SPORTS COORDINATOR'S CODE OF CONDUCT FOR CRICKET

This code had been drawn up with the aim of promoting the highest standards of behaviour, fair play and etiquette, both on and off the field by players and officials. Players and coaches are fully expected to conduct themselves within spirit of the game and in accordance with the AGSV Participant Code of Conduct.

Standard of Cricket Behaviour:

1. **Coaches, Staff in Charge (all XI's), Captains and Umpires**
   - i. **Coaches**
     - All coaches are expected to set the example at all times and are responsible for ensuring the spirit of this Code of Cricket is understood and adhered to. The coach, or their deputy must be in attendance throughout the course of a match so each team remains properly supervised.
     - The Umpire's role is to identify and take action where misbehaviour is not glaringly obvious to those who are off the field. Coaches are responsible for the behaviour of their respective teams and are to act upon and rectify any problem that comes to their attention "on the spot" rather than wait to be approached by the umpires or read a report written by the umpires.
     - Coaches should not interfere with the game by verbalising instructions from a distance. This is to be done at a drinks breaks or during change of innings. Coaches may relay instructions to players, with minimum disruption to continuous play.
     - Coaches should insist that all players are properly attired in clean, neat whites/creams.
     - In underage matches, coloured footwear is permitted but such footwear should be predominantly white.
     - In underage matches, by mutual agreement, coaches may assist in the conduct of the game where it is appropriate to educate players to assist learning.
     - In 1st XI matches, paint should be provided by the Home team for all matches so bowlers do not have to scratch the ground to mark run-ups
     - Coaches should ensure that respective captains thank the umpires, opposing coach and captain after the game
     - Coaches should check that their dressing rooms are clean and tidy after the game.
   - ii. **Umpires**
     Umpires in any competition of AGSV Cricket are instructed to monitor and maintain the expected Standard of Behaviour as listed in section (1) above and (3) below. Should an Umpire consider there has been a breach during a game they shall use their discretion and act immediately in the context of the game to remove undesirable actions of the offending fielders, bowler or batter by taking action according to the procedures outlined within **section 2** (below).
   - iii. **Captains** and **Vice-Captains** of all teams are expected to ensure their team plays the game according to the spirit as well as the letter of the Code of Cricket and set the example for others.
   - iv. This Code of Cricket applies to all teams and matches, not only the First XI.
   - v. Directors of Sport are to ensure that this Code of Cricket and the appropriate regulations are issued to coaches of teams within their school each season.

2. **Players** are responsible for **applying** and **conforming** to the Spirit of the Game.

Procedure to control unacceptable behaviour:

Umpire/s:

i. **Issue a Warning**: stop the game and issue a warning to any student who is displaying any unsportsmanlike or inappropriate behaviour. Umpires to immediately inform the coach that such a warning has been given and why. Captain to also be informed of the warning.
ii. **Cite Level 1 offence**: if such inappropriate behaviour persists, Umpire/s will again stop the game, report the player to the Coach of the school team. This counts as the **first 'Mention'**. Coach responsible for managing the player in question.
iii. **Cite Level 2 offence**: **second 'Mention'**. At this point, Umpire/s have the authority to award a 5-run penalty against the offending team. This option is to be exercised in extreme cases. Player/s in question are to be removed from the ground. **Cannot be replaced.**
iv. **Cite Level 3 offence**: any further instances from the same individual/s to incur additional 5-run penalties. At this stage, the offending player/s must be removed from play by the coach. The player cannot return to the field of play for the match. **Cannot be replaced.**
v. **Match report:** at the conclusion of the game in their match report to AGSV, umpires will include any such incidents including all details of subsequent 'Mentions' where any of the above actions are enforced. Match reports will be distributed to schools by AGSV office.

3. **The following are considered types of inappropriate behaviour/breaches of fair play:**

(a) Fielders distracting the batter by talking/ moving or by other means once the bowler has commenced their run up
(b) Intimidating batter with regular clapping or cheering
(c) Batter, bowler or fielders making remarks about opposing players (sledging)
(d) Intimidating umpires with overzealous or unrealistic appealing from bowler or members of the fielding team
(e) Outward displays of discontentedness when an appeal is turned down
(f) Unsportsmanlike antics at the fall of a wicket
(g) Showing dissent by word or action, displeasure at being given out or not moving immediately from the wicket when the umpire has given their decision
(h) Pretending to have caught a ball which the fielder knows has bounced before entering the hands
(i) Appealing for bowled or hit wicket when it is known that the wicket-keeper has caused a bail to fall
(j) Unnecessary or intimidatory returning of the ball to the wicketkeeper
(k) Violent behaviour of any description.

To keep play flowing, the following is to be avoided:

i. Lengthy conferences between batters at the end of an over
ii. Unnecessary hold-ups in play by fielding team or Captain at the end of an over eg. setting fields or fielders coming up to their bowler from distant positions in the field
iii. Batter at the crease walking toward the pavilion to greet the incoming batter
iv. Incoming batter ready to make their way out to bat before the dismissed batter is off the field
v. Bowlers dawdling back to their run up and coming slowly from their fielding positions to place their of cap and sweater in the specified location.
vi. Excessive movement at the crease by the batter as the bowler comes into bowl
vii. Unnecessary movement of sight screens (1st XI)
viii. The removal or adjustment of pads or other equipment in the middle of an over.

ADDENDUM

PROTOCOLS SUMMARY

The use of saliva to shine the ball is now **banned** under the Laws of Cricket from October 1, 2022. It is also a form of ball tampering.

Breaches involving the use of saliva (unintentionally or intentionally) shall be dealt with according to the following process by the umpire/s (who are advised to sanitize own hands before sanitizing the ball):

1. First warning = friendly warning – umpire informs Captain of both teams
2. Second = 1st team warning (Captain and Coach informed)
3. Third = 2nd team warning (Captain and Coach informed)
4. Fourth and subsequent = 5 run penalty. If same offender (might be intentional), Coach to intervene and sub out the player in question.

We want to avoid having to abandon the match.

- Sweat from any part of the body can be used to maintain the ball (arm, face is permitted)
- Umpires to provide their own coin for the toss
- Provision of Lunch for 1st XI Umpires-Coaches-Players will be at the discretion of the Home school. Players and welcome to bring own snacks, hand towels, sanitizer.
- Drinks breaks – players and umpires to bring own drink bottles, clearly named. Each team to have an ice box to store drinks. Home to team to store Umpires bottles. 12th men to take ice box onto the field during drinks breaks, removing the need for players to leave the ground.
- Bowlers gear (cap, sweater, eyewear) – **grounds staff to continue to paint a designated cross or circle 20m** behind Umpire (where saw dust would be typically placed). Each bowler places their own gear in that area before the start of their over and collects it from there when their over is complete (this will save time rather than having to put over a fence and retrieve it each time or storing behind the WK). If ball hits any gear in the circle, dead ball is called and the ball is re-bowled.
- WK or fielders' helmets – to be stored in the designated circle behind them. No change to the Laws of the game if the ball hits them.
- A drinks break can be taken earlier, or if a wicket falls close to the 17th or 34th over.
- Team sheets / lists – the Coach neatly hand writes x2 sheets out as normal and present to the umpires at the toss. Alternatively, the umpires can either access digitally via PlayHQ or print off their own copy the night before.
- Umpires to keep sight of the ball as it travels back to the bowler and until they begin their run up (no applying saliva). *Suggest the WK passes straight to slips who throw it to mid on/off, then bowler (the less touches the better). Ball shining to be performed by mid on/off or the bowler.

GENERAL

Any amendment to a rule/regulation implemented by the governing body will only be applied to AGSV regulations once it has been ratified in accordance with AGSV procedures.

(a) First XI Cricket Matches will be single innings matches played on turf only, in Term 4 of the previous year and Term 1 of the current year. Where the home turf wicket(s) is unfit for play and it is possible to transfer the match to the other school, this will automatically occur.

(b) Prior to the game starting, the fitness of the wicket and / or the ground for play will be decided by the coaches. Should the coaches disagree, the umpires will decide.

(c) Wickets will be completely covered on the night preceding the match, or earlier, at the discretion of the groundsman, and will be uncovered, weather permitting, not later than 8:30 a.m. on the day of play, provided always that the covers may be replaced on the wicket at the umpires' discretion, should bad weather interrupt play.

(d) Each team has the option to nominate twelve players. The following conditions shall apply:

i) One player in each side shall not bat and only eleven fielders shall be on the field at any one time. With the consent of the umpires the 12th listed player may wicket keep and unlimited free interchange of fielders from the twelve nominated players shall be allowed between overs or after intervals and interruptions.

ii) Bowling restrictions shall not apply under Law 2.5 to a nominated player returning to the field to replace another nominated player. However, the restriction shall apply to a returning nominated player who was replaced by a substitute (i.e. a player other than one of the nominated twelve).
Prior to tossing, the Captains are to exchange fully completed team sheets, which indicate the 11 designated batters.
12th player listed may only bowl, field or wicket keep. Umpires to retain the original copy.

(e) The toss should take place on the ground in the presence of the umpires (umpire to provide coin). If for some reason umpires are not present 15 minutes before the game is due to commence, the toss for choice of innings may be held in the presence of staff from each school.

(f) In the event of inappropriate on-field behaviour, the umpire will refer to the process outlined in the Code of Cricket (p.1).

(g) Match Balls: only 156g A.G. Thompson-Kookaburra - 'Regulation' AGSV red cricket balls will be used. *Schools are asked to keep a supply of used balls (marked by age e.g. 10 overs old). Each school will supply a match ball.

(h) **Over Limits per Bowler**

In an uninterrupted match, **one bowler** is permitted to deliver a **maximum of** up to **15 overs. All other bowlers** are permitted to bowl a **maximum of** up to **12 overs.** This is considerate of the limit of overs per spell for fast-medium bowlers (as listed below)**.** Calculations for maximum overs per bowler in an interrupted innings /reduced over match (rain or heat) as per **Appendix 4** (refer table below). Upon resumption of play, where a bowler has exceeded the reduced limit, a player will not be permitted to bowl again in that innings.

With the exception of spin bowlers, 1st and 2nd XI bowlers will be limited to the following – refer **Appendix 3**:

*NOTE: The date to determine Age grouping is **1 September**.

- Under 19 **maximum 7 over spell**
- Under 17 **maximum 6 over spell**
- Under 15 **maximum 5 over spell**
- Under 14 **maximum 4 over spell**

- Any break of 15 minutes or more constitutes the end of a bowling spell.
- Fast/medium pace bowlers must rest for twice the number of overs bowled in the spell.
- Other delays (adverse weather) to be calculated at one over per 3½ minutes (or part thereof).
- A change of ends (i.e. resuming after 2 overs) does not constitute the end of a spell provided the Captain informs the umpire.
- If a bowler begins a new over beyond the maximum over allocation in a spell, the over will be stopped immediately the oversight is observed and the remainder of that over will be completed by another bowler. A full over will count in the replacement bowler's spell.

(i) **No Balls** (Law 21)

- A limit of two (2) bouncers per over are allowed (to either batter). If more than two are bowled, a 'No Ball' is called on each occasion. A bouncer is defined as a ball which after pitching, passes above shoulder height of the striker standing upright at the popping crease. Dangerous and unfair short pitched deliveries will be judged at the discretion of the umpire, considerate of the skill of the batters and any intent of bowler to inflict physical injury.
- Any delivery that is pitched above waist height (no matter what the pace) shall be called and signalled 'No ball' by either umpire, according to MCC Law 41.6, 4.17 and 41.8.
- **Free hit** (introduced 2021-22): The delivery that follows a delivery that is called no-ball (for any reason) shall be a free hit for whichever batter is on strike. If the delivery for the free hit is not a legitimate delivery (any form of no ball), then the next delivery will become a free hit for whichever batter is on strike. For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball (run out, obstructing the field, hitting the ball twice) even if the delivery for the free hit is called a wide.
- **Note:** For clarity, if an umpire mistakenly allows an over to continue after 6 legal balls have been bowled and this (eg. 7th delivery) is called a No Ball, then the next ball, for which a Free Hit would have been available, shall not be bowled.

(j) **Wide Ball** (Law 22)

To assist the calling of a Wide, creases are to be clearly marked **including Wide lines** (marked in blue) and **Protected Area Indicators** - refer diagram in **Appendix 1.**

Umpires shall call wide balls as per Laws of Cricket - rule 22.1 - understanding that within reason:

- The ball will be considered a Wide when it passes out of reach of the striker to be able to hit it with the bat by means of a normal cricket stroke.
- Leg side wides - a ball on the leg side that does not make any contact with the striker's bat or person, passing the batter (who is facing up in a regular stance) **outside** the small white line marked to indicate the "protected area" - refer diagram in **Appendix 1.** The delivery may not be called wide if the batter moves to the off side to initiate a shot.
- Off side wides - a ball on the off side that does not make any contact with the striker's bat or person, passing the batter (who is facing up in a regular stance) **outside** *the* blue line that is painted 43.2cm from the return crease - refer diagram in **Appendix 1**. The delivery may not be called wide if the batter moves to the off side to initiate a shot.

- If the bowler bowls a ball (not being a No ball) the umpire shall adjudge it a Wide if, according to the definition in 22.1.2, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery and which also would have passed wide of the striker standing in a normal batting position.
- Passes above head height of the striker standing upright at the popping crease. Umpires and coaches are to discuss and agree on expectations prior to the first ball bowled. This will assist consistency of wide ball calls throughout the entire day.

Note: For clarity, if an umpire mistakenly allows an over to continue after 6 legal balls have been bowled and this (eg. 7th delivery) is called a Wide, then the next ball shall not be bowled.

(k) **Use of helmets/ close to the Wicket Fielding** – batters must **always** wear a compliant helmet with grille, the use of Stem Guards is compulsory. It is compulsory for a wicketkeeper to wear a helmet with grille when keeping up at the stumps (The use of stem guards is highly recommended). Any player fielding within 7 metres of the batter in a semi-circle in front of the wicket, must wear a helmet with a grille and a protector ((The use of stem guards is highly recommended, this does not include slips and gully fielders).

(l) **Fielding Restrictions** (introduced 2024-25)

Semi-circles of a 27.5 metre radius from the stumps at each end will be marked in white paint on the ground and joined by straight lines at cover and mid-wicket (or use of flat rubber discs).

At the instant of a delivery, there may be no more than five (5) fielders on the leg side.
Subject to the provisions below and in accordance with Rule 17.9 (inclusive) of the Victorian Premier League Rulebook, fielding restrictions will apply according to the Powerplay rules outlined below;

Powerplay rules – 50 over matches

Powerplay 1 (overs 1 to 10 inclusive): no more than two (2) fielders shall be permitted outside the

27.5 metre fielding restriction circle.

Powerplay 2 (overs 11 to 40 inclusive): no more than four (4) fielders shall be permitted outside the 27.5 metre fielding restriction circle.

Powerplay 3 (overs 41 to 50 inclusive): no more than five (5) fielders shall be permitted outside the 27.5 metre fielding restriction circle.

(m) **Hours of play**

i. Session 1 begins at 10.00am
ii. Lunch begins at 1.15pm
iii. Session 2 begins at 2.00pm (there will be no 'tea' interval)
iv. Predicted cessation of play is 5.15pm.

NOTE: THE HOURS OF PLAY CAN BE AMENDED ONLY IF THERE IS A DELAY OR LOSS OF TIME FOR THE INNINGS OF THE TEAM BATTING FIRST (refer (n).

Drinks - a **minimum** of two 5-minute drinks breaks will be taken after the 17th and 34th over have been completed in each innings. Further breaks may be taken at the discretion of the umpires and coaches during extreme heat. Players requiring additional drinks to the scheduled breaks must seek permission from the umpires as a courtesy, before interrupting the match. Players and umpires to bring own drink bottles, clearly named. Each team to have an ice box to store drinks. Home to team to store Umpires bottles. 12th men to take ice box for their team onto the field during drinks breaks, removing the need for players to leave the ground.

Team dismissed *before* 12:30 p.m.

- There will be a 10 minute changeover and play will continue through until 1:15 p.m. at which time lunch will be taken.
- If a side is bowled out *after* 12:30 p.m., but before 1:15 p.m., lunch is to be taken at this time (in such instances, lunches would need to be ready before 1:15 p.m.). *Note the in Time/Overs spreadsheet calculator.

(n) If the innings of the side batting first has not been previously completed, it will be compulsorily closed after 50 completed overs. The side batting second will receive only the number of overs they bowled by 1:15 p.m. (except where interruptions to play apply) providing, in the opinion of the umpires, the inability to bowl 50 overs by 1:15 p.m. was primarily the fault of the fielding side.

(o) If the innings of the side batting first has been completed, other than by compulsory closure before 1:15 p.m., then the side batting second, if it is not dismissed, will be entitled to bat 50 completed overs.

(p) Once a result is reached, the match will end.

(q) **Compulsory Closure: Length of Innings**

Uninterrupted Innings

If not delayed, interrupted nor terminated earlier, the innings of each side shall be compulsorily closed after 50 overs.

Delayed or Interrupted innings

Delay or interruption to the Innings of the Team Batting First

To constitute a match, a minimum of 25 overs must be bowled to the side batting second, subject to a result not being achieved earlier.

When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15.38 overs per hour or in the total remaining time available for play.

Extra time: 60 minutes of extra time applies to and is available to the 1st innings only. This is when the start of play is delayed, or play has had to be suspended. This 60 minutes of extra time must be fully exhausted before there is any reduction to the prescribed overs.
The revised number of overs should ensure, whenever possible, that both teams have the opportunity to receive the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

A fixed time will be specified for the commencement of any interval, and the close of play for the match, by applying a rate of 15.38 overs per hour. When calculating the length of playing time available for the match, or the length of innings, the timing and duration will take into account all delays, extensions in playing hours, interruptions in play and intervals (excluding those for drinks) will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for play to cease. If required, the original time shall be extended to allow for one extra over per team.

If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings has been completed.

Delay or interruption to the Innings of the Team Batting Second

When playing time has been lost and, as a result, it is not possible for the team batting second to receive its allotted, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 15.38 overs per hour according to playing time lost. Should the calculations result in a fraction of an over, the fraction shall be ignored.

In addition, should the innings of the team batting first have been completed prior to the scheduled or re-scheduled time for the commencement of the interval, then any calculation relating to a revised amount of overs shall not be effective until an amount of time equivalent to that by which the second innings started early, has elapsed.

To constitute a match, a minimum of 25 overs must be bowled to the team batting second (subject to a result not being achieved earlier).

The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

If the team fielding second fails to bowl the revised overs by the scheduled or re- scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

The timing and duration of all relative delays, extensions in playing hours and interruptions in play will be taken into consideration when anticipating a time for the close of play, if this differs from what is specified in (m) and (s). Calculations for this end time will be determined by applying a rate of 15.38 overs per hour.

i. **Calculation of target score [Duckworth Lewis Stern calculator** (as introduced 2021-22) **]**

***USE D.L.S. PROCESS FOR EVERY MATCH REGARDLESS OF WEATHER**

a) Interrupted Matches - Calculation of the Target Score

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 25 overs) then a revised target score (to win) will be set for the number of overs which the team batting second will have the opportunity to face.

This revised target is to be calculated using current Duckworth-Lewis Stern method, with figures from the excel spreadsheet being applied to the MyCricket Live Score App.

b) Prematurely terminated matches

If the innings of the team batting second is suspended (and at least 25 overs have been bowled) and it is not possible for the match to resume, the match will be decided by comparison with the par score determined at the instant of the suspension by the Duckworth-Lewis Stern method. If the score is equal to the par score, the match is considered a tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the par score.

(r) **Fielding Restrictions** (introduced 2024-25)

Semi-circles of a 27.5 metre radius from the stumps at each end will be marked in white paint on the ground and joined by straight lines at cover and mid-wicket (or use of flat rubber discs).

At the instant of a delivery, there may be no more than five (5) fielders on the leg side.
Subject to the provisions below and in accordance with Rule 17.9 (inclusive) of the Victorian Premier League Rulebook, fielding restrictions will apply according to the Powerplay rules outlined below;

Powerplay rules – 50 over matches

Powerplay 1 (overs 1 to 10 inclusive): no more than two (2) fielders shall be permitted outside the 27.5 metre fielding restriction circle.

Powerplay 2 (overs 11 to 40 inclusive): no more than four (4) fielders shall be permitted outside the 27.5 metre fielding restriction circle.

Powerplay 3 (overs 41 to 50 inclusive): no more than five (5) fielders shall be permitted outside the 27.5 metre fielding restriction circle

* Any infringement to the fielding restrictions listed results in either Umpire calling and signalling a No-ball.

(s) Reduced over format matches

Where predicted maximum temperatures for the Melbourne metropolitan area are between 36-39ºc inclusive on a Friday (9.00am), match times and format for First XI Cricket matches for the Saturday will be changed. Matches will be reduced to 40 overs per team. Matches will still play according to the contents of the Adverse Weather policy.

NOTE: If predicted maximum temperatures are revised overnight, the format listed above will be maintained for that particular round.

Hours of play

i. Session 1 begins at 9.00am
ii. Each team has 2 hours and 45 minutes to bowl the allotted 40 overs
iii. Lunch begins at 11.45am, lasting a maximum of 30 minutes
iv. Session 2 begins at 12.15pm
v. Predicated cessation of play is 3.00pm or until overs have been bowled.

Over limits per bowler

In an uninterrupted reduced over match, **one bowler** is permitted to deliver a **maximum** of up to **12 overs. All other bowlers** are permitted to bowl a **maximum of up to 10 overs.** Refer Item (h) above as required.

Powerplay rules - 40 over matches (reduced format due to predicted heat)
Powerplay 1 (overs 1 to 8 inclusive): no more than two (2) fielders shall be permitted outside the 27.5 metre fielding restriction circle.

Powerplay 2 (overs 9 to 32 inclusive): no more than four (4) fielders shall be permitted outside the 27.5 metre fielding restriction circle.

Powerplay 3 (overs 33 to 40 inclusive): no more than five (5) fielders shall be permitted outside the 27.5 metre fielding restriction circle.

* Any infringement to the fielding restrictions listed results in either Umpire calling and signalling a No-ball.

Drinks - a **minimum** of two 5-minute drinks breaks will be taken after the 13th and 26th over have been completed in each innings. Further breaks may be taken at the discretion of the umpires and coaches during extreme heat. Players requiring additional drinks to the scheduled breaks must seek permission from the umpires as a courtesy, before interrupting the match. Players and umpires to bring own drink bottles, clearly named. Each team to have an ice box to store drinks. Home to team to store Umpires bottles. 12th men to take ice box for their team onto the field during drinks breaks, removing the need for players to leave the ground.

(t) **UMPIRES: are to be paid by the home school** (**$240.00**). Umpires must be paid if they attend the ground, even if no play is possible, albeit at a reduced rate ($120.00) which also applies if the match is abandoned before lunch.

Umpires are required to be aware of and comply with AGSV Child Safe standards.

(u) Minimum scoreboard details required are the aggregate score of the batting team, overs bowled, and where possible, current batters and bowlers figures.

(v) **Premiership Ladder**

RESULT	PREMIERSHIP POINTS	NOTES
Win	6 points	
Tie	3 points each team	
Draw or abandoned game	3 points each team	*Runs made/wickets lost will be included in the ladder (ie. Counts in percentage calculations
Loss or bye	0 points	

SEMI FINALS: On the week following the Home & Away season, the top four teams will play off in a semi final (1 v 4, 2 v 3) to decide who will contest the Grand Final. Ladder positions will be separated (i) by premiership points. Where teams are equal on premiership points after Round 9 at the end of home and away rounds, the following criteria will be used to separate ladder positions: (ii) by who won the home and away match (head to head). Where teams placed first, second or third on the ladder cannot be separated by (i) or (ii), a calculation (iii) will be used to determine who has superior percentage (quotient) from matches involving these teams. If this fails to separate, the team who is immediately below on the ladder will be included in the calculation. If that fails, the calculation will include the next team down the rung (and so on) until a separation is achieved.
Where teams placed second, third (or below) cannot be separated by (i) or (ii), the third calculation (iii) will include matches played against the team who is immediately above on the ladder. If that fails to separate, the calculation will include the next team above (and so on). Where there are no more teams above, the calculation will include the team immediately below on the ladder (and so on) until a separation is achieved.
The venue will be set by the host teams who finished first and second on the ladder. Start time will be 10.00am.

NOTE: School's hosting a semi final are to assume usual Home match responsibilities (ie. provision of First aid, match balls and equipment, payment of umpires, after match catering etc.).

In the event of a draw/tie in a semi final (including heat out or washout), no extra time will be played, nor will the game be replayed. The team who finished highest on the ladder (and where necessary according to the above criteria) at the end of the Home and Away season (round 9) will be declared the winner.

FINAL (Round 11): On the following week, the two teams who won their Semi Final will contest the 1st XI Grand Final to decide the Premiership. The 1st XI Final will be held on the Saturday (10.00am start) at the venue nominated by the team finishing highest on ladder at the end of the home and away rounds (who will be the host school). Umpires will be allocated by the AGSV office.

In the event of a draw/tie in the Grand final (including heat out or washout), no extra time will be played, nor will the game be replayed. The team finishing with the most premiership points at the end of the Home and Away season will be declared the winner. Where both teams are equal on premiership points, the premiership/position on the ladder will be shared.

(v) All schools should be familiar with, and where appropriate, follow the contents of the **Adverse Weather Policy.**

1st XI RESULTS:

It is the responsibility of the home school to provide a suitable device and stable connection to ensure PlayHQ live scoring can be executed. Failing that a scorebook should be maintained for game details to be updated later.

Providing electronic scoring via Play HQ has been possible, match results are not required to be reported after the close of play. Final scores to be entered into Clipboard.

Where electronic scoring has been unsuccessful, it is the responsibility of the Coach / TM from the **HOME TEAM** to submit match results and performances of note to AGSV General Manager - Competitions on 0400 556 801 (SMS) by **5:30pm on Saturday**.

**This message should include individual performances of those who scored 30+ runs or took 3 or more wickets*

MATCH REPORTS for 1st XI CRICKET to be submitted at the completion of each match

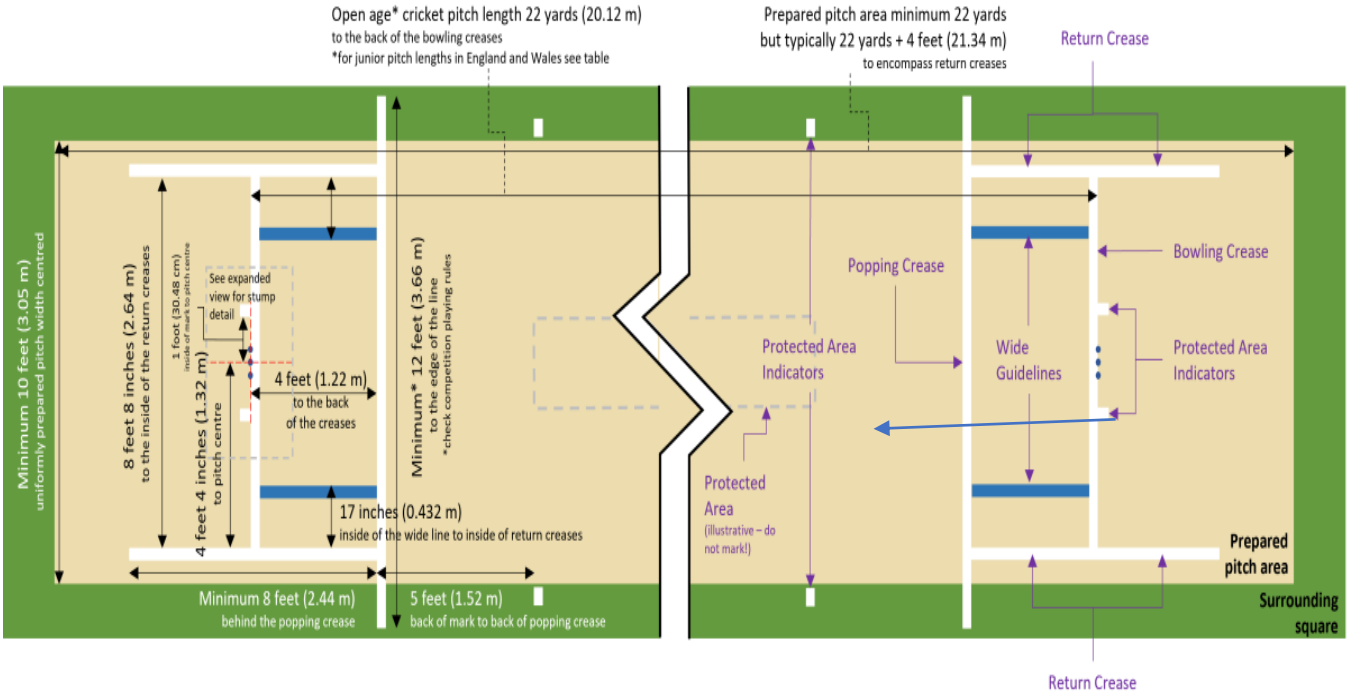
1. **For UMPIRES**

- **Match report** - https://form.jotform.com/231848510163857
- **Ground & Pitch award ratings** – as per link provided to Umpires.

2. **For COACH'S** – feedback on 1st XI UMPIRES - https://form.jotform.com/231848278980067

Appendix 1

CREASE MARKINGS



Appendix 2

PRTOTECTED AREA



Appendix 3

BOWLING RESTRICTIONS
1st XI CRICKET

RULES: For Firsts & Seconds matches NON-SPIN bowlers will be limited to the following:

Under 19: maximum 7 consecutive overs in a spell
Under 17: maximum 6 consecutive overs in a spell
Under 15: maximum 5 consecutive overs in a spell
Under 13: maximum 4 consecutive overs in a spell (no more than 8 overs per day)

Note: *the date to be taken on a player's age is* ***1 September.***

Conditions

(i) Prior to the game, the captains will submit team sheets to the umpires including the names of non-spin bowlers.

(ii) Fast/ medium pace bowlers must rest for twice the number of overs bowled in the spell.

Any break of 15 minutes or more constitutes the end of a bowling spell.

Other delays (weather) calculated at one over per 3½ minutes (or part thereof).

(iii) A change of ends (i.e. resuming after 2 overs) does not constitute the end of a spell provided the captain informs the umpire.

(iv) If a bowler begins a new over beyond the maximum over allocation in a spell, the over will be stopped immediately the oversight is observed and the remainder of that over will be completed by another bowler. The full over will count in the replacement bowler's spell.

Change of Bowling Type

(a) If a bowler begins with medium pace or faster and changes to 'spin bowling' during a day's play, that bowler remains subject to the playing condition throughout the day.

(b) If a bowler begins with 'spin bowling' and changes to medium or faster pace the playing condition applies from the time of the change, for the remainder of the innings and any overs bowled prior to the change will not be taken into account in the current spell.

Appendix 4

AGSV 1st XI CRICKET REVISED OVERS MAXIMUM LIMITS FOR BOWLERS

(REDUCED OVER MATCHES)

Overs	Bowler 1	Bowler 2	Bowler 3	Bowler 4	Total
50	15	12	12	12	50
49	15	12	12	12	50
48	14	12	12	11	49
47	14	12	11	11	48
46	14	11	11	11	47
45	13	11	11	11	46
44	13	11	11	10	45
43	13	11	10	10	44
42	13	10	10	10	43
41	12	10	10	10	42
40	12	10	10	9	41
39	12	10	9	9	40
38	12	9	9	9	39
37	11	9	9	9	38
36	11	9	9	8	37
35	11	9	8	8	36
34	11	8	8	8	35
33	10	8	8	8	34
32	10	8	8	7	33
31	10	8	7	7	32
30	10	7	7	7	31
29	9	7	7	7	30
28	9	7	7	6	29
27	9	7	6	6	28
26	9	6	6	6	27
25	8	6	6	6	26