School Sport SA rules of the knockout competition

Cricket

Updated January 2019

The School Sport SA knockout cricket competitions are conducted by School Sport SA in conjunction with the South Australian Cricket Association.

1. Competitions
   1.1. All age restrictions are as at the 1 January in the year of competition.
   1.2. The maximum age for open pool A boys, pool B boys and open girls is under 20.
   1.3. Where there is no equivalent opportunity a girl may play in the boy’s competition.
   1.4. Students cannot play in both the open boys and year 8 and 9 boys finals even if played on separate days to provide consistency between competitions.

2. Conditions of play
   Unless listed below the laws of cricket apply to all matches.
   2.1. Match balls will be supplied for all matches:
      2.1.1. Approved 156g four piece leather balls are to be used in all open boys’ pool A matches
      2.1.2. 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.
      2.1.3. 142g two-piece leather balls are to be used in all girls’ competitions.
   2.2. Wickets
      It is desirable that matches be played on turf wickets. However, hard wickets with carpet or artificial surfaces (e.g. Gabba Grass) may be used.
   2.3. Boundaries
      Either a continuous line or markers may be used.
      It is recommended that boundaries be marked with a 65 metre radius for the open age and year 10 competition for boys.
      A 50 metre radius boundary is recommended for all girls and year 8 and 9 boys competitions.

3. The finals series to be played will be
   Open boys pool A State Schools’ final (Les Burdett Trophy).
   Open boys pool A (Chappell Trophy).
   Open boys pool B
   Open girls T20 (Karen Rolton Trophy).
   Year 10 boys T20 (Darren Lehmann Trophy).
   Year 8 and 9 boys pool metro north.
   Year 8 and 9 boys pool metro south.
   Year 8 and 9 boys T20 (term 4)
   Year 8 and 9 girls T20 (term 4) (Shelley Nitschke Trophy)
   Country finalists will determine their own finals dates and venues.
4. **Match conditions**
   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 ie all 13 players are permitted to bowl, wicket keep etc.
   Two players in each team are not permitted to bat. The captain is not required to nominate these players in advance and may make such decision at any time of his/her choosing.

5. **Length of innings**
   5.1. Minor Rounds
      A minimum of 35 and a maximum of 45 overs to be bowled by each team. (The exact number is to be negotiated when arranging the match).
   5.2. Finals
      In the grand finals of the open age boys’ competitions and the year 8 and 9 boys pool A competition, an innings will consist of 45 overs.
      In the grand finals of the year 8 and 9 boys’ pool B competitions, 35 overs per innings will be played.
   5.3. Drinks may be taken after 20 overs in each innings.

6. **Bowler over restrictions**
   45 over game – no bowler shall bowl more than 9 overs in the innings
   40 over game – no bowler shall bowl more than 8 overs in the innings
   35 over game – no bowler shall bowl more than 7 overs in the innings
   6.1. All players under 17 years of age are permitted to bowl a maximum of 6 overs in any one spell and must not bowl again for at least 30 minutes from the completion of that spell. (Spin bowlers are excluded from this restriction). For players who are above the age of 17 but under 19, a maximum of 8 overs can be bowled in any one spell, and must not bowl again for at least 30 minutes from the completion of that spell. (Spin bowlers are excluded from this restriction).
   N.B. – A “spin” bowler is classified as any bowler to whom the wicket keeper would normally stand up to the wicket.
   In the event of unforeseen circumstances, the minimum over requirement for each team’s innings shall be 25 overs with a six (6) over limit for each bowler.

7. **All matches must be played out to a result.**
   7.1. The highest scoring team after equal overs shall be the winner. However, in the event of scores being 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
   Etc.
   7.2. 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
   7.2.1. The result shall be determined on the average run rate through both innings
   7.2.2. 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.
   7.2.3. If the target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.
   7.2.4. 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.
8. Playing hours

8.1. Minor round matches shall be determined to be played in school time between 9.00am and 3.30pm.
Finals matches: 9.15am to 4.00pm (set by SSSSA)
Therefore a cut off time can be determined by the coaches and umpires should the game be interrupted or the start delayed. This will help calculate the number of overs each team shall receive. The minimum length of time for a match shall be 15 overs per team.
SACA guidelines state that on average an over takes 3 and a half minutes. This figure can be used to help calculate the length of the innings.

<table>
<thead>
<tr>
<th>Overs per team</th>
<th>Minutes/innings</th>
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<tbody>
<tr>
<td>45</td>
<td>160</td>
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<td>40</td>
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<td>35</td>
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<td>90</td>
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<tr>
<td>20</td>
<td>70</td>
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<tr>
<td>15</td>
<td>55</td>
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</tbody>
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An innings break should be included of 10 minutes (minimum) up to 40 minutes (maximum). This is not counted as playing time.

8.2. If the commencement of play is delayed due to pitch, ground, weather or light conditions. The total playing time, in minutes, remaining from the actual commencement of play until the scheduled conclusion of the match (after allowing for any intervals) shall be divided by 7 and the resultant nearest whole number shall become the quota of overs for each team in its first innings.
If play does not commence within 120 minutes of the scheduled finishing time (ie 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.
For example:
The start of a game is delayed until 11.45am with a cut off time of 3.00pm – total playing time available is 180 minutes + 15 minutes innings break.
To calculate the overs per team: 180 minutes (playing time)/7 = 25.7. Nearest whole number of overs = 26 overs per team
Delay or interruption to the Innings of the Team Batting First
When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour in the total remaining time available for play.
The revision of the number of overs should ensure that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
To constitute a match, a minimum of 15 overs have to be bowled to the side batting second, subject to the innings not being completed earlier.

8.3. Delay or interruption to the Innings of the team batting second
When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 15 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
To constitute a match, a minimum of 15 overs have to be bowled to the team batting second subject to the innings not being completed earlier.
The team batting second shall not bat for a greater number of overs than the first team unless
the latter completed its innings in less than its allocated overs. If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

8.4. The result
a) A result can be achieved only if both teams have had the opportunity of batting for at least 15 overs, unless one team has been all out in less than 15 overs or unless the team batting second scores enough runs to win in less than 15 overs.
b) All matches in which both teams have not had an opportunity of batting for a minimum of 15 overs, shall be declared abandoned.

8.5. Calculation of the target score
If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 15 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth Lewis method. The target set will always be a whole number.

If the innings of the side batting second is suspended (with at least 15 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the D/L Par Score determined at the instant of the suspension by the Duckworth Lewis method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

8.6. Duckworth Lewis
It is the umpires responsibility to calculate the number of overs lost and advise the scorers. Scorers acting in the match shall be responsible in providing captains and umpires with results of calculations as applicable and if possible.

9. General match rules
9.1. Supervision
Each team must have a manager/coach approved by the school principal. This person shall not be permitted to coach the team during play but can offer advice to the captain during breaks.

9.2. Dress
9.2.1. It is recommended that players wear clothing which is white or cream i.e. shirts, trousers, socks and shoes
9.2.2. Club/school motifs on jumpers/shirts are permissible.

9.3. Code of behaviour
9.3.1. By their own example, managers, coaches and umpires are urged to teach school cricketers that the tenets of positive sporting attitudes are as important as developing the technical skills of the game.
9.3.2. “Sledging” and/or swearing: If in the opinion of the umpires, the offence is serious enough, the player(s) is/are to be ordered from the ground for as long a period as the umpires deem necessary without replacement.

9.4. Protective equipment
9.4.1. No batter shall be permitted to bat without the minimum requirement of correctly fitted gloves, pads, helmet, and protector (for boys). Any in-close fielder (within 10 metres of the bat), as well as the wicket keeper, should wear a helmet with a face guard.
9.4.2. The wearing of other protective equipment is strongly recommended.
9.4.3. It is recommended that wicket keepers use mouth guards when wicket keeping.

9.5. Illegal bowling deliveries
9.5.1. The bowling of fast high full pitch balls is unfair.
Any full pitched delivery passing above shoulder height or full delivery passing above waist height of a batter when standing in normal stance shall be called a “no ball” regardless of whether the batter attempts a shot.
For a slow bowler who bowls a full ball passing above shoulder height of a batter when standing in a normal stance, it shall be called a no-ball.
Interpretation: In the event of a wide, fast full pitched ball, the no ball shall take precedence over the wide.

9.5.2. Balls passing beyond reasonable reach of the batter’s leg or off stumps, shall be called “wides”.

9.5.3. In matches played on hard wickets, any ball pitching off or on the edge of the pitch shall be deemed a “wide” and “dead”, even if the ball subsequently comes back towards or onto the pitch and whether or not the batsman plays the ball or is otherwise out from that ball. One “wide” will be recorded and no other runs or extras shall be recorded.

9.5.4. In matches played with matting, any ball not pitching as described in the previous paragraph but which pitches on a strap or hem of the matting shall be deemed “dead” and shall be re-bowled. No runs or extras shall be recorded.

9.5.5. The umpire at the bowler’s end shall call “dead ball” promptly when required under this by-law.

9.5.6. Front foot no–ball: If a bowler bowls a front foot no-ball the following ball shall result in a free hit for the batting side. This is signaled to the players and scorers by the umpire. The batsman cannot be ruled out in any dismissal modes other than those applicable for a no-ball: run out, handled the ball, hit the ball twice and obstructing the field.

10. Modified rules to apply to the year 8 and 9 boys’ competition.

10.1. Field placements
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.

10.2. Length of innings
35 overs

10.3. Compulsory retirement of batters
Batter must retire immediately on reaching the score of 40 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.

10.4. 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.

10.5. Bowling overs
No bowler can bowl more than 4 overs

10.6. Dangerous deliveries
If a ball passes or would have passed over the shoulder height of the striker standing upright, either umpire shall call and signal “no ball”.
No medium paced or fast bowler (broadly defined as one to whom the wicket-keeper would normally stand back) shall be permitted to bowl more than six overs in a spell.

10.6.1. Such a bowler shall have a break between spells of at least the same number of overs bowled from the same end as the bowler’s immediately concluded spell, or 30 minutes, whichever is the lesser.

10.7. Deliberate not taking of wicket
If a team is deemed by the umpire to be deliberately not taking wickets ie deliberately dropping the ball or failing to run out, the batting team shall be awarded 8 runs for each incident.
11. Modified rules to apply to the open girls’ competition
11.1. Overs shall be of 6 balls. However, a maximum of 8 deliveries shall be permitted, irrespective of the number of wides or no-balls bowled.
11.2. On turf wickets: a ball passing the batter inside the return crease shall not be called “wide”.

12. Laws
The Laws of Cricket as adopted by the S.A.C.A shall apply in all matches, subject to all of the above provisions.

13. Umpires
It is the responsibility of each team to appoint a qualified umpire / suitable person to umpire the early round matches. The umpire must not score at the same time as umpiring. During a drinks break it is the batting team’s responsibility to supply the umpires a drink.

14. Results
14.1. SSSSA will provide each competing team with appropriate score sheets (please photocopy)
14.2. Score sheets are to be kept by both teams and must be made available in the case of a dispute. They do not have to be sent in after each match.
14.3. Premiership points
14.3.1. Two (2) points shall be awarded for a win,
14.3.2. One (1) for a tie
14.3.3. None (0) for a loss.

15. How to determine the winner in a group competition
15.1. To determine the final positions, teams shall be placed in descending order according to the number of Premiership points gained.
15.2. (i) In the event of two teams gaining the same number of Premiership 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 Premiership 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.
(c) 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).
15.3. Quotient rule
15.3.1. Divide the total number of runs scored by a school by the total number of wickets lost by it
15.3.2. Divide the total number of runs scored against a school by the total number of wickets taken by it
15.3.3. Divide the former 15.3.1 by the latter
15.3.4. 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
(100 + 150/ 5 + 10) divided by (99 + 198/ 10 + 7) = (250/15) divided by (297/17) = (16.67) divided by (17.47) = .95