

Secondary Schools Cricket Premier/1A Twenty20 Overs Playing Conditions

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 **Pool Play:** 13 teams will be split into 4 pools (three of 3 teams and one of 4 teams) and play a round robin. Teams will be split into pools-based on placings from the 2023 competition. At the completion of the round-robin, the top team from each pool will move into split into Top 4, Middle 4 and Bottom 4 as outlined in 1.2 below.

If two teams are tied on points at the end of the round-robin stage, the following method(s) will determine the superior side:

- I. The team with the most number of wins.
- II. If still equal, the team with the highest Net Run Rate (NRR), as per 12.3b in the General Playing conditions.
- III. If still equal, the team with the most number of wins over the other team(s) with which it is tied.
- IV. If still equal, the team with the higher runs scored per wicket lost. A team's runs scored per wicket is calculated by dividing the team's total runs scored by the total wickets lost during the preliminary rounds.

1.2 Play-off Round Format:

	Semi Finals	Finals
Top 4	A1 v D1 SF1 B1 v C1 SF2	W (SF1) v W (SF2) 1 st v 2 nd L (SF1) v L (SF2) 3 rd v 4 th
Middle 4	A2 v D2 SF3 B2 v C2 SF4	W (SF3) v W (SF4) 5 th v 6 th L (SF3) v L (SF4) 7 th v 8 th
Bottom 4	A3 v D3 SF5 B3 v C3 SF6	W (SF5) v W(SF6) 9 th v 10 th L (SF5) v L (SF6) 11 th v 12 th

1.3 **Reserve Days:** Only play-off games (semi finals and finals) will have a reserve day, to be played the Wednesday immediately following the scheduled match day. All other games will be declared abandoned if a game cannot be played on the scheduled day. If a finals game is abandoned on the reserve day the superior team will be the team who finished higher at the completion of the round robin stage.

1.4 Playing Dates:

Rd 1	Rd 2	Rd 3	Rd 4	Rd 5
Tuesday 13 th February	Tuesday 20 th February	Tuesday 27 th February	Rd 4 Semi Finals	Rd 5 Semi-finals
			Tuesday 5 th March	Wednesday 13 th March

2. THE PITCH

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

3. HOURS OF PLAY

3.1 All players must be at the ground for the toss and exchange of team lists 15 minutes prior to the start of play. Any team unable to conduct the toss at this time will forfeit the toss.

3.2 First Session: 4:00pm – 5:20pm



Interval: 5:20pm – 5:30pm
Second Session: 5:30pm - 6:50pm

- 3.3 **Drinks breaks:** There shall be no scheduled drinks breaks. Umpires may, at their discretion, allow for a drinks break to be taken on the field of play at the fall of wicket or end of an over.

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. A minimum of 5 overs per team must be scheduled to constitute a match.

5. OVER RATE PENALTIES

- 5.1 The following over rate penalties shall apply;
- (a) Teams are expected to be in position to bowl the first ball of the last of their 20 overs within one hour & twenty minutes playing time. In the event of a team failing to do so, the full quota of overs will be completed, and the batting side will be credited with six runs for every whole over that has not been bowled. This will apply to both innings of the match. If the team batting second is credited runs in this way and this consequently takes their score past that of the team batting first, then the match shall be deemed to be won by the team batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for play.

For example, in an innings where the scheduled closing time is 5.50pm and there have been 18.4 overs bowled, with no allowances for time lost. The Umpires stop the game at 5.50pm, award six runs to the batting team immediately and notify both captains and the scorers. The scorers must adjust the score immediately and then play can continue.

- (b) If the innings is terminated before the scheduled or re-scheduled "cut off" time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings.
- (c) The Umpires will inform the fielding Captain of any time allowances as and when they arise. In addition, in all reduced over matches, the fielding team will be given one over leeway.
- (d) Over rate penalties apply only to innings of ten overs or more duration. Umpires shall apply the Penalty Run Laws for time wasting especially strictly. This is the only penalty for slow over rates in innings of less than ten overs.

6. LATE START

- 6.1 **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.

7. INTERRUPTIONS DUE TO WEATHER

- 7.1 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.

- 7.2 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.
- 7.3 **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 Stern software is available 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.

8. THE RESULT (LAW 16)

- 8.1 **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.
- 8.2 **No result:** If play has been abandoned in a match and less than 5 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 5 or more overs (but less than 20 overs) and has not completed its innings, its target score shall be calculated in accordance with clause 7.3.
- 8.3 **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 match, the teams shall compete in a Super Over to determine which team is the winner (refer to Appendix 1 in the General Playing Conditions). 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 their innings.
 - II. If still equal, the team whose batters hit the most number of boundaries (fours and sixes).
 - III. If still equal, the higher seeded team at the completion of the Preliminary Round, if they are tied clause 1.2(c) will be used.

9. BOWLING RESTRICTIONS

- 9.1 No bowler shall bowl more than four overs in an innings. In the event of a delayed or interrupted match where the overs are reduced for both teams, or the team bowling second, the number of overs per bowler shall be reduced so that no bowler shall bowl more than one-fifth of the overs.

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 delivery 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. FIELDING RESTRICTIONS

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

11.2 In addition to the restriction in clause 11.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

- (a) Subject to 10.3 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).
- (b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
- (c) During the Powerplay overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
- (d) During the non Powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area.

11.3 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Total Overs in Innings	Number of overs for which restrictions apply
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

- (a) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.



11.4 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'

12. THE BALL

12.1 A new 4-piece Kookaburra Club Match White 156gm is to be used at the start of each innings.