



Secondary Schools Cricket 1B 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:** The grade shall be **open entry to school 1st XI's**. Each team will play each other once. Teams then split into Top 4 and Bottom 6 and play the below formats:

Draw Format will be completed after teams enter

- (a) **Final (1v2 only):** To be scheduled for Saturday 25th November. The final will be played at the home ground of the highest ranked team.
- (b) **Promotion:** The winner of the grade will be automatically promoted to the 1A grade for the following season. The runner-up of the final will contest a play-off match with the 1A 7th placed team. Play-off games will be scheduled in January/early February, prior to the 2024 competition starting.
- (c) **Relegation:** There will be no relegation from the 1B grade.

1.2 **Reserve Days:** Should the final (1v2 only) be cancelled or abandoned; the match must be completed by Saturday 2nd December (date mutually agreed upon by both teams). If a reserve day is not possible or the reserve day is also cancelled or abandoned, the winner of the match will be determined by the superior team at the end of the round robin.

1.3 Playing Dates:

Rd 1	Rd 2	Rd 3	Rd 4	Rd 5	Rd 6	Rd 7
Saturday 11 th February	Saturday 18 th February	Saturday 25 th February	Saturday 4 th March	Saturday 11 th March	Saturday 18 th March	Saturday 25 th March
Rd 8	Rd 9	Top 4 Semis Bottom 6 Semi 1	Top 4 Finals Bottom 6 Semi 2	Bottom 6 Finals		
Saturday 28 th October	Saturday 4 th November	Saturday 11 th November	Saturday 18 th November	Saturday 25 th November		

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 12:10pm. 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 – 2:50pm
Interval: 2:50pm – 3:20pm
Second Session: 3:20pm – 5:40pm

3.3 **Drinks breaks:** One drinks break is to be taken in each innings at the end of the 20th overs. The drinks break is a maximum of 2 minutes and must be taken on the field of play. Should a



wicket fall anytime in the 20th 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 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 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 number 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 (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.

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 6:10pm)

(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 of 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. NO BALL (LAW 21)

- 9.1 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.
- 9.2 **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.

10. FIELDING RESTRICTIONS

- 10.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side. If fielding restrictions are not met, the umpire will signal and call a 'no ball'.

11. BALL



11.1 A new 4 piece 156 gm Kookaburra Senator White is to be used at the start of each innings.