

AIC CRICKET BY LAWS 2016

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

1st XI	2nd XI	3rd XI	4th XI
10A	10B	10C	
9A	9B	9C	
8A	8B	8C	
7A	7B	7C	
6A	6B	6C	
5A	5B	5C	

Clause 2: FORMAT OF MATCHES

1st XI	50 Overs
2nd XI, 3rd XI, 4th XI, 10A, 10B, 9A, 9B	35 Overs
8A, 8B, 7A, 7B	30 Overs
6A, 6B, 5A, 5B	25 Overs
10C, 9C, 8C, 7C, 6C, 5C	T20

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

		Oval 1	Oval 2	Oval 3	Oval 4	Year 6 matches. To be scheduled a.m. where possible
a.m.	1st XI	10A	10B	10C		
p.m.	All day	2nd XI	3rd XI	4th XI		

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

Away Cricket Schedule

		Oval 1	Oval 2	Oval 3	Oval 4	Year 5 matches. To be scheduled a.m. where possible
a.m.	9A	9B	7B	9C/7C		
p.m.	8A	7A	8B	8C		

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

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 5: MATCH POINTS

WIN	8
FORFEIT – NON OFFENDING TEAM	8
TIE	5
DRAW	5
ABANDONED MATCH	5
LOSS	2
FORFEIT – OFFENDING TEAM	0

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

Clause 10: USE OF PROTECTIVE HELMETS

- a) Batting: approved helmets are compulsory for all players when batting.
- b) Wicket Keepers: approved helmets are highly recommended for all Wicket Keepers. A helmet is compulsory if keeping at the stumps.
- c) 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

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

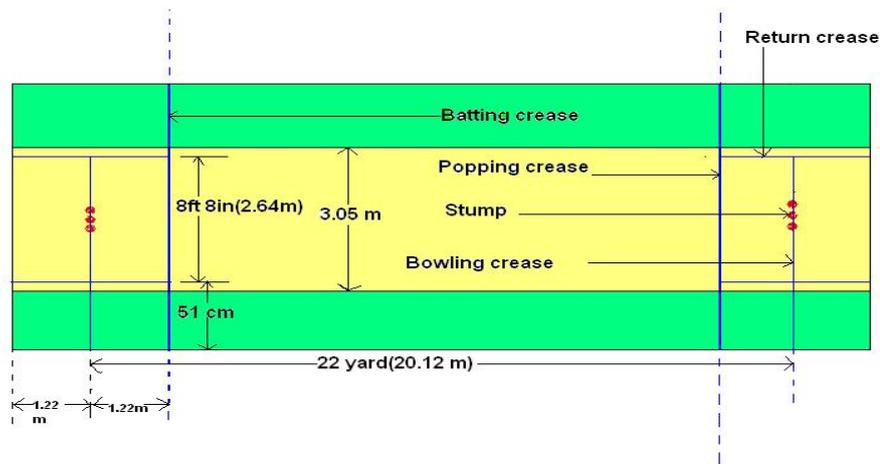
RULES PERTAINING TO 1ST XI

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

Morning Session	9.30am to 1.00pm	(3.5 hours)
Lunch Interval	1.00pm – 1.45pm	(45 minutes)
Afternoon Session	1.45pm – 5.15pm	(3.5 hours)

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:

<i>Time Lost</i>	<i>New Interval Length</i>
Up to 60mins	25mins
Between 60-120mins	20mins
More than 120mins	15mins

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 bowler may not deliver the ball underarm. If a bowler bowls a ball underarm, the umpire shall call a signal No ball, and the ball is to be re-bowled overarm.
- d) Free Hit after a No Ball: The delivery following a no ball shall be a free hit for whichever batsman is facing. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball) then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called a Wide ball. The bowler's end umpire will signal a free hit (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion. Field changes are not permitted for free hit deliveries unless there is a change of striker (see below provisions). There is a change of striker or the no ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.
- e) Wide Ball:
 Judging a Wide: Umpires are instructed to apply very strict and consistent interpretation in regard to this law in order to prevent negative bowling wide of the wicket. To assist with the adjudication of the off side wides, line shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measured 43.18cm from the return crease on both sides of the wicket, hereby referred to a "Off Side Wide Lines". A delivery passing the striker on the off side outside the Off Side Wide Line shall be a wide provided he maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Line shall be disregarded and the umpire shall apply a general interpretation consistent with the normal law. Any delivery that passes the striker outside the return crease shall be a wide regardless of whether he has brought the ball within reach. A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a wide unless:
 - the ball passes between the striker and the stumps
 - the striker moves toward the off side and, in the umpires opinion, the ball would have made contact with the striker in a normal batting position the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit.

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 AND POWER PLAYS

- 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.
- c) Restrictions on the placement of fieldsmen:

At the instant of delivery, there may not be more than 5 fieldsmen on the leg side

In addition to the restriction contained in playing condition above further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following:

Two semi circles shall be drawn on the field play. The semi circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles shall be 27.43m. The semi circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked continuous painted white lines or dots at 4.57m intervals, each dot be covered by a white plastic or rubber (not metal) disc measuring 18cm diameter.

At the instant of the delivery:

Powerplay 1 - no more than 2 fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

Powerplay 2 - no more than 4 fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.

Powerplay 3 - no more than 5 fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

In circumstances when the number of overs of the batting is reduced, the number of overs within each Powerplay of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

If play is interrupted during an innings and the above 'table' (to be inserted) applies, the Powerplay take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid over - examples listed below

A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new powerplays are 7+9+16. Therefore the middle powerplay fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final powerplay begins after 26 overs have been bowled.

A 40 over inning is interrupted after 18.5 overs and reduced to 22 overs. The new powerplays are 5+13+4. When play resumes, the final powerplay fielding restrictions apply for the remaining 3.1 overs

At the commencement of the middle of the final powerplays of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

The scoreboard shall indicate the current powerplay in progress

In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal a no ball.

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 sand shoes, 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) Once past the opposition score, the game is over. No provision exists for a second innings.
- b) A win - one innings match: a result can be achieved only if both teams have had the opportunity of batting 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. All matches in which both teams have not had an opportunity of batting for a minimum of 20 overs shall be declared no result
- c) A Tie: in matches in which both teams have had the opportunity of batting for the agreed number of over, 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) A Draw: please refer to Clause 15 (e)
- e) Interrupted or Prematurely terminated matches - calculation of 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 been revised to a lesser number than originally allotted (min 15 overs or 20 for final) 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. The revised target is to be calculated using the current Duckworth/Lewis/Stern method. The target set will always be a whole number and one run less will constitute a tie. ("DL Calculator" application can be used on electronic and smart phone devices)
- f) Prematurely terminated matches: if the innings of the side batting second is suspended (with at least 15/20 overs) bowled and it is possible for the match to be resumed, the match will be decided by comparison with the D/LS par score determined at the instant of the suspension by the D/S/L 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.

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

Morning Session	8.15am to 12.45pm	(4.5 hours)
Afternoon Session	1.00pm to 5.30pm	(4.5 hours)
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 25/30 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 25/30 (six ball) overs unless all out earlier.
 - ii. If the team fielding first fails to bowl 25/30/35 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 25/30/35 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 25/3/350 overs, the team batting second shall be entitled to bat for 25/30/35 overs, under limited over conditions
 - iv. If the team fielding second second fails to bowl 25/30/35 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) Teams are to adhere to the maximum number of overs allowed per bowler that pertain to the following games:

25 & 30 over matches	Six (6) six ball overs in a day
35 over matches	Seven (7) six ball overs in a day

- b) A slow bowler (as defined by the keeper keeping at the stumps for the whole spell), may bowl their allocated overs in one spell. All other bowlers only bowl a maximum of 5 overs in one spell.
- c) 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.
- 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.

{Refer to Cricket Australia Laws and Policies: Laws of Cricket
"Law 24" (No ball); "Law 25" (Wide ball)}

Clause 8: 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 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: 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 11: 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 12: 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 13: 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.
- 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

Morning Session	8.00am to 11.00am	(3 hours)
Mid Morning Session	11.15am to 2.15pm	(3 hours)
Afternoon Session	2.30pm to 5.30pm	(3 hours)

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)

- 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.
 - 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"

{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. ¹

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.

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.

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- 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