



SPORTS ASSOCIATION

for Adelaide Schools

SAAS T20 CRICKET Rules

- Each innings shall consist of 20 overs for both teams unless all out earlier.
- A 142 Or 156gm Kookaburra ball is to be used
- 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 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: Four (4) overs in a total of 20 overs.
- Bowling team shall bowl Five (5) overs 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 5 overs** each, excluding if a team has been bowled out.
- 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 break 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.

Tie Deciders:

There cannot be a tie in a Twenty20 cricket game. If, and when, there is a tie by the end of a T20 match, it is broken with a one over per side - 'Super Over'. Each of the two teams nominates three batsmen and one bowler, to play a one-over per side. If a team loses two wickets before the over is complete, it loses the game. If this does not happen, the team with the higher score from its over wins it. In case there is a tie after the 'mini-match' as well, the team that has higher **number of sixes** in its full innings, or in the '**One1**', will be declared the winner. If, by any chance, there is still a tie, the winning team is the one with the **higher number of fours** in both innings

SACA –Rule Regards T-20 Cricket

Interrupted or Prematurely Terminated Matches - Calculation of the Target Score i. Should the team batting first receive its full quota of overs and due to interruptions, the innings of the second team is reduced (but still at least five (5) overs), the score required to tie the match will be calculated as follows: i. (Score of team batting first) X (the quota of overs allotted to the team batting second divided by the quota of overs allotted to the team batting first) = runs required to tie the match. In the event of a fraction, all numbers are rounded up

Law 13 – Innings a. Each team shall bat for twenty (20) overs unless all out earlier. A team shall not be permitted to declare its innings closed. b. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The team batting second shall receive its full quota of twenty (20) overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings. c. If the team batting first is dismissed in less than twenty (20) overs, the team batting second shall be entitled to bat for twenty (20) overs or until a result is achieved. d. If the team fielding second fails to bowl twenty (20) overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved. e. Penalties shall apply for slow over rates – see Appendix 2.

Delayed or Interrupted Matches Delay or Interruption to the Innings of the Team Batting First f. When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 3.75 minutes per over in the total remaining time available for play. g. Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed.

The innings of the team batting first will continue from the point of the interruption. h. The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs.

The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

To constitute a match, a minimum of five (5) overs have to be bowled to the side batting second, subject to the innings not being completed earlier. i. A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 3.75 minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings.

All relative delays, interruptions in play, and the duration of the interval will be taken into account. j. If this calculation produces a close of play time that is earlier than the original time for cessation of play on the scheduled day for play, then one (1) additional over should be allocated to each team, with the interval and close of play times being recalculated accordingly. k. If there is more than one (1) interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

Men's Twenty20

I. If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed, and penalties shall apply –Appendix 2. In all reduced overs matches both teams will be given one (1) over's leeway in addition to any time that the umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of Appendix 2 – Penalties for Slow Over Rates - they do not influence the recalculated number of overs or the scheduled close of either innings. m. Penalties shall apply for slow over rates – see Appendix 2 – Penalties for Slow Over Rates. Delay or Interruption to the Innings of the Team Batting Second n. When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 3.75 minutes per over in respect of the aggregated lost playing time. However, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed. o. Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption. p.

A rescheduled time for the close of play will be fixed by applying a rate of 3.75 minutes per over in respect of each over already bowled and/or rescheduled to be bowled in the innings. The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time. This calculation shall not cause the match to finish earlier than the original time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one (1) extra over for the team batting second. q. To constitute a match, a minimum of five (5) overs have to be bowled to the team batting second subject to the innings not being completed earlier. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. r. If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended subject to conditions of ground, weather and light until the overs have been bowled or a result achieved, and penalties shall apply. In all reduced overs matches the fielding team will be given one (1) overs leeway in addition to any time that the umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of penalties only - they do not influence the recalculated number of overs or the scheduled close of play. 13.4 The Toss s.

The captains shall toss a coin for the choice of innings, on the field of play and in the presence of one or both of the umpires, a minimum of 30 minutes before the scheduled or any rescheduled time for the start of play