



Cricket 8's

CHAMPIONSHIP



Dates

SATURDAY March 20 • START 8:30am • day

SUNDAY March 21 • START 8:30am • day

Elimination tournament scheduled for Sunday
Schedule may change

Events

MEN Open

WOMEN Open

More information can be found on the Entry Form available from corporategames.net.au/nsw/sportsevents.shtml

Format

Competition is pool play followed by elimination tournament
In pool play teams are scheduled for a minimum 3 games where possible, to be completed in one day.

Competition is *not* graded

Each pool may contain teams from all "Levels of Play"

A game is 1 hour limited overs

Squad size **Minimum 10 Maximum 12** required on Entry Form

Team size 8 players required on field

A team forfeits if it cannot field 6 players

Regulations

Games are 7 six-ball overs from one end of the wicket per team

Overs shall have a maximum of 8 balls (including wides and no balls) except for the last over of an innings which must have 6 legal deliveries.

Umpires or officials will be provided and positioned at the bowler's end.

A member of the batting side will be square leg umpire.

Two umpires will be provided to officiate during medal Games.

An Individual may enter on only one Cricket Team and represent only ONE Organisation in the Games. Entry is NOT limited to employees.

Rules

Australian Cricket Board laws of cricket as adapted by NSWCA and the Corporate Games. See Competition Rules on page 2.

Equipment

Competition balls (Platypus Plyaballs) supplied by Games.

Teams are to supply pads bats and protectors. Batters may wear protective leg guards (pads), gloves and helmet which they must supply.

Uniform

Like kind and colour preferred. Whites or long pants not required.

Results & Scoring

Each team must supply a scorer. No dispute of the score will be allowed if a scorer is not supplied. Captains must check and sign the completed Score Sheet immediately after each Game.

Official Games Results are available from corporategames.net.au/nsw after the Awards Dinner on March 22

Sport Organiser

Hayden McKay

Sport Venue

Bressington Park, Mason Park, Strathfield Park, Strathfield

Sport Venue Control Location – amenities area next to play ground in Mason Park.

See maps. Venue and field locations may change.

Captains must report to Sport Venue Control at least 30mins before their **first** scheduled match. Failure to do so may result in a forfeit.

Before competition entrants must present their validated Games ID Card and be able to show personal photo ID.

Entry Fee

\$60 per participant including GST

Entry Deadlines

Guaranteed Entry Deadline February 4

Only complete Entries with payment are guaranteed

Final Entry Deadline February 18

Entries received after the Guaranteed Entry Deadline are taken on a "first come" basis

Replacement or Changes Deadline After March 4 replacements and changes will be at the discretion of the Games and subject to a \$25 fee per change.

Withdrawals and Refunds Deadline Before March 4 refunds are minus \$25 per person. After March 4 no refund. Withdrawals must be in writing.

Start Times and Draws

Unofficial Draws with start times are available from the Games website ONE week before the Games. Official Draws are only available from a Games SuperCentre open from Monday March 15 to Sunday March 21. Before Final Deadline a preferred start time may be requested but is not guaranteed. A Request Form is available from corporategames.net.au/nsw/organisingateam.shtml

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Cricket 8's Competition Rules

This information must be read in conjunction with "Sport Entry Forms", "Sport Information" and "Games Information" available from the website. Details are subject to change please contact the Games Office for the most recent information.

- A. A game is played between teams of 8 players and consists of 7 six-ball overs bowled by each side from one end of the wicket.
- B. With the exception of the wicket keeper each member of the fielding side bowls one over. The wicket keeper cannot be changed during a game unless he/she is injured. The substitute wicket keeper, who cannot bowl, must complete the innings.
- C. If the fielding side has fewer than eight players, the batting team will nominate the bowler in order to complete the innings.
 - In the case of injury on the fielding side:
 - i A reserve may replace the injured player into the position and batting order of the injured player.
 - ii Injured players may not return to the side for the Game.
 - iii If there are no reserves the batting team will nominate the bowler to replace the injured player.
 - In the case of injury on the batting side no substitution is allowed
- D. All runs and extras are scored according to the accepted laws of cricket with the following exceptions.
 - i Any wide delivery shall count as two extras to the batting side no matter if off the bat or a sundry and an extra ball will be bowled.
 - ii Any over shall have a maximum of 8 balls (including wides and no balls) except for the last over of an innings which must have 6 legal deliveries.
 - iii A ball called wide by the umpire is considered a dead ball. Two runs only are scored and the batter can't be dismissed.
 - iv Any ball delivered by the bowler reaching the batter above shoulder height in their normal batting stance is called "no ball".
 - v Underarm bowling is permitted. However if the ball bounces more than once before reaching the striker it will be called a "no ball".
- E. When the ball is bowled no fielder may stand closer than 10 metres from the striker's wicket on the legside or in front of point on the off-side.
- F. A batter must retire not out on reaching a personal score of 20 (or total they achieve if their last scoring shot takes them beyond this score eg 18 + 4 = 22). Retired batters may return in the order in which they were retired if one of the last pair of batters is out before the completion of 7 overs. If 7 wickets fall before the 7 overs are completed, the last remaining batter is the only one who can score runs and must return to the striker's end each time he/she scores a 1,3 or 5. If either of these last two batters are run out the innings is ended.

Match Results

- i The team with the highest score at the end of the match is the winner.
- ii If the totals of both teams are equal, the side losing the least number of wickets is declared the winner.
- iii If the result can't be decided by (i) or (ii) the side which bowled the least number of wides and no balls is declared winner.
- iv If the result still can't be determined the winner is the team with the highest score after the 8th legitimate ball.

In pool play, unless bowled out, both teams must complete 7 overs. In Elimination Tournament the innings of the team batting second will end once a result has been achieved.

The Ball

A Platypus Plyaball is to be used in all matches. Softer than normal ball it has a similar bounce to a standard leather ball, and can travel a similar distance when hit, yet is easier to catch. Batters have the option of wearing protective leg guards (pads) and a helmet.

Time Wasting

All teams must complete their allotted overs in less than twenty five (25) minutes unless either the officiating umpire or Sport Coordinator rules that extra time will be added due to an injury or legitimate disruption to play.

The offending team when batting will only be entitled to receive the number of overs when 25 minutes was reached while their opponents must receive their full quota of 7 overs.

GOOD LUCK!