

Kaipaki Sixes Tournament

Ray O Connor Memorial Cup 2017

The MCC Laws of Cricket (2000 Code 2nd Edition - 2003) shall apply except as follows:

1. **The Game**

Each game shall be played between two teams of six players. A game consists of a maximum of five six-ball overs bowled by each side.

2. **Bowling**

Each member of the fielding side shall bowl one over, with the exception of the wicketkeeper. All overs will be bowled from one end. The bowlers run up is restricted to 8 metres. The wicketkeeper must be nominated at the time of the toss and must wear wicket-keeping gloves at the instant of delivery – otherwise 'No ball' will be called. A different wicketkeeper may be nominated for each game but cannot be changed during the course of a game except under Rule 7

3. **Wide**

A wide shall count as 5 extras to the batting side and NO extra ball shall be bowled.

Two lines shall be drawn, one at a distance of 60 cm on the off-side from middle stump and 45 cm on the on-side from middle stump, each at right angles to the popping crease. Any ball, which in the opinion of the Umpire, passes the popping crease, over or outside these lines shall be called a wide, providing it does not touch the bat and/or any part of the striker.

Upon a call of 'Wide' the ball shall remain live.

4. **No Ball**

A No ball shall count as 2 extras to the batting side and NO extra ball shall be bowled. Any 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.

Any ball, which, after bouncing, passes the batsman above **shoulder height** standing upright, or would have passed him above shoulder height if it strikes his bat or body, shall be called a No ball.

Any ball that, having not bounced after leaving the bowler's hand, passes the batsman above waist height and would, in the opinion of the umpire, have passed the popping crease above waist height, shall be called a No ball.

If, at the instant of delivery, the wicketkeeper is more than 10 metres away from the stumps at the striker's end, the square leg umpire shall call No ball.

The normal "Front foot" No Ball rule applies. A Front foot No ball results in the next ball being a "Free hit" (the batsman can only be run out) for the facing batsman. The field cannot change even if the striker has changed. The "Free hit" ball counts as the extra ball.

The ball remains live after the call of No ball.

5. Batting Order

Teams must declare their batting order before the start of their first game. Batsman must bat in that order during the tournament and if not out at the end of a game the next batsman in the order begins batting in the next game, a not out batsman from one game does not open the batting in the next game. Any player replacing a player takes that player's position in the batting order.

6. Last Man Stands

If five wickets fall before 5 overs are completed, the last remaining batsman shall bat on with the 5th out batsman acting as runner. The last remaining batsman must always take strike. He shall be declared out if his partner is declared out. The innings shall be completed at the fall of the sixth wicket.

7. Injuries

(a) If a fielder suffers an obvious traumatic injury (i.e. split finger webbing) which, in the opinion of the umpires, requires immediate medical attention he will be allowed to leave the field for a maximum duration of 5 legitimate balls being bowled. A substitute fielder will be allowed onto the field for this period although he will not be permitted to bowl. If the injured fielder is unable to return to the field of play within the specified time, or if in the opinion of the umpires, deliberate time wasting tactics are employed by the fielding side during said period, then rule 7(b) will automatically apply and the player replaced may take no further part in the match in progress.

(b) If a fielder is injured, otherwise than (a) above, a substitute fielder will be permitted, but he will not be allowed to bat or bowl. If an injured fielder has not completed his bowling, the opposing captain shall nominate which member of the fielding side, including wicketkeeper shall complete the injured fielder's bowling, subject to that player not bowling consecutive overs or part thereof. An injured wicketkeeper may also be substituted, but a maximum of one substitution only will be allowed for the fielding side. Once a substitute is introduced, the player being replaced may take no further part in the match in progress. Substitution shall be allowed only in the case of any injury sustained during a game and for no other reason.

8. Team on the field

If any fielders are not on the field when a game commences, the side in question must play the whole game with the number of players on

the field at the start of the game. The opposing captain may nominate the member(s) of the fielding team (including the wicketkeeper) to bowl any required overs to make up for missing fielders, but no bowler may bowl two consecutive overs or part thereof. Similar provision will apply if a bowler is removed for deliberately bowling a high full pitched delivery.

9. Batsman crossing

A penalty of 4 runs shall be awarded to the fielding team by the umpire if an incoming batsman does not cross with the outgoing batsman on the field of play.

10. Squad

Each squad shall comprise of a maximum of 9 players, nominated prior to the start of their first game, from which the team of 6 shall be drawn for each game. The names of the members of each squad will be submitted to the Tournament organiser before the start of their first game of the day. No team shall play any player other than those originally nominated in their squad unless indicated by the tournament organiser.

11. Captain

One player from each squad shall be nominated as Captain for the duration of the competition even though he may not necessarily play all matches. Captains shall be responsible for naming the six players before each game, for time keeping, for the conduct of their team and for acting on their behalf in the event of disputes.

12. Timing

Timing is crucial to the success of the competition. Teams must be prepared in advance for each game as follows:

i. Team Captains must toss at least 20 minutes before the scheduled start of their next game and, prior to the toss, notify the Tournament Director of team selection, batting and bowling order, Captain, Wicketkeeper and substitute.

ii. Opening batsmen and wicketkeepers are to be padded up before the conclusion of the preceding game and the whole batting side padded up at the commencement of their team's innings.

iii. Incoming batsmen shall cross with the outgoing batsmen on the field of play (see rule 9).

13. Any team failing to appear at their appointed time will forfeit the game.

14. In the event of the match schedule being disrupted for any reason (e.g. inclement weather) at any stage of the competition, final

positions and/or results shall be decided on overall run rate (total runs scored divided by the number of legitimate balls received).

15. Decisions of the Umpires on the field of play, and the Tournament Referee in all other matters shall be final. The Spirit of the Game is to be observed throughout and the Tournament Referee shall take appropriate action against any player misconduct or unfair play during the tournament.
16. The Tournament Director reserves the right to amend these Rules at any time if he considers such an action to be in the best interests of the competition. Decisions of the Tournament Director on any matter shall be final and absolute and no appeal will be entertained.

17. Points

- i. The side having the highest score at the completion of the game shall win.
- ii. In the event of tied scores, the side losing fewest wickets shall be judged the winner.
- iii. In the event of both teams hitting the most sixes shall win, if still being equal, the side that conceded least extras shall win.
- iv. Two points shall be awarded to the winning side and any team losing a tied game under Rules ii or iii shall earn one point.
- v. Should teams have equal points at the end of the round robin stage, the superior position will be judged according to the following criteria:
 - a. There will be a bowl off – see rules below.

18. Bowl Off

In the event of a tie not resolved by Rule 17 ii or 17 iii, or if the final is tied (Rules 17 ii and 17 iii do not apply in the final) the fielders of each team shall bowl one ball each at a set of stumps alternately. The side hitting the wickets the most times out of 5 shall be declared the winner. If each team hits the wickets the same number of times, the process shall continue, bowling alternately, in the same order as before and the winner shall be declared as soon as one bowler succeeds whilst his opposite number fails to hit the wickets. No balls and wides will count as an attempt but no extra ball will be allowed.

