



ADELAIDE STRIKERS PRIMARY SCHOOL CRICKET

RULES & PLAYING CONDITIONS

REVISION HISTORY

Version Date	Season Applicable	Summary of Changes
Current Edition		
		•
Previous Editions		
		•

BY-LAWS PART I: ADMINISTRATION

1. Junior Rules of the Relevant Competitions

- a) The By-Laws in this Document refer to Competitions within 'Adelaide Strikers Primary School Cricket' only.

2. Fees Payable by Teams

- a) The SACA Competition Experience Team may levy the relevant Associations and Zones as required for costs associated with the convening of the competitions listed in these By-Laws.

3. Member Insurance

- a) SACA requires that all schools have appropriate insurance cover for public liability and personal injury in place, and shall provide proof of their insurance cover as requested. If this cannot be provided or proven, all teams nominated by that school or schools may not participate in any matches organised in this competition.

4. Reports of Breaches of Laws and By-Laws

- a) SACA will follow the processes detailed in the *Process of Reports of Breaches of Laws and By-Laws* in Section IV of these By-Laws as necessary.

BY-LAWS PART II: MATCHES, TEAMS, PLAYER REGISTRATION & QUALIFICATION

1. Player Registrations

- a) Where SACA requires player registration, this shall be completed via the PlayHQ website.

2. Player Movement (Transfers and Season Permits)

- a) No player movement is required for approval for players in competitions under these By-Laws.

3. Player Selection and Nomination

3.1 Player Selection for Matches

- a) The maximum number of players that can be named for any match is listed in Law 1 of the Playing Conditions.

3.2 Age Clarification and Provision for Overage Permits

- a) Wherever reference is made, each grade's qualification shall be limited to players enrolled in the year levels specified, Schools may apply for permit dispensation from SACA for a player in whose year level does not meet the requirements for that grade, subject to the 'Process for Overage Permits' in Part IV of this document.
- c) There shall be no appeal process for Clubs to dispute the outcome of a request for permit approval.

4. Eligibility Related Matters

4.1 Player Movement Between Teams

- a) Players may move between teams of the same school without restriction, provided they satisfy the year level qualification of these By-Laws.

5. Team Nominations, Competition Structure and Programming

5.1 Nomination of Teams

- a) The SACA Competition Experience Team will outline the formal steps for nomination of teams each season.
- b) Teams competing in the premiership competitions shall be divided into the following Grades:

Grade	Competition Format
Year 2/3	Modified – Cricket Blast
Year 4/5	Stage 1
Year 5/6	Stage 2

5.2 Grading of Teams into Pools or Divisions

- a) Where the relevant Competition has multiple pools or divisions, teams shall be arranged by the SACA Competition Experience Team accordingly.

5.3 Program of Matches

- a) SACA Junior Competitions Management will prepare a match program before each season.
- b) Should a change or cancellation of an entire round of matches be required in any grade, such a decision would be communicated by SACA Junior Competitions Management in-line with the SACA Junior Competitions Adverse Weather Policy.
- c) No School shall be permitted to play in the Competition without providing sufficient oval availability for the season, unless their oval(s) is under repair or in a damaged state.
- d) No School shall be permitted to field a number of teams that exceed the number of ovals provided, on the basis of two teams per oval, unless their oval is under repair or in a damaged state.
- e) It is the responsibility of the School to ensure that they have a ground to play their fixtured match on.

6. Match and Playing Conditions

6.1 Match Commencement and Duration

- a) The normal commencement time, overs per side and maximum overs per innings per bowler for senior competitions is outlined in the Playing Conditions under Law 12.

6.2 Match Delay, Abandonment & Forfeit

- a) The SACA Competition Experience Team must be notified in the event of any match forfeited or abandoned immediately after a decision has been made by the Umpires, or, where relevant, the team(s) involved.
- b) If, in-line with the SACA Junior Competitions Adverse Weather Policy, play is abandoned prior to the commencement of the day's play, the match will be marked as 'Cancelled' in PlayHQ as necessary.
- c) Where a match commences and then the temperature threshold is reached, play is to be abandoned immediately, as per the SACA Junior Competitions Adverse Weather Policy. Once a match is abandoned due to the temperature threshold being reached, that will be the final outcome for the match and a draw will be awarded, unless a result has been reached prior. The match will be marked as 'Abandoned' in PlayHQ as necessary.

7. Notifying Results & Points and Reports

7.1 Premiership Points Structure

- a) Matches shall not be played for any premiership points.

7.2 Performance Points

- a) Performance points will not be awarded in grades under the SACA Junior Competitions jurisdiction.

7.3 Notification of Match Results and System Entry

- a) Where SACA has outlined, matches shall be entered in to PlayHQ, either through electronic scoring or entry in to PlayHQ following the match.
 - i) The device used for matches scored using PlayHQ E-Score may substitute for the scorebook or one scorebook if two are being used. Both teams are responsible for ensuring the match is scored through the change of innings and for finalising a match result.
 - ii) During each match each team shall enter into its scoring book or the device full details of the play, including the time at which play started and the duration of any break during play. At the conclusion of each day each captain shall in the presence of the other sign his opponent's scoring book, or verify the information on the electronic device.
- b) Where matches are not scored using PlayHQ E-Score,
 - i) The home team shall be responsible for entering the match result on the PlayHQ website, including for drawn, tied or abandoned matches. Both teams shall be responsible for entering their own player scores.

BY-LAWS PART III: PLAYING CONDITIONS

The MCC Laws of Cricket provide the basis & structure to the below by-laws. Unless there are conditions specified differently in this document, the MCC Laws of Cricket should be adhered to at all times. To view & download MCC Laws of Cricket, please [click here](#).

Law 1 – The Players

a) Teams shall consist of the following players for each grade.

Grade	Minimum Players Per Team	Maximum Players Per Team	Max. Number of Players On Field
Year 2/3	6	8	8
Year 4/5	5	9	7
Year 5/6	7	11	9

Law 2 – The Umpires

- a) Umpiring duties are to be shared between the opposing teams throughout the match, unless a SACA-appointed Umpire or Match Manager is present.
- (i) Where there is a SACA Umpire or Match Manager, the bowling team shall be responsible for the appointment of a Square Leg Umpire.
 - (ii) The appointed Square Leg Umpire will ensure that they are clearly identifiable and distinguishable from fielders.

Law 3 – The Scorers

Law 3 shall apply.

Law 4 – The Ball

a) The ball used in matches shall be in accordance with the table as follows:

Grade	Brand	Ball Type and Size
Year 2/3	Kookaburra	Softaball
Year 4/5	Kookaburra	Softaball
Year 5/6	Kookaburra	Two-Piece 142g Kooka Practice Red

Law 5 – The Bat

Law 5 shall apply.

Law 6 – The Pitch

The pitch length for matches is as below.

Grade	Pitch Length	Surface	Portable Stumps
Year 2/3	14 metres, stump to stump.	Outfield	2 sets
Year 4/5	16 metres, stump to stump.	Hard Wicket or Turf Surface	At least one (1) set
Year 5/6	18 metres, stump to stump.	Hard Wicket or Turf Surface	At least one (1) set

Law 7 – The Creases, Law 8 – The Wickets, Law 9 – Preparation and Maintenance of the Playing Area, Law 10 – Covering the Pitch, Law 11 – Intervals

Laws 7-11 shall apply.

Law 12 – Start of Play; Cessation of Play

Grade	Max. Overs/Inns	Start Time (1 st Inns)	Innings Changeover	Start of 2 nd Inns	Scheduled Finish Time
Year 2/3	12	08:30am	5 minutes	9:10am	9:45am
Year 4/5	20	08:30am	10 minutes	9:35am	10:30am
Year 5/6	20	08:30am	10 minutes	9:35am	10:30am

Where the scheduled start time is amended from the above, the timings above shall change accordingly as a guide. If more than one match is scheduled at the same venue and playing surface, then a result shall be achieved in the previous match prior to the following match commencing.

Law 13 – Innings

- a) Both teams shall receive 1 innings of the overs listed.
- b) Captains or coaches from each team shall toss a coin for the chase of innings prior to the match.

Law 14 – The Follow-on, Law 15 – Declaration and Forfeiture

There is no follow-on or declaration in Adelaide Strikers Primary School Cricket matches.

Law 16 – The Result

Law 16 shall be replaced with the below.

- a) A team will be deemed the winner if it has scored more runs than its opposition when each team has received the designated number of overs.
- b) A match will be deemed a draw if either one or both of the teams is prevented from receiving their allocated number of overs and a result has not been achieved.
- c) A match will be deemed a tie in accordance with the Laws of Cricket when at the completion of the match; both teams have scored the same number of runs.

Law 17 – The Over

- a) Overs must all be bowled from the same end.
- b) An over is to be no more than six (6) deliveries except when a dead ball is called – this ball will be re-bowled.
- c) All other wides & no balls are not to be re-bowled.
- d) The Recommended Bowling breakdown is below – no bowler is to bowl more than two (2) overs in a Year 2/3 game, or four (4) overs in a Year 4/5 or Year 5/6 game.

Grade	Players per Team						
	5	6	7	8	9	10	11
Year 2/3		6 x 2 Overs	5 x 2 Overs 2 x 1 Over	4 x 2 Overs			
Year 4/5	5 x 4 Overs	2 x 4 Overs 4 x 3 Overs	6 x 3 Overs 1 x 2 Overs	4 x 3 Overs 4 x 2 Overs	4 x 3 Overs 3 x 2 Overs 2 x 1 Over		
Year 5/6			3 x 4 overs 2 x 3 overs 2 x 1 over	6 x 3 Overs 2 x 1 Overs	1 x 4 Overs 2 x 3 Overs 4 x 2 overs 2 x 1 over	1 x 4 Overs 3 x 3 Overs 2 x 2 overs 3 x 1 over	4 x 3 overs 2 X 2 overs 4 x 1 over 1 x 0 overs

Law 18 – Scoring Runs

- a) The scorers shall add four runs to the fielding team score each time a batsman is dismissed.

Law 19 – Boundaries

Law 19 shall apply except for the conditions below.

Law 19.1 (determining the boundary of the field of play) is replaced with the condition below:

19.1 The first-named or home side must clearly mark a boundary line with either line marking paint, rope, cones, or any safe but obvious markings allowing a minimum distance of three (3) yards (2.7 metres) from any obstruction that could present a risk to player safety such as (but not limited to) fences, goalposts, sightscreens, and trees.

19.2 It is recommended that playing areas be approximately the following;

Age Group	Format	Maximum Boundary	Measurement
Year 2/3	Modified – Cricket Blast	20-30 Metres	Centre of pitch
Year 4/5	Stage 1	40 Metres maximum	Batter’s end stumps
Year 5/6	Stage 2	45 Metres maximum	Centre of pitch

Law 20 – Dead Ball

- a) A Dead Ball is to be called if the ball deviates from the edge of the wicket-matting, concrete or a raised turf pitch, with the ball being re-bowled.

Law 21 – No Ball

- a) A no ball shall be called, with one run being added to the team score when:
- i) The ball is above waist high of the batsman in a standing position for a full toss
 - ii) The ball is above shoulder height of the batsman, in an upright standing position, from a short pitched ball
 - iii) Any ball that bounces more than twice before reaching the batting crease.
 - iv) Any ball that lands or bounces off the pitch.
 - v) A bowler does not have their front foot landed with some part of the foot, whether grounded or raised, behind the popping crease/front crease line.
- b) No-balls are not to be re-bowled

Law 22 – Wide Ball

- a) Any ball passing outside the reach of a player in their normal stance that does not bounce off the pitch should be called a wide. Wides are not to be re-bowled, with one run being added to the team score.

Law 23 – Bye and Leg Bye, Law 24 – Fielder’s Absence; Substitutes

Laws 23 and 24 shall apply in its entirety.

Law 25 – Batter’s Innings; Runners

- a) Batting retirements and/or batting pairs are listed in the table below.

Grade	Players per Team, Batting Retirements (Balls)						
	5	6	7	8	9	10	11
Year 2/3		3 pairs, 4 overs each	4 pairs, 3 overs each*	4 pairs, 3 overs each			
Year 4/5	24	20	17	15	13		
Year 5/6			20	20	20	15	15

* 1 player bats twice

Adelaide Strikers Primary School Cricket – Year 2/3

- a) Players will be divided into batting pairs using the above table.
- b) All batters will have 'unlimited dismissals', and are to swap ends in the event of a dismissal, or once they have faced three (3) balls in a row. Should a dismissal occur, four (4) runs are to be added to the opposition score.
- c) Batters may be swapped ends at any stage during their allotted overs to aid each batter facing the same number of deliveries.

Adelaide Strikers Primary School Cricket Year 4/5

- a) Batters are to retire as soon as they face their allotted balls, not at the end of the over. However, if there is an extra ball to be bowled at the end of the innings, the batter facing at the time will face the extra ball.
- b) A batter will have unlimited dismissals and face the nominated number of balls each as in the above table. The following dismissals apply in this format; Bowled, Caught, Caught & Bowled, Run Out, Stumped and Hit Wicket.
- c) Should a dismissal occur, four (4) runs are to be added to the opposition score and batters are to swap ends. If there is a run out, the not out batter shall face the next delivery.

Adelaide Strikers Primary School Cricket Year 5/6

- a) Batters are to retire as soon as they face their allotted balls, not at the end of the over.
- b) Retirement limits are based on the assumption that players will be dismissed
- c) Coaches are encouraged to monitor the batting innings & have the ability to retire players at any time prior to the retirement limits set above to encourage maximum participation.
- d) Any retired batters can return when all others have batted, in the order they retired. All balls (regardless of whether wides/no balls) will be included in the batter's ball count
- e) Coaches/Team Managers should rotate the batting order each match.
- f) All dismissals apply in this format; Bowled, Caught, Hit the ball twice, Leg Before Wicket (LBW), Obstructing the Field, Run Out, Stumped, Hit Wicket, Timed Out.
- g) All batters are limited to one dismissal.
- h) The innings is deemed as closed after the batting team has completed their allotted overs, or the following amount of wickets have fallen.
 - i) 7 player team – 6 wickets
 - ii) 8 player team – 7 wickets
 - iii) 9, 10, or 11 player team – 8 wickets

All Grades - Helmets

- a) All players shall wear a helmet at all times whilst batting.

Law 26 – Practice on the Field

Law 26 shall apply in its entirety.

Law 27 – The Wicket-Keeper

Law 27 shall apply and is amended to include the following:

Law 27.1 (Protective equipment) is amended to add the following:

- a) In Year 2/3 matches, fielders rotate through the wicket-keeper position during the innings (Law 28)
- b) In Year 4/5 matches, each team is required to use two (2) wicket-keepers, to hold the position for 10 overs each. All wicket-keepers shall wear a helmet, pads and protection at all times.
- c) In Year 5/6 matches, all wicket keepers must wear a helmet, pads and protection at all times. Teams have the option to change wicketkeepers after 10 overs in a 20 over game or 15 overs in a 30 over game.

Law 28 – The Fielder

- a) In Year 2/3 matches, rotation of fielders is required to ensure all players experience all positions.
- b) In Year 4/5 and Year 5/6 matches, rotation of fielders is encouraged.
- c) If there are more than the maximum number of players present at a match, they should rotate onto the field each over, however the maximum number of players on field is not to be exceeded (Law 1).
- d) The coach of the fielding team may be present on the field to assist the captain with bowling & fielding changes. If the coach is umpiring, 1 additional parent/coach/team manager from the fielding team can assist.
- e) In all grades, no fielders are allowed within ten (10) metres of batter or each other (except Wicket-Keeper) to encourage singles and safety. No player may enter this restricted area until the ball:
 - i) is hit by the batter, or
 - ii) strikes the body, or
 - iii) strikes the equipment of the batter, or
 - iv) passes through to the wicket-keeper.

Law 29 – The Wicket is Broken, Law 30 – Batter out of His/ Her Ground, Law 31 – Appeals, Law 32 – Bowled, Law 33 – Caught

Laws 29 to 33 shall apply in their entirety.

Law 34 – Hit the Ball Twice

Law 34 shall apply in Year 5/6 matches, but not in Year 2/3 and Year 4/5 matches.

Law 35 – Hit Wicket

Law 35 shall apply in its entirety.

Law 36 – Leg Before Wicket, Law 37 – Obstructing the Field

Laws 36 and 37 shall apply in Year 5/6 matches, but not in Year 2/3 and Year 4/5 matches.

Law 38 – Run Out, Law 39 - Stumped

Laws 38 and 39 shall apply in its entirety.

Law 40 – Timed Out

Law 40 shall apply in Year 5/6 matches.

Law 40 shall not apply in Year 2/3 and Year 4/5 matches.

Law 41 – Unfair Play

- a) any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, shall be called and signalled No ball by the Umpire.

Law 42 – Player's Conduct

Law 42 shall apply and is amended to include the condition below.

- 42.8 All players shall comply with the relevant Codes of Behaviour listed in Part IV. In the case of a breach, the Process for Reports of Breaches of Laws and By-Laws is to be followed.

BY-LAWS IV – SUPPORTING POLICIES AND DOCUMENTS

Adverse Weather Guidelines

Hot Weather - cancellation in advance

Temperature readings for all matches shall be taken from 'Adelaide'.

Thursday afternoon matches

The final decision on whether Thursday afternoon matches are played will be made following the updated BOM forecast released on Wednesday evening at 6:00pm. Should the Forecast temperature for 5:30pm Thursday on the BOM app, as at 6:00pm on Wednesday Evening be 36 degrees Celsius or above, all matches will be cancelled.

Friday afternoon matches

The final decision on whether Friday afternoon matches are played will be made following

The updated BOM forecast released on Thursday evening at 6:00pm. Should the forecast Temperature for 5:30pm Friday on the BOM app, as at 6:00pm on Thursday evening be 36 degrees Celsius or above, all matches will be cancelled.

Saturday morning matches

The final decision on whether Saturday morning matches are played will be made following

The updated BOM forecast released on Friday evening at 6:00pm. Should the forecast Temperature for 12:30pm on Saturday on the BOM app, as at 6:00pm on Friday evening be 36 degrees Celsius or above, all matches will be cancelled.

If the forecast falls below the threshold to cancel matches;

In all remaining situations, play will occur and shall continue until the weather reaches 36 degrees at the venue of the match on Thursday, Friday or Saturday (as per the BOM app). Should the temperature threshold be reached during the day and play be cancelled, that shall be the final outcome for the day and play shall not resume.

We understand that each school has their own heat policy, if your school policy is below our threshold (36 degrees Celsius) then it will be up to school to contact the team they are scheduled to play to notify them of the abandonment of the match.

Wet Weather

Note: In the event that a home school notifies the opposition that the ground is unsuitable for play, a **home school official** must also notify the SACA Competition Administrator(s) via email at competitions@saca.com.au by **6:00pm on the day prior to the match**.

Where no cancellation has occurred by 6:00pm on the day prior to the match, both teams and players must attend the ground ready for the match to begin as scheduled, unless the school coordinators or coaches have made contact with each other throughout the day to cancel the match.

Relevant Codes of Behaviour

Relevant Codes of Behaviour and Policies

The behaviour of all Schools and their own members, Coaches, Officials, Parents and connected spectators shall be in accordance with the following documents:

- Adelaide Strikers Primary School Cricket By-Laws and Playing Conditions
- SACA Affiliated Clubs and Associations Affiliate Protection Policy
- Australian Cricket Policy for Safeguarding Children and Young People
- SACA Policy for Safeguarding Children and Young People
- Australian Cricket 'Looking After Our Kids' Code of Behaviour for Affiliated Associations & Clubs
- The (MCC) Laws of Cricket 2017 Code (3rd Edition - 2022)

Process For Reports of Breaches of Laws & By-Laws (Disciplinary Process)

Where necessary, SACA will utilise the SACA Community Competitions – Disciplinary and Match Protest Guidelines to address behaviour and reports that may arise.

Player Permit Policy & Process (Overage Permits for Junior Competitions)

Purpose and Scope

The primary objective of this policy is to encourage balanced competition while fostering the development of young players. This policy provides guidelines for allowing players to compete in lower age groups in specific circumstances, and apply to competitions within these By-Laws.

Definitions

For the purpose of these guidelines and unless the context otherwise requires:

“SACA Competition Experience Team” are the broader staff responsible for the Competitions in these By-Laws.

Responsibility

The SACA Competition Experience Team is responsible for the administration of this policy, and the review and determination of applications made in accordance with this policy.

Policy

All players must be selected to their correct team, based on their year level during the matches played. Clubs may apply to the SACA Competition Experience team on behalf of a registered player to seek approval for the player to compete in a lower age group than their eligibility would ordinarily permit, or where the minimum qualification has not been met.

Overage permits will only be considered where reasonable evidence has been provided to support that the player meets one or more of the following criteria.

- Medical reason
- Personal or family reason
- Physical or skill development
- Other reason at the discretion of the Association and/or SACA Competition Experience team

Procedure

The request for any permit shall be based on:

- **Overage permits** - Child's ability in the sport, Batting Runs, Wickets Taken, Batting Style, Bowling Style
- **Games qualification** – access to local matches within their Association or Zone, injury, travel, school commitments

The relevant permit application form provided by the SACA Competition Experience team must be filled in fully to be eligible for consideration of receiving a permit. The form will seek the following information:

- Association or Zone Requesting Permit
- Person Requesting Permit
- Player Name and Date of Birth
- Type of Permit (Overage and/or games qualification)
- Age Group Request To Play
- How Many Years Has The Player Played Cricket?
- Primary Skill; Bat/Bowl/All Rounder:
- Season Stats (Grade, Matches, Runs, Wickets)

The SACA Competition Experience Team can refuse any player they think would make the game unsafe or unfair, and has the power to rescind any registration or permit that has been approved. Due to privacy, the names of players that have gained permits are not required to be published.

Conditions & Review

Players approved to compete in a lower age group must adhere to all other by-laws and playing conditions relating to that age group, including any restrictions on bowling spells and batting retirements. The Permit Committee can refuse any player they think would make the game unsafe or unfair. The permit form must be submitted to competitions@saca.com.au in the timeline set out by the SACA Competition Experience Team for the relevant season.

Community Cricket Concussion Guidelines

SACA shall adopt and endorse the “Australian Cricket Community Cricket Concussion and Head Trauma Guidelines” Version 5.0, that will apply to all players and umpires participating in any training, matches and competitions organised or related to this Competition.