



NITMILUK CUP - 6 A SIDE RULES

- All games are 5 overs-a-side
- Games to be played in accordance with "The Spirit of Cricket"
- 6 players per team
- Each game will be split into two innings (one for the first game, then the second game's second innings)
- Teams short of players can grab reserve players from other teams not playing at that time of their own team playing
- No bowler can bowl more than one over per match
- All players must bowl an over (except the wicketkeeper)
- Wicketkeepers can be changed during games (preferred at the fall of a wicket)
- Batters retire at 30 runs (or 15 balls) and can return once everyone has batted
- All overs will be bowled from the same over
- Last batter standing rules apply, last batter dismissed remains as off-strike batter
- Any batter under the age of 18 is always required to wear a helmet while everyone else is strongly recommended to wear a helmet
- Wicketkeepers keeping up to the stumps are required to wear a helmet if under the age of 18, while everyone else is strongly recommended to wear a helmet
- If the ball is hit over the boundary on the full 8 runs are scored
- All other scores as per normal
- A wide scores 4 as is a no ball
- Wides are as per markings at each crease
- A maximum of 6 balls per over including wides and no balls, except in the final over when 6 legal deliveries must be bowled.
- Any ball bowled that pitches and passes the batter above the shoulder in normal batting stance will be called a no ball
- Any full toss above waist height of the batter in normal batting stance will be called a no ball
- A free hit shall apply following a front foot no ball
- Games to be finished as soon as score target reached
- Teams' captains to toss 10 minutes before scheduled game
- Teams to be ready to take the field of play, as soon as prior game/innings are finished