



**SPORTS  
ASSOCIATION**

for Adelaide Schools

## **THE PREAMBLE – THE SPIRIT OF CRICKET**

**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.**

**SAAS Two Day Over Cricket 65/65 Overs– Updated 20/2/26.**

### **Cricket in the Adelaide Schools Sports Association**

As with all sports played in our association, the aim, at all levels, is to encourage a healthy spirit of competition between schools, provide opportunities for maximum participation and to promote personal growth through behaviours which are, always, based on and congruent with the mutually shared values our schools promote.

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.

### SAAS Two Day 65 Over Cricket - V3, updated 20/2/26

In 2026 SAAS will be trialling a Two-Day competition in the 1<sup>st</sup> XI Division 1 competition.

The game will be structured with a split across two consecutive days.

#### Friday

Team 1 bats 4.00-7.00pm = 40 overs

#### Saturday

Team 1 - 12.00pm - 25 overs / Team 2 - 65 overs

The schools will be in two Pool with geographical placements to assist with the 4.00pm start

Pool A	Pool B
PAC	Immanuel C
Pembroke	Sacred Heart
Rostrevor	Scotch
St Peters	Westminster
St Ignatius	

Matches are played between First XI teams, on a Friday and Saturday afternoons.

Friday 4.00 – 7.00 = 40 Overs

Saturday 12.00 – 6.00 = 90 overs (25/65 overs)

In each match, each team can bat for sixty-five overs unless all out, or if the batting side chose to declare, or unless the match is reduced due to ground, weather or light conditions or unless a result is achieved.

If Day One (Friday) is impacted by weather (Heat/Rain) then day two will revert to a One Day game 40/40.

If Team one declares early or is bowled out before the 65 overs have been completed, the opposition team will gain the extra overs. At the conclusion of the 2<sup>nd</sup> batting teams innings, 3 overs/10 minutes will be deducted from the total remaining overs for change over.

- This either provides the declaring team more overs to bowl the opposition out or the team batting 2<sup>nd</sup> to pass the set score by team One.  
Or
- Rewards the bowling team for bowling the batting team out.  
\*Note once the score set by the 1<sup>st</sup> Batting team has been passed the game is either over  
Or  
The game has been positioned for an outright opportunity by one of the teams.  
If an outright win is not achievable and both teams agree the game can conclude.

All match results need to be entered into MyCricket by 5 p.m. the following Tuesday (for a Friday/Saturday match).

Match points are allocated on the basis of:

- Win 1<sup>st</sup> Innings = 4 Points
- Tie 1<sup>st</sup> Innings = 2 Points
- Bye = 2 Points
- Draw (e.g. a washout/heat out) = 2 points each
- 1<sup>st</sup> Innings Loss = 0 Points
- Out Right Win (4 points 1<sup>st</sup> Innings win + 2 Points 2<sup>nd</sup> Innings wins) = 6 points
- Reverse Out Right Win (1<sup>st</sup> Innings lost 0 points, 2<sup>nd</sup> innings win 2 points) = 2 points
- Tied Game (both teams finish on the same 1<sup>st</sup> Innings score and no 2<sup>nd</sup> innings result) = 2 points each
- Tied Second Innings (1<sup>st</sup> Innings points awarded = 4 points and 2<sup>nd</sup> Innings points split) = 1 point each
- No 2<sup>nd</sup> Innings result then only 1<sup>st</sup> innings points awarded =4 points

**Point values**

- Won Outright & Won First Innings - 10pts
- Won Outright & Tie First Innings - 8pts
- Won Outright & Loss First Innings - 6pts
- Tie Outright & Win First Innings - 6pts
- Tie Outright - 4pts
- Tie Outright & Loss First Innings - 2pts
- Lost Outright & Won First Innings - 4pts
- Lost Outright & Tie First Innings - 2pts
- Lost Outright & Lost First Innings - 0pts
- Won First Innings - 4pts
- Tie First Innings - 2pts
- Lost First Innings - 0pts
- Draw - 3pts
- Forfeit Win - 4pts
- Forfeit Loss - 0pts
- Won by Disqualification - 4pts
- Lost by Disqualification - 0pts
- No Result - 2pts
- Cancelled - 0pts
- BYE - 0pts

3 rounds played within the pool.

Teams that finish top of their pool at the end of the 3 rounds will progress through to a Final or the placing games.

Round 4	
Pool A	Pool B
1 <sup>st</sup> Pool A v 1 <sup>st</sup> Pool B – Two Day Final	
2 <sup>nd</sup> Pool A v 2 <sup>nd</sup> Pool B	
3 <sup>rd</sup> Pool A v 3 <sup>rd</sup> Pool B	
4 <sup>th</sup> Pool A v 4 <sup>th</sup> Pool B	
5 <sup>th</sup> Pool A = Bye	

**Saturday Div 1 Cricket**  
**Term 1 2026 ONE DAY and TWO Day Cricket**

Sat, 31 <sup>st</sup> Jan	Week 1	One day Game Round 8
Sat, 7 <sup>th</sup> Feb	Week 2	One day Game Round 9
Sat 14 <sup>th</sup> Feb	Week 3	One Day Semi Final / Placing Games
<b>Two Day Competition</b>		
Friday, 20 <sup>th</sup> Feb	Week 4	<b>R-1 65/65 Fri + Sat - 2 Day Cricket</b> <b>Pool A</b> St Igs v Rost – St Igs Main Oval Sts v Pem - Sts Main Oval <b>Pool B</b> West v Scotch - West Oval SHC v Im.C - SHC Oval PAC - Bye
Sat, 21 <sup>st</sup> Feb		
Tuesday 24 <sup>th</sup>	Week 5	One Day GF – Karen Rolton Oval
Friday, 27 <sup>th</sup> Feb	Week 5	<b>R-2 65/65 Fri + Sat - 2 Day Cricket</b> <b>Pool A</b> Pem v St Igs - Kensington Oval PAC v Sts – PAC Front Oval <b>Pool B</b> Scotch v Im.C - Scotch Oval West v SHC – West Main Oval Rost - Bye
Saturday, 28 <sup>th</sup> Feb		
Friday 7 <sup>th</sup> / Sat 8 <sup>th</sup>	Week 6	Long Weekend - BYE
Friday, 13 <sup>th</sup> Mar	Week 7	<b>R-3 65/65 Fri + Sat - 2 Day Cricket</b> <b>Pool A</b> St Igs v PAC – St Igs Oval Rost v Pem – Rost Big Mem Oval <b>Pool B</b> SHC v Scotch – SHC Main Oval Im.C v West – Im.C Main Oval St Peters - Bye
Saturday, 14 <sup>th</sup> Mar Head of the River		
Friday, 20 <sup>th</sup> Mar	Week 8	<b>GF 65/65 Fri + Sat - 2 Day Cricket</b> Pool A 1st v Pool B 1st Pool B 2nd v Pool A 2nd Pool A 2nd v Pool B 3rd Pool B 4th v Pool A 4 <sup>th</sup> Pool A 5 <sup>th</sup> BYE
Saturday, 21 <sup>st</sup> Mar		
Saturday, 27 <sup>th</sup> March	Week 9	Intercol / Friendlies
Saturday, 28 <sup>th</sup> March	Intercol	Intercol / Friendlies

## Quick Reference Guide

<b>Point System</b>	<ul style="list-style-type: none"> <li>• Win 4 Points</li> <li>• Tie 2 Points</li> <li>• Washout 2 points</li> <li>• Loss 0 Points</li> <li>• Out Right (4 points 1<sup>st</sup> Innings win + 2 Points 2<sup>nd</sup> Innings wins)</li> <li>• Reverse Outright (1<sup>st</sup> Innings loss = 0 points + 2 points 2<sup>nd</sup> innings win)</li> </ul>
<b>If Two teams are Tied on Points</b>	<ul style="list-style-type: none"> <li>• Quotient Calculator will be applied when 2 Teams are equal on points.</li> <li>• The Quotient team numbers will be calculated in the Playhq ladder.  <math display="block">\frac{\text{total runs scored}}{\text{total wickets lost}} \div \frac{\text{total runs conceded}}{\text{total wickets taken}}</math> </li> </ul>
<b>Winning Team</b>	<ul style="list-style-type: none"> <li>• The Team with the highest score after the completion of the 1<sup>st</sup> innings is the winning team.</li> <li>• Eg, Team 1 scores 200 runs in the 1<sup>st</sup> Innings, Team 2 passes the score set by Team 1, game ends. Team 2 wins the 1<sup>st</sup> innings 4 points Or</li> <li>• Eg, Team 1 scores 200 runs in the 1<sup>st</sup> innings, Team 2 is bowled out for 180 Team 1 wins the 1<sup>st</sup> innings 4 points</li> <li>• 2<sup>nd</sup> Innings 2 points are available for either team to win</li> </ul>
<b>Hours of Play</b>	<p>Friday 4.00 – 7.00 = 40 Overs (Overs must be bowled on day 1, unless impacted by weather)</p> <p>Saturday 12.00 – 6.00 = 90 overs</p> <p>*In the case a side has bowled through its 65 overs before the handover time, the umpires may decide to take lunch early or commence the next innings with the lunch break to remain at programmed time of 2.50. Meaning the 2<sup>nd</sup> inning side is to face the allocated overs before lunch.</p>
<b>Overs</b>	<p>65 overs per innings / Over rate 16 overs per hour</p> <p>Day 1 – 1<sup>st</sup> Innings 40 Overs (Overs Must be bowled before the conclusion of play)</p> <p>Day 2 – 25 Overs / 2<sup>nd</sup> Innings 65 Overs</p> <p>Teams must be aware of the required over rate = minimum of 16 overs per hour.</p>
<b>Declaration/Bowled Out Early</b>	<p>If a team declares or is bowled out early the opposition side gain the remaining overs minus the changeover of 3 overs.</p>
<b>Innings Change Over</b>	<p>10 minutes = 3 Overs</p>
<b>Drinks</b>	<p>21-22 overs (5-minute drinks break)</p> <ul style="list-style-type: none"> <li>• Teams must be aware of the required over rate = minimum 16 overs per hour.</li> </ul>
<b>Ball</b>	<p>156 Gram <b>Red</b> Kookaburra Regulation</p>

<b>Bowling Overs</b>	<p>Maximum overs per bowler is <u>16 overs per Innings</u> (1<sup>st</sup> and 2<sup>nd</sup> Innings)  Fast Bowlers = <u>16 over Per Day</u> (6 over spell max)  *This applies even if the Keeper is up to the stumps.  Spin Bowlers = <u>16 overs Per Day</u> (Can bowl a long Spell)  Overs across 2 days or a break in play - the bowlers spell can start again  Eg, 5 overs bowled on Day 1,  Day 2 the fast bowler can bowl 6 straight in a spell with a <u>maximum of 16 overs</u> in that innings.  *A bowler is needed to wait 10 overs (30 minutes) before they can return for their next spell.</p>
<b>Wide</b>	<p>2-day cricket wide is a delivery passing the striker on the offside or legside that in the umpire's opinion is not sufficiently within the reach of the striker to be able to hit by means of a normal cricket stroke.  or  If a bowler is applying negative tactic by bowling down the leg side as a negative tactic.</p>
<b>Slash Players</b>	<p>Players can be slashed if they are selected for SACA representative teams (ie SACA U19 team in the Premier League Competition).  They are permitted to play on day 1 (Friday) and be replaced on day 2 (Saturday).</p>
<b>Clothing</b>	White Clothing
<b>Fielding Restrictions</b>	<p>There must always be 4 Fielders inside the ring.  Maximum of 5 out  Maximum of 5 on the legside.</p>
<b>No Ball</b>	<b>No Free Hit</b> after any No-ball
<b>Short Bowling</b>	One short, pitched ball permitted per over between shoulder and the batter's head.
<b>Umpires</b>	<p>Umpires can be subbed if there are any issues with availability across the Friday and Saturday Two Day game.  If a sub/replacement umpire is required, then this needs to be communicated between the teams (Coaches/Captains).  An appropriate option is required to fill the position.  A certified umpire can umpire at both ends with a substitute umpire performing duties at square leg.  The preference is 1 umpire from each school adjudicates the whole game.</p>
<b>Out Right Win</b>	<p>Teams can press for an Out Right win to gain a 2-point bonus.  If a side is bowled out cheaply then the controlling side can nominate to continue the game.  The remaining overs are to be calculated with 3 overs (10 Minutes) for the changeover/new innings.</p>
<b>Covers</b>	All Division 1 Teams are required to have FULL Pitch covers

## Over Calculator

Day 1 - 1st Innings			
Time	Minutes	Overs	21 Overs
4:00 – 4:10	0-10	3	
4:20	20	6	
4:30	30	9	
4:40	40	12	
4:50	50	15	
5:00	60	18	
5:10-5:20	70	21	
5:20-5:25	Drinks 5 minutes		
5:25 - 5:35	80-90	24	19 Overs
5:35	90	27	
5.45	100	30	
5:55	110	33	
6:05	120	37	
6.15-6.25	130	40	
Day 2 – 1 <sup>st</sup> Innings			
12:00 - 12:10	0-10	43	25 Overs
12:20	20	46	
12:30	30	49	
12:40	40	52	
12:50	50	55	
1:00	60	58	
1:10	70	61	
1.20	80	63	
1.30	90	65	
1.30-1.40 Change of Innings – 3 Overs			
Day 2 – 2 <sup>nd</sup> Innings			
Time	Minutes	Overs	21 Overs
1.40	0-10	3	
1.50	20	6	
2.00	30	9	
2.10	40	12	
2.20	50	15	
2.30	60	18	
2.40	70	21	
2:50 – 3.20	Lunch 30 minutes		

3:20	80	24	21 Overs
3:30	90	27	
3:40	100	30	
3:50	110	33	
4:00	120	36	
4:10	130	39	
4:20 – 4:30	140	42	
4:30 – 4:35	Drinks 5 minutes		
4:35	160	45	23 Overs
4:45	170	48	
4:55	180	51	
5:05	190	54	
5:15	200	57	
5:25	210	60	
5:35	220	63	
5:45-5.55	230	65	

**Average of 3.5 minutes per over**

## METHOD OF DECIDING A WINNER AND RANKING TEAMS

To determine the final positions teams shall be placed in descending order according to **the number of premierships points gained.**

In the event of two teams gaining the same number of premierships points, the respective placings shall be decided **by the result of the match between the two teams concerned.**

In the event of two teams gaining the same number of premierships points and the game was a tie when they played each other, the respective placings shall be **decided by the team losing the least number of wickets in that match.**

If more than two teams are on equal points, use the **QUOTIENT RULE** to determine placings.

### QUOTIENT RULE

1. Divide the total number of runs scored by a school by the total number of wickets lost by it.
2. Divide the total number of runs scored against a school by the total number of wickets taken by it:
3. Divide the former by the latter
4. The team having the higher quotient will be declared the winner

#### Find Batting Efficiency:

Add up all the runs scored by the team.

Count the total wickets lost by the team.

Divide total runs scored by total wickets lost.

Batting Efficiency = Total Runs Scored ÷ Total Wickets Lost

#### Find Bowling Efficiency:

Add up all the runs conceded by the team.

Count the total wickets taken by the team.

Divide total runs conceded by total wickets taken.

Bowling Efficiency = Total Runs Conceded ÷ Total Wickets Taken

Calculate the Quotient:

Divide the Batting Efficiency by the Bowling Efficiency.

Quotient = Batting Efficiency ÷ Bowling Efficiency

$$\frac{\text{total runs scored}}{\text{total wickets lost}} \div \frac{\text{total runs conceded}}{\text{total wickets taken}}$$

### **Weather Affected Rounds**

In the case where a round has been rain effected; the following will be actioned.

a) If a team is able to play the match due to no impact by weather, or use of covers allowed play, the results from this game will count towards the premiership ladder. Teams that could not play or achieve a result will be awarded two (2) points each for a washout.

b) In the case that no teams can play at all, or not able to achieve a result due to the loss of time, then the entire round will be deemed a wash out and all teams scheduled to play on the day will receive two (2) points. These matches cannot be rescheduled for SAAS points.

c) If a game in that round was already scheduled in the fixture to be played on another date, then the results from this game will count when played (if completed) as it is a programmed match.

### **Outright Wins**

Competition Rule: Scoring and Outright Wins

Outright Win: A team will be deemed the outright winner if it scores a total number of runs exceeding the aggregate runs scored by the opposing team across its two completed innings.

First Innings Victory:

If a team wins the game based on the first innings score, it will be awarded 4 points.

However, if the team that lost the first innings subsequently wins the game in the second innings, it will receive 2 points.

Points Allocation:

A first innings win grants the team 4 points, with an additional 2 bonus points available for the outright game winner, incentivizing both teams to strive for a victory in each innings.

If no outright winner is achieved, only the first innings points (4 points) are awarded, with no additional points allocated for the second innings.

This rule structure encourages competitive play across both innings, rewarding teams for performance throughout the game.

### **Finals Affected by Weather**

a) Should a programmed Final game be impacted by weather, such that a game cannot be played to produce a result, the team sitting higher on the ladder will progress to the next round.

b) If the Grand Final is impacted by weather, such that it cannot be played to produce a result, both teams will be deemed joint winners.

c) In Finals, a host school shall use their own or source **Full Pitch Square covers** to ensure every opportunity for play to occur.

### **Presentations after Grand Finals (Applicable to both the One Day and T20 competitions)**

Both teams will come together at the conclusion of the game for Trophy and Medal presentations, which will take place on the field, close to the boundary so spectators can both view any presentations and hear any speeches.

Either an official from SAAS or the Match Officials from the game will nominate the Player of the Match winner – this will be awarded at the game.

Both captains will be invited to say a few words where it is customary to thank their opponents, the umpires and organisers of the day, before congratulating their team and thanking their coach(es) and team manager.

The losing captain speaks first. The winning captain is presented with the trophy then speaks.

Presentations to individual players in the winning team may follow.

The losing team is expected to remain on the ground until presentations are complete.

### **Two Day 65 Over Playing Conditions**

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**

White clothing

School coloured helmets are required / Coloured helmet skins are appropriate.

#### **Law 4 – The Ball**

In Two Day 65 Over matches a new four-piece Kookaburra Regulation Red 156-gram ball approved by the umpires shall be used.

#### **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 as a result 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**

The following shall apply in addition to Law 11

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

#### **Drinks**

One drinks interval of five (5) minutes is to be taken after 22 overs.

In hot weather, it shall be permissible with the approval of the umpires for drinks to be taken more than once in each session. 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 10 – Covering the Pitch**

It is EXPECTED that all Division 1 schools have access and use full pitch covers and hessian.

Where covers are used, they should cover the whole square, not just the pitch itself.

Covers must be used in Finals.

#### **Law 12 – Start of Play: Cessation of Play**

**Note:** Every endeavour 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.

#### **Scheduled Playing Hours, Intervals and Required Overs Shall Be:**

If the start of the match is delayed and more than sixty (60) minutes of actual playing time is lost then the interval between innings is to be reduced from thirty (30) to twenty (20) minutes.

Note: If pitch conditions at the scheduled start of play are unsuitable but may improve with a delayed start, then the start may be delayed up to forty (40) minutes before time/overs are taken out of the game.

The latest possible start time to achieve a result is 4.10 p.m. If play has not commenced by this time, play shall be abandoned for the day.

## Law 13 – Innings

- (a) Each team shall bat for 65 overs unless all out earlier or the batting side declare its innings closed. In doing so they have given the 2<sup>nd</sup> batting side the opportunity to bat the forfeit overs minus the changeover.
- (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 65 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 65 overs, the team batting second shall be entitled to bat for forty (40) overs or until a result is achieved.
- (d) If the team fielding second fails to bowl 65 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.

## Delayed or Interrupted Matches

### Delay to the Innings of the Team Batting First

**Note: As stated above, time lost from the match does not cause overs to be reduced until 40 minutes of playing time is lost – the scheduled finish time is pushed back until 6.30 p.m. to accommodate this.**

- (e) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of four (4) minutes per over in the total remaining time available for play.
- (f) 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.
- (g) To constitute a match, a minimum of fifteen (15) overs (twenty (20) overs in Finals) has to be bowled to the side batting second, subject to the innings not being completed earlier.
- (h) A fixed time will be specified for the commencement of the interval, and the close of play for the match, by applying a rate of four (4) minutes per over. When calculating the length of playing time available for the match, or the length of both innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals.
- (i) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.

**Example 1** Play is delayed until 12.50 p.m. Rescheduled finish time is 6.30 p.m.

Playing time available is 340 minutes – 30 minutes (interval) = 310 minutes

Divide 310 by 4 minutes per over = 77.5 overs remaining

Therefore, both teams can bat for 39 overs

**Example 2** Play is delayed until 12.30 p.m. Rescheduled finish time is 6.20 p.m.

Playing time available is 350 minutes – 30 minutes (interval) = 320 minutes

Divide 320 by 4 minutes per over = 80 overs remaining

Therefore, both teams can bat for 40 overs. There is no reduction of overs in the match

**Example 3** Play is delayed until 2.45 p.m. Rescheduled finish time is 6.30 p.m.

Playing time available is 225 minutes – 20 minutes (interval) = 205 minutes

Divide 205 by 4 minutes per over = 51.25 overs remaining

Therefore, both teams can bat for 26 overs.

### **Interruption to the Innings of the Team Batting First or Second**

(j) Once play has commenced, there shall be no reduction in overs due to time being lost due to pitch, ground, weather or light condition. The latest play can continue until is 6.30 p.m.

(k) If an over is still in progress at 6.30 p.m., the over will be finished before play ceases.

(l) If a result has not been achieved, then the game shall be deemed a draw and each side will receive two (2) points.

### **13.4 The Toss**

(q) 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 twenty (20) minutes before the scheduled or any rescheduled time for the start of play.

### **Law 16 – The Result**

The following shall apply in addition to Law 16.

(a) A result can be achieved only if both teams have had the opportunity of batting for at least fifteen (15) overs, (twenty (20) overs in Finals), unless one (1) team has been all out in less than fifteen (15) overs (twenty (20) in Finals) or unless the team batting second scores enough runs to win in less than fifteen (15) overs (twenty (20) in Finals).

### **Tied Match**

**In the minor round, if at the end of the match the scores are equal, the result is a tie, with each team receiving 2 points.**

In all matches in Finals in which the scores are equal, the result shall be determined through a tie-breaker “One1 Eliminator” whereby each team bats for one further over. The “One1 Eliminator” shall occur as follows:

(a) Subject to weather conditions the One1 Eliminator will take place on the scheduled day of the match at a time to be determined by the Umpires. In normal circumstances it shall commence five (5) minutes after the conclusion of the match.

(b) The One1 Eliminator will take place on the pitch allocated for the match. The team who initially batted first, bats first in the One Over1 Eliminator. The umpires stand at the same ends as they did during the match and shall not change ends during the One1 Eliminator. The fielding side shall choose which end to bowl from. Both teams bowl their over from this end.

(c) Prior to the commencement of the One1 Eliminator, each team shall select three batsmen and one bowler who shall already have played in the match and the selected players are given in writing or clearly nominated to the umpires.

(d) Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal Forty Over match i.e. up to five (5) fielders outside the circle.

(e) No Balls and Wides are called using the same criteria as during the match and attract the same penalties. They need to be rebowled so the over has six legal deliveries.

(f) The same ball (or a ball of a similar age if the original ball is out of shape) used at the end of the second team's innings shall be used for both team's "extra" over.

(g) The loss of two wickets in the over ends the team's one over innings.

(h) The break between the first and second batting innings shall be five (5) minutes.

(i) In the event of the teams having the same score after the One1 Eliminator has been completed, the team that hit the greatest number of boundaries (fours and sixes) combined from its two innings in both the main match and the One1 Eliminator shall be the winner.

(j) If the number of boundaries hit by both teams is equal, the team that hit the most number of boundaries (fours and sixes) in the One1 Eliminator will be declared the winner.

(k) In the event that the result is still a Tie after the One1 Eliminator and clauses (g) and (h) above have been applied, the One1 Eliminator (clauses (a)-(j)) shall be repeated until a winner is obtained.

### **Law 17 – The Over**

No bowler may bowl more than 12/15 overs, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth (1/5) of the total overs allowed.

**Example:** a match reduced to 28 overs per team would see three bowlers allowed to bowl a maximum of six (6) overs and two allowed to bowl a maximum of five (5) overs (if only five bowlers are used).

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

### **Over Limits**

Fast Bowlers can bowl a maximum of 6 consecutive overs or less in a spell (a maximum of 12 overs in a game).

Spinner can bowl 15 overs in consecutive overs i.e. all in one spell (a maximum of 15 overs in a game).

### **Law 22 – Wide Ball**

Law 22 shall apply with the following addition to Law 22.1 and 25.4:

(a) Umpires are instructed to use appropriate judgement and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

- A delivery passing the striker on the offside must be within the batsman's reach to play a shot

- A delivery passing the striker's stumps wide of the Legside batsman and is deemed unplayable shall be a wide.

### **Law 25 – Batsman's Innings; Runners**

Law 25 shall apply subject to the following:

- (a) A batsman shall wear a helmet at all times 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 particular 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 Wicket-Keeper**

Law 27 shall apply subject to the following:

- (a) At all times when wicket-keeping up to the stumps, the wicket-keeper 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 wicket-keeper failing to wear a helmet when required by this playing condition.

### **Law 28 – The Fielder**

- (a) At the instant of delivery, there may not be more than five (5) fieldsmen on the leg side.
- (b) There must be 4 fielders in the ring at all times
- (h) In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

### **Wearing of Helmets**

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 i.e. slips and gully.

## **Law 41 Unfair Play**

The following shall apply in addition to Law 41:

### **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 deliveries 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 'No ball' and then tap the head with the other hand. In addition, when the ball is dead, the umpire 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.
- (f) If there is a second instance of the bowler being no balled for bowling more than one (1) fast short-pitched delivery in an over, the umpire shall repeat the procedure above and advise the bowler that this is his/her final warning.
- (g) 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 or part thereof nor be allowed to bowl the next over or part thereof.
- (h) 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.
- (i) 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.

### **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.

The bowling team is required to have finished bowling its twenty (20) overs in the allocated eighty (80) minutes.

After allowing for any interruptions e.g. lost ball, player injury or exceptional circumstances beyond the control of the fielding team, the umpires will determine actual playing time. If necessary, the umpires can penalise teams for a slow over rate through a penalty of 6 runs being deducted from that team's 'runs for' accumulation for every over not bowled in the allocated time, i.e. any penalty impacts on the calculation of percentage, rather than the scores on the day. The umpires are, of course, able to give a 5 (five) run penalty during play against either team for time wasting, which they consider deliberate and unfair and which persists after an initial warning.

The SAAS office is to be informed of any recommended penalty(ies) to the team's 'runs for' allocation when results are sent through.

Penalties shall not apply until the innings has been in progress for a minimum of one hundred and sixty (160) minutes.

## **SAAS Time/Over Calculator**

### **If Time is lost due to Weather**

(a) Should any time be lost due to an interruption in play, up to 60 minutes of lost time can be made up even if such interruption occurs after the scheduled finishing time. Play shall not continue later than 7.00pm during daylight savings time or 6.30pm during standard time.

(b) If the scheduled start of play is delayed by more than 60 minutes, 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 team shall receive half of the quota in its first innings.

(c) If the umpires/coaches deem that no play is possible by 3.00pm the match shall be abandoned.

(d) Overs are only ever recalculated for time lost prior to the commencement of the match

### **Average of 3.5 minutes per over**

#### **Example**

Start of play delayed by 75 minutes – 60 minutes can be made up,

Actual time lost 15 minutes

Time remaining 265 (280 minus 15)

265 divided by 3.5 = 76 (rounded up to nearest whole number) 38 overs per team

(e) In a match where the numbers of overs are reduced in order to recalculate the number of overs per bowler it must ensure the 5th bowler bowls a minimum of 4 overs. Subtract 4

overs from the total overs, divide the remainder by 4. If this results in an uneven number of overs then the remaining overs can be applied to the 4 other bowlers as below example.

Example: 38 over game minus 4 overs (5th bowler) = 34 overs.

34 overs divided by 4 = 8.5 overs per bowler (the overs will be determined as follows)

2 bowler's x 9 overs maximum

2 bowler's x 8 overs maximum