
VIGORO

Rules to the Game

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1. THE GAME

Vigoro is a compulsory Run game between two sides each of 12 players. Each side has two innings taken alternatively except in the case of a follow on.

The Umpires shall be the sole judge of the game and the conduct there of and their decisions shall be final.

2. DEFINITIONS

The following definitions are implied throughout this rule book.

"Bat" means the Vigoro bat as defined in rule 3.

"Batter" means the one or both members of the team which are batting currently at the crease.

"Batting Crease" means the crease at the Striker's end in accordance with rule 4(a).

"Bowler" means the bowler delivering the ball in play.

"Bowling Crease" means the line at the stumps from which the bowler must deliver the ball behind.

"Bye" means a Run taken by the Batters when the ball delivered has NOT touched the bat or any part of their body. Runs are not scored to the Striker but to the Batting team under the heading 'byes'.

"Compulsory Run" means the Run forced to be completed by the Batters in accordance with rule 7.

"Fielder" means a member of the fielding team (excluding the non-bowler).

"Fielding Team" means the team fielding.

"Main Umpire" means the Umpire designated at the Non-Striker's end of the pitch.

"Leg Bye" means a Run scored when the delivered ball does NOT touch the bat but DOES touch any part of the Batter's body or clothing. Runs are not scored to the Striker but to the Batting team under the heading 'leg byes'.

"No Ball" means a one Run penalty against the Bowler for an illegal or unfair delivery. The bowler will bowl again the following delivery.

"No Ball Line" means the line marked across the centre of the pitch in accordance with rule 4(d).

"Non-Bowler" means the bowler with the ball NOT in play.

"Non-Striker" means the batter at the bowlers end who is NOT facing the current delivery.

"Pitch Fielder" means a Fielder fielding in close proximity to the pitch and in direct sight (or their shadow) of the Striker who, if they should move or speak, would disrupt the Striker. Fielding positions include but not limited to mid-on, mid-off, point. This definition includes the Non-Bowler.

"Return Crease" means the crease lines which mark the side of the pitch, measuring 4'4" from the centre of the middle stump and perpendicular to the Bowling Crease, illustrated at rule 4.

"Run" means a Run completed and scored in accordance with rule 6.

"Runner" means another player in the batting team who is selected to run for a Batter who is injured during the game.

"Square-Leg Umpire" means the Umpire designated at the Square-Leg position opposite the batting crease.

"Striker" means the Batter who is on strike to face the current delivery.

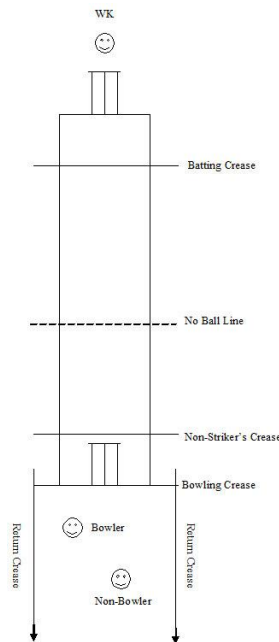
"Umpire" means one of two persons designated to officiate the game by the rules of this book.

3. EQUIPMENT

- The Vigoro Bat must not exceed 787.4 mm (31+) in length, with the blade to measure no more than 304.8 mm (12+) in length and 152.4 mm (6+) in width at its widest part . approved design.
- The Vigoro ball is of a approved design and is not to exceed 134.66 gms (4.3/4 ozs) in weight . one white, one red.

4. PITCH AND PLAYING FIELD

- The pitch shall not be less than 17.68 m (58q) in length. The distance of the Batting Crease (or 'popping' crease) from the wicket shall be 1.37 m (4q+) with the line denoting the popping crease deemed to be of unlimited length.
- The wickets shall be pitched opposite and parallel to each other at either end of the pitch. Each wicket shall be 203.2 mm (8+) in width and consist of three stumps with two bails on the top and not less than 685.5 mm (27+) high (to top of bails). The stumps shall be of equal length and of sufficient size to prevent the ball from passing through.
- The Bowling Crease shall be in line with the stumps, 2.6 m (8q+) in length, the stumps in the centre, with a Return Crease at each end, at right angles behind the wicket.
- The Return Crease shall be measured 4'4" from the centre of the middle stump and perpendicular to the Bowling Crease.



- A middle line across the pitch shall be drawn mid-way between the Batting Crease and the Bowling Crease (being 8.155m from both the Bowling Crease and Batting Crease) for the purpose of adjudicating No Balls for balls delivered short of the line (called the "No Ball Line").
- The boundary is measured from the middle stump at a distance of 45.72m (50 yards), same from other wicket, these two semi-circles then joined by straight lines 17.68 m (58q) in length.

5. PRELIMINARIES TO START OF GAME

- The captains shall enter players names in the score books.
- Official scorers or Umpires to check score books. The Umpires shall then complete the toss of coin with both team captains. The winning captain shall choose to either field or bat first. No names can be added/deleted from score book after the toss is completed.
- Umpires take their position at the wicket.
- Two Batters shall go in, one at each wicket. The one at the wicket keeper's end shall be deemed the Striker, and the other at the Bowler's end deemed to be the non Striker. Batting shall be done at one end of the pitch, each batting side shall have choice of end for each of its innings.
- Umpires to signal to and receive acknowledgement from scorers before commencing the game. The Main Umpire shall introduce the bowlers - the colour ball in the order chosen to be bowled, right or left arm action, and whether the ball will be released from over or around the wicket.
- The ball becomes alive the moment the Bowler commences their Run-up. Either ball may be bowled first.

6. RUNS

The score shall be reckoned by Runs. The side which scores the greatest number of Runs wins the match. A Run is scored:-

- a) So often as the Batters after a hit, or at any time while the ball is in play, shall have successfully grounded their bat or body over the crease line of the end to which they are running to before the wicket is broken with the ball. Each Run completed = 1 Run scored.
- b) The Striker may also hit boundaries:
 - where the ball is hit over the boundary line on the full = 6 Runs.
 - where the ball is hit over the boundary line bouncing at least once or along the ground = 4 Runs.

In these cases, any Runs also Run by the Batters before the ball crosses the boundary line DO NOT count.

- c) For penalties . No Balls, lost ball and the Fielder willfully stopping the ball otherwise that with any part of the person.
- d) In the case of a boundary resulting from an overthrow, the Run completed shall count plus four for the boundary.
- e) A Fielder shall not use their cap or any part of their clothing for the purpose of stopping the ball or fielding the ball. Penalty five Runs and the Batters do not change ends.
- f) It is optional to Run for a Bye, a Leg Bye, hit behind the Batting Crease, or an overthrow.
- g) Penalty of four Runs scored as Byes, plus Runs scored, for non-Bowler making contact with Bowler's ball either deliberately or accidentally.

7. THE COMPULSORY RUN

The Compulsory Run applies when a ball is hit off the bat and is fielded on or in front of the Batting Crease, or if the ball hits the bat and then the Striker (or vice versa) and is then fielded on or in front of the Batting Crease.

- a) It is not a Compulsory Run if the ball is hit on or in front of the Batting Crease but rolls backwards and is picked up by the Fielder BEHIND the Batting Crease.
- b) It is not a Compulsory Run if the ball rebounds off a Fielder fielding behind the Batting Crease and then lands in front of the Batting Crease.

8. NO BALLS

- a) The Bowler shall deliver the ball with both feet behind the bowling crease, otherwise the Umpire shall call "No Ball".
- b) The Bowler shall deliver the ball with her hand above her shoulder, otherwise the Main Umpire shall call "No Ball".
- c) The Bowler shall deliver the ball over the centre "No Ball Line", otherwise the Main Umpire shall call "No Ball".
- d) The Bowler shall commence their Run-up and deliver the ball from within the Return Crease, otherwise the Main Umpire shall call "No Ball".
- e) Should a Pitch Fielder move or any Fielder speak once the Bowler has commenced their Run-up then the Main Umpire shall call "No Ball" upon delivery of the ball.
- f) Should the wicketkeeper take the ball bowled in front of the stumps before it reaches the wicket then a "No Ball" shall be called.
- g) A player can be given out from a No Ball under rules 8(e), 8(g) and 8(h).

- h) If either Umpire be not satisfied of the absolute fairness of the delivery of any ball he or she shall call %No Ball+.
- i) The Umpire shall call %No Ball+ if the ball in its delivery passes close to the Batter and above shoulder height at a 'normal' batting stance. This is the Main Umpires decision.
- j) If No Ball is called the Bowler who delivered the ball must bowl the next ball.
- k) Scoring
 - One (1) Run penalty to apply:
 - If a Run is completed by Batters, then another Run to be scored. . e.g. no ball called, scores (1) Run, Striker hits ball and Runs (1), total number of Runs scored is (2) Runs.
 - If the Striker does not hit the ball but Runs then (1) no ball and (1) bye.

9. BOWLER

- a) Two Bowlers operate from the same end, one with a red ball one with a white ball and they are bowled alternately.
- b) No trial bowls will be allowed to any Bowler. Nor shall the bowler juggle or bounce the ball prior to delivery.
- c) The Bowler can be changed as often as the attacking side may desire.
- d) Penalties - If either Bowler touches the other Bowlers ball during play (either deliberately or accidentally), then Runs to be scored as follows:
 - Four (4) Runs added to Runs already completed.
 - No Run made, Four (4) Runs allocated to Striker.

10. DISMISSALS

A Batter may be dismissed by the Fielding Team in the following manner:

- a) bowled
- b) lbw
- c) caught
- d) stumped
- e) Run out
- f) hit wicket
- g) hit ball twice
- h) handled ball
- i) obstructing a Fielder

a) Bowled

The Striker is out upon appeal if the wicket is bowled down. This includes if the ball has touched the Striker's bat or person as it passed. Decision . Out bowled.

b) LBW

The Striker is out upon appeal if in the opinion of the Main Umpire, a ball is pitched in a straight line with the wicket (be it over or around the wicket) and would have hit the wicket had not the player prevented it doing so by checking it with any part of the body or clothing (except the hand). Decision . Out LBW.

c) Caught

The Striker is out upon appeal if the ball deflects from the bat or hand and is held by a Fielder before it touches the ground. Decision - Out caught.

- A catch may be attempted on any part of the field including the wicket.
- The Fielder must have both feet entirely within the playing area to complete a fair catch. Should the Fielder when making a catch step or fall over the boundary the Umpire shall signal six Runs. A Fielder standing within the playing area may lean against the boundary fence to catch a ball and this may be done even if the ball has passed over the boundary.
- When a Fielder catches a ball and falls and the ball touches the ground it is a question for the Umpire to decide whether or not the catch was completed before the ball touched the ground.
- Providing the ball does not touch the ground the hand holding it may do so when effecting a catch.
- The Striker can be given out caught if either Batter interferes with the Fielder whilst attempting to make a catch . *Decision: Out - "Obstructing the Fielder"*
- The Striker being caught out . no Runs shall be scored, and the remaining Batter shall return to her original position. The rule of crossing does not apply in Vigoro.

d) Stumped

The Striker is out stumped upon appeal if, in receiving a ball (not being a ~~no~~ ball) delivered by the Bowler, they are out of their ground, otherwise than in attempting a Run, and the wicket be put down by the wicket keeper without the intervention of another Fielder. *Decision - Out stumped.*

- The Striker is deemed to be out of their ground if position of the Batter's foot, bat or other part of their body is not grounded COMPLETELY behind the batting crease (on the line is OUT).

- The Striker is deemed to be in their crease when:
 - i. The whole foot is grounded behind the Batting Crease.
 - ii. The bat in hand is grounded behind the Batting Crease.
 - iii. If the Striker is lying on the pitch with bat in hand extended, with part of bat behind Batting Crease, then the bat must be slightly elevated to be deemed in.
- The Striker may be out stumped if the wicket be broken by a ball rebounding from the wicket keeper or person, if the Striker is on or outside the Batting Crease.

e) Run Out

A Batter will be given out . Run out . upon appeal when attempting a Run if the wicket be broken and the Batter has not made good their ground and successfully completed the Run (even if the Umpire has called ~~No~~ Ball+for the delivery). *Decision - Out run out.*

- In the case of a compulsory Run the Batter running to the wicket broken shall be out.
- When attempting a non-compulsory Run the Batter running to the wicket broken is out. In the case of one Batter standing their ground, the Batter returning to their original position is out if the wicket is broken.
- A Batter is not out, if a ball, hit by the Striker, breaks the non-Striker's wicket without being touched by a Fielder when the Batter is out of their ground.
- If the ball is deflected onto the wicket by the Fielder and the Batter is out of their ground, that Batter is out.
- The non-Striker may be out if they are out of their crease before the ball is actually delivered by the

Bowler. The bail can be removed by either an over or underarm action.

- The Striker being ~~%Run out+~~ that Run which was being attempted shall not be scored, and the remaining Batter returns to the original position. Any Runs completed prior to the Run out will be scored.
- The wicket shall be held to be broken when either of the bails is struck off. If both bails be off, the wicket shall be held to be broken when a stump is struck out of the ground, or when a stump is pulled from the ground provided that the ball is held in the hand or hands so used to pull the stump. If one bail is off, it is sufficient to remove the remaining one with the ball in order to stump or Run the Batter out.
- A Fielder close to the wicket attempting to break wicket with ball in hand must break wicket with ball not part of hand. Except Wicket Keeper who can break wicket with ball in gloved hands.
- Should a Fielder Run across the wicket and obstruct either Batter in reaching the crease and the wicket be put down, then the Batter (upon appeal from the Batter) is not out. The Umpire shall have the power to intervene without appeal if in his/her opinion the Batter has been obstructed during the running between wickets.

f) Hit Wicket

A Striker is out Hit Wicket upon appeal if the bails at the Striker's end are dislodged by the Striker's bat, body or clothing when playing at the ball. Decision - Out hit wicket.

g) Hit Ball Twice

The Striker is out ~~%hit the ball twice+~~ upon appeal if the ball be struck or stopped by any part of their person, and they

willfully strike it again, except for the sole purpose of guarding their wicket (which they may do so with their bat or any part of their person other than with their hands). No Runs except those which result from an overthrow shall be scored from a ball lawfully struck twice. Decision - Out hit ball twice.

h) Handled Ball

A Batter is out upon appeal if they handle the ball while in play. Decision . Out handled ball.

i) Obstructing a Fielder

The Batter is out upon appeal if the Fielder attempting a catch is interfered with by either Batter and the catch is dropped. Decision - out Obstructing the Fielder.

- The Umpire must decide whether an obstruction is ~~%willful+~~ or not, as the involuntary interception of a throw-in is not in itself an offence by a Batter whilst running.

11. SHORT RUN

If either Batter Runs a short Run (ie does not ground their bat or part of their body COMPLETELY OVER the crease line) then the Umpire shall call 'one short' and the Run shall not be scored.

12. SHORT BALL

If a ball being bowled falls short and becomes stationary before reaching the Striker, the Striker has the right to hit the ball once before it is fielded. A ball so hit and caught by a Fielder cannot be deemed a fair catch . (Bump Ball).

13. SUBSTITUTES

A substitute shall be allowed to field for any player who may, during the match be incapacitated from illness or other injury, but for no other reason, except with the consent of the opposite side. In all cases where a substitute shall be allowed, the consent of

the opposite side shall be obtained as to the person to act as a substitute and the place in the field which they shall take.

- a) A substitute Fielder must be a registered player and may not bat or bowl.
- b) A substitute Runner must come from the batting side and where possible, have already batted and be of similar running speed. The captain of the Fielding Team may select the Runner.

14. FOLLOW ON

- a) After both teams have completed their first innings the side which leads by double the number of Runs shall have the option of requiring the other side to follow on+their innings and bat again.
- b) The side having less than half the Runs of the other side after the first innings automatically follow on+their innings.

15. DEAD BALL

- a) The ball is dead+when lodged in the wicket keeper's gloves, or Bowler's hands when both Batters are behind their crease, after a boundary has been scored or a wicket has fallen.
- b) If the ball whether struck with the bat or not, lodges in the Batter's or Umpire's clothing the ball shall become dead+.
- c) The ball is not dead when the wicket is broken on an unsuccessful appeal.

16. UMPIRES

- a) The Umpires must stand where they have an uninterrupted view - Main Umpire behind the bowler, the Square Leg Umpire opposite the Batting Crease.

- b) The Umpires shall always move into position to ensure the best and most accurate decision can be made.
- c) The Umpires shall adjudicate all decisions regarding dismissals on appeal from the Fielding Team, or the Batter in the case of an obstruction.
- d) The Umpires shall be the sole judges of the game and conduct thereof and their decision shall be final.

17. APPEALS

- a) The Umpire at the Bowler's wicket shall be appealed to in all cases except in those of stumping, hit wicket, Run out at the Striker's end.
- b) In any case in which an Umpire is unable to give a decision he/she shall confer with the other Umpire so that an equitable decision can be given.
- c) The Square-Leg Umpire may without appeal, be allowed to consult the bowling Umpire re decisions. In all cases except the ones quoted in Rule 16 a), the Main Umpire makes the final decision.
- d) The Umpire shall not adjudicate a Batter out unless an appeal has been made.

18. LOST BALL

If a ball in play becomes lost+ a Fielder can call lost ball+. No more than six (6) Runs can be added to the score plus what has been already Run. However, if more than six (6) Runs has been Run before lost ball+ is called then as many as have been Run may be scored.

19. FAIR AND UNFAIR PLAY

- a) The Umpires are the sole judges of fair and unfair play.

- b) When play is called, the side refusing to play shall lose the match.
- c) The Umpire should intervene if he or she is satisfied that a Batter not having been given out has left their wicket under misapprehension.

20. TIME WASTING

The Umpire without appeal, can apply a penalty of four (4) (Byes) to opposing side for deliberate time wasting. No warning to be given.

- a) Not out Batter to return to their crease immediately at fall of wickets.
- b) Incoming Batter must cross halfway on the playing field and must take up their position immediately.
- c) Batter facing up to Bowler has reasonable time to settle. If unreasonable time is taken it is considered time wasting.
- d) Excess changing of Bowlers.
- e) Deliberate delay in returning ball to Bowler.
- f) Five minutes shall be allowed between the first and second innings, also between the third and fourth innings. Ten minutes shall be allowed between the second and third innings.

21. PROVIDING A RUNNER

- a) A Batter cannot have a Runner unless the Batter is injured in that game. Refer rule 13 above.
- b) The injured Batter and Runner are under the same conditions at the wicket. If either is out of crease and wicket is broken the Batter is out.

- c) When a Runner is at wicket the injured Batter must stand beside or behind the Square-Leg Umpire and behind the batting crease.

22. OBJECTS ON PLAYING FIELD

If there is a fixed object on a playing field local rulings will apply. e.g. a tree.

23. REMOVAL OF BAILS

If in windy conditions, during the course of a game, at the Umpires discretion the bails can be removed and the game proceed.

24. UNPLAYABLE WICKET

If during the course of a game the selected wicket becomes unplayable because of conditions, stumps can be pulled, and a new pitch marked out in a new position and the game continued.

25. RETIRED HURT

A Batter who retires hurt can come back and bat later in the same innings if required.

26. SWEARING

Umpires have the authority to send offending player from the field for offensive language.

27. PROTECTIVE GEAR

- a) The wicket keepers must wear leg pads and at least one glove. Only the wicket keeper is permitted to wear protective gear on the field, with the exception of mouth guards which can be worn by all Fielders.
- b) The following protective gear is permitted to be worn by Batters. These have been considered to protect high-risk areas of the player's body:

- shin pads (up to knee height), fabric.
- helmet
- mouth guard.
- Other protective gear may be considered for wear with the presentation of a doctor's certificate from any player (eg to protect any known injuries etc).

28. BLOOD RULE

- Any person who sustains an injury with blood, blooded knee, fingernail, etc. however small, must go off the field to be treated.
- If a Fielder, a sub can replace his / her for that time, Fielder can return to the field as soon as treated and when the ball is dead.
- Where the rule applies to a Batter, than the next Batter comes to the crease The Batter being treated can return to the crease at the fall of the next wicket.

29. SCORERS

- Recording Runs.
 - All Runs scored shall be recorded by scorers appointed for the purpose.
 - Where there are two scorers they shall frequently check that the score sheets agree.

- Acknowledging Signals.

The scorers shall accept and immediately acknowledge all instructions and signals given to them by the Umpires.

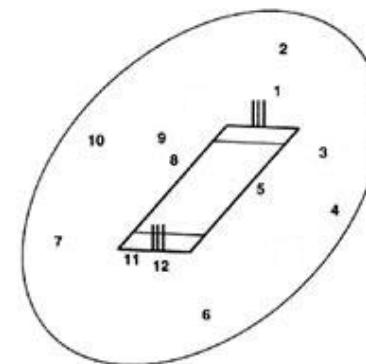
- Scorers.

- Scorers will be in place with score books complete with lists ten (10) minutes prior to schedule start time.
- Scorers must be in attendance at all times when the Umpires are checking score books at half time and full time of the game.
- In the event of a dispute with Score Books, that the Umpires cannot sort out, the Umpire must not sign score books and unsigned books passed immediately to the competition organisers.

30. FIELDING POSITIONS

- The following diagram details standard fielding positions used as numbered below:

1. Wicket Keeper
2. Slips or Long Stop
3. Leg
4. Mid-Wicket
5. Mid-On
6. Long-On
7. Long-Off
8. Mid-Off
9. Point
10. Covers
11. Bowler
12. Non-Bowler



- A Fielding Team may place Fielders on the field where it chooses.

31. UMPIRES SIGNALS

BOUNDARIES ò ò . ò ò ò .	By waving of the arm from side to side.
A BOUNDARY SIX ò ò ò	By raising both arms above the head.
BYES ò ò ò ò ò ò ò ò ò	By raising the open hand above the head.
LEG BYES ò ò . ò ò ò ò ò ..	By raising the leg and touching it with the hand.
THE DECISION OUT ò ò ò	By raising the index finger above the head.
ONE SHORT ò ò ò ò ò ò ò	By bending the arm upwards and touching the top of the nearest shoulder with the tips of the fingers of one hand.
CANCELLATION OF PREVIOUS DECISION.....	By crossed arms on chest.
NO BALL ò ò ò ò ò ò ò ò ..	By extending one arm horizontally.
DEAD BALL ò ò ò ò ò ò ò ò	Arms crossed above knees.

