**CRICKET**

**Venues: Please ensure schools bring adequate sun protection and water**

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| **Times:** | Region Finals | 9:15 AM – 3:30 PM |
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| **Competing Teams**  **Must Provide:** | * 1 new two-piece leather-cased ball of the required weight * A competent scorer * Two set of stumps and two bails * A set of boundary flags, cones or markers |
| **Team Sheets:** | These must be handed to the Convener before the start of play. |

**CONDITIONS OF COMPETITION:**

1. All batters must wear a helmet with a face grill and two pads at all times.
2. In boys’ matches, wicketkeepers must wear a helmet with a face grill when ‘keeping within 3 metres of the stumps. In girls’ matches, the wicketkeeper must wear a helmet with a face grill at all times.
3. Games are played over a 2 hour period. The first batting side with bat for 50 minutes aiming to get through a minimum of 15 overs. The second side will bat for the same amount of overs as the first team. In an attempt to speed up over rate, all overs will be bowled from the same end.
4. Bowlers are limited to a maximum of 4 overs to be bowled. If the amount of overs has to be reduced (see below) these maximum totals are to be revised downwards in proportion.
5. If the first team is dismissed before their overs limit is reached, the second team is entitled to receive their full entitlement of overs unless a result has already been determined.
6. If there are interruptions to play or a delayed start, the umpires are to adjust the over limits to apply as long as a minimum number of overs can be bowled in the time remaining. These minimum limits are: 8 overs. If this number is not reached, no result can be achieved unless a team is bowled out beforehand.
7. If a delay occurs during the first innings, the overs to be bowled will be reduced one over per innings per eight minutes of time lost as long as the minimum number of overs mentioned in No. 6 (above) can still be achieved.
8. If a delay occurs during the second innings, the innings will be shortened by one over per four minutes of time lost. The ‘*target score’* required will then be the average of what the first team scored per over plus one run. If team A scored 100 runs in their 25 overs and team B lost 40 minutes batting time (10 overs) the target is 61 runs in 15 overs (Team A scored 100/25 = 4 runs an over therefore Team B has to score 4 x 15 + 1 = 61).
9. If a game is washed out after the second team has batted for more than the minimum number of overs mentioned in (6) but before they have reached their target score, the result will be determined by ‘*net run rate’* (runs scored/overs faced).
10. If a team is dismissed before receiving their full number of overs, for the purposes of calculating a ‘*target score’* in aninterrupted match*,* they will be deemed to have received their full allocation.
11. If a match result is a ‘tie’, ‘*wicket average’* (compare runs scored /wickets lost) will be used as a ‘*tie-breaker’*. If still even, a toss of a coin will determine the winner in all matches.
12. Coaches are not permitted to coach when umpiring.
13. No fielder is permitted to be nearer the bat than half the length of the wicket on the leg side or forward of Point on the off-side.
14. For all boys games except (Year 7) a 156g ball is to be used. For all other games a 142g ball will be used.
15. A ball passing over waist height on the full will be called ‘*no ball’*. If a bowler does this three times they will be taken off and not allowed to bowl again during the game – another bowler is to finish an incomplete over. Such deliveries will count in the substitute bowlers over limit.
16. A ball bouncing over shoulder height or one that bounces twice before reaching the batter (and does not give the batter a fair chance to hit it) will be called ‘*no ball’*.
17. A team is restricted to 16 players on the day with only 12 being permitted to participate in any one match. A batter may be replaced by a wicketkeeper who only keeps or by a bowler who only bowls.
18. Each team must be uniformly attired in cricket whites or wear their PE/sports uniform. A bowler is not allowed to wear a red top whilst bowling. A player who is inappropriately dressed will not be allowed to compete.
19. If a team is more than 4 minutes late then the late team’s batting period will be reduced by one over for each completed four minutes of lateness.