



25, 30, 35 OVER

CRICKET

BY LAWS



2022

***AIC BY LAWS ARE DEVELOPED IN ADDITION TO THOSE
OF THE STATE AND NATIONAL GOVERNING BODY,
EXCEPT STATED OTHERWISE. THE BY LAWS ARE
REVISED ANNUALLY.***

AIC CRICKET BY LAWS 2022

2nd XI, 3rd XI, 4th XI
10A, 10B, 9A, 9B, 8A, 8B, 7A, 7B, 6A, 6B, 5A, 5B

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

1 st XI	50 Overs
2 nd XI, 3 rd XI, 4 th XI, 10A, 10B, 9A, 9B	35 Overs
8A, 8B, 7A, 7B	30 Overs
6A, 6B, 5A, 5B	25 Overs
All other grades	T20

Clause 3: FIELD ALLOCATION

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	2	FORFEIT – NON-OFFENDING TEAM	2
DRAW	1	TIE/WASHOUT/ABANDONED MATCH	1
LOSS	0	FORFEIT – OFFENDING TEAM	0

BYE POINTS

In the event a member College does not field a team in a competition and a 'bye' is created in the draw, the following allocation of points for that round will occur:

- All games are played- The team with the bye will be awarded the full competition points for a win.
- The majority of games are played (ie two (2) out of the three (3) remaining games)- The team with the bye will be awarded the full competition points for a win.
- The majority of games are cancelled, or all games are not played- The team with the bye will be awarded the competition points equal to a draw/abandoned game (same points as other teams)

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
- c) Years 5 and 6 teams shall be made up of twelve (12) players. All players must get a bat and bowl, therefore retire after 12 balls and come back to the order. One bowler will get three (3) overs and the remaining bowlers will get two (2).

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: SCORING

Every delivery (including Sundries) faced by the batsman (with the exception of a dead ball shall be recorded beside the batsman and bowler with the following symbols):

"dot"	-	no run;
1,2,3,4,5,6	-	runs of the bat;
W	-	wide equates to 1 penalty run
N	-	no ball equates to 1 run;
L	-	leg bye equates to 1 run (2L equates to 2 runs);
X	-	dismissal
R	-	dismissal (batsman run out)

Clause 8: TOSS

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

Clause 9: MATERIALS

- a) The Dukes County International ball is to be used for all 1st XI matches.
- b) For 2nd XI, 10A, 9A and 8A matches a Dukes Special Match is to be used.
- c) For all other matches a 156gm Duke Century is to be used
- d) For 5A, 5B, 6A, 6B, 7A and 7B matches a 142gm Duke Century is to be used

Clause 10: USE OF PROTECTIVE HELMETS

- a) Batting: approved helmets are compulsory for all players when batting.
- b) A wicket keeper must wear a helmet at all times when keeping up to the stumps and when not playing on a turf wicket. When playing on a turf wicket, a helmet must be worn at all times when standing closer than 5m from the stumps.

Clause 11: 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 12: ABANDONED MATCHES

Matches washed out, or likely to be washed out, are not to be transferred to another date or venue except by mutual agreement of the Principals concerned. (Refer to Clause "Transfer of Matches" of AIC General By Laws). Matches that have been abandoned on the day are not to be rescheduled (Refer to Clause 4 1st XI By Laws for the correct allocation of points)

Clause 13: 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. If a match is in progress, and agreement cannot be reached, then the match is to continue.

Clause 14: 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

Clause 15: GROUND NOMINATION & PITCH LENGTHS

- a) Each College is to nominate a suitable ground in accordance with the AIC Draw.
- b) The following pitch and boundary measurements shall apply:

Open	Pitch: 20.1m	Boundary: 50-60m
7A, 7B, Yrs 8-10	Pitch: 20.1m	Boundary: 50m max
Years 6 & 7 (C & below)	Pitch: 18m (crease use 17.7m)	Boundary 45m max
Year 5	Pitch: 16m	Boundary: 40m (from batsman's stumps)

Clause 16: HOURS OF PLAY

- a) Hours 25 & 30 Over Games

Morning Session	8.00am to 12.30pm	(4.5 hours)
Afternoon Session	1.00pm to 5.30pm	(4.5 hours)

Each team has 2 hours and 10mins to bowl the designated overs

35 Over Games

Morning Session	8.00am to 12.50pm	(4.8 hours)
Afternoon Session	1.00pm to 5.50pm	(4.8 hours)

Each team has 2 hours and 20mins to bowl the designated over

- b) Drinks Breaks: one drink break per session is permitted after half the number of overs to be bowled. In cases of extreme heat, an extra drink may be taken with the agreement of the Umpires. Drinks breaks can be taken off the field, but under no circumstances should they exceed three (3) minutes in duration
- c) Interval for change of Innings should be 10 minutes

Clause 17: LENGTH OF FIXTURE

- a) In an uninterrupted match:
 - i. Each team shall bat for their allocated (six ball) overs unless all out earlier.
 - ii. If the team fielding first fails to bowl their allocated 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 their allocated 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 their allocated overs, the team batting second shall be entitled to bat for their allocated overs

- iv. If the team fielding second fails to bowl their allocated 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.
 - v. "Allocated Overs" per age group are as defined in Clause 2 Format of Matches
- b) In matches where play is delayed or interrupted (Refer to Appendix A for examples):
- 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 15 overs each team). The calculation of the number of overs to be bowled shall be based on a reduction at the rate of 15 overs per hour. If less than 6 minutes is lost, this is to be ignored.
 - ii. If the number of overs of the team batting first is reduced the time for completion of its innings shall be calculated by applying the provisions of Clause 3 (b) (i)
 - iii. If the team fielding second fails to bowl the reduced number of overs by the scheduled cessation time (if necessary), the hours of play shall be extended until the required number of overs have 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 15 overs per hour, for time lost
 - v. The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs
 - vi. Fractions are to be ignored in all calculations regarding number of overs

Clause 18: 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, except as noted under Clause 17b iii as noted over.
- 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 (Refer to Example C of Appendix A)

Clause 19: 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. Umpires should manage the time of innings and communicate any concerns with coaches.

Clause 20: NUMBER OF OVERS PER BOWLER

- a) An over is to consist of six (6) fair balls or eight (8) deliveries, whichever comes first. In fairness to both batsman and bowler, a dead ball is to be re-bowled.
- b) Teams are to adhere to the maximum number of overs allowed per bowler:

35 over matches	Seven (7) overs in a day
30 over matches	Six (6) overs in a day

25 over matches No player may bowl more than two (2) overs until every other team member with exception of one, which may or may not be the wicket keeper, has bowled two overs. Once each player has completed a second over, the remaining overs shall be shared equally amongst the bowlers.

- c) A slow bowler (as defined by the keeper keeping at the stumps for the whole spell), may bowl their allocated overs in one spell. All other bowlers only bowl a maximum of 5 overs in one spell.
- d) 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.
- e) 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 are 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 21: WIDES/NO BALLS/DEAD BALLS/BOUNCERS

- a) Limited over rules shall be applied for Wides and No Balls. i.e.
No ball and Wides = runs scored plus one (1) sundry plus additional ball.
- b) In the event of a full toss above the waist from any bowler, a "No Ball" shall be called
- c) Any ball passing above the shoulder of the batsman in his normal batting stance shall be called "No Ball"
- d) Wide Ball: the ball shall not be called a Wide if a batsman hits the ball, or it hits them, regardless of where the ball lands.

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".

Judging a Wide (30/35 over games): **ALL FIELDS MUST BE MARKED ACCORDINGLY**

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 halfway between the wide line 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.

Judging a Wide (25 over games):

If a ball is bowled and lands on the pitch, yet is so high or so wide of a batsman (taking guard in the normal position) that it would pass beyond the batsman's reach, it shall be called a Wide by the umpire as soon as it passes the batsman.

Clause 22: 12th MAN DUTIES

In all matches except 1st XI and for Years 7-12 the coach will determine the role of the 12th man in all grades. A batting team or a fielding team will consist of 11 players. The use of the 12th man enables the coach to nominate a player as a batsman who does not bowl or a bowler who does not bat prior to the commencement of play, however an innings will comprise only ten (10) wickets.

For Years 5 & 6, all twelve players must bat and bowl (Refer to Clause 5c)

Clause 23: RUNNERS

- a) The umpires shall allow a runner for a batter if they are satisfied
 - i That the batter has sustained an injury that affects his ability to run
 - ii That this occurred during the match. In all other circumstances a runner is not allowed

Clause 24: BATSMEN RETIRING (Applies to 25 over games)

- a) A batsman will retire after scoring 30 runs or 15 balls whichever occurs first. Coaches have the discretion to retire players earlier if deemed necessary but a minimum of 12 balls must be faced
- b) Batsmen must retire irrespective of where this occurs during an over
- c) A batsman may legitimately register a score higher than 30 runs if his last scoring shot enables him to do so
- d) A batsman having retired after scoring 30 runs or having faced 15 balls, may return to the crease after every batsman in his own side has been dismissed/retired (providing time permits), in accordance with the original batting order

Clause 25: LEG BEFORE WICKET (Applies to 25 over games ONLY)

- a) LBW shall not apply to batsmen offering a shot, except for a batsman who continues to guard his stumps with his pads
- b) In this case, the batsman shall be warned by the umpire that he may be given out if he continues in this manner, regardless of whether he is playing a shot or not and the umpire shall also so advise the square leg umpire the warning has been issued
- c) A batsman may be given out after receiving a warning issued by the umpire in accordance with Clause 24 (b).

Clause 26: FIELDING RESTRICTIONS

- a) **No** fielder is permitted within ten (10) metres of the bat in the 270-degree arc between Point, through the non-strikers wicket, to the wicketkeeper.
- b) There is no requirement to have a fielding circle marked on the field (each ground has unique dimensions making this impossible), however, a minimum of five (5) fielders should not be more than half-way to the boundary at all times.

Clause 27: UMPIRES

- a) 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 they shall alternate umpiring at square leg and the bowler's end.
- b) One coach in attendance: A staff member, or adult designated by the College, should accompany each team. However, if owing to special circumstances, only one College has a designated adult present, that person shall umpire at the bowler's end for the duration of the match.
- c) Umpires shall not score while officiating.

Clause 28: UNIFORM

Players should wear long white or cream trousers, white shirt, white socks, white cricket boots or sandshoes, and cap in the colours of the school or white hat. Colleges may also allow players to wear the sports uniform of their College should they wish.

Clause 29: 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.
- 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.

Clause 30: THE RESULT

- a) The team with the highest score after their allocation of overs as defined in Clause 2 shall be the winner
- b) A result can be achieved only if both teams have batted for at least 15 overs, unless one team has been all out in less than 15 overs or unless the team batting second scores enough runs to win in less than 15 overs.
- c) All other matches, in which one or both teams have not had an opportunity of batting for a minimum of 15 overs, shall be declared drawn matches and points allotted in accordance with Clause 4.
- d) In matches in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 35 overs each in an uninterrupted Year 9 or 10 match, or a lesser number of overs in an interrupted match), 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.
- e) **TARGET SCORE-** If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score the result shall be decided by: The runs scored by the team batting first shall be averaged through the allotted overs to give an over by over total required by the team batting second to achieve, provided that a minimum of 15 overs has been completed by each side

- f) In the spirit of promoting maximum participation, if the team batting second passes the target score set by the first batting team with overs to spare and with wickets in hand, the bowling team will continue to bowl the full allocation of overs unless the batting team elects to declare their innings closed, or the remaining wickets are lost.

APPENDIX A: EXAMPLES OF DELAYS

A) Delays to the start of play:

(i) When play is delayed in starting, the time that remains between the actual starting time and scheduled close of play.

From this, ten minutes is deducted for the change of innings.

Half of the remaining time forms the length of the innings of the team batting first.

The team batting second is entitled to the same number of overs as the team batting first.

Example (A)

35 over Match starts at 8.15 am.

Time calculated = 12.45 am - 8.15 am
= 270 mins.

Less time for change of innings (10 mins.)
= 260 mins.

Team batting first = 130 mins, that is, 2hrs and 10mins

Team batting second is entitled to the same number of overs as was bowled to the team that batted first.

In the case of the team batting first completing its innings in less than the allocated time, the team batting second is entitled to the same number of overs or the time allocated to the team batting first, whichever is greater.

Example (B)

35 over Match actually starts at 9.45 am.

Time calculated = 12.45 am - 9.45 am
= 180 mins.

Less time for change of innings (10 mins.)
= 170 mins.

Team batting first = 85 mins, that is, 1hr and 25 min.

Team batting second is entitled to the same number of overs as was bowled to the team that batted first.

In the case of the team batting first completing its innings in less than the allocated time, the team batting second is entitled to the same number of overs or the time allocated to the team batting first, whichever is greater.

Example (C)

35 over Match is delayed and cannot start before 10.45 am.

Time calculated = 12.45 am - 10.45 am
= 120 mins.

Less time for change of innings (10 mins.)
= 110 mins.

Team batting first = 55 mins, that is less than 1hr.

15 overs cannot be bowled by each team, therefore match must be declared a draw.