CODE OF CONDUCT
In interschool games at all levels, players and spectators are personally involved.

Standards of Behaviour: Cricket

1. **Players** are responsible for **conforming** to the spirit as well as the letter of the rules. Most of us can clearly distinguish between fair play and gamesmanship, or taking advantage of loopholes in the rules. The following comments are intended to assist boys to avoid thoughtless and unintentional breaches of sportsmanship. The home captain should extend the normal courtesies of a host to visiting teams.
   The procedure to control unacceptable behaviour is:
   a. to stop the game and warn any student who is displaying any unsportsmanlike behaviour and inform the Captain of the warning, and include the player/s name/s in the report,
   b. should it persist further the Umpire/s will stop the game and report the player to the Coach of the school team,
   c. should it continue the Umpire/s have the authority to award a 5 run penalty against the offending team. This should be exercised in extreme cases.
   d. at the end of the game, the umpires must include in their written report to APS Sport any incidents which took place which required any of the above actions.

   The following breaches of fair play are to be avoided:
   a. Fielders talking to batters when they are about to face the bowlers.
   b. Intimidating batters by clapping almost every ball.
   c. Intimidating umpires with unnecessarily loud and/or dramatic appeals from the majority of the fielding side. This comes under the heading of cheating if it results in a batter being given out, caught or LBW when he was not out. (The only players who should appeal are those in a position to see or hear what has taken place. Unnecessarily loud and/or dramatic appeals even from these players are to be deplored).
   d. Showing displeasure by word or action when an appeal is turned down.
   e. Unnecessary antics at the fall of a wicket.
   f. Showing by word or action displeasure at being given out and/or not moving immediately from the wicket when the umpire has given his decision.
   g. Pretending to have caught a ball which the fielder knows has been taken on the half volley. (When a catch is not taken cleanly the umpire's attention should always be drawn to the fact. If a player has been given out in this manner, captains should ask the umpire concerned if he would be agreeable to recalling the batter).
   h. Appealing for bowled or hit wicket when it is known that the wicketkeeper has caused a bail to fall.
   i. Unnecessary or intimidatory returning of the ball to the wicketkeeper.
   j. Wasting time in any shape or form. The following methods have appeared in most grades of cricket.
      i. Batters who are at the crease going half way over to the pavilion to greet incoming batters.
      ii. Unnecessary hold-ups for batters re-taking block.
      iii. Excessive movement from the crease as the bowler comes in to bowl.
      iv. Delays in field settings with captains coming up to their bowlers from distant positions in the field.
      v. The removal or adjustment of pads or other equipment, sometimes in the middle of an over.
      vi. Batters failing to cross with dismissed players on the field.
      vii. Bowlers dawdling to their marks and coming up slowly from their positions in the outfield to hand cap and sweater to umpires.
      viii. Unnecessary movement of sight-boards.

   The above breaches of behaviour are guidelines. If an umpire warns a player, he must record the incident on the umpires report form. When an umpire reports a player the incident must be recorded in detail. For all incidents the player's name and school must be stated.
   If a player is **reported twice** during the season he will be **excluded** from APS Representative Squad selection.
2. **Spectators**
   a. Whatever interferes with the orderly conduct of an event, or the comfort and freedom of others to watch and enjoy the event is unacceptable.
   b. Spectators are encouraged to applaud good play by both sides. There should be no slow clapping and derisive barracking. Relief when the opposition drop a chance, however strongly felt, should not be vocally expressed.
   c. Areas used by spectators should be left free of litter.
3. **Coaches**
   All coaches are responsible for ensuring that the letter and the spirit of the Code of Conduct is followed and are expected to set an example to others at all times.
4. **Umpires**
   Umpires in APS Cricket are instructed to watch such negative activities as those listed above. Should an umpire consider the Code of Conduct is being broken during a game he shall, using his discretion and mindful of the context of any such comments or actions of either fielders or batters, take action according to Standard of Behaviour 1.
5. **Captains and Vice-Captains** of all teams are expected to see that their team plays the game according to the spirit as well as the letter of the Code of Conduct and set the example to others.
6. **First XI coaches and/or teachers-in-charge of cricket at all levels**
   As the Code of Conduct applies to all teams, not only the First XI, they are to liaise with Delegates/Directors of Sport to ensure that all coaches are issued with the Code of Conduct and the appropriate regulations and that the school as a whole is informed of the content of the Code of Conduct.

1. See General Regulations Governing Sporting Competitions.
2. Cricket is conducted under the rules of the Laws of Cricket as recognised by the Australian Board of Control for International Cricket except as far as the same are modified, altered or added to by the governing body in Victoria, Cricket Victoria (formerly the Victorian Cricket Association), and herein-after modified, altered or added to by the APS Heads.
3. If a player receives a blow to the head as determined by the umpire and it is deemed significant, that the player would require medical assessment. The assessment must be performed by a qualified medical professional (Doctor or Physiotherapist). If the player is not given a clearance to resume playing, the player may be replaced by the non-designated batter (the 12th player). If the player is replaced, they can only return to the field of play once written medical clearance is given.

1st XI APS PREMIERSHIP MATCHES:

A. Two Day Matches: Rounds 5-11 and the Grand Final played in Term 1 2027

4. Team size: A team will consist of 12 players, provided 11 players bat in an innings and only 11 players field at one time. The designated non batter can be altered for the second innings of a two day match.
5. The dates and grounds for all cricket matches shall be arranged by the Delegates. No alterations of the arrangements in connection with any matches shall be permitted except by agreement between the Heads of the two schools concerned and approved by the Chair of APS Heads through the APS Chief Executive Officer.
6. The APS Cricket season shall consist of 11 rounds **a Semi-final and a Grand Final**. The Delegates shall arrange the order in which these rounds shall be played. All matches must be played on the dates set down or counted as a drawn game on the first innings.
7. A visiting team may not travel to Melbourne or Geelong (as the case may be) prior to the day of the match.
8. a. **Playing time** shall be as follows:

	Friday	1.25pm - 6.00pm
	Saturday	10.00am - 6.00pm

That 1st XI matches should commence at 12:55 pm on Fridays if they are affected by the late start on the Saturday due to Softball matches.

Rounds played after Daylight Saving ends	**Play commences at 12.25pm on the Friday**:	
	Friday times	**12.25pm** - 5.30pm
	Saturday	10.00am - 5.30pm

Play is to commence at these times and teams are to be on the ground at least three minutes beforehand. Umpires are asked to warn teams at least five minutes before play is due to commence.

b. **Adjournments** on each day shall be as follows:

Afternoon tea:	**Friday:**	**3.30pm - 4.00pm**
	Saturday	3.30pm - 4.00pm
Afternoon tea (after daylight saving)	**Friday:**	**3.00pm - 3.30pm**
	Saturday	3.00pm - 3.30pm
Luncheon:	**Saturday**	**12.30pm - 1.10pm (40 minutes - all rounds)**

The home team is responsible for fixing the time and informing the Umpires and the opposing team prior to the commencement of play on the Saturday morning. Afternoon tea as for Friday.
In normal conditions, there will be no change of times. In the event of loss of play through adverse conditions, the intervals may be altered to minimise time lost in consultation with the coaches and umpires. If coaches disagree, usual arrangement must apply (see page 22 of the APS Boys' Sport Regulations).

c. Following a later (Saturday) 1st innings result, if both captains agree, play may cease at 5.30pm on Saturday.
d. **In the event of all games failing to play due to adverse weather, Saturday play becomes a One Day game (Term 4 One Day Rules).**

9. **Coaching:** In both two-day and one-day games, the fielding team and batters may consult with the coach at drinks breaks. At no other time should the coach speak to any player on the ground.
10. **Drinks** shall not be taken automatically, but if coaches and umpires agree that circumstances warrant it, drinks may be taken provided that such a decision is made before the start of each day's play, and both teams and the umpires are informed of same. In the last session of play on each day, drinks if requested may be taken only at or immediately after 5.00pm and before the last **16 overs** of play on Saturday commences (4.30pm if no daylight saving). ***Note:*** **16 overs is taken as 96 legitimate balls.**
11. **All balls** used in the match should be of the same make and carry the Cricket Victoria approved stamp. In two day games a new ball may be taken after 80 overs.
12. **Facilities** - The home school shall provide facilities for scorers, sawdust, and towelling, and a disc to be used as a bowler's marker if required.
13. The batting side shall provide manpower for moving sight boards.
14. **Umpires: In 1st XI Premiership cricket matches, Umpires must be at least Cricket Victoria Level 1 accredited with Level 2 preferred to officiate.** All umpires shall be appointed by the APS Sport office. A written report is to be completed by both umpires at the end of each match and forwarded to the APS Sport Chief Executive Officer. Before and during a match, the umpires shall ensure that the conduct of the game and the implements used are strictly in accordance with the laws. They shall be the sole judge of fair and unfair play, of the fitness of the ground, the wicket, the weather, and the light for play.

15. However, before deciding to suspend or abandon play or not to start play or not to resume play after an interval or stoppage, the umpires shall establish whether the captains of both schools, after consultation with coaches, wish to commence or to continue in the prevailing conditions; if so, their wishes shall be met. All disputes will be determined by the umpires, and if they disagree, the actual state of things shall continue. The umpires shall change ends after each side has had one innings.
16. In the event of a delayed start through travel problems, the Umpires should make every attempt to change the conditions of play to make up time. Umpires will inform both teams of the changes to playing conditions. If it is not practical to change the playing time, the game will commence as soon as possible with normal conditions.
17. **The toss** shall take place on the ground in the presence of the umpires. If for some reason, the umpires are not present 20 minutes before the game is due to commence, the captains may toss for choice of innings in the presence of one teacher from each competing school.
18. **Time by the clock or watch** - The starting time and the drawing of stumps shall be regulated by the clock on the ground if it is visible, or by the umpires' watches. The umpires shall synchronise their watches with the clock on the ground, and if such clock be out of order, play shall then be regulated by the umpires' watches.
19. **Observance of starting time in each session of play** - Captains and umpires are instructed strictly to observe times of all sessions of play.
20. An over shall always be started if time for any interval has not been reached and shall be completed unless:
    a. a wicket falls after time has been reached in any session, in which case the umpires shall call time;
    b. wicket falls within two minutes of "time" in which case the umpires shall call "time" unless the incoming batter claims the right to bat for the remaining time (the incoming batter may seek a ruling from the umpire as to whether the time remaining is within two minutes of "time"), except that in the final session of play on Saturday, the last over shall be completed, even if a wicket falls after the time fixed for the cessation of play for the day.
21. a. **16 overs in last hour** - For Saturday only in two-day matches, the umpires shall indicate when one hour of playing time remains (according to the time set down in Regulation 6). From that moment, the game will continue for a minimum of **16 (6 ball)** overs or one hour, provided an outright result is not reached earlier. In the event of play being interrupted (including intervals or stoppages for rain, bad light, change of innings, etc.) the number of overs to be bowled shall be reduced in proportion to the time lost in the ratio of **one over to every four minutes lost**. To calculate the balance of overs remaining after a change of innings during the final **16** overs, the number of overs bowled preceding the interruption shall be deemed as being the number of **completed** overs. The break for change of innings will reduce the number of overs remaining by three.
    b. On the Friday of two-day matches, play will cease at 6.00pm.
22. **Bowling Restrictions:** Fast bowlers in 1st XI Two-Day Games are limited to **24** overs per innings. Coaches are asked to ensure First XI Captains are instructing the umpires when a player is leaving the field of play as a matter of courtesy and it is the responsibility of the coaches to assist with monitoring of the bowlers restrictions in accordance with the Spirit of Cricket.
23. **Maximum Overs for Medium and Pace Bowlers:**

a. Definitions
    i. Bowling Type: Bowlers of medium pace or faster (as determined by the umpires and broadly defined as one to whom the wicket-keeper would normally stand back, or one who is not considered a slow bowler). The umpires shall immediately notify the captains of both sides of each bowler who they determine should be treated differently to this broad definition.
    ii. Players Age: The player's age shall be determined as their age on 31 August preceding each cricket season (i.e. Under-19 players will be 17 or 18 on 31 August; Under-17 players will be 15 or 16 on 31 August etc.) and the appropriate bowling limitations shall apply for the entire season.

b. Notification
Teams are to provide both the umpires and the opposition with a completed team sheet including the twelve players selected for match and their date of birth.

c. Bowling Limitations:
Bowling limitations apply at the following ages:
- Under-19: A maximum spell of eight (8) consecutive overs. A maximum daily allocation of twenty (20) overs.
- Under-17: A maximum spell of six (6) consecutive overs. A maximum daily allocation of sixteen (16) overs.
- Under-15: A maximum spell of five (5) consecutive overs. A maximum daily allocation of ten (10) overs.
- Under-14: A maximum spell of four (4) consecutive overs. A maximum daily allocation of eight (8) overs.

d. Length of Break
The break between spells is to be a minimum of 60 minutes (including the Lunch and Tea interval and any unscheduled breaks in play) for Two Day matches and a minimum of 30 minutes for One Day matches.
may resume bowling prior to the completion of the necessary break, but this will be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply. Following the completion of the extended spell, the normal break of 60 minutes between spells will apply and the break within the spell is disregarded. If a bowler has completed his 60 minutes break between spells but did not bowl his maximum overs in the previous spell he is entitled to bowl the maximum overs in his new spell.
    i. If a change of innings occurs, and a bowler commences bowling in the new innings within 60 minutes of bowling in the previous innings, this will be considered an extension of the same spell and the maximum spell limit and daily limits for that age of player shall still apply**.**
    ii. If any interval or interruption in play results in an over not being completed, then that part of the over bowled after the break shall constitute one over for the purposes of calculating the bowler's spell and daily limits. If this over is completed at the start of a new day's play, the over shall be considered the first over of a new spell for that bowler and the first over of the new daily limits.

e. Change of Bowling Type
Where a bowler changes between medium pace (or faster) and slow bowling during a day's play:
i. If the bowler begins with medium pace (or faster), the bowler is subject to the playing condition throughout the day. Playing Conditions Appendices 292
ii. If the bowler begins with slow bowling and changes to medium pace (or faster), the playing condition applies from the time of the change, and all overs of slow bowling bowled prior to the change shall not be taken into account in either the current spell or the daily limit.

f. Management
i. It is the responsibility of the fielding captain and coach to ensure that this playing condition is upheld.
ii. If the umpires become aware of breaches of this playing condition, when the ball is dead, they shall direct the captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to Bowl the next over.
iii. Should a dispute or uncertainty regarding the application of this playing condition occur during play, the umpires shall make the final decision on its application based on information available from the scorers or other sources.

24. **Covering of wickets:** APS match wickets shall be entirely protected against rain up to the commencement of play and for the duration of the match. It shall be wholly covered at the termination of the first day's play or, providing the weather is fine, within a period of two hours thereafter. Such covering shall remain in position until a time no earlier than 5.00am and not later than 8.00am the following morning, when it shall be removed if the weather is fine. After the captains have tossed, the wicket will be covered when and as required by a cover of minimum size, 30m x 8m. In addition, the adjacent turf wickets may also be covered. Any covers used shall **include a layer of dry Hessian covered by the normal waterproof cover** and be the sole property of the school.
25. **Rolling of the wicket and mowing of the ground**
a. Between innings the wicket may be rolled and swept for seven minutes before commencement of a new innings at the request of the batting captain.
b. The wicket may be rolled for up to seven minutes before play on the second day at the request of the batting captain. The rolling of the wicket shall be under the control of the umpires and shall not take place earlier than half an hour before the start of play. The captain of the batting side may delay rolling until ten minutes before the start of play.
c. Dew may be removed prior to commencement of play on a Saturday by the use of a hose as long as both coaches have agreed prior to the toss of the coin.
d. Grounds staff are to be on duty until at least the first change of innings on Saturday. The home team must inform the visitors of the arrangements regarding curator attendance prior to commencement of the game. Schools are urged to have a member of their groundstaff or a designated person on site to roll the pitch at the change of each innings. The designated person should not be the coach.
e. The ground **(including the wicket)** will not be mown on the Saturday unless agreed by the home school and the two coaches prior to the toss.
26. The Captain of the batting team may declare his innings closed at any time with the proviso that if a side declares its innings closed before play commences or during an adjournment, it must do so in sufficient time to enable the other side to roll the wicket for seven minutes.
27. **Follow-on** - A team which bats first and leads by 100 or more runs on the first innings in a two day game shall have the option of requiring their opponents to follow-on. Where there is no play on the first day of the game, it shall be a one day game, and the follow-on rule shall be 75 or more runs.
28. In the event of an innings closing between 3.00pm and 3.40pm (2.30pm to 3.10pm in the last two rounds) the **tea** adjournment shall then be taken.
29. **On-side placing of the field** Not more than two of the number of on-side fielders shall be behind the popping crease at the instant of the bowler's delivery. In the event of an infringement of this rule by the fielding side, the umpire should call 'no ball'.
30. **Appeals against conditions** Once an appeal has been made against the light, the decisions to continue or abandon play shall be made by the umpires. Provided, however, that when play has been stopped owing to bad light and resumed, one further appeal against the light may be made during each resumption of play. All appeals against conditions must be decided by the umpires from the time of objection. In the event of steady rain, the umpires have the right, without appeal, to call a cessation of play. If during play the umpires decide that the light is unfit for play, only the batting side shall have the option of continuing to play.
31. If a wicket and/or its surrounds have been damaged by rain, only captains, vice captains, coaches and curators may approach the wicket area for the purpose of making an inspection. However, this does not entitle them to be present during an official inspection by the umpires.
32. **Fielder leaving field:** Interchange of fielder without restriction is permitted, providing no playing time is wasted.
33. **Safety**
APS Helmet Policy: For all APS matches, all Batters and close-in fielders are required to wear helmets with face guards (this does not include slips and gully fielders). **To be used in a match all helmets must be of at least the British Standard BS7928:2013 and the use of Neck Protectors is mandatory.**
Wicket keepers must wear a helmet with a face guard when keeping up to the stumps in all games.
Fielders will not be placed within five (5) metres of the centre of the batting crease except for the wicketkeeper, offside slipsmen and gully. Dotted marks are to indicate the five metres.
Coaches are responsible for ensuring that boys do not field in positions of danger. Prompt action must be taken. Coaches are reminded that in matters of safety their duty and legal responsibility as a teacher takes precedence over General Rule 7, which states that "the team shall be solely under the control of the captain and no outside direction may be given whilst the team is in the field". Fielding close in is not to be encouraged even with a helmet.

34. Conventions
    a. In the event of injury or illness a substitute fielder may be offered when necessary in accordance with the conventions of the Game of Cricket.
    b. Direct Action by the Bowler: Neither batter can be run out after the bowler has entered his delivery stride, without a fielder touching the ball before the wicket is put down. This puts an end to 'Mankad' type incidents.
    c. In the event of adverse weather conditions, play should proceed whenever it is possible and safe to do so.
35. No Ball Rule: The Cricket Victoria Law for No Balls and Wides will be followed, i.e. one run for the no-ball or wide, plus any additional runs scored.
36. Behaviour on the field
    Coaches and captains are responsible for ensuring that the spirit as well as the letter of the Code of Games is followed (see page 21 of the APS Sport Regulations).

    Before each game, coaches, captains, and umpires will meet to remind each other of the requirements of the Code of Games. Coaches will then request reports on the nature of play. At each interval, coaches are encouraged to rectify any problem "on the spot" rather than wait for the written umpires' reports. Should an umpire consider the Code of Games is being broken during a game he shall, using his discretion and mindful of the context of any such comments or actions of either batter or fielders, request the captain of the offending team to prevent such action/comments from re-occurring (a batter at the crease is the captain's representative). Umpires are to inform the coach that such a warning has been given at the first available opportunity. In the event that the comment/action continues, the game shall be stopped and the coach informed of the situation. It will then be up to the coach to remove the offender from the field for a period determined by the coach. The 12th man may not be substituted in this instance. A full report of the incident should be included in the umpires' reports at the end of the game.

    NOTE: Coaches are responsible for the behaviour of their respective teams. The umpire's role is to identify and take action where misbehaviour is not glaringly obvious to those off the field. Coaches should be able to discourage hugging, hand slapping, jumping on the bowler or catcher of the ball and other histrionics at intervals in the game without it becoming necessary for umpires to hold up the game. Umpires, however, have the right and duty to draw the attention of coaches to such matters at intervals and to include them in their written reports.
37. Umpires are appointed by the Events & Compliance Officer, APS Sport. **Payment for 2027 season per two day match is $360.00 (Friday $140.00, Saturday $220.00) for a one-day game is $220.00 and for a T20, $140.** A travelling allowance of $40 per day is to be paid to an umpire who uses his own vehicle in travelling to or from Geelong. If play is abandoned prior to the match commencing on Friday or prior to the start of play on Saturday, umpires will receive half the daily rate. In the event of only one umpire officiating, the umpire is paid $300.00 for a one-day game.
38. The APS Sport Chief Executive Officer shall ensure that copies of the revised regulations and changes and/or experimental CV rules as approved by the APS Delegates are issued annually to all umpires and coaches. These laws and experimental rules shall be checked and, if necessary, amended annually by a sub-committee appointed for this purpose by the Delegates, and when approved, re-issued to schools before the end of the school year. Such screed to be regarded as an appendix to the APS Cricket Regulations
39. In APS 1st XI cricket, points for two-day matches shall be awarded as follows:

Outright win if winning team leads on first innings	10 points
Outright win where first innings is a tie	8 points
Outright win if winning team behind on the first innings	6 points
First innings win	6 points
Outright tie	5 points
First innings lead (these points to be retained if beaten outright)	4 points
Tie on first innings	3 points
Draw	3 points
Abandoned game (includes washout)	3 points
Outright loss after tie on first innings	2 points

40. **Semi Finals: Semi Finals will be conducted following the conclusion of the regular season**
    a. Should any two or more teams be equal on Premiership Points and played each other, the team winning that fixture shall take precedence, otherwise refer to General Regulation 19f for determination of ladder position.
    b. The format will be 1v4 and 2v3 with the winner of each match progressing to the Grand Final.
    c. Extra Time: That in the event of a drawn result at the conclusion of regulation time in the Semi Final match, the team that finished higher on the ladder at the end of the home and away season will progress to the Grand Final.

41. Grand Finals/Premiership
In the event of a drawn result at the conclusion of regulation time in the Grand Final match, the Premiership will be shared.

42. APS Merit Team Selection
    An APS Cricket Merit team will be selected annually. The Merit team will be selected at the end of the Cricket season. Twelve players will be selected and will receive an APS Badge and certificate each.

Selectors: 2027: GGS, SKC, SC 2028: WC, XC, BGS 2029: GC, Caul, MGS

B. One Day Matches: Number of rounds required in Term 4 will be determined by date of Grand Final in Term 1.

1. First XI matches in Term 4 **will be 50 overs per side** and a team will consist of 12 players, provided 11 players bat in an innings and only 11 players field at one time. **Team sheets must indicate prior to the start of play the 11 designated batters.**

2. a. **Uniform: Schools may elect to wear coloured playing attire and utilise a white ball for One Day matches.**
   b. **Hours of play**: Matches shall commence at 10.00am. The lunch interval will be taken at the completion of the first innings. Duration of lunch is 45 minutes.
   c. **In the event of lost playing time:**
      - No deductions for the first 30 minutes lost in the match.
      - If a team batting first is interrupted then 1 over from each team is lost for each 8 minutes lost or part thereof.
      - If a reduction to less than 25 overs then match abandoned [this would occur if 230 minutes was lost - 1:50pm if no lunch taken]
      - The length and scheduling of the lunch interval may be adjusted at the umpire's discretion.

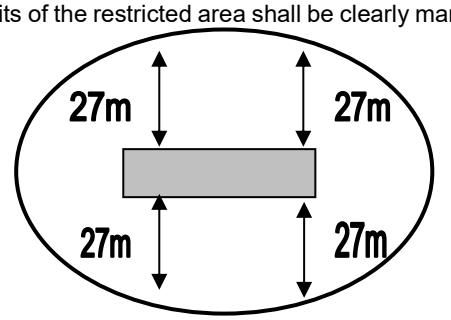
3. **Delayed Start and Interruptions:** In the event of a delayed start the game must commence by **1.50pm**. The first innings must be completed by 3.55pm, then the same number of overs repeated, assuming 25 or more overs have been possible in the first innings.

4. a. **Entitlement of the Second Batting Team:** If the first batting team's innings is compulsorily closed, the second batting team, if its innings is not terminated earlier, shall be entitled to the same number of overs or part over if applicable is bowled to the first batting team.
   b. **Early termination of first batting team:** If the first batting team's innings was terminated prior to the completion of its overs, the second batting team shall be entitled to receive their full entitlement or adjusted number of overs.
   c. **Interruption to the second batting team's innings:** If lost playing time prevents the second batting team from receiving its full entitlement under rules 3a or 3b, the completion of the match shall be governed by the provisions in Rule 3d.
   d. **The second batting team's innings**
   Interruption to the second batting team's innings: Any time lost up to 30 minutes does not require any adjustment; thereafter for every four minutes or part thereof one (1) over is deducted from its entitled overs.
   e. **Adjustment: In Term 4, one day games will implement the Duckworth Lewis System (DLS) to determine match results in adverse weather.**

5. **Drink breaks:** Drink breaks will be taken at the completion of the 17th and 34th overs.

6. **Coaching:** The captain **of the fielding side and batters** may consult with the coach at the two (2) drink breaks. At no other time should the coach speak to any player on the ground.

7. **Fielding Restrictions & Safety**
   For the duration of both teams' innings, there shall be no more than five (5) fielders outside the circle.
   a. **Semi-circles and line measurements:** The radius of each semi-circle shall be 27 metres from the centre stump and the extremities of its base shall meet with straight lines of pitch length at points in line with the bowling crease.
   b. **Marking of area limits:** The limits of the restricted area shall be clearly marked by a white line or by white discs.



   c. **Subject to the provision below, the distribution of Powerplay Overs' shall be in accordance with that contained in the Cricket Victoria Premier Cricket Rulebook (Rule 18.9) and will be taken as follows:**
   Powerplay #1: no more than two (2) fielders shall be permitted outside the fielding restriction area from over 1-10 inclusive.
   Powerplay #2: no more than four (4) fielders shall be permitted outside the fielding restriction area from over 11-40 inclusive.
   Powerplay #3: no more than five (5) fielders shall be permitted outside the fielding restriction area from over 41-50 inclusive.
   d. A fielding restriction infringement is penalised by one (1) no ball.
   e. **Helmets - APS Helmet Policy.** For all APS Cricket matches, all batters and close in fielders are required to wear helmets with face guards (this does not include slips and gully fielders). **To be used in a match all helmets must be of at least the British Standard BS7928:2013 and the use of Neck Protectors is mandatory.**
   f. **Wicket keepers must wear a helmet with a face guard when keeping up to the stumps in all games.**

8. **No ball:**
Fielding restriction infringement*:* Either umpire shall call and signal "no ball" for infringements of Rule 7.
Deliveries above the striker's shoulders: No more than one legitimate bouncer per over is allowed. Subsequent deliveries which pass or would have passed above shoulder-height of the striker standing in his normal batting stance at the crease are to be deemed a 'no ball.

9. **Wide balls:** APS one-day matches will use the CV interpretation of wide balls. The CV Wides rule will apply (i.e. one run for the no ball or wide, plus any additional runs scored).

10. **Free hit: A free hit will occur after a front foot no-ball in all Firsts' One-day matches.**

11. a. **Over limits for bowlers: In one-day matches, each bowler shall be allowed a maximum of one-fifth of the maximum number of overs to be bowled. Fast bowlers in one day games** may deliver a maximum of **10 overs** for an uninterrupted innings **(Refer to maximum over limits for Medium and Pace Bowlers point 22 on Page 23 - 24)** but where the entitled number of overs is reduced because of interruption, the limit shall be one-fifth of the adjusted maximum except for any bowler who already has exceeded the reduced limit.
    b. **Limit reached or exceeded*:*** No further deliveries shall be made by a bowler who has reached or exceeded a recalculated limit except to complete an over previously commenced by him.
    c. **Fractional adjustment:** When the recalculation of a bowler's limit results in a fraction, the limit shall be raised to the next highest number for as many bowlers as is necessary to absorb the balance in whole overs.
    d. **Part over incapacity or suspension:** A part of an over bowled shall count as one full over in the limit of each bowler concerned in that over. Cricket Law 22.7 covers this point in detail.
    e. **Portions of Overs*:*** If a portion of an over has been bowled outside the individual's bowling restrictions (not including adjustments, part over incapacity or suspension) then that over must be completed by another bowler. The over will be counted against both bowlers as part of their allocation.

12. a. **Results of matches**
Entitlements received by the second batting team: Where the second batting team received a number of overs equal to the full entitlement of the first batting team, or was earlier dismissed, the winner shall be the team scoring the greater number of runs irrespective of wickets lost.
    b. **Second batting team receives less overs:** If the second batting team has not passed the score of the first batting team, nor been dismissed for a lesser score, and the overs received or to be received by the end of play are less than the maximum for the first batting team, a target score shall be calculated to determine the result.
    c. **Target score:** At the completion of the first batting team's innings, the scorer will calculate a target score from over **50** back to over 25 using the procedure set down in rule 4(e).
    d. **Recording of runs per over:** Scorers shall maintain a separate record showing, for each over bowled to the first batting team, the runs debited against the bowler plus byes and leg byes. This record shall be available to umpires on request and used to determine the target score.
    e. **Drawn match:** Where circumstances prevent the second batting team from receiving 25 overs or more, the match shall be drawn (of course, a team could be dismissed in less than 25 overs).

13. In APS Cricket 1st XI one day matches points shall be awarded as follows:

First innings win	6 points
Tie on first innings	3 points
Drawn game	3 points
Abandoned game	3 points

C. JUNIOR MATCHES:

All Day Matches - 2nd XI, Year 10A and Year 9A

1. **Length of matches:**
   a. All Day matches for 2nd XI and Year 10A will be of **100** overs.
   b. Year 9A games will be 100 over games.
   c. Compulsory closure for the first batting side is **50 overs**. If the first batting team is out before its allocated **50 overs**, the second team will only bat for **50 overs** then the first batting team will bat again for the remainder of its **50 overs**.
   d. **In the event of the result being achieved in an all-day game by 1pm, at least an additional 15 overs per side must be played.**
   e. **In all-day matches, each bowler shall be allowed a maximum of one-fifth of the maximum number of overs bowled (per innings).**
   f. The "Follow-On" margin for All Day matches is 60.
   g. Matches will commence at 9.30 am unless otherwise agreed. (Some Co-Ed Schools may require the grounds for Softball).
   h. The team will consist of **11 or more** players provided 11 bat in an innings and only 11 field at one time.
   i. Lunch is taken at the end of the first innings or after **50 overs**.
   j. The playing of Twenty/20 matches is by mutual agreement between schools.

2. **Officials:** At all times for matches one of the two school-appointed adults/coaches be on the ground and acting as an Umpire.

3. **Bowling Restrictions:** These restrictions apply to fast bowlers, that is, a bowler to whom the wicket keeper stands back. **Refer to maximum over limits for Medium and Pace Bowlers, point 22 on Page 23 - 24.**
   a. All encouragement should be made to "get on" with the game of cricket.
   b. **Portions of Overs:** If a portion of an over has been bowled outside the individual's bowling restrictions (not including adjustments, part over incapacity or suspension) then that over must be completed by another bowler. The over will be counted against both bowlers as part of their allocation.
   c. **In the 2nd XI competition and below, no more than one legitimate bouncer per over is allowed. Subsequent bouncers in the same over are to be deemed a 'no-ball'.**

4. **Safety & APS Helmet Policy:**
   a. **APS Helmet Policy:** For all APS matches, all Batters and close-in fielders are required to wear helmets and face guards (this does not include slips or gully fielders). **To be used in a match all helmets must be of at least the British Standard BS7928:2013 and the use of Neck Protectors is mandatory.**
   b. **Wicket keepers must wear a helmet with a face guard when keeping up to the stumps in all games.**
   c. Coaches are responsible for ensuring that fielders do not field in positions of danger. Prompt action must be taken. In this regard all coaches are reminded of their duty and legal responsibility as a member of staff.
   d. The fielders will not be placed within an arc marked half the length of the pitch, from the centre stump at the batting end except for the wicketkeeper, offside slips fielders and gully. The danger area should be indicated by dotted marks or flat discs.
   e. The deliberate bowling of short-pitched deliveries is to be discouraged at all times.
   f. A batter must not be endangered by unnecessary and intimidatory returning of the ball to the wicketkeeper.
   g. It is strongly recommended that the players use mouthguards, boxes and other protective gear.
   h. There are no limits placed on batters. A batter may be asked to **retire** by the coach. Such a batter may return on the fall on any wicket at the discretion of the coach.

5. **Wicketkeepers:** If a change of wicketkeepers is desired for reasons other than injury, the following rules shall apply:
   a. No more than two wicketkeepers shall be used in an innings.
   b. The wicketkeepers may not bowl or have bowled in the innings, and
   c. Changes must **not** delay play.

6. **Equipment:**
   a. The home team is to have available all materials except protectors, helmets and balls for the use of the opposition if it wishes to use it.
   b. Each School will provide a new or near-new four piece ball.

7. **Dress:** All players must be correctly attired and properly protected. This includes wearing both pads, boxes and gloves as appropriate.

8. **Ground Markings:** Half pitch fielding restriction arc.

9. **No Balls and Wides.** The Cricket Victoria No-Ball and Wides rule will apply (i.e. one run for the no ball or wide, plus any additional runs scored).

D. JUNIOR MATCHES

Half Day Games

1. The team will consist of 12 players, provided 11 bat in an innings and only 11 field at one time. All encouragement should be made to "get on" with the game of cricket.
2. a. Minimum playing times for half-day matches shall be **four hours in duration:**
   Suggested hours of play are 8.30 am - 12.30 pm
   1.00 pm - 5.00 pm
   Note: Hours may vary in special circumstances, e.g. extreme weather, Geelong matches, Council ground time limits, etc.
   In Term 1, one Year 8A game will be played over two Saturdays (9.00am - 12.30pm each day).
   b. The side batting first shall be entitled to half the gross batting time less ten minutes (1 hour 50 min.) deducted for the half way interval. (The expected number of overs is 32 per innings). The side then batting second shall be entitled to face the same number of overs as the side batting first. Should the side batting first fail to bat for half the gross time less ten minutes, the side batting second shall be entitled to bat for a minimum of half the gross batting time less ten minutes with the proviso that at least the same number of overs are bowled.
   Note: If the innings of the side batting second concludes with 30 minutes or more playing time remaining, the first team shall bat again.
   c. All Half-Day games should be played out to the finishing time as parents expect the game to run full-time. Boys should not be left unsupervised while waiting for parents.
   d. Punctuality is the key to Half-Day games playing their allotted time. Coaches and captains should aim to bowl 18 overs an hour.
   e. The follow-on for Half-Day games is 40.
3. Coaches are urged to play Junior games in the spirit that dictates that equal opportunity and times are given to each side to bat and bowl.
4. **Bowling restrictions: Refer to maximum over limits for Medium and Pace Bowlers, point 22 on Page 23 - 24.** Batters must retire on reaching the score of 35 runs with the proviso that any retired batters may return at the fall of the last wicket, if the agreed time or number of overs has not been used.
   No more than one legitimate bouncer per over is allowed. Subsequent bouncers in the same over are to be deemed a 'no-ball'.
5. **Wicketkeepers:** If a change of wicketkeeper is desired for reasons other than injury, the following rules shall apply:
   a. no more than two wicketkeepers shall be used in an innings;
   b. the wicketkeepers may not bowl or have bowled in an innings;
   c. changes must not delay play.
6. **Equipment:**
   a. The home team is to have available all material except protectors, helmets and balls for the use of the opposition if it wishes to use it.
   b. Each School will provide a new or near new ball appropriate to the type of pitch being used. Normally a 156gram 2 piece leather ball.
7. **Dress:** All players must be correctly attired and properly protected. This includes wearing both pads, boxes, gloves as appropriate.
8. **Ground marking:** Half pitch fielding restriction arc.
9. **Officials:** At all times for matches one of the two school-appointed adults/coaches be on the ground and acting as an Umpire.
10. **Safety & APS Helmet Policy:**
    APS Helmet Policy: For all APS Cricket matches, all Batters and close-in fielders are required to wear helmets and face guards (this does not include slips or gully fielders).
    Wicket keepers must wear a helmet with a face guard when keeping up to the stumps in all games.
    a. Coaches are responsible for ensuring that fielders do not field in positions of danger. Prompt action must be taken. In this regard all coaches are reminded of their duty and legal responsibility as a member of staff.
    b. The fielders will not be placed within an arc marked half the length of the pitch, from the centre stump at the batting end, except for the wicketkeeper, offside slips fielders and gully. The danger area should be indicated by dotted marks or flat discs.
    c. The deliberate bowling of short-pitched deliveries is to be discouraged at all times.
    d. A batter must not be endangered by unnecessary and intimidatory returning of the ball to the wicketkeeper.
    e. It is strongly recommended, that players use mouthguards, boxes and other protective gear.
11. **No Balls and Wides:** The Cricket Victoria No-Ball and Wides rule will apply (i.e. one run for the no ball or wide, plus any additional runs scored).

E. JUNIOR CRICKET All matches other than the 1st XI.

1. **Re-scheduling of weather affected fixtures:** In an attempt to protect the interests of A & B teams in the event of Adverse weather, relocating A & B matches should be encouraged so their games can be played. Preference should be given to 'A' teams providing there is sufficient time to rearrange fixtures.

   Note: Hours may be varied by teachers-in-charge under special circumstances, e.g. extreme weather, Geelong matches, Council Ground time limits, etc.

   The game should not finish until the published time unless an outright decision is reached.

   There should be a member of staff in charge of each team:
   Coaches and captains are responsible for seeing that their team play the game in accordance with the APS Sport Code of Conduct for Cricket (see page 21, APS Sport Regulations) ensuring that the spirit as well as the letter of the code is followed. Sledging, indecent language, disputing and showing displeasure at umpires' decisions besides unnecessarily loud and dramatic appeals and antics at the fall of a wicket, derisive comments to batters or umpires, etc. have no place in APS cricket even if apparently tolerated in other competitions. Coaches are expected to take appropriate action (which may include removing the offender from the field for a period determined by the coach) when breaches of the Code of Games occur.
   Junior teams are bound by all APS Cricket Regulations not specifically relating to 1st XI matches, e.g. 28 (on side placing of the field); 29 (appeals against conditions); 31 (interference with the ball, bowlers running on the pitch after delivering the ball and excessive use of bouncers). These are all CV Rules.

2. **Safety & APS Helmet Policy:**
   APS Helmet Policy - For all APS Cricket matches, all Batters and close-in fielders are required to wear helmets and face guards (this does not include slips or gully fielders).
   a. Coaches of all teams, including the 1st XI, are responsible for ensuring that boys in cricket teams do not field in positions of danger. Prompt action must be taken. In this regard all coaches are reminded of their duty and legal responsibility as a member of staff.
   b. In teams other than the 1st XI, fielders will not be placed within an arc, marked half the length of the pitch, from the centre stump at the batting end except for the wicketkeeper, offside slipsfielders and gully. The danger area should be indicated by dotted marks or flat discs.
   c. The deliberate bowling of short-pitched deliveries is to be discouraged at all levels.
   d. A batter must not be endangered by unnecessary and intimidatory returning of the ball to the wicketkeeper.
   e. The use of mouthguards, boxes and other protective gear is also strongly recommended.

3. **Leg before Wicket**
   In Half-Day games no boy should be given out LBW where he has made a definite forward movement to the ball to play a stroke and been hit on the front pad.
   LAW 36 - Leg before Wicket*:* Out LBW as it applies to 1st XI, 2nd XI, Year 10A and Year 9A games.

   The striker shall be out LBW in circumstances set out below:
   a. **Striker attempting to play the ball:** The striker shall be out LBW if he first intercepts with part of his person, dress or equipment a fair ball which would have hit the wicket and which had not previously touched his bat or a hand holding the bat provided that:
      i. the ball pitches in a straight line between wicket and wicket or on the offside of the striker's wicket, or in the case of ball intercepted in full pitch which would have pitched in a straight line between wicket and wicket.
      ii. The point of impact is in a straight line between wicket and wicket even if above the levels of the bails.
   b. **Striker making no attempt to play the ball:** The striker shall be out LBW even if the ball intercepted outside the line of the off stump, if in the opinion of the umpire he has made no genuine attempt to play the ball with his bat, but has intercepted the ball with some part of his person and if the circumstances set out in (a) above, apply.

4. **LAWS OF CRICKET**
   Runner's Equipment: The player acting as runner for an injured batter shall wear the same external protective equipment as the injured batter.
   Fielders' Protective Helmets: Protective helmets, when not in use by members of the fielding side, shall only be placed, if above the surface, on the ground behind the wicketkeeper. In the event of the ball, when in play, striking a helmet whilst in this position, five penalty runs shall be awarded, as laid down in Law 41.1 and Note(a).
   No Balls and Wides: The Cricket Victoria No-Ball and Wides rule will apply (i.e. one run for the no ball or wide, plus any additional runs scored).

JUNIOR SECONDARY MATCHES: Years 7 & 8

1. a. **Playing time** for junior games should be:

Half-day games:	Year 7B, C, D	9.00am to 12.30pm
	Years 7A & 8	9.00am to 1.00pm & 1.15pm to 5.15pm

One Year 8A game will be played over two Saturdays (9.00am - 12.30pm, each day).

Pitch

These exact lengths are suggested, as marking of pitches could be made easier. The important point is that the younger boys perform very much better if they play on a short pitch.

Years 4, 5	16.45 metres	<————16.45m————>
Year 6	17.67 metres	<————17.67m————>
Year 7	18.90 metres	<————18.90m————>
Year 8	20.12 metres	<———— 20.12m————>

Creases are 1.22m from the stumps

NOTE: Hours may be varied by teachers-in-charge under special circumstances, e.g., extreme weather, Geelong matches, Council ground time limits, etc.

The game should **not finish until the published time unless an outright decision is reached**. To **follow on** the margin for a full day game is 60 and for a half day game 40.

b. In all under-age matches of the Associated Public Schools, the side batting first shall be entitled to bat for half the gross playing time less ten minutes, deducted for the half-way interval. The side then batting second shall be entitled to face the same number of overs as the side which batted first. Should the side batting first fail to bat for half the gross playing time less ten minutes, the side batting second shall be entitled to bat for a maximum of half the gross batting time less ten minutes, with the proviso that at least the same number of overs is bowled.

NOTE: The expectation is that a normal innings for a 3½ hour match will consist of 30 overs, 32 overs for a four hour match and **50 overs** for a full day match.

If the innings of the side batting second concludes with 30 minutes or more playing time remaining, the first team shall bat again.

Coaches are urged to play under-age games in the spirit that dictates that equal opportunity and times are given to each side to bat and bowl.

c. All under-age coaches have a responsibility to ensure that all matches are played for the full duration and that players are supervised at all times until the published finishing time. When games finish early, some boys are denied the opportunity to either bat or bowl. There is a danger if players are waiting around unsupervised. Parents usually do not arrive until the normal scheduled time.

d. Coaches and captains are responsible for ensuring that time is not lost by insisting upon punctuality at the commencement of play, change of innings and at intervals. Captains and coaches should also endeavour to keep the game moving by bowling 18 overs an hour.

e. Half-day games

Year 7A & Year 8A Games: (Refer to maximum over limits for Medium and Pace Bowlers, point 22 on Page 23 - 24)

No bowler may bowl more than **six overs** (no more than 8 balls per over including no balls) per innings. Batter must retire on reaching the score of **35 runs**, with the proviso that any retired batter may return at the fall of the last wicket if the accrued number of overs has not been used.

Year 7 and Year 8 B & C Games: No bowler may bowl more than **four overs** (no more than 8 balls per over, including no balls) per innings. Batter must retire on **reaching 25 runs** with the proviso that any batter may return at the fall of the last wicket, if the accrued number of overs has not been used. To save time, 8 overs will be bowled from one end before changing. Fielding positions to be rotated.

f. **Bowlers' follow through danger area**

All pitches should be so marked whenever possible (see Laws of Cricket).

g. **Equipment**
   i. The home team is to have available all material except helmets, protectors and balls for use by the opposition if the opposition wishes to use it.
   ii. Each team will provide a ball for its use in the field.
   iii. Ball Weights should be as follows: Year 7 - Term 1: 142 grams
   Year 7 - Term 4 & Year 8: 156 grams
   iv. The balls for the 2nd XI and Year 10A are to be new or near new 4-piece balls

h. **Dress:** All players must be correctly attired and properly protected. This includes wearing both pads, box, and gloves as appropriate.

2. Every effort should be made to *cover* the main oval at each school when the 1st XI is playing away, for seconds or Yr. 10A games.

3. In Junior games **11 or more players** may take part in the game provided only 11 bat in an innings, and provided only 11 field at one time.

4. **Wicketkeepers must wear a face guard at all times.**
If a change of wicketkeeper is desired for reasons other than injury, the following rules shall apply:
   a. No more than two wicketkeepers shall be used in an innings;
   b. the wicketkeepers may not bowl or have bowled in the innings; and
   c. changes must not delay play.

5. **Leg Before Wicket**
In Year 7 and above games (with the exception of the seconds and Year 10A) no boy should be given out **LBW** where he has made a definite forward movement to the ball to play a stroke and been hit on the front pad. In under 12 and younger games, there should be no LBW dismissals.

6. **Guidance** may be given to players in under-age matches, provided the game is not unduly delayed or dominated by the coach. A coach may feel free to advise his captain on field placings between overs, but during the bowling of an over the captain should be responsible for any field changes (unless of course the safety of a player is involved, in which case the coach must intervene).

   In batting and bowling a coach may also feel free to speak with a player while the field is changing at the end of an over but during the over he could, at most, content himself with a "murmured aside" if he happens to be near the player, e.g., "Don't forget your follow through" to the bowler.

7. **There should be a member of staff in charge of each team**. Coaches and captains are responsible for seeing that their team play the game in accordance with the APS Sport Code of Conduct for Cricket (see page 21 APS Cricket Regulations) ensuring that the spirit as well as the letter of the code is followed. Sledging, indecent language, disputing and showing displeasure at umpires' decisions besides unnecessarily loud and dramatic appeals and antics at the fall of a wicket, derisive comments to batters or umpires, etc., have **no place** in APS cricket even if apparently tolerated in other competitions. Coaches are expected to take appropriate action (which may include removing the offender from the field for a period determined by the coach) when breaches of the Code of Games occur.

8. Under-age teams are bound by all APS Cricket Regulations not specifically relating to First XI matches, e.g., 28 (on side placing of the field); 29 (appeals against conditions); 31 (interference with the ball, bowlers running on the pitch after delivering the ball and excessive use of bouncers). These are all CV rules.

9. **No-Ball Rule**: The Cricket Victoria No-Ball and Wides Rule will apply, i.e. one run for the No-ball or wide plus any additional runs scored**.**

10. **Safety - APS Helmet Policy**
That for all APS games, all Batters, **wicketkeepers** and close-in fielders are required to wear helmets with face guards (this does not include slips and gully fielders).

11. **Safety Issues:**
   a. Coaches are responsible for ensuring that fielders do not field in positions of danger. Prompt action must be taken. In this regard all coaches are reminded of their duty and legal responsibility as a member of staff.
   b. The fielders will not be placed within an arc marked the length of the pitch, from the centre stump at the batting end except for the wicketkeeper, offside slips fielders and gully. The danger area should be indicated by dotted marks or flat discs.
   c. The deliberate bowling of short-pitched deliveries is to be discouraged at all times.
   d. A batter must not be endangered by unnecessary and intimidatory returning of the ball to the wicketkeeper.
   e. It is strongly recommended that players use mouthguards, boxes and other protective gear.

CRICKET RULES FOR 7C1/C2 & 8C1/C2 FIXTURES

The following rules proposed below are intended to improve participation in the lower levels of Junior Secondary Boys cricket. This is designed so boys know that they will be able to attend a match and be guaranteed a minimum batting and bowling contribution on the day and avoid situations where some boys can spend multiple hours doing minimal.
The proposed benefits will hopefully see younger cricketers want to play the game for longer throughout their schooling years and beyond.

24sCricket: ***Game length:*** 3 hours

Selection: 12 players per side. (If schools can only provide 11 then one of those players can do extra)

Batting: Each innings lasts 24 overs only.

Batting team bats in pairings for 4 overs

- Batters 1 & 2 bat from overs 1 - 4
- Batters 3 & 4 bat from overs 5 - 8
- Batters 5 & 6 bat from overs 9 - 12
- Batters 7 & 8 bat from overs 13 - 16
- Batters 9 & 10 bat from overs 17 - 20
- Batters No 11 & 12 bats from 21 - 24

- If there is a wicket the batters swap ends.
- The coach/umpire can swap facing batter at any stage of their prescribed overs including mid over if one boy is not facing a fair share of the strike.
- 2 runs per wicket will be deducted from the overall tally at the end of the innings (at agreement of coaches)
- Boys to be padded up 6 at a time to ensure quick transition of pairings.

Bowling

- Bowlers bowl a maximum of 2 overs total.
- Each over to be a maximum of 8 balls.
- 12 overs to be played at each end and then swap half way.

In the case of rain or lost time the coaches will agree upon a format that is fair and equitable to both sides with a minimum of a 12/12 format.

QUARTERS CRICKET

Opposing teams can agree to play Quarters Cricket Games in any level of competition below First XI. Coaches are encouraged to arrange Quarters Cricket Games in games that are likely to be impacted by extreme weather.

Below is a description of how to play Quarters Cricket

Session 1

a) The first team to bat occupies the crease for a maximum of the overs listed in the below table for that competition (unless their innings is completed).
b) The opposing team then bats for the same number of overs as listed below for that competition (unless their innings is completed).

Session 2

c) Each team resumes its innings at the score reached at the end of the first 'quarter'.
d) If a team was dismissed in the first quarter, its second innings begins when the other team's first innings is complete.
e) Changeover of Innings: It is imperative that the coaches ensure teams have the quickest possible change of innings. No batting or fielding 'warm ups' are permitted at the change of 'Quarters'.

To assist coaches to determine how many overs to bowl in each session see the table below.

Please note the overs per session are a guide, time may dictate a slight variation to the below.

Age group	Session 1	Session 2	Maximum Overs / innings
Half Day Games	15 overs each team	15 overs each team then second innings, played to time	30
Full Day Games	25 overs each team	25 overs each team then second innings, played to time	50