



Cricket Sixes Rules

1. Each team entering is asked to submit a list of their nominated players before two days, to the organizers, from which the six for each game shall be drawn. No team shall field a non-nominated player (see Note b & c).
 - a. No player nominated in one team may play for any other team.
 - b. A team needing a replacement, because of a serious injury, may nominate a player not named in the original eight; the tournament adjudicator must approve the replacement.
 - c. This player then becomes a nominated player for that team.
 - d. Should the injured player replaced recover to be fit enough to play again, his/her captain will request the adjudicator to re-instate that player. The originally approved replacement will, in such cases, step down.
2. One player from each team will act as Captain for the duration of the competition, even though he may not necessarily play in each match. The Captain's responsibilities will be:
 - a. Nominating six (6) players for every game.
 - b. Time keeping.
 - c. Conduct of his team.
 - d. Acting on their behalf in the case of disputes
3. Each game is played between two teams of six players and consists of a maximum of five six ball overs bowled by each side.
4. Teams shall be ready to take the field of play when called. Captains should toss-up at least 30 minutes PRIOR to their game and have batsmen/ wicket keeper suitably attired to take the field as soon as the previous game is completed. After the fall of a wicket, the incoming batsman must cross on the field of play. Failure to do so will constitute a four run penalty against the batting side.
5. Each member of the fielding side bowls one over, with the exception of the wicket keeper. The wicket keeper is nominated by the captain before each game and cannot be changed during the course of the game. The wicket keeper must wear gloves whilst fielding (a different wicket keeper can be used for each game if so desired).
6. Under-arm bowling is strictly prohibited.
7. Runs and extras are scored in accordance with the laws of cricket with the following exceptions:
 - a. WIDES
 - i. A wide counts as **TWO** extras to the batting side and the ball will **NOT** be re-bowled unless it's one of the last 3 balls of the innings. So last 3 balls of the innings need to be legitimate deliveries.
 - ii. The ball will be considered "dead" after a call of wide, i.e. the batsman **cannot be out**, and only 2 runs will be awarded.
 - b. NO-BALLS:
 - i. A No-ball shall count as 2 extras to the batting side and the ball will **NOT** be re-bowled unless it's one of the last 3 balls of the innings. Runs scored from a no-ball (off the bat, byes or leg byes) will be credited, in addition to the 2 extras for the No-ball. So last 3 balls of the innings need to be legitimate deliveries.
 - ii. The normal rules will apply to the call of "No -ball". If after delivery, the ball is then considered wide, the call of "No-ball" takes precedence and therefore the ball remains **live**.
 - iii. Any ball which, after bouncing, passes the batsman above shoulder height in his normal stance, or would have passed him above shoulder height if it strikes the batsman's bat or body, shall be called a No-ball by either umpire.
 - iv. Any ball which, having not bounced after leaving the bowler's hand, passes the batsman above waist height, or would have passed him above waist height if it had not struck the batsman's bat or body, shall be called a NO BALL by either umpire.
 - v. If a bowler's run-up exceeds 15 meters, a No-ball shall be called by either umpire



- vi. The ball remains live after the call of No-ball.
- c. MANKAD:
 - i. A Mankad style dismissal of a batsman trying to steal a run is permissible, provided that a warning to that batsman has already been given in that match.
8. A batsman must retire not out on reaching a personal score of 30 runs, but may return to continue his innings if one of the last pair of batsmen is out before the completion of five overs. The batsman may complete all runs possible off the shot which takes him to or past the 30, e.g. if on 29 he then hits a boundary, the full score will be added, or if he is able to run additional runs past 30 they will also count. Not out batsmen must return to the crease in their original batting order.
9. A batsman cannot retire before reaching 30 runs, except through a serious injury.
10. If five (5) wickets fall before the 5 overs are completed, the last remaining not out batsman is the only one who can score runs and therefore if he scores 1, 3 or 5 he must return to the batting crease. The last remaining batsman will be declared out if his partner is run out.
11. Substitution is allowed only for a serious injury, during a game, and no other reason;
 - a. Once a substitute is introduced, the player being replaced is not permitted to play again, in the game in question, under any circumstances.
 - b. The substitute has to be 1 of the 8 players in that teams' squad or the team plays out the game with 5 players.
 - c. If a batsman is injured during the game, a runner may be employed subject to the umpire's approval.
 - d. A substitute may be allowed to bowl if the player he is replacing has not already bowled and to bat if the said player has not batted.
 - e. In the case of a wicket keeper being injured, he maybe substituted, but this substitute cannot be allowed to bowl.
 - f. If all the fielders are not on the field, when a game commences, then the player(s) arriving late can only enter the field of play after the over in progress has been completed.
 - g. The player(s) arriving late cannot bat unless they have bowled their allocated over.
 - h. The opposing captain may nominate the member(s) of the fielding team to bowl the extra over(s) required to make up for any missing fielder, but no bowler may bowl two consecutive overs or part thereof.
12. The game is won by the side having the highest score after the completion of the game; if the total scores are the same:
 - a. The side losing the fewest wickets is judged the winner.
 - b. In the event of both teams losing the same number of wickets, the side which has scored the most runs from the bat (i.e. total runs less all extras) wins.
 - c. If all the above (a, b) cannot distinguish a winner, each side will be awarded two (2) points.
13. At the end of each match, points will be awarded in the following manner:
 - a. Three (3) points will be awarded to the winning side.
 - b. One (1) points will be awarded to both sides in the event of a tie.
 - c. Zero (0) points will be awarded to a team that loses or a forfeiting team.
14. In the event of the total number of points being equal, in any table, on completion of a round, the superior position should be judged by using the following criteria in order:
 - a. Net run rate. In the event of sides being level on net run rate, a coin toss will decide the results
 - b. In the event of a tie or a draw in a playoff game, a bowl off of 5 rounds will take place with sudden death following if necessary
15. All equipment shall comply with M.C.C. Laws of Cricket. Balls will be supplied by the organizing committee.
16. Neutral umpires will adjudicate each game.
17. Decisions by the umpires on the field of play, and the adjudicator in other matters, are final. Any player showing unreasonable dissent in the opinion of the umpires/adjudicator shall be disqualified from further play in the tournament following.