

VILLAGE PUB CRICKET



Welcome to **Village Pub Cricket**. We hope you will find the information below useful if you are considering for the first time putting together a team and playing (non-league) pub cricket.

This information sheet has been developed as a result of eight years of playing local pub cricket in North Oxfordshire. By producing a printed set of rules for those playing friendly mid-week cricket it has allowed us to play games in a competitive manner. Please note, we do not run a league as this allows players to play for more than one pub in any given season. Some play for two different pubs in the same week!

The attraction to the pubs is that normally between twenty and twenty five players, and often a few supporters (family and friends), turn up at a country pub at 9.00pm on a mid-week evening and add considerably to the atmosphere of the establishment while also spending up to £200 per evening on drinks. Unlike some organised activities in country pubs, we have always paid the landlords the "cost price" for the hot food provided, this usually being between £50 and £75 per evening. In the case of North Oxfordshire we pay the cricket club at Wroxton £35 per night for kindly preparing the pitch.

A major factor in ensuring the game can take place is that we have managed to buy / acquire over a number of years all the equipment we need to play.

If you are considering setting up a team and wish to join please let us know, or if you are reading this elsewhere in the country and wish advice please do not hesitate to contact Ian B Sloan at reception@centre-p.co.uk We appreciate there will be many other groups playing evening (non-league) cricket across the country and we are always grateful for any input or new ideas.

We would love to hear from any pub, local company or organisation who wish to join us for a game.



WROXTON CRICKET CLUB

2010 - 2018

**Balscote : Epwell : Horley : Hornton
Shenington : Shutford : Wroxton**



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sponsors of the Premier Division of the South Northants Cricket League for producing this information.

Local Rules of the Game

Batting Any batsman reaching 25 runs must retire (*reaching 24 and hitting a six is ideal!*) and will only be invited to continue their innings once all players from the batting team have been out. They may not return unless the rest of their team has been dismissed. If more than one player reaches 25 they must return in the order in which they originally batted. The ideal game will see the batting side completing their overs by around 7.40pm with a total of at least 110.

Bowling Each side must use at least 10 different bowlers for the first 10 overs of the game, before allowing *any* bowler to bowl a second over. This rule is in place to try to insure a good game takes place! At this standard of cricket two good bowlers could easily and very quickly, if given the chance, ruin an evening of cricket for all. If for example they were both allowed to share the first four overs and they took say five wickets in the opening spell, the opposition could be five wickets down for 10 runs after only 4 overs and the game could effectively be over!! Under no circumstances may any bowler bowl more than 3 overs.

First Ball No player may be out first ball, this includes being run out, except on the very rare situation when neither batsman has faced a ball, in which case only the batsman receiving the bowling is able to be run out.

Leg before wicket (L.B.W) Even at international level, with the use of "hawk-eye", this rule regularly causes controversy, and therefore it is not possible to be out L.B.W. Captains are asked to note that this local rule is not intended to encourage "padding-up" and if a player takes this action to more than 3 balls in their innings they should be "retired" by the Captain of the batting team.

Overs In mid summer it is relatively easy to play a 20 over game, providing a prompt start is made at 6.30pm. In May and late July it is recommended that games are restricted to 18 or even 16 overs, this can be decided by the captains prior to the commencement of play.

Captains prerogative Please note that captains have the right to call in any batsman at any time for any reason, possibly because they are too good, too bad, too slow, or even too drunk (!)...that player may return and bat again as a retiring batsman (see above). A captain may not ask a batsman to retire when there are less than 3 balls of an innings left. Incoming batsmen should be ready and eager(!) to bat and should attempt to ensure that there is no delay in play when players are swapped. Ideally batsmen who are 'retired' should be asked to do so between overs in order to save time.

Kit We have invested in kit over recent years and we now have an appropriate collection of kit for all ages. Those who have their own cricket kit are encouraged to bring and to share as they feel able. All kit can be identified as all has been sprayed with a small dot of red paint...bats, pads, gloves etc....thus making the process of clearing away at the end of a game much quicker and easier. If by chance you take home a piece of kit by accident please e-mail to say you have it...it saves us sending out a 'search-party'! Any kit / clothes left at the ground after the game will be taken to the pub.

Match fees Please note the £8 match fee (£5 for youngsters) includes food at the nominated pub. We are sorry but we are unable to offer a discount if you do not join us for the food afterwards. Costings are based on players joining in the complete evening.