GROUP II TEAMS (13A & below, 14B & below, 15B & below, 16B & below, Open 4ths)

1. All games are one-day adapted limited-over games. The actual format of the game may be changed by mutual agreement of the respective school's Masters-in-Charge of Cricket prior to the day of competition.

2. A team may consist of twelve or more players of which only 11 may bat.

3. Bowling.

   a. An over will consist of 6 legitimate balls, but no more than 8 deliveries.

   b. No bowler may bowl more than 5 overs.

   c. A maximum of 11 players on the fielding side will take the field at any one time. The remaining players in the team will remain outside the boundary and will be rotated on and off at the discretion of the Coach.

4. Batting.

   a. Captains must exchange batting orders before the toss of the coin.

   b. A batsman may be retired at the discretion of the Coach and is allowed to return to continue his innings in the sequence in which he was retired.

   c. LBW rule for 13A teams: As per Note 1 of Notes for Cricket Coaches in All Grades. LBW rule for other teams: If the batsman offers an attempt to play at the ball he cannot be given out "LBW".

5. If there is no time lost by a late start or by the weather:
   Each team faces 32 overs (192 legitimate balls) provided there is to be a minimum of THREE HOURS playing time, subject to weather or pitch conditions. If the time available is less than three hours the Coaches can opt to follow the format set out for Group III Teams.

6. If time is lost by a late start or by the weather:

a. BECAUSE OF A LATE START OR DURING THE INNINGS OF THE TEAM BATTING FIRST, the number of minutes lost shall be divided by six and the resultant whole number shall be the number of overs lost to EACH team.

   E.g. A 16-minute late start means a 30-over per team game (60 overs in total) with half-time after 107 minutes; A 30-minute late start means a 27-over per team game (54 overs in total) with half-time after 100 minutes.

b. AFTER THE INNINGS OF THE TEAM BATTING FIRST, an over shall be lost for each whole 3 minutes lost. Where the team batting second does not have the opportunity to receive the same number of overs as the team batting first due to weather or ground conditions, the target score for the team batting second shall be calculated as:

   [(team batting first total / maximum overs of team batting first) x maximum overs of team batting second] +1 (rounded down if result is not a whole number)

   E.g. Team A has batted for 32 overs. During the innings of Team B, 15 minutes are lost. When play resumes, Team B will receive a maximum of 27 overs.

7. Note that the team batting second if not dismissed should expect to receive its full quota of overs even though they may have won the game earlier.