



Manly Mini Bash 06
2019
Playing Regulations
Version 6.1

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1 GENERAL

1.1 Precedence

The regulations contained in this document will take precedence over any other written or verbal material relating to Manly Mini Bash. If there is a discrepancy between this document and other Manly Mini Bash material such as brochures, flyers or pages on the MWJCA web site, this document will take precedence.

1.2 Teams

1.2.1

As far as possible, teams are expected to be comprised of the same regular players as for Saturday morning junior competition. Players should have played at least one match, preferably more, for the team in this season's MWJCA weekend competition. Players who play up a year at weekends must continue to play in that age group and may not drop down a year for Manly Mini Bash.

It is recognised that teams may be short of players available to play and in these circumstances it is permissible for players in the *same/younger age group in the same club* to be part of the team in order to ensure teams are able to take part, even if these players have not played any games for the team in Saturday morning junior competition. *Teams are also strongly encouraged to invite girls to play* in their team from the same or another club. Girls are permitted to play up to 2 years below their age group.

Whilst participation is a key part of the tournament, it would be counter to the spirit of the Manly Mini Bash to “draft in” players of a particularly high standard in order to strengthen a team’s chances of winning. Bringing in players, male or female, of a similar standard to make up for unavoidable shortfalls of player numbers is encouraged to ensure everyone gets as much match play as possible. If in doubt, contact the tournament organisers.

1.2.2

Players that take part in a game should be regular players with that club and team unless additional players are required to fill the numbers as per regulation 1.2.1. A minimum of seven players and a kit are required to form a team.

For U11 matches a team may have up to seven players. In each U11 team, three players will be nominated as “batsmen”, three as “bowlers”, and one as “wicketkeeper”.

For U12 matches a team may have up to nine players. In each U12 team, four players will be nominated as “batsmen”, four as “bowlers”, and one as “wicketkeeper”.

For U13 and older matches each a team may have up to eleven players. In each team, five players will be nominated as “batsmen”, five players will be nominated as “bowlers”, one player nominated as “wicketkeeper”.

In order to maximise participation a team with more than the required number of players can nominate some players to bat but not bowl, and vice-versa. All play must be within current cricket rules with no more than seven (for U11s) or nine (for U12s) or eleven (for U13s and older) players batting or bowling in the

match. In addition, there must never be more than seven (for U11s) or nine (for U12s) or eleven (for U13s and older) players from the bowling side on the field at any point during an over.

1.2.3

Players will not be permitted to alternate between batsman and bowler nominations during a game. However, the wicketkeeper is able to be interchanged at the mid-innings point (10 overs) with that player then being eligible to bowl during the second half of the innings. The nominated wicketkeeper is allowed to bat in any position in the batting order.

1.2.4

Players nominated as batsmen will bat before all of the nominated bowlers. The remaining players can bat in any sequence.

1.2.5

Players nominated as bowlers will be the first three (for U11s) or four (for U12s) or five (for U13s and older) bowlers used in the fielding innings. Other players (e.g. the nominated batsmen) will only be permitted to bowl once each of the nominated bowlers has bowled at least 2 overs. The 6th bowler (for U13s and older) may commence their spell while the 5th bowler is in the process of completing theirs – i.e. once the 5th bowler has completed one over.

1.2.6

The following numbers of batsmen/bowler nominations shall apply if a team has less than 11 players.

<u>Num of players</u>	<u>11</u>	<u>10</u>	<u>9</u>	<u>8</u>	<u>7</u>
Batsmen	5	5	4	4	3
Bowlers	5	4	4	3	3

1.2.7

A maximum of seven (for U11s) or nine (for U12s) or eleven (for U13s and older) fielding players are permitted on the field at any one time. Fielders (excluding the wicketkeeper) will be permitted to rotate on and off the field between overs without restriction (with no delay to play). At least one umpire must be notified prior to each fielding substitution.

1.3 Game Duration

1.3.1

The match will consist of one innings per side limited to twenty, six ball overs.

1.3.2

The length of each innings shall be strictly limited to a maximum of seventy minutes.

1.3.3

The changeover between innings is strictly limited to a maximum of ten minutes.

1.3.4

If a “super over” is required to decide the match result, it is strictly limited to five minutes per team.

1.4 Batting – Retirement

1.4.1

A batsman must “retire not out” upon reaching a personal score of 40 runs, or after batting for 10 complete overs whichever comes first (disregard the batsman’s first over unless it is a full over). A batsman retiring before 40 runs or 10 overs for any reason other than injury is “retired out” and is not permitted to come back in to bat. The batsman may complete all runs possible off the stroke which takes them to 40; e.g. if on

reaching 39 they hit a boundary, the full score shall count, or if they are able to run additional runs past 40, they shall also count. A returning batsman will take the normal end of an incoming batsman after the fall of wicket. Retired batsmen shall be permitted to return to the crease in the order of their retirement at the fall of each subsequent wicket once all batsmen have batted and up until the final wicket is taken.

1.5 Timed Out

1.5.1

[Law 40](#) will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 60 seconds of the fall of the previous wicket.

1.6 The Ball

1.6.1

Age groups of U11 and U12 are to play with a 142g pink ball. Age groups of U13 and higher are to play with a 156g orange ball. One ball is provided for the whole match and is to be used for both innings. Only pink or orange cricket balls supplied by MWJCA are to be used.

1.7 The Pitch

1.7.1

For U11 matches the pitch shall be 16m measured from stump to stump.

For U12 matches the pitch shall be 18m measured from stump to stump.

For U13 and older matches a full-length pitch is to be used.

1.8 Boundaries

1.8.1

Boundaries shall be marked at 30m for under U11 matches.

Boundaries shall be marked at 35m for under U12 and 13 matches.

Boundaries shall be marked at 40m for under U14 matches and U15 matches.

Boundaries shall be marked at 45m for under U16-18 matches.

1.9 Further information

For more information or clarification of any of tournament regulations please contact MMB organisers [Kevin Davies](#) or [Phill Edwards](#) or [Adrian Molloy](#). In the event of a dispute the tournament organisers' decision will be final, and no dispute resolution process will be available.

2 HOURS OF PLAY AND INTERVALS

2.1 Start And Cessation Times

Regulations related to playing duration and times must be strictly observed to avoid dangerous play during diminishing daylight.

2.1.1

Matches are to start at 4:45pm and finish no later than 7:15pm, unless a "Super Over" is required (see regulation 8.3). Matches may start earlier if both teams agree and the ground is available. Maximum session times are:

1st Innings	4:45pm to 5:55pm (or earlier)
Interval	5:55pm to 6:05pm (or earlier)
2nd Innings	6:05pm to 7:15pm (or sooner)

Super overs 7:20pm to 7:25pm and 7:25pm to 7:30pm (or earlier)

2.1.2

The interval between innings shall be NO LONGER THAN ten minutes.

2.1.3

An individual player may be given a drink either on the boundary or, at the fall of a wicket on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

2.1.4

There are to be 10 overs bowled in a row from one end, and the next 10 overs bowled from the other end. The umpires (and batsmen) are to alternate at the end of each over. Umpires are to call "Over" loud enough to be heard by the scorers, and also signal end of the over and wait for the scorers' acknowledgement before commencing the next over. The umpire will signal "Over" to scorers by tumbling one hand over the other in front of the body.

3 THE TOSS

3.1 Time Of Toss

The captains, accompanied by their coach or manager, and dressed in on-field match clothing, shall toss for the choice of innings on the field of play 5-15 minutes before the scheduled or rescheduled time for the match to start.

4 LENGTH OF INNINGS

4.1 Uninterrupted Matches

4.1.1

Each team shall bat for twenty (six ball) overs unless dismissed earlier.

4.1.2

If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

The innings of the team batting second shall be limited to the same number of overs bowled by it at the scheduled time for cessation of the first session (i.e. 5:55pm). The over in progress at the scheduled cessation time shall count as an over. Scorers should make a note of the over number in play at 70 minutes.

Common sense must be paramount when considering adjustments to the number of overs to be received by either team. The number of overs to be bowled to the team batting second may increase if events beyond their control prevented them from bowling the required number of overs by the scheduled time.

4.1.3

If the team batting first is dismissed in less than twenty overs, the team batting second shall be entitled to bat for 20 overs except as provided in 4.1.2 above.

4.1.4

If the team fielding second fails to bowl twenty overs, or the agreed number of overs, prior to the scheduled cessation time, the hours of play shall be extended (conditions permitting) until the required

number of overs has been bowled or a result achieved. If, in the umpires' view, conditions are not suitable for play to continue, then the team fielding second will be declared the losing team.

4.2 Delayed or Interrupted Matches

4.2.1

The objective shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.

A minimum of five overs have to be bowled to the team batting second to constitute a match subject to the provisions of regulation 6.2.

The calculation of the number of overs to be bowled shall be based on an average rate of seventeen overs per hour in the total time available for play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

4.2.2

If the team fielding second fails to bowl the agreed number of overs by the scheduled cessation time, regulation 4.1.4 shall apply.

4.2.3

The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.

4.2.4

Fractions are to be ignored in all calculations regarding the number of overs.

4.3 Delay or Interruption to the Innings of the Team Batting First

4.3.1

If there is a delay in the innings of the team batting first, a fixed time will be specified for the completion of the first session. This may lead to a reduction of overs.

If the team fielding first fails to bowl the agreed number of overs (calculated as seventeen overs per hour) by the scheduled time for cessation of the first session, regulation 4.1.2 shall come into effect.

4.4 Delay or Interruption to the Innings of the Team Batting Second

4.4.1

If there is a suspension in play during the second innings, and all extra time has been exhausted, the overs shall be reduced at a rate of one over per three minutes for time lost, except that when the innings of the team batting first has been completed prior to the scheduled or rescheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

5 RESTRICTIONS ON THE PLACEMENT OF FIELDERS

5.1 Leg Side Fielders

If a team fields more than five players on the leg side at one time the umpire shall call no ball and runs will be awarded to the batting team as per regulation 7.1.

5.2 Catching Fielders

If the fielding team does not have at least one fielder for U11s and younger, or two fielders for U12s and older in catching positions (i.e. slip, gully, or fielding 10-20m from the batsman) in addition to the wicketkeeper, the umpire shall call no ball and runs will be awarded to the batting team as per regulation 7.1. The catchers must comply with regulation 9.1 .

6 RESTRICTIONS ON BOWLERS' OVERS

Failure to adhere to the bowling restrictions as outlined here will result in the team forfeiting the match.

6.1 Maximum Overs

6.1.1

Two of the nominated bowlers are permitted to bowl a maximum of four overs in an innings. All other bowlers are permitted a maximum of three overs in an innings. *Therefore if twenty overs are completed, a minimum of six bowlers must bowl.*

6.1.2

No bowler is permitted to bowl more than two overs in a spell. Bowlers must be rested for a minimum of the same number of overs they bowled in their previous spell (i.e. after bowling two overs, they may not bowl again until two more overs have been completed).

6.1.3

In the event of a bowler being injured and unable to complete an over, the remaining balls will be bowled by another bowler. Each part of that over will count as a full over for both bowlers in so far as each bowler's over limit is concerned.

6.2 Reduced Overs

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, the following staggered bowling restrictions shall apply:

Total Allocated Overs In An Innings	Maximum Overs For Any Bowler:
5 – 10	2
11 – 15	3
16 – 20	4

7 BOWLING

7.1 No Balls & Wides

7.1.1

One run shall be awarded for the first wide or no ball in an over, plus any runs scored. Except for U11s and U12s where subsequent wides and no balls incur **one** run plus any runs scored, for U13s and older **three runs shall be awarded for each subsequent wide or no ball in the same over, plus any runs scored. For example, if the first ball is a no ball, and the second ball is a wide, the second ball should be scored as 3 wides.**

It is recommended that scorers use a different symbol for the 2nd and subsequent no balls in an over (e.g. a square instead of a circle to indicate 3 no balls, with runs or byes indicated inside the square).



Indicates a 2nd or subsequent no ball with no additional runs (3 no balls awarded to batting team).



Indicates a 2nd or subsequent no ball with 3 additional byes (6 no balls awarded to batting team).



Indicates a 2nd or subsequent no ball with 2 additional runs scored off the bat (3 no balls awarded to batting team, plus 2 runs to the batsman).

7.1.2

Unlike other T20 tournaments, deliveries that pass outside the batsman’s legs/leg stump will *not automatically be called wide*. Any delivery that in the opinion of the umpire does not offer the batsman a reasonable opportunity to strike the ball shall be called wide. It is recommended that scorers use the normal wide symbol and indicate the 2nd and subsequent wides in an over by placing a “2” in a quadrant of the wide symbol:



Indicates a 2nd or subsequent wide with no additional runs (3 wides awarded to batting team).



Indicates a 2nd or subsequent wide with 2 additional byes (5 wides awarded to batting team).

Scorers may find it easier to use more than one over box in the score book for a single over if space is getting tight.

7.1.3

Balls that land off-pitch are to be called as a no ball by the umpire and do not qualify for a “free hit”.

7.1.4

For U11s and U12s no balls and wides are not to be re-bowled so there is a maximum of 6 balls per over. The exceptions to this are the last over of an innings and “super overs” when wides and no balls are to be re-bowled.

For U13s and above each no ball and wide in an over shall be re-bowled up to a maximum of eight total deliveries (legitimate deliveries plus no balls/wides) in any one over. The 3rd and all subsequent no balls/wides in each over shall still be called as such by the umpire with regulation 7.1.1 still to apply.

7.1.5

Regulation 7.1.4 shall not apply for the last scheduled over of each innings when six legal deliveries are required, regardless of the number of no balls or wides.

7.1.6

Regulation 7.1.4 shall not apply for a “super over” (to resolve a tied match) when six legal deliveries are required, regardless of the number of no balls or wides.

7.1.7

The delivery following a no ball called for a foot fault ([Law 21.5](#)) shall be a “free hit” for whichever batsman is facing it and shall be signalled by the umpire extending one arm straight upwards and moving it in a circular motion. *If a foot fault no ball is awarded on the 8th ball of an over, the free hit is taken on the 1st ball of the next over.* If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide), then the next delivery will become a free hit for whichever batsman is facing it.

7.1.8

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called a wide ball.

7.1.9

Field changes are permitted for free hit deliveries.

7.2 Full Pitched Bowling

7.2.1

If a full pitched ball passes or would have passed above the waist height of the striker standing upright at the crease, the bowler's end umpire shall call and signal no ball (but may ask for assistance from the square leg umpire). [Law 41.7](#) shall remain in the event of deliberate full pitched bowling.

7.3 Short Pitched Bowling

7.3.1

If a fast short-pitched ball passes the batsman above shoulder height in his normal guard position, the bowler's end umpire shall call and signal no ball (but may ask for confirmation from the square leg umpire).

7.4 Underarm Bowling

7.4.1

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal dead ball, and the ball is to be re-bowled overarm.

8 THE RESULT

8.1 Determining The Winner

8.1.1

A result can be achieved only if both teams have had the opportunity of batting for at least five overs, unless one team has been all out in less than five overs or unless the team batting second scores enough runs to win in less than five overs.

8.1.2

The team with the highest score at the end of both innings is declared the winner.

8.2 Run Rate Method

8.2.1

If due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allocated (minimum 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the "Run Rate Method".

8.2.2

A team's "run-rate" is calculated by dividing its total number of runs scored by its total number of overs received. Where a team is dismissed before it has received its maximum number of overs, it is deemed to have received the maximum number of overs. The team with the higher run-rate wins the match, regardless of the number of wickets that it has lost.

8.3 Super Over

8.3.1

If the scores are equal at the end of normal play, or if neither team has had an opportunity of batting for a minimum of five overs, the result may be decided by the teams competing in a "Super Over", weather and conditions (especially light) permitting. A "Super Over" may only be played if both coaches assess and agree that the conditions (especially light) are sufficient for it to proceed safely. In the case of a "Super Over" being impossible, the match shall be declared a tie.

8.3.2

Each team will receive a six ball over. Only one bowler may bowl, unless an injury is sustained during the over in which case the over must be completed by another bowler.

8.3.3

The batting team must receive six legitimate balls before the super over can be called complete.

8.3.4

The batting team can lose no more than one wicket. If two wickets are lost the batting team's Super Over is finished.

8.3.5

Sundries, such as no balls and wides, are applied to the score as in normal play as per section 7 of these regulations.

8.3.6

At the end of each team's Super Over the runs are added to the innings' runs, and the team with the highest score wins. If the scores are still equal the match is declared a tie.

9 PLAYER SAFETY & EQUIPMENT

9.1 Player Safety

9.1.1

Player safety must be the top concern of umpires when making decisions affecting the match.

9.1.2

Common sense must be used when assessing whether there is sufficient daylight for play to proceed safely. The umpires shall be the sole arbiters of whether there is enough light.

9.1.3

An imaginary circle will radiate in all directions 10m from the batsman in their normal batting position. No fielders will be allowed in front of the batsman and inside this circle at the instant of delivery. This field restriction area may not be marked on the ground but will be identified at the discretion of the umpires.

9.2 Equipment

9.2.1

Each batsman must wear a helmet at all times when batting. If an incoming batsman refuses to wear a helmet, the umpire will decree that the batsman be automatically dismissed.

9.2.2

All wicketkeepers must wear a helmet when keeping up to (within 2 metres of) the stumps.

9.2.3

Exchanging protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time. A batsman may only change items of protective equipment (e.g. batting gloves, etc.) provided that there is no waste of playing time.

9.2.4

Coloured clothing is permitted and encouraged.

10 Scoring And Points

10.1 Scoring

10.1.1

Scorebook sheets are not submitted, nor are the stats or results entered online into MyCricket, but score sheets still need to be compiled during play in order to generate the figures for the [match result sheet](#).

10.1.2

It is strongly recommended that scorers are assisted by a “spotter” who can keep the scorers informed of on-field events – e.g. new bowler, name of fielder, over called etc. This will help scorers to keep up with the fast pace of play.

10.2 Points For Winning

10.2.1

Tournament organisers will calculate points based on the [match result sheet](#) submitted by teams. The winning team is responsible for submitting the [match result sheet](#) signed by both teams’ scorers on the night of match completion. If the [match result sheet](#) is submitted late no points may be awarded to either team. Teams are not expected to calculate the points themselves, but are required to fill in the basic data on the sheet for organisers to calculate the number of points to be awarded to each team. No changes to results will be accepted after the [match result sheet](#) has been submitted.

10.2.2

If there is no “super over” 6 points are awarded for winning, 0 for losing. If a “super over” is played 4 points go to the winning team, and 2 to the losing team.

10.2.3

3 points are awarded to each team in the case of a tied match.

10.3 Additional Bonus Points

10.3.1

1 additional point is awarded for every individual batsman’s incremental score of 20; i.e. a batsman’s score of 20-39 runs gets 1 bonus point, 40-59 runs get 2 bonus points etc. This is calculated for each batsman.

10.3.2

1 additional point is awarded for every 3 wickets taken, plus 2 points for the 10th wicket (or the final wicket if the batting team has less than 11 players).

10.3.3

1 additional point is awarded for passing the first team’s runs in < 80% of overs available (e.g. < 16 complete overs in a full game). Note that this is based on the number of overs available (usually 20) rather than the number of overs that the 1st team batted.

10.3.4

1 additional point is awarded for restricting the second team’s runs to < 80% of the first team’s runs.

10.3.5

1 additional point is awarded to the bowling team for each maiden over.

10.3.6

Additional bonus points are available when a team nominates their “Joker”. See section 10.4.

10.4 Playing The Joker

The Joker is a way of earning additional bonus points for the team. Bonus points earned in a match by the player nominated as the Joker are doubled and added to the team's score. These points can affect the team's ladder placement for semi-finals.

10.4.1

Each team is permitted to nominate one, *and only one*, player as their "Joker" for one, *and only one*, match in the "pool rounds" matches before semi-finals or finals. Once you have played a Joker in a match you may not nominate one for any further matches. You may choose not to play a Joker in any match but you risk missing out on bonus points.

Jokers are not nominated in semi-finals or finals.

10.4.2

The Joker must be nominated and communicated to the opposing team before the toss. A Joker cannot be nominated or changed once the toss has taken place, even if the Joker is unable to continue play in the match (e.g. due to injury).

10.4.3

Where nominated, the Joker's name must be indicated on the match result sheet at the end of the match.

10.4.4

Any batting bonus points earned by the Joker (e.g. for increments of 20 runs) are doubled.

10.4.5

Each wicket awarded to the Joker as a bowler earns 1 additional bonus point. Each maiden bowled by the Joker earns 1 additional bonus point.

10.5 Semi-Finals And Finals

10.5.1

In leagues with 4 teams semi-finals are played as a knockout round where the 1st placed team plays the 4th, and the 2nd placed team plays the 3rd. If teams are tied on points at the end of the pool rounds, 0.1 points will be awarded to the team that scored more points when they played each other; if they scored equal points the team that won the match will be awarded the extra 0.1 points.

Leagues with more than 4 teams don't play semi-finals. The 2 teams with the most points after 4 rounds play each other in a final.

10.5.2

The winners of the semi-finals play each other in the final. In the event of semi-finals being washed out the final will be played between the teams placed 1st and 2nd at the end of the pool rounds.

10.5.3

The winner of a semi-final or final is the team with the most runs. No bonus points system is in place for semi-finals or finals so match result sheets are not required.

10.5.4

Independent umpires will be provided for finals and they will umpire all overs from the bowler's end.

Teams are to provide the square leg umpire as follows:

- U11s and U12s square leg umpire to be provided by FIELDING team who may give advice to players, e.g. to bowlers and for field placements but only when the ball is dead, not during play.

- U13s and U14s square leg umpire to be provided by FIELDING team who may only give advice to players BETWEEN OVERS.
- U15s and U16-18s square leg umpire to be provided by BATTING team, who cannot give any advice to players on the field.