



Social 6s: Rules of the game

The below rules take precedence over the 8s rules, for anything else, please refer to the 8 a side rules.

1. Team:

- 1.1. The team consists of six (6) players.
- 1.2. Teams must have a minimum of four (4) players to take the court.

2. The Game:

- 2.1. Consist of one 12 over innings per team.

3. The Competition

- 3.1. The competition will consist of two full round robins followed by a semi-final and final round (1v4, 2v3)

4. Finals:

- 4.1. Players must have played at least three games to qualify for a semi or final.
- 4.2. Failing this, the opposing captain will be allowed to approve or decline any fill in.

5. Court Layout:

- 5.1. Batters run from the Halfway line.

6. Scoring Zones:

- 6.1. You must complete a run to be awarded any runs except sundries
- 6.2. No nets hit = 1
- 6.3. Strikers end net = 1
- 6.4. Side net batters 3rd = 2
- 6.5. Side net mid. 3rd = 3
- 6.6. Side net bowlers 3rd = 4
- 6.7. If the ball continues from a side net to the back net, add 1 run to those runs scored from the side net.
- 6.8. Back net along the ground = 5 runs
- 6.9. Side net to back net on the full = 6 (any size zone)

- 6.10. Back net outer portions = 7 runs
- 6.11. Back net centre portion = 10 runs

7. **Sundries:**

- 7.1. No Balls (2 runs), Wides (2 runs)
- 7.2. All sundries to be re-bowled in the 4th, 8th & 12th over of each innings at the batters request.

8. **Fielding Positions & Zone Lines:**

- 8.1. A team must have 3 players in the front half and 3 players in the back half, this is the solid line. If the ball has hit the line or pole which divides the scoring zones the higher score is awarded to the batting team.

9. **Methods of Dismissal:**

- 9.1. Bowled, Stumped, Runout, 3rd Ball, Hit Wicket, Caught, L.B.W, Interference, Mankad. Any out will deduct 5 runs off the batter score.

10. **Power Play:**

- 10.1. The batting team will select two overs where the power play will be enforced, these must be in the 4th over of any pair.
- 10.2. The Fielding team will have the right to choose any bowler to bowl these over's as long as they don't bowl more than there allocation or bowl two (2) over's in a row.
- 10.3. All legal delivery runs will be doubled
- 10.4. All wickets are also doubled = -10 (at present this will show up as two deliveries due to the software)
- 10.5. Teams will have to re-bowl any sundries in these two overs.
- 10.6. Wides & runs scored off no balls are not doubled, but the rebowl is offered for the first two sundries
 - 10.6.1. A maximum of 8 balls may be bowled in the over.
- 10.7. No fielder except the bowler maybe behind the power play line until the ball has been hit or passed the batter.

11. **Game Points:**

- 11.1. A total of 7 points can be won in any game.
Win: 4pts, Draw: 2pts, Loss: 0pts, Skins 1 pts per partnership.