

East Coast Bays Cricket Year 3 / 4

Rules 2022-23 Season

(Questions or concerns to the Year 3/4 Convenor)



General Rules	
The “Fun” Rule	The purpose of Year 3/4 Cricket is for all players to participate and have FUN
Pitch Length	14 Metres – This should be marked on the ground by the club’s groundsman. Should a bowler be unable to bowl the ball with a single bounce to the batting crease from 14 metres, coaches may indicate a “shorter” bowling crease (up to 12 meters).
Boundaries	Boundaries should be set as large as possible in all directions. This should be marked with cones (half the boundary by each team) and may overlap with a neighbouring game but not to the extent of interfering with their game. Ideally there should be a minimum 20m boundary on all sides of the pitch.
Games	
Start Time	Friday Games: Be at ground by 5:00pm for warm-ups and games start at 5.30pm sharp.
Cancellations	E-mails will be sent out with cancellations, results etc. Any cancellations will be texted to your coaches, who will advise you.
Game Basics	Innings / Overs: 16 overs Teams will bat for 8 overs and then switch batting / bowling to effectively create 2 innings. Where a team has 9 players, the 9 th batter must face 12 balls. If teams have uneven numbers, the lowest scorer will bat twice. Each player innings is 4 overs in a partnership with another player Each player will bowl a minimum of 2 overs All fielders are rotated at the end of each over so all players field in every position.
Disputes	Any dispute will be resolved by consensus between the two on-field umpires WITHOUT INPUT FROM ANYONE ELSE (this includes parents and players). The primary rule to be used for resolving disputes is Rule #1 “The FUN Rule”. Unsportsmanlike behaviour is not tolerated at East Coast Bays because it is against Rule #1 “The FUN Rule”. The Coaches, Umpires and Scorers are all volunteers and are trying their best. Please respect their efforts. Any issues in this regard are to be raised with the Convenor of the grade.
Bowling	
General	Each player bowls a minimum of two overs (six balls per over, with a maximum of 8 balls per over). There is a maximum of 2 x no balls or wides that will be bowled again. Giving a maximum of eight (8) balls per over. Other no balls and wides still count on the

	<p>scoreboard, but they are not bowled again (i.e. a bowler could bowl 8 wides in an over but would still only bowl 8 balls)</p> <p>When playing in a team of 7 or 9 players or less players than the opposition, the coach will choose the necessary number of players to bowl an additional over. All team players should have a turn at bowling additional overs.</p> <p>Bowlers are expected to bowl the ball with a straight arm and cause the ball to bounce only once between wicket and wicket.</p> <p>If a bowler bowls 2 consecutive unplayable deliveries (no balls, wides, or dead balls), the batsman is given a “free hit” of the ball placed on a batting tee by the square leg umpire. This counts as the next ball and all normal rules apply except that the ball must be hit in front of square of the wicket.</p>
Wides	<p>1 wide is awarded to the extras of the batting team for each wide bowled.</p> <p>Wides are awarded when the ball is too wide to be played by the batsman in his normal stance</p> <p>Byes may be run off a wide and are added to the 1 run already awarded for the wide (e.g. 1 wide plus 2 byes run = 3 runs on the scoreboard)</p>
No Balls (feet)	<p>There are no no-balls for over-stepping but bowlers should be encouraged to bowl from the right place. Weaker players may be allowed / encouraged by the umpire to bowl from 2 meters ahead of the crease if they are not strong enough to get the ball to the other end in less than 2 bounces or less.</p>
No Balls (Full toss or Bounce)	<p>A ‘No Ball’ is:</p> <ul style="list-style-type: none"> • a ‘full toss’ above waist height or • a ‘bouncer’ above chest height or • a ball that bounces off the “pitch” or <p>- a ball that bounces more than once and is unplayable (NOTE: if a ball bounces more than once but can still be played, it is NOT a no ball).</p> <p>- a ball that is delivered with a throwing action in such a way that it does not present the batsman with a fair chance to hit the ball</p> <p>A batsman can NOT be bowled or caught out on a no ball, but CAN be run out.</p> <p>1 No Ball is awarded to extras of the batting team, only if the batters do not run.</p> <p>If a batsman hits a no-ball, then the runs that batsman scores are added to the no-ball (e.g. if a no-ball is bowled and a batsman hits a four, then the team scores 1 for the no-ball and the batsman scores 4, adding 5 to the scoreboard)</p> <p>Throwing the ball (“chucking”) is to be discouraged but must be dealt with away from the game by getting the club coach involved to review the child’s bowling action.</p>
Double / Triple Bounce	<p>Treat as a normal bowl providing the ball reaches the popping crease and the batter has a fair opportunity to hit the ball – i.e. the ball is “playable”.</p> <p>If the ball remains on the pitch, but does not reach the popping crease it will be deemed as a dead ball and re-bowled.</p> <p>A ball that is rolling by the time it reaches the popping crease and is essentially unplayable MUST be no balled.</p>
Batting	
General	<p>Each player must bat in a partnership to face a maximum of four overs and will retire at the end of the four overs regardless of the number of runs scored or number of dismissals.</p>

	<p>When playing uneven numbers, the batsmen who have faced the least number of balls in their previous innings should be allowed to bat again to make up the innings.</p> <p>The coach MAY swap the batsmen around (swap ends) whenever necessary to ensure that each batsman faces approximately the same number of balls.</p> <p>Batsmen who are out swap ends unless it is a run-out. (i.e. the batsman who was dismissed should NOT face the next ball except in the case of a run-out)</p> <p>Batting pairs & batting order should be changed weekly. All team players should have a turn at batting additional overs when playing in a team with uneven numbers.</p> <p>Non-facing batters will be required to KEEP THEIR BAT WITHIN THEIR CREASE until the bowler has released the ball. If, in the view of the umpires, players are backing up unfairly, the umpires may warn the batting team and, if the practice continues, the ball will be scored as a dot ball and the batters return to their starting ends.</p> <p>BATS: All players are to play with wooden bats – no plastic bats will be allowed.</p>
Dismissals	<p>A batsman may only be dismissed by being “bowled”, “caught”, “run-out” or “hit wicket”. A batsman loses 2 runs each time he/she is dismissed (score “-2”)</p> <p>Batsmen cannot be out LBW or stumped at the wicket.</p>
Fielding	
General	<p>When playing in a team with less players than the opposition, the coaches shall discuss how to even out the fielding between the two teams. Options may include:</p> <ul style="list-style-type: none"> • Fielding the first extra player at slip and the second extra player (if required) at fine leg • The team with the larger numbers agreeing to supply a loan fielder to balance the numbers out. This is often rotated amongst the opposition players and they field in a single position near the boundary to make switching players easier.
10metre rule	No fielders, with the exception of the keeper and first slip, may stand closer than 10metres to the striking batsman when the bowler releases the ball.
Overthrows	Batsmen can run over throws. For example, if the ball reaches the boundary from an overthrow then 4 runs will be awarded to the batter. This may mean 5 runs if the batsmen have completed a run before the ball reaches the boundary.
Byes	Batsmen can run byes. If the ball reaches the boundary 4 byes will be awarded to the batting side as extras.
Leg Byes	Batsmen can run leg byes. If the ball reaches the boundary 4 leg byes will be awarded to the batting side as extras.
Boundaries	4's or 6's may be scored. The umpire is to provide the correct signal to scorers.
Wicket Keeper	<p>Each player is to keep wicket for a minimum of two overs during the innings on rotation</p> <p>There will be no “double keepers”. If a team chooses to play a long-stop, he/she must be placed on the boundary and must not “creep up” during the over. The square leg umpires will enforce this.</p> <p>If teams choose to play a slip or a gully, they must be a genuine slip or gully, not a second keeper. The square leg umpire will enforce this.</p>
Rotation	The field is to rotate clockwise at the end of each over. No bowler may bowl two consecutive overs and no fielder (including the wicket-keeper) is to be in the same place for two consecutive overs.