

# Year 8 Cricket Playing Conditions

- 1. Team Composition**  
Maximum 9 on the field. Players should be in school Year 8 at the beginning of the season.
- 2. Boy/Girls**  
Mixed teams allowed.
- 3. Graded**  
Yes. Grading of teams to be determined by each Club/School.
- 4. Toss**  
Made no later than 15 minutes before play starts. If a team is not available, they will be deemed to have lost the toss.
- 5. Hours of Play & Over Rate**  
**Limited Overs: 12.30pm – 5.30pm.** The first innings should conclude by 2.55pm. If not completed by 3.05pm no break will be taken between innings and the second innings will be reduced by 1 over for every 4 minutes required to complete the innings.  
**Coaches are to ensure that their side maintains a quick bowling rate.**
- 6. Length of Innings**  
Maximum 35 overs. The second innings shall consist of the same number of overs bowled in the first innings (or 35 overs if the team batting first has been dismissed in less than 35 overs), providing that a result is not reached beforehand.  
**Please Note: Umpires should remind teams about pace of play as the innings progresses. If required umpires can require shorter run ups and other measures to speed up play.**
- 7. Pitch Length**  
Full Pitch
- 8. Boundaries**  
45m from the middle of the pitch and marked by cones or flags.
- 9. Ball**  
A 156g ball is to be used. Hardball Kookaburra Crown Red Ball or equivalent. The match ball does not have to be new, but umpires must agree that it is fit for play. A new ball can only be taken at the beginning of each innings.
- 10. Replacement Players**  
A max of 2 players can be used as replacements during a game. Batting 9 must be named in the scorebook before the start of play. Replacement players may bowl and field only.
- 11. Declarations**  
Not allowed.
- 12. Weather Affected Matches**  
Declared a draw if 15 overs for Limited Overs in each innings is not possible due to weather conditions. If weather interferes with play, the number of overs in the match shall be reduced by one over for each complete four minutes of playing time lost, counting back from 30.  
If an interruption occurs in the innings of the team batting second, its target score shall be calculated by using the D/L method.
- 13. Intervals**  
Maximum of 10 minutes between innings. One drinks break, not exceeding 4 minutes, may

be taken midway through each innings.

**14. Dismissals**

Batsman is out when out.

**15. Stumpings**

Yes.

**16. LBWs**

The LBW Law applies.

**17. Uneven Team Numbers**

- team may bat players twice if they have less than 9 players but returning batsmen must be returned in ascending order i.e. the lowest scoring batsman (dismissed) must return first and so on.
- A dismissed batsman may only return after any retired batsmen have returned.
- The batting team must provide up to 2 players to assist with fielding. These players may be rotated as the need arises.

**18. No balls / Wides**

- Normal cricket laws apply.
- Any delivery which passes (or would have passed) above the batsman's shoulder, or any full-toss which passes (or would have passed) above the batsman's waist, shall be called a no-ball.
- Umpires must agree wide-lines before the start of play.
- If a bowler is struggling to bowl from the 18m pitch, it is encouraged that they be allowed by umpires to bowl from a shorter distance.
- There shall be no restriction on the number of wides or no-balls which may be called in an over, but maximum 8 deliveries per over.

**19. Double Bounce Rule**

Called a no ball if the ball, without having touched the bat or person of the striker, bounces more than once, or rolls along the ground, before reaching the popping crease.

**20. Length of Overs**

6 Fair deliveries or a maximum of 8 deliveries per over (including wides/no balls).

**21. Bowling Restrictions**

**Limited Overs:**

Maximum 4 overs per player.

All players must bowl minimum 3 overs.

No player may bowl their fourth over until all players have bowled three overs.

Where there are more than 9 players, any player who does not bat must bowl 3 overs.

**22. Retirement/Batsmen Returning**

Compulsory retirement of batsmen after 30 balls faced. Retired batsmen may only return at the end of the innings in ascending order from lowest score to highest (i.e. retired batsman with lowest runs returns first, next lowest scoring retired batsman returns next and so on).

Batsman cannot be retired early unless injured. Returning batsman cannot be retired a 2<sup>nd</sup> time once returned to the crease.

**Note:** Manipulating batting so that batters deliberately get out (batting side) to bring back “better” batters or deliberately not getting batters out (bowling side) to stop “better” batters coming back, are both against the spirit of cricket.

**23. Fielding**

No player may field within 15m of the bat except between ‘point’ and the wicketkeeper where fielders are permitted no closer than 10m of the bat. These closer fielders must remain stationary and not walk in with the bowler.

**24. Wicketkeeper**

No more than two wicket keepers are to be used during an innings to ensure that the match is not unduly delayed. Wicket keepers can only be changed during a scheduled drinks break. If a wicket keeper fields then he/she must also bowl the minimum number of overs. Wicket keepers must wear helmets.

**25. Umpiring**

All umpires to have completed minimum [Foundations coaching course](#) and have registered and completed [Umpiring Online modules](#). We encourage the same umpires remain throughout the game to ensure consistency. Umpires should provide guidance to both sides to assist with game development. All on field coaching should be done quickly to ensure no delays. Only umpires, coaches or managers can provide on field coaching.

**26. Exchange of Umpires**

Allowed but umpires must umpire at least half an innings to ensure some consistency for the players, unless agreement to do otherwise has been reached between the coaches.

**27. Grades**

There are no limits on entries into this competition. ACA will divide entered teams into pools to reduce travel during pool games, with pool winners and runners up entering a finals format to conclude the season. All teams will play a minimum of seven games, with the top four sides involved in a Sunday Finals Day.

- Five rounds of regional competition play starting February 10 (teams will play other teams as close to each other as possible to limit travel time to games)
- One regional semifinal played on March 11 (other teams that do not make semifinal will play a friendly game on this playing date).
- Finals Day (Saturday March 18) where Playoff for 3<sup>rd</sup> and Final will be played.

**Pool Points:**

Win = 3 points

Tie or No Result = 1.5 points

Loss = 0 points