



DET NSW School Sports Unit

Super Eights

All games are played in accordance with the laws of cricket as recognised by the Australian Cricket Board except as amended below.

THE TEAM

Team members are numbered 1 to 8 and bat in their nominated order. In any KO or round robin competition players must continue to rotate to ensure that every player is given the maximum opportunity to bat. Eg if batters 5 & 6 were batting at the completion of a game then batters 7 & 8 would open the batting in the following game. Any replacements who come into the team would be required to bat before any player who has previously batted.

THE FIELD

1. 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. (See diagram for positions)
2. Two lines will be drawn at right angles to the crease from the bowling to the batting crease, 75 cm from the middle stump, to assist the umpires in calling 'wide'. (Any ball which passes outside these lines will be called a 'wide' unless it strikes the bat or any part of the batter below the shoulders).

THE GAME

1. Each game is played between two teams of 8 players and consists of 7 x 6 ball overs bowled by each side from one end of the wicket.
2. With the exception of the wicket keeper each member of the fielding side bowls one over. The wicket keeper cannot be changes during a game unless he/she is injured. The substitute wicket keeper who cannot bowl must complete the innings.
3. All runs and extras are scored according to the accepted laws of cricket with the following exceptions:
 - a. Any "wide" delivery (which is out of reach of the batter) shall count as two extras to the batting side and the batters cannot run. NO extra balls will be bowled(except in over #7).
 - b. A "no ball" is a delivery that reaches the batter over the waist on the full or above the shoulder after bouncing. This counts as two runs to the batting team AND the batters can score additional runs.
 - c. Any over shall have a maximum of 6 balls (including wides and no balls) except for the last over of an innings which must have 6 legal deliveries.
 - d. A ball called wide by the umpire will be considered a dead ball – two runs only will be scored and the batter cannot be dismissed.
4. Underarm bowling is permitted but not encouraged. In this case the ball must bounce (not roll) otherwise a "no ball" is called.
5. A batter must retire not out on reaching a personal score of 20 (or the 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 on the last pair of batters is out before the completion of 7 overs.
6. If 7 wickets fall before the 7 overs are completed, the last remaining batter can bat on with the 7th dismissed batter. The remaining batter is the only one who can score runs and must return to the strikers end each time he/she scores a 1, 3 or 5.
7. If either of these batters are run out the innings will be ended.
8. The team with the highest score at the end of the game will be the winner. If the totals are equal, the side losing the least number of wickets will be declared the winner.

Common cricket terms describing the placement of fielders:

