



SCHOOL SPORT VICTORIA

CRICKET – SECONDARY

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These rules apply to State, Region and Division competitions. Any variations to these rules at Region and Division levels will be found on the relevant page on the SSV website.

Note: The Year 7 & 8 Girls' Competitions are co-ordinated by Cricket Victoria.

The Year 7 & 8 Girls play 'Super 8s' format.

http://www.cricketvictoria.com.au/files/pages/super-8s/2012_Super_8s_Rules_7and8s.pdf

Match Format: For Regions and Division match format, please consult the relevant page on the SSV website or contact the relevant Coordinator.

YEAR 7 BOYS: Will play 9 per side and with Stage 2 Format Rules

State Match Format:

Quarter Finals: The winner of Hume Region will play a Quarter Final against another Region at hopefully a Hume Region venue.

Semi Final
and Final

All matches are played under Twenty20 conditions.

- [a] Teams have 80 minutes to bowl 20 overs.
- [b] Team batting second shall be entitled to receive as many legal balls as the team batting first.
- [c] Should the team batting first be dismissed before the scheduled completion of its innings, including dismissal on the last scheduled delivery, then the team batting second shall receive 20 overs.
- [d] Should it be necessary to reduce playing time due to a delayed start or adverse weather conditions, then the number of overs in the match will be reduced at the rate of 1 over for every 4 minutes lost.
- [e] The fielding team is expected to be in position to bowl the first ball of the last of their 20 overs within 80 minutes playing time.

The bowling team will have one over's leeway (as long as the over is commenced within the 80 minutes) in addition to any time that the Umpires may allow for stoppages.

If the bowling team does not complete their 20 overs in 80 minutes, they will be penalised 6 runs for each over not completed.

REGION Match Winner: The team making the greater number of runs, regardless of wickets lost, shall be the winner. If the two teams score an equal number of runs then the team that lost the fewer wickets will be declared the winner.

If still equal, a 'Super Over' will be played. Prior to the over being played, each team selects three (3) batsmen and one bowler. These selections are made known to the umpire(s). Then:

- Teams bat in the same order as before
- Field side chooses which end to bowl from
- The same ball used before is used again
- The loss of two (2) wickets in the over ends the team's innings

If scores are still equal, the team that hit the most sixes in their two combined innings (20/20 Match innings plus the Super Over innings) is the winner.

If still equal, the team that hit the most boundaries in their two (2) combined innings (20/20 Match innings plus the Super Over innings) is the winner.

If still equal, another Super Over will be played.

REGION Match Schedule: Semi Finals: 9:30 am – 12:15 pm

Finals:12.30pm-2.45pm

Conditions:	See the School Sport Victoria's 'General Conditions of Competition'.
Team Size:	A maximum of thirteen (13) players may be used in one day. Eleven (11) players are to be named for each game.
Rules:	Matches to be played under the ICC's 'Standard Twenty20 International Match Playing Conditions' unless otherwise stated.
Officials:	Umpires will be provided, where possible, but schools should be prepared to supply a competent umpire, if required.
Adverse Weather:	<p>[a] In the event of a delayed start or interruption to play in the first innings, the umpires shall insofar as possible attempt to minimize the differences in time and overs available for each innings. The umpires shall advise both captains of the number of overs and of the allotted time calculated for each innings.</p> <p>[b] If rain interrupts the second innings, a minimum of 5 overs must be bowled for a result to be declared. The result will then be decided on net run rate.</p> <p>[c] In the event of a delayed start, or interruption to play during the innings of the team batting first, the umpires shall reduce the number of overs to be bowled by each side at the rate of one over for every four completed minutes of play lost. The number remaining shall be the same for each team.</p> <p>The amount of time allocated for each innings shall be reduced by half the time lost.</p> <p>e.g. Match is 80 minutes or 20 overs and 40 minutes lost = 10 overs reduction (5 overs per side). The side batting first then has 20 minutes less batting time than their allocated 80 minutes = 60 minutes min or 15 overs, or until dismissed, whichever comes first.</p> <p>[d] In the event of an interruption to play which prevents the team batting second from receiving the same number of overs as the team batting first, the umpires shall reduce the number of overs to be faced in the second innings by one over for every 4 (completed) minutes of time lost.</p> <p>e.g. Side A scores 5/120 from 20 overs and 16 minutes is lost = 4 overs reduction.</p> <p>As Side A has a run rate of 6 per over, then the target for Side B shall be $120 - 4 \times 6$ (overs x runs per over). i.e. $120 - 24 = 96$ from 16 overs.</p> <p>If the match is abandoned before side B has faced 16 overs (providing it has faced more than 5 overs), then the result will be decided on net run rate.</p> <p>[e] If a team is dismissed in fewer than its allotted overs, it shall be deemed to have received all of its allotted overs for the purpose of calculating run rate.</p> <p>[g] In the event of an abandoned State Final, and schools cannot agree on a date/time for a replay then a tie will be declared.</p> <p>[h] If 5 overs have not been completed the match is considered a draw and it shall be replayed.</p>
Bowling:	<p>No bowler will be permitted to bowl more than 4 overs in a match.</p> <p>The fielding team only changes ends after each block of 5 overs. The batsmen change ends instead.</p> <p>Where a match is reduced for both teams, no bowler will bowl more than one-fifth of the total overs allowed.</p> <p>A free hit will apply after a foot fault no ball.</p> <p>In Girls' matches a maximum of 8 balls are to be bowled in an over except in the final over of the innings when 6 'legitimate' deliveries must be bowled.</p>
Wides:	<p>The Laws of Cricket as they apply to the calling of wides, no-balls and overs shall apply except that a full toss above waist high or a delivery which, in the opinion of the umpire, bounces or would have passed higher than the shoulder of the batter in their normal stance shall be called a no-ball.</p> <p>In order to assist umpires in determining whether a delivery should be called a wide, the following interpretations are suggested. Umpires should adopt a fair and consistent attitude. A delivery pitched outside the leg stump and which goes further away to leg shall be called a wide. A delivery pitched outside the off stump which does not give the batter a reasonable chance to score from it, as distinct from hitting it, shall be called a wide.</p>

- Fielding:** At the instant of delivery there shall not be more than 5 fieldsmen on the leg side. If infringed, the batting team will receive 1 run penalty and the ball will be re-bowled.
- Two semi-circles of 27.43m radius from the middle stump at each end and joined with parallel straight lines.
- In the first 6 overs of each innings only two fielders will be permitted to field outside this field restriction area at the instant of delivery. Where the ground is not suitably marked the umpires shall determine the restricted area.
- Batting:** The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 90 seconds of the fall of the previous wicket.
- Umpires are instructed to apply a strict interpretation of time-wasting by the batsman (five-run penalties). Specifically, batsmen are expected to be ready for the start of a new over as soon as the bowler is ready.
- Helmets Compulsory:** **Batters SHALL BE GIVEN OUT if they do not wear a helmet with a face grid and pads.**
- Wicket Keepers must wear a helmet with a face grid when they are standing up to the stumps for all types of bowling.**
- Dress:** All players must be correctly attired in cricket whites **or** all players must be uniformly dressed in their school sports uniform; provided the school sports uniform is not red.
- Players not correctly dressed will not be permitted to compete.
- Lateness Penalty:** If a team is late for the start of their match for reasons beyond their control and the team communicates this information to the convener beforehand, then the convener will try to accommodate the team as best he/she can.
- If a team is more than 4 minutes late without notice or communication of this information **or** in the convener's opinion their lateness makes the draw impracticable, then the late team's batting period will be reduced by one over for each completed 4 minutes of lateness.
- Equipment to Bring:**
- All playing equipment including helmets with face grids
 - A full set of stumps and bails
 - Boundary markers
 - A new leather-cased ball of the correct weight:
 - **For Senior, Inter and Yr 8 Boys matches the ball shall weigh between 150 & 165 g.**
 - Yr 7 Boys and all Girls matches shall use a ball weighing between 140 & 150 g.
 - A competent scorer and a scorebook.
 - **A square leg umpire**
 - A first aid kit.

