



## RULES OF PLAY – TO BE READ IN CONJUNCTION WITH STADIUM POLICY

- Teams consist of (6) players. In the case of mixed teams, no team can consist of more than (4) male players.
- Each player must bowl two (8) ball games and each pair of players must bat four (4) overs
- Game Fees are \$84 per team, per game
- Competition Registration fees are \$84 per team per season.
- Runs to be scored by:-
  - The ball hitting the net from the bat into any of the following areas (see figure 1)
  - Zone A & B - one run (side net)
  - Zone C - two runs
  - Zone D - (along ground) four runs.
  - Zone D-(On the Full) six runs
  - Zone D-(After contacting any side net) three runs.
  - Running between lines 1 & 2 whilst ball is “live” – one run
  - Sundries – (No balls – two runs), (Wides – two runs), (Leg Side Wides – two runs)
- Runs to be deducted for:-
  - Dismissal (see methods of dismissal) – 5 runs.
  - Non conforming uniforms – 5 runs per player (max 20 runs)
  - Misconduct –
  - Time wasting –
- Methods of Dismissal
  - Bowled, Stumped, Run Out, Caught, off the bat or off the nets
  - LBW – only when the player has offered no stroke to ball when if pitched would have broken the wicket
  - Interference – where a batsman obstructs fieldsmen or the ball in play deliberately
  - Mankad
- Bad language, unsportsmanlike behavior, poor organization and rude manners will not be tolerated. Everyone is here to have fun. Teams compete in Finals at the end of each season.

*Wicket Keeping Zone*

