

THE PREAMBLE – THE SPIRIT OF CRICKET

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket:

Respect your captain, team-mates, opponents and the authority of the umpires. Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

SAAS One Day 40 Over Cricket – Updated 23/10/25.

Cricket in the Adelaide Schools Sports Association

As with all sports played in our association, the aim, at all levels, is to encourage a healthy spirit of competition between schools, provide opportunities for maximum participation and to promote personal growth through behaviours which are, always, based on and congruent with the mutually shared values our schools promote.

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SAAS Competition Requirements

Schools entering the SAAS Division 1 Saturday Cricket Competition (conducted in Terms 1 and 4) are automatically entered into both the Division 1 Saturday Cricket format and the Division 1 T-20 format (Term 4). Participation in both formats is mandatory for Division 1 entries.

- Division 1 schools may nominate more than one team for the Division 1 T-20 competition. This is subject to approval through the SAAS office.

The SAAS Division 2 competition is open to all SAAS member schools. Schools are permitted to enter multiple teams in the Division 2 competition. This is subject to approval through the SAAS office.

SAAS One Day 40 Over Cricket

The Competition matches are played between First XI teams, normally on Saturday afternoons.

In each match, each team has the opportunity to bat for forty overs unless all out, unless the match is reduced due to ground, weather or light conditions or unless a result is achieved.

All match results need to be entered into Playhq by 5 p.m. the following Tuesday (for a Saturday match).

Match points are allocated on the basis of:

- Win 4 Points
- Tie 2 Points
- Draw (e.g. a washout) 2 points
- Loss 0 Points

In the 1st XI Division 1 and Division Two there will be finals.

1st XI Division 1 Semi-Finals Game 1 - 1 v 4 / Game 2 - 2 v 3 / Placement Games 5 v 6

Winner of Game 1 and Game 2 will progress to the Grand Final.

1st XI Division Two Semi-Finals Game 1 - 1 v 4 / Game 2 - 2 v 3 / Placement Games 5 v 6

These Finals matches will either be hosted at a neutral oval or by the school that finished in the highest position.

The team which finished the minor round with the most points will host the Grand Final. If teams are equal on points, then hosting rights will be determined by percentage.

Percentage is determined by using a team's Net Run Rate (NRR) for the competition, calculated cumulatively over all fixtures completed (disregarding any drawn/no result matches).

This is calculated using the formula: **Net Run Rate = (Run Rate For) – (Run Rate Against)** where,

- (Run Rate For) = (Runs Scored by Team) / (Number of Overs Faced)
- (Run Rate Against) = (Runs Scored by Opponent Team) / (Number of Overs Bowled)

Note: If a team bowls the other team out inside 40 overs, then the Run Rate Against will be determined using 40 as the number of overs in that completed innings. Example: if the team is dismissed for 160 in 35 overs; the bowling team has a Run Rate Against for that innings of $160/40 = 4$.

If a team is unable to play in the Grand Final, then the next team in that pool with the highest points, or if equal with another team, the highest percentage, will have the opportunity to progress to the Grand Final.

A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

In the event of a team being all out in less than its' full quota of overs, the calculation of its' net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of net run rate calculations.

Example, South Africa's net run-rate in the 1999 World Cup. South Africa's listing in the Group A points table published in the group stages was as follows:

	<i>P</i>	<i>W</i>	<i>L</i>	<i>T</i>	<i>Net RR</i>	<i>For</i>	<i>Agst</i>
<i>South Africa</i>	<i>3</i>	<i>3</i>	<i>0</i>	<i>0</i>	<i>+1.495</i>	<i>678/147.2</i>	<i>466/150.0</i>

The columns we are looking at here are the last three: Net RR, For and "Agst. The figure in the "Net RR" column is achieved by subtracting the answer of the division in the "Agst" column from the answer to the division in the "For" column.

To use this example:

FOR

South Africa had scored in the tournament:

Against India, 254 runs (for 6 wkts) from 47.2 overs

Against Sri Lanka, 199 runs (for 9 wkts) from 50 overs

Against England, 225 runs (for 7 wkts) from 50 overs

Across the three games, South Africa scored 678 runs in a total of 147 overs and 2 balls (actually 147.333 overs), a rate of 678/147.333 or 4.602 rpo.

AGAINST

Teams opposing South Africa scored:

India, 253 (for 5 wkts) from 50 overs.

Sri Lanka, 110 all out from 35.2 overs.

England, 103 all out from 41 overs.

In the case of Sri Lanka and England, because they were all out before their allotted 50 overs expired, the run rate is calculated as if they had scored their runs over the full 50 overs.

Therefore, the run-rate scored against South Africa across the first three games is calculated based on 466 runs in a total of 50 + 50 + 50 = 150 overs, a rate of 466/150 or 3.107 rpo.

NET RUN RATE

The net run-rate is, therefore,

4.602 Run-rate for

3.107 Run-rate against

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+ 1.495 TOTAL

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Record keeping.

Scoring is to be completed with PlayerHQ or entered PlayerHQ by the home school by Tuesday following each game.

Schools are responsible for adding selected players to PlayerHQ.

SAAS Award

SAAS 1st XI Cricket Awards calculated through PlayerHQ score entry. Only the

minor round performances count towards the SAAS awards.

Player of the Year is confirmed through Championship points.

Player of the Year

1 run = 1 pt

1 wicket = 15 pts

catch = 10 pts

Batsman of the Year and Bowler of the Year through player scores up to the last minor round game.

Promotion / Relegation (1st XI Group A & B)

The side that finishes last in Group A at the end of the minor round competition or loses in a play-off match will be relegated to the Group B competition.

The team that finishes top of the Group B competition at the end of the minor round will win promotion into the Group A competition for the following season.

A school cannot have more than one team in the Group A or B competition except in exceptional circumstances. **Quick Reference Guide**

Point System	<ul style="list-style-type: none">• Win 4 Points• Tie 2 Points• Washout 2 points• Loss 0 Points
Hours of Play	12: 00 p.m. to 2: 30 p.m. First Session 2: 30 p.m. to 3: 00 p.m. Tea (nominal time) 3: 30 p.m. to 5: 40 p.m. Second Session
Overs	40 overs per innings / Over rate 16 overs per hour
Drinks	20 overs (10-minute drinks break)
Ball	Division 1 - 156 Gram White Kookaburra Regulation Division 2 - 156 Gram White Kookaburra Regulation Division 3 - 156 Gram White Kookaburra Senator
Bowling Overs	5 Bowlers = 8 over Maximum per bowler
Clothing	Division 1 - Coloured clothing Division 2 – Coloured clothing Division 3 – Coloured clothing
Fielding Restrictions	Powerplay 1 - 1 to 10 = 2 Fielders permitted out of the ring Powerplay 2 - 11 to 19 = 3 Fielders permitted out of the ring Powerplay 3 - 20 to 29 = 4 Fielders permitted out of the ring Powerplay 4 – 30 to 40 = 5 Fielders permitted out of the ring

No Ball	Free Hit after any No-ball
Short Bowling	One short, pitched ball permitted per over between shoulder and the batter's head.

Covers All Division 1-2 Teams are required to have FULL Pitch covers

Weather Affected Rounds

In the case where a round has been rain effected; the following will be actioned.

- a) If a team is able to play the match due to not being affected by weather, or use of covers allowed play, the results from this game will count towards the premiership ladder. Teams that could not play or achieve a result will be awarded two (2) points each for a washout.
- b) In the case that no teams are able to play at all, or play enough to achieve a result, then the entire round will be deemed a wash out and all teams scheduled to play on the day will receive two (2) points. These matches cannot be rescheduled for SAAS points.
- c) If a game in that round was already scheduled in the fixture to be played on another date, then the results from this game will count when played (if completed) as it is a programmed match.

Game Impacted by Weather in the 2nd Innings

If the side batting second has not had the opportunity of facing the allotted overs, the game is a **draw** (not abandoned).

For example: Team A make 200 from 40 overs, rain intervenes, and Team B only get to face 30 overs.

- Team B, are all out for less than 200, Team A wins
- Team B are 7/154, it is a draw.
- Team B are 9/48, it is a draw.
- Team B, reach the target of 201, Team B win.

The target of 200 is **NOT** reduced to 150 (200 divided by 40 =5, 30 x 5=150)

Finals Affected by Weather

- a) Should a programmed Final game be impacted by weather, such that a game cannot be played to produce a result, the team sitting higher on the ladder will progress to the next round.
- b) If the Grand Final is impacted by weather, such that it cannot be played to produce a result, both teams will be deemed joint winners.
- c) In Finals, a host school shall use their own or source **Full Pitch Square covers** to ensure every opportunity for play to occur.

Presentations after Grand Finals (Applicable to both the One Day and T20 competitions)

Both teams will come together at the conclusion of the game for Trophy and Medal presentations, which will take place on the field, close to the boundary so spectators can both view any presentations and hear any speeches.

Either an official from SAAS or the Match Officials from the game will nominate the Player of the Match winner – this will be awarded at the game.

Both captains will be invited to say a few words where it is customary to thank their opponents, the umpires and organisers of the day, before congratulating their team and thanking their coach(es) and team manager.

The losing captain speaks first. The winning captain is presented with the trophy then speaks.

Presentations to individual players in the winning team may follow.

The losing team is expected to remain on the ground until presentations are complete.

One Day 40 Over Playing Conditions

These Playing Conditions need to be read in conjunction with the Laws of Cricket. Where not specified in these Playing Conditions the Laws of Cricket as written apply.

Law 1 - The Players

A team may consist of eleven (11) or (twelve) 12 named players. Eleven (11) fielders only may be on the field of play at anyone (1) time. Interchange of fielders without restriction is permitted (provided no time is wasted) and there shall be no requirement for a bowler to be on the field for a certain length of time following an absence.

Only eleven (11) players shall be permitted to bat in any innings. The captain is not required to nominate the player who will not bat in advance and may make such decision at any time.

Dress

Coloured clothing is required for the Division 1 One Day competition. Coloured uniforms need to be approved by the SAAS office to ensure that there is no clash.

Division 2 is traditional Cricket Whites and Red ball.

School coloured helmets are required / Coloured helmet skins are appropriate.

Law 4 – The Ball

In One Day 40 Over matches a new four-piece Kookaburra Regulation White/Red 156-gram ball approved by the umpires shall be used.

4.5 Ball Lost or Becoming Unfit for Play

The following shall apply in addition to Law 4.5:

In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, and in the opinion of the umpires being unfit for play, the ball may be replaced by a ball that has had a similar amount of wear. Either bowler or batters may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

Law 11- Intervals

The following shall apply in addition to Law 11

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.

Drinks

One drinks interval of five (5) minutes is to be taken after 20 overs.

In hot weather, it shall be permissible with the approval of the umpires for drinks to be taken more than once in each session (after over 14 and over 27, both for four (4) minutes). In addition, any player(s) whom an umpire considers is indisposed or unduly affected by the heat shall be permitted to receive a drink between overs or at any other break in play, provided the time taken is minimised, and that the umpires are entirely satisfied that no time is deliberately wasted.

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. Any player taking drinks onto the field shall be dressed in proper cricket attire.

Law 10 – Covering the Pitch

It is EXPECTED that all Division 1 schools have access and use full pitch covers and hessian.

Where covers are used, they should cover the whole square, not just the pitch itself.

Covers must be used in Finals.

Law 12 – Start of Play: Cessation of Play

Note: Every endeavour should be made to commence matches promptly at the scheduled time. Umpires shall advise the captains five (5) minutes before the scheduled commencement of play that they are about to take up their positions on the field.

Scheduled Playing Hours, Intervals and Required Overs Shall Be:

12: 00 p.m. to 2: 40 p.m. First Session

2: 40 p.m. to 3: 10 p.m. Tea (nominal time)

3: 15 p.m. to 5: 50 p.m. Second Session

Start times may vary provided both teams agree.

If the start of the match is delayed and more than sixty (60) minutes of actual playing time is lost, then the interval between innings is to be reduced from thirty (30) to twenty (20) minutes.

Note: If pitch conditions at the scheduled start of play are unsuitable but may improve with a delayed start, then the start may be delayed up to forty (40) minutes before time/overs are taken out of the game.

The latest possible start time to achieve a result is 4.10 p.m. If play has not commenced by this time, play shall be abandoned for the day.

Law 13 – Innings

(a) Each team shall bat for forty (40) overs unless all out earlier. A team shall not be permitted to declare its innings closed.

(b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The team batting second shall receive its full quota of forty (40) overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

(c) If the team batting first is dismissed in less than forty (40) overs, the team batting second shall be entitled to bat for forty (40) overs or until a result is achieved.

(d) If the team fielding second fails to bowl forty (40) 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 is achieved.

Delayed or Interrupted Matches

Delay to the Innings of the Team Batting First

Note: As stated above, time lost from the match does not cause overs to be reduced until 40 minutes of playing time is lost – the scheduled finish time is pushed back until 6.30 p.m. to accommodate this.

- (e) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of four (4) minutes per over in the total remaining time available for play.
- (f) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team, unless the latter completed its innings in less than its allocated overs.
- (g) To constitute a match, a minimum of fifteen (15) overs (twenty (20) overs in Finals) has to be bowled to the side batting second, subject to the innings not being completed earlier.
- (h) A fixed time will be specified for the commencement of the interval, and the close of play for the match, by applying a rate of three and a half (3.5) minutes per over. When calculating the length of playing time available for the match, or the length of both innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals.
- (i) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.

Example 1 Play is delayed until 12.50 p.m. Rescheduled finish time is 6.30 p.m.

Playing time available is 340 minutes – 30 minutes (interval) = 310 minutes

Divide 310 by 3.5 minutes per over = 77.5 overs remaining

Therefore, both teams can bat for 39 overs

Example 2 Play is delayed until 12.30 p.m. Rescheduled finish time is 6.20 p.m.

Playing time available is 350 minutes – 30 minutes (interval) = 320 minutes

Divide 320 by 4 minutes per over = 88.5 overs remaining

Therefore, both teams can bat for 44 overs. There is no reduction of overs in the match **Example 3**

Play is delayed until 2.45 p.m. Rescheduled finish time is 6.30 p.m.

Playing time available is 225 minutes – 20 minutes (interval) = 205 minutes

Divide 205 by 3.5 minutes per over = 58.5 overs remaining Therefore,

both teams can bat for 29 overs.

Interruption to the Innings of the Team Batting First or Second

- (j) Once play has commenced, there shall be no reduction in overs due to time being lost due to pitch, ground, weather or light condition. The latest play can continue until is 6.30 p.m.
- (k) If an over is still in progress at 6.30 p.m., the over will be finished before play ceases.
- (l) If a result has not been achieved, then the game shall be deemed a draw and each side will receive two (2) points.

13.4 The Toss

(q) The captains shall toss a coin for the choice of innings, on the field of play and in the presence of one or both of the umpires, a minimum of twenty (20) minutes before the scheduled or any rescheduled time for the start of play.

Law 16 – The Result

The following shall apply in addition to Law 16.

- (a) A result can be achieved only if both teams have had the opportunity of batting for at least fifteen (15) overs, (twenty (20) overs in Finals), unless one (1) team has been all out in less than fifteen (15) overs (twenty (20) in Finals) or unless the team batting second scores enough runs to win in less than fifteen (15) overs (twenty (20) in Finals).

Tied Match

In the minor round, if at the end of the match the scores are equal, the result is a tie, with each team receiving 2 points.

In all matches in Finals in which the scores are equal, the result shall be determined through a tie-breaker “One1 Eliminator” whereby each team bats for one further over. The “One1 Eliminator” shall occur as follows:

- (a) Subject to weather conditions the One1 Eliminator will take place on the scheduled day of the match at a time to be determined by the Umpires. In normal circumstances it shall commence five (5) minutes after the conclusion of the match.
- (b) The One1 Eliminator will take place on the pitch allocated for the match. The team who initially batted first, bats first in the One Over1 Eliminator. The umpires stand at the same ends as they did during the match and shall not change ends during the One1 Eliminator. The fielding side shall choose which end to bowl from. Both teams bowl their over from this end.
- (c) Prior to the commencement of the One1 Eliminator, each team shall select three batsmen and one bowler who shall already have played in the match, and the selected players are given in writing or clearly nominated to the umpires.
- (d) Each team’s over is played with the same fielding restrictions as those that are in place for the last over of a normal Forty Over match i.e. up to five (5) fielders outside the circle.
- (e) No Balls and Wides are called using the same criteria as during the match and attract the same penalties. They need to be rebowled so the over has six legal deliveries.
- (f) The same ball (or a ball of a similar age if the original ball is out of shape) used at the end of the second team’s innings shall be used for both team’s “extra” over.
- (g) The loss of two wickets in the over ends the team’s one over innings.
- (h) The break between the first and second batting innings shall be five (5) minutes.
- (i) In the event of the teams having the same score after the One1 Eliminator has been completed, the team that hit the greatest number of boundaries (fours and sixes) combined from its two innings in both the main match and the One1 Eliminator shall be the winner.
- (j) If the number of boundaries hit by both teams is equal, the team that hit the most number of boundaries (fours and sixes) in the One1 Eliminator will be declared the winner.
- (k) In the event that the result is still a Tie after the One1 Eliminator and clauses (g) and (h) above have been applied, the One1 Eliminator (clauses (a)-(j)) shall be repeated until a winner is obtained.

Law 17 – The Over

No bowler may bowl more than eight (8) overs, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth (1/5) of the total overs allowed.

Example: a match reduced to 28 overs per team would see three bowlers allowed to bowl a maximum of six (6) overs and two allowed to bowl a maximum of five (5) overs (if only five bowlers are used).

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.

Players of any age and bowling type can bowl their eight (8) over spell in consecutive overs i.e. all in one spell.

Law 21 – No Ball Free Hit after a No Ball

The delivery following any No Ball (Law 24.5) 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 a Wide), then the next delivery will become a free hit for whichever batter 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'.

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 clearly signal a free hit by (after the normal No ball signal) attracting the batsman's attention, calling 'Free Hit' so the fielding team can hear and extending one (1) arm straight upwards and moving it in a circular motion.

Law 22 – Wide Ball

Law 22 shall apply with the following addition to Law 22.1 and 25.4:

- (a) 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.
- (b) Lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measured seventeen (17) inches (43.18 cm) from the return crease on both sides of the pitch –
 - A delivery passing the striker on the offside outside the Offside Wide Line shall be a Wide.
- (c) 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 attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Offside Wide Line on the leg side shall be a Wide. (Note: In this situation the striker essentially creates two offsides. The original offside (before the attempted switch hit or reverse sweep) and a new offside caused by the changed position. For the umpire the original offside and leg side remains throughout in considering LBW).

Law 25 – Batsman's Innings; Runners

Law 25 shall apply subject to the following:

- (a) A batsman shall wear a helmet at all times when batting against fast or medium-paced bowling.
- (b) The match umpires are the sole judge of whether bowling is fast or medium-paced and will judge the pace of bowling against what is considered "fast," "medium-paced" or "slow" within the context of that particular match.
- (c) The players, captains and umpires shall be responsible for ensuring that a helmet is worn when required by playing condition (a) above.
- (d) The umpires shall not allow the match to continue if they become aware of a batsman failing to wear a helmet when required by this playing condition.

Law 26 – Practice on the Field

The following replaces Law 26.1: There shall be no bowling or batting practice on the pitch, or on the area parallel and immediately adjacent to the pitch, or anywhere on the square, at any time on any day of the match prior to the conclusion of the match.

Law 27 – The Wicket-Keeper

Law 27 shall apply subject to the following:

- (a) At all times when wicket-keeping up to the stumps, the wicket-keeper shall wear a helmet.
- (b) The players, captains and umpires shall be responsible for ensuring that a helmet is worn when required by this playing condition.
- (c) The umpires shall not allow the match to continue if they become aware of a wicket-keeper failing to wear a helmet when required by this playing condition.

Law 28 – The Fielder

Field Restrictions and Powerplay Overs

- (a) At the instant of delivery, there may not be more than five (5) fieldsmen on the leg side.
- (b) In addition to the restriction contained in playing condition 27 (a) 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 paragraphs. The following fielding restrictions shall apply:
- (c) 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 fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard (4.57 metres) intervals.

At the instant of delivery:

- (d) **Powerplay 1** - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 10 inclusive.
- (e) **Powerplay 2** - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 11 to 30 inclusive.
- (f) **Powerplay 3** – no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 31 to 40 inclusive,
- (g) In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay of the innings shall be reduced in accordance with the table below.

Innings Duration (Overs)	Powerplay One (1)	Powerplay Two (2)	Powerplay Three (3)	Innings Duration (Overs)	Powerplay One (1)	Powerplay Two (2)	Powerplay Three (3)
15	4	7	4	28	7	14	7
16	4	8	4	29	8	14	7
17	5	8	4	30	8	14	8
18	5	8	5	31	8	15	8
19	5	9	5	32	8	16	8
20	5	10	5	33	9	16	8
21	6	10	5	34	9	16	9
22	6	10	6	35	9	17	9
23	6	11	6	36	9	18	9
24	6	12	6	37	10	18	9
25	7	12	6	38	10	18	10
26	7	12	7	39	10	19	10
27	7	13	7	40	10	20	10

- (h) In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

Wearing of Helmets

At all times when fielding in a position closer than seven (7) metres (ten (10) metres for players under the age of 16) from the batter's position on the popping crease on a middle stump line a player shall wear a helmet. The exception to this is fielding behind square on the offside i.e. slips and gully.

Law 41 Unfair Play

The following shall apply in addition to Law 41:

41.6 Bowling of Dangerous and Unfair Short Pitched Deliveries

- (a) A bowler shall be allowed to bowl one (1) fast short-pitched ball per over.
- (b) A fast short-pitched ball is defined as a ball which, after pitching, passes or would have passed above shoulder height of the batter standing upright in his/her normal guard position at the crease, but not clearly above his/her head.
- (c) The umpire at the bowler's end shall advise the bowler and the batter on strike when a fast short-pitched delivery has been bowled.
- (d) In addition, for the purpose of this clause, a ball that passes clearly above head height of the batter, other than a fast short-pitched ball as defined above, that prevents him/her from being able to hit it with his/her bat by means of a normal cricket stroke shall be called 'Wide ball' and will also count as an allowable ball above shoulder height for that over.
- (e) In the event of a bowler bowling more than one (1) fast short-pitched deliveries in an over as defined above, the umpire at the bowler's end shall call and signal 'No ball' on each occasion. A distinguishing signal shall be used to signify a No ball from a fast short-pitched delivery: the umpire shall call and signal 'No ball' and then tap the head with the other hand. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batters at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- (f) If there is a second instance of the bowler being no balled for bowling more than one (1) fast short-pitched delivery in an over, the umpire shall repeat the procedure above and advise the bowler that this is his/her final warning.
- (g) 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.
- (h) This regulation is not a substitute for any other Laws of Cricket or Bylaws re Dangerous and Unfair Bowling that umpires may apply at any time.
- (i) For all bowlers the caution, final warning and taking-off of the bowler (under either the short pitched or full pitched restriction (applicable to both fast/medium and slow bowlers)) shall be applied only when the bowler's end umpire considers the delivery was dangerous to the batter.

41.9 and 41.10 Time Wasting

Umpires shall be vigilant in ensuring that no time wasting occurs during any period of play. This includes time wasted by the batting team. The umpires are expected to regularly inform captains whether they are behind the required rate or not.

The bowling team is required to have finished bowling its twenty (20) overs in the allocated eighty (80) minutes.

After allowing for any interruptions e.g. lost ball, player injury or exceptional circumstances beyond the control of the fielding team, the umpires will determine actual playing time. If necessary, the umpires can penalise teams for a slow

over rate through a penalty of 6 runs being deducted from that team's 'runs for' accumulation for every over not bowled in the allocated time, i.e. any penalty impacts on the calculation of percentage, rather than the scores on the day. The umpires are, of course, able to give a 5 (five) run penalty during play against either team for time wasting, which they consider deliberate and unfair, and which persists after an initial warning.

The SAAS office is to be informed of any recommended penalty(ies) to the team's 'runs for' allocation when results are sent through.

Penalties shall not apply until the innings has been in progress for a minimum of one hundred and sixty (160) minutes.

SAAS Time/Over Calculator

If Time is lost due to Weather

- (a) Should any time be lost due to an interruption in play, up to 60 minutes of lost time can be made up even if such interruption occurs after the scheduled finishing time. Play shall not continue later than 7.00pm during daylight savings time or 6.30pm during standard time.
- (b) If the scheduled start of play is delayed by more than 60 minutes, the total playing time, in minutes remaining until the scheduled time for conclusion of play (after allowing for any scheduled intervals) shall be divided by 3.5 and the resultant nearest higher even number shall become the quota of overs for the match. Each team shall receive half of the quota in its first innings.
- (c) If the umpires/coaches deem that no play is possible by 3.00pm the match shall be abandoned.
- (d) Overs are only ever recalculated for time lost prior to the commencement of the match

Average of 3.5 minutes per over

Example

Start of play delayed by 75 minutes – 60 minutes can be made up,

Actual time lost 15 minutes

Time remaining 265 (280 minus 15)

265 divided by 3.5 = 76 (rounded up to nearest whole number) 38 overs per team

(e) In a match where the numbers of overs are reduced in order to recalculate the number of overs per bowler it must ensure the 5th bowler bowls a minimum of 4 overs. Subtract 4 overs from the total overs, divide the remainder by 4. If this results in an uneven number of overs, then the remaining overs can be applied to the 4 other bowlers as below example

Example: 30 over game minus 4 overs (5th bowler) = 26 overs.

26 overs divided by 4 = 6.5 overs per bowler (the overs will be determined as follows)

2 bowler's x 7 overs maximum

2 bowler's x 6 overs maximum

Over/Time Calculator					
1st			2nd		
Innings			Innings		
Start - 12:00pm			Start - 3.00pm		
Time	Minutes	Overs	Time	Minutes	Overs
12:10	10	3	3:10	10	3
12:20	20	6	3:20	20	6
12:30	30	9	3:30	30	9
12:40	40	11	3:40	40	11
12:50	50	14	3:50	50	14
1:00	60	17	4:00	60	17
1:10	70	20	4:10	70	20
1.20 – 1.30	Drinks – 10 Mins		4.20 – 4.30	Drinks – 10 Mins	
1:30	80	23	4:30	80	23
1:40	90	26	4:40	90	26
1:50	100	29	4:50	100	29
2:00	110	31	5:00	110	31
2:10	120	34	5:10	120	34
2:20	130	37	5:20	130	37
2:30	140	40	5:30	140	40
2.30 – 3.00 Afternoon Tea – 30 mins					
Average of 3.5 minutes per over					