

School Sport SA Statewide Schools Cricket

General Rules (Updated February 2026)

Conditions of Play

Unless listed below the laws of cricket apply to all matches in conjunction with the Cricket Australia and SACA playing conditions.

Competitions

Year 11/12 Boys

- 40 Over Division 1 and 2
- T20 Country and Metro

Year 10-12 Girls

- T20

Year 9/10 Boys

- T20
- 35 Over

Year 7/8 Boys

- T20 Country and Metro

Year 7-9 Girls

- T20

Year 4-6 Girls and Boys

- T20

Eligibility

- The maximum age for Year 11/12 pool A boys, pool B boys and open girls is under 20.
- Where there is no equivalent opportunity, a girl may play in the boy's competition with written principals' agreement and through the correct School Sport SA process.

Minor Round Formats – T20

First named team in the draw is the organising school. Venue, date and time is by mutual agreement.

4 Team Grouping (One day Event)

- Requires 2 ovals in close proximity.
- Game as per below
- First named team in each group of 4 responsible for coordinating the event

Morning Game starting no later than 9:15am

- Game 1: 1st Named team v 2nd named team.
- Game 2: 3rd Named team v 4th named team.

Afternoon Game starting no later than 12:30pm

- Winner Game 1 v Winner Game 2
- Loser Game 1 v Loser Game 2



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4 Team Grouping (Separate Days)

- 1st and 2nd named teams organise a game at a mutually agreed venue and time at least 10 days before due date.
- 3rd and 4th named teams do the same.
- Winners of above games organise a game at a mutually agreed venue and time by the due date for round 1. Losing teams of above games can also organise a game at a mutually agreed venue and time.

3 Team Grouping (Separate Days)

- Day 1: 1st and 2nd named teams organise a game at a venue and time at least 10 days before due date.
- Day 2: AM Match - 3rd and 1st named teams (Starting no later than 9:15am).
- PM Match – 3rd and 2nd named teams (Starting no later than 12:30pm).

3 Team Group (One Day Event)

- 1st and 2nd named teams play in the morning (Starting no later than 9:15am).
- 3rd named team arrives no later than 11:30am.
- Winner of morning game plays 3rd named team in the afternoon (starting no later than 12:30pm).

Balls

Ball	Weight	Grade/Competition
Regulation	156g	Year 11 and 12 Boys 40 Over
Red King	156g	Year 11 and 12 Boys T20 Year 9 and 10 Boys 35 Over Year 9 and 10 Boys T20
Red King	142g	Year 10 - 12 Girls
Kooka Practice	156g	Year 7 and 8 Boys
Kooka Practice	142g	Year 7 - 9 Girls Year 4-6 Boys and Girls

Teams

A team shall consist of **13** named players. When fielding, eleven players only shall be on the field at any one time but interchange of them is permitted without restriction i.e., all 13 players are permitted to bowl, wicket keep etc.

Two players in each team are not permitted to bat. The coach/captain is not required to nominate these players in advance and may make such decision at any time of his/her choosing.

Year 4-6 Girls Team

Nine (9) players on the field at a time and maximum of 12 players named.

Playing Field Set Up

It is desirable that matches are played on turf but hard wickets with a suitable artificial surface can be used. Teams are to bring cones for marking the boundaries and suitable stumps.

Boundaries

- Year 11/12 and Year 9/10 Boys – Maximum 65 metres
- Year 10-12 Girls, 7/8 boys and 7/8 Girls – Maximum 50 metres
- 4-6 Boys – Maximum 50 metres measured from the middle of the pitch.
- 4-6 Girls – maximum 45 metres measured from the middle of the pitch.

Pitch Length

- All Year 7/8, Year 9/10 and Year 11/12 – Standard pitch length.
- All Year 4-6 – 18metres (Portable stumps are set up on the popping/batting crease at each end and a new popping/batting crease marked 1.22metres in front of the stumps). Use document provided on the School Sport SA Cricket Statewide page.

Playing Hours

Minor round matches shall be determined to be played in school time between 9.00am and 3.30pm.

Finals Matches: 9.15am to 3.45pm (Hosted by School Sport SA)

Therefore, a cut-off time can be determined by the coaches and umpires should the game be interrupted, or the start delayed. See below for information on how to calculate total overs.

Time Saving (If Necessary)

To speed up play umpires can implement the following strategies:

Overs are to be bowled in 5 over blocks alternating between ends (i.e., overs 1 to 5 are bowled from one end, then overs 6 to 10 from the other end etc.). At the end of each over, only the two batter change ends. Apart from normal field position changes, the fielder only changes after each 5 over block. At the end of each 5 over block, the batter and umpires remain at the same end.

Length of Innings

Prior to the commencement of all matches coaches and umpires should agree on the length of innings. Throughout the innings the umpires and coaches must monitor the over rate and provide feedback to ensure the allocated overs are bowled in the agreed time. The figure of 4 minutes per over is used to calculate length of innings.

T20

For games starting on time:

- The match will consist of one innings per side, each innings being limited to a maximum of 20 overs unless all out earlier with a 10-minute innings break.
- The team fielding first has 80 minutes to bowl their 20 overs. If the team bowling first does not complete 20 overs in this time, they will only receive the equivalent number of overs they bowled in their batting innings (e.g., team bowling first only bowls 18 overs in 80minutes, then they will only receive 18 overs in their batting innings).

Longer Format Matches

Open Boys minimum 15 overs and maximum 40 overs

Year 9/10 Boys minimum 15 overs and maximum 35 overs

For games starting at the agreed time:

- The exact number is to be negotiated when arranging the match based on the total time available using the following process:
- Half the total available playing time less 15 minutes. Total overs are then determined by innings length in time divided by 4. For example, 5 hours total playing time equates to 2 hours and 15 minutes per innings or 34 overs (135minutes divided by 4) with a 30 min innings/lunch break.

Delayed Start to Games

Prior to the start of the match both coaches and the umpire(s) will agree on the total time of the match taking into consideration start time and finish time to accommodate the second game or travelling teams. Any changes to move the start time to later or the finish time earlier will impact total game time. If changes are made the following will apply:

- The team bowling first must bowl the agreed number of overs in the time allocated. If this does not occur at the conclusion of the first batting team's allocated time the total overs are recorded, and this becomes the total number of overs the team batting second will face.
- The team bowling second then must bowl the same numbers of overs in the second innings within the time limit.
- Games must be played out to their conclusion and if one team is unable to fulfil this requirement, they must forfeit the match.
- The coaches and umpire(s) must ensure that both teams meet the over requirements to ensure matches finish at the agreed time.
- Umpires can impose a five-run penalty for time-wasting by the batting or fielding side.
- **T20 Matches:**
 - Minimum number of overs to constitute a match is 10 over per side.
 - Each team is allocated half of the total remaining playing time, less 5 minutes (allowing for a 10minute change over between innings). The total overs to be bowled is then calculated by dividing the total innings time by 4 minutes.
 - For example, the total time is 130 minutes. Each innings is 60 minutes plus a 10-minute innings break. Therefore, overs to be bowled per innings is 14 (60minutes divided by 4 minutes = 15 overs).
 - If play does not commence within 90 minutes of the scheduled finishing time (i.e., there is not enough time for a 10 over per team) the game is abandoned and if possible, the game rescheduled at a later date.
- **Longer Format Matches:**
 - Minimum number of overs to constitute a match is 15 over per side.
 - Each team is allocated half of the total remaining playing time less 10 minutes (allowing for a 20min change over between innings).
 - For example, the total time is 210 minutes. Each innings is 95 minutes plus a 20-minute innings break. Therefore, overs to be bowled per innings is 24 (95min divided by 4min = 24 overs).
 - If play does not commence within 130 minutes of the scheduled finishing time (i.e., there is not enough time for a 15 over per team match) the game is abandoned and if possible, the game rescheduled at a later date.

Time Lost During Play.

Interruption to the Innings of the team batting first:

- The revised number of overs to be bowled shall be determined by calculating the remaining playing time as per the above example.

Interruption to the Innings of the team batting second:

- Where the delay results in the team batting second not being able to receive its allocation of overs in the time available the number of overs for the innings will be determined by the remaining time divided by 4 minutes. For example, the team batting second has faced 13 of their 30 overs when the delay occurs resulting in only 45 minutes remaining. 45 minutes divided by 4minutes equals 11 overs for a total of 24 overs. The revised target will be determined using the Duckworth Lewis method. An online calculator can be found at: [Duckworth Lewis Stern Score Calculator](#)

All matches must be played out to a result.

The highest scoring team after equal overs shall be the winner.

Tied Matches

In T20 matches a super over is to be played if time permits. If time does not permit and in all longer format matches where scores are tied at the end of play, the winner shall be the team with the greater score on equal overs calculated by going back in steps of 5 overs until a result is achieved.

Step 1: Go back 5 overs from the maximum number of overs permitted.

Step 2: Go back 10 overs from the maximum number of overs permitted.

Step 3: Go back 15 overs from the maximum number of overs permitted.

If the team batting second has not had the opportunity to complete the agreed number of overs and has neither been all out, nor has passed its opponent's score, the following shall apply:

- a) The result shall be determined on the average run rate through both innings.
- b) If, due to a suspension of play, the number of overs in the innings of the team batting second has to be revised, their target score shall be calculated by multiplying the reduced number of overs by the average runs per over scored by the team batting first. In this instance, twelve (12) overs shall be the minimum requirement.
- c) If the target score involves a fraction of a run, the final scores cannot be equal, and the result cannot be a tie.

In the event of the team batting first being all out in less than their full quota of overs, the calculation of their average run rate shall be based on the full quota of overs to which they would have been entitled and not on the number of overs in which they were dismissed.

Match Conditions

Fielding

Restrictions

Year 4-6, Year 7/8, and Year 9/10 Matches

- No player shall field within 10 metres of the batter except the wicketkeeper, slips and gully. No player may enter the restricted zone until after the ball is hit by the batter, strikes the body or equipment of the batter, or passes through to the wicketkeeper.

Year 4-6 Boys Matches

- From overs 1-6 there must be two players which start on the boundary.
- From overs 7-20 there must be 4 players which start on the boundary.

Year 4-6 Girls Matches

- 9 players on the field

Year 7/8, Year 9/10 and Year 11/12 T20 Matches

- For the first 6 overs of each innings, only two fielders are permitted to be outside the 30-metre fielding restriction circle.
- After the first 6 overs, maximum five fielder are permitted to be outside the 30-metre fielding circle at the instant of delivery.
- In the event of an infringement of any of the above fielding restrictions, the Square Leg umpire shall call and signal "no ball".

Year 9/10 and Year 11/12 35/40 Over Matches

- For the first 10 overs of each innings, only two fielders are permitted to be outside the 30-metre fielding restriction circle.
- After the first 10 overs, maximum five fielder are permitted to be outside the 30-metre fielding circle at the instant of delivery.

Batting

Compulsory Retirement of Batters

Year 4-6 Matches

- Coaches are encouraged to involve all their players in the game (11 batters per match).
- It is permissible for coaches to retire batters at any score.
- Batter must retire immediately on reaching the score of 25 runs.
- Retired batters may return to continue their innings at the fall of the last wicket if there are overs still to be bowled in that innings. In order of lowest score to highest score.

Year 7/8 Matches

- Batter must retire immediately on reaching the score of 50 runs.
- Such retired batters may return to continue their innings at the fall of the last wicket if there are overs still to be bowled in that innings. In order of lowest score to highest score.

Deliberate Loss of Wicket

If a team is deemed by the umpire to be purposely losing wickets to return a retired batter to bat a second time, the retired batter will not be allowed to return.

Bowling

Restrictions

Year 4-6 Matches

- Maximum overs per bowler is 3 overs or 1/6 of the total overs if a shortened match. It is strongly encouraged to give all players a bowl in the match.

Year 7/8, Year 9/10, and Year 11/12 Matches

- Maximum overs per bowler is 1/5 of the total overs in the innings.
- Bowlers must have a rest of the equivalent number of overs as their spell.

Maximum Balls Per Over

- 6 legal deliveries per over in Year 9/10 and 11/12 boys' competitions.
- Maximum 8 ball overs for Year 7/8 boys (final over of 7/8 boys to be 6 legitimate balls) and all girls and Year 4-6 Competitions.

No Balls and Free Hits

- A free hit will apply for no balls, except ball bowled off the pitch.

Deliberate Not Taking of Wicket

If a team is deemed by the umpire to be deliberately not taking wickets i.e., deliberately dropping the ball or failing to run out, the batting team shall be awarded 8 runs for each incident.

Protective Equipment

- **Year 4-6 Competitions:** Wicket keepers must always wear a helmet with a face guard.



- **All Other Competitions:** Wicket keepers standing up to the stumps must wear a helmet with a face guard.
- No batter shall be permitted to bat without the minimum requirement of correctly fitted gloves, pads, helmet, and protector (for boys).
- Any fielder within 10 metres of the bat (Year 10 and Open competitions only), must wear a helmet with a face guard.
- The wearing of other protective equipment is strongly recommended.

Year 4-6 Specific Rules

Bowling Action

If a bowler is deemed to have bowled with a bent arm throw the 2 umpires/teacher coaches will discuss this and if agreed the bowler must bowl underarm or be removed from bowling.

LBW

It is recommended that in no circumstances shall an umpire adjudge a batter out if the batter either plays well forward or is batting forward of the crease, providing the batter is making a deliberate attempt to play the ball. Please make umpires aware of this rule.