

Barnards Green Cricket Club
6 a side Tournament 2009 – Rules

- Normal cricket rules apply in all instances unless otherwise stated below.
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- No balls and wides will count as **4 RUNS** but no extra ball will be bowled . In the case of a front foot no ball; the following ball will be a **'FREE HIT.'**
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- Boundaries hit through the **'MAX ZONE'** at either end of the ground will count as double (4 – 8, 6 – 12) **(this may or may not be operating)**
- Batsmen have 45 seconds after the fall of a wicket to be in the middle, ready to take strike.
- Captains may, if they wish, retire a batsman at any time (the above rule applies in this instance too). Fielders may also be substituted, but **ONLY** at the end of an over.
- In each game any 6 batsmen from the squad may be used and any 5 bowlers may be used + 1 wicketkeeper.
- Innings will comprise of 5 overs (to be bowled by 5 different players). Innings shall take no longer than 20 minutes to bowl (unless in exceptional circumstances).
- After 5 wickets fall the innings is closed, there is NO last man standing.
- All overs to be bowled from the far end.
- 10 yard bowlers run up limit
- 3 pts will be awarded for a victory & 2 pts for a tie. If teams have the same number of points at the end of the group stage the semi finalists/finalists will be decided by firstly the result between the two sides. If there are more than two teams or the game between the sides was tied then the number of wickets taken in the group stages will be the deciding factor. If they are still tied it will be decided by the toss of a coin.