

SAAS Playing Conditions- Open A1 and Open A2A3 Cricket

T20 Cricket

Term 4 2017 & Term 4 2018

GENERAL CONDITIONS

- A 156gm Kookaburra Red Ball will be used for all games.
- Individual schools are responsible for the selections of their teams from current students.
- Teams can consist of 12 players. 11 players may bat, 11 may bowl.
- Coloured Clothing is an option available to each school but must not impact the viewing of the RED ball in use. (eg. limit any red use in uniforms and padding).
- Scoring is to be completed with "My Cricket" or entered into "My Cricket" by the "Home School" by Tuesday following each game.
- Schools are responsible for adding selected players to My Cricket.
- Umpires are required to provide 3,2,1 voting for player of the game. The decision after collaboration between umpires is to be emailed to Matt Miles at SAAS.

T20 CRICKET – Messenger Bowl

**Playing times – Innings 1 – 4pm start, Innings Break 15 minutes, Innings 2 – 5:30 start, match completion 6:45pm.
Toss to be completed by 3:45pm.**

- Each innings shall consist of 20 overs for both teams unless all out earlier.
- The fielding team must commence it's twentieth over within seventy five (75) minutes, if it fails to do so an extra six (6) runs may be added to the batting teams score at the discretion of the umpire (ie: if umpire feels batting team is time wasting or there is a enforced stoppage time may be added).
- In a single innings, each of the bowlers can bowl a maximum of only one-fifth of the total overs ie: Four (4) overs in a total of 20 overs.
- Bowling team shall bowl Five (5) over's from one end before changing ends, batsmen shall change ends at the end of each over.
- If a bowler bowls a front foot no ball the batting team shall receive one (1) run for the ball and the next delivery shall be a free hit, if another illegal ball is delivered either no ball or wide then the free hit shall continue to the next delivery.
- Both teams to be notified of free hit by umpire prior to free hit delivery.
- The field setting for the free hit shall remain the same as the illegal delivery unless non striker for the illegal ball is facing.
- A batsman can only be dismissed on a free hit by way of a run out.
- A game shall be completed when both teams bat for a minimum 15 overs each.
- One (1) short pitch delivery is allowed per over, per batsman, any following short pitch ball in the same over shall be deemed a no ball. A short pitch ball is determined by umpire that it has passed striker above shoulder when they are standing upright at the popping crease.
- **Any delivery that passes outside leg stump without contact from striker shall be deemed a wide delivery.**
- No drinks breaks shall be taken during either innings.
- Maximum of fifteen (15) minutes shall be allowed for change over between innings, **any team not ready to commence play shall incur a five (5) run penalty on umpire's instructions.**
- **The following batsman after a wicket is taken has 90 second reach the crease**
- At most five (5) fielders can be on the leg side at any given point of time.
- At most two (2) fielders can be placed between the square leg umpire and wicketkeeper at any given point.
- In the first six (6) overs of a T20 game, there cannot be more than two (2) fielders outside the inner circle marked.
- There can be a maximum of five (5) fielders outside the fielding circle after the first six (6) overs end.
- **There cannot be a tie in a T20 cricket match; If and when there is a tie by the end of a T20 match it shall be broken into a one (1) over per side SUPER OVER. Each of the teams shall nominate three (3) batsmen and one (1) bowler to play a one (1) over per side match which will be termed as mini-match, if a team loses two (2) wickets before the over is complete it loses the game. The team with the highest score in the mini-match shall be deemed the winner. If there is still a tie after the mini-match then the team with the highest number of sixes hit in the main inning's shall be deemed the winner, if there is still a tie then the team that hits the highest number of fours in the main innings shall be deemed the winner.**
- The team batting second in the main innings shall bat first in the mini-game.

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- Any query on the result of the match shall be resolved as soon as possible and a final decision made by umpire at close of play.

40 Over Games – Messenger Shield

Playing times:

Toss 11:30pm, Innings 1- 12-2:30pm, Tea Break 2:30-3pm, Innings 2 – 3-5:30pm.

- Each innings shall consist of 40 overs for both teams unless all out earlier.
- The fielding team must commence its fortieth over within one hundred and fifty (150) minutes, if it fails to do so an extra six (6) runs may be added to the batting teams score at the discretion of the umpire (ie: if umpire feels batting team is time wasting or there is an enforced stoppage time may be added).
- In a single innings, each of the bowlers can bowl a maximum of only one-fifth of the total overs ie: Eight (8) overs in a total of 40 overs.
- Any bowler type can bowl 8 overs in one spell.
- If a bowler bowls a front foot no ball the batting team shall receive one (1) run for the ball and the next delivery shall be a free hit, if another illegal ball is delivered either no ball or wide then the free hit shall continue to the next delivery.
- Both teams to be notified of free hit by umpire prior to free hit delivery.
- The field setting for the free hit shall remain the same as the illegal delivery unless non-striker for the illegal ball is facing.
- A batsman can only be dismissed on a free hit by way of a run out.
- A game shall be completed when both teams bat for a minimum 15 overs each.
- **One (1) short pitch delivery is allowed per over, per batsman, any following short pitch ball in the same over shall be deemed a no ball. A short pitch ball is determined by umpire that it has passed striker above shoulder when they are standing upright at the popping crease.**
- **Any delivery that passes outside leg stump without contact from striker shall be deemed a wide delivery.**
- A drinks break of 5 minutes must be taken after 20 overs. Or at discretion of umpires with regard to Hot Weather. (Extra drinks breaks will have an allowance of 5 minutes added to allocated bowling time)
- Maximum of thirty (30) minutes shall be allowed for change over between innings, **any team not ready to commence play shall incur a five (5) run penalty on umpire's instructions.**
- At most five (5) fielders can be on the leg side at any given point of time.
- At most two (2) fielders can be placed between the square leg umpire and wicketkeeper at any given point.
- In the first Ten (10) overs of a 40 over game, there cannot be more than two (2) fielders outside the inner circle marked.
- There can be a maximum of four (4) fielders outside the fielding circle for overs 11- 40.
- There can be a maximum of five (5) fielders outside the fielding circle for the last ten (10) overs. 41-50th over.

• **Additional crease markings**

To assist with the adjudication of Wides, lines shall be drawn (in white or blue) which are the same width as the crease markings) from the popping crease to the bowling crease, parallel with the return crease, measured 17 inches (43.18cm) from the return crease on both sides of the wicket, hereby referred to as "Off-Side Wide Guidelines"

• **Match Points / Qualifying Provisions (as allocated by My Cricket)**

Match Points earned by a team:

Win: 4 Points

Tie: 2 Points Each

No result (other than Abandoned matches below): 2 Points Each

Loss: 0 Points

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Abandoned - 1 Point Each

- **Bonus Points**

2 bonus points for any team that achieves victory with a run rate 2.00 times that of the opposition. NOTE: For the team batting second to gain 2 bonus points

the victory must be achieved by the end of the 25th over (or in a reduced overs match 50% of the reduced number of deliveries, rounded up to the next delivery as required).

1 bonus point for any team that achieves victory with a run rate 1.25 times that of the opposition.

NOTE: For the team batting second to gain 1 bonus point, the victory must be achieved by the end of the 32nd over (or in a reduced overs match 80% of the reduced number of deliveries, rounded up to the next delivery as required).

Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face. Where matches are shortened and targets revised through the Duckworth/Lewis/Stern system, bonus run rates and bonus defensive targets are derived as a proportion of the revised target score and maximum overs.

Curator Information

Oval Markings

The Oval dimensions will not exceed 60 metres from the centre stump at each end of “the centre wicket” on the cricket pitch square.

The fielding circle will consist of two semi-circles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be: 30 yards (27.43 metres).

The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas will be marked by continuous painted white lines or ‘dots’ at 5 yard (4.57 metres) intervals, each ‘dot’ can be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter. This constitutes the “fielding restriction area”

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