DUAL PITCH CRICKET

A match played on two adjacent ovals with similar cricket pitches between two teams of up to 15 players each.

(i) Two players batting on one of the pitches

(ii) One or two players 'padded up' waiting to bat

(iii) The remaining players, up to 11, bowling at, and fielding against the opposition team batting on the adjacent oval pitch.

A match played as for the 'Normal Format', **or** a match played as 'Pairs Cricket', i.e. Pairs of Batsmen batting for a set number of overs each, and all wickets lost to be totalled for the result

Result of Matches

'Normal Format' Matches will be decided on 'Runs Made', after equal overs.

Note: Agreement should be made before the commencement of the match as to whether all players may bat if necessary or the score calculated for equal overs of only 11 batsmen.

'Pairs Cricket' matches will be decided by the better average of 'Runs Scored' to 'Total Wickets Lost' after equal number of overs.

Modifications to Normal Cricket Rules Recommended For Use

(i) Batsmen retire at the end of the over in which the batter reaches 20, or by agreement beforehand between coaches at a suitable time before this.

Note: Retired batsmen may return to bat in order, when all other batsmen are dismissed.

(ii) Bowlers are restricted to a maximum of 4 Overs.

(iii) The number of balls per over shall be a maximum of 8 deliveries, except that the last over must have 6 legal deliveries if enough batsmen remain.

(iv) Bowling may be from 'One End Only', by mutual arrangement.

Note:

1. The 'Batting & Bowling' Restrictions above are recommended for a 20-24 over match.
2. The Result of Match calculated on 'Equal Overs' may be determined by a 'Special Formula', (see Separate Sheet), which takes into account 'Wickets Remaining in the Innings' as well as 'Runs Scored'.

Advantages

(i) More efficient use of time available. **Double** the normal time is available for participation by the players in **Batting, Bowling & Fielding,** than when it is a 'Normal Format Match'.

(ii) Double time for **'Skill Development'**.

(iii) **All players are occupied** (except those waiting to bat), for the full time.

Note:

1. This format is **strongly recommended** when time available is **less than 3 hours.**
2. Scorers must record '**the score'** at the end of '**each over'** for determining the **result of the match**.
3. **Boundaries** on each oval need to be of **equal radius from the stumps**