

CRICKET

1 ELIGIBILITY

- 1.1 Competition will be conducted in the following Divisions: Open, Division 1, and Division 2.
- 1.2 Teams may consist of any number of players, with eleven (11) players on the field at any one time.
 - 1.2.1 Substitutes may not bat or bowl.
 - 1.2.2 Prior to the commencement of the game, schools must name their eleven (11) players who will bat or bowl.
- 1.3 For a team to be able to play the game, the minimum number of players to take and remain on the field will be 7 players. Otherwise the team will have to forfeit.

2 FIXTURES

- 2.1 Games will be generally played on a Wednesday afternoon.
- 2.2 Games commence as near to 4.00pm as possible on the scheduled afternoon.
- 2.3 Time is allowed for the visiting school to travel after school and to have short (5-10 minutes) warm-up after arrival.
- 2.4 The home school will provide sufficient facilities to enable games to be played. If this is not possible, home/ away games should be organised between the two schools.
- 2.5 Where possible turf wickets should be used for Open.
 - 2.5.1 Where possible, all Division 2 games will be played on an 18m pitch.
- 2.6 Where possible, a 50m boundary for Open and Division 1 and a 40m boundary for Division 2 will be used.
 - 2.6.1 The home school is to indicate the boundary with dome markers or their equivalent, regardless of any line marking already on the field.
- 2.7 Each game shall consist of: Team batting first 4.00pm - 4.55pm
Team batting second 5.05pm - 6.00pm
Games are limited to 16 overs per side.
 - 2.7.1 Games commencing after 4.00pm must reduce the number of overs to be bowled by each team by 2 overs for each 10 minutes lost.
 - 2.7.2 If the required number of overs will not be bowled by 4.55pm, both coaches must agree on the number of overs to be bowled in each innings. The team second at bat will face the same number of overs as the team first at bat.
- 2.8 **Bowling:**
 - 2.8.1 Each over is to consist of a minimum of 6 and a maximum of 8 balls (including wides and no-balls). EXCEPTION: Division 2. An over is to consist of 6 balls (including wides and no-balls).
 - 2.8.2 Each bowler may bowl a maximum of 4 overs.
- 2.9 **Batting:**
 - 2.9.1 Any batter who scores 20 runs must retire on the shot where they reached 20 or more runs.

- 2.9.2 For Division 2 only: Each batter is to retire on the shot where they reached 15 or more runs.
- 2.9.3 Retired players, including sick or injured ones, may only return to the crease at the fall of the last wicket.

2.10 **Coaching:** On field coaching is not allowed in any division during a game unless specifically asked for by the team captain.

Exception: For Division 2, on field coaching is permitted.

2.11 **Additional rules:**

- 2.11.1 No fielder is allowed to stand within a 10 metre radius of the batter (excludes keeper).
- 2.11.2 **No-ball:** a 1 run penalty and any runs scored. **EXCEPTION: Division 2. A 2 run penalty and any runs scored.**
As well as the front or back foot infringements, no-balls are also awarded in the following circumstances:
- When the ball bounces three or more times prior to reaching the popping crease.
 - If the ball rolls along the ground.
 - Full pitched balls above the waist.
 - Bounced ball above shoulder height at the normal batting stance position.
 - If the ball (after being legally bowled) stops prior to reaching the popping crease, the batter may have a free strike.
 - When a ball is thrown instead of bowled.
- 2.11.3 **Wide ball:** a 1 run penalty plus any runs scored. **EXCEPTION: Division 2. A 2 run penalty plus any runs scored.**
- 2.11.4 **Dead ball:** to be called for any ball bowled underarm. The ball should be rebowled overarm. A dead ball should also be called on the first offence of a bowler 'throwing' the ball. If the action does not change a No-ball will be called.

3 **EQUIPMENT**

- 3.1 The colour of the ball will be decided by mutual agreement for the Open, Division 1 and Division 2 games. Balls will be 142grams in mass.
- 3.2 The umpire will select any replacement balls.
- 3.3 The fielding team will supply their own balls.

Open & Division 1: A new ball, appropriate to the playing surface should be used for each innings.

Division 2: A choice of leather or plastic balls, dependant on the playing surface, may be used. One ball can be used for both innings of the game at the agreement of both coaches.

3.4 All **batters** must wear:

- 2 x batting pads
- batting gloves
- a cricket helmet and face guard
- optional thigh pads.

3.5 **Wicket keepers** must wear:

- a pair of wicket keeping pads
- wicket keeping gloves (optional inners)
- a helmet

4 **UMPIRES** Refer: Team Sports 10
Coaches may umpire by mutual agreement: Note Team Sports 10.2

5 **SCORERS**
Scorers must sit together for all games.

6 **RESULTS** Refer: Team Sports 4
Both coaches must agree to end a match once a score has been passed, otherwise the full numbers of overs must be bowled. Scoresheets must clearly indicate the number of runs scored and the wickets lost when the score has been passed. Both home and away results are to be sent to the QGSSSA EO.

7 **WET WEATHER**
The Home school must ring the opposition school by 1.00pm on the match day if bad weather is a concern.

If a round is abandoned due to wet weather in the first half of the draw, games can be rescheduled to the spare day in the final week of the cricket draw subject to both schools being in agreement.

For a winner to be declared, at least 8 overs of the second innings must be bowled. The winner is the team with the highest score (overs x run rate required) at the corresponding over.

Where problems with weather (or venue) delay the start of a match, a minimum of 8 overs per innings will be played to determine a winner.

If a match is called off (due to bad weather, poor light etc), the winner is the team with the highest score (overs x run rate required) at the corresponding over.

If overs are reduced for a match, the maximum number of overs per bowler will be reduced:

15 overs	3 bowlers may each bowl a maximum of 4 overs
14 overs	2 bowlers may each bowl a maximum of 4 overs
13 overs	1 bowlers may each bowl a maximum of 4 overs
12 overs	bowlers may each bowl a maximum of 3 overs
11 overs	3 bowlers may each bowl a maximum of 3 overs
10 overs	2 bowlers may each bowl a maximum of 3 overs
9 overs	1 bowlers may each bowl a maximum of 3 overs
8 overs	bowlers may each bowl a maximum of 2 overs