

Cricket Sapsasa State Carnival

Boys Rules

Updated September 2022

Cricket Match Conditions

The matches shall be played under the current Laws of Cricket and in accordance with the SACA By-Laws and the new Cricket Australia Junior Format Level 2 unless otherwise stated here.

Teams

11 players on the field

Team size 12 players – all players given the opportunity to bat and bowl in each game

Players can be substituted on and off the field at the end of any over as long as it does not delay play.

Match Balls

2-piece 142gm ball (supplied)

Equipment

Each team must bring:

- a set of stumps
- 50m tape measure
- marker cones

Field/Pitch Setup

Pitch length - 18m (stump to stump). There are 2 options for marking out the pitch:

- Option 1 - stumps are set up on the popping/batting crease at each end and a new popping/batting crease marked 1.22m in front of the stumps at each end or
- Option 2 – stumps and crease at one end are used as per normal pitch markings and the stumps at the other end are moved 2.44m forward and crease line marked 1.22m in front of the new stump position.

Boundaries – maximum 45m measured from middle of the pitch



Government
of South Australia

Department for Education



Competition structure

- Divisions of 8 teams split into pools of 4

	Day 1 (T20 matches)		Day 2 (T20 matches)		Day 3 (36 over matches)
Game 1	1 v 2 3 v 4	5 v 6 7 v 8	1 v 3 2 v 4	5 v 7 6 v 8	Winner G1 v Winner G2 Loser G1 v Loser G2 Winner G3 v Winner G4 Loser G3 v Loser G4
Game 2	2 v 3 4 v 1	6 v 7 8 v 5	G1: 1 st pool A v 2 nd pool B G2: 1 st pool B v 2 nd pool A G3: 3 rd pool A v 4 th pool B G4: 4 th pool A v 3 rd pool B		

Length of Matches

T20 matches

- Morning matches: 9:00am to 12:00pm
- Afternoon matches: 12:45pm to 3:45pm
- Each innings is a maximum of 1 hour 20 minutes or 20 overs, whichever comes first
- Maximum 20-minute innings change over
- Innings concludes when the 11th wicket falls
- When the team batting second passes the opposition score, the game shall continue for the allotted overs
- 40 minutes break between matches

36 over matches

- 9:00am start
- Each innings is a maximum of 2 hours and 15 minutes or 36 overs, whichever comes first
- 10-minute innings change over if not leading into lunch break
- 30-minute lunch

Drinks

Managers to arrange for drink breaks prior to the start of the game and umpires to be notified. Drinks may be taken by mutual arrangement on hot days, where drinks can be supplied. There shall be no rest periods in an innings.

Clothing

All players shall wear cricket attire. Umpires and players are requested not to wear red coloured clothing on the field.

Safety Equipment / Helmets

ALL batters MUST wear a helmet while batting. The wicket keeper must wear a helmet at all times. ALL appropriate safety equipment is to be worn.

Supervisor/Umpire

Each team must have a supervisor/umpire.

The umpire's objective should always be to ensure that both teams have equal opportunity to score the required runs. All umpiring decisions are to be accepted without question in keeping with the spirit of the game.

Retiring Batters

Coaches should aim to involve ALL their players in the game. It is permissible for coaches to retire batters at any score with the option of permitting them to return after all other batters have had an innings. 12th player must be given the opportunity to bat prior to the retired batters resuming their innings. Retired batters are to return in order from the lowest score to the highest.

T20 matches

- Compulsory retirement at 20 (as soon as batter reaches 20 - not at end of the over)

36 over matches

- Compulsory retirement at 30 (as soon as batter reaches 30)

Bowling Restrictions

T20 matches

- The designated wicket keeper may be exempted from bowling if required to keep for all 20 overs
- Maximum of 2 overs per bowler per match
- Maximum 8 ball overs

36 over matches

- 3 players maximum 4 overs
- Remaining players maximum 3 overs
- Maximum 8 ball overs

No-Balls

- A no-ball shall be called for any delivery that passes above the batter's waist on the full
- Any short-pitched delivery that is deemed by the umpire as dangerous shall be called a no-ball
- No balls count as one run plus whatever is scored off the ball

LBW

- A batter should not be adjudged LBW if they have played forward to the ball and attempted a shot
- Batters will be given out LBW if they don't play forward and the ball is deemed to be hitting the stumps

Fielding Restrictions

T20 matches

- Overs 0 to 6 – at least two (2) fielders on the boundary
- Overs 7 to 20 – 4 impacted players

36 over matches

- Overs 0 – 10 must have at least two (2) fielders on the boundary

- Overs 11 – 36 must have 4 impacted players

Impacted players definition: Total number of players either fielding on the boundary or in the slips cordon. Slips cordon is inclusive of slips & gully only. Coaches/captains can use any combination of boundary & slips cordon fielding positions at their discretion e.g. 2 boundary & 2 slips cordon, 3 boundary & 1 slips cordon; however, they must total 4 during the period those restrictions are in play.

Close to the Wicket Fielders

No player can field closer than 10 metres from the wicket except the wicket keeper and slip fielders.

Late Starts

Should for any reason a match not start within 15 minutes of the scheduled start time, then the overs in the game shall be reduced at the rate of an over for every three minutes lost. Should the situation arise where the team batting second cannot receive its full quota of overs in the allotted time allocation, then the match shall be drawn.

Points

6 for a first innings win / 3 each for a draw / 1 for a loss

Process for deciding pool placings

- In the first instance head-to-head results take precedence over bonus points (e.g. if two teams finish equal top then the head to head result between the 2 teams will determine who finishes higher.
- If 2 tied teams had a draw in their head-to-head match or three teams finish equal after the round robin then bonus points will determine placing. Bonus Points: 1 run = .01 and 1 wicket = .20

Girls rules

Cricket Match Conditions

The matches shall be played under the current Laws of Cricket and in accordance with the SACA By-Laws and the new Cricket Australia Junior Format Level 2 unless otherwise stated here.

Teams

9 players on the field

Team size 12 players – all players given the opportunity to bat and bowl in each game

Players can be substituted on and off the field at the end of any over as long as it does not delay play.

Match Balls

2-piece 142gm ball (supplied)

Field/Pitch set up

Pitch length - 18m (stumps are set up on the popping/batting crease at each end and a new

popping/batting crease marked 1.22m in front of the stumps)
Boundaries – maximum 45m measured from middle of the pitch

Equipment

Each team must bring a set of stumps and marker cones.

Competition structure

	Day 1 (am)	Day 1 (pm)	Day 2 (am)	Day 2 (pm)	Day 3 (am)	Day 3 (pm)
Divisions 1 & 2	1 v 2	2 v 3	1 v 3	2 v 1	3 v 2	3 v 1
	3 v 4	4 v 1	2 v 4	4 v 3	1 v 4	4 v 2

Length of Matches

- Morning matches: 9:00am to 12:00pm
- Afternoon matches: 12:45pm to 3:45pm
- Each innings is a maximum of 1 hour 20 minutes or 20 overs, whichever comes first
- Maximum 20-minute innings change over
- Innings concludes when the 11th wicket falls
- When the team batting second passes the opposition score, the game shall continue for the allotted overs
- 45 minutes break between matches

Drinks

Managers to arrange for drink breaks prior to the start of the game and umpires to be notified. Drinks may be taken by mutual arrangement on hot days, where drinks can be supplied. There shall be no rest periods in an innings.

Clothing

All players shall wear cricket attire. Umpires and players are requested not to wear red coloured clothing on the field.

Safety Equipment / Helmets

ALL batters MUST wear a helmet while batting. ALL appropriate safety equipment is to be worn. In an effort to keep the game moving, sides will not be penalised 5 runs should the ball hit the helmet.

Supervisor/Umpire

Each team must have a supervisor/umpire.

The umpire's objective should always be to ensure that both teams have equal opportunity to score the required runs. All umpiring decisions are to be accepted without question in keeping with the spirit of the game.



Retiring Batters

Batters must retire as soon as they reach 20 runs. Coaches should aim to involve ALL their players in the game. It is permissible for coaches to retire batters at any score with the option of permitting them to return after all other batters have had an innings. 12th player must be given the opportunity to bat prior to the retired batters resuming their innings. Retired batters are to return in order from the lowest score to the highest.

Bowling Restrictions

- The designated wicket keeper may be exempted from bowling if required to keep for all 20 overs
- Maximum of 2 overs per bowler per match
- Maximum 8 ball overs

No-Balls

- A no-ball shall be called for any delivery that passes above the batter's waist on the full
- Any short-pitched delivery that is deemed by the umpire as dangerous shall be called a no-ball
- No balls count as one run plus whatever is scored off the ball

LBW

- A batter should not be adjudged LBW if they have played forward to the ball and attempted a shot
- Officials must make their batters aware that they can be given out LBW if they don't play forward

Close to the Wicket Fielders

No player can field closer than 10 metres from the wicket except the wicket keeper and slip fielders.

Late Starts

Should for any reason a match not start within 15 minutes of the scheduled start time, then the overs in the game shall be reduced at the rate of an over for every three minutes lost. Should the situation arise where the team batting second cannot receive its full quota of overs in the allotted time allocation, then the match shall be drawn.

Points

6 for a first innings win / 3 each for a draw / 1 for a loss

Process for deciding pool placings

- In the first instance head-to-head results take precedence over bonus points (e.g. if two teams finish equal top then the head to head result between the 2 teams will determine who finishes higher.
- If the 2 tied teams won 1 of their head-to-head matches each or three teams finish equal after the round robin then bonus points (based on first innings result only) will determine placing. Bonus Points: 1 run = .01 and 1 wicket = .20