COMPETITION RULES

Cricket

Revised | April 2026

1. TEAM ENTRY

1.1 Grades are:

Senior A and B - senior grades are open and can be filled with players from up to Year 12.

Shield grades are **Senior A** and **Senior B**.

Shield competitions are only held in Term 1.
Term 4 competitions are non-Shield across all grades.

1.2 Team numbers:

Senior A:

- 7 minimum, 11 maximum per team
- Recommended 9 players per team
- 9 maximum on field at any given time

Senior B:

- 7 minimum, no maximum per team
- Recommended 9 players per team
- 9 maximum on field at any given time

If a team does not have the minimum amount of players, the game will be considered a forfeit. A 'scratch match' should still be played where possible.

A team may request that their opposition lend them a player,,or match their numbers if they do not have enough. If this happens, this is considered a forfeit by the team making the request, and a 'scratch match' may proceed.

1.3 Schools are expected to provide 1 field for every 2 teams entered in the competition.

1.4 Schools who do not enter a team in an A-grade (or equivalent) competition are not eligible for finals in the corresponding B-grade (or equivalent) competition.

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.

Eligibility for a finals match: If half or more of the player(s) matches (including any semi-finals) have been played in any given grade, they can play in a final in that grade (as confirmation, if a player plays 50% of their matches in Senior A grade and 50% in Senior B grade, they would be eligible for finals in either grade).

For avoidance of doubt – players **can** play in a higher grade than where they have played 50% of their matches. For example, if a player had played solely in the Senior Bs, and the Senior As are short a player for a Final, the Senior B player may play.

A player may only play in **one** IGSSA Grand Final in each sport.

Schools are expected to keep player attendance records at games so that this information can be provided upon request (for example, student roll in Clipboard).

3. UMPIRING AND OFFICIALS

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.

3.3 **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 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 a 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 a dead ball against any ball which shoots from the gap in the matting.

4. MATCH RULES (INC IGSSA-SPECIFIC RULES)

4.1 Competition is to be played according to the current Laws of Cricket, with the modifications outlined within this document to be applied.

4.2 Games will start as close to 4.00pm as possible. If teams are late to arrive due to transport distance, then games will be reduced unless the finishing time can be extended by mutual agreement. Coaches should negotiate time before the start of matches. If a team is not ready to play by 4.20pm, it will be considered a forfeit by the late team, however a friendly game may still proceed under agreed revised conditions.

4.3 **Senior A**

Game type: 14 over game (14 overs is the strong preference for Senior A. In exceptional circumstances, this can be negotiated to 12 overs)
Surface: Turf wicket
Ball: 2-piece 142g ball (each team provides a new ball for their bowling innings)
Time: 1.5hrs - a guideline for timing is that overs should be 3 minutes each, with the first innings taking place between 4.00pm-4.50pm, and the second between 5.00pm-5.50pm. Captains, coaches and umpires are responsible for monitoring this to the best of their ability.

Boundary and pitch length

- 22 yards (approx. 20m)
- 45m maximum circle from **centre of wicket**
- Portable stumps at bowler's end

Team

- 7 minimum, 11 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.

Innings

- 1 innings of 14 overs per team (or 12 if negotiated at the start)

Batting

- 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 legals 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.

Bowling and Fielding

- 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.

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.

4.4 Senior B

Game type: 12 over game
Surface: Turf or hard wicket
Ball: 2-piece 142g ball (each team provides a new ball for their bowling innings)
Time: 1.5hrs - a guideline for timing is that overs should be 3 minutes each, with the first innings taking place between 4.00pm-4.50pm, and the second between 5.00pm-5.50pm. Captains, coaches and umpires are responsible for monitoring this to the best of their ability.

Boundary and pitch length

- 22 yards (approx. 20m), or 18m if player capability warrants. Either length is acceptable and the focus should be on utilising the most appropriate length for the player's ability.
- 40m maximum circle from striker's end stumps
- Portable stumps at bowler's end

Team

- 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.

Innings

- 1 innings of 12 overs per team

Batting

- 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.

Bowling and Fielding

- 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.

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. RESULTS

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

5.2 A drawn match is allowed.

5.3 Scorers/Timers or an official rep from each school to be responsible for keeping score and time for the match. Both to sit together for the entire match and confer scores with officials at each break.

5.4 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.

5.5 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.

5.6 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. FINALS

6.1 Shield grades – single pool - two semi-finals, 1 v 4 and 2 v 3, will be scheduled, with the winners of the two semi-finals (finalists) playing for the Shield in the Grand Final. The winner of the Grand Final will be awarded the Shield. If season length/number of nominations does not allow for semi-finals, then a 1 v 2 Grand Final will be scheduled, and the winner of the Grand Final will be awarded the Shield.

Shield grades – two pools - two semi-finals, 1 (Pool A) v 2 (Pool B), and 2 (Pool A) v 1 (Pool B), will be scheduled, with the winners of the two semi-finals (finalists) playing for the Shield in the Grand Final. The winner of the Grand Final will be awarded the Shield. If season length/number of nominations does not allow for semi-finals, then a 1 (Pool A) v 1 (Pool B) Grand Final will be scheduled, and the winner of the Grand Final will be awarded the Shield.

The team which finishes higher on the regular season ladder has the right to host any semi-finals, or the Grand Final, at their choice of home venue. In the event that the preferred home venue is not available, IGSSA will schedule an alternative venue in consultation with the school with hosting rights.

In the event that finalists are from different pools, the hosting rights will be granted to the team which earned more ladder points. If teams in one pool played fewer games than the teams in the other pool, overall ladders will be adjusted on average wins.

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

If the Net Run Rate is also equal, then the team who has won in Head-to-Head games in any Shield matches from the regular season will advance. Where more than one H2H Shield game has been played, total score from the two games shall be combined to determine the team with the highest NRR who will advance.

6.2 If a finals match is tied, 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.

6.3 If either or both semi-final matches cannot be played, the higher-ranked team will advance to the Grand Final.

6.4 If no Grand Final 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.

7. EQUIPMENT

7.1 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.

SPORTSMANSHIP GUIDELINES

Sport plays an essential role in the personal and social development of students, fostering teamwork, discipline, and resilience. To ensure that every student has a positive and enriching experience on the field or court, it is important that we prioritise sportsmanship, respect, and enjoyment in every competition.

IGSSA's Sportsmanship Guidelines are designed to maintain a healthy balance in competition, ensuring that students from all skill levels and backgrounds have the opportunity to feel engaged and supported. In this spirit, collegiality and open communication between schools and coaches are vital. By working together, we can create an environment where the well-being of our athletes comes first, where every match is competitive yet compassionate, and where the values of respect, fairness, and encouragement shine through.

These guidelines are a reminder that while winning is part of sport, the ultimate goal is to nurture a love for the game and foster strong character in all our students.

CONSIDERATIONS

Equalisation measures exist within the IGSSA rules for cricket, including retirement limits and pitch length concessions.

It is expected that all players will embrace and respect the ***Spirit of Cricket***:

Preamble:

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket: Respect your captain, team-mates, opponents and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct, and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes, and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.