

Wallaroo Cricket Challenge
Laws of the Game

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Section 1: General

1.1: Competition Entry and Treasurer Nomination

- 1.1.1** All entrants shall pay the \$10 entry fee to the nominated WCC treasurer by the first ball of the first game of the WCC (see 1.2.1)
- 1.1.2** The WCC treasurer shall be nominated by WCC participants prior to the draft
- 1.1.3** If WCC participants do not reach a unanimous decision on the WCC treasurer, there shall be a vote to determine the WCC treasurer
- 1.1.4** If entrants have not paid the \$10 entry fee as stated in 1.1.1, any score by players from that entrant's team shall be void and not count towards their final total, even if subsequent payment is received
- 1.1.5** Entrants must complete the WCC entry form before the first ball of the first game of the WCC
- 1.1.6** Entrants who do not complete the WCC entry form as stated in 1.1.5 shall be subject to 3.2

1.2: Competition Set-up

- 1.2.1** Subject to the BBL and Test Match schedule, the WCC commissioner shall determine what matches will be included in the WCC
- 1.2.2** WCC participants shall be notified of the matches that will be included in the WCC at least 14 days before the first game included in the WCC commences
- 1.2.3** The WCC entry form will be distributed to participants at least 14 days before the first game included in the WCC commences
- 1.2.3** The player draft shall be set up in accordance with section 3.1

1.3: Gameplay and Competition Outcome

- 1.3.1** The participant who has the most points after the conclusion of the final game included in the WCC, as determined by 1.2.1, shall be crowned the Wallaroo Cricket Champion of the Universe and receive 100% of the entry fees paid by participants to be distributed by the WCC treasurer
- 1.3.2** The participant who has the least amount of points after the conclusion of the final game included in the WCC, as determined by 1.2.1, shall be crowned the Wallaroo Cricket Loser of the Universe and must complete a punishment in accordance with 1.3.3 and 1.3.4
- 1.3.3** Prior to the player draft, participants must come to a unanimous decision on a group of punishments to be performed by the Wallaroo Cricket Loser of the Universe

- 1.3.4** The Wallaroo Cricket Loser of the Universe must randomly select one of the punishments determined in accordance with 1.3.3 to be completed either at that year’s Wallaroo, or the following year
- 1.3.5** Participants may pay an additional \$5 to the entry fee (1.1.1) before the first ball of the first game of the WCC to void participation in punishment
- 1.3.6** Any participant who voids punishment may be referred to as ‘The Weasel of Wallaroo’ for the duration of the WCC

1.4: Appeals Process

- 1.4.1** Any grievances, complaints, or suggestions shall be made as an appeal to the WCC commissioner
- 1.4.2** There is no set time frame for the WCC appeals process, and the WCC commissioner shall respond to each appeal within a time frame they deem appropriate
- 1.4.3** If a participant is unsatisfied with the result of an appeal, or believes excessive time has passed since they made an appeal, then they may put the appeal to all other WCC participants and a vote will decide the outcome

Section 2: Team Composition

2.1: Team Composition

- 2.1.1** Team composition shall be in accordance with Figure 1

Position	No. of Players
Batter (BBL)	2
Bowler (BBL)	2
All-Rounder (BBL)	1
Batter (Test)	1
Bowler (Test)	1
Emergency (BBL)	2

Figure 1: Team Composition

- 2.1.2** Wicketkeepers do not have their own specialist position and count as batters for both BBL and Test matches
- 2.1.3** Participants may only have 1 player on their team from any given BBL team, subject to 2.1.10
- 2.1.4** Participants may only have 1 player on their team from either side playing in the test match
- 2.1.5** If there is no test match included in the WCC in accordance with 1.2.1, the Number of Players in Figure 1 for Batter (Test) and Bowler (Test) is 0
- 2.1.6** Participants BBL players will be allocated in the draft (see section 3)
- 2.1.7** Each BBL player may only be on one participant's team
- 2.1.8** Test players will be nominated as part of the WCC entry form (see section 3)
- 2.1.9** Multiple participants may have the same test player/s on their team
- 2.1.10** Emergency players do not have to comply with 2.1.3 and can be from the same team as a participant's other BBL players

Section 3: Draft and Tips

3.1: Draft Set-up

- 3.1.1 The time of the draft shall be communicated to participants at least 14 days before the first ball of the first game of the WCC (1.2.1)
- 3.1.2 The draft shall include all listed BBL players according to Cricket Australia
- 3.1.3 The draft shall be conducted in a ‘snake’ style, with each participant’s position in the draft reversing each round
- 3.1.4 The draft order shall be determined by some form of random generation agreed upon by all participants

3.2: Draft Procedures

- 3.2.1 Participants will pick 1 BBL player with each of their picks until their team is full and is in alignment with the team composition requirements (2.1)
- 3.2.2 Each participant has 60 seconds to make their selection, subject to 3.2.3
- 3.2.3 If a participant reaches the end of their 60 seconds and selects a player that does not align with the team composition rules (2.1), they must select another player that fits the team composition requirements within a reasonable amount of time
- 3.2.4 Once every participant has selected all their players and is in compliance with the team composition rules (2.1), the draft shall close

3.3: Test Player Selection and Match Tips

- 3.3.1 Participants will select their test match players through the WCC entry form and must comply with the team composition rules (2.1)
- 3.3.2 Participants in violation of team composition rules in regards to 3.3.1 will be contacted by the WCC commissioner and asked to choose a different player in accordance with the team composition rules (2.1)
- 3.3.3 Participants will be asked to predict the outcomes of all BBL matches and test matches included in the WCC (1.2.1). These predictions will be included in the WCC entry form or can be separately communicated to the WCC commissioner
- 3.3.4 Participants who fail to provide match outcome predictions will not receive points for match predictions until they complete the WCC entry form or separately communicate their match predictions to the WCC commissioner

Section 4: Scoring

4.1: BBL and Test Player Scoring

- 4.1.1 BBL Players shall contribute to a participant's score in accordance with Figure 2
- 4.1.2 Test match players shall contribute to a participant's score in accordance with Figure 3
- 4.1.3 Each participant may elect a BBL player on their team to be captain. Captain’s scores are multiplied by 1.5x
- 4.1.4 For each game that is included in the WCC entry form that the participant correctly predicts the outcome of, they shall receive 5 points
- 4.1.5 For players who play multiple games throughout the period of the WCC, their score will be equal to their average score over the number of games they play throughout the WCC
- 4.1.6 If a player comes on as a substitute fielder and scores points, those points will not count towards their score, and that game will not count when determining a player's average score

Score Source	Amount of Points
1 run	1 point
50 runs	10-point bonus
100 runs	30-point bonus
Out for a duck	20-point pity bonus

Hits a six	3 points
Successful review	10 points
Broken bat	15 points
Hit in the groin	-5 points... ouch
1 wicket (bowling)	10 points
Dot ball (bowling)	1 point
3 wickets	10-point bonus
5 wickets	30-point bonus
Each stump hit out the ground	5 points
No-ball	-5 points
Catch (excluding wicketkeepers)	5 points
Stumping	10 points
Run out	10 points
Dropped catch	-10 points

Figure 2: BBL Player scoring

Score Source	Amount of Points
1 run	0.2 points
50 runs	2 point bonus
100 runs	6 run bonus
200 runs	15-point bonus
Out for a duck	4 pity points
Use of a successful review	10 points
Wicket	2 points
Each stump knocked out of the ground	5 points
5 wickets in an innings	6 point bonus
10 wickets in a match	15-point bonus
Catch (excluding wicketkeepers)	2 points
Stumping	5 points
Run out	10 points

Figure 3: Test Player Scoring

4.2: Emergency Players (BBL)

4.2.1 If a participant’s Big Bash League player is not selected to play in any of their team's scheduled games during the WCC period, then the participant's highest scoring emergency player will contribute their score to the participant’s total

4.2.2 If a player plays in a game but does not score any points, then that player is not eligible for emergency replacement, even if they do not bat

4.2.3 If a participant has 3 players that are not selected, then one of their players will score a zero and will not be eligible for emergency replacement

4.2.4 Emergency replacements do not have to match the position of the player being replaced

4.2.5 If a player is retired hurt, substituted out with a concussion, bowls less than 2 overs due to injury, or does not bat due to injury, then they are eligible for emergency replacement