



**Yr 8 & Above T20**

**C & Coloured**

**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

T 20 Year 8 a&Above | C & Coloured Teams

## Clause 1: MATCH TIMES

All matches are to be of one innings only. Start times for all matches shall be as follows

### Primary T20 Game Times:

Session 1	7.30am – 9.55am
Session 2	10.00am – 12.25pm

### Secondary T20 Game Times:

Session 1	8.00am – 11.00am
Session 2	11.15am – 2.15pm
Session 3	2.30pm – 5.30pm

## Clause 2: LENGTH OF FIXTURE

The Innings of the team batting first, shall be 20 overs or 85 mins, whichever comes first.

The innings of the team batting second, shall equal the number of overs bowled during the first innings of play.

In the case of an innings being completed in less than 20 overs, the team batting second shall still be entitled to 20 overs.

## Clause 3: TEAMS

Each team to be comprised of 12 players, 11 of whom may bat and 11 may bowl. Only 11 players shall field at any one time.

## Clause 4: GROUND NOMINATION

Each College is to nominate a suitable ground in accordance with the AIC Draw.

A ground shall be deemed unfit for play when it is wet or slippery so as to deprive batsmen or bowlers of a reasonable foothold, or the fieldsmen freedom of movement.

The decision concerning the fitness of grounds for play shall be made by the Heads of Sport of both schools (if not in attendance, the opposing coaches).

## Clause 5: PITCH LENGTH & BOUNDARIES

The Home team is responsible for setting up the playing field prior to the commencement of play.

Open/16yrs & Over	Pitch: 20.1m	Boundary: 50-60m
Years 8, 9 & 10	Pitch: 20.1m	Boundary: 50m max

## Clause 6: MATERIALS

- For all other Year 8 to Open matches, a 156gm Duke Century is to be used

### **Clause 7:     OVERS**

An over is to consist of six (6) legal balls or eight (8) deliveries, whichever comes first.

No player may bowl more than 4 overs.

### **Clause 8:     NO BALLS**

A ball bouncing more than twice shall be deemed a NO BALL.

A rolling ball is deemed a NO BALL.

A ball that bounces off the pitch should be called a NO BALL.

### **Clause 9:     WIDES**

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. If a ball is bowled and land 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. The ball shall not be called a Wide if a batsman hits the ball, or it hits them, regardless of where the ball lands

### **Clause 10:    BOWLERS**

The bowler is restricted to a run up of no more than 10 steps, with the exception of all C matches. A No ball will be signalled if a bowler is in breach of this rule.

### **Clause 11:    BATTING**

Maximum Balls per Batsman

A Batsman must retire after facing a maximum of 30 legal deliveries and must do so regardless of where this occurs in an over (it does not have to be at the end of the over).

Coaches have the discretion to retire players prior to facing 30 balls

#### **Incoming Batsmen**

The next two incoming batsman must be ready to bat (all equipment) and be waiting with their team.

#### **Batsmen Returning to bat after Retiring**

A retired batsman may only return to the crease after every other batsman in his own side has been dismissed/retired - (provided that time and the number of overs permits this) according to the original batting order.

### **Clause 12:    FIELDING RESTRICTIONS**

**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.

### Clause 13: SCORING

Sundries will be credited beside the batsman and every delivery faced (with the exception of a dead-ball) will 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.

### Clause 14: 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 15: 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 runners is not allowed

### Clause 16: DELAYS

When play is delayed in starting, the time that remains between the actual starting time and the finish time is calculated.

From this, five 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.

#### Interval

An interval not exceeding 10 mins shall be allowed between innings.

A drink interval shall be allowed at the discretion of the Managers and not exceeding 3 minutes.

### Clause 17: THE RESULT

#### Delays During Play

If for some reason, play is interrupted:

A minimum of 12 overs must be bowled in each innings of play for a result to be obtained.

The result will be calculated by comparing the total number of runs scored by each team at the highest common over.

A failure to bowl a minimum of 12 overs in each innings of play will result in a drawn match.

In the case of an incomplete innings, the number of overs bowled by the team batting first, shall determine the number of overs bowled during the second innings of play.