any disputes regarding decisions should be first directed to the event convenor. Only team managers are permitted to voice this dispute. This can either be conducted through a written complaint or verbal complaint. Whichever the case the dispute will be discussed by the event convenor and the umpires in charge of that game. A decision will be reached immediately which we ask to be respected by all parties involved.

Unsportsmanlike conduct- In the event of unsportsmanlike conduct the following will occur:

- *Players*- First instance- is given a warning, Second instance- be sent off and will take no further part in the present game, Third instance- be disqualified from partaking in the remainder of the carnival
- *Team Officials*- First instance- is given a warning, Second instance- is asked to leave the venue.
- *Spectators*- First instance- is given a warning, Second instance- is asked to leave the venue.
- *Disqualifying Teams*- In the event that a team has been given repeated warnings and still breach the unsportsmanlike conduct they will be disqualified from the competition and be stripped of all championship points. Also a letter will be drafted and sent to the SSV informing them of the situation.

Cricket Blast School Cup Primary Rules

RULES

- A game is played between two teams with a minimum of eight players. Substitutes may be used in any combination providing that no more than 8 individuals bat and 8 individuals bowl. Only 8 fielders are permitted on the field at any one time. Thus, 8 players bowl and wicket keep for one over each.
- A team must have at least 6 players to participate in a match. If a team has 6 or 7 players, the opposition team will nominate 3 players who cannot bat twice and 3 players that cannot bowl twice. This will be decided after the third pair of batters/bowlers have completed their overs
- A bat flip will determine which team bats first.

BATTING

- Plastic or wooden bats may be used. Batters do not need to wear pads or gloves.
- Batting pairs bat for two overs. Players remain batting irrespective of the number of times they are given 'out', until they have batted for two complete overs (12 balls).
- Batters swap ends at the end of each over and when dismissed (except in the event of a run out).
- If a batter is dismissed, the bowling team receives five bonus runs (per wicket). Please note that runs are not deducted – they are added to the bowling team's final total. Thus, the only penalty for being given 'out' is that the batters swap ends.
- If the ball is hit into the Double Score Zone then all runs are doubled eg 1 = 2, 3 = 6 etc..
- Players can be given 'out' in the following ways; 'bowled', 'caught', 'run out', 'stumped' and 'hit wicket'.
- A batter cannot be dismissed LBW unless they do not offer a shot.
- The next batting pair must be ready to bat immediately following the previous pair's innings.
- If a batter is run out, they will still receive any runs they completed during that delivery.

DOUBLE ZONE

- Only runs hit into the 'Double Zone' are counted as double runs. Overthrows are **not** doubled.
- No more than 3 players can field in the 'Double Zone' at the time of delivery.

BOWLING

- Eight players must bowl and wicket-keep for one over each (no designated wicketkeeper). One partner bowls whilst the other wicket-keeps, then at the end of the over (six balls), the partners swap roles.
- Bowlers are limited to a ten-metre run up – this can be marked by a white line.
- All overs are bowled from the same end. The batters swap ends at the end of each over. Umpires are asked to encourage bowling with a straight arm in the spirit of the rules.
- There is a maximum of six deliveries in each over. 'No Balls' are not re-bowled.
- Any over arm 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 gain an obvious advantage). The umpire may decide that deliveries should be re-bowled if they are considered unfair.
- If a player is unable to bowl and is throwing the ball, they must attempt to bowl overarm 3 times. If they are unable to complete this satisfactorily, they may underarm the final 3 balls of the over. The underarm delivery must bounce only once and cannot be rolled.
- No fielders are permitted within 10m of the batter (except for wicketkeeper & slips).

NO BALLS

- There are four types of deliveries that classify as a 'no ball'. A 'no ball' is one that:
 - (i) bounces over the batter's head at batting stance.
 - (ii) reaches the batter above waist height (above the bottom rib) on the full.
 - (iii) goes outside the no-ball/wide markers at the batter's end (even if it beats the keeper).
 - (iv) sees the bowler overstep the crease at delivery.
- If a no-ball is bowled (whether the batter hits it or not), the batting team receives two runs and a 'free hit' off the cone. The only way a batter can be 'out' off a free hit is a run out.
- Any byes that result from a no ball bowled outside of the wide cones shall be awarded to the batting team along with two runs for extras and the free hit off the tee.
- Fielders cannot move until after the ball is struck (or swing completed).
- Batters may not run if the ball is hit behind the batter's stumps off the tee but can be hit to the off or on sides. The 'bowled' ball can be hit anywhere.
- If an above waist full toss no ball is bowled the batter will receive any runs scored, plus 2 extras, plus a free hit off the tee.

FREE HIT RULE

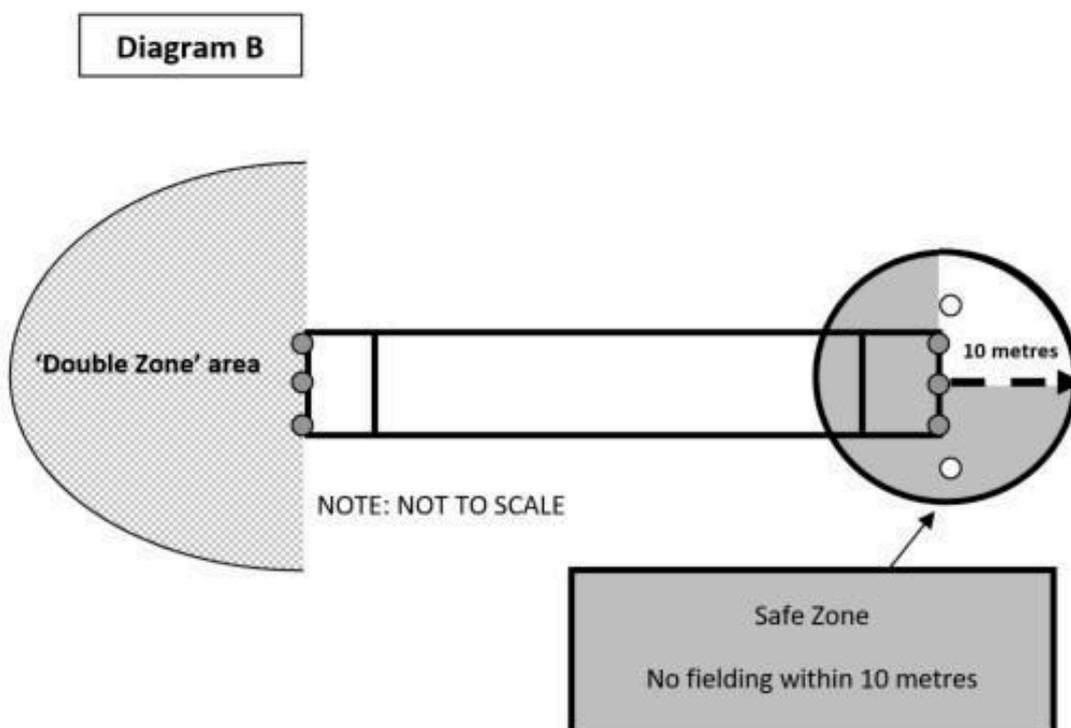
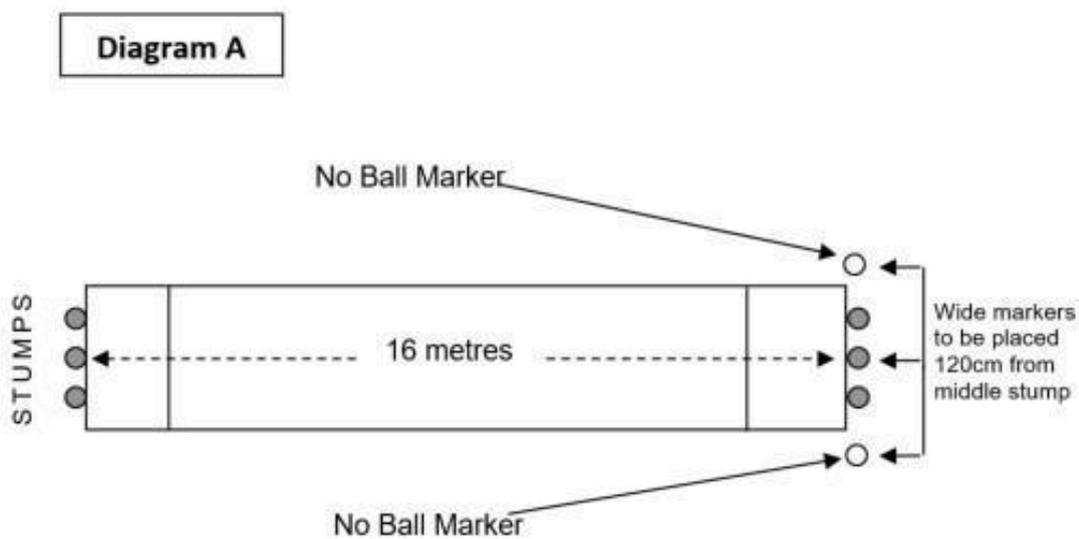
- If a 'no ball' is bowled, then the batter receives a 'free hit' off the batting tee. Right-hand batters must hit off the right batting tee and left-hand batters must hit off the left batting tee.
- A batter only gets one swing at a free hit off the tee. The ball can be hit on either the 'on' or 'off' side but **cannot be hit behind the wicket**. An 'airy' does count as a swing/hit.
- 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.
- The batter can only be 'out' by run out from a 'free hit'. They cannot be dismissed 'stumped'.
- For safety reasons, the batter is the only player permitted to place the ball on the 'free hit' tee.

SCORING

A 'no ball' is scored as 2 runs to the batting side plus whatever runs are scored off the 'free hit'.

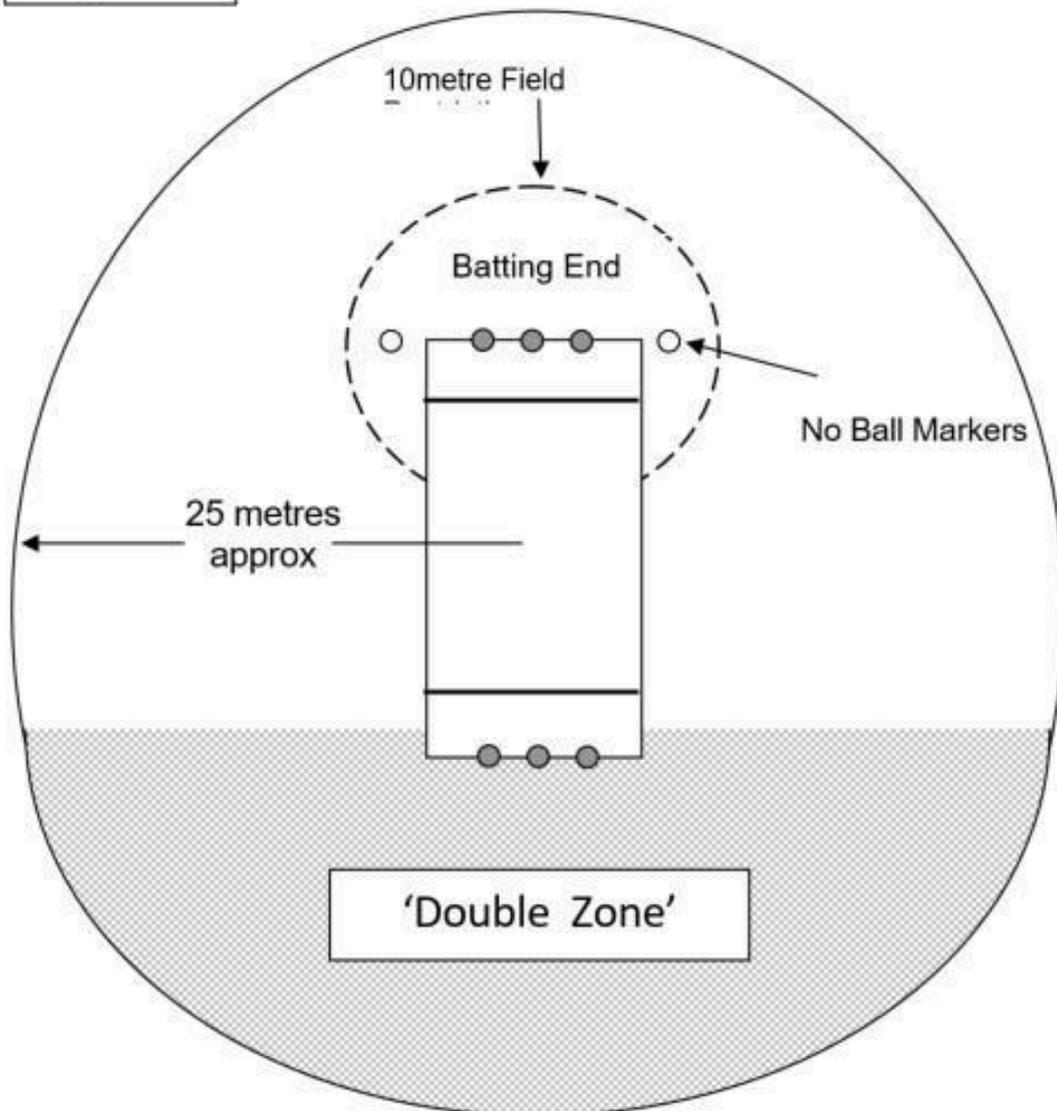
- A ball that bounces before making it past the boundary is equal to 4 runs, a ball that reaches the boundary on the full is equal to 6 runs.
- Any run scored off the bat into the 'Double Zone' will be doubled. The 'Double Zone' is any area behind the stumps at the bowler's end (see diagram). A ball 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', then **12** runs are scored. (Note: 2 runs for a 'no ball' does not become 4 if it is hit into the double zone).
- Every wicket taken by the bowling side results in them receiving a bonus five runs to their total score.

GROUND DIMENSIONS



GROUND DIMENSIONS

Diagram C



PRIMARY SCHOOL CRICKET SCORESHEET (EXAMPLE)

BOYS GIRLS	TEAM 1	TEAM 2
POOL # 2	Margaret Falls PS	V Cameron Heights PS
ROUND # 3		

TEAM 1		Margaret Falls Primary School											
BATTING PAIR 1	OVER 1	OVER 2						Wkts Lost	Runs				
	3 0 X 6 12 1	0 0 X1 5 2 4						2	34				
BATTING PAIR 2	OVER 1	OVER 2						Wkts Lost	Runs				
	2 4 2 X X X	1 6 8 2 2 1						3	28				
BATTING PAIR 3	OVER 1	OVER 2						Wkts Lost	Runs				
	X 12 12 14 4 0	0 4 0 0 1 6						1	53				
BATTING PAIR 4	OVER 1	OVER 2						Wkts Lost	Runs				
	1 2 2 2 2 1	4 6 4 2 0 0						0	26				
Please place number of runs made in each ball square, an X for a wicket lost, or an X# (eg X2) for runs completed before a run out occurred. Use zeros for no runs, not dots.							Total	6	141				

TEAM 2		Cameron Heights Primary School											
BATTING PAIR 1	OVER 1	OVER 2						Wkts Lost	Runs				
	0 X X 6 8 6	10 3 0 1 2 4						2	40				
BATTING PAIR 2	OVER 1	OVER 2						Wkts Lost	Runs				
	X2 6 0 0 X 8	1 1 1 X 2 1						3	22				
BATTING PAIR 3	OVER 1	OVER 2						Wkts Lost	Runs				
	12 12 8 1 0 X	X X 1 10 8 4						3	56				
BATTING PAIR 4	OVER 1	OVER 2						Wkts Lost	Runs				
	6 4 2 1 X 1	X 8 X 1 2 8						3	33				
Please place number of runs made in each ball square, an X for a wicket lost, or an X# (eg X2) for runs completed before a run out occurred. Use zeros for no runs, not dots.							Total	11	151				

TEAM 1	
Wkts lost (WL1)	6
Runs scored (RS1)	141

TEAM 2	
Wkts lost (WL2)	11
Runs scored (RS2)	151

RS1	+	WL2 x 5	=	TOTAL
141		55		196

RS2	+	WL1 x 5	=	TOTAL
151		30		181

NOTE* Bonus runs are added to a batting team's score for the number of wickets they took x5. Runs are not subtracted from their score. Eg: 5 wickets = 25 bonus runs