

POWER Pairs - COMPETITION RULES for Season 2017

TEAM NUMBERS & PLAYING CONDITIONS

- * A team is one pair
- * Matches can be played with (4) or (5) pairs on a Field (All rules below based on (5) pairs per Field)
- * All overs are (6) ball overs
- * Each pair bats for (4) overs
- * Each match is played over a total of (20) overs (or 16 overs if 4 pairs per field)
- * All matches are (60) minutes in duration
- * While in the Field, Pairs always bowl and Wicket Keep together

EQUIPMENT & GROUNDS

- * Wooden Bats and Incredi-Balls are used but no protective equipment is required [bats are supplied but players may use their own]
- * The pitch is (16) metres in length
- * All arenas are (40) metres in diameter and are marked out by boundary markers
- * All arenas will be identified by a 'Tear Drop' banner confirming oval number & name (i.e. MCG or Adelaide Oval)
- * All arenas will have a crease line marked out at the batting end. This will assist batters by showing them where to take guard

BATTING

- * Batters bat in pairs and continue to bat (irrespective of score or dismissals) for (4) overs per pair
- * Batters change ends after each dismissal, at the end of an over or when no run has been scored from (2) successive balls
- * 4's and 6's scored as per standard cricket rules
- * Batters can only be dismissed - Bowled, Caught, run-out, stumped or hit-wicket. There are no LBW dismissals
- * A free hit off a batting tee will be awarded to the Batter every time the Bowler bowls (2) wides in one over. This will be a bonus hit and will be counted in addition to the (6) deliveries that are required to be bowled
- * The only instance when a Wide will be bowled again is for the last ball of the innings but this will only be for a maximum of (1) additional delivery if another wide ball is delivered. A free hit is then given to the batter
- * When a batter has a 'free hit' they must assume their normal stance and they must hit the ball in front of the wicket

BOWLING

- * Bowling is always from the same end
- * There will be restrictions on how long Bowling run ups can be
- * Each player will bowl (3) balls per Batting pair = one Pair bowls (1) over, therefore a total of (4) overs
- * Bowlers will be encouraged to use the correct bowling action
- * Front foot 'No-Balls' will not be called. Umpires will be instructed to keep an eye on this and if a bowler is well past the wicket at the non-strikers end at the point of delivery they will discuss this with the bowler

WIDES & BYES

- * Wides will always be called at the discretion of the POWER Pairs umpire and their decisions will be final. The 'wide' call by the Umpire will be determined by whether the striker can reach the ball from their normal batting stance.
- * A wide will only be called by the Umpire once it is obvious that the striker has elected not to hit the ball. In this instance the ball is 'dead' and the batting pair cannot run.
- * The (3) examples listed below will be used to assist the Umpire to determine if the delivery is categorized as a wide and therefore what score is added to the batting team:
 1. A ball that is deemed too wide for the striker and the striker does not hit the ball and therefore no runs are scored, (2) runs are awarded to the striker and the batting team. If the striker elects to hit the ball the score will be determined by the runs or boundary scored. The (2) runs for the wide are not added. The ball is not re-bowled
 2. A ball that arrives at the striker above waist height and the striker does not hit the ball and therefore no runs are scored, (2) runs are awarded to the striker and the batting team. If the striker elects to hit the ball the score will be determined by the runs or boundary scored. The (2) runs for the wide are not added. The ball is not re-bowled
 3. A ball that stops before the striker and the striker does not hit the ball and therefore no runs are scored, (2) runs are awarded to the striker and the batting team. If the striker elects to hit the ball the score will be determined by the runs or boundary scored. The (2) runs for the wide are not added. The ball is not re-bowled
- * A bye will be determined by the Umpire based on the fact that the ball delivered by the bowler is within the strikers reach and therefore a fair delivery. If the ball is not hit but the batting pair decides to run on a 'fair' delivery, runs awarded will only be Byes. However, as the ball is not deemed wide, a batter can be Run Out.
- * **There are no boundaries for Byes meaning that the ball is always 'live' and must be fielded and returned to the wicket.** The Batters score will be based on the number of runs completed before the ball is returned to the Wicket Keeper or Bowler.

FIELDING

- * Field restrictions - 1 x WK, 1 x Bowler, 2 x Fielders on the Leg Side and 2 x Fielders on the Off Side at all times
- * The Bowler will be the only player entitled to make adjustments in the field
- * 1 Team (pair) is always off the ground for a maximum of 2 overs per
- * Fielders rotate at the completion of each over. This ensures the Fielders experience fielding in a different position during the course of the innings. Each participant bowls and Wicket Keeps as part of the rotation
- * No participant may field within (10) metres of the bat. This rule is necessary for the safety of the participants and must be strictly enforced
- * Additional runs can be scored once batting pairs have completed their (4) overs by participating in the field. The additional bonus runs are listed below:
 1. (5) Bonus Runs to the Bowler for every 'bowled' dismissal
 2. (5) Bonus Runs to the Bowler & Catcher for every 'caught' dismissal
 3. (10) Bonus Runs to the fielder for a direct hit 'run out' dismissal
 4. (5) Bonus Runs to each of the 2 players that complete a 'run out' dismissal
 5. (5) Bonus Runs to the Bowler & Wicket Keeper for every 'stumped' dismissal

THE 'GOOD SPORT' RULES – (These are perhaps the most important Rules of all)

- * Any Umpiring decisions made during the match are final. Players are not entitled to question the Umpires decision.
- * If there is descent shown by a player, the Umpire must provide (1) official warning. If the player continues with the poor behavior the Umpire may subtract (5) runs from the players team score
- * Once the match has finished and before players know the result it is imperative that the players form a line and all shake hands with the Umpire
- * This will then be followed immediately by all the players shaking hands amongst themselves