



**AIC CRICKET BY
LAWS
FIRST XI 2020**

RULES PERTAINING TO ALL TEAMS

Clause 1: GRADES AND AIC AGGREGATE

- a) Only the following grades shall count towards the AIC Aggregate: 1st XI, 2nd XI, 3rd, 4th XI, 10A, 10B, 9A, 9B, 8A, 8B, 7A and 7B

Clause 2: FORMAT OF MATCHES

1st XI 50 Overs

Clause 3: GROUND NOMINATION

The following match schedules ARE A GUIDE ONLY. Schedules may vary depending on college venues and number of teams.

Home Cricket Schedule

	Oval 1	Oval 2	Oval 3	Oval 4	Year 6 matches. To be scheduled a.m. where possible
a.m.	1 st XI	10A	10B	10C	
p.m.	All day	2 nd XI	3 rd XI	4 th XI	

**Schedules may vary for schools with more ovals & T20 games

Away Cricket Schedule

	Oval 1	Oval 2	Oval 3	Oval 4	Year 5 matches. To be scheduled a.m. where possible
a.m.	9A	9B	7B	9C/7C	
p.m.	8A	7A	8B	8C	

**Schedules may vary for schools with more ovals & T20 games

Clause 4: MATCH POINTS

WIN	8
FORFEIT – NON OFFENDING TEAM	8
TIE	5
DRAW	5
ABANDONED MATCH	5
LOSS	2
FORFEIT – OFFENDING TEAM	0

Clause 5: PLAYER RESTRICTIONS

- a) No player may play in more than one team on the same day unless he is filling the role of a 12th man and fielding for an injured player. In these circumstances the player must be of the same age or younger than the injured player he has replaced.
- b) A minimum of seven (7) players are required to constitute a team. Fewer players prior to the commencement will result in a forfeit. Should player numbers fall below seven (7) after a match has commenced, the match shall continue

Clause 6: SCORERS

- a) Scorers of both teams shall sit together for the duration of the match.
- b) Coaches, captains or official scorers shall sign both books at the conclusion of each match

Clause 7: TOSS

Captains shall toss no less than ten minutes before the commencement of play.

Clause 8: MATERIALS

- a) The Duke Country International ball is to be used for all 1st XI matches.

Clause 9: USE OF PROTECTIVE HELMETS

- a) Batting: approved helmets are compulsory for all players when batting.
- b) Wicket Keepers: approved helmets are highly recommended for all Wicket Keepers. A helmet is compulsory if keeping at the stumps.

Clause 10: COVERING OF TURF WICKETS

Turf wickets may be covered up to the time set down for the start of a match, and may either remain covered or be re-covered at any time if weather conditions so require.

Clause 11: ABANDONED MATCHES

- a) Matches that have been abandoned are not to be rescheduled (Refer to Clause 6c of AIC General By Laws; Refer to Clause 4 1st XI By Laws for the correct allocation of points)

Clause 12: EXISTING STATE OF AFFAIRS CLARIFICATION

This phrase is used in the competition rules to clarify situations in which a difference of opinion occurs with regard to the progress of a match. If a match has not started, and the umpires/coaches do not agree, then the match does not start.

Clause 13: SLEDGING

- a) Coaches are responsible for the appropriate behavior of their players.
- b) The umpires are to meet with both captains prior to the start of the match to discuss the behavioral expectations
- c) There shall be no personal, derogatory or intimidating comments or actions directed to any players
- d) All fielders are not permitted to talk once the Bowler reaches his mark to begin his run up and until the ball has been played at or passed by the batsman

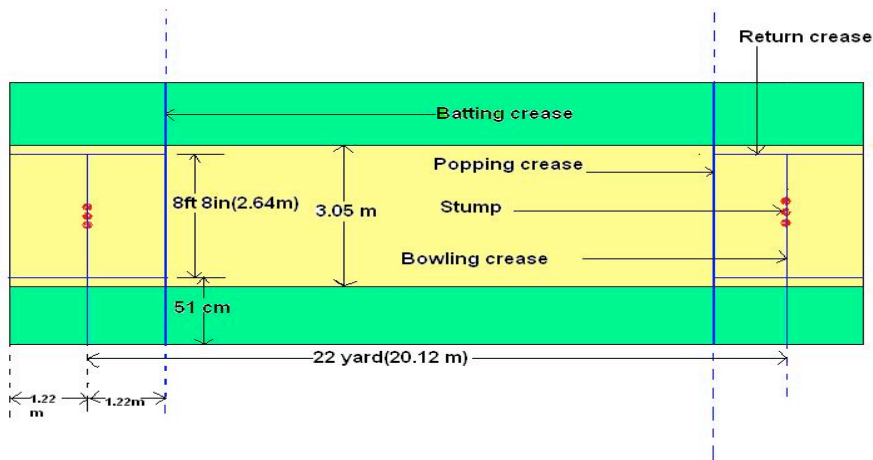
RULES PERTAINING TO 1ST XI

Clause 1: GROUND NOMINATION

Each College is to nominate a turf wicket as its home ground for 1st XI matches.

Clause 2: BOUNDARIES AND PITCH MARKINGS

The boundaries should be as close as possible to 75 metres on the drive and 60 metres on the square.



Clause 3: HOURS OF PLAY

a) Hours

Morning Session	9.30am to 1.00pm	(3.5 hours)
Lunch Interval	1.00pm – 1.45pm	(45 minutes)
Afternoon Session	1.45pm – 5.15pm	(3.5 hours)

b) Drinks Breaks: two drink breaks per session are permitted, after 17 overs and after 34 overs. In cases of extreme heat, an extra drink may be taken with the agreement of the Umpires. Drinks breaks should not exceed five minutes in duration.

c) Interval of change of Innings

Where play is delayed or interrupted, the umpires shall vary the length of break of the change of innings as follows:

Time Lost	New Interval Length
Up to 60mins	25mins
Between 60-120mins	20mins
More than 120mins	15mins

d) If the team batting first is dismissed prior to 12.00 midday, a ten minute change of innings is taken. The team batting second will commence their innings and bat until 1.00pm when the lunch interval is then taken.

e) If the team batting first is dismissed after 12.00 midday, then lunch is taken early and the team batting second commences their innings 45 minutes from the time the first innings ended.

Clause 4: Length of Fixture:

a) In an uninterrupted match:

- i. Each team shall bat for 50 (six ball) overs unless all out earlier
- ii. If the team fielding first fails to bowl 50 overs by the scheduled time for cessation of the first session, the umpires will take note of the overs completed. The bowling team will then complete the 50 overs. When batting second, they will only be entitled to the number of overs bowled when time elapsed in the first innings

- iii. If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs, under limited over conditions
 - iv. If the team fielding second fails to bowl 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled, or a result achieved.
- b) In matches where play is delayed or interrupted:
- i. The object should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 20 overs each team)
 - ii. The number of overs to be bowled shall be based on a reduction at the rate of 16 overs per hour. If less than 6 minutes is lost, this is to be ignored
 - iii. If the team fielding second fails to bowl the reduced number of overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled, or a result achieved
 - iv. If the innings of the team batting second is delayed or interrupted, and it is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 16 overs per hour, for time lost (N.B. Clause 3 (c) to be invoked where applicable)
 - v. The team batting second shall not bat for a greater number of overs than the first batting team unless the latter has been all out in less than the agreed number of overs or as in Clause 4 (b) (iv)
 - vi. Fractions are to be ignored in all calculations regarding number of overs.

Clause 5: CONSIDERATIONS REGARDING TIME

- a) Late arrival of a team: extra time may be added due to the late arrival of a team. Either team shall have the right to extend the time until the full duration has been completed, except when a team is unable or unwilling to commence play within fifteen minutes of the time set down for commencement, in which case a forfeit may be claimed.
- b) Time lost due to adverse weather conditions: No time shall be added to make up for time lost due to adverse weather conditions
- c) Abandonment of commenced matches: Unless there is mutual agreement to abandon play, both teams shall remain at the ground until the expiration of time.

Clause 6: TIME WASTING

Umpires should fully take into account in limited over matches any deliberate slowing down of tempo by either the batsmen or fieldsmen where it may be seen to be to the disadvantage of the opposition team.

Clause 7: NUMBER OF OVERS PER BOWLER

- a) No bowler shall bowl more than ten (10) six ball overs in a day.
- b) No fast bowler shall bowl more than six (6) consecutive overs in any one spell. A "fast" bowler is defined by the umpire. Once a spell of any length is completed or broken, a fast bowler may not return to the bowling crease until other bowlers have completed double the number of overs, which he bowled. (i.e. If he bowls a spell of six (6) overs, twelve (12) further overs must be completed before he may bowl again). This does not apply to slow bowlers. Slow

bowlers may bowl their allotted 10 overs at any time under normal cricket rules- ie: not permitted to bowl 2 consecutive overs from different ends.

- c) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one fifth of the total overs allowed.
- i. 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. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled 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.

Clause 8: WIDES/NO BALLS/BOUNCERS

- a) One bouncer is permitted per over as per CA (Cricket Australia) laws.
- b) No Ball: a ball that passes or would have passed above the waist of the batsman in a normal batting stance on the full shall be called a No Ball. This applies to both fast and slow bowlers.
- c) The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm, the umpire shall call a signal No ball, and the ball is to be re-bowled overarm.
- d) Free Hit after any No Ball: The delivery following a no ball shall be a free hit for whichever batsman is facing. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball) then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called a Wide ball. The bowler's end umpire will signal a free hit (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion. Field changes are not permitted for free hit deliveries unless there is a change of striker (refer Clause 11a). There is a change of striker or the no ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.
- e) Wide Ball:
Judging a Wide: Umpires are instructed to apply very strict and consistent interpretation in regard to this law in order to prevent negative bowling wide of the wicket. To assist with the adjudication of the off side wides, line shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measured 43.18cm from the return crease on both sides of the wicket, hereby referred to a "Off Side Wide Lines". A delivery passing the striker on the off side outside the Off Side Wide Line shall be a wide provided he maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Line shall be disregarded and the umpire shall apply a general interpretation consistent with the normal law. Any delivery that passes the striker outside the return crease shall be a wide regardless of whether he has brought the ball within reach. A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a wide unless:
 - the ball passes between the striker and the stumps
 - the striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position the striker is attempting to play, or has aborted to play, a reverse sweep or switch hit.

Clause 9: SUBSTITUTIONS

A player of the fielding team who leaves the field, and for whom a substitution is then made, shall, upon returning to the field, wait for the same number of overs as he was absent before being permitted to bowl again (refer also to Clause 10).

Clause 10: 12th MAN DUTIES:

AIC 1st XI By Laws 2020

In all First XI matches, the role of the 12th Man is restricted to replacement fielder only. The 12th Man cannot replace an injured player as a batsman, bowler or wicket-keeper.

Clause 11: FIELDING RESTRICTIONS AND POWER PLAYS

a) Restrictions on the placement of fieldsmen:

At the instant of delivery, there may not be more than 5 fieldsmen on the leg side

In addition to the restriction contained in playing condition above further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following:

Two semi circles shall be drawn on the field 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 27.43m. The semi circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked continuous painted white lines or dots at 4.57m intervals, each dot be covered by a white plastic or rubber (not metal) disc measuring 18cm diameter.

At the instant of the delivery:

Powerplay 1 - no more than 2 fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

Powerplay 2 - no more than 4 fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.

Powerplay 3 - no more than 5 fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

In circumstances when the number of overs of the batting is reduced, the number of overs within each Powerplay of the innings 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 the 1st and 2nd innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

If play is interrupted during an innings and the above 'table' (to be inserted) applies, the Powerplay take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid over - examples listed below

A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new powerplays are 7+9+16. Therefore the middle powerplay fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final powerplay begins after 26 overs have been bowled.

A 40 over inning is interrupted after 18.5 overs and reduced to 22 overs. The new powerplays are 5+13+4. When play resumes, the final powerplay fielding restrictions apply for the remaining 3.1 overs

At the commencement of the middle of the final powerplays of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

The scoreboard shall indicate the current powerplay in progress

In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal a no ball.

Clause 12: UMPIRES

- a) Official Umpires: Wherever possible, qualified umpires appointed independently by AIC, shall control 1st XI matches. When only one official umpire is available, they shall umpire at the bowler's end and one of the coaches or adults designated by the College in charge of the teams shall umpire at square leg. If no officials are in attendance, the game shall commence.
- b) Both Coaches in attendance: A staff member, or adult designated by the College, should accompany each team. When an adult designated by each College is present, and no official umpire is in attendance, they shall alternate umpiring at square leg and the bowler's end.
- c) One coach in attendance: If no official umpire is in attendance, and only one College has a designated adult present, that person shall umpire at the bowler's end for the duration of the match.
- d) Umpires shall not score while officiating.

Clause 13: UNIFORM

Normal dress. Players should wear long white or cream trousers, white shirt, white socks, white cricket boots or sand shoes, and cap in the colours of the school or white hat.

Clause 14: WEATHER

- a) Weather prior to match starting: Teams shall arrive at the designated ground even though weather conditions appear to make play unlikely. However, in conditions of extremely adverse weather a match may be abandoned on the advice of the Head of Sport of the home team before teams arrive at the designated ground, provided that teams mutually agree to this course of action.
- b) Weather during match: When the two teams are at the ground at the time set down for play, the decision on the fitness of the ground shall be made by the Head of Sport of the home College, or a designated representative of that College. Should the field be declared playable, and the umpires not agree, the existing state of affairs shall continue until agreement is reached.

Clause 15: THE RESULT

- a) Once past the opposition score, the game is over. No provision exists for a second innings.
- b) A win - one innings match: a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. All matches in which both teams have not had an opportunity of batting for a minimum of 20 overs shall be declared no result
- c) A Tie: in matches in which both teams have had the opportunity of batting for the agreed number of over, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

- d) A Draw: please refer to Clause 15 (e)
- e) Interrupted or Prematurely terminated matches - calculation of 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 been revised to a lesser number than originally allotted (min 15 overs or 20 for final) 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. The revised target is to be calculated using the current Duckworth/Lewis/Stern method. The target set will always be a whole number and one run less will constitute a tie. ("DL Calculator" application can be used on electronic and smart phone devices)
- f) Prematurely terminated matches: if the innings of the side batting second is suspended (with at least 15/20 overs) bowled and it is possible for the match to be resumed, the match will be decided by comparison with the D/LS par score determined at the instant of the suspension by the D/S/L 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

AIC First XI Cricket Code of Behaviour Policy

The Associated Independent Colleges sporting competition is made up of 8 Christian Schools. It is a school sporting competition, and the behaviour and conduct of all students should be exemplary. Like all first teams in other sports, the First XI cricket team should be role models for all players in their respective cricket communities. This includes their behaviour on and off the field.

Below is the behavioural guidelines set by Cricket Australia.

- Play by the rules;
- Never argue with an umpire. If you disagree, have your captain, coach or manager approach the umpire in an appropriate manner during a break or after the game;
- Control your temper. Verbal abuse of officials and the sledging of other players, deliberately distracting or provoking an opponent are not acceptable or permitted behaviours in cricket;
- Work equally hard for yourself and your teammates. Your team's performance will benefit and so will you;
- Be a good sport. Applaud all good plays whether they are made by your team or the opposition;
- Treat all participants in cricket as you like to be treated. Do not bully or take unfair advantage of another competitor;
- Cooperate with your coach, teammates and opponents. Without them there would be no competition;
- Participate for your own enjoyment and benefit, not just to please parents, teachers or coaches;
- Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.
- There shall be limited coaching communication permitted from the boundary

It is the responsibility of all members of the respective College communities to ensure these guidelines are followed. This includes players, coaches and spectators.

Breaches of the Code of Behaviour

In the instance that these guidelines are not being met by players the following will occur during AIC fixtures.

1. The Captain of the team concerned will be spoken to by the Umpire
2. If the behaviour continues -the Coach of the team concerned will be spoken to by the Umpire
3. If the behaviour continues- the Director of Sport of the College involved will be contacted by the Umpire