

GROUP I TEAMS (3, 17A, 16A, 15A, 14A)

1. Games are two-day games except where otherwise directed and subject to Rule 5. The follow-on is 75 runs.
2. Times of Play: 9.00am-1.00pm or 1.30pm-5.30pm on each of the playing days.
3. Drinks may be taken on the field after each continuous hour's play but not within 15 minutes of the scheduled completion of play. Drinks breaks must occupy a maximum of four minutes. Each team is responsible for its own drinks.
4. Replacements: Where a replacement is needed at the start of the second day's play of a two-day game, such replacement shall have full playing rights but must be a player of a type similar to the one he replaces.
5. First Day Washed Out: If the first day of any scheduled two-day game is washed out, the second day becomes a limited over game with the number of overs as for Group II Teams.
6. Scheduled One-Day Games: When one-day games are scheduled in the draw, these will be limited-over games with number of overs as for Group II Teams.
7. Unless weather/pitch conditions prevent a full day's play on the first day of a two-day game, the team batting first must declare no later than stumps on the first day. There should be a minimum of THREE HOURS playing time on the second day (subject to weather conditions).
8. Teams are expected to complete a minimum of 65 overs during each uninterrupted playing day. Coaches are to ensure their Captains are maintaining an over rate of approximately 16 overs/hour.
9. The attention of Coaches of Group I Teams is directed to Note 8 and Note 12(2) in the Notes for Cricket Coaches in All Grades regarding fast bowler loads. The relevant sections for Group I Teams is as follows:

Age Group	Max Overs In a Spell		Max Overs In a Day	
	Two Day	One Day	Two Day	One Day
Under 19	8	8	20	1/5 of Total
Under 17	6	6	16	1/5 of Total
Under 16	6	5	12	1/5 of Total
Under 15	6	5	12	1/5 of Total
Under 14	5	5	10	1/5 of Total
Under 13	5	5	10	1/5 of Total