



SAAS OPEN CRICKET RULES GROUP 1, 2 AND 3

ONE DAY GAMES

ELIGIBILITY

Grp 1, 2, 3 and 4 matches are open to all students of the schools at which they are enrolled.

VENUE

Matches to be played on the ground of the first named team.

AFTERNOON ONE DAY GAMES

1. HOURS OF PLAY

- 1.1 Play will commence at 11.45 am
- 1.2 Outside daylight saving these hours may be moved forward 30 minutes this will only occur with the consent of both schools
- 1.3 In matches played after the cessation of daylight savings, the playing hours as scheduled shall be moved forward by sixty (60) minutes earlier (if playing venues are available)
- 1.4 A twenty minute tea interval shall be taken at the conclusion of the first innings of the team batting first.

2. MATCH CONDITIONS

- 2.1 All one day matches are two innings matches and play shall continue after a first innings from both teams if time permits.
- 2.2 Each team shall be entitled to receive forty five (45) overs maximum unless dismissed beforehand.
- 2.3 The team batting second is entitled to receive its full quota of 45 overs even if it has passed the runs total of the team batting first and has not been dismissed.
- 2.4 If the commencement of play is delayed due to pitch, ground, weather or light conditions, the total playing time in minutes, remaining until the scheduled time for conclusion of play (after allowing for any scheduled intervals) shall be divided by 3.5 and the resultant nearest higher even number shall become the quota of overs for the match. Each match shall receive half of the quota of its first innings.
- 2.5 In a match where the number of overs is reduced, no bowler shall bowl more than one fifth of the total overs (rounded down) except that where the total overs are not divisible by five (5) an additional over shall be allowed to the minimum of bowlers needed to make up the balance.

3. BOWLING

CONDITIONS AND RESTRICTIONS ON FAST OR MEDIUM PACED BOWLERS

- 3.1 A maximum of nine overs per bowler shall apply
- 3.2 A bowler deemed to be fast or medium paced shall be allowed to bowl his quota in one spell if requested

- 3.3 A bowler will be permitted to bowl one delivery per over which having bounced passes, or would have passed above shoulder height (but not above head height) of the batsman standing upright at the crease. In the event of a bowler bowling more than one short pitched ball per over or a ball passing above head height of the batsman standing upright at the crease either umpire shall call and signal "No Ball"
- 3.4 Any fast delivery on the full above waist height, or a slow delivery above shoulder height of the batsman standing upright at the crease, shall be deemed dangerous and unfair and either umpire shall call a signal 'No Ball'.
- 3.5 In the event that the umpires consider that a delivery of this nature was deliberately bowled, then the umpire at the bowler's end will advise the fielding captain to remove the offending bowler from the attack and advise him that the bowler will no longer take part in the game.
- 3.6 Umpires are instructed to apply a sensible and consistent interpretation of this rule to prevent negative bowling wide of the wicket. Any delivery which, in the opinion of the umpire, does not allow the batsman a reasonable opportunity to score shall be called a "wide"
- 3.7 As a means of assisting umpires decide on leg side wides all schools should paint small lines, perpendicular to the stump crease line, at a distance from the nearest stump as distated in all one day cricket competitions. This will help give the umpire a sighter for the width down leg side. Those with 20/20 lines already in place may use those already in place.
- 3.8 In the event of a bowler completing an over commenced by a different bowler such part over shall count as a full over for each, in far as this limit is concerned.

4 FIELD RESTRICTIONS

- 4.1 No fieldsman will be permitted to field within five metres of the batsman on strike, other than in an arc from the wicket keeper to point position, unless wearing a helmet with face mask and protector.

GROUP 2/3 OPEN DAY MATCHES

Same conditions as Group 1 EXCEPT forty (40) over game with limit of eight (8) overs per bowler.

GROUP 3 ONE DAY MATCHES

Same conditions as Group 1 EXCEPT thirty five (35) over games with a limit of seven (7) overs per bowler.

5 BALLS

Only four piece balls to be used in Group 1, 2, 4 and year 10A matches
All other matches to use 2 piece balls

6 PITCHES

All afternoon matches to be played on Turf Pitches

7 DRESS

Players are expected to wear whites, including footwear.
In one day fixtures schools may use a coloured top
A school track suit top or jumper may be worn at all levels EXCEPT 1st IX where a white jumper must be worn.

TWO DAY GAMES

ELIGIBILITY

Grp 1, 2, 3 and 4 matches are open to all students of the schools at which they are enrolled.

VENUE

Matches to be played on the ground of the first named team

AFTERNOON TWO DAY GAMES

1. HOURS OF PLAY

- 1.1 11.45 pm till 5.30 pm (300 minutes)
- 1.2 Outside daylight savings period these hours may be moved forward 30 minutes - this will only occur with the consent of both schools.
- 1.3 A 20 minute tea interval shall be taken at 2.50 pm until 3.10 pm, unless the ninth wicket has fallen. If this occurs play shall be extended for a further 30 minutes or until a further wicket falls - at which time tea will then be taken.
- 1.4 Actual playing time after allowing for the tea interval shall be 280 minutes.
- 1.5 A five minute drink interval will be taken at 1.40 pm and 4.20 pm. Where temperatures are expected to exceed 30 degrees an additional drinks interval may be included in each session at the discretion of the umpires in consultation with the team captains.
- 1.6 In the first innings, the team batting first shall (unless the innings is terminated beforehand) bat until it has received at least the "objective minimum number of overs" (which shall be 80 for each team)
- 1.7 Play continuing beyond the scheduled conclusion of play if necessary to enable the "objective minimum number of overs" to be bowled except as follows:
 - a. When more than 30 minutes of playing time is lost due to pitch, ground, weather or light conditions, prior to the scheduled conclusion of the day's play and at that time (or at the end of the over in progress) more than 5 overs remain to be bowled to complete the objective minimum numbers of overs required, play shall cease for the day.

OR

- b. If play is suspended due to an interruption after the scheduled completion of the day's play shall cease for the day.

- c. If after the first day's play the team batting first has not completed its first innings and not more than 5 overs remain to complete the "objective minimum" the innings shall be compulsorily declared.
- d. If, after the first day's play more than 5 overs remain to be bowled in the team batting first, in order to complete the "objective minimum", that team may continue its innings on the second day for half the difference between the number of completed overs so far received by them and the "objective minimum." The innings shall be compulsorily declared at the completion of the over then in progress.

See rule 3.7 for Open Cricket Only – In Rules for Grp 1.2.3 One day games

SEE QUOTIENT RULE RE KNOCKOUTS ON SEPARATE SHEET

MORNING CRICKET RULES

This includes Group 4

ELIGIBILITY

From years 8 to 10 players may NOT compete below their year level EXCEPT by special arrangement between schools

Group 4 matches are open to all students of the schools at which they are enrolled

VENUE

Matches to be played on the ground of the first named team.

1 HOURS OF PLAY

1.1 8.15 a.m. TO 11.30 a.m.

1.2 Different hours of play may be arranged if mutually convenient

2 FOLLOW ON

2.1 In a two day game, a lead of 100 runs on the first innings is required to make the other team follow on.

2.2 In a one day game 75 runs is sufficient.

3 OVER REQUIREMENTS FOR ONE DAY MORNING MATCHES

3.1 The team batting first is to receive 27 overs unless dismissed

3.2 The team batting second is to receive the number of overs it has delivered in the first 90 minutes of play - to a maximum of 27 overs.

3.3 The team batting second is entitled to receive at least 27 overs if it dismissed the opposition.

3.4 Any batter who has been retired may return after the last batsman has been dismissed.

3.5 No bowler is permitted to bowl more than six overs.

4 OVER REQUIREMENTS FOR TWO DAY MORNING MATCHES

- 4.1 The team batting first is to receive a minimum of 50 overs unless dismissed before this.
 - 4.2 The team batting second must also receive a minimum of 50 overs on the second day of the match, even if it has commenced its innings on the first day.
 - 4.3 The match should not be concluded before the scheduled close of play (ie. 11.30 a.m.) unless by the mutual agreement of both schools.
 - 4.4 Matches must be finished on time – if running late coaches should adjust the number of overs played.
 - 4.5 To enable the game to be finished on time it is suggested that bowlers bowl 5 overs at a time from one end.
- 5 RESTRICTIONS ON FAST OR MEDIUM PACED BOWLERS**
- 5.1 Fast bowlers are those for whom the wicket keeper stands back from the stumps
 - 5.2 16 overs per morning with a maximum spell of 6 overs followed by one hour break or a break of at least the same number of overs bowled from the same end, whichever is the lesser
 - 5.3 Please consult SACA bylaws for further interpretations
- 6 NO BALL RULE**
Any delivery on the full above waist height, or a slow delivery above shoulder height or the batsman standing upright at the crease, shall be deemed dangerous and unfair and either umpire shall call or signal "No Ball"
- Give the batting side ONE RUN plus whatever is scored from the no ball
- 7 BOUNCERS**
- 7.1 **Year 9 and below**
Any fast ball delivered either full pitch above waist height or short pitched that passes over the batsman's shoulder in his normal stance shall be called a "No Ball" by either Umpire.
 - 7.2 **Year 10 and above**
The above conditions apply to all one day games but in two day games two bouncers per over are permitted before a "No Ball" is called.
- 8 BALLS**
Two piece balls may be used in ALL grades EXCEPT Group 1, 2, 4 and year 10A
It is recommended that the 142 grm ball be used at Primary level, and possibly at year 8 level. From year 9 a standard 156 grm ball MUST be used.
- 9 FIELDING RESTRICTIONS**
In ALL grades OTHER than Group 1 close-in fieldsmen (other than slips fieldsmen) may be NO closer than 9 metres from the bat.
- 10 PITCHES**
Matches may be played on synthetic pitches.
- 11 DRESS**
Players are expected to wear whites, including footwear.
In one day fixtures schools may use a coloured top.
A school tracksuit top or jumper may be worn at all levels except 1st IX.
- 12 DRINKS BREAKS**
- 12.1 **Morning 2 day games**
There shall be one drinks break at 10.20a.m. for five minutes.
In the event of teams agreeing to two drinks breaks they shall be at 9.45 a.m. and 10.45 a.m.

12.2. Morning 1 day games

The only drinks break shall be at the change of innings.

Reviewed April 2016