

# Cup & Shield Playing Conditions

## 1. Team Composition

Maximum 9 on the field. Players should be in Year 8 or below.

## 2. Boy/Girls

Boys compete in the National Primary School Cup.

Girls compete in the National Primary School Shield.

## 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. Dates/Hours of Play

Afterschool T20 Competition: 4pm – 6.30pm (recommended)

Each innings to be completed in 1 hour 10mins. 10 min break between change of innings.

Coaches are to ensure that their side maintains a quick bowling rate.

**Schools are to liaise and agree on a date and time that suits both schools to play the match BEFORE the cut off date of 26<sup>th</sup> March**

**Any match not completed before this date will be given a “no result”. It is advised that teams allow a save day for each match within the timeframe in case of weather disrupting play.**

**All qualifying games are to be played in Term 1 including the Quarter Final Round.**

The team listed first on the draw has home ground advantage however schools can agree to play at a neutral venue for travels sake or at the away teams ground if the home team does not have a cricket pitch available.

## 6. Length of Innings

Maximum 20 overs. The second innings shall consist of the same number of overs bowled in the first innings (or 20 overs if the team batting first has been dismissed in less than 20 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

18m. Use marked lines at one end and measure 2.12m from the other end and mark line for stumps and a further 1.22m for the popping crease.

## 8. Boundaries

45m for Boys & 40m for Girls from the middle of the pitch and marked by cones or flags.

## 9. Ball

A 142g 2-piece hard ball is to be used. 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, and may not keep wickets.

The 2 players **not listed** in the batting 9 will not bat, the 2 players **not listed** in the bowling 9 will not bowl but may field as “12<sup>th</sup> men”.

The wicket keeper cannot be designated as the non-bowler.

There will be no restrictions on the amount of time a player is required to be back on the field before they are allowed to bowl again or bat during their team’s innings.

**11. Declarations**

Not allowed.

**12. Weather Affected Matches**

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 20.

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 2 minutes, may be taken midway through each innings.

**14. Dismissals**

Batter is out when out. All dismissals apply

**17. Uneven Team Numbers**

- team may bat players twice if they have less than 9 players but returning batters must be returned in ascending order i.e. the lowest scoring batter (dismissed) must return first and so on.
- A dismissed batter may only return after any retired batters have returned.
- The batting team must provide up to 2 players to assist a side with less than 9 players in the field. 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 batter’s shoulder, or any full-toss which passes (or would have passed) above the batter’s waist, shall be called a no-ball.
- Umpires must agree wide-lines before the start of play.
- 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**

Maximum 4 overs per player.

**22. Retirement/Batters Returning**

Batters cannot be retired early unless injured. Returning batter cannot be retired a 2nd time once returned to the crease.

**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 slips 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 unless there is an injury.

**25. Umpiring**

We encourage the same umpires remain throughout the game to ensure consistency.

**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. On Field Coaching**

Other than umpires providing guidance this is allowed only from coaches or managers.

**28. Grades**

One entry per school for each boys and girls. Consideration will be given to allowing extra teams from schools to fill any vacant team places.

**All pool matches and quarter finals are to be completed in term one**

- Each team plays every other team once in their pools.
- The top team in each pool advances automatically to quarterfinals
- The 2<sup>nd</sup> placed finishers in each pool will fill the remaining quarterfinal spots based off NRR (example: if two quarter final spots remain, the two 2<sup>nd</sup> place teams with the highest NRR will advance)
- Finals Day 25<sup>th</sup> October (rain day – 30<sup>th</sup> Oct). Semis and Finals will be played on the same day at Keith Hay Park.

**Pool Points:**

Win = 3 points

Tie = 1.5 points

Loss or No Result = 0 points