

**SUNSMART
SECONDARY SCHOOLS COMPETITION 2006**

MATCH RULES & PLAYING CONDITIONS

LIMITED OVERS COMPETITION

Playing Rules and Conditions

1. Top Tier Competition

- (a) Minimum of 40 over and a 1.00pm start.
- (b) Turf Wicket for all top tier competition.
- (c) Normal ICB bowling restrictions.

2. Competition

- (i) All games to be limited over fixture.
Note: Apart from the Kim Hughes Top Tier shield the Dual Pitch format utilising existing rules and playing conditions is acceptable in qualifying rounds.
- (ii) Teams to be composed of full-time bona fide students, who are under 19 years of age as at January 1 in the year of competition commencing.
- (iii) Team Size.
 - Only eleven fieldsmen shall be permitted on the field of play at any one time.
 - Only eleven players in each team shall be permitted to bat.
 - Interchange of fieldsmen without restriction is permitted, providing umpires are notified and no playing time is wasted.
- (iv) The qualifying rounds of competition are to be completed within term one of the 2006 school calendar year.

3. Draw

The fixtures of competition are to be arranged by the WASCC using the following guidelines:

(i) Early Round Matches:

Schools (In the 2nd Tier Competition) will compete on a regional basis, matches to be completed the week ending 03/03/06

(ii) Experimental Draw Format:

In an attempt to be fair to all teams in the competition certain schools have been seeded.

(iii) Regional Knockout Matches:

Regional winners then play-off on a knockout basis.

(iv) Semi-Finals and Final:

The Second Tier Semi-Finals **MUST** be played by at least one week prior to the Second Tier Final, which will be played on Wednesday 12th April 2006.

4. Conditions of Play

All matches are to be played within the following Conditions of Play. Early round and regional knockout matches will be conducted by mutual arrangement between the competing schools.

(i) All games to be a limited over fixture.

In Qualifying matches school may utilise Dual-Pitch format.

(ii) A match should consist of a minimum of 25 six ball overs per innings with a maximum of 50 six ball overs.

(iii) Each team is to complete the same number of overs, however if the team batting first is dismissed for less than its specified overs, the team batting second shall be entitled to bat for its full quota of overs (i.e. as agreed to by both teams at the commencement of the game).

(iv) Bowlers' Restrictions - the number of overs per bowler is restricted to no more than one-fifth of the total overs allowed except where the total is not divisible by 5, one additional over shall be allowed per bowler to make up the balance.

Bowling Spells - these restrictions are to apply to all bowlers other than genuine finger or wrist spin bowlers.

(i) No single spell of bowling shall exceed 6 overs

(ii) A break of at least 30 minutes must be taken between spells

A bowler who has bowled less than 6 overs may resume bowling prior to the completion of the mandatory break as defined above, but this will be considered an extension of the same spell, and the limit of overs in total for the spell will still apply. Following the completion of the spell, the normal break between spells will apply -i.e. the break between spells is disregarded.

For example:

40 Over Game - Maximum of 8 overs per bowler (max of 6 overs per spell as per ACB junior policy).

42 Over Game - 3 bowlers may bowl 8 overs.

2 bowlers may bowl 9 overs.

In the event of a bowler being injured and thus unable to complete an over, the remaining balls will be bowled by another bowler.

(v) The team scoring the most runs irrespective of wickets lost is declared the winning team. If the scores are equal, the result shall be a tie and no account of wickets lost or run rate will apply. This applies for all matches except Semi-Finals whereby in the event of a tied match the winning school will be decided by wicket averages.

(vi) Only regulation 156 g, two piece or four piece leather cricket balls are to be used.

(vii) Wide Ball

(a) Umpires are instructed to apply a consistent interpretation in regard to wide deliveries in order to prevent negative bowling wide of the wicket or over the batsman's head.

(b) Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a 'wide'. As a guide, on the legside a ball landing clearly outside the leg stump going further away should be called a 'wide'.

(viii) No-Ball

The no-ball rule will apply as set out in the rules of cricket, except that no bowler may deliver the ball underarm.

Also if the ball passes, or would have passed above the shoulder of the batsman standing upright at the crease, either Umpire shall call and signal "No-Ball".

The penalty for each no ball shall be one run (1) in addition to runs scored from the delivery.

The Bowling of Fast, High Full Pitches:

"A fast high full pitched ball shall be defined as a ball that passes, or would have passed, on the full above the waist height of a batsman standing upright at the crease. Should a bowler bowl a fast high full pitched ball, either umpire shall call and signal no-ball.

- (ix) If in the early round regional matches schools finish equal on points, the winning school will be determined by an average calculated thus:
- (a) Divide the total number of runs scored by a school by the total number of wickets lost by it;
 - (b) Divide the total number of runs scored against a school by the total number of wickets taken by it;
 - (c) Divide the former (a) by the latter (b). The team having the higher quotient will be declared the winner.
- (x) Semi-Finals and Finals
- (a) All Finals to be played over 50 overs.
 - (b) Finals to be played on Turf (weather permitting).
 - (c) In the event of a tie in the Semi-Finals the winning school will be decided by wicket averages.
 - (d) In the event of a tie the Final will be replayed as soon as possible.
 - (e) Times of play in semi-finals and grand-finals (first innings 10.15am-1.30pm) and (second innings 2.15pm-5.30pm).
 - (f) Penalty for failure to bowl overs within prescribed times during finals will be 6 runs per over plus the over must be bowled.