

Miniature Cricket Rules

How to and all that....

Many caravan clubs have a game or two during the year of this abridged version of the good old game.

With bated breath and tongue in cheek, herewith are the rules NOT to be amended under any circumstances.

1. The game shall be played in the club marquee (or similar environment) on a wicket consisting of five (5) card tables placed together in a line or on a board of equivalent length at table height. (Approximately 12 ft long by 2ft 6 inches wide) or in modern measurements 366 x 76 cms.

2. The wicket shall be placed between the end and the centre pole of the marquee.

3. The equipment shall consist of two-miniature wickets (stumps) 7 inches high x 5/16 inches diameter set at 1½ inch centres in a 5 inch x 1½ x 1½ wooden block. Two miniature bats (blade 7 inches by 1¾ inches wide, handle 5½ inches long by ¾ inches diameter) and one standard table tennis ball (and a few in reserve.)

4. The game shall be played between two teams each consisting of eleven persons.

5. Each team shall appoint an Umpire and a Scorer.

6. Each Team shall have one innings in the game.

7. Each Member of the team shall bat until ten batsmen are out.

8. In the fielding side, each member shall bowl at least two overs of six balls each unless the batting team is all out before this is possible.

SCORING:

9. A ball bowled from in front of the crease shall be a "No Ball" and represent a score of one run to the batting team.

10. One run is scored when the batsmen run from their crease to the batting crease at the other end, on the opposite side of the wicket. The batsmen must run when the ball is struck.

11. The pole at the opposite end of the marquee to the batting crease shall constitute the boundary for a score of four runs.
 12. Where a ball is hit and bounces off the roof of the marquee and is caught by a fielding player, the batsman shall be out.
 13. Where a ball is hit and goes under the feet of spectators, it shall be a score of one run.
 14. A bowled ball that is off the side of the pitch shall be a "wide" and represent a score of one run to the batting team.
 15. The batsman must have both hands on the shaft of the bat when batting or shall be dismissed by the Umpire.
 16. The batsman must carry the bat when running between the wickets or shall be dismissed by the Umpire.
 17. All other rules shall be as for the game of cricket.
 18. The team with the most runs at the end of their innings shall be declared the winner.
 19. In the event of a dispute over an Umpire's decision, both Umpires shall confer and come to a mutual decision.
 20. All team members must be members of the club or competing clubs.
- So –there you have it!