

The Rules and Conventions of Pub Cricket

Access to and State of the Grounds

The YPCA conducts matches on grounds managed by Yarra Council and Vic Parks. WJ Cox Oval, which is managed by Vic Parks, requires a key to unlock barriers to the access road and the toilet facilities. The Association has a set of keys for the home team to borrow. If you are scheduled to be the home team for a game at WJ Cox you should contact the Association in the week leading up to the game to find out where the key is and how to get it.

Please ensure that all facilities are left as clean as you found them, and that the toilets and road barriers are locked before you leave the ground. While toilet facilities at our grounds have improved in recent years it would still be advisable for teams to include toilet paper and soap in their kits.

Teams should also include at least two rubbish bags in their kit, one for recycling and one for general rubbish. While some grounds have appropriate bins they are often full, and teams may need to take their rubbish away with them. In particular, players are not to leave cigarette butts around the ground. It is very important that we make sure all are disposed of correctly as it has been in the past a point of particular concern with the ground authorities. Please do a sweep of the grounds before you leave.

If on arriving at the Oval the ground is found to be unplayable the Captains should take photos of the problem and get in touch with the Secretary or President immediately.

Starting Times, Duration and Format

Games usually start at 1pm, or 1.30pm depending upon the ground. The starting time will be advised in the draw. The minimum number of players to make up a team is eight. If one team has seven or fewer players 30 minutes after the supposed starting time then the other side may claim a victory by forfeit.

Sides can use as many players as they have by subbing them on and off the field. Only 11 can be on the field at any one time, and a maximum of 10 Wickets can fall.

Games are generally 25 overs per side, unless the Captains agree in the light of weather considerations to a reduced number. While matches usually involve one team batting for 25 overs (or until it is dismissed) then the other team doing likewise, the Captains may also agree to play the game as a split innings match. This format is particularly recommended in

situations where weather is likely to cut the game short later in the day. In this scenario both teams first bat for 13 overs, then return for a second innings of up to 12 overs. The match is then determined by the aggregate score across both innings. If one Captain doesn't want to play a split innings match then the game proceeds in the normal format. In a normal format game a drinks break is generally taken after the first 12 or 13 overs of each innings.

Safety of Players and the General Public

The safety of players and members of the public in the vicinity of our games is paramount. To this end, and to satisfy our insurers, players are required to wear closed toe shoes while batting, bowling or fielding. They are also strongly encouraged to wear appropriate protective gear, including helmets, while batting.

On days when the forecast temperature is likely to exceed 40 degrees the Captains are encouraged to cancel the match. They should get in touch with the Secretary to see if the game can be rescheduled to another date. If it's a really hot day but both teams wish to play the Captains may agree to have more frequent drinks breaks (eg every 6 overs). Captains should also get their players to leave the field and seek shelter if there is lightning in the area.

The grounds we play our matches on are also public parks, and it is not uncommon to see people setting up picnics on the edge of the field with their backs towards the game. One of the Captains should take responsibility for advising these people, in the nicest possible way, of the potential danger they are in (of course we don't have the power to move them if they don't want to relocate).

In Pub Cricket all the bowling takes place from one end of the pitch, with batters changing ends at the conclusion of each over. This eliminates the need to change the field every over and saves time and energy. The end to be used should be the one that presents the least possibility of well-hit balls damaging parked or passing motor vehicles, people or buildings. For safety reasons, teams must bowl from the southern end of the ground at Fairfield and Alphington Park Oval, while bowling from the southern end of WJ Cox Oval will minimise the possibility of lost balls.

In the event of a ball creating such damage, please be civil to the likely irate owner or injured party. Apologise but don't admit liability. Get their contact details and tell them the Secretary or President will be in touch to discuss insurance (Captains could also provide the injured party with the YPCA's contact details). The batting teams' Captain should alert the Secretary as soon as possible to any such incidents. If damage is done to a vehicle or building and there is no sign of the owner the batting Captain should leave a note apologising and telling the owner what to do. From the 2022/23 season onwards the YPCA

will no longer accept responsibility for any damage to the cars of players taking part in the game, as each claim costs us \$500, and players should be aware of where to park in order to be out of the firing line.

Balls and Equipment

Cricket balls for matches are funded and distributed by the Association. Other equipment, such as bats, pads, stumps, etc must be supplied by each team or individual players. The home team is responsible for providing two match balls for the game, setting up the ground for play by erecting stumps and setting out boundary markers. In marking the boundary there should be a clearance of three metres between the boundary line and any fixed structure around the ground. A fixed structure could be a fence, light pole, concrete fixture, cricket nets, trees, gutters, coach's boxes or any other structures that may cause injury to a player when attempting to field a ball. When cones are set out the boundary line is deemed to be an imaginary straight line between the cones, not a curve.

Umpiring and Scoring

The Batting team is to supply two Umpires (having the next batter in stand at square leg helps with numbers). Umpiring is to remain unbiased and objective. It is vital that the people acting as Umpires have a knowledge of the rules of Pub Cricket, particularly relating to dangerous no balls, no balls, dead balls and wides.

Umpires should ensure that deliveries called as Dead Balls, Wides, No Balls or Dangerous No Balls are clearly indicated to the scorers.

Each team should supply a scorer and score book. Teams should ensure there is always a person available to do the scoring who knows what they are doing. The Captains should agree what score the team batting last is chasing before their innings commences. Teams are encouraged to upload images of completed scorebooks, clearly showing the total scores for each team, to the YPCA Facebook page after the game is completed.

Smoking, Drinking and Playing Music

Smoking (which includes vaping) is **NOT** permitted on the playing field. There is also to be **NO** Smoking at a venue if junior cricketers are present (some of our games commence immediately after matches involving young people at some grounds).

Drinking alcohol is **NOT** permitted on the field. Yarra Council policy permits the drinking of alcoholic beverages at the ground, but not on the playing field itself. **It also bans glass bottles at all venues.** Please note this policy also prohibits players leaving a can just outside the boundary line.

It is also important to note that all the grounds we hire have toilets close to the playing field. Players are **NOT to** relieve themselves against trees or anywhere other than in the facilities provided. Too bad if you have to miss an over, it's much less of an issue than the Association having to deal with outraged neighbours and an angry Council.

Any teams that take portable music players to the ground need to make sure that the volume level is low enough to ensure that it cannot be heard by other park users or nearby residents.

The impact of intoxicated or anti-social behaviour represents the biggest risk to the ongoing operations of the YPCA. It can cause serious damage to our relations with the Council, the community and other people who we rely on in order to run our competition. It is the Captain's role to control the behaviour of their team and to make sure such behaviour doesn't happen. Such behaviour will **NOT** be tolerated by the Association and if it occurs it may result in the offending team being expelled from the League. The Secretary should be advised of any reports of any such behaviour immediately in order to take whatever ameliorative action can be taken as soon as possible.

Bowling

The bowling side must use at least ten different bowlers (more if they wish). Each can bowl a maximum of two overs until the end of the 20th over, after which a bowler may bowl a third over. No bowler can bowl more than three overs in an innings.

Where a team has less than 11 players a player can only bowl a fourth over if all the other members of the team have bowled three. No player in these circumstances can bowl more than four overs.

Wides and Dead Balls

The Umpire shall call a ball wide if, in their opinion, a delivery is bowled which is not within the reach of the batter in a normal guard position. To assist in ensuring consistency of interpretation, wides are generally called when a ball passes outside a line (marked or imaginary) 850mm from the centre stump to a batter's off side, or 350mm from the centre stump to the batter's on side, presuming the batter has taken up a normal guard position. Wides are always relative to the position of the batter, not the wicket.

If an Umpire believes the delivery to be a wide they should call "Wide". The delivery is regarded as a dead ball as soon as it passes the batter. Consequently, in Pub Cricket a batter cannot be dismissed in any fashion, including Stumped, from a wide ball, nor can a team score byes from such a delivery.

If a delivery pitches off the synthetic pitch, or bounces more than twice before it reaches the batter, the Umpire should immediately call "Dead Ball". A batter therefore cannot be dismissed by such a delivery, even if they subsequently hit the ball. Nor can the batting team score runs from such a delivery.

In the case of a delivery being called a Wide or Dead Ball the bowler will rebowl the ball, without penalty.

High full tosses or wide short bowling may also be called as a wide, with no penalty, **ONLY IF THEY ARE NOT BE DEEMED BY THE UMPIRE TO BE DANGEROUS**. The Umpire should understand that the spirit of Pub Cricket is to give the batter every opportunity to score. At the same time genuinely crappy bowlers should not be penalise unnecessarily.

No Balls

A 'no ball' is caused by:

- i) A bowler overstepping the popping crease fully with their front foot. This will incur the normal one run penalty and the ball will be bowled again. Some part of the bowler's foot must be BEHIND the line (whether in the air or on the ground). On the line is a no ball.
- ii) A bowler bowling from wider than the carpeted areas. Their front foot must be on the carpeted pitch area when the ball is released.
- iii) A slow bowler bowling a full toss that reaches the batter above waist height, in the batter's normal stance, which is not deemed to be a dangerous ball.

Dangerous No Balls

Short pitched **fast bowling, or bowling fast beam balls**, is unacceptable in Pub Cricket.

Any fast ball that bounces above the batter's shoulder in the 'taking block' position, or a fast full toss above the waist, **must** be called as a dangerous no ball by the Umpire at the bowler's end.

A dangerous no ball can only be called by the Umpire at the bowler's end (although the square leg Umpire can assist by indicating the height of the ball). A penalty of three runs shall be incurred against the bowler, plus whatever is scored off the ball, and the ball shall be bowled again.

A dangerous no ball should be signalled to the scorers by the Umpire crossing both arms in front of their face. The Umpire should make it clear to the bowler why the delivery has been called a dangerous no ball.

A second dangerous no ball infringement by the same bowler will incur another three run penalty. The Umpire should also inform the bowler that any more dangerous no balls could see them removed from the attack. The fielding Captain should also be advised. If there is a third transgression by the same bowler the Umpire should request the fielding Captain to remove the bowler from the attack immediately. In the Spirit of Pub Cricket the fielding Captain should immediately act as requested. The remainder of the bowler's unfinished over should be completed by another bowler, and this will count as a completed over by that bowler,

Slow bowling is generally never considered dangerous, and should not incur such penalties, although deliveries meeting the criteria should be called as No Balls or Wides accordingly.

Batting

During general season matches, a batter cannot be dismissed in any manner by the first ball they face **except by being run out**. Their first ball is a 'free hit'. If the first ball the batter faces is a wide, no-ball or dangerous ball the free hit is carried forward to the next legitimate delivery. A batter cannot be run out without facing a ball. If a batter is run out before they have faced a delivery they will be not out, but will have forfeited their free hit.

If a batter is caught off a free hit, any runs completed before the catch is taken do not count. The batter returns to the striker's end, and a dot ball is recorded in the scorebook.

If a batter is caught off a no ball or dangerous no ball (not being their 'free hit' ball) any runs completed by the batters before the ball becomes dead (which is NOT when the ball is caught) are added to the striker's score. The no-ball penalty is added to extras, and both runs scored and penalty runs go against the bowler.

If a no ball, or dangerous no ball, not also being deemed a wide, goes for byes or leg byes the no ball penalty is included in extras, as well as any byes/leg byes scored. Only the no ball penalty is credited to the bowler.

There is no LBW in Pub cricket, although bowlers should feel free to appeal loudly for anything that would have been out in regular cricket.

A batter must retire at the end of the over during which their score reaches or passes 30. They can return to bat on once all other batters (except the one remaining not out batter) are dismissed. A returning retiree does not get another free hit upon their return. If there is more than one retiree they must return in the order in which they retired.

Where a team has less than eleven players and one or more batters have retired, the lowest dismissed batters in the batting team will be required to bat again in ascending order of score, with the first retiree only being able to return as the eleventh batter. Should one of these low score returnees have to retire hurt, or reach 30, they are to be replaced by the next lowest scoring batter.

The Change of Innings BBQ/Picnic

For many years the change of innings BBQ/Picnic has been an essential aspect of Pub Cricket. With Covid restrictions behind us, the change of innings BBQ/picnic can once again be part of the game. Whether or not to have such an event should be a matter for discussion and agreement between the respective captains in the week leading up to the game. If a decision is made to have such an event the catering team/s should ensure that the needs of players with specific dietary requirements are catered for.

Returning to the Winning Team's Pub

One of the defining features of Pub Cricket is the interaction between teams and the pubs they represent. This is embodied by the longstanding tradition of both teams returning to the winning team's pub after the game for a few drinks to talk over the brilliant performance of each player. The winning pub (or the winning team, if the pub declines to do so) is expected to put on a few free jugs and possibly a bite of food for the tired cricketers to enjoy. Failure of a team (particularly a winning team) to turn up for the post match social activities goes against the Spirit of Pub Cricket. It may also see them soon having no one who wants to play them.