



25, 30, 35 OVER

CRICKET

BY LAWS



2025

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OF THE STATE AND NATIONAL GOVERNING BODY,
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AIC CRICKET BY LAWS 2025

25, 30 & 35 Over Matches

THESE RULES PERTAIN TO THE FOLLOWING TEAMS – 2nd XI, 10A, 10B, 9A, 9B, 8A, 8B, 7A, 7B, 6A, 6B, 5A, 5B

Clause 1: GRADES AND AIC AGGREGATE

- a) Only the following grades shall count towards the AIC Aggregate: 1st XI, 2nd XI, 10A, 10B, 9A, 9B, 8A, 8B, 7A and 7B

Clause 2: FORMAT OF MATCHES

2nd XI, 10A, 10B, 9A, 9B 35 Overs

8A, 8B, 7A, 7B 30 Overs

6A, 6B, 5A, 5B 25 Overs

Clause 3: FIELD ALLOCATION

The following match schedules ARE A GUIDE ONLY. Schedules may vary depending on college venues and number of teams.

Home Cricket Schedule

	Oval 1	Oval 2	Oval 3	Oval 4	Year 6 matches. To be scheduled a.m. where possible
a.m.	1 st XI	10A	10B	10C	
p.m.	All day	2 nd XI	3 rd XI (1-4pm)	4 th XI(1-4pm)	

**Schedules may vary for schools with more ovals & T20 games

Away Cricket Schedule

	Oval 1	Oval 2	Oval 3	Oval 4	Year 5 matches. To be scheduled a.m. where possible
a.m.	9A	9B	7B	9C/7C	
p.m.	8A	7A	8B	8C	

**Schedules may vary for schools with more ovals & T20 games

Clause 4: MATCH POINTS

WIN	2	FORFEIT – NON-OFFENDING TEAM	2
DRAW	1	TIE/WASHOUT/ABANDONED MATCH	1
LOSS	0	FORFEIT – OFFENDING TEAM	0

BYE POINTS

In the event a member College does not field a team in a competition and a 'bye' is created in the draw, zero points shall be allocated.

Clause 5: PLAYER RESTRICTIONS

- No player may play in more than one team on the same day unless he is filling the role of a 12th man and fielding for an injured player. In these circumstances the player must be of the same age or younger than the injured player he has replaced.
- A minimum of seven (7) players are required to constitute a team. Fewer players prior to the commencement will result in a forfeit. Should player numbers fall below seven (7) after a match has commenced, the match shall continue
- Years 5 and 6 teams shall be made up of twelve (12) players. All players must get a bat and bowl, therefore retire after 15 balls and come back to the order. One bowler will get three (3) overs and the remaining bowlers will get two (2).

Clause 6: SCORERS AND SCORING

- Scorers of both teams shall sit together for the duration of the match.
- Umpires, Coaches, Captains and official scorers must agree on the result at the conclusion of each match.
- Cricket Play HQ will be used to score 7A, 8A, 9A, 10A, 1st and 2nd XI Matches. The home school should supply the IPAD for the Cricket Play HQ Scoring.

Scoring

Every delivery (including Sundries) faced by the batsman (with the exception of a dead ball shall be recorded beside the batsman and bowler with the following symbols):

"dot"	-	no run;
1,2,3,4,5,6	-	runs of the bat;
W	-	wide equates to 1 penalty run
N	-	no ball equates to 1 run;
L	-	leg bye equates to 1 run (2L equates to 2 runs);
X	-	dismissal
R	-	dismissal (batsman run out)

Clause 7: TOSS

Captains shall toss no less than twenty (20) minutes before the commencement of play.

Clause 8: MATERIALS

- a) For 2nd XI, 10A, 9A and 8A matches a 156gm KD Precision is to be used.
- b) For 10B, 9B, 8B matches 156gm KD Knight is to be used.
- c) For 5A, 5B, 6A, 6B, 7A and 7B matches a 142gm KD Knight is to be used

Clause 9: USE OF PROTECTIVE HELMETS

- a) Batting: Approved British Standard (7928:2023) helmets are compulsory for all players when batting. It is strongly recommended that the helmet includes a neck protector (as per Cricket Australia Recommendation).
- b) At all times when wicket-keeping up to the stumps, the wicketkeeper must wear a British Standard compliant helmet.
- c) Year 5 and 6 wicket keepers must wear a protective helmet at all times.

Clause 10: COVERING OF TURF WICKETS

Turf wickets may be covered up to the time set down for the start of a match and may either remain covered or be re-covered at any time if weather conditions so require.

Clause 11: ABANDONED MATCHES

Matches washed out, or likely to be washed out, are not to be transferred to another date or venue except by mutual agreement of the Principals concerned. (Refer to Clause "Transfer of Matches" of AIC General By Laws). Matches that have been abandoned on the day are not to be rescheduled (Refer to Clause 4 1st XI By Laws for the correct allocation of points)

Clause 12: EXISTING STATE OF AFFAIRS CLARIFICATION

This phrase is used in the competition rules to clarify situations in which a difference of opinion occurs with regard to the progress of a match. If a match has not started, and the umpires/coaches do not agree, then the match does not start. If a match is in progress, and agreement cannot be reached, then the match is to continue.

Clause 13: SLEDGING

- a) Coaches are responsible for the appropriate behavior of their players.
- b) The umpires are to meet with both captains prior to the start of the match to discuss the behavioral expectations
- c) There shall be no personal, derogatory or intimidating comments or actions directed to any players
- d) All fielders are not permitted to talk once the Bowler reaches his mark to begin his run up and until the ball has been played at or passed by the batsman

Clause 14: GROUND NOMINATION, PITCH LENGTHS AND BOUNDARIES

- a) Each College is to nominate a suitable ground in accordance with the AIC Draw.
 b) The following pitch and boundary measurements shall apply:

Open	Pitch: 20.1m	Boundary: 50-60m
7A, 7B, Yrs 8-10	Pitch: 20.1m	Boundary: 50m max
Years 6 & 7 (C & below)	Pitch: 18m (crease use 17.7m)	Boundary 45m max
Year 5	Pitch: 18m	Boundary: 40m (from batsman's stumps)

Clause 15: HOURS OF PLAY

a) Hours 25 Overs

8.00am to 11.30am (3.5 hours)

Each team has 1 hour and 40 minutes to bowl the designated overs.

30 Overs

8:00am -12:30pm or 1:00pm-5:30pm (4.5 hours)

Each team has 2 hours and 10mins to bowl the designated overs

35 Over Games

Morning Session 8.00am to 12.50pm (4.8 hours)

Afternoon Session 1.00pm to 5.50pm (4.8 hours)

Each team has 2 hours and 20mins to bowl the designated over

- b) Drinks Breaks: one drink break per session is permitted after half the number of overs to be bowled. In cases of extreme heat, an extra drink may be taken with the agreement of the Umpires. Drinks breaks can be taken off the field, but under no circumstances should they exceed three (3) minutes in duration
- c) Interval for change of Innings should be 10 minutes

Clause 16: LENGTH OF FIXTURE

a) In an uninterrupted match:

- i. Each team shall bat for their allocated (six ball) overs unless all out earlier.
- ii. If the team fielding first fails to bowl their allocated overs by the scheduled time for cessation of the first session, the umpires will take note of the overs completed. The bowling team will then complete their allocated overs. When batting second, they will only be entitled to the number of overs bowled when time elapsed in the first innings

- iii. If the team batting first is dismissed in less than their allocated overs, the team batting second shall be entitled to bat for their allocated overs
 - iv. If the team fielding second fails to bowl their allocated overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled, or a result achieved.
 - v. "Allocated Overs" per age group are as defined in Clause 2 Format of Matches
- b) In matches where play is delayed or interrupted (Refer to Appendix A for examples):
- i. The object should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 15 overs each team). The calculation of the number of overs to be bowled shall be based on a reduction at the rate of 15 overs per hour. If less than 6 minutes is lost, this is to be ignored.
 - ii. If the number of overs of the team batting first is reduced the time for completion of its innings shall be calculated by applying the provisions of Clause 3 (b) (i)
 - iii. If the team fielding second fails to bowl the reduced number of overs by the scheduled cessation time (if necessary), the hours of play shall be extended until the required number of overs have been bowled, or a result achieved
 - iv. If the innings of the team batting second is delayed or interrupted, and it is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 15 overs per hour, for time lost
 - v. The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs
 - vi. Fractions are to be ignored in all calculations regarding number of overs

Clause 17: CONSIDERATIONS REGARDING TIME

- a) Late arrival of a team: Extra time may be added due to the late arrival of a team. Either team shall have the right to extend the time until the full duration has been completed, except when a team is unable or unwilling to commence play within fifteen minutes of the time set down for commencement, in which case a forfeit may be claimed.
- b) Time lost due to adverse weather conditions: No time shall be added to make up for time lost due to adverse weather conditions, except as noted under Clause 17b iii as noted over.
- c) Abandonment of commenced matches: Unless there is mutual agreement to abandon play, both teams shall remain at the ground until the expiration of time (Refer to Example C of Appendix A)

Clause 18: TIME WASTING

Umpires may implement penalties under Law 41.9 (time wasting by the fielding side) or Law 41.10 (time wasting by the batter). In such cases where the umpires deem a team is in breach of the time wasting rules, then 5 penalty runs shall be awarded to the opposition side for each such breach.

Clause 19: NUMBER OF OVERS PER BOWLER

- a) An over is to consist of six (6) fair balls or eight (8) deliveries, whichever comes first. In fairness to both batsman and bowler, a dead ball is to be re-bowled.
- b) Teams are to adhere to the maximum number of overs allowed per bowler:

35 over matches	Seven (7) overs in a day
30 over matches	Six (6) overs in a day

25 over matches No player may bowl more than two (2) overs until every other team member with exception of one, which may or may not be the wicket keeper, has bowled two overs. Once each player has completed a second over, the remaining overs shall be shared equally amongst the bowlers.

- c) A slow bowler (as defined by the keeper keeping at the stumps for the whole spell), may bowl their allocated overs in one spell. All other bowlers only bowl a maximum of 5 overs in one spell.
- d) Once a spell of any length is completed or broken, a fast bowler may not return to the bowling crease until other bowlers have completed double the number of overs, which he bowled.
- e) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one fifth of the total overs allowed.
 - i. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance
 - ii. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned

Clause 20: WIDES/NO BALLS/DEAD BALLS/BOUNCERS

a. Limited over rules shall be applied for Wides and No Balls. i.e. No ball and Wides = runs scored plus one (1) sundry plus additional ball.

NO BALLS

b. A ball that passes or would have passed over the waist of the batsmen in a normal batting stance on the full shall be called a "No Ball" and this applies to all bowlers

c. Any ball passing above the shoulder of the batsman in his normal batting stance shall be called "No Ball"

d. No bowler may deliver a ball underarm to a batsmen.

WIDES

e. Marked Wide Lines on the Off and On Side of the pitch shall be used to identify a wide.

f. For pitches that do not have marked 'Wide Lines', a Wide will be called if the ball bounces on the pitch but passes the batter at a position the ball would be regarded as off the pitch.

g. Umpires should meet at the commencement of each innings to ensure consistency of decisions throughout the match.

h. Wide Ball: the ball shall not be called a Wide if a batsman hits the ball, or it hits them, regardless of where the ball lands.

DEAD BALLS

When playing on artificial pitches, a dead ball shall be called if the ball hits the edge of the pitch, or bounces off the pitch and then makes contact with the batsman and/or the stumps.

Clause 21: 12th MAN DUTIES

In all matches except 1st XI and for Years 7-12 the coach will determine the role of the 12th man in all grades. A batting team or a fielding team will consist of 11 players. The use of the 12th man enables the coach to nominate a player as a batsman who does not bowl or a bowler who does not bat prior to the commencement of play, however an innings will comprise only ten (10) wickets.

For Years 5 & 6, all twelve players must bat and bowl (Refer to Clause 5c)

Clause 22: RUNNERS

a) The umpires shall allow a runner for a batter if they are satisfied

i) That the batter has sustained an injury that affects his ability to run

ii) That this occurred during the match. In all other circumstances a runners is not allowed

Clause 23: FIELDING RESTRICTIONS

a) **No** fielder is permitted within ten (10) metres of the bat in the 270-degree arc between Point, through the non-strikers wicket, to the wicketkeeper.

b) There is no requirement to have a fielding circle marked on the field (each ground has unique dimensions making this impossible), however, a minimum of five (5) fielders should not be more than half-way to the boundary at all times.

Clause 24: UMPIRES

a) Both coaches in attendance: A staff member, or adult designated by the College, should accompany each team. When an adult designated by each College is present they shall alternate umpiring at square leg and the bowler's end.

b) One coach in attendance: A staff member, or adult designated by the College, should accompany each team. However, if owing to special circumstances, only one College has a designated adult present, that person shall umpire at the bowler's end for the duration of the match.

c) Umpires shall not score while officiating.

Clause 25: UNIFORM

Players should wear long white or cream trousers, white shirt, white socks, white cricket boots or sandshoes, and cap in the colours of the school or white hat. Colleges may also allow players to wear the sports uniform of their College should they wish.

Clause 26: WEATHER

a) Weather prior to match starting: Teams shall arrive at the designated ground even though weather conditions appear to make play unlikely. However, in conditions of extremely adverse weather a match may be abandoned on the advice of the Head of Sport of the home team before teams arrive at the designated ground.

- b) Weather during match: When the two teams are at the ground at the time set down for play, the decision on the fitness of the ground shall be made by the Head of Sport of the home College, or a designated representative of that College.

Clause 27: THE RESULT

- a) The team with the highest score after their allocation of overs as defined in Clause 2 shall be the winner
- b) A result can be achieved only if both teams have batted for at least 10 overs (25 over game) or 15 overs (30 or 35 over game), unless one team has been all out in less than 10 (25 over game) or 15 overs (30 or 35 over game) or unless the team batting second scores enough runs to win in less than minimum overstated previously.
- c) All other matches, in which one or both teams have not had an opportunity of batting for a minimum of 10 overs (25 over game) or 15 overs (30 or 35 over game), shall be declared drawn matches and points allotted in accordance with Clause 4.
- d) In matches in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 35 overs each in an uninterrupted Year 9 or 10 match, or a lesser number of overs in an interrupted match), the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.
- e) TARGET SCORE
- i) 7A/8A/9A/10A/2nd XI – These games will use the DL Target score as calculated by Cricket Play HQ
- ii) 5A/B/6A/6B/7B/8B/9B/10B- If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score the result shall be decided by: The runs scored by the team batting first shall be averaged through the allotted overs to give an over by over total required by the team batting second to achieve, provided that a minimum of 10 overs (25 over game) or 15 overs (30 or 35 over game) has been completed by each side
- f) In the spirit of promoting maximum participation, if the team batting second passes the target score set by the first batting team with overs to spare and with wickets in hand, the bowling team will continue to bowl the full allocation of overs unless the batting team elects to declare their innings closed, or the remaining wickets are lost.

Clause 28: MEDICAL

At all venues, adequate first aid should be present and accessible.

Clause 29: MANKADS | RUN OUT

Participants are reminded that the running out of a non-striker who has left their ground early is a legitimate method of dismissal under the Laws of Cricket. Law 38.3 of the Laws of Cricket shall apply in its entirety.

Law 38.3.1 – If the non-striker is out of his ground at any time from the moment ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be Run out. In these circumstances, the non-striker will be Run out if he is out of his ground when his wicket is broken by the bowler throwing the ball at the wicket or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.

Law 38.3.2 – If the ball is not delivered: if there is an appeal, the umpire shall make his/her decision on the Run out. If there is no appeal, or if the decision is not out, he/she shall call and signal Dead ball as soon as possible. The ball shall not count as one in the over.

Law 38.3.3 – If the ball is delivered and there is an appeal, the umpire shall make his/her decision on the Run out. If the non-striker is not dismissed, the ball remains in play and Law 21.6 (Bowler breaking the wicket in delivering ball) shall apply. If the non-striker is dismissed, the ball shall not count as one in the over.

Clause 30: BATTERS OUT CAUGHT

If the striker is dismissed Caught, the not out batter shall return to their original end.

Clause 31: BATSMEN RETIRING (Applies to 25 over games- 5A/5B, 6A/6B ONLY)

- a) A batsman will retire after scoring 30 runs or 13 balls, whichever occurs first. Coaches have the discretion to retire players earlier if deemed necessary but a minimum of 12 balls must be faced
- b) Batsmen must retire irrespective of where this occurs during an over.
- c) A batsman may legitimately register a score higher than 30 runs if his last scoring shot enables him to do so
- d) A batsman having retired after scoring 30 runs or having faced 13 balls, may return to the crease after every batsman in his own side has been dismissed/retired (providing time permits), in accordance with the original batting order

Clause 32: LEG BEFORE WICKET (Applies to 25 over games ONLY)

- a) LBW shall not apply to batsmen offering a shot, except for a batsman who continues to guard his stumps with his pads
- b) In this case, the batsman shall be warned by the umpire that he may be given out if he continues in this manner, regardless of whether he is playing a shot or not and the umpire shall also so advise the square leg umpire the warning has been issued
- c) A batsman may be given out after receiving a warning issued by the umpire in accordance with Clause 27 (b).

APPENDIX A: EXAMPLES OF DELAYS

A) Delays to the start of play:

(i) When play is delayed in starting, the time that remains between the actual starting time and scheduled close of play.

From this, ten minutes is deducted for the change of innings.

Half of the remaining time forms the length of the innings of the team batting first.

The team batting second is entitled to the same number of overs as the team batting first.

Example (A)

35 over Match starts at 8.15 am.

Time calculated = 12.45 am - 8.15 am
= 270 mins.

Less time for change of innings (10 mins.)
= 260 mins.

Team batting first = 130 mins, that is, 2hrs and 10mins

Team batting second is entitled to the same number of overs as was bowled to the team that batted first.

In the case of the team batting first completing its innings in less than the allocated time, the team batting second is entitled to the same number of overs or the time allocated to the team batting first, whichever is greater.

Example (B)

35 over Match actually starts at 9.45 am.

Time calculated = 12.45 am - 9.45 am
= 180 mins.

Less time for change of innings (10 mins.)
= 170 mins.

Team batting first = 85 mins, that is, 1hr and 25 min.

Team batting second is entitled to the same number of overs as was bowled to the team that batted first.

In the case of the team batting first completing its innings in less than the allocated time, the team batting second is entitled to the same number of overs or the time allocated to the team batting first, whichever is greater.

Example (C)

35 over Match is delayed and cannot start before 10.45 am.

Time calculated = 12.45 am - 10.45 am
= 120 mins.

Less time for change of innings (10 mins.)
= 110 mins.

Team batting first = 55 mins, that is less than 1hr.

15 overs cannot be bowled by each team, therefore match must be declared a draw.