

## Cricket Rules

February 2013

Cricket will be conducted according to The Laws of Cricket (2000 Code 2<sup>nd</sup> Edition 2003) and/or Cricket Victoria's Twenty20 Rules, with specific ICSC exceptions listed below.

### 1. Event Format

The 1<sup>st</sup> XI competition shall consist of a Round Robin Tournament between Newman, Ormond, Queen's, Trinity and St. Hilda's Colleges for "The Ashes" Cup.

The 2<sup>nd</sup> XI competition shall consist of a Round Robin Tournament between each of the 11 Colleges.

### 2. Match Duration

The 1<sup>st</sup> XI competition and the 2<sup>nd</sup> XI competition will be conducted as a 20-over per side match under the conditions of a Twenty20 competition.

### 3. Game Officials

Where available Umpires affiliated with Cricket Victorian (Premier Cricket or Sub-district Cricket) shall be used to umpire all 1<sup>st</sup> XI matches (one umpire for each preliminary match and two for the Semi-Finals and Grand Final where available)

Umpires will be sourced from within the Colleges for all preliminary 2<sup>nd</sup> XI matches. One Cricket Victoria umpire will be used for Semi Finals and one umpire for the Grand Final where available.

One scorer is to be provided by each competing College in all games.

### 4. Uniforms

All 1<sup>st</sup> XI players must wear cricket whites. Teams are permitted to wear a coloured team shirt providing each player wears the same style/colours.

All 2<sup>nd</sup> XI players must wear the same coloured team shirt – either white or in team colours. 2<sup>nd</sup> XI players may wear cricket whites or tracksuit pants/shorts of the same colour, providing all players wear the same style of clothing.

### 5. Equipment

Two new balls will be supplied for each match, one for each innings (4-piece balls for 1<sup>st</sup> XI games and 2-piece balls for 2<sup>nd</sup> XI games). Participating teams will be permitted to keep their playing ball after each match.

Cricket kits may be available for loan through the Melbourne University Cricket Club upon request, however it is recommended that each College supply its own kit for 1<sup>st</sup> and/or 2<sup>nd</sup> XI matches as availability cannot be guaranteed.

Each competing college must bring a set of cones, to outline the perimeter of the field, and a complete set of stumps and bails to each match.

## **6. Practice**

Two synthetic practice nets are available for hire through Melbourne University Sport ([www.sport.unimelb.edu.au](http://www.sport.unimelb.edu.au)). Colleges should note that bookings are compulsory at Princes and Royal Parks via the City of Melbourne (<http://www.melbourne.vic.gov.au/ParksandActivities/ActiveMelbourne/Pages/Sportsgrounduse.aspx>). Failure to book ovals will result in the offending College be banned from future use as well as being ineligible to participate in future College Sport competitions conducted in City of Melbourne parks and reserves.

## **7. Specific Rules for College Cricket**

### **8.1 Twenty20 Games**

Twenty20 games will be played under the Rules of the Cricket Victoria ([http://premier.cricketvictoria.com.au/page/premier\\_twenty20\\_rules.html](http://premier.cricketvictoria.com.au/page/premier_twenty20_rules.html)) with the following exceptions.

**8.1.1 Hours of Play and Intervals:** Preliminary Matches and Finals shall be scheduled at appropriate times determined by Melbourne University Sport's Coordinator or Convener.

**8.1.2 Length of Innings:** Delayed or interrupted matches – see rules for Forfeits and Other Delays listed below.

**8.1.3 The Ball:** See ICSC information under Equipment.

**8.1.4 Groupings and Points System:** See ICSC information for Finals listed below.

**8.1.5 Restrictions on the Placement of Fieldsmen:** Due to the inability to have suitable ground-markings prepared, the two semi-circles referred to in rule 7.2 shall be replaced with an imaginary circle of a 30m radius from the centre of the wicket – umpires should use this 30m zone to enforce Twenty20 fielding restrictions.

**8.1.6 Bowl-Out.** In the event of a tie (in a Semi-Final or Final), a "Super Over" shall take place. Each team shall be given a second innings each of one (1) over each. A coin toss shall take place to determine which team shall complete their innings first. The bowling team may only use one bowler while bowling the "Super Over". The batting team 3 batsmen. A Super Over ends if a team takes 2 wickets. The team who has scored the most runs after their "Super Over" shall be deemed the winner of the match. In the case of a tied "Super Over", there shall be another "Super Over" for each team until a result is found. The teams must select different batsmen/bowler should another "Super Over" be required.

**8.1.7 Clothing and Sightscreens:** See ICSC information under Uniforms.

**8.1.8 Over Length (Second XI Games ONLY)** The length of any over is restricted to 9 balls with the exception of the second-last and last over of each innings.

**8.1.9 Interrupted Games:** In the event that a game is cannot start on time due to poor weather, the both innings of the game shall be reduced in overs in relation to the amount of time lost (one over for every four minutes lost). In the event that a game is interrupted by poor weather, the Duckworth/Lewis system ([http://www.cricinfo.com/link\\_to\\_database/ABOUT\\_CRICKET/RAIN\\_RULES/DUCKWORTH\\_LEWIS.html](http://www.cricinfo.com/link_to_database/ABOUT_CRICKET/RAIN_RULES/DUCKWORTH_LEWIS.html)) shall be used to decide the winner providing the team batting second has received 40% of the number of overs faced by the team who batted first.

In the event that the team batting second does not receive a minimum 40% of the overs faced by the team that batted first, the game will be declared a draw and both teams shall receive half the number of points allocated for the game.

## 8.2 ICSC Exceptions

The following ICSC exceptions will apply for both forms of the game:

**8.2.1 Slow Play Penalties:** If the side bowling first does not bowl its 20-overs in its allocated time period (or other allocated number of overs in an interrupted match), it will lose double the number of overs it failed to bowl when it comes to bat. In applying this rule an allowance shall be made for time lost due to circumstances beyond the control of the fielding side (e.g. rain, injuries).

**8.2.2 Forfeits and Other Delays:** If a team is not ready to play within 10 minutes of the scheduled start of play, that team will forfeit the match. The team that causes the delay will have their innings reduced at a rate of one over for each two minute delay.

**8.2.3 Finals for 1<sup>st</sup> XI Games:** The two teams finishing 1<sup>st</sup> and 2<sup>nd</sup> after each of the preliminary rounds shall contest the Grand Final. Ladder positions shall be decided on the basis of matches won, secondly on the basis of Net Run Rate (ie. Runs For divided Overs Faced minus Runs Against divided by Overs Bowled; except when the team is bowled out and then on the basis of runs for the number of overs allocated [20]). If Net Run Rates are equal, then ladder positions will be based on the Net Wicket Strike Rate (ie. Balls Bowled divided by Wickets Taken minus Balls Faced divided Wickets Lost).

**8.2.4** If it is apparent that the two teams meeting in the final preliminary round of competition shall also meet each other in the Grand Final, the final preliminary round shall be deemed the Grand Final of the competition.

Third, fourth and fifth positions will be decided according to the positions occupied by the remaining teams at the conclusion of the Round-robin tournament using the above formulas.

**8.2.5 Finals for 2<sup>nd</sup> XI games:** The two winning teams from the Semi-finals will contest the Grand Final, while the two losing teams from the Semi-finals will play-off for 3<sup>rd</sup>/4<sup>th</sup> positions.

## 8. Eligibility

1. A player shall not play in both selected 1<sup>st</sup> and 2<sup>nd</sup> XI matches in any one round, nor shall they play against the same opposition in both 1<sup>st</sup> XI and 2<sup>nd</sup> XI competitions in the one year. However, a legitimate 1<sup>st</sup> XI 12<sup>th</sup> Man may play in the 2<sup>nd</sup> XI competition in the corresponding round.
2. Prior to the start of the 1<sup>st</sup> XI competition no player shall be eligible to play in his college's 2<sup>nd</sup> XI if he has played more than two 1<sup>st</sup> XI matches in any previous year.
3. If a player plays two or more games in the first three games of the 1<sup>st</sup> XI competition, he is ineligible for the 2<sup>nd</sup> XI Semi-finals and Grand Final or 3<sup>rd</sup>/4<sup>th</sup> play-off game; except where one college is represented in the Grand Final in both 1<sup>st</sup> XI and 2<sup>nd</sup> XI competitions. In this case, any person not selected in the 1<sup>st</sup> XI team shall be eligible to play in the 2<sup>nd</sup> XI team.
4. Results of all matches must be sent to the cricket coordinator by midnight on the day of the competition. At the very least, results must indicate the number of runs scored, overs faced and wickets lost.

## 9. ICSC Policies

All ICSC Policies and Procedures must be adhered to by all participants.

Designated Team Captains and College Sports Representatives are also expected to ensure their College participants are aware of all relevant policies and procedures and act accordingly.

### Document Change History

Issue No.	Issue Date	Author	Description of Change
01	06/10/2005	MU Sport	Original rules
02	03/12/2012	T. Lutwyche	Updated as per ICSC Rules Committee