

ACS Cricket matches are played according to rules of Victorian Cricket Association unless otherwise stated hereunder or in ACS Competition Rules.

Note: ACS will play a 20/20 format for all levels of cricket, including seniors

Coaches need to ensure their players are quick to commence the match and move quickly between overs, wickets and innings to ensure the required overs are completed by 4.30 pm.

YEAR 7 - SENIORS: The Fixture – 20/20:

Each team will play rounds as fixtured.

There will be a 20/20 grand final between the top two teams on the ACS ladder. The grand final must be played to 20 overs; not to be shortened for late arrival.

1. PLAYING TIMES AND OVERS FOR GAMES:

1.1. **20 OVERS PER TEAM - 2.00pm – 4.30pm (5.00pm for grand finals).** The grand final must be played to 20 overs; not to be shortened for late arrival.

1.2. **If a team arrives late the number of overs for the match will be reduced as follows:**

Match starts at 2.10pm:19 overs per team

Match starts at 2.20pm:18 overs per team

Match starts at 2.30pm:16 overs per team

2. PLAYING CONDITIONS:

2.1. Year 7 – Seniors:

2.1.1. First team batting bats for 20 overs unless previously dismissed.

2.1.1.1. However if total time lost due to a delayed start, and/or, time lost during the innings of the first side, exceeds 30 minutes, then the number of overs for each team shall be reduced. The number of overs shall be reduced from 20 overs by 1 over for each full 7 minutes of time lost exceeding 30 minutes.

2.1.2. Second team at bat commences innings after 10 minute (max) break and must receive 20 overs unless dismissed.

2.1.3. If the team batting first is dismissed prior to their entitlement of overs then the other team is entitled to bat for 20 overs. OR REDUCED NUMBER

2.1.4. If the team batting second passes the required target they must bat until 4.00 pm provided a minimum of 10 overs have been completed in the innings. If 10 overs have not been completed, they must bat on past 4.00 pm until 10 overs have been completed or OR REDUCED NUMBER.

2.1.5. 10 overs will be bowled consecutively from each end; then bowlers will change ends.

2.2. **Grounds:** Hard wicket with synthetic grass.

2.2.1. **Boundary lines:** should not be brought in for ACS cricket matches

3. RULES CONCERNING PLAYERS:

3.1. Year 7 - Seniors

3.1.1. Batsmen must retire upon reaching:

- Year 7 & Intermediate B: 25 runs
- Intermediate A: 50 runs
- Seniors 1st: No compulsory retirement
- Seniors 2nd: 50 runs

Any extra runs made from the stroke that brings up the compulsory retirement are included, eg player on 49 hits a four then he retires on 53 runs. Retired batsmen can return at the fall of the 9th wicket.

3.1.1.1. Coaches may retire batsmen (and batters may retire) at any score up to the limit, but anyone who has not reached the compulsory retirement score must resume their innings in ascending order, lowest score first. These batters must be dismissed or reach the compulsory retirement score before the batters retiring under 3.1.1.

3.1.2. Batsmen must wear helmets.

3.1.3. It is compulsory for all wicket keepers to wear helmets when keeping up to the stumps.

3.1.4. No bowler may bowl more than four overs. If an innings is reduced to less than 16 overs, then each bowler may bowl a maximum of 3 overs.

3.1.5. Minimum number of players is 7.

3.1.6. At the instant of delivery there **shall not be more than five fieldsmen on the leg side**.

3.1.7. Throughout an innings, the fielding side must have at least four fielders within 30 metres of the pitch at the instant each ball is delivered. If either umpire judges insufficient fielders are within 30 metres of the pitch, the umpire may first direct the fielding captain to reposition the field. If the umpire is not satisfied the request was complied with, then the umpire shall call and signal No Ball at the instant of the bowler's delivery.

3.1.8. No fielders within 10 metres of the batsman with the exception of regulation (off side) slips, gully and wicket keeper

3.1.9. Wicketkeepers can only be changed once during an innings, unless injury necessitates further changes. Any replacement wicketkeepers should get ready off the field during the over prior.

4. **Uniform:** Option 1. Full Whites
Option 2: Full school sports uniform

Teams must be uniform; they cannot be dressed in some whites or some in sports uniform the whole team must be in all whites or all in school sports uniform

5. **Balls:** Red leather case balls (Kookaburra or Platypus) must be used at all levels provided by the fielding team:
- Years 7 142 gm ball
 - Intermediate & Seniors 156 gm ball

6. **Umpires:**

The VCA Umpires and Scorers Association will provide two umpires for Senior matches (they can provide umpires for other year levels upon request).

For Years 7 – 9 the home team must provide one umpire with the coach of the fielding team to occupy the square leg umpire's position.

7. **Interrupted play or abandonment of game:**

- 7.1. However if total time lost due to a delayed start, and/or, time lost during the innings of the first side, exceeds 30 minutes, then the number of overs for each team shall be reduced. The number of overs shall be reduced from 20 overs by 1 over for each full 7 minutes of time lost exceeding 30 minutes.
- 7.2. If start of play is delayed, then remaining time will be divided evenly between the teams for batting. However, both teams must receive a minimum of 10 overs for the game to be official. If the game is abandoned during the course of play and a result has not been reached, then the match will be declared a Draw.
- 7.3. Should the second team at bat have its innings interrupted but receives at least 10 overs but does not receive the same amount of overs as the first team at bat then the result shall be determined by **net run rate**: This is calculated by dividing runs scored by overs bowled.

8. **Match Points:**

If both teams are equal on runs after the 20 overs the game will be declared a draw

- Win: 4 points
- draw: 2 points
- loss: 0 point

Net Run Rate shall be used in place of percentages. This is calculated by the following:

FOR

Team A scored over 5 rounds the following:

Against Team B: 147 runs (for 6 wkts) from 20 overs
Against Team C: 123 runs (for 4 wkts) from 20 overs
Against Team D: 98 runs (for 8 wkts) from 17 overs
Against Team E: 166 runs (for 5 wkts) from 20 overs
Against Team F 101 runs (for 7 wkts) from 20 overs

If a team is bowled out; 20 overs is automatically applied

Across the 5 games, Team A scored 635 runs in a total of 97 overs = a run rate of 6.546

AGAINST

Teams opposing Team A scored:

Team B: 119 runs (for 5 wkts) from 20 overs
Team C: 77 runs (all out) from 16 overs but allotted 20 overs
Team D: 88 runs (for 9 wkts) from 20 overs
Team E: 142 runs (for 8 wkts) from 20 overs
Team F: 104 runs (for 7 wkts) from 16 overs

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|-------------------------------------------------------------------|
| If a team is bowled out; 20 overs is automatically applied |
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Therefore the run rate scored against Team A across all 5 games is calculated on the basis of 530 in a total of 96 overs = a run rate of 5.520

NET RUN RATE (NET-RR)

Therefore net run rate is:

| | |
|----------------|-------------------------|
| 6.546 | Run rate for |
| 5.520 | Run rate against |
| + 1.026 | = NET RUN RATE |

9. **Grand Final:** Should scores be level at the end of a grand final one extra over per team is bowled. The team that scores the most runs in that over is declared the winner (normal 20/20 rules apply). If scores are still equal then a second over is bowled. If scores are still equal after the second over is bowled then the match shall be declared a draw and the Premiership will be awarded to the team that finished on top of the home and away ladder. If the teams were equal on points then the premiership will be shared (run rate will not be taken into consideration).

10. No Balls and wides:

10.1. Seniors

- 10.1.1. Any ball passing over the batsman's shoulder is a no ball. (Umpires have advised that this rule is now a recognised safety rule for school competitions and requires umpires to act against potentially dangerous bowling)
- 10.1.2. A full toss above the hip is a no ball.
- 10.1.3. Wides and no balls will be awarded **1 run** and will be bowled again.
- 10.1.4. The batting side will receive a free hit from the next delivery after a front foot No ball. That is the striker cannot be dismissed bowled, caught, hit wicket, lbw or stumped from a free hit delivery.
- 10.1.5. The fielding team **cannot** change their fields for a free hit unless another batsman is on strike.

10.2. Year 7 & Intermediate

- 10.2.1. Any ball passing over the batsman's shoulder is a no ball. (Umpires have advised that this rule is now a recognised safety rule for school competitions and requires umpires to act against potentially dangerous bowling)
- 10.2.2. A full toss above the hip is a no ball.
- 10.2.3. Wides and no balls will be awarded **2 runs** and will not be bowled again unless it is the last over. **In the grand final tiebreaker over; no balls and wides will be bowled again.**
- 10.2.4. In the last over of an innings all wides and no balls are re-bowled.
- 10.2.5. The batting side will receive a free hit from the next delivery after a front foot No ball. That is the striker cannot be dismissed bowled, caught, hit wicket, lbw or stumped from a free hit delivery.
- 10.2.6. The fielding team **cannot** change their fields for a free hit unless another batsman is on strike.