

Secondary Schools Cricket Senior Morning – T20 Grade Playing Conditions

These playing conditions are to be read and applied in conjunction with the Secondary Schools Cricket General Playing Conditions 2023.

1. THE COMPETITION

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

1.2 **Playing Dates:**

Rd 1	Rd 2	Rd 3	Rd 4	Rd 5
Sat 28 Oct	Sat 4 Nov	Sat 11 Nov	Sat 18 Nov	Sat 25 Nov

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 7 players present) arriving late (after 8:45am) forfeits the toss. Play must commence promptly at 9:00am.

3.2 First Session: 9:00am - 10:20am
Interval: 10:20am – 10:30am
Second Session: 10:30am – 11:50am

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 11:50am.

4.3 Each team shall face 10 overs for the match to be deemed valid. 10:20am 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: 10:20am – 11:50am).

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 ($12 \times 6 + 1$)

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) In the event of a tied final match, the teams shall compete in a Super Over to determine which team is the winner (refer attached Appendix I of the General Playing Conditions).

(b) If following a tie, weather conditions prevent the Super Over or Bowl Out from being completed, the match will be abandoned and postponed to the Reserve Date, if it is the Reserve Date, the following will be used to deem the superior side:

- i. The team who lost the least number of wickets in the innings.
- ii. If still equal, the team whose batters hit the most boundaries (fours and sixes).
- iii. If still equal, the higher seeded team at the completion of the round robin stage.

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 **Non-Bowlers:** Each team must nominate three players who

- Will not bowl;
- And must bat in the top 6

Teams with 9 or fewer players are not required to nominate these players.

7.3 **Run-Ups:** It is recommended that the bowlers run-up be limited to around 8 paces.

8. BATTING LIMITS

8.1 **Retirement:** A batsman must retire after scoring 50 runs if there are batsmen to follow. They are to retire at the end of the over in which they reached 50.

Retired batters may return to resume their innings only after the remainder of the team have batted and are out or have been retired.

9. WIDES AND NO BALLS



9.1 **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.

9.2 **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.

9.3 **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. 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.

N.B. For the avoidance of doubt, a free hit will only apply to the first 5 balls of the over. If a no ball is bowled on the 6th ball there will be no re bowl, 2 runs will apply.

The last over of the innings will continue until a legitimate delivery is bowled to the batter.

10. BALLS PER OVER

10.1 An over shall consist of 6 legal deliveries, and a maximum of 8 accounting for Wides and No Balls. No over shall be more than 8 deliveries in length, with the exception of the final over of each innings in which all Wides and No Balls shall be re-bowled.

11. BALL

11.1 A Kookaburra Water Resistant Pink 156gm 2 piece ball.
Ball does not have to be new but must be agreed upon by both teams to use.