







## **Cricket 8's Competition Rules**

This information must be read in conjunction with "Sport Entry Forms", "Sport Information" and "Games Information" available from the website. Details are subject to change please contact the Games Office for the most recent information.

- A.** A game is played between teams of 8 players and consists of 7 six-ball overs bowled by each side from one end of the wicket.
- B.** With the exception of the wicket keeper each member of the fielding side bowls one over. The wicket keeper cannot be changed during a game unless he/she is injured. The substitute wicket keeper, who cannot bowl, must complete the innings.
- C.** If the fielding side has fewer than eight players, the batting team will nominate the bowler in order to complete the innings.  
In the case of injury on the fielding side:
  - i** A reserve may replace the injured player into the position and batting order of the injured player.
  - ii** Injured players may not return to the side for the Game.
  - iii** If there are no reserves the batting team will nominate the bowler to replace the injured player.In the case of injury on the batting side no substitution is allowed
- D.** All runs and extras are scored according to the accepted laws of cricket with the following exceptions.
  - i** Any wide delivery shall count as two extras to the batting side no matter if off the bat or a sundry and an extra ball will be bowled.
  - ii** Any over shall have a maximum of 8 balls (including wides and no balls) except for the last over of an innings which must have 6 legal deliveries.
  - iii** A ball called wide by the umpire is considered a dead ball. Two runs only are scored and the batter can't be dismissed.
  - iv** Any ball delivered by the bowler reaching the batter above shoulder height in their normal batting stance is called "no ball".
  - v** Underarm bowling is permitted. However if the ball bounces more than once before reaching the striker it will be called a "no ball".
- E.** When the ball is bowled no fielder may stand closer than 10 metres from the striker's wicket on the legside or in front of point on the off-side.
- F.** A batter must retire not out on reaching a personal score of 20 (or total they achieve if their last scoring shot takes them beyond this score eg 18 + 4 = 22). Retired batters may return in the order in which they were retired if one of the last pair of batters is out before the completion of 7 overs. If 7 wickets fall before the 7 overs are completed, the last remaining batter is the only one who can score runs and must return to the striker's end each time he/she scores a 1,3 or 5.  
If either of these last two batters are run out the innings is ended.

### **Match Results**

- i** The team with the highest score at the end of the match is the winner.
- ii** If the totals of both teams are equal, the side losing the least number of wickets is declared the winner.
- iii** If the result can't be decided by (i) or (ii) the side which bowled the least number of wides and no balls is declared winner.
- iv** If the result still can't be determined the winner is the team with the highest score after the 8th legitimate ball.

In pool play, unless bowled out, both teams must complete 7 overs. In Elimination Tournament the innings of the team batting second will end once a result has been achieved.

### **The Ball**

A Platypus Plyball is to be used in all matches. Softer than normal ball it has a similar bounce to a standard leather ball, and can travel a similar distance when hit, yet is easier to catch. Batters have the option of wearing protective leg guards (pads) and a helmet.

### **Time Wasting**

All teams must complete their allotted overs in less than twenty five (25) minutes unless either the officiating umpire or Sport Coordinator rules that extra time will be added due to an injury or legitimate disruption to play.

The offending team when batting will only be entitled to receive the number of overs when 25 minutes was reached while their opponents must receive their full quota of 7 overs.

**GOOD LUCK!**



# Entry & Payment Information

## DEADLINES

**Guaranteed Entry Deadline October 7 • Final Entry Deadline October 21.** Incomplete Entries will not be guaranteed or processed. Entries received after the Guaranteed Entry Deadline are taken on a "first come" basis.

## ENTRY CONFIRMATION

Confirmation will be sent to each entrant on this Form, only after Entry has been received by the Games with full payment.

## REGISTRATION at a SUPERCENTRE

**'Registering' in person before competing is compulsory.** To 'register', each entrant is required to bring their **Entry Confirmation**, with photo attached, to the Games SuperCentre (not to Sport Check-in), sign a Waiver of Liability, collect their Official Start Times and Games Programme, and be issued their validated Games ID, which must be shown before competing. See 'Waiver' and 'How to Enter' on the Games website.

Games SuperCentres for registration will be located in Melbourne from Thursday November 18 to Sunday 21 November. Exact times and locations will be sent with Entry Confirmation.

## INSURANCE

Entry fee does not include Personal Accident Insurance. **To purchase Personal Accident Insurance contact the Games at [corporategames.net.au/aus/organisingateam/shtml](http://corporategames.net.au/aus/organisingateam/shtml) or call us on 1300 301 418.**

The Games holds third party public liability insurance. If an entrant breaks, damages or loses equipment at a Games Venue they will be required to pay for its repair or replacement.

## REPLACEMENTS and CHANGES

Replacements or changes may only be in the **Identical Event**. Replacements must be lodged at the Games Office on an Official Form **before November 4**. Replacements or changes after this date will be at the discretion of the Games and subject to a \$25 fee per change.

## WITHDRAWALS and REFUNDS

Withdrawals must be in writing. Before November 4 refunds are minus \$25 per person. After November 4 no refund. Fees paid are spent in advance on the cost of organising the Games and therefore are only refundable as above.

## GAMES CELEBRATIONS

Details on **Games Celebrations** will be available from the Games website. The **Games Awards Dinner** will be Monday November 22 from 7:00pm at The Angliss Restaurant, William Angliss Institute, Melbourne. Cost is \$115.

## FEES INCLUDING GST

**\$55** per participant.

Entry must be with full payment and at the Games Office by deadline. **NO part payments accepted for this Team entry.**



Participants in **CRICKET 8's**  Number (Min 10)  x \$55 =

## METHOD OF PAYMENT

Fees payable to **Corporate Games Pty Ltd** ABN 64 056 480 543 by

**Cheque**  **Credit Cards – Pay online** at [www.corporategames.net.au/aus](http://www.corporategames.net.au/aus)  
**Visa • MasterCard • Amex** Transaction fee applies to Credit Card payments

**Money Order**  **Direct Debit** Bank ANZ 012 141 8527 93733  
 Evidence of transfer and Credit Card payments **MUST** accompany form

## CERTIFICATION

I/we agree to abide by all **Australian Corporate Games** rules and regulations. I also agree that Corporate Games P/L may store my personal information and results in a database and use that information to conduct Corporate Games, and for marketing and research purposes. If you wish to access your personal information, or read our privacy policy, contact us at [info@corporategames.net.au](mailto:info@corporategames.net.au)

Name \_\_\_\_\_

Captain

Signature \_\_\_\_\_ Date \_\_\_\_\_

The Games is not responsible for misdirected, lost, or delayed mail. Should the Games or any Sport or associated Event be cancelled as a result of circumstances beyond the control of the Organisers no refunds will be made. Entrants under 18 years must provide a letter of parental or guardian's consent. The Games has no affiliation to or specific sanction from its sports' governing bodies. The Games reserves the right to make any change in conditions of entry and to decline any application at its discretion.

## POST ENTRY FORM TO



### **Australian Corporate Games**

#### **Mailing Address**

GPO Box 5152

Sydney

NSW 2001

Australia

### **Entries may NOT be faxed or emailed**

#### **Contact Details**

[info@corporategames.net.au](mailto:info@corporategames.net.au)

Tel 1300 301 418

Fax 1300 301 419

[www.corporategames.net.au](http://www.corporategames.net.au)

