



DET NSW School Sports Unit

Dual Pitch Cricket

The game is designed to increase participation rates of all players without unnecessarily modifying the nature, rules, playing skills or tactics of the game. The idea requires two pitches on adjacent grounds to allow easy communication between the two and effective use of limited periods of time.

THE TEAM

Teams will consist of up to fifteen players. Eleven shall be fielding, two batting and two waiting to bat.

THE FIELD

The game shall be played on adjoining wickets. Grounds will tend to be of smaller condition if they are adjacent, however, size of ovals may be equalised by the use of flags or markers.

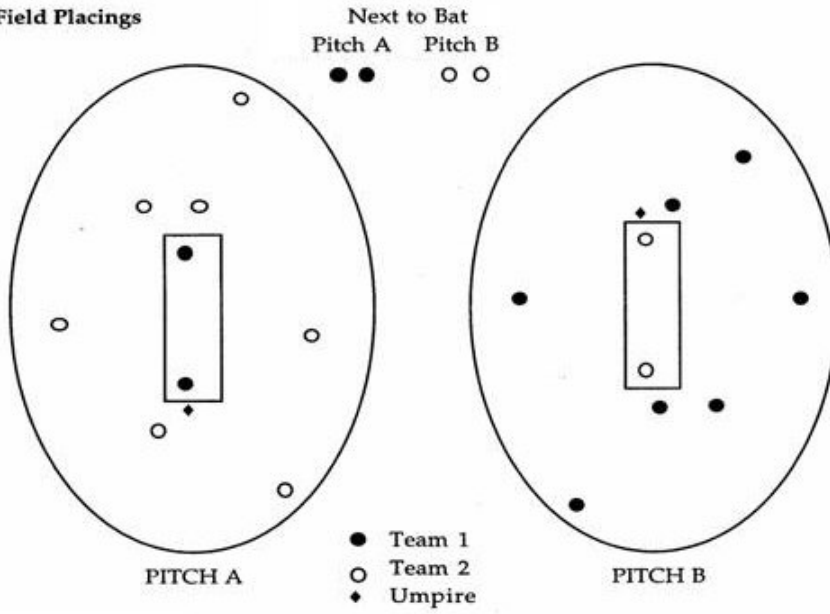
THE GAME

1. The laws of cricket apply except for the following modifications:
 - o The winner of the toss will choose on which field to bat
 - o When Team 1 loses a wicket the batter comes off the ground and quickly replaces a team mate fielding on the adjacent pitch. The replaced player then prepares to bat.
 - o Team 2 operated in the same way, batting on one pitch and fielding on another.
2. The score is calculated by total team runs x wickets taken at the end of a set period of time. eg:

Team 1 has 8 / 134	Team 1 5 x 134 = 670
Team 2 has 5 / 95	Team 2 8 x 95 = 760

Team 2 is the winner.
3. The score is kept individually at both wickets. If a team fails to lose a wicket, both teams add 1 to their wicket totals.
4. If all batters are dismissed the team restarts their innings and bats in the same order. This ensures that both teams will be batting and bowling at all times.
5. In the event of abandonment due to weather, the scores will be calculated at the time of abandonment.

Field Placings



Game length is determined by time not overs.

