Secondary Schools Cricket
Year 9/10 Colts 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 Teams will be placed into Colts 1 or Colts 2 based on the previous seasons finishing positions, each grade shall have eight teams.

1.2 Each grade shall play a complete double round-robin; each team will play each other team twice throughout the course of the competition.

(a) **Finals:** There shall be no finals. Points earned over the entire competition will determine placings.

(b) **Promotion:** The 1st placed side in Colts 2 will be automatically promoted to Colts 1 for the following season.

(c) **Relegation:** The 8th placed side in Colts 1 will be automatically relegated to Colts 2 for the following season. The 8th placed side in Colts 2 will be relegated to the 'Junior Open – Afternoon' grade if the 1st or 2nd placed side of that grade is eligible to be promoted to Year 9/10 Colts.

(d) **Eligibility for grade:** A school may have no more than 2 teams in Year 9/10 Colts. Composite school teams are not permitted to participate in the grade.

1.3 **Playing Dates:** The competition will be played across Term One and Term Four

Rd 1	Rd 2	Rd 3	Rd 4	Rd 5	Rd 6	Rd 7
Saturday 8th February	Saturday 15th February	Saturday 22nd February	Saturday 29th February	Saturday 7th March	Saturday 14th March	Saturday 21st March
Rd 8	Rd 9	Rd 10	Rd 11	Rd 12	Rd 13	Rd 14
Saturday 28th March	Saturday 17th October	Saturday 31st October	Saturday 7th November	Saturday 14th November	Saturday 21st November	Saturday 28th November

2. THE PITCH

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

3. HOURS OF PLAY

3.1 All players must be at the ground for the toss by 12:10pm. The team (minimum of 7 players present) arriving late (after 12:10pm) forfeits the toss. Play must commence promptly at 12:30pm.

3.2 First Session: 12:30pm – 3:00pm
Interval: 3:00pm – 3:30pm
Second Session: 3:30pm – 6:00pm

3.3 **Drinks breaks:** Two drinks breaks are to be taken in each innings at the end of the 16th and 33rd overs. Drinks breaks are a maximum of 2 minutes and must be taken on the field of play. Should a wicket fall anytime in the 15th, 16th, 32nd, or 33rd over the Umpires may then, at their discretion, call for drinks to be taken early.

N.B. If either side would like an early start, they may contact the Competitions Administrator to determine if the allocated wicket is available for such an early start. If the wicket is available the Competitions Administrator shall inform both schools who may agree an early start if they wish,

if either team does not wish to have an early start the originally scheduled start time shall remain. The length of sessions shall not change due to an early start.

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 45 overs.

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 3.5 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 **Deduction of overs:** If, after play commences, an interruption to play is required due to weather in the sole opinion of the umpire, the numbers of overs to be bowled in respect of the match will be calculated by allocating one over for each 3.5 minutes of playing time remaining until the scheduled closing time for the game. For example: if fifteen minutes remain, four overs shall be bowled.

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.

6.4 Where the commencement of a match is delayed by weather or ground conditions the maximum amount of time available;

(a) May be increased by 30 minutes (extending the notional finish time to 6:00pm)
(b) The innings break may be reduced to a minimum of 10 minutes, where necessary to reclaim lost time.

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 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 20 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 20 or more overs (but less than 50 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 45 overs a bowler may bowl a maximum of 9 overs.

9. FIELDING RESTRICTIONS

9.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

10. NO BALL (LAW 21)

10.1 A bowler shall be allowed to bowl one short pitched delivery per over. A short pitched delivery is defined as a delivery that passes or would have passed above the shoulder height of the striker standing upright at the crease.
In the event of the bowler bowling more than one short pitched deliveries in an over, the umpire shall call and signal No-ball and invoke the procedures of cautioning as described in clause 7.2 of section: General Playing Conditions.

11 BALL

11.1 4 piece 156 gm Kookaburra Club Match Red