

Year 9 Colt 9s Playing Conditions

1. Team Composition

Maximum 9 on the field. Players MUST be in Year 9.

2. Graded

Grading of teams to be determined by each School/Club when they enter teams in either A or B grades. There are no limits on number of team entries into either grade.

3. Toss

Made no later than 15 minutes before play starts. If a team is not available, they will be deemed to have lost the toss.

4. Hours of Play & Over Rate

Half Season Term 1 Competitions.

- **Saturday T20: 9.30am – 12.00pm – College Teams only.** If 20 overs are not bowled by 10.40am play should continue with time made up by not having a break. Should the first innings not be completed by 10.50am, the second innings will be reduced by 1 over for every full over not bowled at 10.50am. If the second innings is not concluded by 12pm, the number of full overs not completed will be multiplied by 6 runs and added to the second innings score e.g if innings is in 18th over at 12pm, 12 runs will be added to the score (2 complete overs multiplied by 6) and if possible, the remaining overs will be completed.
- **Saturday Limited Overs 40: 12.30pm – 6.30pm – College or Club teams.** The first innings should conclude by 3.20pm. If not completed by 3.30pm no break will be taken between innings and the second innings will be reduced by 1 over for every full over not bowled at 3.30pm. If the second innings is not concluded by 6.30pm, the number of full overs not completed will be multiplied by 6 runs and added to the second innings score e.g if innings is in 28th over at 6.30pm, 12 runs will be added to the score (2 complete overs multiplied by 6) and if possible, the remaining overs will be completed.

Times are to be recorded and agreed by the two scorers at the start and end of each innings. Scorers to also consider any delays for injury or scoring problems at the time they occur and jointly agree to add extra minutes before penalties are imposed. Should a penalty be required in either innings, scorers are to advise the umpires/coaches at the point where the penalties begin to be incurred and at the completion of the innings apply the appropriate penalties.

5. Coaches

All Coaches are to have completed the [Advanced Foundations Coaching Course](#). All on field coaching should be done quickly to ensure no delays. Only umpires, coaches or managers can provide on field coaching.

6. Length of Innings

T20. Maximum 20 overs. The second innings shall consist of the same number of overs bowled in the first innings (or 20 overs if the team batting first has been dismissed in less than 20 overs), providing that a result is not reached beforehand.

Limited Overs. Maximum 40 overs. The second innings shall consist of the same number of overs bowled in the first innings (or 40 overs if the team batting first has been dismissed in less than 40 overs), providing that a result is not reached beforehand.

Please Note: Umpires should remind teams about pace of play as the innings progresses. If required umpires can require shorter run ups and other measures to speed up play.

7. Pitch Length

Full Pitch.

8. Boundaries

Full Boundaries

9. Ball

A 142gm Kookaburra Crown Water Resistant Pink Ball. The match ball does not have to be new, but umpires must agree that it is fit for play. A new ball can only be taken at the beginning of each innings.

10. Declarations

Not allowed.

11. Weather Affected Matches

Declared a draw if 5 overs for T20 and 15 overs for Limited Overs in each innings is not possible due to weather conditions. If weather interferes with play, the number of overs in the match shall be reduced by one over for each complete four minutes of playing time lost, counting back from 20 or 40 depending on the format.

If an interruption occurs in the innings of the team batting second, its target score shall be calculated by using the D/L method.

12. Intervals

Maximum of 10 minutes between innings for T20 and a maximum of 30 minutes for Limited Overs (teams to agree no later than the start of the innings break the length of the break). One drinks break, not exceeding 4 minutes, may be taken midway through each innings.

13. Dismissals

All dismissals count.

14. Uneven Team Numbers

- A team may bat 1 player twice if they have less than 9 players, but the returning batter must be the lowest scoring batter (dismissed).
- A dismissed batter may only return after any retired batters have returned.
- The batting team must provide up to 2 players to assist with fielding only if the opposition team has less than 9 players who bat. These players may be rotated.

15. No balls / Wides

- Normal cricket laws apply.
- Any delivery which passes (or would have passed) above the batter's shoulder, or any full-toss which passes (or would have passed) above the batter's waist, shall be called a no-ball.
- Any delivery that bounces outside of the pitch will automatically be deemed a no ball.
- Umpires must agree wide-lines before the start of play.
- There shall be no restriction on the number of wides or no-balls which may be called in an over, but maximum 6 deliveries per over. **The last over has no maximum deliveries.**
- Wides and no-balls are worth 2 runs.
- Without having touched the bat or person of the striker, bounces more than once, or rolls along the ground, before reaching the popping crease.

16. Length of Overs

A maximum of 6 deliveries per over (including wides/no balls). **The last over has no maximum deliveries.**

17. Bowling Restrictions

T20:

- Maximum 4 overs per player.
- All players must bowl minimum 2 overs.
- No player may bowl their third over until all players have bowled two overs.

Limited Overs:

- Maximum 8 overs per player.
- All players must bowl minimum 2 overs.
- No player may bowl their third over until all players have bowled two overs.

18. Retirement/Batters Returning

T20:

Compulsory retirement of batters after 24 balls faced i.e. wides and no balls are counted. Retired batters may only return at the end of the innings in the order they first retired (i.e. first retired batter returns first, next retired batter returns next and so on). Batters cannot be retired early unless injured. Returning batter cannot be retired a 2nd time once returned to the crease.

Limited Overs:

Compulsory retirement of batters after 48 balls faced i.e. wides and no balls are counted. Retired batters may only return at the end of the innings in the order they first retired (i.e. first retired batter returns first, next retired batter returns next and so on). Batters cannot be retired early unless injured. Returning batter cannot be retired a 2nd time once returned to the crease.

Note: Manipulating batting so that batters deliberately get out (batting side) to bring back “better” batters or deliberately not getting batters out (bowling side) to stop “better” batters coming back, are both against the spirit of cricket.

19. Fielding

To speed up games bowling from one end is optional, however, must be agreed before the start of play and both innings must be bowled from the same end.

20. Wicketkeeper

No more than two wicket keepers are to be used during an innings to ensure that the match is not unduly delayed. Wicket keepers can only be changed during a scheduled drinks break. If a wicket keeper fields then they must also bowl the minimum number of overs. Wicket keepers must wear helmets.

21. Umpiring

All umpires to have completed minimum free online [Umpires Coaching Modules](#). We encourage the same umpires remain throughout the game to ensure consistency. Umpires should provide guidance to both sides to assist with game development. All on field coaching should be done quickly to ensure no delays. Only umpires, coaches or managers

can provide on field coaching.

22 Exchange of Umpires

Allowed but umpires must umpire at least half an innings to ensure some consistency for the players, unless agreement to do otherwise has been reached between the coaches.

23. Separation of Players and Supporters Areas Before and During Games

All supporters are encouraged to attend games, however, to aid with development of players, supporters viewing areas are to be setup at least 20m away from the players area. Before and during games, all supporters, are encouraged to stay away from the players area where only players/coaches/managers/scorers can enter. Only umpires, coaches or managers should provide any before or during game advice.