



## W&Gs 'Vipers' Softball Cricket Festival Rules

### General

- The games will be 8-a-side
- Pitch size is 18 yards
- Pairs cricket format will be used
- Each innings will be 8 overs per team. 2 overs per pair
- W&Gs softball equipment will be used, this includes an incrediball, which is soft
- In case of dispute the decision of the umpires in consultation with the area competition co-ordinator will be deemed final
- Team captains will be responsible for coin tosses with your pitch host, deciding to bat or bowl, field and bowling changes
- 4 points will be awarded for a win, 2 points for a tie and 1 point for a loss
- In the event of scores being tied in a match, the winners will be determined by the team that has lost the fewer wickets. In the event of the same number of wickets lost as well as scores being tied, 2 points will be awarded to each team
- In the event of 2 or more teams being tied on points in the league, the team that did better in the head to heads will take the higher place in the league. If it is still tied, then the team scored the highest aggregate score through the day will take the higher position.
- In the event of teams playing a different number of fixtures through the day compared to the teams in the same group as them then the winner of the group will be determined by the higher point average.
- Teams with less than 8 in a team and are unable to borrow a player from elsewhere for a match will still be played as 8 a-side. To make it fair, when fielding the opposition must only use the same number of players as their opposition. So if they only have 7 then they can only use 7 when fielding. Fielders can swap on and off each over so it is not the same player off for the whole innings. If someone needs to bowl 2 overs rather than the allotted one over per bowler then the opposition get to choose who bowls a 2<sup>nd</sup> over. When batting the team with the lower number of players will still bat in 4 pairs, this means that 1 or more people may bat twice. In this event the opposition get to choose who bats against them for the 2<sup>nd</sup> time. A player can only bat or bowl for a 2<sup>nd</sup> time once in a day.
- Ideally no County u15s or above players to play at this level.

### Batting

- Batters will bat in pairs
- Each pair will face 2 overs (12 balls in total)
- Batting team starts on 200 runs
- 1 run is scored every time the batters change ends
- 4 runs are scored if the ball is struck over the boundary along the ground
- 6 runs are scored if the ball is struck over the boundary without bouncing
- If a batter is out then the team lose 5 runs and the batter continues batting
- Modes of dismissal – Bowled, Caught, Run Out, Stumped, Hit Wicket

### Bowling

- 6 ball overs
- No more than a 5 yard run up
- No extra ball for wides or no balls. If a wide or no ball is bowled 2 runs are scored, extra runs can also be scored off wides and no balls
- No bowler may bowl more than 1 over
- Bowlers may bowl either over or under arm
- If the ball bounces more than twice before it gets to the batter it is deemed a no ball