



Australian Masters Games 2021

SUPER 8s

Competition Rules

Rules:

MCC Laws of Cricket shall apply, except as follows:

1. MATCHES

- 1.1. Each match shall be played between two teams of eight (8) players.
- 1.2. Each match will consist of a maximum of 16 six ball overs bowled by each team.
- 1.3. No team shall be permitted to declare its innings closed.
- 1.4. Each match will consist of only one (1) batting and one (1) bowling innings per team.

2. LENGTH OF INNINGS

- 2.1. The maximum time allowed for the length of an innings shall be 60 minutes.
- 2.2. The fielding team must complete the final over within the allocated time.
- 2.3. Should the fielding team not complete the quota of overs within the allocated time, six (6) runs shall be added to the score of the batting team for each over in that quota that has been failed to complete.
- 2.4. An interval of 15 minutes shall occur between innings.

3. NUMBER OF PLAYERS PER TEAM

- 3.1. Only eight (8) players are permitted to bat and bowl in each game.
- 3.2. The playing eight (8) must be nominated prior to the commencement of the match and provided to the umpire/s.
- 3.3. Teams may nominate a squad of players to compete across the competition. No maximum is set; however, it is recommended teams nominate at least 10 players per team for the competition.

4. PLAYER ELIGIBILITY

- 4.1. **30 & over division:** to be eligible, players must be at least 30 years of age on the 31 December 2021.
- 4.2. **40 & over division:** to be eligible, players must be at least 40 years of age on the 31 December 2021.
- 4.3. **55 & over division:** to be eligible, players must be at least 55 years of age on the 31 December 2021.

5. CRICKET BALL USED

- 5.1. All cricket balls will be provided with each team allocated one (1) new ball per match.
- 5.2. All provided cricket balls must be given to a match umpire at the conclusion of the team's fielding innings.

5.3. The ball will be a red 2-piece 156g (Focus or similar)(men's/mixed) and 142g (women's).

6. TEAM UNIFORMS

- 6.1. Teams must supply their own playing uniforms.
- 6.2. Uniforms may not be made up of more than 40% red
- 6.3. Shorts are permitted for any fielder, batter and bowler. Shorts/pants made up of no more than 40% red
- 6.4. All tops worn by players within a team must be identical or reasonably similar (as decided by the Competition Manager).

7. BOWLING

- 7.1. No player is permitted to bowl more than four (4) overs per innings.
- 7.2. Overs will consist of six (6) legal deliveries.
- 7.3. Illegal deliveries will be re-bowled; however, no over shall contain more than eight (8) deliveries.
- 7.4. Underarm bowling is not permitted.

8. EXTRAS

- 8.1. Any ball which is bowled outside the wide markings on the off and leg side shall be called a Wide.
- 8.2. Any ball which, after bouncing, passes or would have passed the batter above the shoulder in their normal batting stance shall be called a No-Ball.
- 8.3. Any ball which, having not bounced, passes or would have passed the batter above the waist in their normal batting stance shall be called a No-Ball.
- 8.4. All Wides and No-Balls will be counted as one (1) extra to the batting team and must be re-bowled; however, the maximum balls bowled per over shall be eight (8).
- 8.5. The ball immediately following a No-Ball shall be called a Free Hit. On the Free Hit delivery, batters cannot be out bowled, caught, stumped or hit-wicket; however, can be run-out.

9. BATTING

- 9.1. If a batter becomes ill or is injured during a game, a runner will be permitted, subject to the umpires' approval. The runner shall be a member of the batting team and where possible, they will have already batted. The replacement must come from within the nominated eight players for that game.

10. BOUNDARIES

- 10.1. The boundary should be at least of forty-five (45) meters and maximum fifty-five (55) meters.

11. FIELDING RESTRICTIONS

- 11.1. No fielder is permitted within a 10-metre radius of the batter, excluding the arc from the wicketkeeper to point.
- 11.2. For the duration of the innings a maximum of three fielders may field outside the inner circle
- 11.3. In the event of an infringement, the square leg umpire shall call and advise the bowler's end umpires who will adjudge the decision of a No-ball.

11.4. If a fielder becomes injured or ill during a game, a substitute fielder will be permitted, subject to the umpires' approval. The substitute will not be able to bat or bowl.

11.5. Two players may be nominated as substitute fielders.

12. INTERRUPTED MATCHES

12.1. Under all circumstances when dealing with delays or interruptions to the innings of both teams, the Umpires shall adjudicate on the length of innings, target scores, overs to be bowled by individual bowlers and fielding restrictions.

12.2. Under all circumstances, the fielding restrictions of the innings of the team batting second shall be the same as the team batting first.

12.3. 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 maximum number of overs.

12.4. **If the seventh over of the batting team's innings has not commenced during the allotted innings time of 55 minutes, the match will be deemed 'No result'.**

13. TIED AND DRAWN MATCHES

13.1. In finals matches in which the scores are equal (i.e. either the number of runs scored or as a result of a draw or tie) the result shall be determined through a tie-breaker "super-over" where each team bats for one further over. The team batting second in the first innings shall bat first in the second innings.

13.2. Subject to weather conditions the super-over will take place at the conclusion of the match at a time to be determined by the match manager. In normal circumstances it shall commence 5 minutes after the conclusion of the match.

13.3. The super-over will take place on the pitch allocated for the match unless otherwise determined by the match manager with the sides batting in the same order. The umpires shall not change ends. The fielding side should choose which side to bowl from.

13.4. Prior to the commencement of the super-over each team shall select three batters and one bowler who shall already have played in the match and the selected players are given in writing to the umpires.

13.5. Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal 16 over match.

13.6. The same ball (or a ball of a similar age if the original ball is out of shape) used at the end of the second team's innings shall be used for both team's "extra" over

13.7. The loss of two wickets in the over ends the team's one over innings.

13.8. In the event of the teams having the same score after the super-overs are complete, the team that hit the most boundaries in the first innings shall be the winner.

13.9. In the event that the result is still a Tie after the super-overs and clause 13.8 has been applied, the super-over (clauses 13.1 - 13.9) shall be repeated until a winner is determined.

14. POINTS SCHEME

14.1. First Innings Only (to be retained regardless of result).

a) Win = 15 points

b) Loss = 0 points

c) Tie = 7.5 points each

d) Abandoned = 7.5 points each

15. HEAT POLICY

15.1. If excessive heat is predicted, that match will only take place at the WACA's discretion.

- 15.2. As a guide, the weather may be considered to be excessively hot when it is 37°C or higher.
- 15.3. Exceptionally hot weather is not defined solely in terms of temperature; humidity, air movement, the age of the participants, and other factors, should be considered. Any player who is indisposed may be permitted such drinks as are necessary.
- 15.4. The Competitions Coordinator and/or delegate shall have the discretionary power under the WACA Heat Policy to vary the start time and/or the number of overs to be bowled in any particular match, or all matches.
- 15.5. In hot weather, it should be permissible with the umpire's approval for drink breaks to be taken once in each session, and in excessively hot weather, drinks may be arranged such that periods of play between intervals (including drinks) are reduced to not less than 35 minutes. In addition, any player(s) whom an Umpire considers is indisposed or unduly affected by the heat shall be permitted to receive a drink between overs or at any other break in play, provided the time taken is minimised, and that the Umpires are entirely satisfied that no time is deliberately wasted.
- 15.6. An individual player may be given a drink either on the boundary edge 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. Any player taking drinks onto the field shall be dressed in proper cricket attire.

16. LIGHTNING

- 16.1. Play must cease immediately in the event that a lightning flash is followed by thunder less than 30 seconds later.
- 16.2. Play must not resume until 30 minutes after the last such lightning flash.
- 16.3. Play may only continue up to 3 hours after scheduled start time.