

2026 ACS Cricket Rules

Last updated January 2026

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

ACS will play a 16/16 format for all Year 7 and Intermediate matches and a 20/20 format of cricket for 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

Each team will play rounds as fixtured.

All overs must be played for the Grand Final; overs will not be shortened for late arrival.

1. PLAYING TIMES AND OVERS FOR GAMES:

- 1.1. Seniors: 20 Overs per team. 2:00pm–4:30pm (5:00pm for Grand Finals)
- 1.2. Year 7 and Intermediate: 16 Overs per team. 2:00pm–4:00pm (4:30pm for Grand Finals)
- 1.3. If a team arrives late the number of overs for the match will be reduced by 1 over for every 10 minutes per team

2. PLAYING CONDITIONS:

- 2.1. **New in 2026** For Year 7 and Intermediates: the home team can bat first in order to save time. This arrangement does not include semi finals or grand finals.
- 2.2. First team batting bats for the allocated overs unless previously dismissed.
 - 2.2.1. 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.
- 2.3. Second team at bat commences innings after 10 minute (max) break and must receive allocated overs unless dismissed.
- 2.4. 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 numbers)
- 2.5. 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 reduced number.
- 2.6. 8 overs (Year 7 & Intermediate), 10 overs (Senior) will be bowled consecutively from each end; then bowlers will change ends.
- 2.7. **Grounds:** Hard wicket with Synthetic Grass.
- 2.8. **Boundary Lines:** should not be brought in for ACS cricket matches.

3. RULES CONCERNING PLAYERS:

- 3.1.

Batsmen must retire upon reaching:	
Year 7 and Intermediate B	20 Runs
Intermediate A	50 Runs
Senior 1st	No compulsory retirement
Senior 2nd	50 Runs

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

- 3.2. 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.

- 3.3. Batsmen must wear helmets.
- 3.4. It is compulsory for all wicket keepers to wear helmets when keeping up to the stumps.
- 3.5. No bowler may bowl more than four overs for Seniors and 3 overs for Year 7 & Intermediate. If an innings is reduced to less than 16 overs (Senior), then each bowler may bowl a maximum of 3 overs.
- 3.6. Minimum number of players is 7.
- 3.7. At the instant of delivery there shall not be more than five fieldsmen on the leg side.
- 3.8. 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.
- 3.9. No fielders within 10 metres of the batsman with the exception of regulation (off side) slips, gully and wicket keeper
- 3.10. 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
- Option 3: White Pants and School Sports Polo

5. **BALLS:** New red leather case balls (Kookaburra or Platypus) must be used at all levels provided by the fielding team:

- Year 7: 142gm ball
- Intermediate and 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 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 16 (Yr 7 and Inter) 20 (Senior) overs, the game will be declared a draw.

9. **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
Across the 5 games, Team A scored 635 runs in a total of 97 overs = a run rate of 6.546	
AGAINST: Team A scored over 5 rounds the following	
Against Team B	119 runs (for 5 wkts) from 20 overs
Against Team C	77 runs (all out) from 16 overs but allotted 20 overs
Against Team D	88 runs (for 9 wkts) from 20 overs
Against Team E	142 runs (for 8 wkts) from 20 overs
Against Team F	104 runs (for 7 wkts) from 16 overs
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

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 and Intermediates:

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.