

# SSJCA Split Innings Format – Rules and Guidelines

## Who Plays Split Innings

Split Innings format to apply as follows:

- Under 10: Compulsory for all grades that play 35 Overs.
- Under 12: Optional for 12B
- Under 12: Compulsory from C Grade down, for teams that play Traditional cricket
- Under 14: Optional from C Grade down for teams that play Traditional cricket
- Under 16: Optional from C Grade down for teams that play Traditional cricket

## Game Structure

### The first Innings of each Team

Assuming there are no interruptions to play the format is as follows:

- 1) On Day 1
  - a) The team batting 1st will bat until either:
    - i) they have received their quota of overs; or
    - ii) the scheduled drinks break; or
    - iii) they are dismissed.
  - b) After the prescribed break (see below) the other team will commence their innings and bat until either:
    - i) they have received their quota of overs; or
    - ii) the scheduled end of play for the day; or
    - iii) they are dismissed; or
    - iv) they declare their innings closed.
- 2) On Day 2
  - a) If the 1st team have wickets remaining then they continue their 1st innings until either:
    - i) they bat their full quota of overs; or
    - ii) they declare their innings closed; or
    - iii) they are dismissed.
  - b) If the 2nd team have wickets remaining then they continue their 1st innings until either:
    - i) they bat their full quota of overs; or
    - ii) the scheduled end of play for the day; or
    - iii) they declare their innings closed; or
    - iv) they are dismissed.

### The Second Innings

When both teams have batted, and if time permits, the match continues exactly the same as in a normal traditional match; for example:

- 1) The team that batted 1<sup>st</sup> starts its 2<sup>nd</sup> innings;
- 2) Or if a follow on is enforced the 2<sup>nd</sup> team bats again.

If time permits either side may now pursue an outright.

Teams 2<sup>nd</sup> innings are NOT subject to a split innings.

## Prescribed Breaks in Play

There are now three types of prescribed breaks (i.e. breaks not caused by weather, injury etc):

- The break between Innings
- The scheduled drinks break
- Additional drinks breaks due to hot weather

### ***Break between Innings***

- 1) If an innings finishes before the quota of overs then an Innings break of 10 minutes should be taken (5 minutes only for SPLIT 35), and the scheduled drinks break should not be taken unless weather conditions demand it.
- 2) If teams bat their full quota of overs then there should be an Innings Break of 10 minutes (5 minutes only for SPLIT 35) and no drinks break based on time; except if hot weather requires more regular breaks. In other words the breaks should occur when Innings are completed.

Please Note: Due to the shorter period of time the break between innings for SPLIT 35 Cricket should be 5 minutes

### ***Scheduled Drinks Break***

Unless there has been a change of batting team in the previous 15 minutes there shall be a scheduled break as follows:

- SPLIT 35, a 5 minute break at the end of the over in progress at 11.05am (assuming a 10.10am start)
- SPLIT 50, a 10 minute break at the end of the over in progress at 9.25am (assuming a 8am start)
- SPLIT 60, a 10 minute break at the end of the over in progress at 10.15am (assuming a 8.30am start)

### ***Additional Drinks Break***

In very hot conditions additional drinks breaks may be taken as needed as the welfare of the players as paramount. Unless the circumstances require otherwise:

- 1) Players should not leave the field
- 2) There is no set time for such breaks, and play should continue as soon as possible.

## Day Washed Out

### **No Play Week 1**

If there is no play possible on Week 1 the game becomes a one day game the following week; and Split Innings does not apply.

- In the case of 35 Over games the one day game will comprise of two 17 over innings

### **No Play Week 2**

If there is no play possible on Week 2, the game will be declared a draw.

## Loss of Time

If time is lost due to weather or any other conditions the innings' will be reduced.

## Minimum overs for a result

If there is loss of time in during the match, the following is the minimum to constitute a match; unless either team is dismissed in fewer overs:

- 35 Over Game, 15 overs per team.
- 50 Over Game, 20 overs per team.
- 60 Over Game, 25 overs per team.

## Reduction in Overs

Where time is lost then the scheduled number of overs for each team's 1<sup>st</sup> innings is as follows:

$$\text{No. of overs for each team}^1 = (\text{Overs already bowled} + \text{Numbers of overs remaining}) / 2$$

Where the 'Numbers of overs remaining'<sup>2</sup> = (Total time remaining, in minutes) / 3.5

- 1) If the resulting 'no. of overs for each team' is less than the overs already batted by Team A, then Team B should face as many overs as time permits; and if the minimum overs are bowled the result is determined on run rate.
- 2) If the time remaining includes some of Day 1 and all of Day 2 factor in the full quota of overs for Day 2 rather than divide time by 3.5 minutes

**Example #1: On Day 1 of a 50 over match: Team A bats 14 overs and Team B do not bat**

1. 50 overs remain (i.e. all of day 2)
2. No. of overs for each team =  $(14 + 50) / 2 = 32$
3. Team B bats for 32 overs
4. Team A bats for 18 overs

Thus on Day2:

- Team B bat for 16 Overs, one half of their remaining overs
- Team A bats their remaining 18 overs
- Teams B complete their final 16 overs.
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- Teams will need to consult with the Competition Manager whether or not Team A Continues to bat on Day2 when time is lost

**Example #2: One Day1 of a 50 over match Team A bats 25 overs and Team B bats 15 overs**

- 50 overs remain (i.e. all of day 2)
- 40 overs have been bowled
- No. of overs for each team =  $(40 + 50) / 2 = 45$
- Team B bats for 10 overs, to match the overs faced by team A
- Team A bats for 20 overs; or until dismissed
- Team B bats for 20 Overs; or until dismissed

## Bowling Restrictions

- 1) In SPLIT 35 Cricket no player may bowl a 4<sup>th</sup> over until 7 players have bowled 3 overs. There shall be a maximum of 5 overs per bowler per innings.
- 2) In SPLIT 50 Cricket no player may bowl more than one-half of the maximum permissible overs until 7 players have bowled at least 1 over.
- 3) In SPLIT 60 Cricket there are no additional bowling restrictions. The restriction for Traditional Cricket apply.