



Competition Rules – CRICKET

1. TEAM ENTRY

1.1 Senior A and B teams are open teams allowing selection from Years 7-12. Senior A and B are shield grades.

2. ELIGIBILITY

2.1 The strongest players should always play in the A team. Size, ability and physical strength must be taken into consideration when playing Middle school aged players in the A competition.

3. UMPIRING

3.1 One central umpire for each game will be organised by IGSSA EO in conjunction with SACA, unless otherwise discussed with the home team who can supply a suitably qualified umpire.

3.2 Each team is to provide a square leg umpire for their batting innings.

Umpiring notes

- All Wides and no-balls will be re-bowled up to 8 balls per over. After 8 balls have been bowled, wides and no- balls will not be re-bowled.
- A wide or leg-side wide will be called **only** if the ball when bowled on the 'wicket', then deviates off the 'wicket' prior to the batting crease line.
- A ball that does not land on the 'wicket' will be called a dead ball.
- A dead ball does not count as a ball.
- If the ball passes above the batter's waist when standing at the batting crease, a No Ball must be called, by all bowlers including spinners.
- Any ball bouncing more than once before reaching the popping (batter's) crease is a No Ball.
- A batter is not allowed to chase a ball which is bowled off the wicket by playing a shot when both feet off the Wicket. This ball should be called a wide ball or dead ball. This is to ensure the safety of the fielding side.
- Any ball that stops before reaching the batting (popping) crease shall be called Dead Ball. This is to ensure the safety of the fielding side.
- In instances where the match is played on a hard wicket which has a gap in the matting, Umpires are directed to call Dead Ball against any ball which shoots from the gap in the matting.

4. MATCH RULES

Senior A

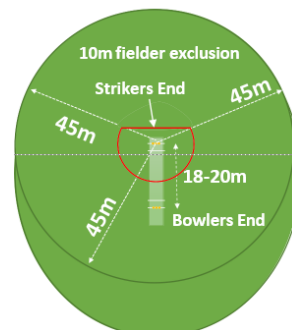
<u>Game type</u>	14 over game (can be negotiated to 12 overs)
<u>Surface</u>	Turf wicket
<u>Ball</u>	2-piece 142g ball (each team provides a new ball for their bowling innings)
<u>Time</u>	1.5hrs (aim to finish by 5.30pm)

Boundary and pitch length

22 yards (approx. 20m)

45m maximum circle from striker's end stumps

Portable stumps at bowler's end



<u>Team</u>	<ul style="list-style-type: none">✓ 7 minimum, 11 maximum per team✓ Recommended 9 players per team✓ 9 maximum on field at any given time
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A team must commence the match with a minimum of seven (7) players for a result to count. Anything less will result in a forfeit; however, a scratch match may proceed in the interest of maximising participation.

<u>Innings</u>	✓ 1 innings of 14 overs per team (or 12 if negotiated at the start)
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<u>Batting</u>	<ul style="list-style-type: none">✓ All batters initially retire at 20 legal balls faced✓ Retirement limits are based on the assumption that players will be dismissed. Coaches are encouraged to monitor the batting innings and have the ability to retire players at any time prior to the retirement limits set above to encourage maximum participation.✓ Any retired batters can return when all others have batted, in the order they retired and must retire at 35 legal balls faced.✓ The innings is closed after 8 wickets have fallen or every batter has completed their allotted balls.✓ All modes of dismissals count including LBW.
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<u>Bowling and Fielding</u>	<ul style="list-style-type: none">✓ 6 balls per over, maximum 8, except the last over where 6 legal deliveries must be bowled.✓ Coaches are encouraged to rotate the opportunity for players to bowl.✓ All players are encouraged to bowl, however no bowler will bowl more than 3 overs.✓ Bowlers are to bowl from the one end only✓ Wides & no-balls will incur a 1 run penalty✓ Rotation of fielders is recommended to ensure players experience all positions.✓ No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket-keeper).✓ Teams have the option to change wicket-keepers after 6 overs.✓ If more than 9 players are present at a match, rotate a player onto the field each over.
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SENIOR A FIELDING RESTRICTIONS

- ✓ Only 2 fielders are allowed on boundary the first 4 overs.
- ✓ Up to 4 fielders allowed on boundary after 4th over.

Senior B

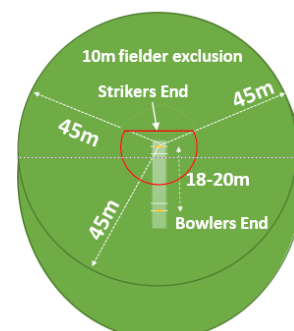
<u>Game type</u>	12 over game
<u>Surface</u>	Turf or hard wicket
<u>Ball</u>	2-piece 142g ball (each team provides a new ball for their bowling innings)
<u>Time</u>	1.5hrs (aim to finish by 5.30pm)

Boundary and pitch length

22 yards (approx. 20m) (pitch length can be shortened by umpire or mutual coach agreement once 2 or more wides are bowled in an over. Min 18m)

45m maximum circle from striker's end stumps

Portable stumps at bowler's end



<u>Team</u>	✓ 7 minimum, no maximum per team
	✓ Recommended 9 players per team
	✓ 9 maximum on field at any given time

A team must commence the match with a minimum of seven (7) players for a result to count. Anything less will result in a forfeit; however, a scratch match may proceed in the interest of maximising participation.

<u>Innings</u>	✓ 1 innings of 12 overs per team
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<u>Batting</u>	✓ All batters initially retire at 20 legal balls faced
	✓ Retirement limits are based on the assumption that players will be dismissed. Coaches are encouraged to monitor the batting innings and have the ability to retire players at any time prior to the retirement limits set above to encourage maximum participation.
	✓ Any retired batters can return when all others have batted, in the order they retired and must retire at 35 legal balls faced.
	✓ The score concludes after 8 wickets have fallen or all batters have faced their allotment of balls.
	✓ All modes of dismissals count including LBW.

<u>Bowling and Fielding</u>	✓ 6 balls per over, maximum 8, except the last over where 6 legal deliveries must be bowled.
	✓ Coaches are encouraged to rotate the opportunity for players to bowl.
	✓ All players are encouraged to bowl, however no bowler will bowl more than 2 overs.
	✓ Bowlers are to bowl from the one end only
	✓ Wides & no-balls will incur a 1 run penalty
	✓ Rotation of fielders is recommended to ensure players experience all positions.
	✓ No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket-keeper).
	✓ Teams have the option to change wicket-keepers after 6 overs.
	✓ If more than 9 players are present at a match, rotate a player onto the field each over.

Philosophy

The aim of the Senior B Cricket is to introduce students to the game of cricket while developing their skills. It is believed that students engagement is important for their enjoyment and participation. For this reason the following requirements are enforced:

- The score concludes after 8 wickets have fallen or all batters have faced their allotment of balls or until the team batting second make the required runs
- Play will continue until all 12 overs have been bowled and batted, however it is expected that this is used as an opportunity to play similar skill level batters and bowlers and provide an opportunity for development.

It is expected coaches communicate to ensure it is an enjoyable and developing experience for students.

5. EQUIPMENT

British Standard BS7928:2013 helmets **must be worn at all times** whilst batting & wicket- keeping.

Pads, Gloves and Protector **must be worn at all times** whilst batting & wicket-keeping.

Additional safety equipment can be worn based on match conditions or personal preference.

Bat size: Size 5/6 (<2lb or <900gm) is recommended.

2 sets of standard stumps with bails

Measuring tape or string to measure pitch length and boundary.

Boundary markers (cones).

Chalk or tape to mark crease.

6. RESULTS

6.1 The winner is the team with the highest number of runs at the end of the game.

6.2 A drawn match is allowed.

6.3 All results from the preceding week's matches must be submitted to Clipboard by 48 hours post-fixture in order for accurate Premiership Tables to be published in a timely manner.

6.4 For IGSSA Premiership tables, three points will be awarded for a win, one for a draw and zero for a loss. Percentage will be determined using a team's Net Run Rate (NRR) for the competition, calculated cumulatively over all fixtures completed (i.e. disregarding any drawn/no result matches). This is calculated using the formula: Net Run Rate = (Run Rate For) - (Run Rate Against) where,

Run Rate For = Runs Scored by Team / Number of Overs Faced

Run Rate Against = Runs Scored by Opposing Team / Number of Overs Bowled.

Note: If a team bowls the other team out inside the 14 (or 12 for Sen B overs, then Run Rate Against will be determined using 14 (or 12) as the number of overs in that completed innings.

Example: if the batting team is dismissed for 56 in 10 overs; the bowling team has a Run Rate Against for that innings of $56/14=4$.

In the event of a bye, the team drawn to have a bye will be awarded zero points. In the event of a forfeit, the non-offending team will be awarded three points and NRR - Runs Scored 0 from 0 overs; Runs Conceded 0 from 14 overs (12 if Sen B Grade)

The offending team will be awarded zero points and NRR - Runs Scored 0 from 14 overs (12 if Sen B Grade); Runs Conceded 0 from 0 overs.

6.5 If **half or more** games from an IGSSA Division are unable to be completed in a single Shield round, then **all games** from that round in that Division will be considered a draw, with a 0-point differential. For the avoidance of doubt, for example, if there are six scheduled Shield games in a round, and three are unable to be completed, then all games in that round are considered a draw.

6.6 1v2 Final will be scheduled with top 2 teams (finalists) playing for the shield in the nominated grades. The winner of the 1v2 Final will be awarded the shield.

6.6.1 Finalists will be determined by total points initially (i.e. win/loss tally) and then score differential if points are equal but a split needs to be made.

6.6.2 If a finals match is tied (i.e. the 1v2 Shield play off), the winner will be determined by a Super Over. Both teams will nominate three batters and one bowler playing a single additional over of 6 legal balls per team to determine the winner of the match. If a team loses two wickets in the Super Over, the over is deemed complete. If the Super Over ends in a tie, the team with the highest number of sixes in its full batting innings will be declared the winner. If there is still a tie, the winning team is the one with the highest number of fours in its full batting innings.

6.6.3 If no finals match can be played and team(s) are on tied points in shield grades at the end of the season, the shield winner will be identified using the following criteria:

i. Head-to-Head - Calculate the premiership points for games played between each team involved in the tie only. The school with the most Head-to-Head premiership points wins the shield (providing equal number of Head-to-Head games between the tied teams exist). If there is still no clear winner from Head-to-Head calculation, then:

ii. Net Run Rate - Calculate the cumulative net run rate for all games played. The team with the greatest net run rate will be awarded the shield. If there is still no clear winner from the net run rate, then:

iii. The shield will be shared between all teams on tied points.