

## BUSINESS BASH CRICKET CHALLENGE:

### - Rules & Playing Conditions



#### 1. **Players:**

- Each game to be played between two teams of eight players.

- If a team is unable to field two female players, they have three options available:

- Play with 6 players (no penalty)

1. Play with 8 male players and every female player replaced with a male— incurs a 30-run penalty per extra male i.e. if you have 7 males and one female, your team would start on **-30 runs**

2. If possible, try and source female players from outside your work force Eg. Wives, partners, friends etc.

#### 2. **Overs:**

- A game consists of a maximum of 8 six ball overs bowled by each side.

#### 3. **Declarations:**

- A team may not declare its innings closed

#### 4. **Bowlers:**

- Each player is to bowl one over

- The nominated wicketkeeper is also required to bowl

- Bowlers are limited to a 4-metre run-up

- A game consists of a maximum of 8 six ball overs bowled by each side

\* Please note and be mindful of who bowls and the pace of the bowl against female players

#### 5. **Wide Ball:**

- A wide ball shall count as 2 extra runs and an extra ball shall be bowled

*Note: bowling width is 60cm from middle stump on off side and 45cm on leg side.*

- Upon the call of 'wide' the ball shall remain live (i.e. batters can run)

\* *No more than two (2) wide deliveries to be re-bowled in a single over. Only 8 deliveries per over*

#### 6. **No Ball:**

- A 'No Ball' shall count as 2 extras and an extra ball shall be bowled.

- Any runs will be credited to the batting team in addition to the extras.

- No – balls will be seen as:

- bouncing above shoulder height

- full toss above waist height

- wicketkeeper is more than 20 metres from the stumps (striker's end)

\* *No more than two (2) no-balls to be re-bowled in a single over.*

\* NO LBW

#### 7. **Batting/Pairs:**

- Batters will bat in pairs and face two overs each

- When a batter is dismissed, they shall remain at the wicket

- If a batter is run-out on a particular delivery, the runs completed prior to the run-out will not be included in the score.

#### 8. **Boundaries:**

- 4 runs scored as normal – you continue to run until the ball is back at the wicket

- 6 runs scored for any ball passing over the boundary on the full – you continue to run until the ball is back at the wicket

- If the ball is caught over the boundary, play continues and runs in between are counted until the ball is back to the wicket.

- If the ball gets hit over the boundary, into the stands, the centre square or on the road, play stops and 8 runs are given

#### 9. **Scoring & result**

- At the end of each innings the number of wickets taken, 5 runs per dismissal will be added onto the bowling teams batting score



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