



## **SCA TWENTY20 PLAYING CONDITIONS**

**SCA 1<sup>ST</sup> – 8<sup>TH</sup> GRADE**

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**Part 11- SCA Twenty20 Playing Conditions - 1<sup>st</sup> – 8<sup>th</sup> Grade**  
**Except as outlined below, Laws of Cricket (2017 Code) shall apply**

**33.0 Law 1 – The Players**

The following shall apply in addition to Law 1.2;

- (1) Players Under 19, Under 17, Under 15 and Under 13 years of age must be noted on the team sheet prior to the toss being made.
- (2) The umpires copy shall be delivered to the Association following the completion of the match

**34.0 Law 2 – The Umpires**

The following shall apply in addition to Law 2 where one (1) umpire is allocated to a match.

**(1) Provision of Square-Leg Umpire**

- (a) The batting side is responsible for providing, where necessary, a Square Leg Umpire from players registered with their club.
- (b) Team captains are responsible for the conduct of people used in the capacity of Square-Leg umpires. Team captains must ensure that the duty is carried out in a fair and competent manner.
- (c) All persons undertaking this duty must be made aware of the 'guidelines' by the team captain prior to taking the field. The officially appointed bowler's end umpire can call for the removal of persons who contravene any of the requirements of a Square Leg umpire.
- (d) A player who is reported during a game must not later act as Square Leg Umpire during the match.
- (e) The SCA COM will act against any club that fails to adhere to the spirit of the guidelines.
- (f) Where the circumstances warrant such action the captain of the fielding team has the right through the officially appointed bowler's end umpire to request that a person acting as Square Leg Umpire be replaced. If the bowler's end umpire agrees that such action is needed then the captain of the batting team must arrange an immediate replacement.

**(2) Guidelines for Square Leg Umpire**

During SCA roster matches where only one (1) match umpire is appointed, the batting team is required to provide a square-leg umpire from its members. All teams must accept the responsibility of providing a suitable team member for this task.

- (a) All persons acting as square-leg umpire must wear a reflective green / yellow/orange jacket. These must be worn at all times. Each club is responsible for the maintenance of these jackets. All persons acting as square-leg umpire are expected to act with impartiality at all times and must refrain from coaching, acting as team messenger or becoming

involved in unnecessary conversation or contact with the batters. Match Umpires are required to take action where this rule is not being adhered to.

- (b) The changing of Square-leg umpire, which becomes necessary during the match, must not incur any wasting of time.
- (c) All persons acting as square-leg umpire must accept the instruction and guidance of the Match Umpire.
- (d) The square-leg umpire shall attend to the batting end stumps as required.
- (e) Decisions required by the square-leg umpire include the following:
  - Stumping's
  - Run Out's
  - Hit Wicket
  - Short Runs
  - The position of the batsmen when a catch is effected
  - The officiating umpire may confer with the square-leg Umpire for other decisions.
- (f) The officially appointed match umpire, in the case of an obvious error or misinterpretation of the Laws of Cricket (2017 Code), shall have the power / right to over-rule or overturn a decision of the person acting as a square-leg umpire.
- (g) The square-leg umpire may hold drinks for the batters, for the consumption between overs, as long as there are no delays caused by this arrangement.

## **35.0 Law 3 – The Scorers**

### **35.1 Law 3.1 Appointment of Scorers**

Law 3.1 shall be replaced with the following;

Both teams are to supply scorers for the match to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

## **36.0 Law 4 – The Ball**

### **36.1 Law 4.2 Approval and control of balls**

The below shall be applied in addition to Law 4.2;

- (1) New 156g Kookaburra brand white balls, with SCA badging will be used in all Twenty20 matches.
  - (a) The following types of Kookaburra Brand balls may be used in all SCA Twenty20 matches
    - Kookaburra Regulation 156g (White) or;
    - Kookaburra Club Match Ball 156g (White) or;
    - Kookaburra Senator 156g (White)

## **36.2 Law 4.5 Ball Lost or Becoming Unfit for Play**

The following shall apply in addition to Law 4.5;

If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced, the umpire shall inform the batsmen and the fielding captain.

## **37.0 Law 9 – Preparation and Maintenance of the Playing Area**

### **37.1 Law 9.2 Clearing debris from the pitch**

Law 9.2 shall be replaced by the following;

The synthetic pitch, where possible may be cleared of any debris by sweeping, or by hand before the match, or at any time where the umpires consider necessary.

## **38.0 Law 10 – Covering the Pitch**

The below shall be applied in addition to Law 10;

Covering a synthetic pitch in the SCA is permitted, provided clubs have consulted with respective councils/LGA's and received approval

## **39.0 Law 11 – Intervals**

### **39.1 Law 11.2 Duration of Intervals**

Law 11.2 shall be replaced by the following;

- (1) The SCA roster shall indicate the start time for all Twenty20 matches. From the start time, there will be two (2) sessions of 1 hour and 15 minutes each separated by a 10 minute interval between innings.
- (2) 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.

### **39.2 Law 11.8 Intervals for Drinks**

Law 11.8 shall be replaced by the following:

No drinks intervals shall be 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.

## **40.0 Law 13 – Innings**

### **40.1 Law 13.1 Number of Innings**

Law 13.1 shall be replaced by the following

Matches will consist of one innings per side, each innings being limited to 20 overs.

A minimum of 10 overs per team shall constitute a match, except when a team is dismissed in less than 10 overs or a result is achieved.

### **40.2 Length of Innings**

#### **(1) Uninterrupted Matches**

- (a) Each team shall bat for the number of overs as outlined in PC 40.1 unless all out earlier, or, in the case of the team batting second, passing the score of the team batting first. A team shall not be permitted to declare its innings closed.
- (b) If either team fails to bowl the required number of overs by the scheduled time for cessation of the innings, penalty will be applied as per PC 50.3. Should this occur in the first innings of the match, the interval shall remain at 10 minutes.

#### **(2) Delayed or Interrupted Matches**

- (a) The object shall always be to reschedule the number of overs so that both teams have the opportunity of batting for the same number of overs where possible. A team shall not be permitted to declare its innings closed.
- (b) The calculation of the number of overs to be bowled shall be based on an average rate of 3.75 minutes or part thereof per over in the total time available for play in all grades. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time.
- (c) Fractions are to be ignored in all calculations regarding the number of overs.
- (d) It must be possible to schedule a minimum of 10 overs per side for a result to be achievable. Refer PC 41.1

#### **(3) Delayed or Interrupted Matches of the Team Batting First.**

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, by applying the provisions of PC 40.2(2)

- (b) If the required number of overs, by the rescheduled time for cessation of the first innings have not been bowled, PC 50.3 shall apply.

**(4) Delayed or Interrupted Matches of the Team Batting Second.**

- (a) If there is a suspension in play during the second innings, the overs shall be reduced at the rate as outlined in PC 40.2(2) except that, when the innings of the team batting first has been completed prior to the scheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.
- (b) If the required number of overs have not been bowled in the scheduled time for cessation, PC 50.3 shall apply.
- (c) Unless determined otherwise by the Umpires, penalty for slow over rate will be as per PC 50.3

**(5) Extra Playing Time**

No extra playing time shall be made available except as provided in PC 40.2(6)

**(6) For the purpose of determining penalties, the following allowances shall be taken into account**

- (a) Actual time taken for treatment of an injured player on the field.
- (b) Actual time taken for a player leaving the field in the event of a serious injury.
- (c) Actual time taken to dry a wet ball
- (d) Actual time to find or replace a ball
- (e) Actual time lost due to all other circumstances that are beyond the control of the fielding side.

**(7) There shall be no allowances given for:**

- (a) Wickets falling and;
- (b) Drinks Intervals

**40.3 Number of Overs Per Bowler**

- (1) No bowler shall bowl more than 4 overs in an innings
- (2) If the delay occurs **after** the commencement of play, the maximum number of overs per bowler is not recalculated and remains at 4.
- (3) If the delay is **before** the commencement of the first innings, no bowler shall bowl more than one-fifth of the allotted overs (divided by 5)
- (4) Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance

- (5) In the event of a bowler breaking down and being unable to compete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far each bowler's limit is concerned.
- (6) As soon as it becomes evident to the umpires that a bowler is bowling in excess of his allocated amount of overs (at any time during the course of such an over), he will instruct the captain to immediately replace the bowler, the replacement bowler is to count the completion of the over as a whole over in regard to his own allocation.
- (7) The scoreboard if possible will show the total number of overs bowled and the number of overs bowled by each bowler

#### **41.0 Law 16 – Result**

##### **41.1 Law 16.2 - A Win – One-Innings Match (Twenty20)**

The following shall also apply in addition to Law 16.2

A result can be achieved only if both teams have had the opportunity of batting for at least 10 overs (for both roster and finals matches), unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs.

All matches, in which one or both teams have not have not had sufficient time to bat for a minimum of 10 overs, shall be declared No Result.

##### **41.2 Law 16.5 All Other Matches – A Tie or Draw**

Law 16.5.1 shall be replaced by Appendix 'B' (Super Over)

##### **41.3 Delayed or Interrupted Matches**

If, having received the minimum number of overs, the team batting second has not had the opportunity to complete the agreed number of overs and has neither been dismissed, not passed its opponents score, the result shall be decided as follows.

The Average Run Rate (ARR) will be used to calculate the revised target score. The target score will always be a whole number and the target score to win will be that plus one run.

##### **Example:**

- Team A scores 170 from 20 overs in the first innings of the match then rain intervenes, reducing the second innings for Team B to 14 overs.
- $1^{\text{st}}$  Innings - 170 (Team A Score) / Overs Faced (20) = **8.50 Run Rate**  
 $2^{\text{nd}}$  Innings - 14 (Revised Overs) x 8.50 (Run Rate) + 1 = **120 Runs to Win.**

## **42.0 Law 19 – Boundaries**

### **42.1 Law 19.1 – The boundary of the field of play**

The following shall apply in addition to Law 19.1

The aim shall be to provide the largest playing area, subject to no boundary exceeding 90 yards (82.29 metres) from the centre of the pitch to be used.

## **43.0 Law 21 – No Ball**

### **43.1 Law 21.7 - Ball bouncing more than once, rolling along the ground or pitching off the pitch**

The following shall also apply in addition to Law 21.7

A ball that wholly or partially pitches off the artificial surface shall be deemed a N Ball and be re-bowled, however, it shall not be deemed a free hit.

### **43.2 Law 21.10 – Ball bouncing over head height of the striker.**

Law 21.10 shall be replaced by PC 50.1

### **43.3 Free Hit After a No Ball.**

The delivery following a no ball (except for PC 43.1) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No-Ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.

For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball **even if** the delivery for the free hit is called a wide. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.

The bowler's end umpire will signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

## **44.0 Law 22– Wide Ball**

### **44.1 Law 22.1 Judging a Wide**

Law 22.1 shall be replaced by the following:

Umpires are instructed to apply a very strict and consistent interpretation in regards to this Law in order to prevent negative bowling wide of the wicket.

(1) Any ball passing the batter on the off side more than 75cm wide of the off stump shall be called a wide.



- (2) For the leg side, any delivery that passes outside the leg stump without any contact with the strikers bat or person shall be a wide unless the ball passes between the striker and the stumps. A penalty of one (1) run for a Wide shall be scored. This penalty shall stand in addition to any other runs, which are scored or awarded.
- (3) All runs which result from a wide ball, which is not a no-ball shall be scored as wides.
- (4) The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery

#### **45.0 Law 24 – Fielder Absence – Substitutes**

##### **45.1 Law 24.1 Substitute Fielders**

Law 24.1.2 shall be replaced by the following

A substitute shall not bowl or act as captain, or act as a wicket-keeper

#### **46.0 Law 25 – Batsman's Innings - Runners**

Law 25 shall be replaced with the following:

Runners shall not be permitted in the SCA Competition.

#### **47.0 Law 26 – Practice on the Field**

Law 26 will be replaced with the following:

Practicing on the field is permitted before the commencement of the play, or during breaks in play.

Once the umpires have set the stumps in place in preparation for play, practicing on the pitch is not permitted.

#### **48.0 Law 28 – The Fielder**

##### **48.1 Law 28.4 Limitation of on side fielders**

The following shall apply in addition to Law 28.4;

At the instant of delivery, there may not be more than five (5) fielders on the leg side.

In the event of infringement of this Law, the striker's end umpire shall call and signal No Ball.

##### **48.2 Other Fielding Restrictions**

In addition to the restriction contained in PC 48.1, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs which they shall apply (hereinafter referred to as the Fielding Restriction Overs (FROs)) are set out in the following:

- (1) Two semicircles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius shall be 30yards (27.43 metres). The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas shall be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals with each dot covered by white plastic or rubber (but not metal) disc measuring 7 inches (18cm) in diameter).
- (2) For the first 6 overs of each innings, only two (2) fielders are permitted to be outside the field restriction marking at the instant of delivery.
- (3) During the remaining overs of each innings, no more than five (5) at the instant of delivery shall be permitted outside the fielding restriction area referred to in PC 48.2(1) above.
- (4) In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'no ball'
- (5) Where play is delayed or interrupted affecting the innings of the team batting first, the total number of overs available is reduced as per the table below.
- (6) If an innings is interrupted during an over, the status of that over regarding Fielding Restrictions must be retained when the over is completed

#### **48.3 Fielding Restrictions for Team Batting First**

- (1) In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in PC 48.2(1) above shall be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below for that innings only.
- (2) Fractions are to be ignored in all calculations re the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately)

<b>Total Overs in Innings</b>	<b>Total Number of Overs to be bowled in accordance with Fielding Restrictions in PC 48.2(1)</b>
10-13	3
14-16	4
17-19	5
20	6

#### **48.4 Fielding Restrictions for Team Batting Second**

Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in PC 48.2(1) for the **same proportion** of the second innings that they were maintained for the first innings (fractions to be ignored).

## **49.0 Law 40 – Timed Out**

### **49.1 Law 40.1 – Out Timed Out**

The incoming batter must be in position to take guard or for his partner to be ready to receive the next ball within 60 seconds of the fall of the previous wicket. The incoming batter is expected to be ready to make his way to the wicket immediately a wicket falls and is expected to jog to the wicket.

## **50.0 Law 41 – Fair and Unfair Play**

### **50.1 Law 41.6 – Bowling of Dangerous and Unfair Short Pitched Deliveries**

The following shall apply in addition to Law 41.6;

- (1) A bowler shall be limited to two short pitched deliveries per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the strikers bat or person, the umpire shall call and signal a wide, while still counting the delivery as one of the two allowable per over.
- (2) The umpire at the bowlers end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- (3) Should a third such delivery be bowled in an over either Umpire shall call and signal no ball and when the ball is dead and caution the bowler with first and final official warning in accordance with Law 41.6.3
- (4) If the bowler is no balled for the same offence a second time in the innings the removal procedures of PC 42.7 shall be invoked as applicable.

### **50.2 Law 41.7 – Dangerous and Unfair Non-Pitching Deliveries**

The following shall apply in place of Law 41.7.1 and 41.7.2;

- (1) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be a no ball.
- (2) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire it is likely to inflict physical injury on the striker.

- (3) In the event of a bowler bowling a high full pitched ball as defined above in (2), the umpire at the bowler's end shall, in the first instance, call and signal No ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- (4) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (5) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (6) The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.

### 50.3 Over Rate Penalties

Each side has 1 hour and 15 minutes to complete the required number of overs. If the overs are not completed at the scheduled break, then it is the compulsory closure of the batting team's innings. Umpire(s) and Captains are required to ensure that the game is played in a manner that will enable completion within the allotted time. If a scheduled number of overs have not been bowled by the scheduled break to the team batting first, then the team batting second will receive a reduction in the number of overs. This reduction to be two (2) overs for every over not bowled. **(i.e. - in an uninterrupted innings, 18 overs are bowled to the first batting team, then 16 overs will be received by the team batting second).**

The team batting second is entitled to receive the same number of overs as the team batting first unless the rules permit otherwise. If the scheduled number of overs have not been bowled by the scheduled cessation time of that innings to the team batting second, then the team batting second will be awarded a penalty of five (5) runs for each over not commenced at the scheduled cessation time for that innings. **i.e.- in an uninterrupted innings, the 18<sup>th</sup> over has commenced at the scheduled cessation time. The penalty is 10 runs (2 overs at 5 runs per over) which is added to the second batting team's score, and the 19<sup>th</sup> and 20<sup>th</sup> overs are bowled if required**

The penalties above are imposed at the umpire's discretion, and the umpire may take account of any factors which may have slowed up play for the fielding team such as interruptions to play caused by injury, lost balls or other factors out of the control of the captain of the fielding team, time wasting by the batters, the playing conditions – such as extreme heat or wet conditions.

### SCA 1<sup>st</sup> – 8<sup>th</sup> Grade Loss of Play in Limited Overs Matches

For time lost PRIOR to play, reduce innings by 1 over per team for each WHOLE OR PART 7.5 minutes lost. For time lost DURING INNINGS OF THE TEAM BATTING FIRST, reduce innings by 1 over PER TEAM for each WHOLE OR PART 7.5 minutes lost	
Minutes Lost	Overs Lost
7.5	1
15	2
22.5	3
30	4
37.5	5
45	6
52.5	7
60	8
67.5	9
75	10

For time lost DURING INNINGS OF THE TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE OR PART 3.75 minutes lost.	
Minutes Lost	Overs Lost
3.75	1
7.5	2
11.25	3
15	4
18.75	5
22.5	6
26.25	7
30	8
33.75	9
37.5	10

#### Twenty20 Matches Bowling Restrictions in a Reduced Over Game If Delay Is Before the First Innings Only

Overs	Bowling Limitations (Bowlers x Overs)	Overs	Bowling Limitations (Bowlers x Overs)
20	5 x 4	14	4 x 3 & 1 x 2
19	4 x 4 & 1 x 3	13	3 x 3 & 2 x 2
18	3 x 4 & 2 x 3	12	2 x 3 & 3 x 2
17	2 x 4 & 3 x 4	11	1 x 3 & 4 x 2
16	1 x 4 & 4 x 3	10	5 x 2
15	5 x 3		

When an interruption occurs during an over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over