



Years 5 & 6 T20

Coloured

CRICKET

BY LAWS



2025

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# AIC CRICKET BY LAWS 2025

## T20 Years 5 & 6

### Clause 1: MATCH TIMES

All matches are to be of one innings only. Start times for all matches shall be as follows

#### Primary T20 Game Times:

Session 1	7.30am – 9.55am
Session 2	10.00am – 12.25pm

### Clause 2: LENGTH OF FIXTURE

The Innings of the team batting first, shall be 20 overs or 70 mins, whichever comes first.

The innings of the team batting second, shall equal the number of overs bowled during the first innings of play.

In the case of an innings being completed in less than 20 overs, the team batting second shall still be entitled to 20 overs.

### Clause 3: TEAMS

Each team to be comprised of 11 players, all of whom may bat and bowl. Only 9 players shall field at any one time.

### Clause 4: GROUND NOMINATION

Each College is to nominate a suitable ground in accordance with the AIC Draw.

A ground shall be deemed unfit for play when it is wet or slippery so as to deprive batsmen or bowlers of a reasonable foothold, or the fieldsmen freedom of movement.

The decision concerning the fitness of grounds for play shall be made by the Heads of Sport of both schools (if not in attendance, the opposing coaches).

### Clause 5: PITCH LENGTH & BOUNDARIES

The Home team is responsible for setting up the playing field prior to the commencement of play.

Year 5 and 6 Pitch: 18m (crease use 17.7m)      Boundary: 45m max

### Clause 6: MATERIALS

- For 6C and below, a 142gm KD Knight
- For 5C and below a Kookaburra Softaball or KD Rapid should be used

## **Clause 7: OVERS**

An over is to consist of six (6) legal balls or eight (8) deliveries, whichever comes first.

No player may bowl more than 3 overs (coaches must share the required overs equally in Years 5 & 6 to ensure all players bowl.)

## **Clause 8: NO BALLS**

A ball bouncing more than twice before the batter shall be deemed a NO BALL. (If a delivery bounces three times or more before reaching the batter, it will be called a NO BALL.

A rolling ball is deemed a NO BALL.

A ball that bounces off the pitch should be called a NO BALL.

## **Clause 9: WIDES**

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

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.

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

## **Clause 10: 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 11: BOWLERS**

The bowler is restricted to a run up of no more than 10 steps, with the exception of all C matches. A No ball will be signalled if a bowler is in breach of this rule.

## **Clause 12: BATTING**

### **Maximum Balls per Batsman**

A Batsman must retire after facing a maximum of 12 deliveries and must do so regardless of where this occurs in an over (it does not have to be at the end of the over).

Wides count towards a batsman total of balls faced.

Coaches have the discretion to retire players prior to facing 12 balls

### **Incoming Batsmen**

The next two incoming batsman must be ready to bat (all equipment) and be waiting with their team.

## **Batsmen Returning to bat after Retiring**

A retired batsman may only return to the crease after every other batsman in his own side has been dismissed/retired - (provided that time and the number of overs permits this) according to the original batting order.

## **Clause 13: FIELDING RESTRICTIONS**

**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.

## **Clause 14: SCORING**

Sundries will be credited beside the batsman and every delivery faced (with the exception of a dead-ball) will 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.

## **Clause 15: PROTECTIVE EQUIPMENT**

- a) A batter must wear a British standard (7928:2013) helmet at all times. It is strongly recommended that the helmet includes a neck protector (Cricket Australia Recommendation).
- b) At all times, the wicketkeeper must wear a British Standard compliant helmet.

## **Clause 16: 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 17: DELAYS**

When play is delayed in starting, the time that remains between the actual starting time and the finish time is calculated.

From this, five 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.

## **Interval**

An interval not exceeding 10 mins shall be allowed between innings.

A drink interval shall be allowed at the discretion of the Managers and not exceeding 3 minutes.

## **Clause 18: THE RESULT**

### **Delays During Play**

If for some reason, play is interrupted:

A minimum of 6 overs must be bowled in each innings of play for a result to be obtained.

The result will be calculated by comparing the total number of runs scored by each team at the highest common over.

A failure to bowl a minimum of 6 overs in each innings of play will result in a drawn match.

In the case of an incomplete innings, the number of overs bowled by the team batting first, shall determine the number of overs bowled during the second innings of play.

## **Clause 19: MEDICAL**

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