# 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.
   - 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 unsporting 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 batters 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) Unsporting 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 batters ready to make their way out to bat before the dismissed batters 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):

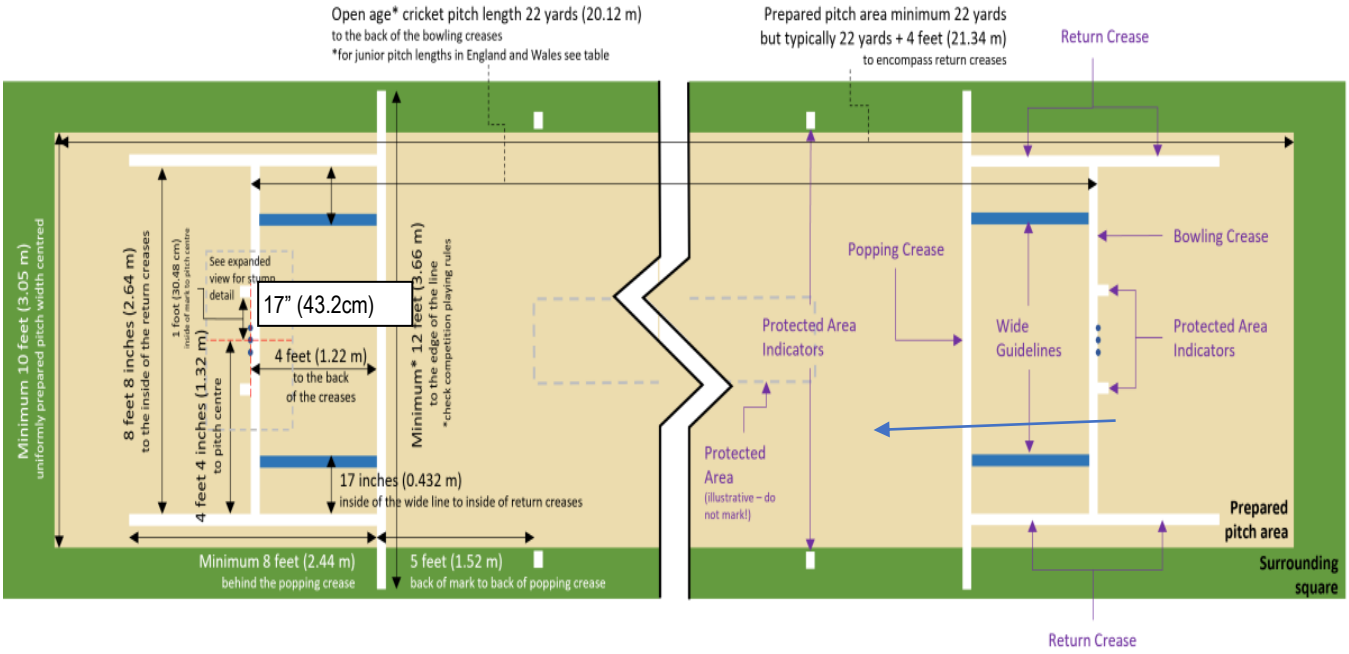
1. First warning = friendly warning – umpire informs Captain of both teams
2. Second = 1st team warning (Captain and Coach informed)
3. Third = 2nd team warning (Captain and Coach informed)
4. Fourth and subsequent = 5 run penalty. If same offender (might be intentional), Coach to intervene and sub out 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 and drinks, with drink bottles clearly named
- Bowlers gear (cap, sweater, eyewear) – grounds staff **to continue to paint a designated cross or circle 15-20m** 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.
- 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.

**Appendix 1**

## CREASE MARKINGS




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**Appendix 2**

## PRTOTECTED AREA



**Appendix 3**

# BOWLING RESTRICTIONS
# 2nd 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 any 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.

# REGULATIONS FOR CONDUCTING CRICKET MATCHES OTHER THAN 1st XI

## 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.

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

(a) All Coaches, players and spectators to refer to AGSV Cricket Code (above) and **AGSV Code of Behaviour.**

(b) **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).

No player fielding between fine leg and point (moving forward of the wicket) can be placed within a distance representing ½ of the length of the wicket (or 11 metres) to the stumps, i.e. there is a restricted three quarter circle with the stumps as the centre. This three quarter circle may only be entered by fielders after:

(i) the batter has struck the ball
(ii) the ball hits the body of the batter
(iii) the ball has passed through to the wicket keeper.

**A NO BALL to be called if there is a breach to this.**

(c) **Dangerous Deliveries**

Any **full toss** above the batters waist line will be called a **NO BALL**.

**Short Pitched Deliveries**

***2nd XI***

A limit of one bouncer per over, per batter, is allowed or a NO BALL is called. A bouncer is defined as a ball which passes the batter, in his normal batting stance, above shoulder height.

***3rd XI and Year level matches***

In all year level games, including 3rds, any delivery which bounces above the batter's shoulder in the normal batting stance, will be called NO BALL. Either umpire has the authority to make this decision.

(d) **Equipment**

HOME TEAM to provide

- New match balls (refer below for specifications)
- 2 sets stumps and bails (umpires only to manage - all match).

(e) **Cricket Balls**
The home school will provide two new balls as follows.

**2nd XI**
156g 4 piece balls to be used: either Kookaburra "REGULATION" or "SENATOR".

**Other levels**

(i) 156 gram 2-piece Leather for Year 8/9/10/3rds (synthetic or turf) – Kookaburra 'Red King' or 'Crown'

(ii) 142 gram 2-piece Leather for Year 6/7 matches (synthetic or turf) – Kookaburra 'Red King' or 'Crown'.

(f) **Fixtures**
All fixtures will be confirmed by Sports Coordinators prior to a match. The type of ball and pitch for each home match should be specified to opposing team.

(g) **Coaches**
Discreet assistance may be provided, particularly in Junior competition (Y7 & 8).
In matches below 2nd XI, coaches should ensure that players are given a chance to play an active role in the match.

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# PLAYING CONDITIONS

## Saturday Morning matches

**Open B -** Year 10, 11, 12

### Option for 30 Over matches in 2nd XI matches

Playing conditions (introduced 2022-23)

- 30 overs (compulsory closure) per team, unless there are delays due to weather.
- Dress: all teams to wear consistent attire.
- Use of Red ball or White ball rests with the home school (refer General, above for ball specifications). Where coloured pants are worn an orange is to be used.
- All matches to be played on turf or synthetic pitches, in year level age groups.
- 12 players per team. 11 players permitted on the ground when fielding. 11 players can bat.
- Final scores and result determined by wickets lost/runs made.
- For Intermediate A and 8A, there will be one (1) optional T20 round per season (regulations provided in the lead up to this match).

Hours of play

- Play will commence at 8.30 am and cease when a first innings result is achieved
- Play should continue for the full allotted time, or until one side has won on first innings.
- Approximate finish at 12.30 pm (average 115 minutes per innings, plus 10 minute changeover)
- Should a side be dismissed in fewer than 30 overs, the team batting second will bat for a maximum of 30 overs.
- First innings: 8.30 – 10.25 am (approx.) unless team is all out, or overs completed before time.

If 30 overs have not been bowled by 10.25 am (without interruptions) changeover to be delayed until the 30 overs are completed. The side batting second will only face the number of overs they bowled to 10.25 am (even if the batting team was to be bowled out during the remaining overs that were bowled after 10.26am).

- 10 minute changeover
- Second innings: 10.35 – 12.30 pm (approx.) unless team is all out, or overs completed before time.
- If play is not possible before 9.00 am the time remaining from when the first ball is bowled, until 12.30 pm will be split and both teams be allotted equal batting time (10 minute changeover to be included in calculations).

Batting

Batters retire at 50. Coach can use discretion and retire any batters before they reach 50 if they choose to. Where this is the case, retired batters can only come back in once **all** batters have had a bat.
If a team is 'all out' (10 wickets lost), changeover innings.

Bowling

Either: swap ends after every over, or coaches can mutually agree to bowl in blocks of 5 overs from the same end, prior to the start of play.
A bowler can deliver **maximum of one-fifth** of total overs. Spells in accordance with limits outlined in Appendix 3. WK is permitted to bowl.

Fielding

As per current regulations/laws of cricket. At the instant of a delivery, there may not be more than five (5) players fielding on the leg side.
At the instant of a delivery, there may not be more than two (2) fielders positioned behind square leg.
**A fielding restriction infringement is penalised by one (1) no ball.*

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## Option for **40 Over matches in 2nd XI matches** (*by agreement between participating schools*)

Playing conditions

- 40 overs (compulsory closure) per team, unless there are delays due to weather.
- Should a side be dismissed in fewer than 40 overs, the team batting second will bat for a maximum of 40 overs.
- If extreme heat is forecast, the two coaches may agree to reduce the length of the match (to a **minimum of 25 overs** per side) before the start of the game.
- All matches to be played on turf pitches. White clothing. Red ball (refer General, above for ball specifications).
- Selection available to students from all year levels (school choice).
- 12 players per team. 11 players permitted on the ground when fielding. 11 players can bat.
- There will be one optional T20 round per season (regulations will be provided in the lead up to this match).

Hours of play

- Play will commence at 9.00 am and cease when a first innings result is achieved
- Approximate finish at 2.30 pm (average 150 minutes per innings, plus lunch changeover)
- First innings 9.00 - 11.30 am (approx.) unless team is all out, or overs completed before time.

If 40 overs have not been bowled by 11.30 am (without interruptions) lunch will be delayed until the 40 overs are completed. The side batting second will only face the number of overs they bowled to 11:30 am (even if the batting team was to be bowled out during the remaining overs that were bowled after 11.31 am).

- Lunch: 30 minute break taken after the completion of 40 overs (unless weather interrupted).
- Second innings 12.00 – 2.30 pm (approx.) unless team is all out, or overs completed before time.
- Drinks should be taken once in every uninterrupted session. They should be served half way through the session, or more often in hot weather.
- Play to cease when result has been achieved (i.e. final scores and result determined by wickets lost/runs made).

Delayed Start and Interruptions

In the event of interruption, overs will be deducted from the innings **of each side** *at the rate of one over per team for every seven minutes (or part thereof),* for time lost during the innings of the side batting first.
If more than sixty minutes is lost in the innings of the side batting second, 'ordinary conditions' will apply (including twenty overs in the last hour).

Batting

No retiring limit. Coach can use discretion and retire any batters at any stage during an innings if they choose to. Where this is the case, retired batters can come back in *at any time in an innings*, at the discretion of the coach.

Bowling

A bowler can deliver **maximum of one-fifth** of total overs.

Spells in accordance with limits outlined in Appendix 3

i.e. Bowlers in Seconds matches, ***with the exception of spin bowlers,*** will be limited to the following:

Under 19 maximum 8 over spell
Under 17 maximum 6 over spell
Under 15 maximum 5 over spell
Under 14 maximum 4 over spell

The date to determine the above age groups is **1 September**.

A bowler who changes ends (i.e. resumes after 2 overs) does not constitute the end of a spell, provided the captain informs the umpire.

A bowler must rest for twice the number of overs bowled in the spell.

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.

Fielding

30m circle to be used
Restrictions as per (q) in 1st XI Regulations:

- At the instant of a delivery, there may not be more than five (5) players outside the circle.
- At the instant of a delivery, there may not be more than five (5) players fielding on the leg side.
- At the instant of a delivery, there may not be more than two (2) fielders positioned behind square leg.

**A fielding restriction infringement is penalised by one (1) no ball.*

**Open C** - Year 10, 11, 12

Playing conditions

- 25 overs (compulsory closure) per team, unless there are delays due to weather.
- All matches to be played on turf or synthetic pitches.
- Selection from year 11 and 12 students (year 10 acceptable)
- 12 players per team. 11 players permitted on the ground when fielding. 11 players can bat.
- Dress: **all teams to wear consistent attire.**
- Use of Red ball or White ball rests with the home school (refer General, above for ball specifications). Where coloured pants are worn an orange is to be used.
- Final scores and result determined by wickets lost/runs made.

Hours of play:

- Play will commence at 8.30 am and cease when a first innings result is achieved
- Play should continue for the full allotted time, or until one side has won on first innings.
- Approximate finish at 11.40 am (average 90 minutes per innings, plus 10 minute changeover)
- Should a side be dismissed in fewer than 25 overs, the team batting second will bat for a maximum of 25 overs.
- First innings: 8.30 – 10.00 am (approx.) unless team is all out, or overs completed before time.
  If 25 overs have not been bowled by 10.00 am (without interruptions) changeover to be delayed until the 25 overs are completed. The side batting second will only face the number of overs they bowled to 10.00 am (even if the batting team was to be bowled out during the remaining overs that were bowled after 10.01 am).
- 10 minute changeover
- Second innings: 10.10 – 11.40 am (approx.) unless team is all out, or overs completed before time.
- If play is not possible before 9.00 am the time remaining from when the first ball is bowled, until 11.45 am will be split and both teams be allotted equal batting time (10 minute changeover to be included in calculations).

Batting

Batters retire at 30. Coach can use discretion and retire any batter before they reach 30 if they choose to. Where this is the case, retired batters can only come back in once **all** batters have had a bat.
If a team is 'all out' (10 wickets lost), changeover innings.

Bowling

Either: swap ends after every over, or coaches can mutually agree to bowl in blocks of 5 overs from the same end, prior to the start of play.
A bowler can deliver **maximum of one-fifth** of total overs. Spells in accordance with limits outlined in Appendix 3. WK permitted to bowl.

Fielding

As per current regulations/laws of cricket. At the instant of a delivery, there may not be more than five (5) players fielding on the leg side.
At the instant of a delivery, there may not be more than two (2) fielders positioned behind square leg.
**A fielding restriction infringement is penalised by one (1) no ball.*

## 9A, 8A, 7A

Playing conditions

- 30 overs (compulsory closure) per team, unless there are delays due to weather.
- Dress: **all teams to wear consistent attire.**
- Use of Red ball or White ball rests with the home school (refer General, above for ball specifications). Where coloured pants are worn an orange is to be used.
- All matches to be played on turf or synthetic pitches, in year level age groups.
- 12 players per team. 11 players permitted on the ground when fielding. 11 players can bat.
- Final scores and result determined by wickets lost/runs made.
- For Intermediate A and 8A, there will be one (1) optional T20 round per season (regulations provided in the lead up to this match).

Hours of play

- Play will commence at 8.30 am and cease when a first innings result is achieved
- Play should continue for the full allotted time, or until one side has won on first innings.
- Approximate finish at 12.30 pm (average 115 minutes per innings, plus 10 minute changeover)
- Should a side be dismissed in fewer than 30 overs, the team batting second will bat for a maximum of 30 overs.
- First innings: 8.30 – 10.25 am (approx.) unless team is all out, or overs completed before time.
  If 30 overs have not been bowled by 10.25 am (without interruptions) changeover to be delayed until the 30 overs are completed. The side batting second will only face the number of overs they bowled to 10.25 am (even if the batting team was to be bowled out during the remaining overs that were bowled after 10.26am).
- 10 minute changeover
- Second innings: 10.35 – 12.30 pm (approx.) unless team is all out, or overs completed before time.
- If play is not possible before 9.00 am the time remaining from when the first ball is bowled, until 12.30 pm will be split and both teams be allotted equal batting time (10 minute changeover to be included in calculations).

Batting

Batters retire at 50. Coach can use discretion and retire any batter before they reach 50 if they choose to. Where this is the case, retired batters can only come back in once **all** batters have had a bat.
If a team is 'all out' (10 wickets lost), changeover innings.

Bowling

Either: swap ends after every over, or coaches can mutually agree to bowl in blocks of 5 overs from the same end, prior to the start of play.
A bowler can deliver **maximum of one-fifth** of total overs. Spells in accordance with limits outlined in Appendix 3. WK is permitted to bowl.

Fielding

As per current regulations/laws of cricket. At the instant of a delivery, there may not be more than five (5) players fielding on the leg side.
At the instant of a delivery, there may not be more than two (2) fielders positioned behind square leg.
**A fielding restriction infringement is penalised by one (1) no ball.*

# Cricket Regulations (matches below 1st XI)

## SPORTS COMMITTEE CODE OF CONDUCT



Red denotes amendments from previous season

# Cricket Regulations (matches below 1st XI)
## SPORTS COMMITTEE CODE OF CONDUCT

### 8/9B

Playing conditions

- 20 overs (compulsory closure) per team, unless there are delays due to weather.
- All matches to be played on synthetic pitches, in Year level age groups.
- 11-14 players per team (or less by prior arrangement). 11 players permitted on the ground when fielding. 11 players can bat.
- Dress: **all teams to wear consistent attire.**
- Use of Red ball or White ball rests with the home school (refer General, above for ball specifications). Where coloured pants are worn an orange is to be used.
- Final result to be determined by the team who scores the most runs (only). i.e. scores to be recorded as 'Runs only'. 'Wickets lost' **not** to be recorded.

Hours of play

- Play will commence at 8.30 am.
- Approximate finish at 11.00 am (average 70 minutes per innings, plus 10 minute changeover)
- Play should continue for the full allotted time.
- First innings: 8.30 – 9.40 am (approx.) unless team is 'all out' or overs completed before time.
- 10 minute changeover
- Second innings: 9.50 – 11.00 am (approx.) unless team is 'all out' or overs completed before time.
- If play is not possible before 9.00 am the time remaining from when the first ball is bowled, until 12.30pm will be split and both teams be allotted equal batting time (10 minute changeover to be included in calculations).

Batting

Batters retire at 20 runs maximum and 10 runs minimum. Coach can use discretion and retire any batter before reaching 20 runs and after 10 runs (or more) runs if they choose to. Where this is the case, retired batters can only come back in **once all batters have had at least one hit**.
'All out' refers to 20 wickets lost by the batting team, in a 20 over inning. Changeover innings if 20 outs are reached.

Bowling

- Bowl in blocks of 5 overs from the same end (prior to the match., coaches can mutually agree to swap ends every over)
- Wide = 1 run, No ball = 1 run, plus additional runs scored (byes, leg byes, runs off bat, overthrows)
- Maximum 8 ball over (overs 1-19).
- **Final over (20th) of each innings to be bowled as per regular Cricket rules** (all wides, no-balls penalised and re-bowled).
- A bowler can deliver **maximum of one-fifth** of total overs. Spells in accordance with limits outlined in Appendix 3.
- WK is permitted to bowl.

Fielding

As per current regulations/laws of cricket. At the instant of a delivery, there may not be more than five (5) players fielding on the leg side.
At the instant of a delivery, there may not be more than two (2) fielders positioned behind square leg.
**A fielding restriction infringement is penalised by one (1) no ball.*

## 7B

Playing conditions

- 20 overs (compulsory closure) per team, unless there are delays due to weather^.
- All matches to be played on synthetic pitches, in Year level age groups.
- 11-14 players per team (or less by prior arrangement). 11 players permitted on the ground when fielding. 11 players can bat.
- Use wooden spring loaded stumps
- Pitch length is 18 metres (option to move stumps to 2nd crease line acceptable (17.7m)
- Boundary 40-50 metres maximum (measured from middle of wicket)
- Ball sizes:
  Year 7 142 gram 2-piece Leather – Kookaburra 'Red King' or 'Crown'
  Year 8 156 gram 2-piece Leather – Kookaburra 'Red King' or 'Crown'
- Dress: **all teams to wear consistent attire.**
- Use of Red ball or White ball rests with the home school (refer General, above for ball specifications). Where coloured pants are worn an orange is to be used.
- Final result to be determined by the team who scores the most runs (only). i.e. scores to be recorded as 'Runs only'. 'Wickets lost' **not** to be recorded.

Hours of play

- Play will commence at 8.30 am.
- Approximate finish at 11.00 am (average 70 minutes per innings, plus 10 minute changeover)
- Play should continue for the full allotted time.
- First innings: 8.30 – 9.40 am (approx.) unless team is 'all out' or overs completed before time.
- 10 minute changeover
- Second innings: 9.50 – 11.00 am (approx.) unless team is 'all out' or overs completed before time.
- ^If play is not possible before 9.00am the time remaining from when the first ball is bowled, until 12.30pm will be split and both teams be allotted equal batting time (10 minute changeover to be included in calculations).

Batting

Batters retire at 20 runs maximum and 10 runs minimum. Coach can use discretion and retire any batter before reaching 20 runs and after 10 runs (or more) runs if they choose to. Where this is the case, retired batters can only come back in **once all batters have had at least one hit**.
'All out' refers to 20 wickets lost by the batting team, in a 20 over inning. Changeover innings if 20 outs are reached.

Bowling

- Bowl in blocks of 10 overs from the same end
- Wide = 1 run, No ball = 1 run, plus additional runs scored (byes, leg byes, runs off bat, overthrows)
- Maximum 8 ball over (overs 1-19)
- **Final over (20th) of each innings requires 6 legal deliveries to be bowled** (all wides, no-balls penalised and re-bowled).
- A bowler can deliver **maximum of one-fifth** of total overs. Spells in accordance with limits outlined in Appendix 3.
- All players encouraged to bowl, including WK. In the case where the WK bowls, it is recommended a fresh set of wicket keeping gear is used.

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| Fielding | As per current regulations/laws of cricket. At the instant of a delivery, there may not be more than five (5) players fielding on the leg side, or more than two (2) fielders positioned behind square leg.<br>**Fielding restriction infringement is penalised by one (1) no ball.* |