



全港小學學界板球聯賽 Primary School Playground League 2022 - 2023

Regulations

Format: Pairs Cricket

1. **8-a-side matches** with eight (8) overs per side. One (1) over with six (6) balls only.
2. There will be four (4) pairs of the batsman and each pair will bat for two (2) overs.
3. Each team can have unlimited registered players, reserve players for interchange in the field under the condition of injuries of the players. Reserve players cannot bowl or bat and can only field.
4. If the team has **less than eight (8) players**:
 - **Fielding**: The opponent coach must select one or two of the current players before the match start, that player(s) will bowl the rest of the overs to ensure that eight (8) overs are bowled.
 - **Batting (for seven (7) players)**: The opponent coach must select one of the current players as the runner before the match start. He or she can only be the runner in the seventh (7th) and eighth (8th) over. This runner cannot bat.
 - **Batting (for six (6) players)**: The opponent coach must select two of the current players as the runners before the match start. The 1st runner is for the fifth (5th) and sixth (6th) over while another runner is for the seventh and eighth over. Both cannot bat.
5. Team with less than six (6) players will not be allowed to play this match. And walk over will be awarded to the opposite team with FULL points.
6. The tournament will be played in round-robin format.

Schedule Arrangement:

1. Teams will be divided into six (6) / seven (7) Divisions by CHK, matches will be play in between December 2022 to May 2023 (To be confirmed).
2. Fixtures will be announced when the numbers of teams are confirmed.
3. Top two in each Division will be qualified to play in the Champion Day.
4. Champion will play after all division played.

Co-organized By:



CRICKET
HONG KONG
香港板球



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Rules:

1. Pairs Cricket with overarm bowling.
2. Out: Five (5) runs deducted to batting side and the batsman has to change position.
 - a) Bowled-out
 - b) Caught-out
 - c) Run-out
 - d) Handled the ball
 - e) Hit the ball twice
 - f) Hit wicket
 - g) Stumped-out
3. No ball: Three (3) runs for batting side if the batsman hit the no ball, total runs will be counted.
 - a) The arm should be straight when bowlers bowl. Otherwise, no ball will be called.
 - b) If the ball bounces more than twice during bowling, no ball will be called.
 - c) The front foot of the bowler is out of the front white line (popping crease).
 - d) The short pitch ball is bowled over the shoulder of the batsman in his batting stance.
 - e) The ball is bowled full toss over the waist level of the batsman.
 - f) The batsman being caught out or bowled out of a no ball, he/she is not out.
 - g) Run out of a no ball, the batsman will be ruled out, five (5) runs will be deducted, and batsmen need to change ends.
4. Wide ball: If the ball is out of reach of batsman will be called wide ball by Umpire.
5. Dead ball: Due to the objective situation that the bowler cannot finish his/her bowling, he/she has to bowl again.
6. Bye: If the wicketkeeper cannot catch the ball, the batsman can run for a score. **(This is called Bye Runs)**
7. All fielders have to bowl six (6) balls in every over. No extra ball has to be bowled for no ball or wide ball except in the last over of both innings, the last bowl has to be a legal ball.
8. If the batsman runs but his bat or any part of his body has not crossed the crease, the short run will not be counted.
9. Fielding team can bowl from one end only, and the bowling direction will be decided by the CHK.
10. If the ball hits any body part of the batsman but not the bat, the batsman cannot run for a score. **(No Leg Bye)**
11. Teams have to provide their own plastic bat for use during the tournament.
12. Batsman cannot cross the extended line of the middle stump.

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Scoring System:

1. Each team has 100 basic scores.
2. Wide ball: 3 runs
3. No ball: 3 runs
4. A ball is hit along the ground through the boundary: 4 runs
5. A ball is hit over the boundary: 6 runs
6. A batsman out. a batsman can continue to bat and 5 runs will be deducted from the batting side.

League Point System:

1. Round Robin

- Winner: 3 points
- Loss: 1 point
- Tie match: 2 points
- If a team withdraws or absent, no point will be awarded to them and the opposing team will get 3 points.
- If a match is washed out by bad weather, the match will be treated as a tie and both teams will get 2 points.

* In case of Teams with same point

At the conclusion of the season, if the top teams have the same number of points, the following will be the order of preference for deciding the Division / League Champions:

- a) Team with most wins in total
- b) The team that have taken the most wickets in total
- c) Team with most runs in total
- d) Team with most boundaries.

2. Group Stage (6 - 8 Teams)

- Teams will be divided into two groups and play in round-robin format.
- The top team which qualified from each group in the group stage will be against the first runner up from the opponent group. (e.g. group A 1st vs B 2nd)
- Winning teams will compete in the final, the remaining two teams will compete for 2nd runner-up.

* In case of Teams with same point

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which team proceeds to the semi-finals:

- a) Team with most wins in total
- b) The team that have taken the most wickets in total
- c) Team with most runs in total
- d) Team with most boundaries.

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Transfer of Players

1. A player shall not play for more than one team in the division stage.
2. Transfer of the player will not allow in the group stage. You can transfer players once if you qualified to the Champion Day.
3. In exceptional circumstances, applications for transfer may be submitted in writing to the CHK (**Attn: Ms. Emma Lai, Development Executive**) at least **1 week before the transfer is to take effect**. This must be accompanied by the written approval of the school teacher. Breaches of this rule will be referred to the CHK who may impose appropriate sanctions including the deduction of league points or removal of the offending team from the competition.
4. Once the transfer has been made, the “Transferred Out” player/s will not be allowed to play for their school.
5. Players should play all matched under the team they are registered. If they violate this rule, they will be disqualified.

Before / During / After the Game

1. All teams must arrive and register with the Identification Documents Card at the registration desk at least 15 minutes before their game starts according to the fixture (provided by the CHK).
2. A list of the team/s’ Batting and Bowling order will be given to each team’s Captain at the registration desk during the registration. Each team must fill in the list of the team’s Batting and Bowling order, and submit it to the registration desk, 15 minutes before the game starts at the latest, according to the fixture (Provided by the CHK). Teams may decide to submit the list in advanced if the team/swish/es.
3. At the beginning of each match, a coin toss will be conducted by the match umpire/CHK staff together with the team Captains, to decide which team will Bat or Bowl first.
4. During the game, visitors, teachers, coaches and players (who are not supposed to be on the ground) are not allowed to enter the ground without given any permission by the onsite CHK Officer/Umpires. Disqualification may occur to any violating teams.
5. If the team is late over 15 minutes, they may be disqualified.

Sportsmanship / Violence

1. If players have any misbehavior against sportsmanship or fair game, CHK umpire can give warning to the player/s or team/s. They may be finally disqualified.
2. There is no place for any act of violence on the field of play.
3. The Umpires are the sole judges of fair and unfair play.
The umpires may intervene at any time and it is the responsibility of the captain and the school teacher to take action, where required.

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Eligibility:

1. Player must be under the age of 13 (**Born on or after January 1, 2010**)
2. All players must be registered to the CHK.
3. For any team member/s whom WITHOUT the Registration will not be allowed to play.
4. Playing a non-registered player may result in the deduction of League Points or removal of the offending team from the competition.

Application:

1. Please fill in the Entry Form and Application fees mail to CHK office (Rm 1019, Olympic House, 1/F, No. 1 Stadium Path So Kon Po, Causeway Bay, Hong Kong) on or before **the middle of November 2022.**
2. An application fee of HK\$200 will be charged per a team. If you pay by cheque, **Please make the cheque payable to "Cricket Hong Kong Limited"**

Award:

1. Medals will be awarded to the top two (2) teams of each Division.
2. Trophy will be awarded to the Champion of each Division.
3. An attendance certificate will be award to the remaining teams.

Umpire:

1. All matches should have CHK representatives or umpires.
2. The umpires appointed by CHK shall determine all disputes during a match.

League Board Committee:

1. Any written appeal should be made to our League Appealing Board Committee within one week after the match.
2. CHK has the final decision right of the League.

Disclaimer of Liability:

The organizing authority accepts no liability for material damage or personal injury or death sustained in conjunction with or prior to, during, or after the matches.

Inclement Weather:

1. When a Amber/Red/Black Rainstorm Warning, or Typhoon signal number 3 or above is hoisted 2 hours before matches will be canceled without advance notice.
2. When a Amber/Red/Black Rainstorm Warning, or Typhoon signal number 3 or above is hoisted during the match, matches will be suspended or canceled.

CHK holds all decisions on the arrangements if inclement weather.

Should there be any inconsistency between the English and the Chinese versions of the information here, the English version shall prevail.

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