

Rules: Super League

The Game

- Each game is played between two teams of ten players per team.
- Each innings consists of 10 x 6 ball overs, to be bowled from one end.
- No balls and wides will be called at the discretion of the umpire.
- A coin toss will be used to decide the order of play.
- 4 points are awarded for a win, 2 points each for a draw and 0 points for a loss.
- For each wicket lost, five runs will be added to the bowling side's total.

Scoring

- Two runs are awarded for no balls and wides. Any additional runs made off a no ball are added to the total. i.e. A score of four hit off a no ball would result in six runs.
- Scoresheets are provided by Cricket Victoria.

Equipment

- Batting pads, gloves and helmets are recommended for Super League, but not required.
- Cricket Victoria will supply stumps and balls for the Victorian All Abilities Cricket Carnival.
- The ball is a PVC hard plastic ball.

Bowling

- All players can bowl.
- All bowlers are limited to a maximum of 1 over in a match.
- A Bowler's run up must not exceed 8 paces.
- Underarm bowling is permitted as long as it does not disadvantage the batter. However all players should be encouraged to bowl overarm.
- There is a maximum of 6 deliveries in an over. No balls and wides will not be re-bowled.

Batting

- Players bat in pairs.
- Each pair bats for a 2 overs.
- Pairs remain batting irrespective of the number of times they are dismissed, until their allotted overs are completed.
- Umpires have the discretion to swap players around if one batter has not received strike.
- The next batting pair must be ready to bat immediately following the previous pair's innings.

Fielding

- Any player fielding at silly point is required to wear a helmet while fielding.

Rules: Ten Over Tonk

The Game

- Each game is played between two teams of ten players per team.
- An umpire has the power to allow extra players.
- If time permits, the substitution of players can be made at any time during the games for fielding purposes.
- Each innings consists of 10 x 6 ball overs, to be bowled from one end.
- No balls and wides will be called at the discretion of the umpire.
- A coin toss will be used to decide the order of play.
- 4 points are awarded for a win, 2 points each for a draw and 0 points for a loss, however a ladder is not kept during the Victorian All Abilities Cricket Carnival as Ten Over Tonk is a participation event.
- For each wicket lost, five runs will be added to the bowling side's total.

Scoring

- Two runs are awarded for no balls and wides. Any additional runs made off a no ball are added to the total. I.e. A score of four hit off a no ball would result in six runs.
- Scoresheets are provided by Cricket Victoria.

Equipment

- Batting pads, gloves and helmets are recommended but not required for Ten Over Tonk.
- Plastic modified equipment is provided by Cricket Victoria during the Victorian All Abilities Cricket Carnival.

Bowling

- All players can bowl, with 1 over the maximum an individual is permitted to bowl.
- A Bowler's run up must not exceed 8 paces.
- Underarm bowling is permitted as long as it does not disadvantage the batter. However all players should be encouraged to bowl overarm.
- There is a maximum of 6 deliveries in an over. No balls and wides will not be re-bowled.

Batting

- Players bat in pairs.
- Each pair bats for a 2 overs
- Pairs remain batting irrespective of the number of times they are dismissed, until their allotted overs are completed.
- Umpires have the discretion to swap players around if one batter has not received strike.
- The next batting pair must be ready to bat immediately following the previous pair's innings.

Fielding

- Any player fielding at silly point is required to wear a helmet while fielding.
- Team coaches are encouraged to rotate fielding positions after each over.