

## Rules

### 18 Over per Side.

This can be amended on the night (I.E. Nice Summer Days - Teams might want to bowl 20 / 22 etc) But if one team only wants to play 18, that's what must be played.

### Batsman must retire when they pass 30 runs.

Before the toss, the teams can decide on a different value of runs to retire on, if any. Both teams must agree this otherwise the default is 30.

### A bowler can't bowl more than 3 over's

Before the toss, the teams can decide on a different value of over's per bowler. Both teams must agree this otherwise default is 3.

### Wickets Pitched

Try and start the game at 6 but 6:15 at the latest.

### Minimum amount of players per game – 8

(Highways have said if one team has 11 and other only has 7, split the difference making it 9 vs. 9 – it is a friendly league after all)

### No Show

Team who did not turn up get max points (11)

### Points

6 Points for a Win

5 Points Split for Every Match (see below)

#### Win By Runs Results

Result	Winning Team	Losing Team
Win By > 50 Runs	5	0
Win By > 40 Runs and <= 50 Runs	4	1
Win By > 30 Runs and <= 40 Runs	3	2
Win By > 20 Runs and <= 30 Runs	2	3
Win By > 10 Runs and <= 20 Runs	1	4
Win By < 10 Runs	0	5

#### Win By Wickets Results

Win By 10 Wickets	5	0
Win By 8-9 Wickets	4	1
Win By 6-7 Wickets	3	2
Win By 4-5 Wickets	2	3
Win By 2-3 Wickets	1	4
Win By 1 Wicket	0	5

Called off Games 3 Points Each Team

### Money and Pitches

Teams can ask the opposition for half the pitch fee, try and keep it under £22 for them (£2 per player). Total pitch fee £44

£20 startup fee, this will be trophies and insurance

Insurance will find out how much league insurance will be (Public liability) - this I hope can be included in the £20

### Arranging games

The date in the document is for the Monday of the week, the game can be arranged for any day (must discuss with opponents!!!) if not possible to play that week arrange it for another time. Try and keep within the week make things easier for me.

Let's see how we get on!!!