School Sport SA rules of the knockout competition

Super 8’s cricket

Updated April 2017

1. Competition
   1.1. M.C.C. Laws of Cricket (as amended) shall apply except as follows.
   1.2. The length of the match shall be determined by the number of matches to be played in the time allowed. Eg
      a. For a match between 2 teams with unlimited time - play 14 six ball overs per innings.
      b. Where 3 teams play against each other on the same day, 3 matches will need to be played. Play
      c. 10 overs per innings.
      d. Where 4 teams play a round robin on the one day requiring 3 rounds, 2 pitches would be needed in close proximity to each other. Play 10 overs per innings.
      e. Where 4 teams play a round robin on the one day on one pitch, seed the teams then play
         4 matches – Round 1 - 1 v 4, 2 v 3, Round 2 – Round 1 losers play off then round 1 winners. Play either 10 or 7 overs per innings based on available time.
      f. Where 6 teams play against each other on the same day requiring 5 rounds, 2 pitches would be needed in close proximity to each other. Play 7 overs per innings.
   1.3. A team shall consist of a minimum of eight players but may use more if they wish, provided that only eight field at any one time and that only eight bat in an innings.
   1.4. All matches are to be played on hard wickets where possible.

2. Batting
   2.1. Eight wickets are to fall for a team to be dismissed. If a team uses only eight players then the last remaining batter shall bat on with the previously dismissed batter. The last remaining batter must always take strike and therefore must return to the batting crease after scoring. This batter shall be declared out if the running partner is run out. A team with more than eight players may take this option to bat a ninth batter but only eight wickets can fall.
   2.2. A batsman must immediately retire at 30 runs (not at the end of the over) but may return should all other batsmen be dismissed although all runs scored off the last delivery received shall count to the batter’s score. There is no limit to the number of runs they may score when they return to bat for the second time.
   2.3. A batter is not permitted to retire early.
   2.4. Boundary fours are scored as normal, however if the ball passes over the boundary line on the full, 8 runs will be scored.
   2.5. It is compulsory for all batters to wear a helmet with visor.
   2.6. No LBW’s will be called in this competition.
   2.7. A rotating batting order will be used in order to give all batters equal batting opportunities. ie batters 1 and 2 won’t always open the batting.

3. Bowling
   3.1. Seven bowlers must be used but all need not bat. The wicket keeper does not bowl. (This gives the opportunity for teams with more than eight players to give everyone a chance to take part).
   3.2. Bowl six ball overs with a maximum of 8 balls in any one over, although all wides and no balls shall score. 6 legal deliveries must be bowled in the final over.
3.3. In the event of a bowler being unable to complete an over, the remaining balls shall be bowled by another bowler. Such part of an over shall count as a full over as far as each bowler’s limit is concerned.

3.4. Underarm bowling is prohibited.

**14 over innings**
Plan A - Two bowlers bowl 3 overs each. The other five bowl either 1 or 2 overs to make up the 14 required overs.
Plan B - Seven bowlers bowl 2 overs each.
Teams to make their own choice re plan A or B.

**10 over innings**
3 bowlers bowl two or more overs, 4 bowlers bowl one over.

**7 over innings**
Each bowler bowls one over.

4. **Ball size**
4.1. Girls 142g
4.2. Boys 156g

5. **Fielding**
5.1. No field placing restrictions apply except as provided in the general Laws of Cricket and that no fielder in front of the wicket may be closer than 10 metres from the striker.
5.2. At all stages during the game, a maximum of 4 fielders may field on or within 15m of the boundary line.
5.3. Substitute fielders are permitted.

6. **No balls and wides**
6.1. Shall count as one run but any other runs scored (off the bat, byes or leg byes) shall score in addition. For example if the wicketkeeper misses a wide and the batters run a single, a total of two is scored or if the striker hits a no ball to the boundary, a total of five is scored. If after delivery, the ball is considered wide and no ball is also called, the call of no ball takes precedence.
6.2. Any ball passing over or would have passed over the shoulder of the batter in an upright stance shall be called no ball by the square-leg umpire. Fast i.e. dangerous full pitch balls above waist high shall be called no ball by either umpire (umpires should confer before the match to clarify their interpretation). On turf pitches, balls passing the batter inside the return crease shall not be called wide.

7. **Deliberate loss of wicket**
7.1. If a team is deemed by the umpire to be purposely losing wickets to return the batsman who has obtained 30 runs to bat a second time, they will not allow the batter (who scored 30) to return.

8. **Deliberate not taking of wicket**
8.1. 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.

9. **Finals**
9.1. Umpires to be supplied by the schools competing but will not umpire the match their school is involved in (if possible) to keep the umpiring in the spirit of the game.

10. **Method of deciding a winner**
10.1. The team scoring the most runs wins.
10.2. If both teams score the same number of runs, the team taking the most wickets will be declared the winner.
10.3. If both teams score the same number of runs and take the same number of wickets, the match shall be declared a draw.

10.4. To determine the final positions, teams shall be placed in descending order according to the number of premiership points gained.

10.5. 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.

10.6. If the two teams had a draw when they played each other, the respective placings shall be determined by run difference (runs for minus runs against in all matches played).

10.7. In the event of more than two teams gaining the same number of premiership points, the respective placings shall be determined by run difference (runs for minus runs against in all matches played).

10.8. If after applying all the above a tie still exists, the team taking most wickets shall be ranked highest. (Rationale: this team is the better bowling and fielding team by taking more wickets and probably is the better batting team by losing less wickets)

10.9. If after applying all the above a tie still exists, the team bowling the least number of wides and no balls shall be declared the winner. (Rationale: The team scoring the most runs off the bat is not necessarily the better batting team as it probably receives more hittable balls. However the team bowling least wides and no balls is probably the better bowling team).

10.10. If after applying all the above a tie still exists, the team with the highest score after the maximum number of over minus two ie if it is a 14 over match consider after 12 overs. If it is a 10 over match, consider after 8 overs. If still a tie, then the team with the highest score after the maximum number of overs minus three. If still a tie, then after the maximum number of overs minus four. (Rationale: Winner of a shorter game).
Rotating batting order instructions

In an effort to ensure that all players have an equitable amount of batting opportunity, a rotating batting order will be used. Players’ names are to be listed in the table below.

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Who bats next and who does not play

If there are 8 batters: -- Opening batters named. Work down then up the list in order.
Match 1: Batters 1 and 2 open the batting.
Match 2: Batters 5 and 6 open the batting.
Match 3: Batters 3 and 4 open the batting.
Match 4: Batters 7 and 8 open the batting.

If there are 10 batters:-- Opening batters named. Work down then up the list in order.
Match 1: Batters 1 and 2 open the batting. Batters 9 and 10 do not play.
Match 2: Batters 5 and 6 open the batting. Batters 3 and 4 do not play.
Match 3: Batters 9 and 10 open the batting. Batters 7 and 8 do not play.
Match 4: Batters 3 and 4 open the batting. Batters 1 and 2 do not play.
Match 5: Batters 7 and 8 open the batting. Batters 5 and 6 do not play.

If there are 12 batters: -- Opening batters named. Work down then up the list in order.
Match 1: Batters 1 and 2 open the batting. Batters 9, 10, 11 and 12 do not play.
Match 2: Batters 5 and 6 open the batting. Batters 1, 2, 3 and 4 do not play.
Match 3: Batters 9 and 10 open the batting. Batters 5, 6, 7 and 8 do not play.
Match 4: Batters 3 and 4 open the batting. Batters 1, 2, 11 and 12 do not play.
Match 5: Batters 7 and 8 open the batting. Batters 3, 4, 5 and 6 do not play.
Match 6: Batters 11 and 12 open the batting. Batters 7, 8, 9 and 10 do not play.