RULES PERTAINING TO ALL TEAMS

Clause 1: GRADES AND AIC AGGREGATE

a) Grades catered for shall be:

b) All grades except for 10C, 9C, 8C, 7C, 6A, 6B, 6C, 5A, 5B and 5C shall count towards the AIC Aggregate

<table>
<thead>
<tr>
<th>1st XI</th>
<th>2nd XI</th>
<th>3rd XI</th>
<th>4th XI</th>
</tr>
</thead>
<tbody>
<tr>
<td>10A</td>
<td>10B</td>
<td>10C</td>
<td></td>
</tr>
<tr>
<td>9A</td>
<td>9B</td>
<td>9C</td>
<td></td>
</tr>
<tr>
<td>8A</td>
<td>8B</td>
<td>8C</td>
<td></td>
</tr>
<tr>
<td>7A</td>
<td>7B</td>
<td>7C</td>
<td></td>
</tr>
<tr>
<td>6A</td>
<td>6B</td>
<td>6C</td>
<td></td>
</tr>
<tr>
<td>5A</td>
<td>5B</td>
<td>5C</td>
<td></td>
</tr>
</tbody>
</table>

Clause 2: FORMAT OF MATCHES

<table>
<thead>
<tr>
<th>1st XI</th>
<th>2nd XI, 3rd XI, 4th XI, 10A, 10B, 9A, 9B</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>50 Overs</td>
</tr>
<tr>
<td>8A, 8B, 7A, 7B, 6A, 6B, 5A, 5B</td>
<td></td>
</tr>
<tr>
<td>10C, 9C, 8C, 7C, 6C, 5C</td>
<td></td>
</tr>
<tr>
<td>T20</td>
<td></td>
</tr>
</tbody>
</table>

Clause 3: GROUND NOMINATION

The following match schedules ARE A GUIDE ONLY. Schedules may vary depending on college venues and number of teams.

Home Cricket Schedule

<table>
<thead>
<tr>
<th>Oval 1</th>
<th>Oval 2</th>
<th>Oval 3</th>
<th>Oval 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>a.m.</td>
<td>1st XI</td>
<td>10A</td>
<td>10B</td>
</tr>
<tr>
<td>p.m.</td>
<td>All day</td>
<td>2nd XI</td>
<td>3rd XI</td>
</tr>
<tr>
<td></td>
<td></td>
<td>4th XI</td>
<td>10C</td>
</tr>
</tbody>
</table>

Year 6 matches. To be scheduled a.m. where possible

Away Cricket Schedule

<table>
<thead>
<tr>
<th>Oval 1</th>
<th>Oval 2</th>
<th>Oval 3</th>
<th>Oval 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>a.m.</td>
<td>9A</td>
<td>9B</td>
<td>7B</td>
</tr>
<tr>
<td>p.m.</td>
<td>8A</td>
<td>7A</td>
<td>8B</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>8C</td>
</tr>
</tbody>
</table>

Year 5 matches. To be scheduled a.m. where possible

**Schedules may vary for schools with more ovals & T20 games

Primary T20 Game Times:

Session 1 7.30am – 9.55am

AIC Cricket By Laws 2015
Session 2 10.00am – 12.25pm

Secondary T20 Game Times:
Session 1 8.00am – 11.00am
Session 2 11.15am – 2.15pm
Session 3 2.30pm – 5.30pm

Clause 5: MATCH POINTS

<table>
<thead>
<tr>
<th>Outcome</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>WIN</td>
<td>8</td>
</tr>
<tr>
<td>FORFEIT – NON OFFENDING TEAM</td>
<td>8</td>
</tr>
<tr>
<td>TIE</td>
<td>5</td>
</tr>
<tr>
<td>DRAW</td>
<td>5</td>
</tr>
<tr>
<td>ABANDONED MATCH</td>
<td>5</td>
</tr>
<tr>
<td>LOSS</td>
<td>2</td>
</tr>
<tr>
<td>FORFEIT – OFFENDING TEAM</td>
<td>0</td>
</tr>
</tbody>
</table>

Clause 6: PLAYER RESTRICTIONS

a) No player may play in more than one team on the same day unless he is filling the role of a 12th man and fielding for an injured player. In these circumstances the player must be of the same age or younger than the injured player he has replaced.

b) A minimum of seven (7) players are required to constitute a team. Fewer players prior to the commencement will result in a forfeit. Should player numbers fall below seven (7) after a match has commenced, the match shall continue.

c) Years 5 and 6 teams shall be made up of twelve (12) players. All players shall get a bat and bowl.

Clause 7: SCORERS

a) Scorers of both teams shall sit together for the duration of the match.

b) Coaches, captains or official scorers shall sign both books at the conclusion of each match.

Clause 8: TOSS

Captains shall toss no less than ten minutes before the commencement of play.

Clause 9: MATERIALS

a) The Kookaburra Club Match ball is to be used for all 1st XI matches.

b) For 2nd XI and 10A matches a KD Blaze is to be used.

c) For 8A and 9A matches a 156gm Platypus Googly is to be used.

d) For all other Year 8 to Open matches a 156gm KD Silver Knight is to be used (Aussie Torre for concrete).

e) For 5A, 5B, 6A, 6B, 7A and 7B matches a 142gm KD Silver Knight is to be used (Aussie Torre for concrete).

f) For 6C, 7C and below a 142gm KD Silver Knight is to be used (Aussie Torre for concrete).

g) For 5C and below a Kookaburra Soft Touch is to be used.

AIC Cricket By Laws 2015
Clause 10: USE OF PROTECTIVE HELMETS

a) Batting: approved helmets are highly recommended for all players when batting.

b) Fielding:
   i. Year 5 – 9: no fielder is permitted within ten (10) metres of the bat in the 270-degree arc between Point, through the non-strikers wicket, to the wicketkeeper.
   ii. Year 10 & 2nd XI – 4th XI: fielders are permitted no closer to the facing batsman than five (5) metres. In the 5 to 10 metre area, fielders must wear an approved helmet and box.

c) Wicket Keepers: approved helmets are highly recommended for all Wicket Keepers.

NOTES ON CRICKET AUSTRALIA JUNIOR POLICY

Use of Helmets. In its Junior Cricket Policy, Cricket Australia has made recommendations on the use of helmets. The AIC Association draws member schools attention to the recommendations for consideration and adoption. The recommendations (as at October 2004) are produced in full below:

“Recommendations for the Use of Helmets”

Junior and youth players should not be allowed to bat or field in-close, during a match or practice where a hard ball is being used, without wearing a cricket helmet with a face guard. Any individual taking responsibility for junior/youth players should take all reasonable steps to ensure that the above recommendation is followed. It is recommended that junior and youth wicketkeepers when keeping up to the stumps where a hard ball is being used, wear a helmet with a face guard.

Players are recommended to wear a specifically designed and properly fitting cricket helmet with face guard. It is also in the players’ best interest for the helmet to conform to the relevant Australian Standard (currently AS/NZS4499: 1997 “Protective Headgear for Cricket”)

Note – a hard ball refers to traditional cricket balls, indoor cricket balls, solid core modified balls or similar. In-close fielders refers to fielders closer than 10m to stumps (except slips, gully and wicketkeeper)."

Clause 11: COVERING OF TURF WICKETS

Turf wickets may be covered up to the time set down for the start of a match, and may either remain covered or be re-covered at any time if weather conditions so require.

Clause 12: ABANDONED MATCHES

a) Matches washed out/abandoned are not to be replayed.

b) No rescheduling of matches on game day if an AIC competition match is abandoned as a result of the reschedule.

Clause 13: EXISTING STATE OF AFFAIRS CLARIFICATION

This phrase is used in the competition rules to clarify situations in which a difference of opinion occurs with regard to the progress of a match. If a match has not started, and the umpires/coaches do not agree, then the match does not start. If a match is in progress, and agreement cannot be reached, then the match is to continue.

Clause 14: SLEDGING

a) Coaches are responsible for the appropriate behavior of their players.
b) The umpires are to meet with both captains prior to the start of the match to discuss the behavioral expectations

c) There shall be no personal, derogatory or intimidating comments or actions directed to any players

d) All fielders are not permitted to talk once the Bowler reaches his mark to begin his run up and until the ball has been played at or passed by the batsman

RULES PERTAINING TO 1\textsuperscript{ST} XI

Clause 1: GROUND NOMINATION

Each College is to nominate a turf wicket as its home ground for 1st XI matches.

Clause 2: BOUNDARIES AND PITCH MARKINGS

The boundaries should be as close as possible to 75 metres on the drive and 60 metres on the square.

Clause 3: HOURS OF PLAY

a) Hours

<table>
<thead>
<tr>
<th>Session</th>
<th>Time</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Morning Session</td>
<td>9.30am to 1.00pm</td>
<td>3.5 hours</td>
</tr>
<tr>
<td>Lunch Interval</td>
<td>1.00pm – 1.45pm</td>
<td>45 minutes</td>
</tr>
<tr>
<td>Afternoon Session</td>
<td>1.45pm – 5.15pm</td>
<td>3.5 hours</td>
</tr>
</tbody>
</table>

b) Drinks Breaks: two drink breaks per session are permitted, after 17 overs and after 34 overs. In cases of extreme heat, an extra drink may be taken with the agreement of the Umpires. Drinks breaks should not exceed five minutes in duration.

c) Interval of change of Innings

Where play is delayed or interrupted, the umpires shall vary the length of break of the change of innings as follows:

<table>
<thead>
<tr>
<th>Time Lost</th>
<th>New Interval Length</th>
</tr>
</thead>
<tbody>
<tr>
<td>Up to 60mins</td>
<td>25mins</td>
</tr>
<tr>
<td>Between 60-120mins</td>
<td>20mins</td>
</tr>
<tr>
<td>More than 120mins</td>
<td>15mins</td>
</tr>
</tbody>
</table>

d) Once the 50 overs have been completed or the team batting first is dismissed by the bowling team, lunch must be taken immediately (45 minute break).

Clause 4: Length of Fixture:

a) In an uninterrupted match:

i. Each team shall bat for 50 (six ball) overs unless all out earlier
ii. If the team fielding first fails to bowl 50 overs by the scheduled time for cessation of the first session, the umpires will take note of the overs completed. The bowling team will then complete the 50 overs. When batting second, they will only be entitled to the number of overs bowled when time elapsed in the first innings.

iii. If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs, under limited over conditions.

iv. If the team fielding second fails to bowl 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled, or a result achieved.

b) In matches where play is delayed or interrupted:
   i. The object should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 20 overs each team).

   ii. The number of overs to be bowled shall be based on a reduction at the rate of 16 overs per hour. If less than 6 minutes is lost, this is to be ignored.

   iii. If the team fielding second fails to bowl the reduced number of overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled, or a result achieved.

   iv. If the innings of the team batting second is delayed or interrupted, and it is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 16 overs per hour, for time lost (N.B. Clause 3 (c) to be invoked where applicable).

   v. The team batting second shall not bat for a greater number of overs than the first batting team unless the latter has been all out in less than the agreed number of overs or as in Clause 4 (b) (iv).

   vi. Fractions are to be ignored in all calculations regarding number of overs.

Clause 5: CONSIDERATIONS REGARDING TIME

a) Late arrival of a team: extra time may be added due to the late arrival of a team. Either team shall have the right to extend the time until the full duration has been completed, except when a team is unable or unwilling to commence play within fifteen minutes of the time set down for commencement, in which case a forfeit may be claimed.

b) Time lost due to adverse weather conditions: No time shall be added to make up for time lost due to adverse weather conditions.

c) Abandonment of commenced matches: Unless there is mutual agreement to abandon play, both teams shall remain at the ground until the expiration of time.

Clause 6: TIME WASTING

Umpires should fully take into account in limited over matches any deliberate slowing down of tempo by either the batsmen or fieldsmen where it may be seen to be to the disadvantage of the opposition team.

Clause 7: NUMBER OF OVERS PER BOWLER

a) No bowler shall bowl more than ten (10) six ball overs in a day.
b) No fast bowler shall bowl more than six (6) consecutive overs in any one spell. A "fast" bowler is defined by the umpire. Once a spell of any length is completed or broken, a fast bowler may not return to the bowling crease until other bowlers have completed double the number of overs, which he bowled. (i.e. If he bowls a spell of six (6) overs, twelve (12) further overs must be completed before he may bowl again). This does not apply to slow bowlers. Slow bowlers may bowl their allotted 10 overs at any time under normal cricket rules- ie: not permitted to bowl 2 consecutive overs from different ends.

c) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one fifth of the total overs allowed.

i. Where the total overs is not divisible by 5 one additional over shall be allowed to the maximum number per bowler necessary to make up the balance

ii. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler’s limit is concerned.

Clause 8: WIDES/NO BALLS/BOUNCERS

a) One bouncer is permitted per over as per CA (Cricket Australia) laws.

b) No Ball: a ball that passes or would have passed above the waist of the batsman in a normal batting stance on the full shall be called a No Ball. This applies to both fast and slow bowlers.

c) The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with his bat by means of a normal cricket stroke. Such a ball will be considered a wide.

No ball and Wides = runs scored plus one (1) sundries plus additional ball.
(Refer to Cricket Australia Laws and Policies: Laws of Cricket – Law 24 and 25 No Balls and Wide Ball)

Clause 9: SUBSTITUTIONS

A player of the fielding team who leaves the field, and for whom a substitution is then made, shall, upon returning to the field, wait for the same number of overs as he was absent before being permitted to bowl again (refer also to Clause 10).

Clause 10: 12th MAN DUTIES:

In all First XI matches, the role of the 12th Man is restricted to replacement fielder only. The 12th Man cannot replace an injured player as a batsman, bowler or wicket-keeper.

Clause 11: FIELDING RESTRICTIONS

a) Fielders in the 270° arc from point to square leg, are permitted to field within five (5) metres of the batsman with protective equipment.

b) There is no requirement to have a fielding circle marked on the field (each ground has unique dimensions making this impossible), however, a minimum of five (5) fielders should not be more than half way to the boundary at all times.

Clause 12: UMPIRES

a) Official Umpires: Wherever possible, qualified umpires appointed independently by AIC, shall control 1st XI matches. When only one official umpire is available, they shall umpire at the bowler’s end and one of the coaches or adults designated by the College in charge of the teams shall umpire at square leg. If no officials are in attendance, the game shall commence.
b) **Both** Coaches in attendance: A staff member, or adult designated by the College, should accompany each team. When an adult designated by each College is present, and no official umpire is in attendance, they shall alternate umpiring at square leg and the bowler's end.

c) One coach in attendance: If no official umpire is in attendance, and only one College has a designated adult present, that person shall umpire at the bowler's end for the duration of the match.

d) Umpires shall not score while officiating.

**Clause 13: UNIFORM**

Normal dress. Players should wear long white or cream trousers, white shirt, white socks, white cricket boots or sandshoes, and cap in the colours of the school or white hat.

**Clause 14: WEATHER**

a) Weather prior to match starting: Teams shall arrive at the designated ground even though weather conditions appear to make play unlikely. However, in conditions of extremely adverse weather a match may be abandoned on the advice of the Head of Sport of the home team before teams arrive at the designated ground, provided that teams mutually agree to this course of action.

b) Weather during match: When the two teams are at the ground at the time set down for play, the decision on the fitness of the ground shall be made by the Head of Sport of the home College, or a designated representative of that College. Should the field be declared playable, and the umpires not agree, the existing state of affairs shall continue until agreement is reached.

**Clause 15: THE RESULT**

a) A result can be achieved only if both teams have batted for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

b) All other matches, in which one or both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared drawn matches and points allotted in accordance with Clause 4 of the General Rules.

c) In matches in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 50 overs each in an uninterrupted match, or a lesser number of overs in an interrupted match), the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

d) 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 result shall be decided by the Duckworth Lewis scoring method. ("DL Calculator" application can be used on electronic and smart phone devices)

e) Once past the opposition score, the game is over. No prevision exists for a second innings.
RULES PERTAINING TO 2nd XI, 3rd XI, 4th XI, 10A, 10B, 9A, 9B, 8A, 8B, 7A, 7B, 6A, 6B, 5A & 5B

Clause 1: GROUND NOMINATION

Each College is to nominate a suitable ground in accordance with the “Home and Away” draw.

Clause 2: HOURS OF PLAY

a) Hours

<table>
<thead>
<tr>
<th>Session</th>
<th>Time</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Morning Session</td>
<td>8.15am to 12.45pm</td>
<td>4.5 hours</td>
</tr>
<tr>
<td>Afternoon Session</td>
<td>1.00pm to 5.30pm</td>
<td>4.5 hours</td>
</tr>
</tbody>
</table>

Each team has 2 hours and 10mins to bowl the designated overs

b) Drinks Breaks: one drink break per session is permitted after half the number of overs to be bowled. In cases of extreme heat, an extra drink may be taken with the agreement of the Umpires. Drinks breaks can be taken off the field, but under no circumstances should they exceed five minutes in duration

c) Interval for change of Innings should be 10 minutes

d) Once the 30/35 overs are completed or the team batting first is dismissed by the bowling team, the 10 minute break is taken for the innings change over.

**Primary T20 Game Times:**

- Session 1: 7.30am – 9.55am
- Session 2: 10.00am – 12.25pm

**Secondary T20 Game Times:**

- Session 1: 8.00am – 11.00am
- Session 2: 11.15am – 2.15pm
- Session 3: 2.30pm – 5.30pm

Clause 3: Length of Fixture:

a) In an uninterrupted match:

i. Each team shall bat for 30/35 (six ball) overs unless all out earlier.

ii. If the team fielding first fails to bowl 30/35 overs by the scheduled time for cessation of the first session, the umpires will take note of the overs completed. The bowling team will then complete the 30/35 overs. When batting second, they will only be entitled to the number of overs bowled when time elapsed in the first innings

iii. If the team batting first is dismissed in less than 30/35 overs, the team batting second shall be entitled to bat for 30 overs, under limited over conditions

iv. If the team fielding second second fails to bowl 30/35 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled, or a result achieved. (Extra time between games allows for this to happen without issue for the next match).

b) In matches where play is delayed or interrupted:
i. The object should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 15 overs each team). The calculation of the number of overs to be bowled shall be based on a reduction at the rate of 15 overs per hour. If less than 6 minutes is lost, this is to be ignored.

ii. If the number of overs of the team batting first is reduced, no fixed time will be specified for the completion of its innings as calculated by applying the provisions of Clause 3 (b) (i)

iii. If the team fielding second fails to bowl, if necessary, the reduced number of overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled, or a result achieved

iv. If the innings of the team batting second is delayed or interrupted, and it is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 15 overs per hour, for time lost

v. The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs

vi. Fractions are to be ignored in all calculations regarding number of overs

Clause 4: CONSIDERATIONS REGARDING TIME

a) Late arrival of a team: Extra time may be added due to the late arrival of a team. Either team shall have the right to extend the time until the full duration has been completed, except when a team is unable or unwilling to commence play within fifteen minutes of the time set down for commencement, in which case a forfeit may be claimed.

b) Time lost due to adverse weather conditions: No time shall be added to make up for time lost due to adverse weather conditions.

c) Abandonment of commenced matches: Unless there is mutual agreement to abandon play, both teams shall remain at the ground until the expiration of time.

Clause 5: TIME WASTING

Umpires should fully take into account in limited over matches any deliberate slowing down of tempo by either the batsmen or fieldsmen where it may be seen to be to the disadvantage of the opposition team. Umpires should manage the time of innings and communicate any concerns with coaches.

Clause 6: NUMBER OF OVERS PER BOWLER

a)
   i. No bowler shall bowl more than six (6) six ball overs in a 30 over match
   ii. No bowler shall bowl more than seven (7) six ball overs in a 35 over match

b) Years 5 and 6 ONLY the following rules shall apply:
   i. No player may bowl more than two (2) overs until every other team member with the exception of one, which may or may not be the wicket keeper has bowled their two (2) overs.
   ii. No player may bowl more than five (5) overs
   iii. To the fairness to both batsman and bowler, a dead ball is to be re bowled

c) Any fast/medium bowler are to bowl a maximum of four (4) overs only in one spell or spread them out over the innings in several spells at any time under normal cricket rules - ie: not
permitted to bowl 2 consecutive overs from different ends. A fast bowler is defined by the umpire.

d) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one fifth of the total overs allowed.
   i. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance
   ii. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler’s limit is concerned

Clause 7: WIDES/NO BALLS/DEAD BALLS/BOUNCERS (Ref Appendix A)

   a) Limited over rules shall be applied for Wides and No Balls. i.e. No ball and Wides = runs scored plus one (1) sundries plus additional ball.
   b) In the event of a full toss above the waist from any bowler, a “No Ball” shall be called
   c) Any ball passing above the shoulder of the batsman in his normal batting stance shall be called “No Ball”
   d) Wides, No Balls and Dead Balls- see detail in Appendix A.
   e) Years 5 and 6 ONLY, the rules shall apply:
      i. If a dead ball behaves erratically off the pitch, or from the edge of the pitch (its movement being independent of the bowler’s technique), the ball is then declared a dead ball and may not take the wicket.
      ii. A ball bouncing more than twice shall be deemed a NO BALL
      iii. If a ball is bowled and lands on the concrete yet is so high or so wide of a batsman (taking guard in the normal position, that it would pass beyond the batsman’s reach, it shall be called a WIDE by the umpire as soon as it passes the batsman

(Refer to Cricket Australia Laws and Policies: Laws of Cricket “Law 24” (No ball); “Law 25” (Wide ball)

Clause 8: BATTING

Leg Before Wicket: does not apply to a batsman offering a shot. However, a batsman who continues to guard his stumps with his pads shall be warned that he will be given out if he continues in this manner.

Clause 9: 12th MAN DUTIES

In all matches except 1st XI, The coach will determine the role of the 12th man in all grades. A batting team or a fielding team will consist of 11 players. The use of the 12th man enables the coach to nominate a player as a batsman who does not bowl or a bowler who does not bat prior to the commencement of play.

Clause 10: FIELDING RESTRICTIONS

   a) Year 9 & Under: no fielder is permitted within ten (10) metres of the bat in the 270-degree arc between Point, through the non-strikers wicket, to the wicketkeeper.
   b) There is no requirement to have a fielding circle marked on the field (each ground has unique dimensions making this impossible), however, a minimum of five (5) fielders should not be more than half way to the boundary at all times.
Clause 11: UMPIRES

a) Both coaches in attendance: A staff member, or adult designated by the College, should accompany each team. When an adult designated by each College is present they shall alternate umpiring at square leg and the bowler's end.

b) One coach in attendance: A staff member, or adult designated by the College, should accompany each team. However if, owing to special circumstances, only one College has a designated adult present, that person shall umpire at the bowler's end for the duration of the match.

c) Umpires shall not score while officiating.

Clause 12: UNIFORM

Players should wear long white or cream trousers, white shirt, white socks, white cricket boots or sandshoes, and cap in the colours of the school or white hat. Colleges may also allow players to wear the sports uniform of their College should they wish.

Clause 13: WEATHER

a) Weather prior to match starting: Teams shall arrive at the designated ground even though weather conditions appear to make play unlikely. However, in conditions of extremely adverse weather a match may be abandoned on the advice of the Head of Sport of the home team before teams arrive at the designated ground, provided that teams mutually agree to this course of action.

b) Weather during match: When the two teams are at the ground at the time set down for play, the decision on the fitness of the ground shall be made by the Head of Sport of the home College, or a designated representative of that College.

Clause 14: THE RESULT

a) The team with the highest score after 35 overs shall be the winner.

b) A result can be achieved only if both teams have batted 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.

c) All other matches, in which one or both teams have not had an opportunity of batting for a minimum of 15 overs, shall be declared drawn matches and points allotted in accordance with Clause 4 of General Rules.

d) In matches in which both teams have had the opportunity of batting for the agreed number of overs (i.e.35 overs each in an uninterrupted match, or a lesser number of overs in an interrupted match), the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

e) TARGET SCORE- 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 result shall be decided by: The runs scored by the team batting first shall be averaged through the allotted overs to give an over by over total required by the team batting second to achieve, provided that a minimum of 15 overs has been completed by each side.

f) In the event of fewer than 15 overs being completed by each side, the match shall be declared abandoned.

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g) In the spirit of promoting maximum participation, if the team batting second passes the target score set by the first batting team with overs to spare and with wickets in hand, the team batting second can continue to bat until the allotted overs are bowled or the remaining wickets are lost. The game ends at this point with no second innings to be contested.
RULES PERTAINING TO OPEN TEAMS 5th XI & BELOW, ALL YEAR 10, YEAR 9, YEAR 8, YEAR 7, YEAR 6 AND YEAR 5 TEAMS OTHER THAN A & B TEAMS

Clause 1: GROUND NOMINATION

Each College is to nominate a suitable ground in accordance with the “Home and Away” draw.

Clause 2: HOURS OF PLAY

a) Hours

<table>
<thead>
<tr>
<th>Session</th>
<th>Time</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Morning Session</td>
<td>8.00am to 11.00am</td>
<td>(3 hours)</td>
</tr>
<tr>
<td>Mid Morning Session</td>
<td>11.15am to 2.15pm</td>
<td>(3 hours)</td>
</tr>
<tr>
<td>Afternoon Session</td>
<td>2.30pm to 5.30pm</td>
<td>(3 hours)</td>
</tr>
</tbody>
</table>

Each team has 1 hour and 20 mins (80mins) to bowl the designated overs

b) Drinks Breaks: one drink break per session is permitted after 10 overs. Drinks breaks can be taken off the field, but under no circumstances should they exceed five minutes in duration

c) Interval for change of Innings should be 10 minutes

d) Once the 20 overs are completed or the team batting first is dismissed by the bowling team, the 10 minute break is taken for the innings change over

Clause 3: LENGTH OF FIXTURE

a) In an uninterrupted match:

i. Each team shall bat for 20 (six ball) overs unless all out earlier. Each 20 overs should be bowled in 1 hour and 20 minutes (80 minutes, including the drinks break).

ii. If the team fielding first fails to bowl 20 overs by the scheduled time for cessation of the first session, the umpires will take note of the overs completed. The bowling team will then complete the 20 overs. When batting second, they will only be entitled to the number of overs bowled when time elapsed in the first innings

iii. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs, under limited over conditions

iv. If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled, or a result achieved. (time between games allows for this to happen without issue for next match)

b) In matches where play is delayed or interrupted:

i. The object should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 10 overs each team). The calculation of the number of overs to be bowled shall be based on a reduction at the rate of one over lost for every four minutes the game is reduced

ii. If the number of overs of the team batting first is reduced, no fixed time will be specified for the completion of its innings as calculated by applying the provisions of Clause 3 (b) (i)
iii. If the team fielding second fails to bowl, if necessary, the reduced number of overs by
the scheduled cessation time, the hours of play shall be extended until the required
number of overs has been bowled, or a result achieved

iv. If the innings of the team batting second is delayed or interrupted, and it is not
possible for that team to have the opportunity of batting for the same number of overs
as the team batting first, the overs to be bowled shall be reduced at the rate of 1 over
every 4 minutes, for time lost
V. Fractions are to be ignored in all calculations regarding number of overs

Clause 4: CONSIDERATIONS REGARDING TIME

a) Late arrival of a team: Extra time may be added due to the late arrival of a team. Either team
shall have the right to extend the time until the full duration has been completed, except when
a team is unable or unwilling to commence play within fifteen minutes of the time set down for
commencement, in which case a forfeit may be claimed.

b) Time lost due to adverse weather conditions: No time shall be added to make up for time lost
due to adverse weather conditions.

c) Abandonment of commenced matches: Unless there is mutual agreement to abandon play,
both teams shall remain at the ground until the expiration of time.

Clause 5: TIME WASTING

Umpires should fully take into account in limited over matches any deliberate slowing down of tempo
by either the batsmen or fieldsmen where it may be seen to be to the disadvantage of the opposition
team. Umpires should manage the time of innings and communicate any concerns with coaches.

Clause 6: SCORING

Sundries will be credited beside the batsman and every delivery faced (with the exception of a
dead-ball) will be recorded beside the batsman and bowler with the following symbols:
“dot” - no run;
1,2,3,4,5,6 - runs of the bat;
W - wide equates to 1 run (4W equates to 4 runs);
N - no ball equates to 1 run;
L - leg bye equates to 1 run (2L equates to 2 runs);
X - dismissal.

Clause 7: NUMBER OF OVERS PER BOWLER

a) No bowler shall bowl more than four (4) six ball overs in a day. (No over should go beyond
the 8th delivery at this level- maximum 8 ball over). Exception to this is 5D and lower, an
over is to consist of a maximum of six (6) deliveries, excluding dead balls. (See also
Rules Pertaining to Years 6A, 6B, 5A and 5B teams re number of overs per bowler)

b) Any bowler (fast or slow) may bowl their allocated overs in one (1) spell or spread them out
over the innings in several spells at any time under normal cricket rules- ie: not permitted to
bowl 2 consecutive overs from different ends.

c) In a delayed or interrupted match where the overs are reduced for both teams or for the team
bowling second, no bowler may bowl more than one fifth of the total overs allowed.

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i. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

ii. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

Clause 8: WIDES/NO BALLS/DEAD BALLS/BOUNCERS

a) Limited over rules shall be applied for Wides and No Balls. i.e. No ball and Wides = runs scored plus one (1) sundries plus additional ball.

b) In the event of a full toss above the waist from any bowler, a “No Ball” shall be called.

c) Any ball passing above the shoulder of the batsman in his normal batting stance shall be called “No Ball.”

d) Wides, No Balls and Dead Balls.

e) A ball bouncing more than twice will be called “no ball”

f) A rolling ball will be called “no ball”

g) SEE ALSO RULES PERTAINING TO YEAR 6A, 6B, 5A and 5B re dead balls, wides and no balls.

(Refer to Cricket Australia Laws and Policies: Laws of Cricket “Law 24” (No ball); “Law 25” (Wide ball))

Clause 9: FIELDING RESTRICTIONS

a) Year 9 & Under: no fielder is permitted within ten (10) metres of the bat in the 270-degree arc between Point, through the non-strikers wicket, to the wicketkeeper.

b) There is no requirement to have a fielding circle marked on the field (each ground has unique dimensions making this impossible), however, a minimum of five (5) fielders should not be more than half way to the boundary at all times.

Clause 10: Batting

a) Maximum Balls per Batsman. A Batsman must retire after facing a maximum of 30 legal deliveries.

b) Incoming Batsmen

The next two incoming batsman must be ready to bat (all equipment) and be waiting with their team.

c) Batsmen Retiring:

A coach may decide to retire a batsman earlier than this but this player must return to bat out his allocation (30 balls) before any other batsman, who has retired after receiving the full allocation, bats again. Batsmen must retire irrespective of whether this occurs during, or at the end of an over. A batsman having retired after having faced 30 balls, may only return to the crease after every other batsman in his own side has been dismissed/retired - (provided that time and the number of overs permits this) according to the original batting order.
Coaches have the discretion to retire players prior to facing 30 balls

d) Leg Before Wicket (Years 5 and 6 only): does not apply to a batsman offering a shot. However, a batsman who continues to guard his stumps with his pads shall be warned that he will be given out if he continues in this manner.

Clause 11: 12th MAN DUTIES:

In all matches except 1st XI, The coach will determine the role of the 12th man in all grades. A batting team or a fielding team will consist of 11 players. The use of the 12th man enables the coach to nominate a player as a batsman who does not bowl or a bowler who does not bat prior to the commencement of play.

Clause 12: UMPIRES

a) Both coaches in attendance: A staff member, or adult designated by the College, should accompany each team. When an adult designated by each College is present they shall alternate umpiring at square leg and the bowler's end.

b) One coach in attendance: A staff member, or adult designated by the College, should accompany each team. However if, owing to special circumstances, only one College has a designated adult present, that person shall umpire at the bowler's end for the duration of the match.

c) Umpires shall not score while officiating.

Clause 13: UNIFORM

Normal dress. Players should wear long white or cream trousers, white shirt, white socks, white cricket boots or sandshoes, and cap in the colours of the school or white hat. Colleges may also allow players to wear the sports uniform of their College should they wish.

Clause 14: WEATHER

a) Weather prior to match starting: Teams shall arrive at the designated ground even though weather conditions appear to make play unlikely. However, in conditions of extremely adverse weather a match may be abandoned on the advice of the Head of Sport of the home team before teams arrive at the designated ground, provided that teams mutually agree to this course of action.

b) Weather during match: When the two teams are at the ground at the time set down for play, the decision on the fitness of the ground shall be made by the Head of Sport of the home College, or a designated representative of that College.

Clause 15: THE RESULT

a) The team with the highest score after 20 overs shall be the winner.

b) A result can be achieved only if both teams have batted for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs.

c) All other matches, in which one or both teams have not had an opportunity of batting for a minimum of 10 overs, shall be declared drawn matches.
d) In matches in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 20 overs each in an uninterrupted match, or a lesser number of overs in an interrupted match), the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

e) Target Score: 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 result shall be decided by: The runs scored by the team batting first shall be averaged through the allotted overs to give an over by over total required by the team batting second to achieve, provided that a minimum of 10 overs has been completed by each side.

f) In the event of fewer than 10 overs being completed by each side, the match shall be declared abandoned.

g) In the spirit of promoting maximum participation, if the team batting second passes the target score set by the first batting team with overs to spare and with wickets in hand, the team batting second can continue to bat until the allotted overs are bowled or the remaining wickets are lost. The game ends at this point with no second innings to be contested.