



## Secondary Schools Cricket Senior Open – Afternoon Grade 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 2024.

### 1. THE COMPETITION

1.1 **Grade Composition:** The grade is open to school sides only. 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
Sat 10 Feb	Sat 17 Feb	Sat 24 Feb	Sat 2 Mar	Sat 9 Mar	Sat 16 Mar	Sat 23 Mar

1.3 No dispensation will be given for any player to play a morning T20 game and then an afternoon Limited Overs game on the same day – for player welfare no player can play 101 plus overs in a day.

### 2. THE PITCH

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

### 3. HOURS OF PLAY

3.1 All players must be at the ground for the toss by 12:15pm. The team (minimum of 7 players present) arriving late (after 12:15pm) forfeits the toss. Play must commence promptly at 12:30pm.

3.2 First Session: 12:30pm – 3:05pm  
 Interval: 3:05pm – 3:25pm  
 Second Session: 3:25pm – 6:00pm

3.3 For the sake of clarity, the interval between innings shall be taken at the conclusion of the first innings (regardless of the closing time of that innings), but shall not exceed 20 minutes in length.

3.4 **Drinks Break:** A drinks break of a maximum of five minutes may be taken halfway through each innings.

### 4. LIMITATION 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 40 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 complete 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



5.2 **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 6:00pm.

5.3 Each team shall face 20 overs for the match to be deemed valid. 3.10pm is therefore the latest start time to complete a valid 20 over game (i.e. 40 overs x 4 minutes = 160 + 10mins change of innings: 3.10pm – 6.00pm).

## 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 4 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 (minimum of 20 overs unless the team batting first has been bowled out before then), 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;  
<https://www.playhq.com/>

(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 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 40 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) 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.

## 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 40 overs a bowler may bowl a maximum of 8 overs.

## 9. FIELDING RESTRICTIONS

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. NO BALL (LAW 21)

### 10.1 Normal rules of cricket apply.

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.

### 10.2 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. BALL

- 11.1 A new Kookaburra Water Resistant Pink 156gm 2 piece ball is to be used at the start of each innings.