



MSW CRICKET POST CHRISTMAS T20 COMPETITION FOR AGES UNDER 13 TO 17

Match Structure

- All matches are of one innings only, played on a single fixture day.
- Games shall commence at 1-30pm and conclude at 4-20pm unless agreement is reached between the teams coaches/managers of any variations prior to the commencement of the game.

1 st Innings	1-30pm to 2-50pm
Interval	2-50pm – 3-00pm
2 nd Innings	3-00pm – 4-20pm
- The toss shall be conducted 20 minutes prior to the commencement of the game by both team captains.
- Both teams shall record their teams in their respective score books at the time of the toss to avoid players being substituted during the course of the game.
- If the team batting first is dismissed in less than 20 overs, then a 10 minute break will be taken prior to the commencement of the other team's innings.
- A drinks break, of three minutes maximum, shall be taken at 10 overs and players shall not leave the field during this break.
- Each team is required to supply an umpire and scorer.
- When playing time has been lost the revised number of further overs to be bowled in the match shall be based on a rate of 4 minutes per over in the total remaining time available for the innings. Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an

over, the number of total overs to be bowled in the innings will be calculated as if the over in progress at the time of the interruption had been completed.

Results of Matches

- Each team must bowl a minimum of 10 overs in order for the result of a game to be determined.
- Scorers are obliged to maintain a score at the end of each over of the batting team from over number 10 to the conclusion of the innings.
- At the conclusion of the match, authorized team representatives are to complete a Match Abstract to ensure that correct details are entered in to My cricket.

Balls

- Balls shall be four [4] piece red leather Gabba ball. The weight to be 156g
- The fielding side shall provide a new ball for all matches

Coaching

- On field coaching by coaches or stand-in umpires, and/or vocal coaching from the side-lines, is not justified or acceptable for these older age groups. Players are to be responsible for the control and running of the game, with Captains to be responsible for developing game strategies, setting fields, and maintaining required over rates etc.
- No on field or sideline coaching at all is allowed by coaches or stand-in umpires, in the Under 13 Division 1 and Under 14 Division 1, and all Under 15, 16 and 17 competitions.
- In grades other than those listed above, on field coaching by coaches or stand-in umpires only) is to be limited to minimal advice to the team captain only - at the change of overs or at the fall of wickets. That is – coaches or stand-in umpires may make minimal comments only to the captain, and not deliver general instructions regarding field settings or strategies to a number of players.

- In all age groups from Under 13 through U17, coaching can take place during drink breaks, or where appropriate, a '12th man' can be utilised to deliver a message to the team captain. The use of the '12th man' runner should be kept to a minimum so as not to be disruptive to the game, with messages delivered only at breaks in play such as changes in overs, or the fall of a wicket.

Pitch and Boundaries

- The following field boundaries (measured from the stumps) will apply for matches played in the relevant age groups:-
 - Under 13 and U14 50 metres - measured from stumps at both ends
 - Under 15 thru U17 60 metres - measured from stumps at both ends
- Where light poles, posts or other obstructions intrude into the playing field, boundary markers must be adjusted to ensure that the obstructions are 'out of bounds'.

Batting

- Batsman shall face a minimum of 20 balls and a maximum of 50 balls before retiring - Not Out.
- Any not out batsman so retired may resume his/her innings in order of retirement, once all other players have been dismissed or retired.
- Any batsman retiring without facing 20 fair balls shall be retired **out**, and is not permitted to bat again.
- A No Ball is considered to be a ball faced, as the batsman can score runs from the delivery.
- To ensure maximum participation of all players in this competition, batting orders shall be reversed from game to game.

Bowling

- The maximum number of overs per bowler shall be three (3), which can be delivered in one spell if desired.

Fielding Restrictions

- No junior cricketer in the Under 13 and 14 age groups is to field closer than 10 metres from the popping crease of the batsmen on strike, except in an area 90 degrees on the offside from Point to the wicketkeeper.
- A distance of 5 metres can apply for Under 15 through U17 players provided they are at least 14 years of age.
- For Under 15 through Under 17 players only, fielders may come within 10 metres - **but not closer** than 5 metres - **provided** they wear protective gear, including a helmet with face guard and a genital protector (Box).
- If these distances are contravened a **NO BALL** shall be called.
- No participant in Under 13 through Under 17 acting as a Wicketkeeper is permitted to stand up to the stumps without wearing a protective cricket helmet with a face grill. The term 'up to the stumps' refers to the zone formed by an arc measured 1.5 metres out from the centre stump. Play is to be halted until the Wicket Keeper dons the correct protective gear, or until he or she moves to more than 1.5 metres back from the stumps.

Wide Balls

- If the ball lands outside the pitch width, it shall be deemed and called "**WIDE**" – unless otherwise considered "dead" as described below. **A Wide is not called until the ball has passed the striker's wicket.**
- A batsman cannot score runs nor be dismissed off a wide, except under the normal rules of cricket.
- If the batsman steps off the pitch and hits the ball, it cannot be called "Wide" and, because the batsman has played at the ball, he/she can be caught or run out.

- A **Wide** shall be scored as one (1W) - entered in the scorebook as sundries.
- Should a wide ball proceed past the wicket keeper to the boundary, five (5) wides shall be scored – four for the boundary plus the penalty for the wide. Likewise, should a wide ball proceed past the wicket keeper or fieldsman, any runs taken by the batsman shall be scored as wides. That is:-
 - If no runs are taken 1W (Wide) - 1 sundry , scored as a wide
 - if one run is taken 2W (wides) - 2 sundries, scored as wides
 - if two runs are taken 3W (wides) - 3 sundries, scored as wides
 - If the ball goes to the boundary 5W (Wides) - 5 sundries, all scored as wides

Example: If a wide is bowled and it proceeds past the wicket keeper and the batsmen run two runs, the addition to the score is three sundries – marked in the 'wides box' - not 1 wide and two runs.

- Wides are to be included in the runs scored against the bowler, and in the relevant 'Sundries Box', marked as 1W, or 3W etc.
- Where the ball lands on the wicket and is called a **Wide**, the normal rules of cricket apply. That is, the batsman can be out Hit Wicket, Stumped, Handled the Ball, Run Out, or Obstructing the Field.

Dead Ball on Non-turf Wickets

- When the ball, having been properly delivered by the bowler, lands on **or off** the pitch and thereafter behaves so erratically that, in the opinion of the umpire, the behaviour is not due to the bowler's technique, the delivery shall be declared "**DEAD**" and not be counted in the over. No runs can be scored and no batsman can be dismissed from such a ball.
- Where a ball being returned to the wickets strikes the edge of the concrete pitch or a clump of grass at the irregular perimeter of the pitch, and bounces erratically away from the fielding player, the ball at that point shall be declared as Dead and no additional runs are to be taken.

Dangerous Deliveries and No Balls

- Any **short-pitched fast delivery** reaching the batsman **above shoulder height**, when standing in a **normal batting stance at the crease** shall be called "**NO BALL**".
- Any **full-pitched delivery (fast or slow)** reaching the batsman **above waist height**, when the batsman is standing in **normal batting stance within the crease** shall be called "**NO BALL**".
- It is not acceptable within the spirit of Junior Cricket for fast bowlers to deliver short pitched balls or 'beam balls' in an effort to intimidate a batsman. Where an umpire is of the opinion that this is occurring, he/she shall warn the bowler and the Captain regarding the inappropriate play – and furthermore, may request the Captain of the bowling team to remove the bowler from the attack if the intimidatory approach is not ceased.
- In Under 13 through to Under 17, a ball bouncing (hitting the ground) three or more times before it reaches the batsman, shall be called a NO BALL. The NO BALL can be called by either umpire, and a player cannot be dismissed from such a delivery, except under the normal rules of cricket – that is -Run Out, Hit The Ball Twice, Handled The Ball or Obstructing the Field. The bowler is required to re-bowl the delivery.
- A NO BALL shall be scored as 1 run - entered in the scorebook as sundries, except where the batsman strikes the ball and runs. In this instance, one run shall be scored as 'Sundries', and all runs completed by the batsman shall be credited to the batsman's score; that is :-
 - If one run is taken 1N (No Ball) **plus** 1 run to the batsman
 - If three runs are taken 1N (No Ball) **plus** 3 runs to the batsman
 - If no run is taken 1N (No Ball) only
- All NO BALLS and runs are to be scored against the bowler, however only the one penalty is to be marked in the appropriate 'Sundries Box'. The only exception to this is where Byes and Leg Byes result from a NO BALL. In this case, the byes plus the penalty are totalled, and listed as NO BALLS.
- A fast delivery shall be defined as one bowled by a fast or medium paced bowler to whom the wicket keeper would normally stand back from the stumps to receive. It is not a NO BALL if a ball delivered by a spin bowler with a normal spinning action, bounces above the batsman's shoulder height.

Points Scored for T20 Matches

- Points will be allocated as follows:-
 - Match Win 6 points
 - Tied Games (equal scores) 3 points
 - Washed Out Games 3 points
 - Match Loss 0 points
 - Loss by Forfeit 0 points
- Points for a Bye shall be allocated at season's end as noted for two-day games.
- Six (6) points will be awarded to the team who scores the most number of runs, irrespective of the number of wickets lost.
- There are no outright decisions on one-day games.
- . Bonus points are allocated in both innings, on the basis of 0.01 for each run scored, and 0.2 for each wicket taken.
- The team batting second is entitled to bat out their innings as all runs scored will attract bonus points.

Fitness of Grounds for Play

- Play should only be suspended when the conditions are sufficiently bad (including light levels), that it is unreasonable or dangerous to continue.
- A ground is not fit for play when it is slippery enough to deprive batsmen or bowlers of a reasonable foothold, or the fieldsman freedom of movement. Play should not be suspended merely because the grass is long or wet, and the ball slippery.
- **At all times, the safety of the players must be paramount.**
- The decision concerning the fitness of the ground (including the pitch) for play must be made by representatives from each team (preferably the coaches) and/or official umpires. In cases where a club groundsman is responsible for the preparation of the ground, he shall be included in discussions addressing the commencement or

resumption of play. When a club groundsman has full control of the grounds his decision shall be final.

- If team representatives, with their players in attendance, disagree regarding the fitness of the grounds for play, the following course of action shall be taken:
 - if play has not commenced and the representatives disagree, there will be no play, or
 - if play has been suspended because the ground is unfit for play, the team representatives must **agree** before play resumes.
- If within a period of 40 minutes, conditions do not improve sufficiently to allow an agreed commencement or resumption of play, play shall be suspended for the day.
- No time shall be added to the match to make up for lost time through rain or bad ground conditions.
- In accordance with the zone's policy with regards to player safety and fitness of grounds, a team representative is required prior to the commencement (or recommencement) of a game to complete a Game Day Checklist. The inspection of the field and facilities should be done in the presence of the opposing team's coach or manager. The checklist should be signed by the opposing team coach or manager. Consensus between both parties should be obtained in relation to the safety of the field.