**SUPER 8’S CRICKET**

**RULES AND INFORMATION**

**COACHES ARE ENCOURAGED TO DISCUSS THE RULES and TIME CONSTRAINTS WITH THEIR OPPONENTS BEFORE EACH MATCH TO CLARIFYTHESE RULES**

**Game Rules**

• Each game shall be played between two (2) teams of eight (8) players.

• A game consists of a maximum of seven (7), six (6) ball overs per team.

• A team shall not be permitted to declare its innings closed.

• A game should take no longer than (one) 1 hour to complete.

**Bowling**

• Each member of the fielding team must bowl one (1) over, except the designated wicket keeper.

• The wicket keeper must be nominated prior to the toss of the coin.

• In no circumstances shall the nominated wicket keeper be allowed to bowl.

• Bowlers are to have a run up of no more than ten (10) metres.

• The ball used will be a Kookaburra Softaball (or equivalent).

• Underarm bowling is prohibited, except in extreme circumstances.

• Boundary fours (4) are to be scored as normal.

• A ball passing over the boundary on the full is scored as eight (8) runs.

• A maximum of eight (8) balls per over is allowed. **\* The final over of an innings must consist of six legal deliveries.**

• A wide shall be counted as one (1) extra run to the batting team.

• The ball is rebowled.

• A no-ball shall be counted as one (1) extra run to the batting team.

• The ball is rebowled.

• A no-ball is called when: Bowler steps over the front bowling crease Ball bounces over shoulder height of the batter Ball passes the batter on the full, above waist height

**Batting**

• A batter must retire immediately at the score of twenty (20).

• They may resume their innings at the fall of the last wicket.

• Retired batters with the lowest score resume their innings first at the fall of the last wicket

**Game Results**

• The team with the highest score at the end of the match will be declared the winner.

• If the scores of both teams are equal at the end of the game, the team losing the least amount of wickets will be declared the winner.