



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

