

Grade Cricket Playing Conditions

Bylaw changes for 2008/09

The SACA Cricket Committee has approved a number of changes to playing conditions for 2008/09 and following is a [summary of the more significant changes](#) to playing conditions.

This summary is NOT a complete list of the playing conditions and has been designed as a guide for participants.

For a full explanation of playing conditions, participants MUST refer to the Grade Cricket Bylaws 2008-2009.

General Playing Conditions

- A new ball is only required to be taken in the first innings of each team. A new or used ball (in good condition), as approved by the umpires may be used in the second innings.
- A second new ball may be taken in A Grade at the completion of 75 overs. A second new ball is not permitted to be taken in the first innings of any other grade.
- Changes to the Heat Policy provide SACA with flexibility to alter the start time or number of overs in all matches in any grade.
- In Men's A, B, C and D Grades – batting and bowling performance points are only awarded in the first innings. (Women's A, B and C grades, Boys Under 16 and Under 14 grades remain the same as last season with performance points being awarded in both the first and second innings).
- Women's C Grade – a player may retire at any stage of her innings or must immediately retire upon reaching 50. The batter shall be recorded as 'retired – not out' and may resume their innings at the fall of the 2nd last wicket (ie at the fall of the ninth wicket).
- Under 14 Red and White and Ray Sutton Shield - a player may retire at any stage of his innings. The batter shall be recorded as 'retired – not out' and may resume his innings at the fall of the 2nd last wicket (ie at the fall of the ninth wicket).

Two Day Matches

(Applies to Men's A, B, C and D Grades and Boys Under 16 Red and White and Under 14 Red and White Grades)

- Playing times and number of overs
 - o A Grade – 11.40am to 6.00pm – 90 overs
 - o B, C and D Grade – 1.00pm to 6.00pm – 80 overs
 - o Under 16 – 1.30pm to 6.00pm – 70 overs
 - o Under 14 – 1.30pm to 5.30pm – 60 overs
- In all grades in the first innings, the team batting first shall (unless bowled out), bat until they have received the objective number of overs at which time play will cease for the day (*for example: in an A Grade match, if the team batting first is not dismissed, their innings will conclude at the end of the 90th over – even if this is achieved prior to 6.00pm – ie if the team batting first is 8/250 at the end of the 90th over and the time is 5.55pm, stumps will be immediately called*). Naturally, if the 90th over is not bowled by 6.00pm, play will continue until such time that the 90th over is completed (and penalties may apply).

- If the team batting first is dismissed, the team batting second will bat to the scheduled completion of play (*for example:* in an A Grade match if the team batting first is dismissed prior to 5.50pm, the team batting second will only be required to bat until 6.00pm – regardless of the number of overs bowled during the day).
- Once a first innings result has been achieved in Men's A, B, C and D Grades and Boys Under 16 Red and White and Under 14 Red and White Grades, the match will continue to the scheduled conclusion (ie stumps on day 2) unless both captains agree that no further result can be achieved and play may be terminated. This however, can not occur any earlier than the tea interval or 2 hours prior to stumps (whichever occurs first).
- Penalties for slow over rates in A, B, C and D Grades have been changed. A penalty of 6 runs will be applied for each over not completed in the appropriate time and will be added to the opposition team's score. (Under 16 and Under 14 Grades will continue to have a .25 performance point penalty applied).

Limited Over Matches

(Applies to Men's A, B, C and D Grades, XXXX Gold One Day Cup, Women's A Grade and BankSA Shield)

- Playing times and number of overs
 - o A, B, C, D and XXXX Gold Cup – 11.00am to 6.10pm – 50 overs
 - o Women's A Grade – 11.50am to 6.00pm – 50 overs
 - o BankSA Shield – 9.00am to 4.10pm – 50 overs
- Normal limited over rules apply in that once the match has started, there is no reduction in overs for any time lost
- Each bowler is limited to 10 overs
- Fielding Restrictions
 - o First block of Powerplay overs (overs 1-10) – no more than two fielders allowed outside the fielding restriction circle and there must be two stationery fielders in catching positions
 - o Two further 5 over blocks of Powerplay overs – one block of overs at a time chosen by the fielding team and the other block of overs at a time chosen by the batting team – no more than three fielders allowed outside the fielding restriction circle during these Powerplay overs
 - o For the remaining 30 overs of the match (non Powerplay overs) – no more than five fielders allowed outside the fielding restriction circle
- The match terminates upon a result being achieved except in Women's A Grade whereby the match shall continue (in a second innings) until at least 5.00pm when both captains can agree to call off play.
- If any Men's A, B, C and D Grade 'two day' matches are totally abandoned on the first day, the match will revert to a limited overs match (commencing at 11.00am) on day 2.
- Men's A Grade matches scheduled as one day fixtures (or the second day of a two day fixture where the first day is totally abandoned) and XXXX Gold One Day Cup matches will be played with a white ball and coloured clothing. A red ball and regular cricket attire will apply to men's B, C and D Grade and Women's A Grade matches. BankSA Shield will play with a red ball (white in day/night matches) and teams have the option to wear coloured clothing.

One Day Matches

(Applies to Women's B and C Grades and Boys Under 16 Red and White, Under 14 Red and White and Ray Sutton Shield Grades)

- No changes from last season other than once a first innings result has been achieved, the match will continue to the scheduled conclusion (ie stumps) unless both captains agree that no further result can be achieved and play can be terminated. This however, can not occur any earlier than 1 hour prior to stumps.

Twenty20 Matches

(Applies to Men's XXXX Gold Twenty20 Cup, Under 19, Under 16 and Under 14 exhibition matches, Legends Competition and Women's A, B and C Grades)

- Maximum of 20 overs per team
- Innings time of 75 minutes after which a 6 run penalty per over applies
- Maximum of 4 overs per bowler
- Men's XXXX Gold Twenty20 Cup matches will be played with a white ball and coloured clothing (shorts are no longer allowed when fielding). A red ball and cricket attire (not shorts) approved by the Grade Cricket Coordinator will apply to other grades.
- Fielding restrictions
 - o First 6 overs – no more than two fielders to be outside the fielding restriction circle
 - o Remaining overs – no more than five fielders to be outside the fielding restriction circle
- Bowling procedure – overs are bowled in 5 over blocks (ie overs 1 to 5 are bowled from one end and then overs 6 to 10 are bowled from the other end etc). At the end of each over, only the two batters and two umpires change ends. Apart from normal field position changes, the fielders only change after each 5 over block, the umpires and batters remaining at the same end.
- Free hit after a foot fault 'No ball' – the ball following a foot fault 'no ball' will be a free hit to the batter facing it. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.
- In the Men's XXXX Gold Twenty20 Cup competition, a team consists of 11 players.
- In the Under 19, Under 16 and Under 14 exhibition matches, a team consists of eleven or twelve players (only eleven fielders may field at one time and only eleven batters are allowed to bat).
- In women's A, B and C Grade, a team consists of 9 players (a team is all out at the fall of the eighth wicket).