

APPENDIX (i): GAME VARIATIONS

CRICKET: DOUBLE INNINGS GAME

The following variations will be in force when the double innings version of the game is played.

BY-RULE 26 - GAME RULES

The double innings game will be played under the same conditions as the single innings game except for the following Game Rules and By-Rules:

- a) **FIELDING A TEAM (INTERCHANGE)**
 - i) A team may use upto 12 players per game although only 8 can play in any innings.
 - ii) Up to 4 players can be interchanged once only after the second batting innings and prior the commencement of the third batting innings.
- b) **GAME DURATION**
 - i) Each team will play an innings of 8 overs followed by 16 overs. Teams will bat alternately.
 - ii) Over length will be 6 balls.
 - iii) There is no break between any innings. Changeover is immediate.
 - iv) The full game must be completed as per the Rules for a winner to be declared.
- c) **LATE PLAYERS**
 - i) Individual players arriving late may take part in the match providing their arrival is before the commencement of the 7th over of the 1st innings.
 - ii) If an individual players arrive after the commencement of the 7th over of the 1st innings they may take no further part in the 1st innings of the game except as a fielder not wicket-keeper.
 - iii) A player arriving after the commencement of the 7th over of the 1st innings may still take part in the 2nd innings of the game, providing their arrival is before the commencement of the 13th over of the first batting teams 2nd innings.
- d) **DISMISSALS PENALTY: -5 RUNS**

Batters will be penalised –5 runs for a dismissal. This means a double play will incur a –10 run penalty.
- e) **DOUBLE PLAY DISMISSAL**

The "double play" concept will be available as a means of getting an extra wicket.

 - i) A "double play" is achieved when the striker and non-striker both go out on the same delivery.
 - ii) The second dismissal is a "double play" and can only take place at the non-striker's end.
 - iii) The non-striker is the only batter that can be involved in the second dismissal of a "double play".
 - iv) A "double play" **cannot take place when Run Out, Interference or Third Ball** is the first dismissal.
 - v) **A "double play" is affected when:**
 - Striker is Bowled and non-striker is Run Out (Or Interferes).
 - Striker is Stumped and non-striker is Run Out (Or Interferes).
 - Striker is Caught and non-striker is Run Out (Or Interferes).
 - Striker is LBW and non-striker is Run Out (Or Interferes).
 - Striker is out Hit Wicket and non-striker is Run Out (Or Interferes).
 - vii) After the 1st dismissal in a "double play", it is the responsibility of the non-striker to regain their ground at the running crease even if the batters have crossed.

viii) The fielding team may make any number of attempts to affect a run out during a "double play" whilst the non-striker is out of their ground. Once a player has made ground safely, the ball is dead and the

second dismissal of the "double play" cannot be affected.

f) **NO BALL, WIDE & LEGSIDE BALLS (Last Over Each Pair)**

A No Ball, Wide or Leg side ball is included in the over except in the last over of each pair when the last 3 balls will be re-bowled at the discretion of the striker. This applies to both first and second innings.

BY-RULE 41 - PREMIERSHIP POINTS

a) i) **Win Points**

Overall Win = 4 points

Tie = 2 points

ii) **1st Innings Win**

Leader after 1st innings has been played will be allocated **2 points**.

iii) **Skin Points**

1 Skin point for each batting pair of the 2nd innings. No skin points for 1st Innings.

Note: Teams can win a total of 10 points per game:

- 4 points of overall win
- 2 points for 1st Innings win
- 4 Skin points

b) **Forfeit Points**

These will be calculated to the nearest half point or full point.