

Rules to the Game of Vigoro



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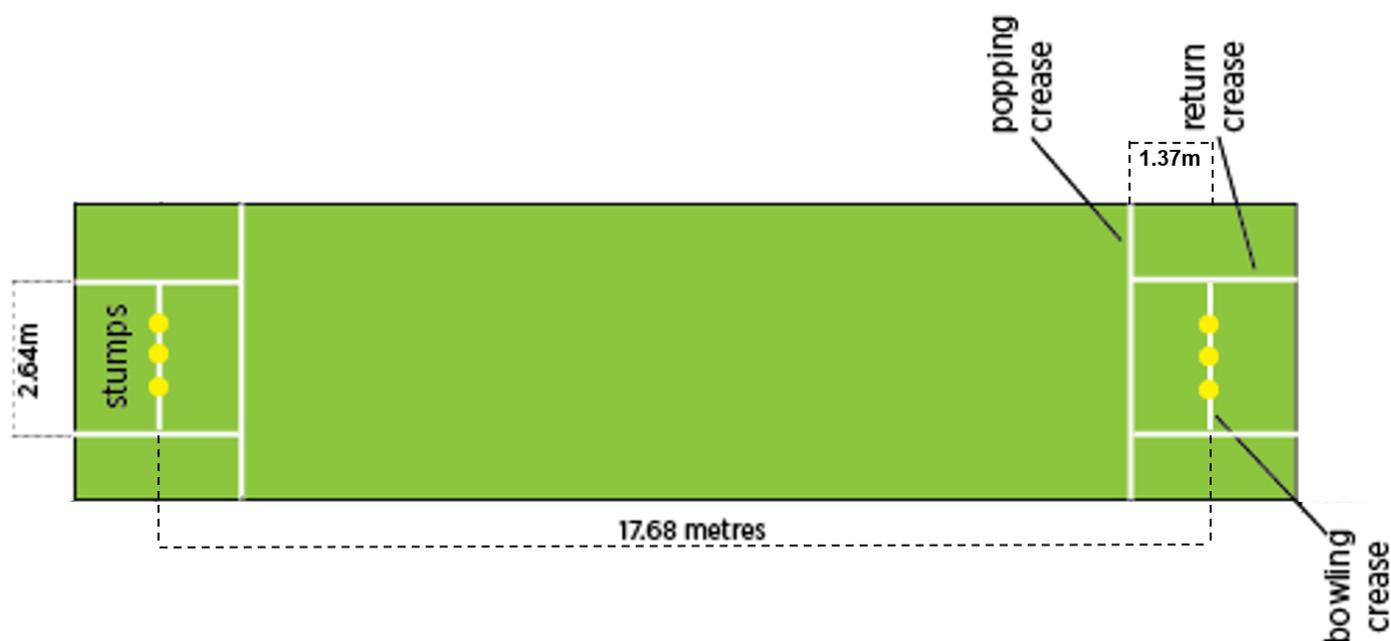
1. THE GAME

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. PITCH AND PLAYING FIELD

- 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.
- 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 (8'8") in length, the stumps in the centre, with a return crease at each end, at right angles behind the wicket.
- 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.
- The length of the pitch and playing field can be reduced for Junior modified games when required. (See further guidelines for Midgy and Transformers.)



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 an approved design and is not to exceed 134.66 gms (4.3/4 ozs) in weight – one white, one red.

4. PROTECTIVE GEAR

- The wicket keeper can wear leg pads and gloves.

- b) Players may wear leg pads.
- c) Batters may wear gloves while batting.

5. PRELIMINARIES TO START OF GAME

- a) Each team shall enter their player's names in their score book.
- b) Umpires can toss 10 minutes before the game, and if the names need to be changed before the start of the game, they can do so as long as both captains and umpires agree.
- 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 their run up. Either ball may be bowled first.

6. FOLLOW ON

The side batting second having scored less than half the runs of the other side, after the first innings automatically 'follow on' their innings.

Examples:

- Team A bat first and score 60 then Team B scores 30, Team B do not have to follow on.
- Team A bat first and score 61 then Team B scores 30, Team B have to follow on.
- Team A bat first and score 60 then Team B scores 29, Team B have to follow on.

7. RUNS

The score shall be reckoned by runs. The side which scores the greatest number of runs at the completion of a game wins the match.

Example:

- Outright Win – All Innings have been completed. The Team with the greatest number of runs scored wins.
- First Innings Win – All Innings have not been completed however a result on First Innings has been achieved. The Team with the greatest number of runs scored in the First Innings wins.

Runs can be scored in the following ways:

- a) Completed Run – where the batter strikes the ball, both batters have crossed and grounded their bat or part of their body over (not laying across) the batting crease and the wickets remain intact:
 - Number of completed runs scored to the striker
- b) Bye – where the ball passes the batter without touching their bat or person and the batter's complete runs:

- Number of completed runs scored as Byes
- c) Leg Bye – where the ball passes the striker without touching their bat or hands however touches their person and the batter's complete runs:
- Number of completed runs scored as Leg Byes
- d) No Balls – penalty as per section 7:
- Batter does not hit the Ball and no run is completed:
 - i. Two (2) runs scored as a No Ball
 - Batter does not hit the Ball and Byes are completed:
 - i. Two (2) runs scored as a No Ball plus number of completed runs scored as Byes.
 - Batter hits the Ball and runs are completed:
 - i. Two (2) runs scored as a No Ball plus number of completed runs scored to the striker
- e) Lost Ball – where the ball in play becomes “lost” a fielder can call ‘Lost Ball’:
- Runs completed (Maximum of six (6) runs) to be scored to the striker
- f) Fielder stopping the ball other than with any part of their person, e.g. Hat:
- Five (5) penalty runs scored added to any byes/runs completed
- g) Ball hitting wicket keeper's glove whilst on the ground, e.g. if wicket keeper removes glove when fielding the ball:
- Five (5) penalty runs scored added to any byes/runs completed
- h) In the case of a boundary resulting from an overthrow:
- Four (4) runs scored added to any byes/runs completed
- i) Either bowler making contact with the opposite bowler's ball in play either deliberately or accidentally:
- Four (4) runs scored added to any byes/runs completed

8. THE COMPULSORY RUN

A Compulsory Run occurs when a ball comes off the bat and is fielded in front of the batting crease.

Including if the ball hits:

- The bat first, then the batter and is then fielded in front of the batting crease.
- The batter first, then the bat and is fielded in front of the batting crease.

It is not a compulsory run when:

- The ball rebounds off a fielder, when fielded behind the batting crease, and is then fielded in front of the batting crease.

- If “No Ball” has been called.

9. SHORT RUN

A short run occurs if the batter in making a run fails to ground their bat or foot completely behind the crease before attempting an additional run. If either batter runs a short run the umpire shall call one short and the short run shall not be scored.

10. BOWLER

- At the commencement of each innings the two bowlers may select which ball they wish to bowl with.
- Two bowlers operate from the same end, one with a red ball one with a white ball and they are bowled alternately.
- No trial bowls will be allowed to any bowler.
- The bowler can be changed as often as the fielding side may desire.
- The non-bowler to stand still behind the umpire, between the return crease and on the opposite side of the bowler delivery the ball.

Penalties:

If either bowler makes contact with the opposite bowler’s ball during play (either deliberately or accidentally):

- Four (4) runs scored added to any byes/runs completed

11. NO BALLS

A ‘No Ball’ penalty may be scored at the Umpire’s discretion in any instance of the following:

- The Square Leg Umpire may call ‘No Ball’ if the ball is not bowled with the wrist above the shoulder.
- The Main Umpire may call ‘No Ball’ in the instance the bowler does not release the ball within the correct crease. The bowler is permitted to release the ball with one foot over the bowling crease, but not touching the popping crease and inside the return crease. If both feet are grounded over the bowling crease it will be deemed to be a ‘No Ball’.
- Either Umpire shall call ‘No Ball’ if they are not satisfied of the absolute fairness of the delivery of any ball.
- Either Umpire shall call ‘No Ball’ if the ball is delivered above chest height in batting stance.
- The Main Umpire shall call ‘No Ball’ if a ball which they consider has been delivered, without having previously touched the bat or person of the striker, either:
 - Bounces more than twice; or
 - Rolls along the ground before it reaches the popping crease.
- The Main Umpire shall call ‘No Ball’ where a fielder who is fielding in the batter’s close view moves with the delivery of the ball.
- The Square Leg Umpire shall call ‘No Ball’ when the wicket keeper takes the ball in front of the stumps and the ball had not been struck by the batter or hit their person.

- h) If a ball is delivered on the full above waist height and is deemed dangerous, in the opinion of the Umpire, it can be called a no-ball.

Scoring of No Balls:

- Two (2) run penalty to be scored.
- If a run is completed by batters, then another run is to be scored – e.g. No Ball called, scores two (2) runs, the striker hits ball and runs one (1), total number of runs scored is three (3) runs.
- If striker doesn't hit ball but runs then two (2) No Balls and one (1) Bye is scored. Total number of runs is three (3)
- A player can be given out from a No Ball under Laws 12 (e), 12 (h), and 12 (j).

12. 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 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) 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.
- d) The striker can be given out caught if either batter interferes with the fielder whilst attempting to make a catch. **Decision – Obstructing the Fielder.**
- (i) The striker being caught out – no runs shall be scored, and the remaining batter shall return to their original position. The rule of 'crossing' does not apply in Vigoro.
- e) The striker is out "Hit the Ball Twice" if the ball be struck or stopped by any part of their person, and they wilfully 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. **Decision – Hit the Ball Twice.**
- (i) No runs except those which result from an overthrow shall be scored from a ball lawfully struck twice.
- f) The striker is out stumped if, in receiving a legal delivery the batter is 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 – Stumped.**

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- (i) The striker is deemed to be out of their ground if the position of their foot or the bat is not grounded behind the crease. If part of the striker's foot or bat is touching the line then the striker is deemed to be out.
 - (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 their ground.
- g) The striker is out, 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 – Leg Before Wicket.**
- h) A batter can be given out when attempting a run if the wicket be broken and the batter has not made their crease (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 their ground, the batter returning to their 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 their ground.
 - (iv) If the ball is deflected onto the wicket by the fielder and the batter is out of their ground that batter is out.
 - (v) The non-striker may be out if they are out of their 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' the run which was being attempted shall not be scored, and the remaining batter returns to their 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.
- i) The striker is out if in playing at the ball, they break their wicket with their bat or any part of their person or clothing. **Decision – Hit Wicket.**
- j) A batter can be given out if they touch with their hand/s or takes up the ball while in play. **Decision – Handled the ball.**
- k) 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 hand/s.
- l) Batter is deemed in their 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.

13. APPEALS

- a) The Main Umpire shall be appealed to in all cases except in those of stumping, hit wicket, run out at the striker's end, these are to be appealed to the Square Leg Umpire.

- b) In any case in which an Umpire is unable to give a decision they 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 Main Umpire re decisions.
- d) In all cases except the ones quoted in Rule 13, the Main Umpire makes the final decision (eg. obstruction).
- e) The Umpire shall not order a batter out unless an appeal has been made excepting Rule 19(a) and 19(d).
- f) The Umpire shall intervene in the event of an appeal if they are satisfied the batter has left their crease under misapprehension.

14. 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) A ball so hit and caught by a fielder cannot be deemed a fair catch. **Decision – Bump Ball.**

15. 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, they would not be out “Hit Ball Twice” unless attempting to run.

16. DEAD BALL

The ball is “dead” from play:

- a) when the ball is in the wicket keeper’s gloves or bowler’s hands and both batters are behind their crease.
- b) after a boundary has been scored.
- c) at the fall of a wicket.
- d) when the ball lodges in the batter’s or umpire’s clothing, whether struck with the bat or not.

Umpires may call a ‘Dead Ball’ in extraordinary circumstances such as injury, stalker, public nuisance etc.

The ball is not dead when the wicket is broken on an unsuccessful appeal.

17. RETIRED HURT

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

18. 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 their 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.
- d) Runner should stand on the same side as the Square Leg Umpire and in front of the Umpire, when the injured batter is batting.

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- e) Umpire to ensure they have vision of the batter.

19. OBSTRUCTIONS

- a) The Umpire must decide whether an obstruction is “wilful” or not, as the involuntary interception of a throw-in by the batter whilst running is not in itself an offence.
- b) If the fielder moves and in consequence obstructs 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 their opinion the batter has been obstructed during their 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.

20. SUBSTITUTE FIELDER

A substitute fielder shall be allowed to field for any player who may, during the match be incapacitated from illness or injury, but for no other reason, except with the consent of the opposition captain.

- a) In all cases where a substitute shall be allowed, the consent of the opposition captain shall be obtained as to the person to act as a substitute and the place in the field which they shall take.
- b) A substitute fielder must be a registered player.
- c) A substitute fielder may not bat or bowl.

21. 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.
- If a fielder, a sub can replace them for that time, fielder can return to the field as soon as treated and when the ball is dead.
 - If a batter, then the next batter comes to the crease, batter can return to the crease at the fall of the next wicket once treated.

22. 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.

23. TIME WASTING

The Umpire without appeal, can apply a penalty for deliberate time wasting. A warning may be given. The following may be considered time wasting:

- a) Not out batter not returning to their crease immediately at the fall of wickets.
- b) Incoming batter does not cross halfway on the playing field and take up their position immediately.
- c) Batter facing up to bowler takes unreasonable time to settle.
- d) Excess changing of bowlers.

- e) Deliberate delay in returning ball to bowler.
- f) Excess time taken in allocated breaks.

Penalties to be applied as follows:

- If the team penalised is fielding, then four (4) runs are awarded to the batting team as Byes.
- If the team penalised is batting, the offending batter is to be given out.

24. PLAYING CONDITIONS

a) Objects On The Playing Field

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

Local Rules for Ipswich:

- Field 1 – Light pole: If the ball hits on the full above the yellow paint six (6) runs are scored, if the ball hits the yellow paint four (4) runs are scored.
- Overhanging Trees: If the ball hits overhanging trees on the full six (6) runs are scored.
- If fielders are being attacked by a plover/s, umpire to signal dead ball. Any completed runs already scored will be counted.

Signalling to the scores, using dead ball then using fingers to indicate how many runs scored.

b) 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 proceeds.

c) Unplayable wicket

If during the course of a game the selected wicket becomes unplayable because of conditions, stumps can be pulled, and the game can be moved to a new field – in finals situations only.

d) Red Ball

Any player from either the fielding or batting team may appeal to the umpire for the red ball to be exchanged for another white ball, where poor light or visibility makes it difficult for either team to see safely. The umpire/s shall notify both captains of the change. The umpire/s have the right to offer light to the players.

e) Heat Rule

Applies to early game only. Game time allows for three 5 minute drinks breaks. These breaks are to be a maximum of 5 minutes after 30 minutes of fielding, with a maximum of three (3) drinks breaks per game. All players/umpires must leave the field during these breaks. Any player can ask for a drink at any stage of the game.

The captain's will be advised if the heat rule is in play before the start of the game. There is no change to the standard 10 minute break between innings.

25. CONDUCT

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

26. 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.
ONE SHORT	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 knee.
PENALTY RUNS	Arms crossed above head with either of the following: <ul style="list-style-type: none"> • 'Boundary – Four' signal for 4 penalty runs. • Raising the open hand for 5 penalty runs.
CHANGE OF BOWLER	By raising one arm above the head with ball in hand to alert the scorers of the bowling change.

27. SCORERS

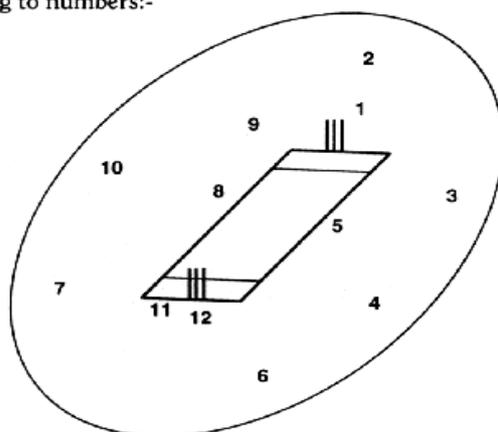
- a) Recording Runs:
- (i) All runs scored shall be recorded by scorers appointed for the purpose.
 - (ii) Where there are two scorers they shall frequently check that the score sheets agree.
- b) Acknowledging Signals:
- (i) The scorers shall accept and immediately acknowledge all instructions and signals given to them by the Umpire/s.
- c) Scorers:
- (i) Scorers will be in place with score books complete with lists ten (10) minutes prior to schedule start time.
 - (ii) 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:
- (i) In the event of a dispute with score books, that the Umpires cannot solve, the Umpire must not sign score books and unsigned books must be passed immediately to a member of the Executive.
- e) Scoring No Ball:
- (i) When scoring a “No Ball” place a circle around the “2” to indicate that it is a “No Ball”.

28. 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)**



29. VIGORO ETIQUETTE

The umpire shall toss 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 fielding team should see that their team is ready to take the field and should lead their team on to the field in an orderly manner. They should then inform the fielders of their positions on the field ready to commence play.

At the first fielding innings each team should complete three cheers for the opposing team and clap the captain of the opposing team prior to them facing their first ball.

At the close of an ‘innings’ the captain of the fielding team should arrange for all members of their 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 gather their team 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. Each team should also call for three cheers for the Umpires and Scorers.

The Umpires shall check and sign the score books 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.

Version Control

Date of change/Version	Previous Rule	Updated/New/Removed Rule
1/10/21 (Version1.2)	Rule 11 If no ball is called the bowler who delivered the ball must bowl the next ball	Removed Bowler no longer required to rebowl ball.
1/10/21 (Version 1.2)		Rule 11 h) – new rule If a ball is delivered on the full above waist height and is deemed dangerous, in the opinion of the Umpire, it can be called a no-ball.
22/10/22 (Version 1.2)	Rule 24	24 a) dot point 3 - new rule If fielders are being attacked by a plover/s, umpire to signal dead ball. Any completed runs already scored will be counted
22/10/22 (Version 1.2)	Rule 24	24 d) - new rule Any player from either the fielding or batting team may appeal to the umpire for the red ball to be exchanged for another white ball, where poor light or visibility makes it difficult for either team to see safely. The umpire/s shall notify both captains of the change. The umpire/s have the right to offer light to the players.
22/10/22 (Version 1.2)	Rule 24	24 e) - new rule Applies to early game only. Game time allows for three 5 minute drinks breaks. These breaks are to be a maximum of 5 minutes after 30 minutes of fielding, with a maximum of three (3) drinks breaks per game. All players/umpires must leave the field during these breaks. Any player can ask for a drink at any stage of the game. The captain's will be advised if the heat rule is in play before the start of the game. There is no change to the standard 10 minute break between innings.
