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THE FIRST CRONDALL AND EWSHOT CRICKET WORLD CUP

THE RULES

0 Introduction

Just because there's a set of rules doesn't mean that this competition is going to be boring. The main rule is that everyone is there to have fun, whether they're playing or watching.

These rules are intended to make the games quick, exciting, and inclusive. They only look complicated when they're all written down together – they're not really!

1 General

- 1.1 The normal laws of cricket will apply except as varied below.
- 1.2 In all cases the umpire's decision is final.
- 1.3 All players should make the effort to wear either white or a colour nominated by their team.
- 1.4 We need to respect the pitch kindly prepared for us by Crondall Cricket Club; please wear either trainers or cricket boots.

2 Teams

- 2.1 Each fielded team will consist of seven players. The team members may change from match to match, as long as the other team composition rules are followed.
- 2.2 Each fielded team must contain at least one female member and, in addition, at least two members between the ages of 10 and 16.
- 2.3 One member of the fielded team will be nominated as the wicket keeper, and will not bowl during the game.
- 2.4 All members of a team fielded in the final must have played for that team in an earlier round.
- 2.5 One member of the fielded team will be nominated as the captain.



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3 Bowling

- 3.1 Each member of a fielded team other than the nominated wicket keeper must bowl one over each.
- 3.2 An over will consist of six deliveries.
- 3.3 Underarm deliveries are allowed, as long as the ball first hits the ground over half way down the pitch from the bowler — the ball may not be rolled.
Infringements of this rule will be called as a no-ball.
- 3.4 A no-ball or wide will score two runs for the batting side, but no additional ball will be bowled.
- 3.5 However, three consecutive wides and/or no-balls will result in an extra ball being bowled.

4 Batting

- 4.1 All boundaries will count as four runs, whether or not the ball bounces before crossing the boundary line.
- 4.2 The LBW law will not be enforced.
- 4.3 A batsman must retire once his/her score reaches 20 runs. He/she may return to the crease if all the other batsmen have lost their wickets before the six overs have been completed.
- 4.4 The last batsman in may bat on with a runner until the six overs are bowled or his/her wicket is lost.



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6 Winning

- 6.1 An innings is complete after six overs have been bowled or seven wickets have fallen.
- 6.2 The team having the highest run total at the end of the two innings is the winner of a match.
- 6.3 If the first team's score is passed before the end of the second team's innings in a league match, the second team's innings will continue until it is completed.
- 6.4 In the event of a tie, the team having lost fewer wickets is the winner.
- 6.5 In the event of a tie in both runs and wickets in a league match, the game will be declared a draw.
- 6.6 In the event of a tie in both runs and wickets in the final, a match consisting of two one-over innings will be played to determine the winner.

7 Competition

- 7.1 Each game will consist of one innings per team.
- 7.2 The captains will toss a coin to determine which team will bat first.
- 7.3 The competition is split into two phases: the leagues, and the final.
- 7.4 There will be two leagues, each consisting of three teams.
- 7.5 Each team in a league will play the other two teams once.
- 7.6 Two points will be awarded for a win in a league match, one point for a draw, and no points for defeat, however honourable!
- 7.7 In the event of a points tie for a position in a league, the team with the highest run total will be deemed to hold the higher position. If the run totals are equal then a coin toss will decide the order.
- 7.8 Once the league games are complete, the winners of each league will contend the final.