

**SAAS Saturday Morning Cricket Playing Conditions**

These cover Years 7 - 10, 1st XI and 2nd XI Morning Competitions

Quick Reference Guide – updated 14/2/2025

Point System	• Win 4 Points • Tie 2 Points • Washout 2 points • Loss 0 Points
T-20 Game Hours of Play	8.00 am 1st Innings. 8.00 am – 9.15 am (90 minutes) = 20 overs 10 minutes for Change Over 9.25 – 11.10 am (90 minutes) = 20 Overs *Note if the team batting 1st does not bowl its 20 overs in the 1st innings due to a slow over rate, then the team batting 2nd will only face the same amount bowled in the 2nd innings. Eg Team 1 only bowls 17 overs bowled in the 1st innings Team 2 is only required to bowl 23 overs to the team batting 2nd *Note that due to the shorter format there is time for a later finish due to afternoon games not starting till 12.00pm.
T-20 Fielding Restrictions	Powerplay 1 - 1 to 6 = 2 Fielders permitted out of the ring Powerplay 2 - 7 to 20 = 5 Fielders permitted out of the ring
T-20 Tie	Super Over – 1 over to bat for each side
1 Day Game Hours of Play	8.00 am 1st Innings. 8.00 am – 9.30 am (90 minutes) = 25 overs 10 minutes for Change Over 9.45 – 11.15 am (90 minutes) = 25 Overs *Note if the team batting 1st does not bowl its 25 overs in the 1st innings due to a slow over rate, then the team batting 2nd will only face the same amount bowled in the 2nd innings. Eg Team 1 only bowls 23 overs bowled in the 1st innings Team 2 is only required to bowl 23 overs to the team batting 2nd
2 Day Game Hours of Play	8.00 am 1st Innings Day 1 8.00 am – 9.30 am (90 minutes) = 25 overs 10 minutes for drinks 9.45 – 11.15 am (90 minutes) = 25 Overs 50 overs total for the day *Note if the team batting 1st does not bowl its 50 overs in the 1st innings due to a slow over rate, then the team batting 2nd will only face the same amount bowled in the 2nd innings. Eg Team 1 only bowls 48 overs bowled in the 1st innings



	Team 2 is only required to bowl 48 overs to the team batting 2nd
Overs	1 Day Game 25 overs per innings / Over rate 16 overs per hour 2 Day Game 50 overs per innings / Over rate 16 overs per hour Term 4 T-20 Game 20 overs per innings / Over rate 16 overs per hour
Overs Option	Morning Teams have the option of bowling 5 overs from each end. Both teams must agree before the start of play
Drinks	20/25 overs (10-minute change over)
Ball	Middle School Cricket (Years 7-9): Two-piece Kookaburra 156-gram Practice or Tuff Turf. Year 10A Cricket: Four-piece Kookaburra 156-gram Club Match or Senator or Regulation. 2nd XI Saturday Morning Cricket: Two-piece Kookaburra 156-gram Practice or Tuff Pitch. 1st XI Saturday Morning Cricket: Four-piece Kookaburra 156-gram Regulation Red.
No Ball	Free Hit after any No-ball – One Day Games
Short Bowling	One short, pitched ball permitted per over

Eligibility

From Years 7 to 10 players may **NOT** compete below their year level **EXCEPT** by special arrangement between schools

Senior 1st XI and 2nd XI morning cricket matches are open to all students at the schools at which they are enrolled.

These Playing Conditions need to be read in conjunction with the Laws of Cricket. Where not specified in these Playing Conditions the Laws of Cricket as written apply.

Law 1 - The Players

A team may consist of eleven (11) or (twelve) 12 named players. Eleven (11) fielders only may be on the field of play at anyone (1) time. Interchange of fielders without restriction is permitted (provided no time is wasted) and there shall be no requirement for a bowler to be on the field for a certain length of time following an absence.

Only eleven (11) players shall be permitted to bat in any innings. The captain is not required to nominate the player who will not bat in advance and may make such decision at any time.

Dress

All players shall be properly attired. Players' shirts shall be predominantly white, likewise trousers, socks. Footwear shall be predominantly white. Cream clothing (shirt, pullovers, trousers, and socks) shall be deemed white.

In limited overs T20 fixtures coloured clothing (including coloured pads) may be worn. Coloured uniforms need to be approved by the SAAS office to ensure that there is no clash with the ball.

At all levels below First XI a school tracksuit top or school jumper may be worn.



At First XI any pullover worn shall be predominantly white

Law 4 – The Ball

All morning matches use a red cricket ball.

Middle School Cricket (Years 7-9): Two-piece Kookaburra 156-gram Practice or Tuff Turf.

Year 10A Cricket: Four-piece Kookaburra 156-gram Club Match or Senator.

2nd XI Saturday Morning Cricket: Two-piece Kookaburra 156-gram Practice or Tuff Pitch.

1st XI Saturday Morning Cricket: Four-piece Kookaburra 156-gram Regulation Red.

4.5 Ball Lost or Becoming Unfit for Play

The following shall apply in addition to Law 4.5:

In the event of a ball becoming wet and soggy because of play continuing in inclement weather or it being affected by dew, and in the opinion of the umpires being unfit for play, the ball may be replaced by a ball that has had a similar amount of wear. Either bowler or batters may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

Law 11 - Intervals

Drinks Breaks

Morning Two Day Games

There shall be one drinks break at 9.55 a.m. for five minutes.

In the event of teams agreeing to two drinks breaks they shall be at 9.20 a. m. and 10.25 a.m.

Morning One Day Games

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

In both one-day games and two-day games the following applies;

In addition, any player(s) whom an umpire considers is indisposed or unduly affected by the heat shall be permitted to receive a drink between overs or at any other break in play, provided the time taken is minimised, and that the umpires are entirely satisfied that no time is deliberately wasted.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

Law 12 – Start of Play/Cessation of Play

Note: Every endeavor should be made to commence matches promptly at the scheduled time. Umpires shall advise the captains five (5) minutes before the scheduled commencement of play that they are about to take up their positions on the field.



Playing hours are 8.15 a.m. until 11.30 a.m.

Starting times may be varied by mutual consent between schools.

T-20 Morning Cricket

The team batting first is to receive 20 overs unless dismissed.

The team batting second is to receive a maximum of 20 overs, even if it has dismissed the team batting first in less than 20 overs.

The team batting second may continue to bat after it has passed the score set by the team batting first, up to their maximum of 20 overs.

Any batter that has been retired may return after the fall of the ninth wicket (or second last wicket if the team has less than eleven players).

*Note participation is the theme of SAAS Sport

One Day Morning Cricket

The team batting first is to receive 25 overs unless dismissed.

The team batting second is to receive a maximum of 25 overs, even if it has dismissed the team batting first in less than 25 overs.

The team batting second may continue to bat after it has passed the score set by the team batting first, up to their maximum of 25 overs.

Any batter that has been retired may return after the fall of the ninth wicket (or second last wicket if the team has less than eleven players).

*Note participation is the theme of SAAS Sport

Two Day Morning Cricket

The team batting first is to receive a minimum of 50 overs unless dismissed beforehand.

The team batting second is entitled to a minimum of 50 overs on the second day of the match, even if it has commenced its innings on the first day.

Example: Team A bowls Team B out on the first day. It bats for seven overs before stumps. It is then entitled to a minimum of 50 overs on the second day, making the total minimum overs it faces, if not all out or the innings is declared closed, 57 (7 + 50).

The match should not be concluded before the scheduled close of play (i.e., 11.30 a.m.) unless by mutual agreement of both schools.

Note: The guiding philosophy of this instruction is to provide opportunities for as much play as possible. If there are only one or two overs possible in a second innings then it makes sense to finish, by mutual agreement, before 11.30 a.m. In other circumstances, unless a team is pursuing an outright result, a second innings may provide opportunities for change in the batting/bowling order to ensure that players



who normally bat or bowl lower or don't keep wickets, experience different situations, and can develop their skills. In recommending this, the spirit of the game, should still be observed.

If the bowling team bowls more than 50 overs to the team batting first, they are entitled to face the same number of overs when they bat.

Matches must be finished on time – if running late, coaches should adjust the number of overs played.

If the first day is washed out, the match becomes a one-day fixture – 25 overs per side – on the second day.

Delay to the Scheduled Start/Interruption to the Innings of the Team Batting First

If the start of the match is delayed, the number of overs available in the match is recalculated at the end of the first day.

Example: Play begins at 9.30 a.m. on the first day due to rain. At 11.30 a.m. 33 overs have been bowled. The team batting first is not all out.

For the second day: Add 50 overs to the total already bowled.

$33 + 50 = 83$ overs.

Subtract two overs for the change of innings = 81

Divide by two (rounding so that both teams potentially face equal overs) = 41 overs

Each team can bat for 41 overs.

The team batting first can bat for 8 more overs.

Apply a similar process if the match starts but the innings of the team batting first is interrupted by weather.

Example: The team batting first bats for 27 overs and is not all out before play is washed out for the day.

For the second day: Add 50 overs to the total already bowled.

$27 + 50 = 77$ overs.

Subtract two overs for the change of innings = 75

Divide by two (rounding so that both teams potentially face equal overs) = 38 overs

Each team can bat for 38 overs.

The team batting first can bat for 11 more overs.

Law 13 - The Innings

The captains shall toss a coin for the choice of innings, on the field of play and in the presence of one or both umpires, a minimum of fifteen (15) minutes before the scheduled or rescheduled, time for the start of play.

Law 14 - The Follow On



In Two Day, Saturday Morning Cricket the side which bats first and leads by at least 75 runs shall have the option of requiring the other side to follow their innings i.e. to bat again after the ten-minute change of innings.

Law 17 - The Over

T-20 Morning Cricket

No bowler is permitted to bowl more than four (4) overs in the innings. If the game must be reduced due to a late start caused by weather, no bowler may bowl more than one fifth (1/5) of the overs.

One Day Morning Cricket

No bowler is permitted to bowl more than five (5) overs in the innings. If the game must be reduced due to a late start caused by weather, no bowler may bowl more than one fifth (1/5) of the overs.

Two Day Morning Cricket

Restriction on Fast or Medium Paced Bowlers

Bowlers of medium pace or faster (as determined by the umpires) and broadly described as a bowler to whom the wicketkeeper would normally stand back, or who is not considered a slow bowler, are subject to bowling restrictions.

A maximum daily allocation of twelve (12) overs. A maximum spell of six (6) overs.

The break between spells is to be a minimum of thirty minutes.

Note: A bowler who has bowled a spell of less than six (6) overs may resume bowling prior to the completion of a thirty-minute break, however, this will be considered an extension of the same spell and the maximum of six (6) overs per spell still applies. Following completion of the extended spell, the break of thirty (30) minutes will apply and the break between spells is disregarded.

Example 1: A bowler bowls four overs and is taken off by the captain. He/she is brought back from the other end after fifteen (15) minutes. He/she may bowl a further two (2) overs, after which he/she cannot bowl for thirty (30) minutes.

Example 2: A bowler bowls five (5) overs and is then taken off. He/she returns to bowl thirty-five minutes later. This is considered a new spell, so he/she can bowl six (6) overs in that spell subject to his/her daily limit.

The thirty-minute break is measured on the clock, rather than actual playing time. Thus, a drinks break or innings break counts as part of the thirty minutes.

If a team enforces the follow on and the bowler commences bowling in the new innings within thirty (30) minutes of bowling in the previous innings, this will be considered an extension of the same spell and the maximum spell limits and daily limits apply. **Example:** a bowler bowls eight overs in the first innings during the day. They are restricted to four (4) overs in the second innings that day.



The spell limits and the daily limits reset on a new day. **Example:** a bowler bowls three (3) overs at the end of the first day. On the second day he/she begins a new set with a maximum of six (6) overs in a spell and a new daily limit of twelve (12) overs.

Restrictions on slow bowlers

A maximum daily allocation of twelve (12) overs.

All overs may be bowled consecutively.

Note: Where a player changes between medium pace (or faster) and slow bowling during the day's play:

- If the player begins bowling at medium pace or faster the bowler is regarded as medium pace/fast in terms of limits of spells for the rest of the day i.e., six (6) overs in a spell.
- If the player begins bowling as a slow bowler and changes to medium pace (or faster) the playing condition applies from the time of the change and all overs of slow bowling bowled prior to the change shall not be taken into account in determining the current spell.

Whilst responsibility for the application of this Playing Condition lies with the captains, should a dispute arise regarding the number of overs a player has bowled, either in a spell or in an innings, the umpires shall make the final decision.

If the umpires become aware of a breach of the Playing Condition: when the ball is dead, they shall direct the captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall neither have bowled the previous over nor be allowed to bowl the next over.

Law 20 - Dead Ball

In matches played on hard wickets, any ball pitching off or on the edge of the pitch shall be deemed a Wide and 'dead' even if the ball subsequently comes back towards or onto the pitch, and whether the batter plays the ball or is otherwise out from that ball. One (1) Wide will be recorded, and no other runs or extras shall be recorded. The batter cannot be dismissed in these circumstances.

In matches played on matting, any ball not pitching as described in the previous paragraph, but which pitches on the strap or hem of the matting or between two (2) pieces of the mat shall be deemed dead and shall be rebowled. No runs or extras will be recorded, and the batter cannot be dismissed in these circumstances.

The umpire at the bowler's end shall call 'Dead Ball' promptly when required under these circumstances.

Law 21 - No Ball

Any delivery on the full above waist height, of the batsman standing upright at the crease, shall be deemed unfair and either umpire shall call or signal 'No Ball'.

The caution, final warning and taking off the bowler shall only be applied when the bowler's end umpire considers it dangerous.



There is no Free Hit for a No Ball in Saturday morning cricket, either in one day or two-day matches.

Law 22 - Wide Ball

The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke. The umpire will call and signal Wide when the ball passes the batter's wicket.

The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him/her, or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

The umpire shall not adjudge a delivery as being a Wide if the ball touches the striker's bat or person.

Umpires are expected to be consistent in their application of this law.

Wides in One Day Saturday Morning Cricket

As well as the comments above, umpires should be aware that:

Whilst Saturday Morning One Day Cricket is not played using the same guidelines for a Wide as apply in senior one day or T20 cricket, umpires should ensure that the bowler is penalised for consistently negative bowling i.e., depending on the pace of the bowler, more than one ball clearly outside leg stump in an over, especially if moving further away from the batter, is too many and should be called.

Umpires should also be mindful that batter's reach on the leg side is shorter than that on the offside.

Law 25 - Batsman's Innings; Runners

Law 25 shall apply subject to the following:

- (a) A batsman shall always wear a helmet when batting against fast or medium-paced bowling.
- (b) The match umpires are the sole judge of whether bowling is fast or medium-paced and will judge the pace of bowling against what is considered "fast," "medium-paced" or "slow" within the context of that match.
- (c) The players, captains and umpires shall be responsible for ensuring that a helmet is worn when required by playing condition (a) above.
- (d) The umpires shall not allow the match to continue if they become aware of a batsman failing to wear a helmet when required by this playing condition.

Law 26 - Practice on the Field

The following replaces Law 26.1: There shall be no bowling or batting practice on the pitch, or on the area parallel and immediately adjacent to the pitch, or anywhere on the square, at any time on any day of the match prior to the conclusion of the match.

Law 27 - The Wicketkeeper



Law 27 shall apply subject to the following:

- (a) At all times when wicket-keeping up to the stumps, the wicketkeeper shall wear a helmet.
- (b) The players, captains and umpires shall be responsible for ensuring that a helmet is worn when required by this playing condition.
- (c) The umpires shall not allow the match to continue if they become aware of a wicketkeeper failing to wear a helmet when required by this playing condition.

Law 28 - The Fielder

At the instant of delivery, there may not be more than five (5) fieldsmen on the leg side.

In Year 7 to Year 9 matches, no fielder may field closer than ten (10) metres of the batter on strike, with the exception of catching fielders in an arc between slips and gully on the offside.

If a fielder takes up a position in contravention of this playing condition, the umpire should inform the fielder and assist him/her to comply with this playing condition. Should a fielder not comply with the umpire's request or move into a position which contravenes the playing condition during the bowler's delivery run up or delivery stride the umpire shall call and signal 'No Ball' on delivery of the ball.

Wearing of Helmets

In Year 10, 2nd XI and 1st XI matches:

At all times when fielding in a position closer than seven (7) metres (ten (10) metres for players under the age of 16) from the batter's position on the popping crease on a middle stump line a player shall wear a helmet. The exception to this is fielding behind square on the offside as above i.e. slips and gully.

A player fielding in a close position as defined above is also expected to wear a protector and shin pads.

The players, captains and umpires shall be responsible for ensuring that a helmet is worn when required by this playing condition.

The umpires shall not allow the match to proceed if they become aware of a fielder failing to wear a helmet when required by this playing condition.

Law 36 - Leg Before Wicket

Law 36 applies.

In Year 7 Cricket there is no warning for LBW i.e., if the batter is given out LBW by the umpire he/she is out.

Law 41 - Unfair Play

41.6 Bowling of Dangerous and Unfair Short Pitched Deliveries

Year 9 and below: Any short pitched ball that passes or would've passed over the shoulder height of the striker standing upright shall be called a No Ball by either umpire.



A fast short pitched ball is defined as a ball which, after pitching passes or would have passed above shoulder height of the batsman.

The caution, final warning and taking-off of the bowler (under either the short pitched or full pitched restriction) shall be applied only when the bowler's end umpire considers the delivery was dangerous to the batter.

Year 10 and above

41.6 Bowling of Dangerous and Unfair Short Pitched Deliveries

- (a) A bowler shall be allowed to bowl one (1) fast short-pitched ball per over.
- (b) A fast short-pitched ball is defined as a ball which, after pitching, passes or would have passed above shoulder height of the batter standing upright in his/her normal guard position at the crease, but not clearly above his/her head.
- (c) The umpire at the bowler's end shall advise the bowler and the batter on strike when a fast short-pitched delivery has been bowled.
- (d) In addition, for the purpose of this clause, a ball that passes clearly above head height of the batter, other than a fast short-pitched ball as defined above, that prevents him/her from being able to hit it with his/her bat by means of a normal cricket stroke shall be called 'Wide ball' and will also count as an allowable ball above shoulder height for that over.
- (e) In the event of a bowler bowling more than one (1) fast short-pitched delivery in an over as defined above, the umpire at the bowler's end shall call and signal 'No Ball' on each occasion. A distinguishing signal shall be used to signify a No Ball from a fast short-pitched delivery: the umpire shall call and signal a 'No Ball' and then tap the head with the other hand.
- (f) If the bowler delivers a second short-pitched delivery in an over, the umpire, after the call of 'No Ball' and when the ball is dead, shall caution the bowler, inform the captain of the fielding side, the batters at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- (g) If there is a second instance of the same bowler being No Balled in the innings for bowling more than one (1) short ball in an over, the umpire, after the call of 'No Ball' and when the ball is dead shall advise the bowler that this is his/her final warning for the innings. The umpire will also inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.
- (h) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal 'No Ball' and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over.
- (i) This regulation is not a substitute for any other Laws of Cricket or Bylaws re Dangerous and Unfair Bowling that umpires may apply at any time.
- (j) For all bowlers, the caution, final warning and taking-off of the bowler (under either the short pitched or full-pitched restriction (applicable to both fast/medium and slow bowlers)) shall be applied only when the bowler's end umpire considers the delivery was dangerous to the batter.



Law 41.9 and 41.10 Time Wasting

Umpires shall be vigilant in ensuring that no time wasting occurs during any period of play. This includes time wasted by the batting team. The umpires are expected to regularly inform captains whether they are behind the required rate or not.

