



CRICKET RULES AND REGULATIONS

1. All matches will be played in a Twenty20 format. The first innings of the match shall commence at 12.15pm and conclude by no later than 1.30pm. The second innings of the match shall commence at 1.40pm and conclude by no later than 2.55pm. If a fielding team is unable to complete their overs in time, they shall be penalised ten runs for every over not completed, unless circumstances dictate otherwise – this will be at the discretion of the umpire.
2. A minimum of 10 overs per team is required to constitute an official match.
3. All players must comply with the umpire's instructions. Any dissent by word, action or behaviour that brings the game into disrepute will not be tolerated.
4. If a coach is umpiring, he/she may only address the players as part of their role as an umpire. Specific coaching instruction is not permitted.
5. A "No Ball" shall be called when the bowler oversteps the front bowling crease with their entire foot, or when a ball passes the batsman above shoulder height.
6. A "Wide" shall be called when balls are out of reach on the offside and at the umpire's discretion down the leg side.
7. Bowlers may only bowl a maximum of four overs.
8. Only one short-pitched delivery per over will be tolerated. Successive short-pitched deliveries will be called as "no ball".
9. Two players may act as wicketkeeper during the course of the match. They can also bowl or can have already bowled prior to taking on the wicketkeeper role.
10. Batsmen must retire at 30 runs (Junior and Intermediate level) and at 50 runs (Senior level). Batsmen will be permitted to remain at the crease until the end of the over during which they have reached the required number of runs to retire. Batsmen who have retired can also return to the crease if the required number of overs has not been completed, and if all other batsmen have been dismissed.
11. Any fieldsman within 10 metres of the bat in front of the wicket must wear a helmet and protector. Umpires must intervene if a fielding position places a player at risk.
12. An official umpire shall be appointed for each match by the home team. If an external umpire is not available, each competing school must provide an umpire. Each team shall also provide a scorer, both of whom will sit together.
13. Both teams must supply a 156-gram, quality cricket ball.
14. FINALS – if the scores level at the conclusion of the match, a super over format will be played to reach a result. This will commence 5 minutes after the conclusion of the game and the format consist of each team having one over (six balls) and two wickets.

REDUCED TIME or LOST TIME DUE TO LATE ARRIVAL OR SLOW PLAY

1. In the event of adverse conditions, an over per side will be reduced for every five minutes of play lost.
2. If rain forces the start to be delayed, a decision on whether play will go ahead will need to be made by no later than 1.00pm.
3. If a team is late arriving by less than five minutes, they forfeit the right to toss.
4. If a team is late, for every 10 minutes the number of overs will be reduced by two (2) overs per innings.

5. If a team is less than 15 minutes late, they must bowl their 20 overs within the reduced time.
6. If, due to the late arrival of a team, the full number of overs is not achieved, the team that is at the venue on time may nominate to bat or bowl first.
7. In the event of rain or time lost due to conditions, the Duckworth-Lewis system can be referred to. The SEISA Executive Officer will have access to this system, so should be contacted to communicate with the coach/es regarding the conditions to be set.