



Secondary Schools Cricket Girls Open Playing Conditions

These playing conditions are to be read and applied in conjunction with the Secondary Schools Cricket General Playing Conditions 2019/2020.

1. THE COMPETITION

1.1 **Grade Composition:** The grade shall be open-entry, grade details will be confirmed and communicated once entries have closed.

1.2 Playing Dates:

Term Four

Round 1	Round 2	Round 3	Round 4	Round 5
Wednesday 23 rd October	Wednesday 30 th October	Wednesday 6 th November	Wednesday 13 th November	Wednesday 20 th November

2. THE PITCH

2.1 Matches in this competition may be played on either artificial or grass wickets.

3. HOURS OF PLAY

3.1 All players must be at the ground for the toss by 4pm. The team (minimum of 7 players present) arriving late (after 4pm) forfeits the toss. Play must commence promptly at 4:15pm (or earlier if both teams are ready and willing prior to 4:15pm).

3.2 First Innings: 4.15pm - 5:30pm
 Interval: 5:30pm – 5:40pm
 Second Innings: 5:40pm - 6:55pm

3.3 **Drinks breaks:** There are no scheduled drinks breaks. Umpires may, at their discretion, allow one drinks break per innings at the fall of a wicket or end of an over.

4. LIMITATIONS OF INNINGS

4.1 **Number of Innings:** Each match will consist of two innings on one day.

4.2 **Number of Overs:** Each team shall bat for one innings which will consist of a maximum of 20 overs. Further to this;

- (a) The first innings must finish after one hour and fifteen minutes, regardless of if the 20 overs have been bowled.
- (b) If the team bowling first does not achieve 20 overs within the time limit and does not bowl the opposition out, then they shall be entitled to receive only the number of overs that they bowled.
- (c) If the team bowling first bowls the batting side out in less than 20 overs, then they shall be entitled to receive the maximum of 20 overs in their batting innings.

4.3 If daylight saving no longer exists, each innings will be limited to one hour's duration with a minimum of 13 overs per innings.



5. LATE START

- 5.1 **Reduction of overs:** In the event of a late start for any reason, the number of overs to be bowled in respect of the match shall be calculated by allocating one over for each complete 3.75 minutes of playing time remaining until the scheduled closing time for the game. Each team shall be entitled to bat for half of the total overs remaining.

6. INTERRUPTIONS DUE TO WEATHER

- 6.1 If weather interferes with play, the maximum number of overs in that match shall be reduced by a deduction of one over for each complete 3.75 minutes of playing time lost, for example, if eight minutes is lost, two overs shall be deducted, or if 14 minutes lost, three overs shall be deducted.
- 6.2 If an interruption occurs in the innings of the team batting first, the number of overs both teams are to play shall be reduced by a deduction equal to half the total number of overs lost. Should an uneven number of overs be lost, each team shall lose half of the next highest even number, for example, if seven overs lost, each team shall lose four overs.
- 6.3 **Second Innings Target:** If due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted, then a revised target score (to win) will be set for the number of overs which the team batting second will have the opportunity of facing – this revised target being calculated by the Duckworth Lewis Method.
- (a) Duckworth Lewis software is accessible via the following links;
 - [CricHQ - iOS](#)
 - [CricHQ - Android](#)
 - (b) Where software application and/or Internet unavailability prevents use of Duckworth Lewis at any time during the match the following provisions shall apply:
 - i. The target score to be passed to win the match shall be calculated by multiplying the revised total number of overs for the innings by the average runs per over scored by the team batting first.
 - ii. If the team batting first was dismissed in less than its full entitlement of overs the calculation of the run rate shall be based on the full number of overs to which it was entitled.

7. THE RESULT (LAW 16)

- 7.1 **Completion of match:** Each match shall be completed in one day. The team batting second shall bat until it achieves more runs than that scored by the other team or until ten of its players are dismissed or until the maximum number of overs which are to be bowled in that innings is bowled, whichever is sooner.
- 7.2 **No result:** If play has been abandoned in a match and less than 5 overs have been faced by the team batting second, an 'abandoned match' shall be declared. Where the match has been abandoned and the team batting second has faced 5 or more overs (but less than 20 overs) and has not completed its innings, its target score shall be calculated in accordance with clause 6.3.
- 7.3 **Tied matches:** If a match ends with both sides tied on the same number of runs scored (irrespective of the number of wickets lost), the match points shall be shared between the two sides. Where the match is a knockout fixture (such as a final of a competition) the result of the match will be determined as follows:
 - (a) The team who lost the least amount of wickets
 - (b) A 'bowl-out' contest as per the rules outlined in the General Playing Conditions.

8. BOWLING RESTRICTIONS

- 8.1 No bowler shall bowl more than one-fifth of the total number of overs available in an innings. In an uninterrupted innings of 20 overs a bowler may bowl a maximum of 4 overs



9. FIELDING RESTRICTIONS

- 9.1 No player can be within 10m of the batter except for the wicketkeeper and regulation slips fielding positions.
 At all times 1-2 players must be on the boundary behind square and 2-3 players must be on the boundary in front of square. At no time can more than 5 players be on the boundary. To be considered on the boundary, the players must be within 4m of the boundary at the time of the bowler releasing the ball.
 At least 1 player must be in a slip fielding position for the innings.

If fielding restrictions are not met, the umpire will signal and call a 'no ball'.

10. WIDES

- 10.1 **Re-Bowl:** Any delivery signalled a Wide Ball shall not be re-bowled except for in the last over of the innings
- 10.2 **Penalty:** A penalty of two runs shall be awarded for a Wide Ball. Except for in the final over of an innings where Wides are being re-bowled, it shall only count as one penalty run.

11. NO BALLS

- 11.1 **Re-Bowl:** Any delivery signalled a No Ball shall not be re-bowled except for in the last over of the innings.
- 11.2 **Penalty:** A penalty of two runs shall be awarded for a No Ball. Except for in the final over of an innings where No Balls are being re-bowled, it shall only count as one penalty run.

Free Hit

The delivery following a No Ball called (all modes of no ball) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or a Wide Ball) then the next delivery will become a free hit for whichever batter is facing it. This will continue until a legitimate delivery is bowled for the batter. For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the free hit is called a Wide Ball.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

- a. There is a change of striker; or*
- b. The No Ball was the result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach.*

12. BALLS PER OVER

- 12.1 **Balls per Over:** Only six balls are to be bowled per over. With the exception of the last over in each innings when all Wides and No Balls are to be re-bowled.

13. BALL

- 13.1 A Kookaburra Water Resistant Crown Pink 142 gm