Secondary Schools Cricket
Junior Morning – 9-aside T20 Grade 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 Maximum 9 players in the game.

1.2 **Grade Composition:** Grade details will be communicated once entries have been confirmed.

1.3 **Playing Dates:**

Rd 1	Rd 2	Rd 3	Rd 4	Rd 5	Rd 6	Rd 7
Saturday 15th February	Saturday 22nd February	Saturday 29th February	Saturday 7th March	Saturday 14th March	Saturday 21st March	Saturday 28th March

1.3 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 either artificial or grass wickets.

3. HOURS OF PLAY

3.1 All players must be at the ground for the toss by 8:45am. The team (minimum of 5 players present) arriving late (after 8:45am) forfeits the toss. Play must commence promptly at 9:00am.

3.2 First Session: 9:00am - 10:30am
Interval: 10:30am – 10:40am
Second Session: 10:40am – 12:10pm

3.3 **Drinks breaks**: There are no scheduled drinks breaks. Umpires may, in 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.

4. LATE START

4.1 **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 4 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

4.2 **Closing Time:** For the purpose of determining the number of overs remaining to be bowled in a match which has a late start for any reason, games shall finish at 12:10pm.

4.3 Each team shall face 10 overs for the match to be deemed valid. 10:40am is therefore the latest start time to complete a valid 10 over game (i.e. 20 overs x 4 minutes = 80 + 10mins change of innings: 10:40am – 12:10pm).

5. INTERRUPTIONS DUE TO WEATHER

5.1 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 4.1.
E.g. If 10 overs are lost, each teams innings shall be reduced by 5 overs.

5.2 **Second Innings:** If play is interrupted in the second innings there shall be no further reduction of overs to be played.

6. THE RESULT (LAW 16)

6.1 **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.

6.2 **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 (20 in an uninterrupted innings).

E.g. Team A scored 120/10 in 15 overs, an assumed RPO of 6 (as the team was dismissed)
Team B faced 12 overs, revised target score is 73 (12x6 + 1)

6.3 **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.

7. BOWLING RESTRICTIONS

7.1 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.

7.2 Any player who bowls two or less overs must bat higher than bowlers who bowl additional overs – this is for both innings, therefore if batting first, batters who are expected to bowl extra overs must bat after those that are going to bowl minimum or less overs.

7.3 **Run-Ups:** It is recommended that the bowlers' run-up be limited to no more than 15m.

8. FIELDING RESTRICTIONS

8.1 <u>Fielding Restrictions</u>
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'.

9. BATTING LIMITS

9.1 **Retirement:** Compulsory retirement of batters after 30 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.

10. WIDES AND NO BALLS

10.1 **Wides:** A two run penalty shall apply to all Wides, in addition to any other runs scored from the delivery. In the final over of an innings a one run penalty shall apply.

10.2 **No Balls:** A two run penalty shall apply to all No Balls, in addition to any other runs scored from the delivery. In the final over of an innings a one run penalty shall apply.

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.

11. BALLS PER OVER

11.1 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.

12. BALL

12.1 A Kookaburra Water Resistant Crown Pink Ball 142 gm 2 piece ball. The match ball does not have to be new, but umpires must agree that it is fit for play.