



## Secondary Schools Cricket Girls 1B Playing Conditions

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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:

Rd 1	Rd 2	Rd 3	Rd 4	Rd 5	Rd 6	Rd 7
Wednesday 12 <sup>th</sup> February	Wednesday 19 <sup>th</sup> February	Wednesday 26 <sup>th</sup> February	Wednesday 4 <sup>th</sup> March	Wednesday 11 <sup>th</sup> March	Wednesday 18 <sup>th</sup> March	Wednesday 25 <sup>th</sup> March

1.3 **Team Limits:** Maximum 9 players in the game

1.4 The grade is intended as a participation competition and all players must be given fair opportunity to be involved in each game.

### 2. THE PITCH

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

2.2 The pitch shall be 18m in length from wicket to wicket.

### 3. HOURS OF PLAY

3.1 All players must be at the ground for the toss by 4pm. The team (minimum of 5 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 play is interrupted during the first innings, the number of overs both teams are to play shall be reduced by a deduction equal to half the total number of overs lost, calculated in accordance with clause 5.1.  
E.g. If 10 overs are lost, each teams innings shall be reduced by 5 overs.
- 6.2 **Second Innings:** If play is interrupted in the second innings there shall be no further reduction of overs to be played.

## 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 10 overs have been faced by the team batting second, an 'abandoned match' shall be declared.
- 7.3 **Revised Target:** Where play has been abandoned and the team batting second has faced 10 or more overs (but less than its maximum allotted overs) and has not completed its innings, its target score shall be calculated as per the below;
- (a) The target score is found by multiplying the number of overs available to the team batting second by the runs per over rate of the team batting first, plus one run.
  - (b) 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 number of overs to which it was entitled (30 in an uninterrupted innings).
- E.g. Team A scored 180/10 in 25 overs, an assumed RPO of 6 (as the team was dismissed)  
Team B faced 20 overs, revised target score is 121 (20x6 + 1)
- 7.4 **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

## 8. WIDES

- 8.1 **Re-Bowl:** Any delivery signalled a Wide Ball shall not be re-bowled except for in the last over of the innings
- 8.2 **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.



**9. NO BALLS**

9.1 **Re-Bowl:** Any delivery signalled a No Ball shall not be re-bowled except for in the last over of the innings.

9.2 **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.

**10. BALLS PER OVER**

10.1 **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.

**11. BALL**

11.1 A Kookaburra Water Resistant Crown Pink 2 piece 142gm.  
Ball does not have to be new but must be agreed upon by both teams to use.