Cricket match conditions: Updated September 2019 (changes highlighted)

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.

1. **Match Balls**
   - Hardwicket-/ Turf- 2 piece 142gm. Ball. 4 leather balls will be provided by SAPSASA for each team that will be given out at the pre carnival meeting

2. **Equipment**
   - Each team must bring a set of stumps and marker cones.

3. **Field/Pitch Setup**
   - 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 50m measured from middle of the pitch

4. **Playing Hours**
   - 9.15am to 3.15pm.

5. **Length Of Matches**
   - All matches cannot finish prior to 3.15pm but must be finished by 3.30 pm. irrespective of whether matches start on time or not.
   - Matches may only continue past 3.15 pm if the first innings is still in progress.
   - Each team unless previously dismissed, shall have its 1st Innings compulsorily closed at the conclusion of the 40th over or 2 hours and 45 minutes, then the team batting second shall be entitled to their full 40 overs (or the equivalent number of overs bowled to the team batting first in their allotted 2 hours and 45 minutes).
     a. In the event of both teams concluding their 1st Innings whether compulsorily or otherwise, before the time set for the close of play, the match will continue under normal conditions until 3.15 pm.
     b. **Should a team dismiss an opposition in under 40 overs the team batting second still only receives a maximum of 40 overs. The game then continues in the second innings until 3.15pm**

6. **Lunch**
   - Irrespective of whether matches start on time or not – the lunch break is to consist of 30 minutes.
7. **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 or a tap is handy. There shall be no rest periods in an innings.

8. **Change Of Innings**
A 10 Minutes Interval Is To Be Taken At The Changeover Of All Innings. If not leading into the lunch break

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

10. **Safety Equipment / Helmets**
ALL batsmen 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.

11. **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.

12. **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. However batters must retire at the end of the over in which they make 40. 12th and 13th players 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.

13. **Bowling Restrictions**
All 13 players are to bowl 2 overs before any bowler returns to bowl further overs. The designated wicket keeper may be exempted from bowling if required to keep for all 40 overs. Maximum of 4 overs per bowler per match or one tenth of the overs should the match be shortened. A bowler cannot bowl any more than 8 balls in an over regardless of how many wides they bowl.

14. **Short Pitch Bowling**
If a ball is pitched short by a fast bowler, so that, in the opinion of the umpire, it constitutes a danger to an opposing batter, whether it be deliberate or accidental, the ball should be called a ‘no ball’. If the incident of short-pitched deliveries were NOT accidental, then the bowler should be removed from the attack. Should a full-toss pass above waist height, as judged by either umpire, this will also constitute a no-ball. No balls count as one run plus whatever is scored off the ball. Wides shall be scored as one run plus whatever is scored.

15. **Encouragement Of Spin Bowling**
Coaches are to make a genuine attempt to plan their bowling attack to include at least 20% of the total overs of each innings with spin bowling.
16. **LBW**

*Officials must make their batters aware that they can be given out LBW if they don’t play forward*

In no circumstances shall an umpire adjudge a batter out if he either plays well forward or is batting forward of his crease, providing he is making a deliberate attempt to play the ball! Umpires should be made aware of this rule.

A batter MAY be given out if he plays BACK of the batting crease.

17. **Fielding Restrictions**

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

Overs 11 – 40 must have 4 impacted players (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).

18. **Close To Wicket Fielders**

In an endeavour to safeguard close to the wicket fielders from injury, no player can field closer than 10 metres from the wicket except the wicket keeper and slip fielder.

19. **Late Starts**

Should for any reason a match does not start by 9.30 am 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, then the match shall be drawn.

20. **Points**

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

*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 will determine who finishes higher. If three teams finish equal top after the round robin then bonus points (based on first innings result only) will determine placing. Bonus Points:  1 run = .01  1 wicket = .20*
Girls

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.

1. **Match Balls**
   Hardwicket-/Turf- 2 piece 142gm. Ball. 7 leather balls will be provided by SAPSASA for each team that will be given out at the pre carnival meeting. Cricket balls are to be supplied by the State Association and are to be a two-piece leather ball of recognised sponsorship brand weighing 142 gms.

2. **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

3. **Teams**
   Maximum 9 players on the field
   Maximum team size 12 players – all players given the opportunity to bat and bowl in each game

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

5. **Playing Hours**
   Game 1: 9:00am to 11:50am
   Game 2: 12:30pm to 3:20pm

6. **Length Of Matches**
   20 overs per innings
   Each team unless previously dismissed, shall have its 1st Innings compulsorily closed at the conclusion of the 20th over or 1 hour 20 min hours, then the team batting second shall be entitled to their full 20 overs (or the equivalent number of overs bowled to the team batting first in their allotted 1 hour and 20 minutes).
   Innings concludes when the 11th wicket falls, unless a team has 11 players in which case it would be the 10th wicket, (i.e. all players have the opportunity to bat in each innings)
   When the team batting second passes the opposition score, the game shall continue for the allotted overs unless both managers agree to end the game.

7. **Lunch**
   The lunch break is to consist of minimum 30 minutes

8. **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 or a tap is handy. There shall be no rest periods in an innings.

9. **Change Of Innings**
   A 10 minutes interval is to be taken at the changeover of all innings.

10. **Clothing**
    All players shall wear cricket attire Umpires and players are requested not to wear red coloured clothing on the field.
11. **Protective Apparel**  
Batswomen must wear a properly fitting batting helmet. The wicketkeeper must wear such a helmet at all times.

12. **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.*

13. **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. However batters must retire at the end of the over in which they make 30. **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.

14. **Bowling**  
a. Each bowler may bowl a maximum of three (3) overs. All bowlers must have bowled 2 overs before any bowler can bowl their third over.  
b. Maximum 8 ball overs, with the exception of the last over of the innings where six (6) legal deliveries must be bowled.  
c. In the event of the number of overs in an innings being reduced the maximum overs per bowler shall be determined by dividing the number of overs to be received by seven (7). (Fractions to be ignored).  
d. Any full pitched delivery which passes above waist height of a batter when in her normal stance shall be called a NO BALL, regardless of whether she attempts a shot (Dangerous and unfair bowling rules will not apply).  
e. Any delivery that passes above the shoulder of a batter in her normal batting stance shall be called a NO BALL

15. **LBW**  
Officials must make their batters aware that they can be given out LBW if they don’t play forward. It is strongly recommended that in no circumstances shall an umpire adjudge a batter out if she either plays well forward or is batting forward of the crease, providing she is making a deliberate attempt to play the ball! Umpires should be made aware of this rule. A batter MAY be given out if she plays BACK of the batting crease.

16. **Close To Wicket Fielders**  
No fielder is allowed to field within ten (10) metres of the batter on strike except those fielding within an arc from point to the wicketkeeper on the off side of the wicket.

17. **Late Starts**  
Should for any reason a match does not start by the assigned time (9.00am or 12:30pm) 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, then the match shall be drawn.

18. **Points**  
6 for a first innings win / 3 each for a draw / 1 for a loss  
If at the end of the round robin 2 or more teams finish in equal first, joint winners will be awarded