



The Wee Bash Rules 2019/2020

Pitch

Two sets of wickets, 16 yards apart.

Equipment: Kwik cricket, women's soft ball cricket or wooden bats and 'windballs or similar' are to be used so batters may wear gloves, wicket-keepers can use full protection if they wish to do so.

Teams:

6 players will make up a team.
There is no limit on squad size.

The Start

The schedule for matches will be handed out on the day and teams are advised to adhere strictly to this to ensure a smooth transition between games (and so that we do not over run) Team captains will toss a coin to decide which team has the choice of either batting or fielding first.

The Game

Each match will last for 5 overs. Like in normal cricket once you are out (dismissals listed below) you are out. Overs will consist of 6 balls, unless time dictates otherwise.

Scoring (& some dismissals)

- If the ball strikes the side wall and the 'back' wall (behind the wicket keeper) **1 run** is scored - batters may also be caught off these walls
- Each time the batters run **2 runs** will be scored
- So if they hit either of the walls stated above and run once **3 runs** will be scored
 - i. if the ball strikes either of these walls and a player is run out only the completed run is scored.
 - ii. **1 overthrow** will be scored each time the fielding side's attempted run out strikes either side or back wall (**4 runs** if it hits the boundary wall – see below)
- when the ball strikes the 'Boundary Wall' (the wall behind the bowler and (anything attached to it) – without hitting either side wall – it is immediately 'dead' the scores awarded depend on where it hits the wall, thus:
 - i. **6 runs** will be scored if the ball strikes the wall on the full
 - ii. **4 runs** will be scored if the ball strikes the wall after bouncing
- 'No balls' and 'Wides' will be called and signalled by the Striker's end umpire in accordance with the Laws of cricket except that:
 - i. No extra ball will be bowled, *except in the last over*
 - ii. Each will score **2 runs**
 - iii. Any ball above waist height will be deemed a 'No-ball' – batters can still be out 'run-out', 'handled-the-ball' hit-the-ball-twice and 'obstruction-of-the-field' **and** if they hit into the balcony.
 - iv. Batters can be out 'run out', 'handled the ball', 'hit wicket', 'stumped'.
- All other dismissals in the Laws of cricket are applicable including those additional ones stated above
- If the ball gets lodged in the netting, the umpire will call "dead ball" after the run the batting team is on, is completed.
- A batter can be caught out off the walls or ceiling (but not the "Boundary Wall" as the ball is immediately "dead")

Scores & Umpiring

Each team should upon arrival identify an umpire/scorer. If this person is also a player then they will be required to umpire or score matches between other teams.

Batting

- Batters will change ends at the end of each over
- normal creases apply for the batters, if a bowler struggles to get the ball to the other end, the umpire may shorten the pitch but only for the bowler.
- **Batters must retire after scoring 30 runs – the batter may continue batting when all the other batters in the team have batted.**
- **Last batter stands – after the what normally would be the last wicket has fallen, the remaining not out batter may continue to bat whereby the dismissed batter acts as a runner only. When a further wicket falls (this includes a runout of the dismissed batter) the innings will end.**

Bowling and Fielding

- A maximum of 1 over per bowler per game
- All 6 players will field
- Bowling will take place from one end
- Bowling should only be overarm.
- Umpires/coaches should direct fielders to field at a 'safe' distance from the batter
- Players on the fielding side DO NOT need to rotate fielding positions.
- The ball will become 'dead' when it hits the "Boundary Wall".

Result

The team with the highest score wins, with the winners being awarded 4 points. If scores are equal at the end of 5 overs the team having lost fewer wickets will be declared the winner. If the wickets are the same the match will be declared a tie with each team getting 2 points each.

League Table and Points

There will be no league table. The Wee Bash trophy will be presented to the winning team on Finals Day.

Player eligibility

Teams with less than 6 players must make this known to the tournament organiser on arrival. At the toss, the captains must disclose to the opposition captain and umpires any players that are filling-in and make sure that these players are not in any regional programme at all (Eagles, Stormers, Caledonia Highlanders North and South, Eastern Knights and Western Warriors). This includes the regional u16 girls' programmes.