CRICKET BY-LAWS for 2011

FOR

20/20 Cricket

These By-Laws apply
to all
CIC 20/20 Cricket Games
20/20 Games

1.0 **No premiership is to be awarded.**

All matches are to be of one innings only. Start times for all matches shall be as follows:

**Friday**
- 4.00pm – 5.10pm
- 5.15pm – 6.20pm

**Saturday**
- 7.30am – 8.40am
- 8.45am – 9.55am
- 10.00am – 11.10am
- 11.15am – 12.25pm

1.1 **Teams**

Each team to be comprised of 12 players, each of whom may bat and have their scores counted. Only 11 players shall field at any one time.

1.2 **Fitness of Grounds**

A ground is unfit for play when it is wet or slippery so as to deprive batsmen or bowlers of a reasonable foothold, or the fieldsmen freedom of movement.

The decision concerning the fitness of grounds for play shall be made by the host school.

*A drink interval shall be allowed at the discretion of the Managers not exceed 5 minutes.*

1.3 **Boundaries**

In principle, boundaries should measure between 30 and 40 meters from the centre of the popping crease.

Any variation to this rule should be clarified prior to commencing a match.

*(Home team is responsible for setting up the playing field prior to the commencement of play;)*

1.4 **Wicket length**

- Year 5: 16.6 metres/18 yards long
- Year 6: 18.5 metres/20 yards long
- Year 7: 20.3 metres/22 yards long

It is the host school’s responsibility to endeavour to provide pitches of this length.

1.5 **The Ball**

A 142 gram leather ball shall be used for all CIC matches except for D matches, who will use a Kookaburra (softa) ball. If teams are using a concrete pitch, a synthetic 142 gram ball be used.
1.6 **The Innings**

The Innings of the team batting first, shall be 20 overs or 70 mins, whichever comes first.

The innings of the team batting second, shall equal the number of overs bowled during the first innings of play.

In the case of an innings being completed in less that 20 overs, the team batting second shall be entitled to 20 overs.

1.7 **Delays to the Start of Play**

When play is delayed in starting, the time that remains between the actual starting time and the finish time is calculated.

From this, five minutes is deducted for the change of innings.

Half of the remaining time forms the length of the innings of the team batting first.

The team batting second is entitled to the same number of overs as the team batting first.

1.8 **Delays During Play**

If play is, for some reason, interrupted:

- A minimum of 12 overs must be bowled in each innings of play for a result to be obtained.

  The result will be calculated by comparing the total number of runs scored by each team at the highest common over.

  A failure to bowl a minimum of 12 overs in each innings of play will result in a drawn match.

  In the case of an incomplete innings, the number of overs bowled by the team batting first, shall determine the number of overs bowled during the second innings of play.

1.9 **Interval**

An interval not exceeding 5 mins shall be allowed between innings.

A drink interval shall be allowed at the discretion of the managers and not exceed 5 minutes.

2. **BOWLING**

2.0 **The ‘Over’**

An over is to consist of six (6) fair balls or eight (8) deliveries, whichever comes first.

**Exception**: In all C and D matches, an over is to consist of a maximum of six (6) deliveries, excluding Dead-balls.¹

¹
No player may bowl more than 2 overs.

2.1 **Dead Ball**

If a ball behaves erratically off the pitch, or from the edge of the pitch (its movement being independent of the bowler’s technique), the ball is then declared a **Dead-ball** and may not take a wicket.

2.2 **No Ball (See also Appendix A)**

In A and B Teams, a ball bouncing more than twice shall be deemed a **NO BALL**.

C and D Teams are allowed four bounces prior to reaching the batsman.

A rolling ball is deemed a **NO BALL**.

A ball that bounces off the pitch should be called a **NO BALL**.

2.3 **Wide Ball (See also Appendix A)**

If a ball is bowled and lands on the concrete yet is so high or so wide of a batsman (taking guard in the normal position), that it would pass beyond the batsman’s reach, it shall be called a **Wide** by the umpire, as soon as it passes the batsman.

2.4 **Bowlers - Run Up**

The bowler is restricted to a run up of no more than 6 steps. A marker is place a this point. A **No ball** will be signalled if a bowler is in breach of this rule.

2.5 **Bowlers - End**

The bowling end should remain the same for the entire Innings. This decision is to be made by both coaches taking into consideration all playing conditions.

3. **BATTING**

3.1 **Incoming Batsmen**

The incoming batsman shall stand with the square leg umpire, as a batsman nears retirement.

3.2 **Batsmen Retiring**

A coach may decide to retire a batsman earlier than his allocated balls but this player must return to bat out his allocation (20 balls or 30 runs) before any other batsman, who has retired after receiving the full allocation, bats again.  

*Exception: In C and D matches batsmen are to retire after scoring twenty (20) runs or having faced twelve (12) deliveries.*

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Batsmen must retire irrespective of whether this occurs during, or at the end of an over.

A batsman having retired after scoring over 30 runs, or having faced 20 balls, may return to the crease after every other batsman in his own side has been dismissed/retired - (provided that time and the number of overs permits) according to the original batting order.

A batsman may legitimately register a score higher than 30 runs if his last scoring shot enables him to do so -

A batsman who has scored 29 runs and hits a ‘six’ off the next ball, shall have his score recorded as 35.

Coaches have the discretion to retire players prior to facing 20 balls.

3.3 Leg Before Wicket

Does not apply to a batsman offering a shot. However, a batsman who continues to guard his stumps with his pads shall be warned that he will be given out if he continues in this manner.

4. Fielding

4.1 Fielding Positions

Players will rotate through all fielding positions as indicated in Appendix B with the exception of the wicket keeper. Fielding positions will change after each over is completed.

4.2 Fieldsmen ‘in close’

No players are to field closer than 10 metres from the batsman’s popping crease, with the exception of the wicket keeper and slips fieldsmen.

5. General

5.1 Publication of Results

For publication in the weekend press, it will be the responsibility of the home team’s manager to notify the ‘Sunday Mail’ between 12.00 noon and 6.00 pm. Ph: 3666 7766.

The results of the match shall be submitted for publication. Results will be only team results and use the school abbreviations listed in these By-Laws. No individual performances are to be included in the results.

5.2 Protests

Protests shall be lodged, in the first instance, with the Sportsmaster of the College concerned not later than 3.00 pm on the Monday following the match.

If the schools concerned are unable to resolve the matter, it may be placed before the next scheduled meeting of the C.I.C. by forwarding the protest, in writing, to the Secretary of the C.I.C. without delay.

5.3 Sledging
There shall be no personal, derogatory or intimidating comments or actions directed to any players from anyone on or off the field. Coaches shall be responsible for the behaviour of their players. It shall be the responsibility of the match officials to report any incidents to the coach of the offending team. The incident will be followed up by the Head of Sport of the offending team.

5.4 Scoring

*Sundries will be credited beside the batsman and every delivery faced (with the exception of a dead-ball) will be recorded beside the batsman and bowler with the following symbols:*

- “dot” - no run;
- 1,2,3,4,5,6 - runs of the bat;
- W - wide equates to 1 run (4W equates to 4 runs);
- N - no ball equates to 1 run;
- L - leg bye equates to 1 run (2L equates to 2 runs);
- X - dismissal.

5.5 Umpire

The Umpire is to remain the same for a minimum of 5 overs and should rotate after the 5th over. This will allow consistency of umpiring to occur and the duty to be shared evenly. Any variation to this requirement is to be negotiated between coaches at the start of play.

NOTES ON CRICKET AUSTRALIA JUNIOR POLICY

**Use of Helmets.** In its Junior Cricket Policy, Cricket Australia has made recommendations on the use of helmets. The CIC Association draws member schools attention to the recommendations for consideration and adoption. The recommendations (as at October 2004) are produced in full below:

*“Recommendations for the Use of Helmets*

Junior and youth players should not be allowed to bat or field in-close, during a match or practice where a hard ball is being used, without wearing a cricket helmet with a face guard. Any individual taking responsibility for junior/youth players should take all reasonable steps to ensure that the above recommendation is followed. It is recommended that junior and youth wicketkeepers when keeping up to the stumps where a hard ball is being used, wear a helmet with a face guard.

Players are recommended to wear a specifically designed and properly fitting cricket helmet with face guard. It is also in the players’ best interest for the helmet to conform to the relevant Australian Standard (currently AS/NZS4499: 1997 “Protective Headgear for Cricket”)

Note – a hard ball refers to traditional cricket balls, indoor cricket balls, solid core modified balls or similar. In-close fielders refers to fielders closer than 10m to stumps (except slips, gully and wicketkeeper).”
### SCHOOL ABBREVIATIONS FOR RESULTS

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APPENDIX (A)

SHORT PITCHED, WIDES, NO-BALLS & DEAD BALLS

A. FAST SHORT PITCHED BOWLING
1. Any delivery that it is considered would pass over shoulder height when in the normal batting stance shall be called as a "No Ball". This decision is made by the Square Leg Umpire.
2. If in the umpire’s opinion the delivery has been intentional, a warning shall be given to the bowler. If intentional short pitched bowling continues following a second warning, the bowler shall be immediately replaced and shall not bowl again in the match.

B. WIDES, NO-BALLS & DEAD BALLS
1. If the ball at the time pitches on the first bounce outside the width of the wicket area of the pitch it shall be called "NO BALL". The batter can still hit this ball.
2. If the ball pitches on the first bounce on the width of the wicket but is outside the reach of the batsman in his normal stance, the ball is to be called a “WIDE”. If the batsman hits the WIDE ball, then it no longer results in a wide.
3. A batter cannot be dismissed off a wide, except by being "Run Out" or “Stumped.”
4. One run (extra) shall be scored for each “wide” bowled.
5. Any ball which deviates abnormally from the edge of the pitch area shall be called a "DEAD BALL" and shall be re bowled.
6. Any ball that passes, or would have past, above waist height of the batsman, on the full, in their normal batting stance, shall be called a "No Ball" and shall be re bowled. This decision is made by the Square Leg Umpire.