

**APS PRIMARY CRICKET**

1. See General Regulations Governing Sporting Competitions.
2. Cricket is conducted under the rules of Cricket Victoria unless otherwise stated.

Students could learn much about cricket during a game, and a coach's advice could be helpful and sometimes necessary. A game, however, should not develop into a tactical contest between two coaches, and a captain should take their share of responsibility for their team. In particular, a game should not be held up by coaches coaching individual members of the team.

A coach may feel free to advise the captain on field placings **between overs**, but that during bowling of an over, the captain should be responsible for any field changes (unless, of course, the safety of a player is involved).

In batting and bowling a coach may, again, feel free to speak with a player while the field is changing at the end of an over but that during the over they should, at most, content themselves with a "murmured aside" if they happen to be near the player, e.g., "don't forget your follow through" to the bowler.

**SAFETY**

2.
  - a. Coaches of all teams are responsible for ensuring that students in cricket teams do not field in positions of danger. Prompt action must be taken in this regard. All coaches are reminded of their duty and legal responsibility as a member of staff.
  - b. Fielders will not be placed within an arc, half the length of the pitch from the centre stump at the batting end except for the wicketkeeper, offside slipsmen and gully. These areas are to be marked by white dots or flat discs.
  - c. The deliberate bowling of short-pitched deliveries is to be discouraged at all levels.
  - d. A batter must not be endangered by unnecessary and intimidatory returning of the ball to the wicketkeeper.
3.
  - a. **APS Helmet Policy: That for all APS games, all Batters and close-in fielders are required to wear helmets with face guards (this does not include slips and gully fielders).**
  - b. The use of mouthguards, boxes and other protective gear is also strongly recommended.
  - c. The provision of helmets as a part of the kit is a matter for individual schools.

**CODE OF CONDUCT**

In inter-school games at all levels, players and spectators are personally involved.

**STANDARDS OF BEHAVIOUR**

1. **Players** are responsible for conforming to the spirit as well as the letter of the rules. Most of us can clearly distinguish between fair play and gamesmanship or taking advantage of loopholes in the rules. The following comments are intended to assist players to avoid thoughtless and unintentional breaches of sportsmanship. The home captain should extend the normal courtesies of a host to visiting teams.

The following breaches of fair play are to be avoided:

- a. Fielders talking to batters when they are about to face the bowler.
  - b. Intimidating batters by clapping almost every ball.
  - c. Intimidating umpires with unnecessarily loud and/or dramatic appeals from the majority of the fielding side. This comes under the heading of cheating if it results in a batter being given out, caught or LBW when they were not out. (The only players who should appeal are those in a position to see or hear what has taken place. Unnecessarily loud and/or dramatic appeals even from these players are to be deplored).
  - d. Pretending to have caught a ball which the fielder knows has been taken on the half volley. (When a catch is not taken cleanly the umpire's attention should always be drawn to the fact. If a player has been given out in this manner, captains should ask the umpire concerned if they would be agreeable to recalling the batter)
  - e. Appealing for bowled or hit wicket when it is known that the wicketkeeper has caused a bail to fall.
  - f. Unnecessary and intimidatory returning of the ball to the wicketkeeper.
  - g. Wasting time in any shape or form. The following methods have appeared in most grades of cricket:
    - i. Conference between batters at the end of every over;
    - ii. Batters who are at the crease going half way over to the pavilion to greet incoming batters;
    - iii. Unnecessary hold-ups for batters re-taking block;
    - iv. Excessive movement from the crease as the bowler comes in to bowl;
    - v. Delays in field settings with captains coming up to their bowlers from distant positions in the field;
    - vi. The removal or adjustment of pads or other equipment, sometimes in the middle of an over;
    - vii. Batters failing to cross with dismissed players on the field;
    - viii. Bowlers dawdling to their marks and coming up slowly from their positions in the outfield to hand cap and sweater to umpires;
    - ix. Unnecessary movement of sight-boards;
    - x. Unnecessary or intimidatory returning of the ball to the wicketkeeper.
2. **Spectators**
    - a. Whatever interferes with the orderly conduct of an event, or the comfort and freedom of others to watch and enjoy the event is unacceptable.
    - b. Spectators are encouraged to applaud good play by both sides. There should be no slow clapping and derisive barracking. Relief when the opposition drop a chance, however strongly felt, should not be vocally expressed.
    - c. Areas used by spectators should be left free of litter.
  3. **Coaches**

All coaches are responsible for ensuring that the letter and the spirit of the Code of Conduct is followed and are expected to set an example to others at all times.
  4. **Umpires**

Umpires in APS cricket are instructed to watch such negative activities as those listed above. Should an umpire consider the Code of Conduct is being broken during a game he shall, using his discretion and mindful of the context of any such comments or actions of either fielders or batters, take action according to Standard of Behaviour 1.
  5. **Captains & Vice-Captains** of all teams are expected to see that their team plays the game according to the spirit as well as the letter of the Code of Conduct and set the example to others.
  6. **First XI coaches and/or Teachers-in-Charge of Cricket at all levels**

As the Code of Conduct applies to all teams, not only the First XI, they are to liaise with Delegates/Sports Coordinators to ensure that all coaches are issued with the Code of Conduct and the appropriate regulations and that the school as a whole is informed of the content of the Code of Conduct.

**No-Ball Rule:** The CV No-Ball and Wides Rule will apply, i.e. one run for the No-ball or wide plus any additional runs scored.

**MODIFIED RULES FOR UNDER AGE GAMES, YEAR 6 & BELOW**

- A Division:** Two-day games, where possible  
**B Division:** Optional 2-day or T20 Cricket games  
**C Division:** T20 Cricket games

**Recommendations for afternoon games of 2-2½ hours' duration**

1.
  - a. Home team will bat first and should be ready to commence game on arrival of opposition.
  - b. Team batting first to receive 20 overs of 6 balls each.
  - c. Batters retire on reaching 20 runs with the proviso that they may return at the fall of the last wicket if 20 overs have not been completed.
  - d. Bowlers are permitted a maximum of **two** overs, until everyone in that team has had the opportunity to bowl. This rule applies to all levels of Primary Cricket.
  - e. No LBW rule.
  - f. Wides - Wides should be given a liberal interpretation (batters should be encouraged to use their feet) but must count as one run for the batting side. From Year 5B down the bowlers should however be restricted to six balls per over.

The following Recommendation No. 2 to be called 'Modified Cricket' is suggested as suitable for lower standard games only, e.g., Year 6C, 5B, 5C, 5D and below.

2.
  - a. Team consists of 11 or 12 players
  - b. Each team bats for 20 overs of 6 balls
  - c. Each batting pair face four overs whether out or not
  - d. Each bowler bowls a maximum of **two** overs, until everyone in that team has had the opportunity to bowl.
  - e. No LBW rule
  - f. Scoring
    - i. Actual runs scored;
    - ii. deduct one run each time a batter is out;
    - iii. add a bonus of five runs for each batter not out at the end of the innings.
3. **Timing**  
 For half day matches the time is divided equally and the number of overs bowled in the first team's innings should then be bowled for the second team's innings. If the first team is dismissed under the time allotted, the second batting team should be able to bat for the full agreed time and at least the equivalent number of overs bowled.
4. **Balls**  
**It is recommended that Years 5, 6A and 6B Divisions use the 'Red King' ball and that C Division use the 'Super-Soft' ball.**  
**Note:** No other balls should be used. Coaches are asked to ensure the use of appropriate balls.
5. **Pitch**  
 These exact lengths are suggested, as marking of pitches could be made easier. The important point is that the younger players perform very much better if they play on a short pitch.

Years 4, 5	16.45 metres	<————16.45m————>
Year 6	17.67 metres	<————17.67m————>
<i>Creases are 1.22m from the stumps</i>		

To avoid excessive marking of the pitch by batters taking block when playing on turf, block marks could be made prior to the match, or players should be instructed to mark their position using a bail.

6. **Safety: APS Helmet Policy**  
 That for all APS games, all Batters and close-in fielders are required to wear helmets with face guards (this does not include slips and gully fielders).
7. **No-Ball Rule:** The CV No-Ball and Wides Rule will apply, i.e. one run for the No-ball or wide plus any additional runs scored.

**T20 Cricket Format (Year 5C & 6C)****Format**

- Game Style: Pairs Cricket.
- Equipment: Plastic bats and balls only – no protective gear or traditional cricket equipment required.
- Pitch Length: Reduced pitch length (approx. 16–18 yards instead of 22).
- Boundaries: Smaller than regulation, adapted to school oval or available space.
- Match Type: One-day format only (no multi-day play).

**Team Composition**

- Team Size: 12 players per team.
- All players must bat, bowl and field (rotation encouraged).

**Batting**

- Batting in Pairs: Players bat in pairs for a fixed number of deliveries.
- Balls Per Pair: Each pair faces 12 balls (2 overs).
- Dismissals: When a batter is out, they remain at the crease, but:
  - 5 runs are added to bowling team score.
  - Batters swap ends after each dismissal.
- Retirements: No retiring; all pairs bat their full 12-ball allocation unless injured.

**Bowling**

- Innings Length: 12 overs per team.
- Over Length: 6 balls per over.
- Bowling Rules:
  - All players (except wicketkeeper) should bowl 1 over each where possible.
  - No extra balls for wides/no balls (except last over of innings if preferred).
  - Encourage straight-arm bowling where possible, but flexibility allowed for skill levels.

**Fielding**

- All players must rotate through fielding positions.
- A wicketkeeper can be nominated and rotate if desired.

**Scoring**

- Starting Score: Teams begin on 0.
- Runs: Scored as in traditional cricket – 1s, 2s, boundaries. Double runs for anything hit past the bowler straight down the ground (straight drive that goes for 4 is worth 8 runs)
- Dismissals: Each wicket results in +5 runs for the bowling team.
- Highest score at end of match wins

**Spirit of the Game**

- Emphasis is on participation, fun, and skill development.
- Umpires and teachers should explain and encourage positive play.
- Coaches may assist during play to support learning.

## GENERAL

- This modified game of cricket is designed to allow all players to have equal opportunity to be involved
- It is a quick game that provides a great introduction to more traditional cricket
- A game is played between two teams with a minimum of eight players on each team
- A toss of a coin/bat will determine which team bats first.
- The recommended ball is the Kookaburra Supa Softball Junior
- It is recommended that all protective equipment is worn when batting despite the use of a modified ball
- It is recommended to play on a cricket pitch; however, a smooth oval surface would suffice

## BATTING

- Batting pairs bat for two overs. This may be increased if time permits and both teams are in agreement
- Players remain batting irrespective of the number of times they are given out
- Umpires are to ensure that both players within the pair face a similar amount of deliveries
- Batters swap ends at the end of each over and when dismissed (except in the event of a run out)
- If the batter facing fails to hit consecutive ball in one over, they hit off the tee after the second delivery and must run. This allows both batters the opportunity to score runs and keeps the game moving
- If a batter is dismissed, the bowling team receives five bonus runs per wicket. Please note that runs are never deducted as they are added to the bowling team's final total. Thus, the only penalty for being given out is that the batters swap ends.
- Batters can be given out in the following ways, at the discretion of the umpire who is committed to providing a fun and inclusive experience for all
  - ❖ Bowled
  - ❖ Caught
  - ❖ Run out
  - ❖ Stumped
  - ❖ Hit wicket
  - ❖ Batters cannot be given out LBW unless they are intentionally not offering a shot
- The next batting pair needs to be ready to come onto the field as soon as the two overs are completed for the batting team before them
- Batters are only given one chance to hit the ball from a free hit. A swing and a miss counts as their free hit
- When a free hit is called, the batter should be encouraged to hit the ball on their offside (i.e. Right hand batter hits the ball from the cone on their right)

## DOUBLE ZONE

- The double zone is the area behind the bowler's end stumps. See diagram for further details
- The double zone should be marked with different coloured cones
- Any ball that is hit into the double zone is worth twice the amount. E.g. a 4 scored into the double zone will be recorded as 8
- Only runs hit into the double zone are counted as double runs. Overthrows do not count.
- No more than 3 players can field in the double zone at the time of a delivery

## BOWLING

- All players must bowl one over each and keep wicket for one over. It is suggested to bowl and keep in the same pair as when batting. (The wicketkeeper may wish to wear a helmet and gloves but is not required to given the modified ball)
- Bowlers are limited to a short run up. This ensures a fast paced game. 10m maximum
- All overs are bowled from the same end. Batters swap after each over
- Umpires are asked to encourage bowling with a straight arm and from the proper crease in the spirit of the rules; however, to allow for a level of success this may need to be flexible for some students
- There is a maximum of six deliveries in each over. Wides and no balls are not re-bowled
- Any overarm delivery that bounces more than once or rolls along the ground shall be deemed a fair delivery (unless the bowler is deliberately rolling it along the ground to gain an advantage). The umpire may decide that deliveries should be re-bowled if they are considered unfair.
- There are four types of deliveries that classify as a no ball or a wide
- A no ball is one that:
  - ❖ Bounces over the batters head in their batting stance
  - ❖ Reaches the batter above waist height
  - ❖ Sees the bowler overstep the crease at the point of delivery
- A wide is one that:
  - ❖ Passes outside the batting tees at the batters end and isn't hit. If the batter hits the ball outside the markers, it is not a wide
- If a no ball is bowled (whether the batter hits it or not), the batting team receives two runs and a free hit off the tee. The only way a batter can be out from a free hit is run out.
- If the batter scores from the no ball they will receive the runs scored, plus the 2 runs for the no ball and a free hit. The free hit is to be taken by the batter on strike at the time the no ball was bowled

***2 for the no ball + score from no ball + score from the free hit***

- If the ball passes outside the batting tees at the batters end it is a wide and the batter receives two runs plus a free hit from the tee. The only way the batter can be out from the free hit is run out
- If the ball passes outside the batting tees at the batters end and beats the wicketkeeper, batters receive two runs plus what they run. The ball is then returned to the tee for a free hit and the number of runs scored from that hit is added to what has already been scored.

***2 for the wide + what is run + score from the free hit***

### FIELDING

- Teams must have at least 3 fielders each side of the wicket at all times
- It is recommended to move players around the field to experience different fielding positions
- No more than three fielders can field in the double zone at the time of a delivery
- The wicketkeeper may wish to wear a helmet and gloves but it not required to given the modified ball
- Fielders cannot stand within 10m of the batter, except for the wicket keeper and slips.
- Fielders cannot move once a free hit is called until the batter makes contact with the ball



## CRICKET SCORESHEET FOR APS YEAR 5C &amp; 6C

Batting Team 1: \_\_\_\_\_

Batting Team 2: \_\_\_\_\_

	BALLS BOWLED – SCORE PER OVER								PROGRESSIVE	
BOWLER	1	2	3	4	5	6	RUNS	WICKETS	RUNS	WICKETS
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										

ADD BONUS RUNS from wickets taken in the first innings	Runs		
	TOTAL SCORE		

	BALLS BOWLED – SCORE PER OVER								PROGRESSIVE	
BOWLER	1	2	3	4	5	6	RUNS	WICKETS	RUNS	WICKETS
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										

ADD BONUS RUNS from wickets taken in the first innings	Runs		
	TOTAL SCORE		

- Mark wicket taken with an 'X'
- Wides and No Balls = 2 Runs
- Runs scored from hits into the double zone are doubled
- Bonus runs = 5 runs per wicket taken
- Record the runs scored from each ball and keep a progressive total at the end of each over. At the end of each bowling innings, carry the runs scored from taking wickets to that teams batting score.