



6 -a-Side Knockout Cup Competition Rules

Aim – This is the longest running 6 a side competition in the country. Our aim is to provide a fun and enjoyable day for **non-cricketers**.

Under NO circumstances must anyone either playing or spectating bring alcohol onto the ground.

Rule 1:

The organisers request that all teams observe this rule, which states: ALL TEAMS SHOULD ONLY INCLUDE 1 REGULAR CRICKETER. So that the ethos of the day as a FUN DAY shall be respected. Ideally ALL of the players should be non-cricketers, it's a fun day and we want to keep it that way.

Rule 2:

Each Player, except the wicket keeper shall bowl one six-ball over (Underarm bowling will not be allowed).

Rule 3:

The wicket keeper and batsmen MUST be fully kitted out; you will not be allowed to play if you are not wearing the correct protective clothing.

Rule 4:

The club provides all of the necessary equipment. Batsmen must wear X2 pads, X2 gloves, box and Helmet

Wicket keeper - We advise you to wear a helmet, you must wear two pads, box and gloves

Rule 5:

The competition shall commence PROMPTLY at 10:00am.

Rule 6:

All teams shall be ready to take the field when called

Rule 7:

In the event of a team not taking the field within 5 mins of being called, then the opposing team may claim the match

Rule 8:

5 mins ONLY will be allowed between innings

Rule 9:

No player may play for another team, even after his team has been knocked out of the competition

Rule 10:

The team scoring the greatest number of runs in the five allotted overs, irrespective of the number of wickets lost, shall be the winners.

Rule 11:

A batsman scoring 25 runs must retire. He may continue his innings if all his colleagues are dismissed with the 5 overs.

Rule 12:

The last batsman shall remain batting until the five overs have been completed or alternatively, until he has been dismissed.

Rule 13:

In the event of the scores being equal in the Round-Robin stage: The position will be decided on 'runs per ball'.

Rule 13b:

In the event of the scores being equal in the knock out stage a - One batsman from each side will receive one over, the batsman scoring the greater number of runs without being dismissed will win the match for his/her side. b - if the scores are still tied, the winner will be decided by the toss of a coin.

Rule 14:

'No balls' and 'Wides' will count as two run, in the last over they will count as one and will be re-bowled.

Rule 15:

If a bowler is injured prior to or during, his overs, he may be replaced by another bowler who shall be nominated by the batting side.

Rule 16:

Any team who shows disregard for the spirit and rules of this social competition may not be invited to attend next year.

Rule 17:

The decision of the committee, in the event of any dispute, shall be final

Rule 18:

RAIN AFFECTED GAMES – If matches are affected by rain during the day the following rule applies. If games can not start or be completed within the allocated time due to bad weather 1 over will be lost (Each innings) every 8 minutes. The minimum amount of overs that constitutes a game is TWO overs per innings. If no overs could be bowled within the allocated time of the match it will be abandoned and each team will be awarded 1 point. The same process will apply for the next fixture....

Alveley Cricket Club takes no responsibility for any injury incurred by players or spectators. You are attending the event at your own risk.

Scoring:

Win = 2 points

Tie/abandoned = 1 point