

# Secondary Schools League Division 1 – Grade B

## Playing Conditions 2022-23

### 1. Competition Format

- a) There are 11 teams in Grade B. Teams are split into two pools of 5 and 6 teams.
- b) The teams in each pool shall play each other once in a single-stage round-robin.
- c) Teams will score points in each match (see rule 21). The two teams that top each pool will face each other in cross-pool semi-finals, the winners of which will play in the Final to determine the champion.

### 2. Player Eligibility

- a) All players must be registered students at the school they are representing.
- b) If a student leaves the school, he/she can no longer represent that school in the competition.
- c) A student cannot play for a different school to the one he/she is attending.
- d) The age cut-off is born on or after 1st January 2007
- e) There are no other restrictions on who can play in the Secondary Schools League.

### 3. Hours of Play and Intervals

Unless otherwise stated, the periods of play and intervals shall be as follows:

#### *Periods of Play and Intervals*

##### *GDB and PKVR Reservoir*

First Innings	1400-1520 (1 hour 20 minutes)
Interval	1520-1530 (10 minutes)
Second Innings	1530-1650 (1 hour 20 minutes)

##### *PKVR Park*

First Innings	1415-1535 (1 hour 20 minutes)
Interval	1535-1545 (10 minutes)
Second Innings	1545-1705 (1 hour 20 minutes)

**Playing time per innings:** 80 minutes plus the over in progress at the scheduled time

**Required over rate:** 15 overs per hour (4 minutes per over)

#### **Interval between Innings**

If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval shall take place immediately and the Innings of the team batting second will commence correspondingly earlier.

#### **Intervals for Drinks**

No drinks intervals are permitted. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

#### 4. Toss and Team Nomination

- a) Team Lists must be exchanged at the toss. Team Lists can be typed out or hand-written on any sheet of paper.

#### 5. The Ball

A Montgomery brand pink leather four-piece 156g cricket ball shall be used. One new ball shall be used at the start of each innings and the fielding team should provide sufficient spares.

#### 6. Ground, Weather and Light

- a) After being handed over by the Ground Authority, the umpires appointed by CHK shall be sole judges of the fitness of the ground, weather and light for play.
- b) If a ground is deemed unfit to play due to adverse weather conditions, the match will not be rescheduled and the match points for the game will be shared between both teams.

#### 7. Disputes

- a) The umpires appointed by CHK shall determine all disputes during a match.
- b) If teams do not agree with any ruling made during a game, they can lodge a written complaint to CHK within 3 days of the dispute. A ruling will be given by CHK.

#### 8. Length of Innings

- a) In uninterrupted matches (i.e. matches which are neither delayed nor interrupted) each team shall bat for 20 overs unless all out earlier.
- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If the either fielding side fails to bowl the required number of overs by the scheduled time for completion of an innings, play shall continue until the required number of overs has been bowled subject to conditions and ground availability, and the incident should be reported to CHK Management after the game - see Rule 15 Over Rate Penalties.
- d) After the first innings the interval shall not be extended, and the next innings shall commence at the scheduled time.
- e) If the side batting first is dismissed in less than 20 overs, the side batting second shall be entitled to bat for 20 overs
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances include, but shall not be limited to, the following:
  - i. Injury to players of either side.
  - ii. Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.
  - iii. Delays caused by the batting side, e.g. changes of equipment.

**Note:** In instances of inclement weather, **Rule 9** shall apply, **NOT** the provisions for allowances.

- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by

batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate

- i) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- j) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time.
- k) CHK Playing Conditions Rule 16 for penalties for slow over rates does NOT apply to the Secondary Schools League.

## 9. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by two for every complete 8 minutes lost, being 4 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler and the fielding restrictions shall also be reduced, see **10b and 14e**. This calculation must not cause the match to finish earlier than the original cessation time.

### **Illustration:**

*Due to ground, light, or weather conditions playing time is reduced by 32 minutes. The game will be reduced by a total of 8 overs (32 minutes divided by 4 minutes = 8 overs), four overs deducted from each innings. Each side will now bowl 16 overs. The playing time is divided across both innings, i.e. 4 x 4 minutes = 16 minutes deducted from each innings (original playing time of 1 hour 20 minutes, minus 16 minutes = new playing time of 1 hour 4 minutes). Therefore, the revised hours of play will be 9.32 to 10.36 am and 10.46 to 11.50 am.*

- c) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.
- d) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CricHQ app.

## 10. Number of overs per bowler

- a) No bowler shall bowl more than **four** overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second
  - i. for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
  - ii. for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two

overs.

***Illustration:** after 8 overs, rain interrupts play. Both opening bowlers have bowled 4 overs. The innings is now reduced to 12 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are now limited to 2 overs.*

*Should the overs be reduced to 7, then four bowlers may bowl 2 overs*

- c) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- d) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

### 11. Free Hit after a No ball

A Free Hit after a No Ball is applied to all No Balls. Refer CHK Playing Condition 17 for outline on this rule.

### 12. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Condition 22, a fielder's unserved Penalty time shall be limited to a maximum of 40 minutes.

### 13. Timed out

Law 40 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within **1 minute 30 seconds** of the fall of the previous wicket. The incoming batsman is expected to be ready to enter the field when a wicket falls and is expected to jog to the wicket.

### 14. Fielding Restrictions

- a) At the instant of delivery there shall be no more than five fielders on the leg side.
- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
- c) For the first six overs of each innings no more than **two** fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- d) During the remaining overs of each innings (i.e. overs 7 to 20) no more than **five** fielders shall be permitted outside the fielding restriction area at the instant of delivery.
- e) In circumstances where the number of overs for the batting team is reduced, the number of fielding restriction overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both first and second innings.

Innings Duration	Number of Fielding Restriction Overs
5–8	2
9–11	3
12–14	4
15–18	5

19–20	6
-------	---

- f) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of fielding restriction overs has already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- g) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball and a free hit will be called.

## 15. Over Rate Penalties

- a) All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 20 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the fielding side shall be reported to CHK Management.
- b) Repeat occurrences of slow-overrate could result in penalty points being applied and a 1-match suspension for the fielding side captain.
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.
- d) Over-rate penalties apply only to innings of ten overs or more duration. In innings of less than ten overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

## 16. The Result

Law 16.2 - A win - one innings match shall apply in addition to:

- a) Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Other matches, where both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result.

### b) Interrupted or Prematurely Terminated Matches

Calculation of the Target Score. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current DLS method. The target set will always be a whole number and one run less will constitute a Tie.

### c) Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS method. If the score is equal to the par score, the match is a Tie. Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

## 17. Tied Matches – Super Over

- a) A Super Over is only to be played in the Final. The Pool stage games will not have a Super Over, and the game shall be considered as a Tie, with points shared between both sides.
- b) In the case where a Super-Over is to be played:
  - i. The Super Over shall take place ten minutes following confirmation of the tied result and on the same pitch.
  - ii. The umpires shall stand at the same end as that in which they finished the match.
  - iii. The fielding side shall choose from which end to bowl.
  - iv. Only nominated players in the main match may participate in the Super Over with the same rules for substitutes, etc.
  - v. Each team's over is played with the same fielding restrictions as apply for the last normal over in a T20 match.
  - vi. The team batting second in the match will bat first in the Super Over.
  - vii. The match ball (or its replacement, if changed during play) in use at the end of the main match shall be used.
  - viii. The loss of two wickets in the over ends the team's one over innings.
  - ix. In the event of the teams having the same score after the Super Over has been completed the team whose batsmen hit the greatest number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
  - x. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
  - xi. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, any deliveries not bowled will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e., including any runs resulting from Wides, No Ball or Penalty Runs.

### **Illustration:**

Scored From	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

*In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, Team 1 scored 2 runs from its 4th ball while Team 2 scored a single so Team 1 is the winner.*

## 18. Uniform

Teams can wear either coloured or white clothing. Only pink or bright-coloured clothing that prevents the batsmen from sighting the ball is prohibited. Teams should be dressed in consistent-looking kit. Any instances of inappropriate kit should be reported to CHK for further action – umpires shall not prohibit kids from playing the game.

### **19. Playing Equipment**

Teams must bring their own cricket equipment. Batting helmets must be worn in all matches. Wooden cricket bats must be used in all matches.

### **20. Adult Supervision**

For safety reasons, it is compulsory for teams to be accompanied and supervised by the team supervisor/coach or an adult person over the age of 21 years at all times.

### **21. Points**

Points for matches will be awarded as follows:

<b>Win</b>	<b>2</b> points
<b>Loss</b>	<b>0</b> points
<b>No Result</b>	<b>1</b> points each

There will be a 0.5-point penalty applied for each instance where a team fails to either score the game on the CricHQ app or upload the full scorecard to the website after the game.