

## **14. Cricket**

### **1 APPLICATION OF LAWS AND RULES**

The Laws of Cricket shall apply in all matches except where modified by these Rules and Playing Conditions.

### **2 PARTICIPATION, ELIGIBILITY & SAFETY**

- 2.1 Each side shall consist of 12 players of whom only eleven may bat and only eleven may be on the field of play as fieldsmen. For Year 7,8,9 and 10 matches, each side shall consist up to 14 players of whom only eleven may bat and only eleven may be on the field of play as fieldsmen. The ACC Team Sheet must be completed prior to the commencement of play and a copy handed to both the Umpires and the opposing school. The Team Sheet shall list all players and shall indicate the name of the Captain, wicket keeper and the players from the team who are non-batsmen and non-bowlers. Teams are able to utilise substitute fieldsmen as required, but must include those players on the Team Sheet and inform the Umpires when they take the field. Substitute fielders are not allowed to bat or bowl. (29/01/15)
- 2.2 A fieldsman may leave the field and be replaced by an off-field player who has been named in the side for the match but only after the umpires have been informed of the intention to replace and only at the end of an over, interval or interruption.
- 2.3 For Years 7- 9, there are to be no fieldsmen within 10 metres from the batsman end stumps other than the wicket-keeper, slips and gully positions.
- 2.4 For Year 10 and seniors, fieldsmen within 10 metres from the batsman end stumps other than the wicket-keeper, slips and gully positions must wear a protector and a properly fitting cricket helmet with faceguard (that complies with the Australian Standard AS/NZS4499:1997)
- 2.5 Wicketkeeper must wear a protector at all times and, when standing up to the stumps, a properly fitting cricket helmet with faceguard (that complies with the Australian Standard AS/NZS4499:1997)
- 2.6 Batsmen must wear the appropriate protective equipment at all times; this includes a properly fitting cricket helmet with faceguard (that complies with the Australian Standard AS/NZS4499:1997), gloves, leg pads and protectors.
- 2.7 Each captain shall be responsible for ensuring that his players act within the spirit of the game as well as within these Rules and the Laws of Cricket and shall assist the Umpires by discouraging unwarranted appeals and open displays of dissent.

### **3 UMPIRES**

- 3.1 Umpires shall be provided with copies of these Rules and Playing Conditions and list of the venues and dates of matches and will be expected to wear white coats or other distinctive clothing. The recommended payment for Umpires is stated in Schedule 7.
- 3.2 In the event of an appointed Umpire being unavailable or becoming indisposed a competent replacement shall be provided.

- 3.3 For Year 7 and 8 matches the home team must appoint at least one independent umpire. If there is only one independent umpire the coach of the fielding team may officiate at square leg.
- 3.4 For all levels Year 9 and above the home team must appoint two independent umpires.
- 3.5 The Umpires shall be in control of a match and shall ensure that there is no form of time wasting by either side during play, that there is strict observance of times for commencement of play and resumption after intervals or stoppages. They shall intervene and prevent any undue and provocative talking on the field or any noise or action likely to distract the striker during the bowler's run-up or while he is receiving the ball.
- 3.6 The Umpire shall send off any player who displays behaviour that is deemed unsatisfactory. This includes (but is not limited to) swearing, disputing the umpire's decision, and any uncooperative or disruptive behaviour. The Umpire must show a YELLOW CARD, signaling that the player is to be sent off for 15 minutes of playing time. If a player FROM THE FIELDING TEAM is sent off for a yellow card, the 12th man from the same team shall replace him immediately. IF A PLAYER WHO IS BATTING IS SENT OFF, HE SHALL FORFEIT HIS WICKET. Upon the same player being sent off with a yellow card for a second time in the same game, he shall be reported (red card) and shall remain off the field for the entire game and MUST NOT BE REPLACED. The Umpire is responsible for estimating when the 15 minutes have elapsed. (5/6/09)
- 3.7 For reportable indiscretions (red card), the Umpire shall report the offending player who is to be sent off for the remainder of the game and MUST NOT BE REPLACED. The Umpire must show a RED CARD, signaling that the player is reported and is not to be replaced. In these instances the Umpire must complete the ACC Umpire Report form regarding the incident. The Umpire's Report must be forwarded to the appropriate Director of Sport who shall forward details of any such report to the Principal at the school of the player concerned and to the ACC Executive Officer. (5/6/09)

#### 4. PITCHES AND GROUNDS

- 4.1 The umpire(s) and at least one coach must agree that the ground is in an unplayable state before the game can be abandoned.
- 4.2 If the game is abandoned due to the condition of the ground, the match shall be deemed drawn (18/11/11).
- 4.3 A First Eleven match shall be played on a pitch of adequate standard provided by the home side. Whilst every effort should be made to provide a turf pitch, a synthetic pitch may be used. In this instance, the Director of Sport from the home side shall notify the Executive Officer and the opposing school of the use of a synthetic pitch prior to the date of the match (1/6/12).

For Year 7-10 matches turf pitches or synthetic pitches may be used. The home side Director of Sport shall notify the visiting school of the type of pitch prior to the date of the match. (1/6/12)

- 4.4 If no play is possible at the normal venue for weather caused reasons and an alternative ground cannot be agreed to, the match shall be drawn.

- 4.5 For Year 10 and below, Colleges must ensure that where possible synthetic wickets are booked or covers are laid on turf wickets in case of wet weather to ensure maximum games are played.
- 4.6 If the pitch normally used becomes unavailable for any reason other than inclement weather, an arrangement for an alternative pitch may be made with the visiting side. If no satisfactory arrangement is made the match shall be awarded to the visiting side with points equal to the maximum gained in that round of matches. Any decision to give preference to a First XI match over a Second XI match for use of a ground must be made by 11.00 am.
- 4.7 If 50% or more of the matches for any draw are adversely affected by weather and are considered drawn, then ALL matches in that fixture shall be drawn regardless of any result achieved. All teams shall receive full match points on rounds affected by weather. Any match that has scores recorded shall have those scores count towards ladder points and percentage. (16/3/18)

## 5 TRANSFER OF MATCHES

- 5.1 Where for reasons other than those due to weather a match cannot be played at the normal venue or on the programmed date, the competing Colleges may negotiate and agree to an alternative venue or date. If there is no agreement the side responsible shall forfeit the match with points being awarded to the other side.
- 5.2 Sides permitted to play on a changed date shall not be awarded points in excess of the maximum gained in the same round played on the programmed date.

## 6. SCORERS

Each side shall appoint an official scorer. The scorers shall sit together and reconcile the scores at the end of a session or innings and at the end of a day's play.

## 7. SUPPLY AND USE OF BALLS AND EQUIPMENT

- 7.1 The home side shall provide two identical new balls for each match. Balls are to be 156gm in weight for all matches. A new ball shall be used for the start of each innings. (15/11/13)
- 7.2 The home side shall supply bails and stumps, with spares.

## 8. TIMES AND INTERVALS

Matches shall commence at 1:30 pm. The commencement time may be brought forward by agreement of the coaches. A drinks interval at a pre-agreed time, may be taken on the field of play once in each session at the option of either side. An interval of 15 minutes shall be taken at the end of the first innings of the match.

## 9. FIRST BATTING SIDE: COMPULSORY CLOSURE

- 9.1 Provided there is no loss of playing time nor earlier termination of its innings the first batting side shall have its innings compulsorily closed after a number of overs or period of time, whichever comes first, as follows:

	Overs	Time
Senior 35 Over Comp	35	2 hrs 10 mins
Senior T20 Comp	20	1 hr 20 mins
Years 7-10 T20 Comp	20	1 hr 20 mins (16/11/18)

- 9.2 If the start is delayed or playing time is otherwise lost the overs for compulsory closure shall be reduced by one for each full seven minutes of the aggregate time lost. If the reduced number has already been exceeded at the time of calculation compulsory closure shall occur immediately.
- 9.3 If the calculated overs become less than 20 for the Senior 35 Over competition and 12 for any T20 competition, the match shall end and the result be declared a draw (16/11/18).

## 10. SECOND BATTING SIDE: OVERS ENTITLEMENT

- 10.1 If the opposite side's innings is compulsorily closed the side batting second, if not dismissed earlier, shall receive the same number of overs, and part over if applicable, as bowled to the other side.
- 10.2 If the opposite side is dismissed the second batting side shall be entitled to receive the full number of overs set for compulsory closure of the other side's innings whilst in the process of chasing the opposite team's run total. Should the second batting side pass the opposite team's total with several or more overs to spare, both coaches shall immediately meet with umpires to negotiate on the remaining number of overs to be bowled. Unless other arrangements are negotiated the side batting second shall receive HALF of the remaining number of overs before the game is finished.(24/11/03)

## 11. RESULTS OF MATCHES

- 11.1 Results shall be recorded on a points basis as determined by the Executive Officer.
- 11.2 If the side batting second has received a number of overs equal to the full entitlement of the opposite side or was earlier dismissed, the winner shall be the side scoring the greater number of runs irrespective of wickets lost. If the scores are equal it shall be a tie.
- 11.3 Should the second batting team pass the score of the first team, the final score recorded shall be that which is recorded immediately after the winning runs are hit. EG If the batting team is on 7/90 chasing 10/91 and the batsman hits a six the score recorded shall be 7/96 defeated 10/91. The second batting team may wish to continue batting but runs scored thereafter, or wickets lost, shall not be added to the final score submitted to ACC office.  
(24/11/03)
- 11.4 Should a match at Year 9, 10 or Senior level be interrupted by weather once it has commenced, the rule in place for Victorian Premier Cricket in deciding the result of a match shall be implemented. This includes the calculation of a "Deciding Score" using the following table where over reductions are in place (5/6/09):

CALCULATION OF DECIDING SCORE			
A.	Overs entitlement by first side		
B.	Overs received or to be received by second side.		
C.	Excess overs to first side (A - B)		
D.	Percent reduction to E (0.5 x C)		
E.	Runs from highest scoring overs equal to overs in B.		
F.	Runs to be deducted from E. (D x E)		
G.	Deciding Score		

## INSTRUCTIONS

1	Refer to Victorian Premier Cricket Rule 18.5
2	Record of runs scored in each of the first batting side's overs must include byes, leg-byes, no balls and wides
3	An unfinished over in the first batting side's innings is counted as a full over
4	To win, the second batting side must pass the deciding score. If that score is equalled and 20 full overs or more are received it is a tie. If less than 20 full overs are received and the second batting side has not passed the deciding score, nor equalled it in a completed innings, the match is drawn.
5	Details of the first batting side's overs are to be completed at the interval and the form handed to the Umpires immediately.
6	Note: In ACC Cricket there are no penalty runs applicable and the minimum number of overs that constitutes a match is 20 at Year 9, 10 and Senior level.

11.5 A bowler shall not deliver more than 1/6 of the maximum number of overs permitted for an interrupted innings, with the exception that an over already commenced must be completed following an interruption. Where the recalculation of a bowler's limit results in a fraction, the limit shall be raised to the next higher number for as many bowlers as is necessary to absorb the balance in whole overs (5/6/09).

11.6 Modified rules for Year 7 Division 2 and Year 8 Division 2 (2/2/12)

- If the team batting first is all out before 10 overs have been bowled, their score at that point is recorded as normal (number of runs made). The batting team is then able to have their players bat again in any order, but the runs made in those subsequent overs (until 20 overs in total have been bowled) are not counted in the overall result.
- If the team batting second is all out before 10 overs have been bowled, their score at that point is recorded as normal (number of runs made) and the result of match determined. The batting team is then able to have their players bat again in any order, but the runs made in those subsequent overs (until 20 overs in total have been bowled) are not counted in the overall result.
- This will allow a full 40 over match to be played and enable all participants a better opportunity to enjoy their involvement.
- Players bat for a maximum of 4 complete overs to ensure everyone gets to bat. If the other players are all out any player who “retires” after their 4 overs is allowed to bat again. Once a team loses 10 wickets their innings is over.

- 10 players on the fielding team are to bowl a maximum 2 overs each. You can have more than 10 players bowling provided there are no more than 20 overs completed.
- Field placements (except the wicketkeeper) should be rotated each over so that all players get to field in a variety of positions.

11.7. In the event of a tie in a T20 match, where possible, the result shall be determined by the use of the Super Over. The procedure for the Super Over is as follows.

- 11.7.1. It shall commence 5 minutes after the conclusion of the match. The interval between innings shall be 5 minutes.
- 11.7.2. The umpires shall stand at the same end as they stood during the match.
- 11.7.3. In both innings of the Super Over, the fielding side shall choose which end to bowl from. Once the opening batting pair enters the field of play they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batters take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batters are opening, and then the batters can choose ends based on the bowling strategies.
- 11.7.4. Only the starting 11 players for each team in the main match may participate in the Super Over. Should any player be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the Playing Conditions of the main match shall apply.
- 11.7.5. Each team's over is played with the same fielding restrictions as apply for the last over in the match.
- 11.7.6. The team batting second in the match will bat first in the Super Over.
- 11.7.7. The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the Super Over.
- 11.7.8. Each team shall bat for one over unless all out earlier.
- 11.7.9. In the event of the teams having the same score after the Super Over has been completed, the team whose batters hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
- 11.7.10. If the number of boundaries hit by both teams is equal, the team whose batters scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- 11.7.11. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses all wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from a Wide ball, a No ball or penalty runs.
- 11.7.12. In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, Team 1 scored two runs from its 4th ball while Team 2 scored one run, so Team 1 is the winner.

Example

<u>Runs Scored From</u>	<u>Team 1</u>	<u>Team 2</u>
<i>Ball 6</i>	<i>1</i>	<i>1</i>
<i>Ball 5</i>	<i>4</i>	<i>4</i>
<i>Ball 4</i>	<i>2</i>	<i>1</i>
<i>Ball 3</i>	<i>6</i>	<i>2</i>
<i>Ball 2</i>	<i>0</i>	<i>1</i>
<i>Ball 1</i>	<i>2</i>	<i>6</i>

12. LIMITS FOR BOWLERS / BATSMEN

- 12.1 Each bowler shall be limited to a maximum number of overs in an innings. The over limit shall be in proportion to the total overs permitted for the innings as follows:

Total Overs	Limit
35 Over Comp	6
T20 Comp	4

- 12.2 A part of an over shall count as one full over for purposes of this rule.
- 12.3 No further deliveries shall be made by a bowler who has reached or exceeded a reduced limit except to complete an interrupted over commenced by him.
- 12.4 In the event of a bowler being unable to complete an over for any reason that over shall be completed by another bowler who did not bowl in the immediately preceding over and who shall not bowl in the next following over.
- 12.5 The Umpires shall be responsible for ensuring that a bowler's over limit is not exceeded and shall consult with the scorers if in doubt. Should the limit be exceeded the number allowed by the Umpires shall stand.

12.6 Batsmen are to retire upon reaching the following run limits :

Yr 7 – 30 runs Yr 8 – 30 runs  
Yr 9 – 40 runs Yr 10 – 50 runs

Any runs scored from the shot which takes his score past his compulsory retirement are to be included in his score. In the event that all other wickets fall, retired batsmen may resume their innings in order of retirement.

- 12.7 For Yr 10 and Seniors ONLY ONE fast/medium short pitched delivery above shoulder height is allowed per over and if repeated the umpire shall call no ball. To avoid any misunderstanding the umpire shall advise the bowler after each first such delivery.
- 12.8 For Yr 10 and Seniors ANY fast/medium full pitched delivery above waist height shall be called a no ball and the umpire shall caution the bowler as per the Laws of Cricket.
- 12.9 For Yr 10 and Seniors ANY SLOW full pitched delivery above shoulder height shall be called a no ball as per the Laws of Cricket but no caution will apply.
- 12.10 For Yrs 7- 9 any short pitched delivery above shoulder height shall be called a no ball.

- 12.11 For Yrs 7- 9 any full pitched delivery above waist height shall be called a no ball.
- 12.12 Schools fielding composite teams (Eg Yr 9/10) must inform students participating in games above their year level and their parents about the higher level of cricket being offered. Schools should also be satisfied that students from the lower year level have the capacity to manage these increased demands.

### 13. CRICKET VICTORIA CRICKET RULES FOR NO BALLS AND WIDES

#### 13.1 NO-BALL NOT SCORED FROM

- 13.1.1 A no-ball is called, but not scored from. One run is recorded in the extras section under "no-ball", one run added to the progressive total and a dot with a circle around it is recorded in the bowler's analysis and added to his progressive analysis.

#### 13.2 NO-BALL SCORED FROM BY THE BATSMAN

- 13.2.1 A no ball is called and the batsman hits it and 3 runs are completed. The batsman is credited with 3, the no ball (1 run penalty) is added to the extras as a no-ball. A total of four is added to the total and a 3 with a circle around it appears in the bowler's analysis. 4 runs are added to his progressive analysis. The only signal from the umpire will be the no-ball signal.
- 13.2.2 A no-ball is called and the batsman hits it for 6. The batsman is credited with 6, the no-ball (1 run penalty) is added to the extras as a no-ball. A total of 7 runs are added to the total and a 6 with a circle around it appears in the bowler's analysis with 7 runs added to his progressive analysis. The signal from the umpire will be the no-ball and the signal for a "6". The umpires should check with the scorers at the first opportunity to ensure that it has been recorded correctly (as 7 runs to the batting side).

#### 13.3 NO-BALL PLUS ADDITIONAL RUNS SCORED

- 13.3.1 A no-ball is called, the ball comes off the batsman's person and the batsmen complete 2 runs. All 3 runs (the 2 completed runs and the 1 run penalty for the no-ball) are scored as no-balls. The umpire should signal "no-ball" followed by the "Byes" signal (to indicate that the batsman has not hit it). This does not mean that the runs are to be recorded as "byes".

#### 13.4 FREE HIT AFTER A NO BALL (T20 MATCHES)

- 13.4.1 The delivery following any no ball shall be a free hit for which ever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery will become a free hit for which ever batter is facing. For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball even if the delivery for the free hit is called a wide. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery or the No Ball was a result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach. The bowler's end umpire will signal a free hit (after the normal no ball signal) by extending one arm straight upwards and moving it in a circular motion.



### 13.5 WIDE BALL - NO OTHER RUNS

13.5.1 A wide is called, but no other runs are made. One run is recorded in the extras section under "wides", one run added to the progressive total and a "V" is recorded in the bowler's analysis and one run added to his progressive analysis.

### 13.6 WIDE BALL PLUS ADDITIONAL RUNS

13.6.1 A wide is called and it goes past the wicketkeeper and to the boundary. Five runs "the boundary four plus one penalty for the wide" are recorded in the extras section under "wides", five runs added to the progressive total and a "5w" or something similar is recorded in the bowler's analysis. Five runs are added to his progressive analysis. The umpire will signal wide and then the boundary 4 signal.

13.6.2 A wide is called and it goes past the wicketkeeper and the batsmen run two. Three runs (the two completed runs plus one penalty for the wide) are recorded in the extras section under "wides", three runs added to the progressive total and a "3w" or something similar is recorded in the bowler's analysis. Three runs are added to his progressive analysis. The umpire will signal "wides".

## 14 FIELDING RESRICTIONS

14.1 In accordance with Victorian Premier Cricket laws for limited overs cricket, at the point of delivery no more than five (5) fieldsmen shall be permitted outside the field restriction area (rule 18.9.12).

14.2 The fielding restriction area is taken as a 27.5 metre radius from both stumps but drawn as one in-field circle (rule 18.8.1). It could be marked as one continuous line, dots, rubber markers or just be left to the umpires discretion to judge. In the event of an infringement either umpire shall deem the delivery unfair and signal a no ball (rule 18.9.13).



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## CRICKET SCORESHEET

Date \_\_\_\_\_ Yr Level \_\_\_\_\_ School \_\_\_\_\_ v \_\_\_\_\_

Player's Name	<i>Please record any outstanding results</i>

### RESULTS

Toss won by \_\_\_\_\_ Team batting first \_\_\_\_\_

\_\_\_\_\_ (school) \_\_\_\_\_ wickets for \_\_\_\_\_ total runs made \_\_\_\_\_ overs faced  
defeated / drew with

\_\_\_\_\_ (school) \_\_\_\_\_ wickets for \_\_\_\_\_ total runs made \_\_\_\_\_ overs faced

Coaches' Signatures: \_\_\_\_\_ Home \_\_\_\_\_ Away \_\_\_\_\_  
*BOTH teams to sign*

### UMPIRE'S REPORT

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UMPIRE 1. Name \_\_\_\_\_ Signature \_\_\_\_\_

UMPIRE 2. Name \_\_\_\_\_ Signature \_\_\_\_\_