

Rules to the Game of Vigoro

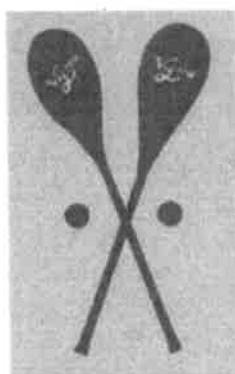


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1. THE GAME

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. EQUIPMENT

- a) 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.
- b) The Vigoro ball is of a approved design and is not to exceed 134.66 grams (4.3/4 ounces) in weight – one white, one red.

3. PITCH AND PLAYING FIELD

- a) The pitch shall not be less than 17.68 m (58') in length. The distance of the popping crease from the wicket shall be 1.37 m (4'6") with the line denoting the popping crease deemed to be of unlimited length.
- b) 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.
- c) The bowling crease shall be in line with the stumps, 2.6 m (8'8") in length, the stumps in the centre, with a return crease at each end, at right angles behind the wicket.
- d) The boundary is measured from the middle stump at a distance of 45.72 meters (50 yards), same from other wicket, these two semi-circles then joined by straight lines 17.68 m (58') in length.

4. PRELIMINARIES TO START OF GAME

- a) The captains shall enter players names in the score books.
- b) Umpires to check score books and then toss. No names can be added/deleted from score book after they have been checked by umpire.
- c) Umpires take up position at wicket.
- d) 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.
- e) Umpires to get signal from scorers before commencing the game.
- f) The ball becomes alive the moment the bowler commences her run up. Either ball may be bowled first.

5. 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 made good their ground.
- b) For penalties – “No Balls”, lost ball and the fielder wilfully stopping the ball otherwise that with any part of the person.
- c) In the case of a boundary resulting from an overthrow, the run completed shall count plus four for the boundary.
- d) A fielder shall not use her cap or skirt or any part of her clothing for the purpose of stopping the ball or fielding the ball. Penalty five runs and the batters do not change ends.
- e) It is optional to run for a bye, a leg bye, hit behind, or an overthrow.
- f) Penalty of four (4) runs, plus runs scored, for non-bowler making contact with bowler’s ball either deliberately or accidentally.

6. THE COMPULSORY RUN

- a) A compulsory run is when a ball comes off the bat or hand holding the bat and is fielded in front of the batting crease, or if the ball hits the bat and then the batter and is then fielded in front of the batting crease. This also applies if the ball hits the batter first, then bat and is fielded in front of the batting crease.
- b) It is not a compulsory run if the ball rebounds off a fielder behind the batting crease and is then fielded in front of the batting crease, or if “No Ball” has been called.

7. NO BALLS

- a) The ball must be bowled or thrown by an overarm action and must not be delivered below the shoulder. **Penalty – “No Ball”**. This is the square leg umpire’s decision.
- b) The bowler shall deliver the ball with both feet behind the bowling crease and within the return crease, otherwise the umpire shall call “No Ball”.
 - i) A player can be given out from a No Ball under Laws 9 (g) and 9 (i).
- c) If either umpire be not satisfied of the absolute fairness of the delivery of any ball the umpire shall call “No Ball”.
- d) The umpire shall call “No Ball” if the ball in its delivery passes close to the batter above shoulder height. This is the Main Umpire’s decision.
- e) Fielders who are fielding in batter’s close view must not move until the ball is released. **Penalty – “No Ball”**.
- f) If “No Ball” is called the bowler who delivered the ball must bowl the next ball.

A NO BALL IS CALLED IF BOWLER BOWLS A BALL SHORT OF HALF WAY DOWN THE PITCH.

- g) If "No Ball" has not been called, and the ball passes the striker without touching her bat or person, and any run be obtained the umpire shall call "Bye". If however the ball touches any part of the striker's person (hand/s holding the bat excepted) and any run be obtained the umpire shall call "Leg Bye". Such runs must be scored "Byes" and "Leg Byes" respectively.

- h) Scoring

One (1) run penalty to apply:

If a run is completed by batters, then another run is to be scored – e.g. no ball called, scores one (1) run, the striker hits ball and runs one (1), total number of runs scored is two (2) runs.

If striker doesn't hit ball but runs, then one (1) no ball and one (1) bye is scored.

8. 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.
- c) The bowler can be changed as often as the attacking side may desire.
- d) Penalties:- If either bowler touches the other bowler's ball during play (either deliberately or accidentally)

Four (4) runs added to runs already completed.

No run made, then four (4) runs are allocated to striker.

- e) The non-bowler to stand behind the umpire and between the 8'8" return crease.

9. DISMISSALS

- a) 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. **Decision – Run Out.**
- b) The striker can be out if the wicket were bowled down even if the ball just touched the striker's bat or person. **Decision – Bowled.**
- c) The striker can be out if the ball from a stroke of the bat or hand holding the bat be held before it touches the ground although it be hugged to the body of the catcher. **Decision – Caught.**
- (i) A catch may be attempted on any part of the field including the wicket.
- (ii) 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.

- (iii) When a fielder catches a ball and falls and the ball touches the ground it is a question of fact for the umpire to decide whether or not the catch was completed before the ball touched the ground.
- (iv) 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 – Obstructing the Fielder.**

- (v) 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) The striker is out “hit the ball twice” if the ball be struck or stopped by any part of her person, and she wilfully strikes it again, except for the sole purpose of guarding her wicket, which she may do so with her bat or any part of her person other than with her hands. **Decision – Hit the Ball Twice.** No runs except those which result from an overthrow shall be scored from a ball lawfully struck twice.
- e) The striker is out stumped if, in receiving a ball not being a “No Ball” delivered by the bowler, she is out of her ground, otherwise than in attempting a run, and the wicket be put down by the wicket keeper without the intervention of another fielder. **Decision – Stumped.**
- (i) The striker is deemed to be out of her ground if position of her foot or the bat is not grounded behind the popping crease.
 - (ii) The striker may be out stumped if the wicket be broken by a ball rebounding from the wicket keeper’s person, providing the striker be out of her ground.
- f) The striker is out, if in the opinion of the umpire at the bowler’s end 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 – LBW.**
- g) A batter can be given out – run out – when attempting a run if the wicket be broken and she has not made good her ground (even if the umpire has called “No Ball” for the delivery). **Decision – Run Out.**
- (i) In the case of a compulsory run the batter running to the wicket broken shall be out.
 - (ii) When attempting a non-compulsory run the batter running to the wicket broken is out. In the case of one batter standing her ground, the batter returning to her original position is out if the wicket is broken.
 - (iii) 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 her ground.
 - (iv) If the ball is deflected onto the wicket by the fielder and the batter is out of her ground that batter is out.
 - (v) The non-striker may be out if she is out of her crease before the ball is actually delivered by the bowler, though the bails must be removed by either an over or underarm action.

- (vi) The striker being "run out" that run which was being attempted shall not be scored, and the remaining batter returns to the original position.
- (vii) If a batter attempting a second run is given out at the wicket keeper's end, the incoming batter would go to the non strikers end and one (1) run would be scored.
- h) The striker is out – hit wicket – if in playing at the ball, she hits down her wicket with her bat or any part of her person or clothing. **Decision – Hit Wicket.**
- i) A batter can be given out if she touches with her hands or takes up the ball while in play. **Decision – Handled the ball.**
- j) A fielder close to the wicket attempting to break the wicket with the ball in hand, must break the wicket with the ball, not part of the hand. Except the wicket keeper who can break the wicket with the ball in gloved hands.
- k) Batter is deemed in her crease when :-
 - (i) The foot is grounded behind the crease line.
 - (ii) The bat in hand is grounded behind the crease line.
 - (iii) If a batter is lying on the pitch with bat in hand extended, with part of bat behind crease line, the bat must be slightly elevated to be deemed in.

10. OBSTRUCTIONS

- a) The umpire must decide whether an obstruction is "wilful" or not, as the involuntary interception of a throw-in is not in itself an offence by a batter whilst running.
- b) Should a fielder run across the pitch and obstruct either batter in reaching the crease and the wicket be put down, then the batter is not out.
- c) The umpire shall have the power to intervene without appeal if in her opinion the batter has been obstructed during her running between wickets.
- d) If the batter hits the ball in the air and the fielder is attempting to catch it, and is interfered with by either batter during the running and the catch is dropped, the striker is out.

11. SHORT RUN

If either batter runs a short run the umpire shall and signal 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. **Decision – 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 she shall take, but she shall not be allowed to bat or bowl.

- 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

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.
- 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. APPEALS

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.

- a) In any case in which an umpire is unable to give a decision she shall confer with the other umpire so that an equitable decision can be given.
- b) The square leg umpire may without appeal, be allowed to consult the main umpire re decisions. In all cases except the ones quoted in Rule 16, the umpire at the bowling end makes the final decision.
- c) The umpire shall not order a batter out unless an appeal has been made excepting Rule 10 a & c.

17. 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.

18. 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 she is satisfied that a batter not having been given out has left her wicket under a misapprehension.

19. 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 her crease immediately at fall of wickets.
- b) Incoming batter must cross halfway on the playing field and must take up her 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.

20. PROVIDING A RUNNER

- a) A batter cannot have a runner unless the batter is injured in that game.
- 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 the wicket the injured batter must stand beside the square leg umpire.

21. OBJECTS ON PLAYING FIELD

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

22. REMOVAL OF BAILS

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

23. 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.

24. RETIRED HURT

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

25. SWEARING

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

26. HIT BALL TWICE

If a striker hits the ball which then appears to be going to hit the wicket, then strikes the ball again knocking it away from the wicket, she would not be out "hit the ball twice" unless attempting to run.

27. PROTECTIVE GEAR

- a) The wicket keepers must wear leg pads and a least one glove.
- b) Players cannot wear leg pads or gloves while fielding or batting.

28. BLOOD RULE

- a) Any person who sustains an injury with blood, blooded knee, fingernail, etc. however small, must go off the field to be treated.
- b) If a fielder, a sub can replace her for that time, fielder can return to the field as soon as treated and when the ball is dead.
- c) If a batter, then the next batter comes to the crease, batter can return to the crease at the fall of the next wicket.

29. SCORERS

- a) 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.

- b) Acknowledging Signals.

Both scorers shall accept and immediately acknowledge all instructions and signals given to them by the umpires.

- c) 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 umpire is checking score books at half time and full time of the game.

d) Score Book Disputes.

In the event of a dispute with score books, that the umpires cannot solve, the umpire must not sign score books and unsigned books passed immediately to Executive of state holding titles.

e) When scoring a "No Ball" place a circle around the "1" to indicate that it is a "No Ball".

30. ALL AUSTRALIAN TITLES

a) Play Offs

In the event of a play off for the final position, teams must be prepared to play when and where directed by the Executive Committee. If a team cannot field a team when directed, they will be required to forfeit.

b) States Fielding Two or More Teams

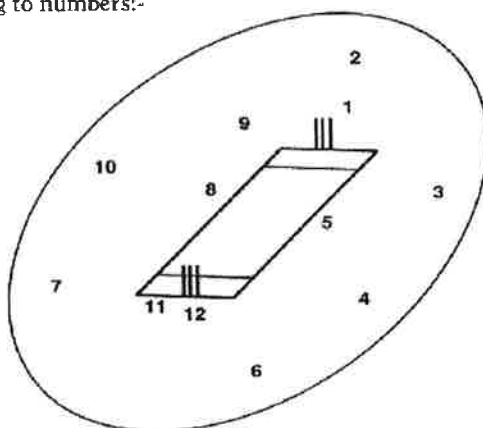
If a State is fielding two or more teams in different grades has a shortage of players they may substitute a player from the other team to make a full team, providing:-

- (i) That no more than two players may substitute on one occasion.
- (ii) Substituting players are permitted to play TWO games only with their State's other team.
- (iii) If more than two games are played with the other team, that player must then re-register with that team, and is not permitted to return to her original team.
- (iv) No player is permitted to substitute for a team in a grade lower than the one they are registered in.

31. FIELDING POSITIONS

Positions are shown according to numbers:-

1. **Wicket Keeper**
2. **Long Stop or Slips**
3. **Leg Boundary**
4. **Mid Field Boundary**
5. **Mid On**
6. **Left Field Boundary**
7. **Right Field Boundary**
8. **Mid Off**
9. **Point**
10. **Covers**
11. **Bowler (Red Ball)**
12. **Bowler (White Ball)**



32. UMPIRES' SIGNALS

BOUNDARY – FOUR	By waving of the arm from side to side.
BOUNDARY – SIX	By raising both arms above the head.
BYES	By raising the open hand above the head.
LEG BYES	By raising the leg and touching it with the hand.
THE DECISION OUT	By raising the index finger above the head.
SHORT RUN	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 BALLS	By extending one arm horizontally.
DEAD BALL	Arms crossed above knees.

PENALTY RUNS — ARMS CROSSED ABOVE HEAD THEN
SIGNAL 4 OR 5 PENALTY RUNS.

33. GENERAL HINTS

Two opposing team members shall walk around the boundary and place the boundary flags or markers at about 27.52 meters (30 yards) apart and 54.72 meters (50 yards) out from the centre of the wickets.

The umpire shall spin a coin and either team captain shall "call" whilst the coin is in the air, and the captain winning the toss shall have the choice of either "batting" or "fielding" first.

The captain of the batting side should then inform the umpires at which end of the pitch her team will take strike.

The captain of the fielding team should see that her team is properly formed up and should lead her team on to the field in an orderly manner. She should then inform the fielders of their positions on the field.

The captain of the fielding team should consult with her bowlers when placing the field, she should also agree to arrange the field as the bowlers may, from time to time, desire.

At the close of an "innings" the captain of the fielding team should arrange for all members of her team to meet on the centre of the pitch and leave the field in an orderly manner.

The captains, vice-captains and umpires only should go to the scorers at the end of each innings.

The captain of the fielding team at the close of play should arrange her team in the centre of the pitch and call for three cheers for the batting team, and the batting side should respond by giving three cheers to the fielding side whilst they are leaving the field of play.

The umpires shall check and sign the score books at half time, as well as at the end of the match.

Both teams should part the best of friends, always remembering that Vigoro is a sport and that they have played the game in a sportsperson like manner.

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