

MATCH REGULATIONS - CRICKET

Twenty20 Cricket (Outdoor)

- Cr.001. The ICC Laws of Cricket, unless contra indicated below, shall apply.
- Cr.002. A match will consist of one innings per side. 10 overs is the minimum to constitute a game. Once the target score has been passed, the game will conclude immediately.
- Cr.003. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs. Strict adherence to over rates must be observed.
- Cr.004. Intervals between innings shall be minimal. No drinks break during the innings.
- Cr.005. If the team batting second is unable to complete its overs due to adverse weather the match will be deemed a draw.
- Cr.006. Uniform for cricket is the correct sports uniform of the school or full cricket whites.
- Cr.007. No fielders permitted within 10 metres of the batsmen in front of the batting crease.
- Cr.008. If a coach umpires, they can assist the Captain with the team's organization pre-game, and between wickets, otherwise team tactics and instructions are coordinated by the captain.
- Cr.009. The schools are to use a traditional 156g cricket ball (red, white or pink). One new ball per innings.
- Cr.010. All teams to have their own VCA approved scorebook. In the event of schools being tied on points for a final, scanned copies of requested matches need to be sent to the EISM office. A net run rate determined by runs scored divided by balls bowled will be used. Only run rates from relevant games will be looked at.
- Cr.011. A batsman is to retire at the end of the over when his score reaches 50.
- Cr.012. Batsmen who retire can recommence their innings when all other batsmen are out, and less than 10 wickets have fallen. Compulsory retired players do not resume their innings until all voluntarily retired players have resumed and completed their innings. Voluntary retirement can only occur at the end of an over.
- Cr.013. Teams can be made up to a maximum of 13 players per side. Teams are restricted to a maximum of 10 bowlers per match. If a school chooses to retire a batsman before the compulsory retirement, all 13 players can bat. The fall of the 10th wicket will always constitute the end of an innings.
- Cr.014. Each over will consist of a maximum of "8" balls, therefore a maximum of 2 extra balls. This is except for the final over which is to be 'bowled out'.
- Cr.015. Overs are to be bowled in 5-over blocks alternating between ends, ie. Overs 1-5 are bowled from one end, then overs 6-10 are bowled from the other end, etc. At the end of each over, only the two batsmen change ends.
- Cr.016. For the first 5 overs of each innings, only two fieldsmen are permitted to be outside the field restriction circle. For overs 6-10, only 3 fieldsmen, for overs 11-15, only 4 fieldsmen and for the last 5 overs, only 5 fieldsmen allowed outside the circle.
- Cr.017. The fielding restriction circle is recommended as 27.5m radius from the middle stump.
- Cr.018. The maximum number of overs per bowler is 4.
- Cr.019. The delivery following a no ball shall be a free hit for whichever batsman is facing it.
- Cr.020. Recommended Safety Equipment:
Batter (compulsory): Helmet with faceguard, Pads, Batting gloves, Box.
Wicket Keeper (compulsory): Helmet with faceguard (if standing up to the stumps), Pads, Keeping gloves, Box.
- Cr.021. The premier team is invited to represent the EISM at the Premier School competition in the second week of December.

Mercy Rule:

There is no specific Mercy Rule in this sport. If you are winning comfortably, give fringe players a turn. No maximum winning margin. No negative scores with Indoor Cricket.

Tied Grand Final:

Where the scores are tied at the end of the game a 'Super Over' will be bowled. The winning team to have the higher number of runs after the 'Super Over'. If scores are still level after the 'Super Over' the Premiership is shared.