

PREMIER LEAGUE CRICKET RULES AND REGULATIONS

- 1 The Competition shall be conducted under the rules specified by the Cricket Victoria except where amended below.
- 2 Each College will field 1 team of **12 players** of whom only 11 may bat and only 11 may be on the field as fieldsman. Teams must field **a minimum of 8 players** for a game to commence.
- 3 Matches shall commence between 12.15pm and shall be played on the ground of the first named College.
- 4 Each innings shall consist of 20 overs per team.
- 5 There shall be a 10-minute break between innings. Game times are overruled by the **SACCSS Safety Policy** and alterations to game times must be made if required.
- 6 For every ten minutes a team is late 10 runs will be added to the score. A team arriving at or later than the halfway mark of a game will forfeit the game and the winning points will be awarded to the team waiting at the venue.
- 7 The Home School shall appoint umpires. It shall be the responsibility of the Home Team to pay the Umpire at the end of the match.
- 8 In the event of the Umpire being later than 15 minutes after the official starting time of the match, the 2 Coaches shall confer in an attempt to reach a mutual agreement as to who shall umpire the match. If no agreement can be reached the match shall be abandoned and a decision made re awarding of points or the allotting of another date of play.
- 9 If both coaches agree that the ground is in an unplayable state, the match shall be deemed a draw and both teams awarded two points.
- 10 The following points shall be awarded for each match:

• Win	=	4
• Tie/Draw	=	2
• Loss	=	0
- 11 In the event of a tie at the end of the 20 overs in a **final**, two overs per team will be played. In the event that scores are still tied after the 2 extra overs have been played, then the two teams will have a 'bowl off'. Each team chooses 5 bowlers who will bowl at the stumps and the side with the most "hits" will win the game. If 'hits' are even after all 5 bowlers, the next team to hit the stumps and the other miss, wins the match.
- 12 Calculating the ladder:
 1. Match Points
 2. **Net Run Rate (NRR)**

It is calculated as follows:

Team A total runs scored for the season ÷ Team A over's faced for the season = NRR
Accumulated runs scored by each opposition / over's faced by each opposition = NRR

Team A NRR - Opposition NRR = NRR

**Please note that overs faced are in decimal format eg. (19.4 overs = 19.67 as 4 out of 6 balls)*

SACCSS By Laws:

- 13 Each College shall supply:
 - The scorers shall sit together apart from spectators and shall have sole charge of scoring.
- 14 The Home Team shall supply:
 - Appropriate pitch that has required markings and boundaries visible. Stumps with bails and spares
 - **The HOME team** shall supply 2x two-piece leather balls of 156 grams for each match.

- 15 Wicketkeeper must wear a protector at all times, and when standing up to the stumps, a properly fitting cricket helmet with a faceguard.
- 16 Batsmen must wear the appropriate protective equipment at all times; this includes a properly fitting cricket helmet with faceguard, gloves, leg pads and protectors.
- 17 A fielder is not to be within 10m of the facing batsmen.
- 18 A bowler may bowl 4 overs only in an innings and a batsman is to retire upon reaching 50 runs for year 10 and 8. In the event that all wickets fall a retired batsman may resume their innings in order of retirement.
- 19 For each extra bowled the batting team will receive 2 runs in addition to any other runs made off the ball. 6 balls are to be bowled each over (no balls and wides are NOT re-bowled), however, in the final over 6 legitimate balls must be bowled.
- 20 10 overs are to be bowled consecutively from one end followed by 10 overs from the opposite end.
- 21 **The Head of Sport of the HOME Team is required to enter the result within 24 hours and the AWAY Team Head of Sport is then required to confirm the entered score.** Where they are unable to enter a result, they should **e-mail the Executive Officer ASAP**. Included in the results need to be wickets that fell, runs made and overs bowled per innings.
- 22 Score Cards to be used for all matches.

23 **Year 8 Cricket Semi Final*

In the event of a wash out where no match result achievable/game abandoned; the match win will be awarded to the higher placed team and they will progress to the Grand Final.

24 **Forfeiting**

Teams requiring forfeiting a game must notify the Executive Officers and the opposing team as soon as possible. A forfeit will result in the game being awarded to the team available to compete, they will receive four match points and a win margin of 50 runs to 0.

25 **Misconduct**

The Umpire shall have the power to send off any player for misconduct. If a player is sent off, they shall remain off the field for the remainder of the innings without replacement.

For serious offence, the Umpire shall have the power to report any offending player to the Executive Officer, who shall forward details of any such report to the Principal of the player concerned. The Umpire shall inform the player's Coach of his report. The Principal and Sports Coordinator of the player reported shall deal with the case as they see fit.

26 **Injury Time**

In the event of a *serious injury in Cricket, where a player cannot be moved from the field* until assessed and deemed medically safe to move, the following shall occur.

If the student can be moved and play resume; but not return to play, they may be replaced by a substitution.

If the injury and delay occurs before the end of the innings for the team batting first - Reduce total overs for each side (1 over less for each team for every 7 minutes lost)

If the injury and delay occurs during the 2nd innings - Reduce total overs for 2nd team (1 over for every 3.5 minutes lost).

- Batting target to chase is revised based on overs to face – target to chase is 5% less for every over lost. So, 1 over lost means team 2 faces 19 overs and needs to make more than 95% of the team 1 score; 2 overs lost = 18 overs (90%); 3 overs lost is 17 overs (85%) etc. e.g. If team 1 makes 100 runs off their 20 over max. and 4 overs are lost based on 14-minute delay, then team 2 only gets 16 overs to face. This would be 80% of initial 20 over max. & therefore they need to make 81 runs to win (more than 80% of the total scored by team 1).

Once 30 minutes of time has elapsed, if the player has not been moved and play resumed the game will be recorded as a DRAW.