



NSWCCC CRICKET - BERG SHIELD RULES – Updated November 2018

This competition is named in honour of Br Brian Berg cfc who devoted so much of his energy to interschool cricket competitions and still maintains a keen interest.

1. The Br. Brian Berg cfc Shield competition is for Catholic Schools in NSW.
2. Players from Years 7-9 are eligible at the commencement of the competition in Term Four. Year 9 students who go to Year 10 in Term One are eligible to continue to play in the remainder of games in this competition. Year Ten students are not eligible to play in this competition in Term Four
3. Matches are to be played on turf wickets preferably or artificial/synthetic wickets if there are none available.
4. Semi final matches will commence no later than 10.00am, with a 10 minute interval between innings.
5. Final match to commence no later than 9.30am, with a 10 minute interval between innings. The final will be played on a neutral ground where possible.
 - i. Each team, unless dismissed beforehand, shall receive twenty (20) six ball overs. The team which scores the greater number of runs shall be declared the winner.
 - ii. No bowler can bowl more than four (4) overs in the course of the game. In the event of a bowler being injured or suspended, another player shall complete the over.

6. Restrictions on Bowlers

- i. Team captains in all competitions must indicate on their declared team sheet for each match those players who are under 16, 15 or 14 years of age on the 31st August prior to the cricket season in question.
- ii. No bowler shall bowl more than 4 of the total overs allowed in an innings. 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, unless such a number has been exceeded before the interruption. When an interruption occurs mid-over, and on resumption the bowler has already exceeded the new maximum over allocation, they will be allowed to complete the over.
- iii. If the total overs allowed is not divisible by five, one additional over is allowed to the maximum number per bowler necessary to make up the balance.
- iv. In the event of a bowler being unable to complete an over, another bowler shall bowl the remaining balls. Such part of an over will count as a full over insofar as each bowler's limit is concerned.

| Total allocated overs in innings | Maximum overs for each bowler |
|----------------------------------|-------------------------------|
| 10 overs | 2 overs |
| 11 – 15 overs | 3 overs |
| 16 – 20 overs | 4 overs |

Any breach of this competition rule is to be referred to the NSWCCC Executive Officer immediately. The offender may award a forfeit as a consequence of unfair play.

Each team may have twelve players participate in the match. Eleven only may field, up to eleven only may bat. Coaches must exchange team lists before the toss and must nominate at that time the player who will not field and the player who will not bat.

7. The Result

- i. If scores are equal in matches where both teams have had the opportunity of batting for the agreed number of overs, the winner will be declared as the side who has lost the least number of wickets. If the result cannot be decided by the above means, then the side that has bowled the least number of wides and no balls combined, shall be declared the winner. If the result still cannot be determined, the winner will be the team that hit the most boundaries (4s and 6s combined). If the result still cannot be determined, teams will compete in a super over.
- ii. The super over shall consist of one bowler bowling six (6) balls against four (4) batsmen. If three batsmen are dismissed inside the six balls, then the super over is completed and the

teams will swap over. The team with the most runs in the super over will be declared the winner. If scores are still level at the completion of the super over, then the rules from (i) will apply again.

- iii. Should a game finish with teams having batted for a different number of overs, the result will be decided on Net Run Rate. Net Run Rate is calculated as the runs scored divided by the number of fully completed overs (Fractions are to be ignored in all calculations regarding the number of overs).

8. No drinks breaks shall be permitted unless agreed upon by the coaches and umpires in the event of hot weather. An individual player may be given a drink either on the boundary or, at the fall of a wicket on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires.
9. Coach Intervention – There is to be no coaching at any time during the match.
10. The Captains, accompanied by their Coach or Manager, and dressed in on-field match clothing, shall toss for the choice of innings on the field of play 30 minutes before the scheduled or rescheduled time for the match to start. The captain winning the toss must immediately notify the opposing captain and the umpires of his decision to bat or bowl.

11. Length of Innings

I. Uninterrupted Matches

- a. Each team shall bat for 20 six ball overs unless dismissed earlier.
- b. If the team fielding first 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.
- c. The innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as an over.
- d. The number of overs to be bowled by the team bowling second may increase if events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time
- e. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs except as provided in (b) above.

II. Delayed or Interrupted Matches

a. N.B. Electrical Storm

If thunder follows a lightning flash by thirty (30) seconds or less, then people in the open are at risk of being struck by lightning. In this circumstance play must cease immediately, and all people take cover. You should not take shelter under trees, and you should avoid contact with plumbing. Play must not resume until thirty (30) minutes after the last lightning flash.

b. N.B. Excessive Heat

When the air temperature exceeds 38 degrees Celsius then the match must be abandoned. When the air temperature is above 34 degrees Celsius the umpires can declare the conditions are unsuitable for play and can call the game off (or modify the game to provide more and longer drinks breaks). The umpires are solely responsible for the decision to cancel, or modify the game. Below that temperature, the level of humidity, amount of sunshine, wind and general feel of the ground should be assessed. High humidity, intense sunlight and still air may increase the risk of heat illness enough to require the game be modified. If local conditions would place players or umpires at risk the game should be modified, or abandoned if absolutely necessary

12. General

- i. The Umpires may reschedule the commencement time of any match in order to allow each team to receive a minimum of 5 overs. Because of this, there shall be no provision to reschedule the match's cessation time.
- ii. The objective shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs.
- iii. The calculation of the number of overs (16 per hour) to be bowled shall be based on an average rate of 3.75 minutes per over in the remaining time available for play. If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the scheduled cessation time.
- iv. The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs.
- v. Incomplete or fractions of overs are ignored.

13. Playing Time Lost Before, or During, the Innings of the Team Batting First

- i. The number of overs in the innings both teams shall be reduced subject to the amount of available time remaining.
- ii. There shall no provision to reschedule the match's cessation time.
- iii. The number of overs to be reduced by each team shall be based on a rate of 3.75 minutes per over in the remaining time available for play.
- iv. Where the number of overs to be received by each team is reduced, the field restrictions for each innings shall be reduced in proportion to time lost.
- v. Incomplete or fractions of overs are ignored.

14. Playing Time Lost after the Innings of the Team Batting First

- i. If it is not possible for the team batting second to have the opportunity to bat for the same number of overs as the team batting first, that number shall be based on a rate of 3.75 minutes per over in the remaining time available for play.
- ii. The field restrictions for the innings of the team batting second shall apply in the same proportion as those for the innings of the team batting first.
- iii. Incomplete or fractions of overs are ignored.

15. Failure To Bowl Required Number Of Overs

- i. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until required number of overs has been bowled.
- ii. If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation play shall continue until required number of overs has been bowled

16. Restrictions On The Placement Of Fielders

- i. An imaginary circle will radiate in all directions 10m from the batter in their normal batting position. No fielders (other than the wicketkeeper, off side slips and gully) will be allowed inside this circle at the instant of delivery, unless wearing a cricket helmet (complete with face guard). This field restriction area may not be marked on the ground but will be identified at the discretion of the umpires.
- ii. At the instant of delivery, there may not be more than 5 fielders on the leg side or more than 2 fielders behind square leg on the leg side.
- iii. For the first 6 overs there may be no more than 2 fielders outside the marked fielding circle, after which there may be a maximum of 5 players outside the fielding circle.
- iv. In the event of an infringement of any of the above fielding restrictions either umpire shall call and signal "No Ball".
- v. **Failure to bowl required number of overs**
 - a. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until required number of overs has been bowled.
 - b. If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation play shall continue until required number of overs has been bowled

17. Scoring No Balls and Wides

- i. One (1) run shall be awarded for each no ball or wide, plus any runs scored

18. Law 42.6 (A) (Bowling Of Fast Short Pitched Balls)

- i. A bowler shall be allowed to bowl one fast short pitched delivery per over.
- ii. A fast short-pitched delivery is defined as a ball which after pitching, passes or would have passed above shoulder height of the batsman standing upright in his normal guard position at the crease but not clearly above his head.
- iii. The Umpire at the bowler's end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled.
- iv. In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batsman, other than a fast short pitched ball as defined in (b) above, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide and will also count as the one allowable ball above shoulder height for that over.
- v. In the event of the bowler bowling more than one fast short pitched delivery in an over as defined in (b) above, the Umpire at the bowler's end shall call and signal No Ball on each occasion. In addition when the ball is dead, the Umpire shall caution the bowler, inform the Captain of the fielding side, the batsman at the wicket and the other Umpire of what has occurred. This caution shall apply throughout the innings.
- vi. If there is a second instance of the bowler being no balled for bowling more than one fast short pitched delivery in an over, the Umpire shall repeat the procedure in (e) above and advise the bowler that this is his final warning.
- vii. Should there be any further instance by the same bowler in that innings, the Umpire shall call and

signal No Ball and when the ball is dead, direct the Captain to take the bowler off forthwith. If necessary the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.

viii. **Full Pitched Bowling**

- ix. If a full pitched ball passes or would have passed above the waist height of the striker standing upright at the crease, either Umpire shall call and signal no ball. Note: Law 42.8 shall remain in the event of deliberate full pitched bowling.

19. Free Hit After A Foot Fault No Ball

- i. The delivery following a No ball called for a foot fault (Law 24.5) shall be a free hit for whichever batter 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 batter is facing it.
- ii. 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 there is a change in striker (For example, a foot fault no ball is called, and the batters run 1, 3 or 5. The fielding team captain is allowed to change the field for the free hit delivery).

20. Wide Bowling

- i. Any delivery that in the opinion of the umpire does not offer the batter a reasonable opportunity to strike the ball on both the off side and leg side shall be called 'wide'

21. The Ball

- i. The boys will use a red leather 4-piece ball and weigh 156 grams.

22. Boundaries

- i. Boundaries are to be set and marked at 50 metres. If an unauthorized person enters the playing arena and handles the ball, the Umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batsman is liable to be out as a result of the unauthorized person handling the ball. See Law 19.1 (c).

23. Underarm Bowling

- i. The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the Umpire shall call and signal dead ball, and the ball is to be re-bowled over arm.

24. Helmets

- i. Each batter must wear a helmet at all times when batting. If an incoming batter refuses to wear a helmet, the adjudicating Umpire will decree that batter be automatically dismissed

25. The Fielders

- i. The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the Umpires do not consider that it constitutes a waste of playing time. A batter may only change other items of protective equipment (e.g. batting gloves, etc.) provided that there is no waste of playing time.

26. Umpires will be provided

27. Each team must provide their own stumps

28. Each team must supply their own lunches on the semi final day. Lunches will be provided for 12 players and 2 staff on the final day.

29. Umpires are to arbitrate on any disputes arising from discrepancies in the score books.

30. Scorers MUST be competent and experienced. Scorers from both teams are to sit together and players are asked to stay away from the scorers.

31. The cost of umpires is to be shared equally by both teams.

32. The committee reserves the right to rule on any disputes which may occur throughout the competition.

33. Dead line date for all rounds of the Berg Shield shall be determined by the committee. Extensions of time must be given by the competition coordinator

34. Any extension not approved by the competition convener before the match shall be deemed a forfeit by both teams.

- 35.** The Committee reserves the right to rule on any dispute which may occur throughout the competition. Any appeal relating to a match must be submitted to the convener within 24 hours of the completion of the match. The convener will form a disputes committee which will include The Competition Convener and The CCC Cricket convener.
- 36.** All matches shall be played under the current laws of play and experimental laws of play in Australia as stipulated by The Australian Cricket Board and for one day, limited over and subject to any variation therein.
- 37.** All round results are to be emailed to the Competition Coordinator within twenty four (24) hours of the match. If a match result is not lodged with the convener on time the convener may award a forfeit in the next round.