



SCHOOL SPORT VICTORIA

CRICKET – SECONDARY

Proudly Supported by Cricket Victoria

These rules apply to State, Region and Division competitions. Any variations to these rules at Region and Division levels will be found on the relevant page on the SSV website.

Note: The Year 7 & 8 Girls' Competitions are co-ordinated by Cricket Victoria.

The Year 7 & 8 Girls play Cricket Victoria's T20 Blast School Cup format.

Match Format: For Regions and Division match format, please consult the relevant page on the SSV website or contact the relevant Coordinator.

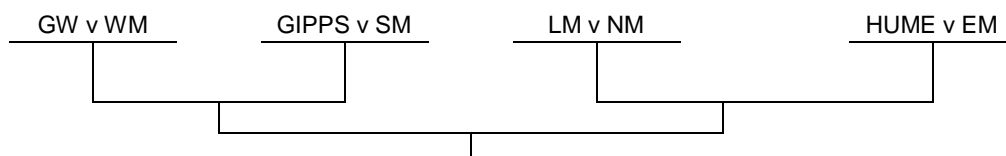
State Match Schedule: There will be a Pre-Championships Briefing for all teams prior to the start of the first round of matches

See the Cricket Draws, on the SSV website for the Match Schedule

There will a lunch break of approximately 20 minutes

State Match Format:

Quarter Finals:



Semi Finals:

Final:

All matches are played under Twenty20 conditions.

- [a] Teams have 80 minutes to bowl 20 overs.
- [b] Team batting second shall be entitled to receive as many legal balls as the team batting first.
- [c] Should the team batting first be dismissed before the scheduled completion of its innings, including dismissal on the last scheduled delivery, then the team batting second shall receive 20 overs.
- [d] Should it be necessary to reduce playing time due to a delayed start or adverse weather conditions, then the number of overs in the match will be reduced at the rate of 1 over for every 4 minutes lost.
- [e] The fielding team is expected to be in position to bowl the first ball of the last of their 20 overs within 80 minutes playing time.

The bowling team will have one over's leeway (as long as the over is commenced within the 80 minutes) in addition to any time that the Umpires may allow for stoppages.

If the bowling team does not complete their 20 overs in 80 minutes, they will be penalised 6 runs for each over not completed.

State Match Winner:

The team making the greater number of runs, regardless of wickets lost, shall be the winner.

If the two teams score an equal number of runs then the team that lost the fewer wickets will be declared the winner.

If still equal, a 'Super Over' will be played:

- Teams bat in the same order as before
- Field side chooses which end to bowl from
- The same ball used before is used again

If scores are still equal, the team that hit the most sixes in their two combined innings (20/20 Match innings plus the Super Over innings) is the winner.

If still equal, the team that hit the most boundaries in their two (2) combined innings (20/20 Match innings plus the Super Over innings) is the winner.

If still equal, another Super Over will be played.

Conditions:

See the School Sport Victoria's 'General Conditions of Competition'.

The level of competition chosen by a student at Division level remains binding through to Region and State levels.

Team Size:	<p>A maximum of thirteen (13) players may be used in one day.</p> <p>Eleven (11) players are to be named for each game.</p> <p>Only thirteen (13) SSV medallions plus one (1) for the team coach will be awarded to placegetters.</p> <p>Extra medallions will NOT be available.</p>
Rules:	<p>Matches to be played under the ICC's 'Standard Twenty20 International Match Playing Conditions' unless otherwise stated.</p> <p>The field should be marked with two semi-circles of 27.43m radius from the middle stump at each end and joined with parallel straight lines which form the field restriction circle..</p>
Officials:	<p>Umpires will be provided, where possible, but schools should be prepared to supply a competent umpire, if required.</p>
Adverse Weather:	<p>[a] In the event of a delayed start or interruption to play in the first innings, the umpires shall insofar as possible attempt to minimize the differences in time and overs available for each innings. The umpires shall advise both captains of the number of overs and of the allotted time calculated for each innings.</p> <p>[b] If rain interrupts the second innings, a minimum of 5 overs must be bowled for a result to be declared. The result will then be decided on net run rate.</p> <p>[c] In the event of a delayed start, or interruption to play during the innings of the team batting first, the umpires shall reduce the number of overs to be bowled by each side at the rate of one over for every four completed minutes of play lost. The number remaining shall be the same for each team.</p> <p>The amount of time allocated for each innings shall be reduced by half the time lost.</p> <p>e.g. Match is 80 minutes or 20 overs and 40 minutes lost = 10 overs reduction (5 overs per side). The side batting first then has 20 minutes less batting time than their allocated 80 minutes = 60 minutes min or 15 overs, or until dismissed, whichever comes first.</p> <p>[d] In the event of an interruption to play which prevents the team batting second from receiving the same number of overs as the team batting first, the umpires shall reduce the number of overs to be faced in the second innings by one over for every 4 (completed) minutes of time lost.</p> <p>e.g. Side A scores 5/120 from 20 overs and 16 minutes is lost = 4 overs reduction.</p> <p>As Side A has a run rate of 6 per over, then the target for Side B shall be $120 - 4 \times 6$ (overs x runs per over). i.e. $120 - 24 = 96$ from 16 overs.</p> <p>If the match is abandoned before side B has faced 16 overs (providing it has faced more than 5 overs), then the result will be decided on net run rate.</p> <p>[e] If a team is dismissed in fewer than its allotted overs, it shall be deemed to have received all of its allotted overs for the purpose of calculating run rate.</p> <p>[g] In the event of an abandoned State Final, and schools cannot agree on a date/time for a replay then a tie will be declared.</p> <p>[h] If 5 overs have not been completed the match is considered a draw and it shall be replayed.</p>
Bowling:	<p>No bowler will be permitted to bowl more than 4 overs in a match.</p> <p>The fielding team only changes ends after each block of 5 overs. The batsmen change ends instead.</p> <p>Where a match is reduced for both teams, no bowler will bowl more than one-fifth of the total overs allowed.</p> <p>A free hit will apply after a foot fault no ball.</p> <p>In Girls' matches a maximum of 8 balls are to be bowled in an over except in the final over of the innings when 6 'legitimate' deliveries must be bowled.</p>
Wides:	<p>The Laws of Cricket as they apply to the calling of wides, no-balls and overs shall apply except that a full toss above waist high or a delivery which, in the opinion of the umpire, bounces or would have passed higher than the shoulder of the batter in their normal stance shall be called a no-ball.</p> <p>In order to assist umpires in determining whether a delivery should be called a wide, the following interpretations are suggested. Umpires should adopt a fair and consistent attitude. A delivery pitched outside the leg stump and which goes further away to leg shall be called a wide. A delivery pitched outside the off stump which does not give the batter a reasonable chance to score from it, as distinct from hitting it, shall be called a wide.</p>

- Fielding:** At the instant of delivery there shall not be more than 5 fieldsmen on the leg side. If infringed, the batting team will receive 1 run penalty and the ball will be re-bowled.
- In the first 6 overs of each innings only two fielders will be permitted to field outside the field restriction area at the instant of delivery. Where the ground is not suitably marked the umpires shall determine the restricted area.
- Batting:** The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 90 seconds of the fall of the previous wicket.
- Umpires are instructed to apply a strict interpretation of time-wasting by the batsman (five-run penalties). Specifically, batsmen are expected to be ready for the start of a new over as soon as the bowler is ready.
- Helmets Compulsory:** **Batters SHALL BE GIVEN OUT if they do not wear a helmet with a face grid and pads. Wicket Keepers must wear a helmet with a face grid when they are standing up to the stumps for all types of bowling.**
- Dress:** All players must be correctly attired in cricket whites **or** all players must be uniformly dressed in their school sports uniform; provided the school sports uniform is not red.
- Players not correctly dressed will not be permitted to compete.
- Lateness Penalty:** If a team is late for the start of their match for reasons beyond their control and the team communicates this information to the convener beforehand, then the convener will try to accommodate the team as best he/she can.
- If a team is more than 4 minutes late without notice or communication of this information, the coin toss will be dispensed with and the other team will choose whether they bat or bowl.
- The late team will have their batting period reduced by one over for each completed 4 minutes of lateness. The other team will receive the full allotment of overs.
- Equipment to Bring:**
- All playing equipment including helmets with face grids
 - A full set of stumps and bails
 - Boundary markers
 - A new leather-cased, two piece composition ball of the correct weight:
 - For Senior, Inter and Yr 8 Boys matches the ball shall weigh between 150 & 165 g.
 - Yr 7 Boys and all Girls matches shall use a ball weighing between 140 & 150 g.
 - Match balls will be provided for State Finals, teams will need to bring their own practice balls.
 - A competent scorer and a scorebook.
 - A square leg umpire
 - A first aid kit.



SCHOOL SPORT VICTORIA TWENTY20 SCORE SHEET



TEAM BATTING FIRST:				WHO WON TOSS:					
BATSMAN'S NAME		RUNS SCORED				HOW OUT	BOWLER	Overs Bowled	
1								1	11
2								2	12
3								3	13
4								4	14
5								5	15
6								6	16
7								7	17
8								8	18
9								9	19
10								10	20
11									
12									
BYES:		LEG BYES:		WIDES:		NO BALLS:		TOTAL EXTRAS:	

WICKETS FOR:													
BOWLER'S NAME	OVER 1	OVER 2	OVER 3	OVER 4	Overs	M'dens	Runs	Wk	NB	Wides			
B. LB. RO													
TOTAL													

FALL OF WICKETS

1 for	2 for	3 for	4 for	5 for	6 for	7 for	8 for	9 for	All Out for
P'ship	P'ship	P'ship	P'ship	P'ship	P'ship	P'ship	P'ship	P'ship	P'ship

1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	20	1	2	3	4	5	6	7	8	9	30	1	2	3	4	5	6	7	8	9	40
1	2	3	4	5	6	7	8	9	50	1	2	3	4	5	6	7	8	9	60	1	2	3	4	5	6	7	8	9	70	1	2	3	4	5	6	7	8	9	80
1	2	3	4	5	6	7	8	9	90	1	2	3	4	5	6	7	8	9	100	1	2	3	4	5	6	7	8	9	110	1	2	3	4	5	6	7	8	9	120
1	2	3	4	5	6	7	8	9	130	1	2	3	4	5	6	7	8	9	140	1	2	3	4	5	6	7	8	9	150	1	2	3	4	5	6	7	8	9	160
1	2	3	4	5	6	7	8	9	170	1	2	3	4	5	6	7	8	9	180	1	2	3	4	5	6	7	8	9	190	1	2	3	4	5	6	7	8	9	200
1	2	3	4	5	6	7	8	9	210	1	2	3	4	5	6	7	8	9	220	1	2	3	4	5	6	7	8	9	230	1	2	3	4	5	6	7	8	9	240
1	2	3	4	5	6	7	8	9	250	1	2	3	4	5	6	7	8	9	260	1	2	3	4	5	6	7	8	9	270	1	2	3	4	5	6	7	8	9	280

SCHOOL SPORT VICTORIA TWENTY20 SCORE SHEET



TEAM BATTING SECOND:			WHO WON TOSS:					
1	BATSMAN'S NAME	RUNS SCORED	HOW OUT	BOWLER	Overs Bowled			
2					1		11	
3					2		12	
4					3		13	
5					4		14	
6					5		15	
7					6		16	
8					7		17	
9					8		18	
10					9		19	
11					10		20	
12								

BYES:		LEG BYES:		WIDES:		NO BALLS:		TOTAL EXTRAS:	
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			WICKETS FOR:							
BOWLER'S NAME	OVER 1	OVER 2	OVER 3	OVER 4	Overs	M'dens	Runs	Wk	NB	Wides
B. LB. RO										
TOTAL										

FALL OF WICKETS

1 for	2 for	3 for	4 for	5 for	6 for	7 for	8 for	9 for	All Out for
P'ship	P'ship	P'ship	P'ship	P'ship	P'ship	P'ship	P'ship	P'ship	P'ship

1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	20	1	2	3	4	5	6	7	8	9	30	1	2	3	4	5	6	7	8	9	40
1	2	3	4	5	6	7	8	9	50	1	2	3	4	5	6	7	8	9	60	1	2	3	4	5	6	7	8	9	70	1	2	3	4	5	6	7	8	9	80
1	2	3	4	5	6	7	8	9	90	1	2	3	4	5	6	7	8	9	100	1	2	3	4	5	6	7	8	9	110	1	2	3	4	5	6	7	8	9	120
1	2	3	4	5	6	7	8	9	130	1	2	3	4	5	6	7	8	9	140	1	2	3	4	5	6	7	8	9	150	1	2	3	4	5	6	7	8	9	160
1	2	3	4	5	6	7	8	9	170	1	2	3	4	5	6	7	8	9	180	1	2	3	4	5	6	7	8	9	190	1	2	3	4	5	6	7	8	9	200
1	2	3	4	5	6	7	8	9	210	1	2	3	4	5	6	7	8	9	220	1	2	3	4	5	6	7	8	9	230	1	2	3	4	5	6	7	8	9	240
1	2	3	4	5	6	7	8	9	250	1	2	3	4	5	6	7	8	9	260	1	2	3	4	5	6	7	8	9	270	1	2	3	4	5	6	7	8	9	280



SCHOOL SPORT VICTORIA

CRICKET – YEAR 7 & YEAR 8 GIRLS

T20 BLAST

Proudly supported by Cricket Victoria

These rules apply to State, Region and Division competitions. Any variations to these rules at Region and Division levels will be found on the relevant page on the SSV website.

- Match Format:** For Regions and Division match format, please consult the relevant page on the SSV website or contact the relevant Coordinator.
- State Format:** Split Round Robin, Final
- State Match Format:** T20 Blast School Cup Year 7 & 8. (Eight overs in each innings)
- State Match Schedule:** There will be a Pre-Championships Briefing for all teams prior to first round matches.
Refer to the State Finals Draw, on the SSV website, for the Match Schedule
- State Match Winner:** Matches in the round-robin section will be decided by the most runs scored.
If a round robin match is tied, a draw will stand.
- State Round Robin Winner:**
1. If teams finish equal on games won then positions will be decided on number of runs scored (or on average runs scored where a bye exists). The team with the bye scores points as for a win and receives their average runs for all the matches. Finals will generally be 1 Vs 2, 3 Vs 4, 5 Vs 6 etc (variation with pools).
 2. If teams are equal on wins and runs scored, a bowl off will be conducted to determine who qualifies for the final.
- State Final Winners:** If the final is tied a 'Bowl Off' will take place:
- 8 members of each team bowl a ball at the stumps.
 - 1 point is scored for each ball that hits the stumps
- If the 'Bowl Off' is tied the process is repeated until a winner is decided.
- Conditions:** See the School Sport Victoria 'General Conditions of Competition'.

The level of competition chosen by a student at Division level remains binding through to Region and State levels.
- Team Size:** Twelve (12) players only may be used in one day

Only twelve (12) SSV medallions plus one (1) for the coach will be awarded to placegetters.

Extra SSV medallions will NOT be available.
- Rules:** Matches to be played using Victoria's T20 Blast School Cup Year 7 & 8 Rules
- Batting:**
1. Eight batters are put in pairs numbered 1-4 . Each pair will bat together for two overs.
 2. Pairs remain batting irrespective of the number of times they are dismissed, until they have batted for two overs. Batters swap ends at the end of each over.
 3. Players can be 'out' in the following ways: bowled, caught, run out, stumped, hit wicket or leg before wicket (LBW). A batter can only be out LBW when they do not offer a shot and the ball is definitely going to hit the stumps.
 4. The only penalty for being out is that players swap ends (this does not apply to run out) and the bowling team receive five bonus runs to their total score.
 5. The next batting pair must be ready to bat immediately following the previous pairs innings
 6. Once all four pairs have batted for two overs the two teams swap roles.
- Bowling:**
1. Eight players must bowl and wicket-keep for one over each (there is no designated wicket-keeper). One partner bowls whilst the other wicket-keeps (the wicket-keeper must field behind the stumps at the batters end). At the end of the over (six balls) the partners swap roles.
 2. Bowlers are limited to eight metre run ups. The maximum run up will be marked with a white line.
 3. All overs are to be bowled from the same end. At the end of the over the batters swap ends.
 4. There will be a maximum of six deliveries in each over. 'No Balls' are not re-bowled except for the final over of the innings, which must contain six legitimate balls.
 5. At the State Final the first 3 balls of each over must be bowled overarm. The second three balls can be bowled underarm if the bowler is having difficulty overarm. When bowling underarm the ball is only allowed to bounce once.

No Balls:

1. A ball that bounces over shoulder height when the batter is in a normal batting stance shall be called a no ball. Any ball that is a full toss above waist height shall also be called a no ball.
2. At the batters end there will be two plastic cones placed parallel to the stumps 120cm from the middle stump. Any ball that passes outside this area shall be called a no ball.
3. Two runs are awarded to the batting team for every no ball bowled.
4. Any overarm delivery that bounces more than once or rolls along the ground, shall be deemed a fair delivery (unless the bowler is deliberately rolling it along the ground to obviously gain an advantage). The umpire may decide to re-bowl deliveries if they consider them unfair.

Free Hit:

1. If a no ball is bowled the next ball is a free hit. Batters can only be dismissed run out from a free hit.
2. If a batter hits a delivery that is a no ball they score two plus whatever runs are scored from the shot.
3. If a batter decides to hit a delivery that is wide of the no ball markers they only score the runs made from the shot and they may be caught out.

Fielding:

1. At the moment of delivery no players may field closer than 10 metres from the bat (except the wicket-keeper or slip fielders)
2. No more than three players can field in the Double Zone at the time of delivery
3. Fielders can be interchanged at the conclusion of each batting pair. If a fielder is injured a substitute may take his/her place and fulfil all requirements of that player.

Scoring:

Runs and extras are scored according to the rules of cricket with the following exceptions:

1. A no ball is scored as two runs to the batting side plus whatever is scored. The next ball is a free hit.
2. Any runs scored off the bat into the double zone will be doubled. The double zone is an area behind the stumps at the bowlers end. A ball hit along the ground to the boundary in this zone is credited with 8 runs. If the ball is hit over the boundary on the full in the double zone scores 12 runs.(note: two runs for a no ball does not become four if it is hit into the double zone).
3. Every wicket taken by the bowling side results in them receiving a bonus five runs to their total score.

Officials:

1. Umpires will be provided at the State Finals
2. Each team is required to supply a scorer who stand together at Square Leg for all games.

Equipment to bring

1. Wooden or plastic bats may be used by batters
2. Kookaburra Super Softa Balls will be used at Regional Carnivals and State Finals. These will be supplied by Cricket Victoria.
3. It is strongly recommended that wicket-keepers wear a helmet with a grill.
4. Stumps and cones used at Region and State Finals will be supplied by Cricket Victoria.



NOTE: An up to date team sheet must be handed to the convener on the day of competition.



SCHOOL SPORT VICTORIA

MILO T20 BLAST SCORE SHEET



Round: _____ Vs _____
 Round: 1 2 3 Final (please circle)

- Mark wicket taken with an 'X'
- Wides and No Balls = 2 Runs
- Runs scored from hits into the double zone are doubled
- Bonus runs = 5 runs per wicket taken

BATTING TEAM: _____

BOWLER	BALLS BOWLED - SCORE PER OVER								PROGRESSIVE	
	1	2	3	4	5	6	RUNS	WICKETS	RUNS	WICKETS
1										
2										
3										
4										
5										
6										
7										
8										
RUNS										
ADD BONUS RUNS										
TOTAL SCORE										

BATTING TEAM: _____

BOWLER	BALLS BOWLED - SCORE PER OVER								PROGRESSIVE	
	1	2	3	4	5	6	RUNS	WICKETS	RUNS	WICKETS
1										
2										
3										
4										
5										
6										
7										
8										
RUNS										
ADD BONUS RUNS										
TOTAL SCORE										

TRANSFER BONUS POINTS

SCORES VERIFIED: TEAM 1: _____ TEAM 2: _____

MATCH WON BY: _____