

SCHOOL SPORT AUSTRALIA
15 YEARS BOYS and GIRLS CRICKET CHAMPIONSHIPS
RULES AND GUIDELINES
“The Ricky Ponting Cup”

Note: These Rules and Guidelines should be read in conjunction with relevant School Sport Australia General Policies.

SECTION A - Rules of Competition

1.0 Championship Rules.

1.1 Rules of the Game.

Except as varied hereunder, MCC Laws 2017 Code 3rd Edition (2022) will apply in all matches.

This Championship will adopt the playing conditions from the current CA Under 17s Championships.

1.2 Championship Format.

1.2.1 Schedule of Championships

a) The Australian Championships shall be held annually in the last week in February (or as close as possible to this date.)

b) The conduct of National Championships and the travel to and from must be conducted over a period of time including no more than five (5) school days.

c) A Championship Experience Day must be incorporated as a compulsory component of all School Sport Australia Championship Programs.

d) An Opening and Closing Ceremony will be held at the Championship.

1.2.2 Competition Roster

All Championships shall be hosted in rotation by the participating States / Territories except where changes are agreed to at the National Programs Advisory Group meeting.

1.2.3 Meetings.

The Management Committee shall conduct two (2) meetings during the period of the Championship - A Pre - Championship meeting and a Post Championship meeting. The quorum for any meeting shall be at least one (1) delegate from each competing State / Territory.

1.3 Player Participation.

1.3.1 Age Eligibility.

Any player taking part in the championship must be under the age of 16 years at midnight on 31st December in the year of competition.

1.4 Match Conditions.

1.4.1 Duration.

Boys: The match will consist of one innings per team. Each innings will be limited to 50 overs of six (6) legitimate deliveries.

Girls: The matches will be 2 days of T20 (4 games) and 2 days of 50 overs games. The 1 v 2 final would then be a 50 over match and all others on the final day 40 overs. [updated Oct 2024]
Law 14 - Declarations will not apply in this competition. The captain of the batting side may not declare his innings closed at any time during the course of the match.

1.4.2 Hours of Play.

a) Teams shall arrive at the ground where they are to play at least thirty (30) minutes prior to the time set for the commencement of play.

b) 1st Session 9.30am to 12.45pm

Lunch 12.45pm to 1.20pm

2nd Session 1.20pm to 4.35pm.

The host state may vary the start time based on local conditions

c) Drinks shall be provided by the host State/Territory during all matches. Two drinks breaks per session are permitted, after the 17th and 34th overs. In cases of extreme heat and/or local climatic conditions, extra drinks breaks may be taken. This decision can be made at the Pre-Championship meeting or with the agreement of the umpires during the event.

d) Any player taking drinks on to the field shall be dressed in proper cricket attire.

(Note: The team manager and/or coach are permitted to enter the playing area at authorised drinks breaks).

1.4.3 Interval between innings.

a) **Where** play is interrupted, the Umpires, will reduce the length of the interval to as follows (unless decided otherwise at the Pre-Championship Meeting):

Time Lost

Interval

Up to 60 minutes

No reduction.

Between 60 and 120 minutes

10 minutes.

More than 120 minutes

20 minutes.

(Note: the minimum break for the interval shall be 15 minutes)

b) In an uninterrupted match:

i) Each team shall bat for 50 (six ball) overs unless all out earlier.

ii) If a team fielding fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. Unless otherwise determined by the Championship Committee, the innings of the

team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for completion of the first session. The over in progress at the scheduled cessation time shall count as a completed over. The interval shall not be extended and the second session shall commence at the scheduled time.

The Championship Manager/National Sport Advisor may increase the number of overs to be bowled by the team bowling second if, after consulting with the Umpires, he is of the opinion that events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for cessation of the innings of the team batting first.

iii). If the team batting first is all out and the last wicket falls after the scheduled time for interval, the innings of the team batting second shall be limited to the same number of overs as the innings of the team batting first (the over in which the last wicket falls to count as an over.)

iv) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat up to 50 overs if both coaches agree, except as provided in iii) above. If agreement is not reached, then the game concludes. (updated June 2025)

v). If the team fielding second fails to bowl 50 overs or the number of overs as provided in (ii) (iii) or (iv) above 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.

c) In a match where a start is delayed or where play is suspended:

i). The objective 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 30 overs per team).

ii) The calculation of the number of overs to be bowled shall be based on an average of 15 overs per hour, in the total time available for play, within the scheduled hours of play. The reduction in the number of overs to be bowled will be determined by the umpires.

(Note: Where the start of play is delayed or where play is suspended up to 30 minutes, no reduction in the number of overs (50) to be bowled will apply).

iii) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of its innings as determined by the recalculation of the overs to be bowled.

iv) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the lunch break, play shall continue until the required number of overs has been bowled, and rule 1.4.3 shall apply.

v) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs as the innings of the team batting first (the over in which the last wicket falls to count as a completed over).

vi) If the team fielding second fails to bowl the reduced number of 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 is achieved.

vii) If the innings of the team batting second is delayed or interrupted and it is not possible for the 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 the time lost.

viii) 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.

ix) Fractions are to be ignored in all calculations re number of overs.

x) In circumstances where playing time is reduced any decision to adjust the timing or reduce the lunch break, shall be at the discretion of the umpires

xi) In the case of an abandoned final, joint winners will be declared.

d) If the team batting first is dismissed within 30 minutes of the scheduled lunch break then lunch shall be taken. If the team batting first is dismissed before this time then a 10 minute change of innings will take place followed by the second teams batting period up until the scheduled time for the lunch break. The team batting second will continue their innings following the lunch break.

1.5 Number of Overs Per Bowler

1.5.1 Maximum Overs

a) In a 50 over match no bowler may bowl more than 10 six ball overs.

b) 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 insofar as each bowler's limit is concerned.

c) 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 except where the total is not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance e.g. in a 33 over match, three bowlers may bowl a maximum of seven overs and no other bowler more than six overs.

d) No medium pace or fast bowler (broadly defined by one or both umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than five overs in a spell.

- 1.5.2 **Maximum rest period**
 a) Rest period to be in accordance with the current Australian Junior Cricket Policy.
 b) For the purpose of calculating a bowler's minimum rest period as defined in (a) above, any interruption to play due to weather or an interval shall contribute in the amount of one over for each 4 minutes or part thereof.
- 1.6 **Team Size.**
- 1.6.1 **Number of Players.**
 Teams shall be limited to a maximum of thirteen (13) players.
- 1.6.2 **Player Participation.**
 a) Before the commencement of play and the toss is made in all matches, teams will nominate a squad of twelve (12) players on team declaration forms which will be exchanged by the Captains and handed to the Umpires. However, only eleven of these players shall be permitted to participate as batters, and only eleven shall be permitted to bowl or keep wicket - i.e. the batting twelfth player and the bowling twelfth player may be two different players.
 b) A thirteenth player may be declared as a second wicketkeeper and may replace the first wicketkeeper during the innings. This change may only occur once during the innings (except for serious injury Rule 3.2.2). The replaced wicketkeeper must leave the field.
 c) The Team Declaration Form (which may not be changed without the consent of the National Secretary/Championship Manager) must indicate which player will not bat and which player will not bowl or keep wickets. When nominating the player not to bowl, the wicket keeper should NOT be nominated.
- 1.6.3 **Substitute Fielders.**
 The right of a team to have substitute fielder in accordance with the Laws of Cricket is not affected. These substitutions may occur at any time but should not delay the progress of the game. The substituted player(s) may not bowl the next over on returning to the field.

SECTION B - Competition Structure

2.0 Championship Structure.

2.1 Draw

- 2.1.1 Teams are to be allocated to two pools according to the positions they filled at the previous three championships. The pools will be:
Pool A – 1st, 4th, 5th, 8th, 10th
Pool B – 2nd, 3rd, 6th, 7th, 9th
- 2.1.2 If there are 6 or less teams participating the Championship will be played on a round robin basis with no finals being played. For four teams participating, teams will play two rounds and for 5 or 6 teams one round only will be played.
- 2.1.3 For 7 or 8 teams, the Championship shall be conducted in two Pools. Each team will play the other in the pool once, the two teams in each Pool that have obtained the highest number of points at the completion of the preliminary rounds qualify to contest the Semi-Finals.
- 2.1.4 For 9 or 10 teams, the Championship shall be conducted in two Pools. Each team will play the other in the pool once, the two teams in each Pool that have obtained the highest number of points at the completion of the preliminary rounds qualify to contest the Finals

2.2 Points Allocation.

Win	4
Tie	2
No result	2
Loss	0

2.3 Method of Determining a Winner.

- 2.3.1 The team scoring the highest number of runs will be the winner. If play is restricted, the winner is to be the team with the higher run rate which is determined by dividing the number of runs at the last completed over by the number of completed overs. A minimum of 30 overs must be faced by the second team. If the first team is dismissed, the number of runs will be divided by 50, or the maximum number of overs allowed if less than 50. If any team does not receive 30 overs, the result shall be a draw. However, if a team is dismissed before 30 overs are bowled, this does not, of course, apply.
- 2.3.2 **Equality of points**
 In the event of an equality of points the positions will be determined as follows:
 a) Divide the total number of runs scored by a team by the total number of wickets lost by it.
 b) Divide the total number of runs scored against a team by the total number of wickets taken by it
 c) Divide the former (i) by the latter (ii). The team having the higher quotient shall be considered to have the better performance.
 d) In the event of two teams finishing on equal points and quotients at the completion of the Pool rounds, then the winner of the game between them will decide the higher team. If still undecided, then the higher team will be the team with the higher points at the end of Round Two (2) and if still undecided, then the team with the higher quotient at the end of Round Two (2).
- 2.3.3 **Finals and Play Off Matches.**

In a 7 or 8 team competition (2.1.3) the teams in each pool are listed in order from 1st to 4th. The two highest placed teams in each to contest the semi-finals -

Semi-final (1) - 1st Pool A v 2nd Pool B

Semi-final (2) - 1st Pool B v 2nd Pool A

(Note: In the event of a tie or no result in a Semi Final, the team finishing 1st in their pool will be deemed the winner)

b) The winners of the two semi-finals will play the final. The losing semi-finalists will play off for 3rd and 4th positions.

c) Teams placed 3rd and 4th at the completion of the pools matches will play the two teams which they have not previously met in the other pool over the final two days. Final positions for these teams will be calculated as for 2.3.1 and 2.3.2 above.

2.3.4 **FIXTURE MODEL 10 TEAMS [crossovers and finals]**

Days 1-5 Pool games [Bye teams play each other in a cross pool game]

Education Excursion to be conducted during pool games [e.g. day 3 or 4]

Day 6 Cross over finals – 1st Pool A v 2nd Pool B, 1st Pool B v 2nd Pool A, 3rd Pool A v 4th Pool B ...etc. 5th Pool A v 5th Pool B

Day 7 Finals – Winners play off for positions 1-6. 7, 8, 9, 10 play team not played previously if possible.

Teams arrive Saturday and leave following Sunday following finals.

Each team plays 6 games

2.3.5 **Results.**

a).Results of all matches shall be handed to the Championship Organiser or such other person designated at the Pre Championship Meeting, on the official form provided, not later than thirty (30) minutes after the close of play.

b).When any cricket is played, all performances should be included in both team and individual results.

2.3.6 **Disputes.**

Any protests must be lodged in writing with the National Sport Advisor/Championship Manager before 6.00pm on the date of the match and will be dealt with by a conference chaired by this person and consisting of one representative from each participating team.

2.3.7 **Alteration to Program.** The Championship Manager/National Secretary, in liaison with the team managers, may alter the program in any manner it deems fit to ensure that teams are given the maximum opportunity to play.

SECTION C - Facilities and Equipment

3.0 Grounds and Equipment

3.1 Venues

The host state/territory should always endeavour to select a central venue(s) that has multiple turf wickets at one complex to ensure efficient communication, support and the interaction of players.

3.2 Grounds

3.2.1 Wickets and Covers.

a) All matches are to be played on turf. Covers are to be used for the duration of the championship. Should the Umpires decide that the covers are to be used during the course of a match, it will be the responsibility of both competing teams to assist with any labour required.

b) If a wicket is to be rolled between innings at any ground, team officials must be informed prior to the commencement of the day's play.

3.2.2 Substitute Wickets.

a) Synthetic covered concrete wickets are to be used if the turf wickets are unavailable due to weather or unforeseen circumstances. All arrangements for the use of these alternate wickets must be made prior to the commencement of the event

b).The host State/Territory should have no hesitation in moving to synthetic wickets during a Championship when needed to ensure all matches are given the maximum opportunity to be played.

c).When interpreting wides on these wickets, the host state/territory local rules will apply and must be circulated to all competing teams prior to the commencement of the Championships.

3.2.3 Fitness for Play.

The Championship Management Committee shall be the sole judges of the fitness of the grounds and pitches prior to 30 minutes before the set time of commencement each day.

Thereafter the appointed umpires will decide on the fitness of the pitch, ground, weather and light for play.

3.3 Equipment.

3.3.1 The Ball.

Four-piece white leather balls approved by Cricket Australia are to be used in all matches on turf. Two-piece leather balls are to be used in all matches played on synthetic surfaces. Boys to use 156g balls and girls 142g.

3.3.2 Clothing.

All matches are to be played in cricket boots or predominantly white rubber-soled shoes. Teams can choose to wear coloured uniforms and headwear corresponding to their State / Territory colours.

3.3.3 Protective Equipment.

- a) All batters must wear protective helmets in line with the CA Junior Cricket Policy.
- b) It is compulsory for fielders positioned within 10metres of the bat in front of the wicket to wear a helmet and protector.
- c) All Wicketkeepers keeping up to the stumps must wear protective helmets in line with CA Junior Cricket Policy

3.3.4 Scorers and Score Sheets.

Each team shall provide one official scorer for each match. Scorers are asked to ensure that correct names and initials are used and that twelfth player, umpires and captains are also recorded. Similarly, the need for accuracy in recording sundries is stressed. Copies of score sheets are to be given to the Championship Manager by both scorers, at the conclusion of each match

3.3.5 Scoreboards.

The host State/Territory shall ensure there is, at each match, a board visible to all players on the field displaying the numerals for runs scored, wickets lost, and overs completed in the innings in progress.

SECTION D - Match Officials

4.0 Officials.

4.1 Umpires.

- 4.1.1 The host State/Territory is responsible for appointing suitably qualified umpires accredited by a recognized Umpires' Association.
- 4.1.2 A written statement containing rules and expectations should be forwarded to all umpires prior to the Championship.
- 4.1.3 An Umpire's representative should be invited to attend the Pre-Championship meeting which will discuss rules and players/coaches codes of conduct.

4.2 Ground Managers.

Ground managers must be appointed for all venues used during the event. They will be required to be in attendance for the duration of the championships.

SECTION E - Trophies and Awards

5.0 Championship Awards.

5.1 Major Trophy.

The Ricky Ponting Cup will be presented to the winning boys team.

5.2 Friendship Pins.

It is recommended that state/territory friendship pins be exchanged by teams following the toss of the coin.

5.3 Merit All Australian Team.

A Merit All Australian Team consisting of thirteen (13) players shall be selected based on performance, at the conclusion of the Championships.
Overage students with age dispensation are not eligible for team selection.

SERVICE AWARD RECIPIENTS

NAME	STATE	YEAR
Jack Beattie	WA	2009
Grahame Barrett	NSW	2010
Robert Lamb	VIC	2010
Greg Irvine	ACT	2011
John Ahrens	QLD	2011
John Nash	SA	2012
Trent English	SA	2014
Andrew Fearon	QLD	2015
Ian Bycroft	WA	2015
Damian Toohey	NSW	2015
Sam Davis	WA	2018
Peter Smith	WA	2024