

1. CRICKET

BAS Cricket shall be played according to the rules of Cricket Victoria (WWW.CRICKETVICTORIA.COM.AU) unless otherwise stated in the regulations listed below.

BOYS

1.1 First XI, Second XI – Twenty 20 Cricket

The WINNER of the First XI T20 competition will be awarded the Percy Beames Trophy

1. Hours of Play and Intervals

Standard Scheduled Start and Cessation Times are as follows:

First Session	4.00pm - 5.15pm
Interval	5.15pm - 5.30pm
Second Session	5.30pm - 6.45pm

First XI T20 matches must be played on turf wickets

Second XI matches are to be played on turf wickets whenever possible but may be rescheduled to a hard wicket if necessary.

2. Duration

The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.

3. If there is time lost during an innings

In the first innings, the calculation of the number of overs to be bowled shall be based on one over for every full 4 minutes in the total time available for play up to the scheduled close of play. In the second innings of the match, overs shall be reduced at a rate of one over for every full 4 minutes lost, unless the first innings finished early / second innings started early in which case no overs are lost until the time that has been gained is subsequently lost.

4. Players/ Eligibility

A team must have 8 eligible players to take the field before a match for premiership points may proceed. No more than 12 players are permitted in any 1st XI match.

Players are not permitted to play in the 2nd XI 20/20 match of a particular round if they are selected in the week (corresponding round) for the First XI. This only applies if the school has a First XI team. Intermediate players are eligible only if they have not represented the school in intermediate cricket during the same school week.

The Twelfth man is allowed to bat or ball but not both, so that the fielding side and the batting sides still number eleven to a side. The twelfth man may substitute for a fieldsman at any time during the innings of the opposition. When

a member of the fielding team returns to the field, he will immediately be able to bowl. There are no restrictions on the number of overs he must wait before bowling. The twelfth man must be nominated on the team sheet.

5. **Timed Out**

The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball (or for his partner to receive the next ball) within one minute 30 seconds of the fall of the previous wicket. The umpire will determine the time and the batsman will be given out if he exceeds this 90 second time limit.

6. **Ball**

A new 4 piece ball is to be used at the commencement of each innings, for First XI matches.

For Second XI matches a second hand ball that is in good condition with consistent hardness. The quality of the balls is to be agreed upon prior to the match beginning by the two coaches involved. New balls are not to be used.

7. **The Result**

Each side must have faced (or had the opportunity to face) seven overs in order to constitute a match. The Duckworth Lewis Method shall be used in interrupted matches.

In the event of a tie at the end of play:

- (a) Each team will face one extra over, with the sides batting in the same order.
- (b) Prior to the commencement of the extra overs each team shall select 3 batsmen and 1 bowler. The names of the selected players are to be given in writing to the umpire.
- (c) Each teams over is played with the same fielding restrictions as those that are in place for the 20th over of a normal match.
- (d) The same ball as used at the end of the team's innings shall be used for the 'extra' over.
- (e) The loss of two wickets in the over ends the team's one over innings.
- (f) If a tie still exists at the end of the extra innings, the team with the most number of sixes combined from its two innings shall be the winner.
- (g) If the number of sixes hit by both teams is equal, the team that hits the most boundaries (fours and sixes) in the one extra over shall be declared the winner.
- (h) In the event that the result is still a tie, the process of one extra innings each shall be repeated.

8. **Restrictions on the Placement of Fieldsmen**

Fielding restrictions apply for the first eight overs of each innings - 2 fielders outside circle with a minimum of two stationary fielders.

Fielding restrictions for overs 9-20 - maximum five fielders allowed outside of circle.

Wicketkeepers standing up to the stumps shall be required to wear a helmet with a full face protective mask to ensure safety from bowling and batsmen playing unconventional strokes.

9. **Number of Overs per Bowler**

Each bowler may bowl a maximum of four overs. In a delayed or interrupted match, no bowler may bowl more than one fifth of the total overs allowed unless such a number has been exceeded before the interruption.

10. **Free Hit after a 'Foot Fault' No Ball only**

A 'no-ball' is worth 1 run, and the batsman gets a free hit after a no ball. An extra ball must be bowled by the bowler.

11. **Short Pitched Bowling**

One short-pitched ball (i.e. a ball over shoulder height of the batsmen is allowed per over, however umpires must be mindful that the batsmen has an opportunity to play a legitimate cricket shot. If this is not possible a wide ball shall be called.

All balls down leg-side shall be called wide.

12. **Over-Rate Penalties**

A six-run penalty for each over not bowled will apply - all sides are expected to be in position to bowl the first ball of the last of their 20 overs within one hour 15 minutes playing time. In reduced over matches, the fielding side has a one over leeway in addition to any time that the Umpires may allow for stoppages.

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.

13. **Net Run Rate for calculation of premierships points and percentage**

A team's net run rate is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team. In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

Allocation of Premiership Points:

Win 2 points
Tie 1 points
No result / loss 0 points

14. RESULTS for ALL BAS Sports are required to be entered into the BAS Results Vault within 48 hours after the completion of the match.

Both schools are required to enter OR confirm results and scores before they will be declared official. Updated results and ladders will be available on the BAS Website under SPORTS / RESULTS & FIXTURES.

CRICKET RESULTS; Go to <http://admin-cricket.resultsvault.com> to login.

Completed scoresheets must be retained by the winning school and be available for presentation should they be requested.

1.2 TWO DAY REGULATIONS

- 45 overs per team (compulsory closure of innings after 45 overs)
- Maximum 9 overs per bowler (6 over spells for non-spinners)
- Field restrictions: two fielders in catching position for the 12 overs, maximum of 5 players out of the circle after 12 overs.

1. Time of play:

- 4.00pm-7.00pm. A drinks break at 22-25 over mark unless extreme heat conditions as agreed and drinks taken every 15 overs.
- 9 overs from one end in a row to maximise the bowling/batting light and conditions, if agreed.
- If a team is bowled out with greater than 3 overs to play in the day the opposing team will bat for the remaining overs left in the day and continue on the following week with the full complement of overs until they have been dismissed or reached the target.
- First innings points will be awarded to the team with the highest amount of runs after both sides have had their first innings. If both sides have batted out their allotted 45 overs, first innings points will be awarded to the team with the highest amount of runs, even if the side batting second has not been bowled out.
- After both sides have had their first innings, a second innings can begin, if one or both of the teams have been bowled out, otherwise the game can be called off after a first inning by result by agreement

2. Matches are to be played on turf wickets.

3. **Abandonment of games:**

- (i) Abandonment of games: If, due to unplayable conditions, the match is to be abandoned more than one hour prior to start time the decision is to be made in consultation with the Executive Officer and fixtured schools.
- (ii) If the fixtured match hasn't been abandoned one hour prior to the scheduled start time, then the decision of when play is to start is in the hands of the appointed umpires.
- (iii) Any decision for abandonment for the day if rule 3(i) hasn't been applied then it is in the hands of the appointed umpire.

4. Where possible two independent umpires will be appointed for 1st XI matches. However at least one umpire will be used for each match. When only one umpire is available the teams will share the umpiring duties at the square leg position only. If a player is acting as square leg umpire he must be wearing a school blazer or jacket as his outer garment.

5. Wicket covering: It is the responsibility of each school to provide a plastic cover for the centre square area so that wickets can be covered prior to each match. The wicket must be covered the night prior to the match, Thursday night.
6. The wicket is to be rolled for at least half an hour on Friday prior to the recommencing of play.
7. Each team, when batting, is permitted to face a maximum of 45 overs in an innings.
8. In the case of rain, if more than 30 minutes of playing time is lost, then there will be no compulsory closure of the team batting first. They will be permitted to face 45 overs unless dismissed earlier. The team batting second will face whatever number of overs is possible in the remaining time on that day through until the allotted overs for the day are complete. The team batting second is to also face a maximum of 45 overs. If the team batting second has not passed the total of runs of the team batting first when rain intervenes again, and the game is abandoned, *the game shall be declared a draw*.
9. Any game that has not started by the 4.30pm on the Friday shall be counted as an abandoned game. If in the event of the first day being totally washed out or less than 20 overs being bowled, a 20/20 match will take place the following Friday. In the event of more than 20 overs being played in the first week, but less than 45 overs, due to inclement weather, the team batting second will face the same amount of overs as the team in the first week.
10. At any time during a two-day match, either side may declare its innings closed. If at the end of both sides first innings, the side that batted first leads by 100 or more runs, it shall have the option of requiring the other side to follow on with its second innings. The maximum number of overs over the two day's of play is 90 overs. If an outright can be achieved it must be done so by the end of the 90th over of the match. The game can be called off by agreement of the team coaches and umpires after a first inning result.
11. A four piece ball is to be used by the bowling side.
12. The **Twelfth man** is allowed to bat or bowl but not both, so that the fielding side and the batting sides still number eleven to a side. The twelfth man may substitute for a fieldsman at any time during the innings of the opposition. When a member of the fielding team returns to the field, he will immediately be able to bowl. There are no restrictions on the number of overs he must wait before bowling. The twelfth man must be nominated on the team sheet.
13. No Year 12 student is permitted to play in any Term 4 fixtures. Only students in Years 11 down are eligible to play.

14. **Premiership Points:**

Two-day matches

Outright win after 1st innings lead	10 points
Outright win after 1st innings tie	8 points
Outright win after 1st innings loss	6 points
Outright tie after 1st innings tie	6 points
Outright tie after 1st innings loss	4 points
Outright loss after 1st innings lead	4 points
First innings win	6 points
First innings tie	3 points
Drawn or abandoned match	3 points
Forfeit	10 points

The school that wins the 2-Day Grand Final will be awarded the G Kennedy / R Horner Challenge Cup.

15. **Team sheets:** will be exchanged between coaches prior to the match and a copy sent to the Association Executive Officer. All results of BAS competitions are to be directed to the Executive Officer by the WINNING school as soon as possible after the match or by 5pm the following Tuesday. Completed BAS scoresheets to be faxed to 5333 3695 or preferably scanned and emailed to s.canny@bigpond.com.au.
16. **Tossing the coin:** The umpire shall, prior to the commencement of play, supervise:
- the exchange between Captains, of the selected teams including the designation of the twelfth man and his playing role; and
 - the tossing of the coin.
17. In the event of play being interrupted, including intervals or stoppages for rain, bad light, etc., the number of overs bowled shall be reduced in proportion to the time lost, three minutes per over. Any over left incomplete at the start of the interruption of play is to be completed when play resumes and it is to count as one over bowled. If a new innings commences within the last hour, the minimum number of overs to be bowled shall be calculated on the basis of one for each three minutes, or part of three minutes, remaining for play when the innings is started.
18. In the event of a bowler being unable to complete an over for any reason, the remaining balls of such over shall be bowled by another bowler who shall not be the player who bowled during the immediately preceding over, and who may not be permitted to bowl the next succeeding over.
19. At any time after both teams have completed their first innings, and with the mutual agreement of both Captains, stumps may be declared. If a second innings commences the match will then continue until the scheduled time of conclusion.

Bowlers Restrictions

The following regulations will be applied in all 1st XI matches. They are in the spirit of the laws applied by the VCA.

- i. Fast bowlers are limited to six overs in any one spell.
- ii. A bowler is classed as fast if he doesn't bowl spin, not whether the wicket keeper stands up to the stumps.
- iii. After a spell of six overs a bowler is not able to bowl again until after six overs from the end at which he had been bowling.