



## SACA SUPER CRICKET

# CONSTITUTION, BY-LAWS & PLAYING CONDITIONS

### REVISION HISTORY

Version Date	Season Applicable	Summary of Changes
<b>Current Edition</b>		
June 2025		<ul style="list-style-type: none"><li>New format</li></ul>
<b>Previous Editions</b>		
December 2024		<ul style="list-style-type: none"><li></li></ul>

# **SACA Super Cricket CONSTITUTION, BY-LAWS & PLAYING CONDITIONS**

## **1. Playing Conditions**

The Laws of Cricket (2000 Code 5<sup>th</sup> edition – 2010) and SACA Premier Cricket Bylaws shall apply, with the following exceptions:

## **2. Duration**

- (a) The match will consist of one innings per side, each innings being limited to a maximum of 20 overs.
- (b) A minimum of 5 overs per team shall constitute a match.
- (c) 10 overs are to be bowled from each end at a time (instead of changing ends every over).

## **3. The Players**

- (a) 11 Players per side – *Due to COVID-19 please see return to play guidelines for current team size restrictions*
- (b) Play shall commence at the listed start time unless unforeseen circumstances exist. If a team doesn't have at least nine members present within ten minutes of the time scheduled for the commencement of play, that team shall be deemed to have forfeited the match.
- (c) A team may consist of twelve named players. Eleven fielders only may be on the field of play at any one time. Interchange of fielders without restrictions is permitted and there shall be no requirement for a bowler to be on the field for a certain length of time following an absence. *Due to COVID-19 please see return to play guidelines for current team size restrictions*
- (d) Only eleven players shall be permitted to bat in any innings. The captain is required to nominate the player(s) who will not bat in advance at the toss. *Due to COVID-19 please see return to play guidelines for current team size restrictions.*
- (e) Both teams will be required to submit a team list prior to the game starting. If there are exceptional circumstances, eg, a technical glitch, the umpire and opposition must be informed of this at the toss, players may be required to present ID.
- (f) If a player is playing under a false name then that team will forfeit the game and the opposition will be awarded the forfeit win. Both teams will still be required to pay the full match fee.

## **4. Hours of Play and Intervals**

### **4.1 Interval Between Innings (10 mins)**

If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval shall take place immediately and the Innings of the team batting second will commence correspondingly earlier.

### **4.2 Intervals for Drinks**

No drinks intervals are permitted, unless otherwise stated due to the excessive heat.

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### **4.3 Extra Time**

No extra time shall be permitted to make up for any time lost unless in the opinion of the match manager, both teams will be able to safely complete the quota of overs.

## **5. Length of Innings (80 mins)**

- (a) Each team shall bat for 20 overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- (b) If the team bowling first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs of the first innings have been bowled. The Match Manager should take note of the number of overs that have been completed by the scheduled time for completion of the first innings. The team batting second will only receive the number of overs in their innings that were bowled by the scheduled time for cessation of the first innings.
- (c) If a team is delaying an innings, either with bat or ball, that team will be deducted runs at the discretion of the match manager on the day. They will receive a warning from the umpire first then a 5 run penalty for a second offense, if it continues then a stronger penalty will occur.

EXAMPLE: Team A is bowling and have fallen behind the over rate. The scheduled cessation of the first innings reaches and only 17 overs have been bowled.

Team A are still required to complete the final 3 overs of their bowling innings, however they will only be eligible to bat 17 overs themselves in their innings.

- (a) (c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for their full 20 overs, unless a result is achieved prior.

### **5.1 Delayed or Interrupted Matches**

#### **Delay or interruption to the Innings of the Team Batting First**

- (a) When playing time has been lost, the revised number of overs to be bowled in the match shall be based on a rate of 3.75 mins per over in the total remaining time available for play.
- (b) If a team is running late for the game then they will receive a time loss penalty of 3 mins per over off their batting innings. This provision will be given up to 15 minutes, if a team is not present at 15 minutes after the game start time then they will forfeit the game.
- (c) Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.
- (d) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs must be bowled to the side batting second, subject to the innings not being completed earlier.
- (e) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 3.75 minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play, and the duration of the interval will be taken into account.

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- (f) If this calculation produces a close of play time that is earlier than the original time for cessation of play on the scheduled day for play, then one additional over should be allocated to each team, with the interval and close of play times being recalculated accordingly.
- (g) If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.
- (h) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of the ground, weather and light until the required number of overs has been bowled or the innings is completed, and penalties shall apply.

#### **5.2 Delay or interruption to the Innings of the Team Batting Second**

- (a) When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 3.75 mins per over in respect of the aggregated lost playing time. However, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- (b) Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.
- (c) A rescheduled time for the close of play will be fixed by applying a rate of 3.75 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.) This calculation must not cause the match to finish earlier than the original time for cessation of play on the final scheduled day for play. If required, the original time shall be extended to allow for one extra over for the team batting second.
- (d) To constitute a match, a minimum of 5 overs must be bowled to the team batting second subject to the innings not being completed earlier. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- (e) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended subject to conditions of ground, weather and light until the overs have been bowled or a result achieved, and penalties shall apply. In all reduced overs matches the fielding team will be given one overs leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of Penalties only - they do not influence the recalculated number of overs or the scheduled close of play.

#### **6. Restrictions on the Placement of Fieldsmen**

- 6.1 At the instant of delivery there shall not be more than five fieldsmen on the leg side.
- 6.2 Overs 1-6: A maximum of 2 fielders are permitted outside the inner circle (approximately halfway to boundary).
- 6.3 Overs 7-20: A maximum of 5 fielders are permitted outside the inner circle.

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### 6.4 Team Batting First

In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions shall be reduced proportionately for that innings only.

Fractions are to be ignored in all calculations re the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately).

### 6.5 Team Batting Second

Where the number of overs for the team batting second is reduced, the aim will be to maintain the restrictions for the **same proportion** of the second innings that they were maintained for the first innings (fractions to be ignored).

## 7. Number of Overs Per Bowler

No bowler may bowl more than four overs, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.

**EXAMPLE:** After 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Under the changes due to the shortened innings, two bowlers can bowl 3 overs and three bowlers can bowl 2 overs. In this instance, Bowlers 1 and 2 have already exceeded this limit. They will count as the two bowlers who were allowed the extra over (3 as opposed to 2) resulting that any other bowlers are limited to 2 overs.

When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

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.

## 8. Law 24.12 - No Ball - Penalty

Law 24.12 will apply. All no balls will result in a free hit (except for fielding restriction no-balls).

### 8.1 Dangerous Deliveries (Short Pitched Bowling)

- a. A short-pitched ball over the batsman's head whilst in a normal standing position will be deemed a wide. There will be one run for the batting side; these runs will be attributed to the bowler.
- b. bowler is only allowed to bowl 1 ball per over, over shoulder height. A second short ball in the same over will be deemed a no ball and a free hit will result.
- c. High full pitched balls
  - i. A high full pitched ball shall be defined as a ball that passes, or would have passed, on the full above waist height of a batsman standing upright at the crease.
  - ii. Should a bowler bowl a fast-high pitched ball, either umpire shall call and signal "no ball" and one run will be awarded to the batting side, recorded against the bowler
  - iii. Only in the event of a bowler bowling a fast-high pitched ball, which in the opinion of the umpire at the bowler's end, is deemed dangerous, shall the umpire adopt the procedure of caution, final warning and action against the bowler.

(b) **ALL** forms (besides fielding restriction no-balls) of no balls will be followed by a free hit).

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### **8.2 Interpretation of Wides and No Balls**

#### **Wide Ball - Judging a Wide**

- (a) Any offside delivery, which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score, shall be called a wide.
- (b) Any ball going down legside will be deemed a wide. To be deemed by the batters starting stance position.
- (c) The above provisions do not apply if the striker makes contact with the ball.

### **9. Free Hit after a Front Foot No Ball**

The delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

*Field changes are not permitted for free hit deliveries. Unless the batters swap ends as a result of scoring off the no ball,*

### **10. Law 31 - Timed Out**

Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls.

The umpires can also impose a 5 run penalty for time wasting by a batsman. The batsman will be required to be ready as soon as the bowler is ready.

A batter will be timed out if they refuse to wear a helmet. If a batter comes on to the field without wearing a helmet, they have 3.5mins to get the helmet on or they will be timed out.

### **11. Over-Rate Penalties**

Each side is expected to have completed their 20<sup>th</sup> over within 1hr 15minutes playing time. In the event that the Batting team or Bowling team delay the innings then they will receive a run penalty. The umpire will give a warning first, but following this, they will give a 5 run penalty, for a second offence it will be a 10 run penalty, for a third offence it will be a 15 run penalty and so on. These are all at the discretion of the match manager on the day.

In the event that a team is late to start a match, you will have a shorter innings, for every 3 minutes you are late you will lose an over of your batting innings. For example, if your innings is 6 minutes late you will receive 18 overs to bat, if you are bowling first and are the team running late then your batting innings will receive the same penalty.

Penalties will only apply to innings of 10 overs or more in duration. In innings of less than 10 overs duration, Umpires shall apply the penalty run Laws for time wasting especially strictly. This is the only penalty for a slow over-rate.

### **12. Law 21 The Result**

- (a) Law 21 shall apply in addition to the following:

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- (b) A result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.
- (c) All matches in which both teams have not had an opportunity of batting for a minimum of five overs, shall be declared a draw.

### Interrupted or Prematurely Terminated Matches - Calculation of the Target Score

- (a) Should the team batting first receive its full quota of overs and due to interruptions, the innings of the second team is reduced (but still at least 5 overs), the score required to tie the match will be calculated as follows:
  - (b) (d).  $(\text{Score of team batting first}) \times (\text{the quota of overs allotted to the team batting second divided by the quota of overs allotted to the team batting first}) = \text{runs required to tie the match}$ . In the event of a fraction, all numbers are rounded up.
  - (c) **EXAMPLE:** Team A makes 7/145 from 20 overs. Due to a rain delay, Team B have only 13 overs to bat. The revised total to chase will be the following;
  - (d)  $145 \times (13/20) = 145 \times 0.65 = 94.25$ . Using rule 12 (d), that becomes 95 runs.
  - (e) Team B then requires 95 runs to tie the match and 96 runs to win the match from their 13 overs.

### Tied and Drawn Matches

- (a) In all matches in which the scores are equal (i.e. either the number of runs scored or as a result of a draw or tie) the result shall be determined through a tie-breaker "One1 Eliminator" whereby each team bats for one further over.

### The "One1 Eliminator" shall occur as follows:

- (a) Subject to weather conditions the One1 Eliminator will take place on the scheduled day of the match at a time to be determined by the match manager. In normal circumstances it shall commence 5 minutes after the conclusion of the match.
- (b) The One1 Eliminator will take place on the pitch allocated for the match unless otherwise determined by the match manager with the sides batting in the same order. The umpires shall not change ends. The fielding side shall choose which end to bowl from.
- (c) Prior to the commencement of the One1 Eliminator each team shall select three batters and one bowler who shall already have played in the match and the selected players are given in writing to the Umpires.
- (d) Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal Twenty20 match.
- (e) The same ball (or a ball of a similar age if the original ball is out of shape) used at the end of the second team's innings shall be used for both team's "extra" over.
- (f) The loss of two wickets in the over ends the team's one over innings.
- (g) In the event of the teams having the same score after the One1 Eliminator has been completed, the team that hit the most number of sixes combined from its two innings in both the main match and the One1 Eliminator shall be the winner.

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- (h) If the number of sixes hit by both teams is equal, the team that hit the most number of boundaries (fours and sixes) in the One1 Eliminator will be declared the winner.
- (i) In the event that the result is still a Tie after the One1 Eliminator and clauses (l) and (m) above have been applied, the One1 Eliminator (clauses (a)-(h)) shall be repeated until a winner is obtained.

### **13. Match Points**

- (a) First Innings Only (to be retained regardless of result).
- (b) Win = 8 points
- (c) Abandoned = will be entered in as match not played
- (d) Loss = 0 points
- (e) Forfeit = -2 points (minimum number of players to avoid a forfeit is 7).
- (f) Percentage points will be used to determine table position if points ratios are equal: Net run rate

### **14. Heat Policy**

- (a) SACA has the right to abandon any match due to excessive heat. This decision will be made the night prior to match commencement and will be communicated to Team Captains. Team Captains are then responsible for informing their players regarding the status of the match.
- (b) The temperature for West Beach read as at 6pm Saturday Night will be used to determine the status of matches for the following day. If the temperature is forecast to be 38 degrees or higher, matches will be cancelled and team captains notified via WhatsApp. Team Captains will then be responsible for notifying their players.
- (c) The temperature will be taken from the Adelaide Bureau of Meteorology website (bom.gov.au).

### **15. Finance**

- (a) Upon registration for the competition, teams must pay a registration fee amounting to 1 x the weekly fees (\$165). This registration will be counted as match payments for the final round of matches in the regular season.
- (b) Each team must pay \$165 prior to being fixtured, failure to do so will result in the team not being fixtured into the competition. This payment will be held over for the last round of the round robin competition.
- (c) Any team withdrawing from the competition after the fixtures have been released, will be charged a \$200 administration fee.

It is the responsibility of the team captain to ensure that their payments are up to date. Failure to keep up with payments will result in penalties being imposed on teams, at the discretion of the Competition Administration Team.

### **16. Finals Qualifications**

A player must play a minimum of two (2) regular season matches to qualify for the semi-final and final. Any player who does not meet this demand must gain a SACA approved permit. Players must not play more division one games than division two games to qualify for a division two team. Players can not play for two different teams during finals.

- (a) If players are playing under incorrect names then that team will be forfeiting the game. You must ensure your players are playing under the correct name.
- (b) The comp admin team will be taking into account the games played report, from PlayHQ and that report only.



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### **17. Match Managers**

A reminder to teams and players that appointed Match Managers/umpires are responsible for the matches on the day. Their decisions will be classed as final. The Competition Administration Team will not engage with any players or captains on these matters on match days, as the Match Managers are specifically appointed to adjudicate the matches.

### **18. Helmet Policy**

#### **Playing conditions in place for SACA run Senior competitions:**

Batting condition B: Against all types of bowling.

Wicketkeeping condition E: Wicketkeepers standing up to the stumps

Wicketkeeping condition G: Junior Wicketkeepers playing in senior competitions.

Fielding condition J: Fielding in front of popping crease only, within 10m of the crease.

**PLEASE NOTE:** Any player that is aged less than 18 years is prohibited from fielding any closer than 10m from the bat (unless acting as a wicketkeeper or fielding in the slips or a gully position)

For more information - <https://www.community.cricket.com.au/clubs/policies/helmets>

### **19. Disciplinary Actions**

#### **Level 3 offences (Red Card):**

- (a) threatening an umpire or referee;
- (b) physical assault of another player, umpire, referee, official or spectator;
- (c) any act of violence on the field of play;
- (d) using language or gesture that seriously offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion or belief, colour, descent, national or ethnic origin, age, disability, gender, sexual orientation or background.

#### **Suggested sanctions:**

1. Player is sent off the field for the remainder of the match. If he refuses to go, the captain will be warned that it would constitute a refusal to play.
2. Additional 5 run penalty and report
3. If it is a batsman who committed the offence, he is Retired out; and if 9 wickets are down, his team are all out.
4. Match Manager instructs the Captain to remove the player. If it is the Captain who is the offender, the Vice Captain or Senior Player will be instructed to remove the player.

**PLEASE NOTE:** if the Captain is already suspended, then his nominated deputy on the field is to be used.

#### **Level 2 offences (Yellow Card):**

- (a) intimidating an umpire or referee;
- (b) threatening to assault another player, team official or spectator;
- (c) using language or gesture that offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion or belief, colour, descent, national or ethnic origin, age, disability, gender, sexual orientation or background;
- (d) deliberately bowling a high full pitched ball which is deemed dangerous and unfair as defined in Law 42.6(b).

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### Suggested sanctions:

1. Player is sent off for 5 over of playing time or 20% of that innings' overs. Whichever is fewer.
2. Any unexpired penance time is carried forward to the next innings
3. Additional 5 run penalty and report.
4. If a fielder, he can bowl immediately upon his return
5. If a batsman, he is retired not out, and if 9 wickets are down his team is all out. He may return at the fall of the next wicket after his suspension has been fully served or if one of the current batsmen is retired out.
6. Umpires instruct captain to remove player, or vice-captain/senior player if the captain is the offending player.

### Level 1 offences:

- (a) showing serious dissent at an umpire's decision by word or action;
- (b) inappropriate and deliberate physical contact between players in the course of play;
- (c) deliberate distraction or obstruction of another player on the field of play, regardless as to whether such conduct is deemed unfair under Law 42.5;
- (d) throwing the ball at or near a player, umpire or official in an inappropriate and dangerous manner;
- (e) using language or gesture that is obscene or of a serious insulting nature to another player, umpire, referee, team official or spectator;
- (f) causing avoidable damage to the pitch that results in a 5 run penalty being awarded under Laws 42.13 and/or 42.14;
- (g) charging or advancing towards an umpire in an aggressive manner when appealing.

### 7. Suggested sanctions:

This process would be wholly match manager led

- The match manager must report all incidents in the post-match report.
- Immediate 5 penalty runs on first and all subsequent occasions

**PLEASE NOTE:** Suspensions handed down to players during Super League will be enforced by other competitions that they are participating in.

## 20. Team Responsibility

- (a) It is the team's responsibility to ensure that the conduct from all their players is in line with the Spirit of Cricket. Any incidents where sanctions are handed down will reflect on the whole of the team moving forward.

**First Sanction** - If a sanction is handed to a player from a team, their whole team will be given a warning.

**Second Sanction** – If a second sanction is handed down during the season to a player from the same team, it may result in all players within the team being removed from the competition. This decision will be at the discretion of the Competition Administration Team.

- (b) **PLEASE NOTE:** Match points may also be taken away, at the discretion of the Competition Administration Team.
- (c) Poor behaviour from teams will not be tolerated in Super Cricket.