



Woolworths Cricket Blast School Cup

Rules and Regulations Overview

- Eight-a-side cricket, each team bats for 6 overs. No more than six individual batters and six individual bowlers. There are eight fielders on the field at one time.
- Only six players, will bowl one over each. There will be 2 designated non-bowlers and 2 designated non-batters during each game. Up to schools' which students bowl and bat each game, making it fair to let everyone have a go of non-batters/bowlers throughout the day.
- Fielders MUST rotate at the end of each over (no designated wicket keeper).
- It is not Tip and Run
- Players must attempt to bowl OVER ARM and with a STRAIGHT ARM (ball can bounce twice). If bowled underarm 1 bounce only.
- Batters bat in pairs for 2 overs irrespective if they get out. Players are to swap ends at the end of each over, when a boundary is hit and when they are dismissed (except for run outs).
- If batters get out, the fielding team will receive 5 bonus runs.
- All overs are bowled from one end of the wicket. Teams to have 3 fielders on each side of the wicket all times.
- Wide – a delivery which goes outside of the batting tees – a 'free hit' off the tee is awarded to the batting team. Free Hit's must be hit in front of the batter ONLY and a missed swing counts as the free hit. No runs will be scored if the ball goes behind the batting crease. Players cannot be out caught off a free hit – only run out.
- No Ball – a delivery reaching the batter either over the waist on the full OR above the shoulder after bouncing – a 'free hit' off the tee is awarded to the batting team. See above rule of where the free hit can be hit.
- If the batter fails to hit consecutive balls in one over – they hit off the tee after the second delivery and must run (primary school only).
- Byes – runs completed after the ball is missed by the wicketkeeper. These can NOT be scored off No-ball's or wides.
- Leg Byes – runs scored off the legs or body
- Methods of dismissal - Bowled, Caught, Hit-wicket, Run-out (Umpires discretion), Stumped
- A ball reaching the boundary on the bounce past the boundary cones = 4 runs. A ball reaching the boundary on the full past the coloured cones = 6 runs.
- The team with the highest score is the winner (if scores are equal, the team losing the least number of wickets is the winner).