

School Sport SA statewide schools cricket

General rules

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 pool A and B
- 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 5/6 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.

Minor round formats

First named team in the draw is the organizing 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



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

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)

How to determine the winner in round robin minor round competition

- To determine the final positions, teams shall be placed in descending order according to the number of premierships points gained
 - a) Two (2) points for a win
 - b) One (1) for a tie
 - c) None (0) for a loss
- (i) In the event of two teams gaining the same number of premierships points, the respective placings shall be decided by the result of the match between the two teams concerned.
(ii) In the event of two teams gaining the same number of premierships points and the game was a tie when they played each other, the respective placings shall be decided by the team losing the lesser number of wickets in that match.
(iii) If more than two teams are on equal points, use the quotient rule to determine placings. (Only the results of the matches played between the tied schools will be considered when using the Quotient Rule).

Quotient rule

- Divide the total number of runs scored by a school by the total number of wickets lost by it
- Divide the total number of runs scored against a school by the total number of wickets taken by it
- Divide the former 13.3.1 by the latter
- The team having the higher quotient will be declared the winner.

Example:

Clarke HS:

Game 1: Clarke HS 5/100 d Ponting HS 10/99

Game 2: Clarke HS 10/150 l Lyon HS 7/198

(runs scored for/wickets lost) divided by (runs scored against/wickets taken) = Quotient

$$\begin{array}{rcl} (100 + 150 / 5 + 10) & \text{divided by} & (99 + 198 / 10 + 7) = (250 / 15) \text{ divided by } (297 / 17) = \\ (16.67) & \text{divided by} & (17.47) = .95 \end{array}$$

Balls

- Approved 156g four piece leather balls are to be used in all open boys' pool A matches
- Approved 156g two piece leather balls are to be used in all open pool B, year 10 and year 8 and 9 boys' competition matches.
- 142g two-piece leather balls are to be used in all year 5/6 and girls' competitions

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 5/6 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
- 5/6 boys – maximum 50 metres measured from the middle of the pitch
- 5/6 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 5/6 – 18m (portable 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)

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 deemed 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 batsman change ends. Apart from normal field position changes, the fieldsman only change after each 5 over block. At the end of each 5 over block, the batsman 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 80min, 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 (135min 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 10min 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 (60min divided by 4 min = 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 min divided by 4min 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: <http://wicklowcountycricket.com/duckworth-lewis-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 5/6, 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 5/6 boys matches

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

Year 5/6 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 fieldsmen are permitted to be outside the 30 metre fielding restriction circle.
- After the first 6 overs, maximum five fieldsmen 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”.

Batting

Compulsory retirement of batters

Year 5/6 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 batsman to bat a second time, the retired batsman will not be allowed to return.

Bowling

Restrictions

Year 5/6 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
- All players under 17 years of age (as at 1 January) are permitted to bowl a maximum of 6 overs in a spell (except spin bowlers, which is determined by the umpires)
- Bowlers must have a rest of the equivalent number of overs as their spell

Maximum balls per over

- 6 legal deliveries per over in Open 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 5/6 competitions

No balls and free hits

Year 5/6 and year 7/8 matches

- A free hit will apply to front foot no balls

Year 9/10 and year 11/12 matches

- 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 5/6 competitions:** Wicket keepers must wear a helmet with a face guard at all times
- **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 5/6 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.