

Laws for the Conduct of Cricket

MSW Cricket Inc.

1973 - 2009
36 YEARS OF JUNIOR CRICKET

September 2009 Edition

PREFACE

Australians are justifiably proud of the place sport has in their daily lives.

What are equally important to all involved in cricket are the way the game is played, and the manner in which our athletes conduct themselves. Junior Cricket is organised to teach children and teenagers, both male and female, the skills and etiquette of the game of cricket, and also to engender the concepts of fair play and sportsmanship. The latter aspects include:

- accepting the Umpire's decision without dissent
- abstaining from the use of unacceptable language and /or sledging, and
- not inconveniencing the batsman or other players at any time.

While the beneficiaries of Junior Cricket are the junior and teenage participants, adult supervisors should at all times understand that their participation is to facilitate the players' maximum enjoyment of the game - and not their own wishes or desires for success.

The Laws of Cricket, the Laws of South West Districts Junior Cricket Association, and the recommendations outlined within Cricket Australia's ACB JUNIOR CRICKET POLICY documents, provide concise instructions for the organisers of Junior Cricket. Managers and Coaches must at all times however be aware that the laws outlined within this booklet may not appear to provide a solution for every situation. In such cases, it is stressed that common sense should prevail - allowing a decision to be made within the spirit of the game. It is also hoped that match officials can solve any difference of opinion or dispute in a quiet, adult and amicable manner.

In those instances where no rule or regulation is written in this booklet to cover the situation, the normal Laws of Cricket are to apply. Note that Tom Smith's book "*Cricket Umpiring and Scoring*" gives an excellent coverage of the Laws of Cricket.

As part of reinforcing the need for discipline and etiquette within the game, the Committee of South West Districts emphasises the need for all participants, both players and officials, to present themselves correctly at all times - not only in their behaviour but also in their dress standards. With this in mind, and in an effort to ensure that the Spirit of Cricket is respected at all times, all players, officials and parents are to pay due attention at all times to the Codes of Behaviour formulated by Cricket Australia, and dress standards outlines in Section 2.0 of this booklet.

***The most important rule for all junior cricketers and administrators is :-
ENJOY THE GAME AT ALL TIMES***

1. ADMINISTRATIVE RULES - Applicable to All Ages

1.1 Compliance with the rules for cricket MSW Cricket

a) The rules as outlined within this document, relating to game formats and the conduct of matches in all age groups, are not to be varied by participants on or before game days under any circumstances.

b) If there are any circumstances which will preclude compliance with the rules as written, club and /or team officials are to address the issues with an executive member of the Association Management Committee prior to adjusting any criterion for play.

1.2 Membership

All Clubs must be affiliated members of MSW Cricket prior to 31 November of each season.

1.3 Registration of Players

Players must be registered with the Metropolitan South West Cricket and Queensland Junior Cricket by fully completing an official Registration and Indemnity Form at the start of the season. Only properly registered players can participate in competitions and/or other cricket activities organised and/or endorsed by these bodies.

1.4 Association Competitions

The Association may organise and administer the playing of competitions in age groups from Super 8 through to Under 17, and shall be free to choose the type of competition to be played - based on one-day or two-day games - or a combination of these.

1.5 Age Qualification of Players

a) A player shall be eligible to play in an under age team, provided his or her age on the 31st of August is under the particular competition age group.

b) A club seeking to include a player in an age group younger than his or her rightful group must receive permission for same from the Management Committee of the Association prior to him or her playing in the younger group.

c) No player is permitted to play in an age group which is more than two (2) years above his or her rightful competition age group unless the expressed permission of the MSW Executive Committee has been granted.

2. BEHAVIOUR AND DRESS - Applicable to All Ages

2.1 Codes of Behaviour

Unfortunately, some people fail to live up to the traditional values and spirit of cricket. Young people can be easily influenced and negatively affected by these adverse experiences.

a) **All** participants in Junior Cricket - be they players, coaches, managers, scorers, umpires or spectators - are expected to behave in a respectful and proper manner at all times. As mentioned in the Preface of this booklet, fair play and sportsmanship are paramount, and should be reinforced at any time when expected standards are not maintained.

b) Umpires, Coaches and/or Managers are to intervene in cases of bad behaviour or offensive (or unwarranted) comments by players - on or off the field. Similarly, any unsavoury behaviour by officials or spectators should be addressed, in order to maintain the proper sporting environment.

c) If intervention does not settle 'the occurrence', and only if the matter cannot be settled between the clubs involved, a written report outlining all details shall be submitted to the Secretary of MSW Cricket. This report will only be received through either the president or secretary of the clubs involved.

d) The executive committee of MSW Cricket may suspend any player, official, or other participant from future matches, or otherwise deal with him or her at their discretion.

The following Codes of Behaviour identify key principles on which Coaches, Teachers, Umpires, Parents and Young Players should base their cricket involvement. They will ensure that young people develop good sporting behaviours and an inherently positive cricket experience, which will encourage them to remain involved in cricket throughout their lives.

The Codes of Behaviour were developed by the Australian Sports Commission's 'Active Australia' initiative and have been adapted to reflect the principles and spirit of Cricket in Australia. Cricket Australia promotes the application of the codes of behaviour, which should be seen as reinforcements of, rather than substitutes for, any other codes that a school, club or association may have in place.

Coaches Code of Behaviour

- Remember that young people participate for pleasure, and winning is only part of the fun
- Never ridicule or yell at a young player for making a mistake, or not coming first
- Be reasonable in your demands on players' time, energy and enthusiasm
- Operate within the rules and Spirit of Cricket, and teach your players to do the same
- Ensure that the time players spend with you is a positive experience
- Avoid overplaying the talented players; all young players need and deserve equal time, attention and opportunities
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players
- Display control and respect to all those involved in Cricket. This includes opponents, coaches, umpires, administrators, parents and spectators. Encourage your players to do the same
- Show concern and caution toward sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition
- Obtain appropriate qualifications and keep up to date with the latest Cricket coaching practices and principles of growth and development of young people
- Any physical contact with a young person should be appropriate to the situation and necessary for the player's skill development

- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion

Players Code of Behaviour

- Play by the rules at all times
- Never argue with an umpire. If you disagree, have your captain, coach or manager approach the umpire during a break or after the game
- Control your temper. Verbal abuse of officials and sledging other players, deliberately distracting or provoking an opponent are not acceptable or permitted behaviour in cricket
- Work equally hard for yourself and your team mates. Your team's performance will benefit and so will you
- Be a good sport. Applaud all good plays whether they are made by your team or the opposition
- Treat all participants in Cricket as you like to be treated. Do not bully or take unfair advantage of another competitor
- Cooperate with your coach, team mates and opponents. Without them there would be no competition
- Participate for your own enjoyment and benefit, not just to please parents and coaches
- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion

Encouraging and Educating Good Behaviour

Punishment may or may not be an effective deterrent to undesirable behaviour. However coaches are encouraged to educate players on desirable behaviour. Threats of punishment can also increase the amount of pressure under which a young person performs, often leading to a mistake as a result of the fear of the consequences of making an error.

Umpires Code of Behaviour

- In accordance with ACB guidelines, modify rules and regulations to match the skill levels and needs of young people
- Compliment and encourage all participants
- Be consistent, objective and courteous when making decisions
- Condemn unsportsmanlike behaviour, and promote respect for all opponents
- Emphasise the spirit of the game rather than the errors
- Encourage and promote rule changes which will make participation more enjoyable
- Be a good sport yourself - actions speak louder than words
- Keep up to date with the latest available resources for umpiring and the principles of growth and development of young people
- Remember, you set an example. Your behaviour and comments should be positive and supportive
- Place the safety and welfare of participants above all else
- Give all young people a 'fair go' regardless of their gender, ability, cultural background or religion

Parents Code of Behaviour

- Do not force an unwilling child to participate in Cricket
- Remember, children are involved in Cricket for their enjoyment, not yours
- Encourage your child to play by the rules

- Focus on the child's efforts and performance rather than winning or losing
- Never ridicule or yell at a child for making a mistake or losing a game
- Remember that children learn best by example. Appreciate good performances and skilful plays by all participants
- Support all efforts to remove verbal and physical abuse from sporting activities
- Respect officials' decisions and teach children to do likewise
- Show appreciation for volunteer coaches, officials and administrators. Without them, your child could not participate
- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion

2.2 Dress Standards

Players and Officials should dress neatly at all times - in a manner that upholds the following standards:-

- a) All players in the team must wear the same coloured shirt - be it white or coloured. Coloured shirts shall be to the approval of the MSW Executive Committee. A pocket-sized club or association logo only may appear on the front of the shirt, and the rear may carry advertising, provided the said advertising has the approval of the MSW Executive Committee.
- b) Long trousers or shorts must be white only.
- c) Sports shoes which are predominantly white in colour are to be worn during matches.
- d) Club caps or sun hats are mandatory when fielding, and a liberal application of sunscreen is encouraged at all times. All hats worn by players shall be official team or club headwear, and - **the wearing of different coloured baseball or basketball caps is not permitted.**

e) While the wearing of safety helmets while batting is not mandatory, Cricket Australia - in its recently published junior cricket policy – state that “Players are recommended to wear a specifically designed properly fitting helmet with face guard...” The discretion currently remains with the player and his or her parents.

f) Genital protection gear, batting gloves and batting pads are to be worn when batting. It is strongly recommended that, for safety and health reasons, each player should provide their own genital protector (or ‘Box’).

2.3 Protests - Other than Codes of Behaviour

A Club protesting against the result of a match, or unsavoury incidents which may have occurred during the game, shall forward a letter or email to the other Club involved, with a copy to MSW Cricket Secretary. Such correspondence is to be sent no later than seven days after the completion of the match concerned, and shall outline the full facts and circumstances regarding the protest. If the issue can not be resolved by the clubs in question, The Executive Committee will investigate the facts, before making a determination on the matters in dispute.

3. BALLS AND EQUIPMENT - Applicable to All Ages

3.1 Balls

a) Red plastic balls, of the size later specified for particular age groups, shall be used in all matches played on concrete pitches without synthetic coverings.

b) Red two-piece leather balls, of the size later specified for particular age groups, are to be used on turf wickets or synthetic turf surfaces.

c) Only cricket balls of a type and make approved by the MSW Delegates Committee are to be used in any given match, and both teams shall play with the same type of ball, except if permission is granted by the President MSW Cricket

d) Should a team for any specific reason need to use a ball other than the type approved by the MSW Executive Committee, that team must supply one of the same type (and condition) to the opposition team -to ensure that playing conditions for both teams are the same, except if authorized by the President MSW.

e) *For the 2009 season, Gabba Sports has sponsored the zone in relation to the supplying of balls and as such the following balls have been authorized for use:-*

- i) *Gabba Super Softer Ball – Super 8's*
- ii) *Gabba Safety Ball – Under 10's*
- iii) *Gabba Turbo Ball (2 piece) – Under 11 to Under 17*

All clubs / coaches are advised that Gregory Terrace has been granted approval for this season only to use the balls that they have purchased at the start of the year and have gained the approval from the MSW President. They have also been granted an exclusion from paragraph (d) for this season.

3.2 Stumps

All teams shall use 78cm high stumps. For safety reasons, the use of sharp non-timber tipped stumps **is strictly prohibited**.

3.3 Players Safety Equipment

Refer to Clause 2.2 for details of criteria regarding the use of Safety Helmets, Genital Protection Equipment, Pads, and Gloves to be used while batting.

4. FITNESS OF GROUNDS FOR PLAY - All Ages

4.1 Grounds Unfit for Play

a) Play should only be suspended when the conditions are sufficiently bad (including light levels), that it is unreasonable or dangerous to continue.

b) 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.

c) **At all times, the safety of the players must be paramount.**

d) 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.

e) 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.

f) 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.

g) No time shall be added to the match to make up for lost time through rain or bad ground conditions.

h) Prior to the commencement of games, a nominated person (coach / manager) is to make a field inspection and complete the required Field Inspection Report. This inspection should be done in conjunction with the coach / manager of the opposing team. The Field Inspection Report should be signed by both parties. In the event there are any questions / concerns about the need for these inspections refer to the clubs Risk Management Officer for clarification.

5. GENERAL RULES - Applicable to All Ages

5.1 Hours of Play

a) Due to the limited fields available, games will be played on both Saturday morning and afternoon. Games being played on turf in the morning will commence no later than 8-15am and conclude no later than 11-30am. In afternoon games play will commence no earlier than 1-00pm and conclude no later than 4-45pm.

b) Alterations to playing hours or days must be submitted to the MSW Executive Committee for approval, prior to the match.

5.2 Umpiring

a) One umpire from each team is to officiate in each game at any given time. Except in extenuating circumstances, two umpires from one team are not to umpire together. Umpires can be interchanged during an innings/game; however such interchanges are to occur at breaks in play - such as between overs, at drinks breaks, or at changes of innings. It is recommended that umpires change ends at the change of innings.

b) Where umpires are interchanged during a game, there is an expectation that a consistent approach to umpiring is achieved, especially with regard to the adjudication and calling of no balls, wides and LBW decisions.

c) While umpires will normally be the team coach or manager, any adult with suitable knowledge of the rules and etiquette of The Game can umpire – and the involvement of team parents in umpiring should be encouraged.

It is the strong recommendation of The Management Committee that where possible a parent should not officiate as an umpire at all when their son or daughter is batting – nor at the bowler's end when their child is bowling. The Committee is of the belief that following this procedure will assist in making the umpiring process as impartial as possible, and remove any perception of bias.

5.3 Change of Venues

a) In the event that play is cancelled on a particular allocated ground (e.g. Dunlop Park) authority is to be gained from the Secretary MSW Cricket prior to the game being shifted. A game shall not be rescheduled from one ground to another if the game at the other ground has been cancelled due to bad weather. In the event that this occurs no additional points will be given to the teams other than what they would have received for the washout.

6 .0 RULES FOR TWO-DAY GAMES - Under 13 through Under17

6.1 Balls

a) Further to Clause 3.1, 156 Gram balls are to be used for all ages from Under 13 through Under 17. In the case of leather balls, they are to be of two-piece construction.

b) A team does not have to use a new ball in either innings, provided both Managers agree as to the condition of the ball, and the fairness to both sides. A used ball can be taken, however once the innings has commenced, the same ball must be used throughout the innings.

c) In the event of a lost ball, a ball of similar condition to the one lost must be used.

6.2 Stumps

All teams shall use 78cm high stumps, without metal tips or ferrules. For safety reasons, the use of metal tipped stumps **is strictly prohibited**

6.3 Match Structure and Hours of Play

a) Matches will be played on two consecutive fixture days. If play does not commence on the first day, then the second day will be played as a one-day game

b) The duration of a days play is normally 3½ hours, with matches to commence at 8.15 am and conclude no later than midday (for morning games) – or 1.00 pm to no later than 4.45 pm (for the afternoon fixtures). Some grounds may require an 8 am start, to conclude no later than 11.45 am.

c) It is expected that a minimum of 55 overs be bowled on each day unless there is a change of innings. If the required overs are not achieved by 11.45 (11.30 for an 8am start, or 4.30 for an afternoon game), the remaining fifteen minutes to midday (11.45 am, or 4.45 pm) shall be used to complete the required overs. Likewise, play on the second day should not be halted early after one team feels that they have achieved a winning result.

d) Unless there is an outright result the match should be continued on the second day, to allow both sides to accrue batting and/or bowling bonus points.

e) A minimum of 16 overs must be bowled in the last hour on the second day only (generally from 10.45 am – or 10.30 for an 8 am start, or 3.30 pm for an afternoon game).

f) If on the second day 16 overs are not bowled in the last hour, the remaining time until midday, (11.45 for an 8.00 am start, or 4.45 pm for an afternoon game), shall be used to complete the 16 overs before claiming penalty runs. If the 16 overs have not been bowled by the designated later time, a penalty of 1 run per ball not bowled will be awarded to the batting side.

g) Three overs are to be deducted for a change of innings, if it occurs in the last hour.

6.4 Duration of Innings

a) The duration of the first innings shall be 55 overs or 3½ hours (plus an additional fifteen minutes if needed to complete 55 overs) - a normal day's play as described in 'Hours of Play' above.

b) If on the first day the team batting first is dismissed in less than 55 overs, the fielding team **shall be required** to bat until the appropriate finishing time (even if this is only for an over or two) - if time permits

after allowing a 10 minute break between innings. The appropriate finishing time is 3 ½ hours after the commencement of play, with a maximum of fifteen minutes allowed to complete the overs where required.

The number of overs to be bowled in the time remaining in the day shall be calculated by dividing the number on minutes left in the day's play (after the final wicket falls of the team batting first) by 3.6, rounding this up to the nearest whole number and then deducting 3 from the figure to allow for the change of innings (*for example* - 100 minutes divided by 3.6 gives 27.77, which rounds up to 28. Deduct 3 for the change of innings, leaving 25 overs remaining to be bowled).

c) The day's play is to conclude at:-

- the scheduled finishing time of 11.45 am (11.30 am for an 8am start, or 4.30pm for an afternoon game) if the required overs (or more as may be achieved) have been bowled,
- or a maximum of fifteen minutes later, when extra time is needed to complete the required number of overs for the day's play (i.e. – no later than 12 midday, 11.45 am for an 8am start, or 4.45 pm for an afternoon Game).

d) If on the first day 55 overs are completed with time to spare, after allowing a 10 minute change of innings, play must continue until the scheduled finishing time of is reached - regardless of the number of overs eventually bowled in the day.

e) The second innings, provided time permits, shall be played to a finish - with a minimum of 16 overs to be bowled in the last hour. An additional fifteen minutes of play can be added if necessary (as previously outlined) to ensure that a minimum of 55 overs is bowled to a team seeking to complete their first innings.

f) In the second innings there is no limit on the total number of overs but normal individual restrictions apply.

6.5 Follow-on

A lead of at least 75 runs is required in the first innings, before 'the follow-on' can be enforced.

6.6 Intervals

a) An interval not exceeding 10 minutes will be allowed between innings. Players are to be on the field ready to start play at the conclusion of the 10-minute period.

b) Up to three (3) drink intervals, **not exceeding 3 minutes each**, are to be taken at the discretion of the Managers. Drink breaks are usually taken every fifteen to seventeen overs, except in extreme heat conditions when more breaks may be taken by agreement.

6.7 Team Players' Names

a) The team Coach/Manager shall, before leaving the field on the first morning, enter in the scorebook a list of up to 13 players set down to play, whether those players are present on the first day or not.

b) In the event that any of the original 13 players are unable to play on the second day of a game, a maximum of two of the original players in each team may be replaced by any two other eligible registered players, who may participate fully in the remainder of the game.

c) It would be considered unsportsmanlike to substitute bowlers for batsmen (or vice versa) on different days, and this should not occur under this rule.

d) If more than 11 players (but a maximum of 13) are listed and available to play in a team on any day, all of them are eligible to participate in the game in accordance with the normal age group batting bowling and fielding limitations. It is up to the coach to manage the number of overs bowled, balls faced, and fielding rotation to provide full participation of all players. In this case, a side is dismissed when 10 wickets have fallen. (*Note* : Where more than eleven players are named and available as participants in the match, they shall all bat prior to any retired batsman being eligible to returning to the crease.)

6.8 Coaching

a) 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.

b) No on field or sideline coaching at all is allowed by coaches or stand-in umpires, in the Under 13A and 14A Divisions, and all Under 15, 16 and 17 competitions.

c) In grades other than those listed in (b) 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.

d) 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 .

6.9 Boundaries

a) The following field boundaries 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

b) 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' by a minimum of two metres.

c) Player safety is paramount when establishing the field of play.

d) It is recommended that a measured length of rope or string be used to measure the boundaries to ensure the same settings are achieved for both days of a match.

6.10 Batting - Under 13 Through Under 17

a) Any batsman must be retired **not out** when he/she has faced a maximum number of deliveries applicable to his or her age group as follows :-

- Under 13 75 balls (excluding wides)
- Under 14 85 balls (excluding wides)
- Under 15 100 balls (excluding wides)
- Under 16/17 125 balls (excluding wides)

Any Under 13 thru Under 17 batsman may be retired **not out** after he/she has faced a minimum of 30 balls (excluding wides).

b) Any not-out batsman so retired may resume his/her innings - in order of retirement - once all other players have been dismissed or retired.

c) Any batsman retired without facing 30 fair balls shall be retired **out**, and is not permitted to bat again.

d) A **No Ball** is considered to be a ball faced, as the batsman can score runs from the delivery.

e) These rules are to apply to both first and second innings.

f) There are no restrictions on the number of runs a player may score.

These batting rules are aimed to encourage maximum participation for all players; hence common sense and good sportsmanship are to prevail.

6.11 Bowling – Under 13 through Under 17

a) An **Over** shall be played as per the normal rules of cricket – that is - six fair balls are to be bowled, irrespective of the number of balls delivered.

b) Any Under 13 thru U17 bowler may bowl a maximum of 12 overs per innings.

c) The maximum number of overs to be bowled by **any fast or medium paced bowler** in one spell shall be as follows:-

- Under 13 bowlers may bowl a maximum of 4 overs per spell
- Under 14 bowlers may bowl a maximum of 5 overs per spell
- Under 15 thru U17 bowlers may bowl a maximum of 6 overs per spell

d) The maximum number of overs to be bowled by **any slow or spin bowler** in one spell shall be as follows :-

- Under 13 bowlers may bowl a maximum of 6 overs per spell
- Under 14 bowlers may bowl a maximum of 7 overs per spell
- Under 15 thru U17 bowlers may bowl a maximum of 8 overs per spell

e) A fast or medium paced bowler shall be defined as one to whom the Keeper would stand back from the stumps to receive.

f) The equivalent of **equal** the number of overs bowled during that spell must elapse from each end before that bowler is permitted to bowl again. That is :- if a bowler bowls 4 overs in a spell, then he must wait 8 overs before he can bowl again. This also applies to bowlers wishing to change ends.

g) The end of a day's play does not constitute a break in a bowler's spell, except where the end of play coincides with the end of an innings. Where an innings is resumed on the second day the bowlers who completed play on the initial day may complete their spell, after taking into account the number of overs bowled leading up to the end of the previous day's play. For example – an U15 fast bowler who has completed 5 overs at the end of the first day will only be allowed to bowl one over at the start of the second day to complete the permitted spell of 6 overs. In this case, although only one over is bowled on the second day, a break of 12 overs is required before that player can bowl again – as detailed above.

Wide Balls

h) 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.**

i) A batsman cannot score runs nor be dismissed off a wide, except under the normal rules of cricket.

j) 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.

k) A **Wide** shall be scored as one (1W) - entered in the scorebook as sundries.

l) 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 fieldsmen, 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.

m) Wides are to be included in the runs scored against the bowler, and in the relevant 'Sundries Box', marked as 1W, or 3W etc.

n) 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

o) 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.

p) 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

q) 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**".

r) 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**".

s) 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.

t) In Under 13 thru 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.

u) 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

v) 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.

w) 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.

6.12 Fielding - Minimum Fielding Distances

a) No junior cricketer in the Under 13 and Under 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 Wicket Keeper.

b) A distance of 5 metres can apply for Under 15 through U17 players provided they are at least 14 years of age.

c) 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).

d) If these distances are contravened a **NO BALL** shall be called.

e) No participant in Under 13 through Under 17 acting as a Wicket Keeper 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.

6.13 Penalty Runs

a) Subject to Section 5 -Fitness of Grounds, and excepting injuries and extreme climatic conditions, the fielding team must bowl 55 overs in 3½ hours play.

b) Failure to meet this requirement on the second day will result in the batting team being awarded penalty runs. The penalty shall be one run for each ball not bowled added to sundries. Refer to Clause 7.3.

c) The application of penalty runs shall be mandatory, except where the above-mentioned conditions require due consideration and agreement by the Umpires.

6.14 Time Lost on the First Saturday (due to adverse weather conditions or interruptions to play through injuries)

a) If play commences and less than 45 overs have been completed, the first innings of each team will be shortened so that the same number of overs is bowled to each team.

b) The first innings of each team will be limited to the number of completed overs on the first day, plus 55, divided by 2 and rounded up.

c) If play commences and more than 45 overs, but less than 55 overs are bowled to the team batting first (because of time lost due to adverse weather conditions); providing that team is not out at the conclusion of the day's play, the innings shall be deemed to have been completed, and the team batting second cannot receive for its first innings any more overs than they bowled to the opposition.

d) If time is lost on the **second day** the result will depend on the state of the game when play is completed. No adjustment to the number of overs will be made. For example, if on the first Saturday there was a full day's play and team A batted for 55 overs, and then on the second Saturday team B could only bat for 35 overs due to adverse conditions, the result will either be a draw, first innings win, or outright win according to the state of the game at the cessation of play. Team B's score at 35 overs will not be compared to Team A's at 35 overs.

7. RULES FOR ONE-DAY GAMES - Under 11 Through Under 17

7.1 Match Structure

- a) All matches are of one innings only, played on a single fixture day.
- b) The innings of the team batting first must not proceed past 10.00 am (2.45 pm for afternoon games) or 30 overs, whichever comes first.
- c) If the team fielding first fails to bowl 30 overs by 10.00 am, the innings of each team shall be shortened to that number of overs actually bowled, and the same number of overs will then be bowled by each team.
- d) If the team bowling second fails to bowl the same number of overs as it received, Penalty Runs will apply as set out in Rules 7.13 and 8.12.
- e) If the team batting first is dismissed in less than 30 overs (before 10.00 am), it will be deemed that they have faced the full 30 overs. The team batting second then has the right to face 30 overs – not the number of overs faced by the first team. If the team bowling second fails to bowl the required overs by 11.55 am, the remaining time until midday should be used to complete the innings before penalty runs are applied.
- f) A drinks break, of three minutes maximum, shall be taken at 15 overs only, except under extreme weather conditions, when more breaks may be taken (by agreement of both Managers).

7.2 Hours of Play

- a) Matches are to commence at 8.15 am and conclude not later than midday - or in the case of an afternoon fixture, start at 1.00 pm and finish no later than 4.45 pm. Total playing time shall be 3 hours and 40 minutes. Alterations of playing days and /or times must be submitted to the Management Committee for approval.

b) After allowing a maximum of 10 minutes break between innings, each team is allocated 1 hour 45 minutes for their innings.

c) The required over rate for one-day matches is more than that for two-day games. Team Coaches and/or on-field team representatives (while umpiring) should be vigilant to ensure that changes of overs are completed quickly, in order to ensure that the teams face the maximum number of overs.

7.3 Match Delays

a) To ensure that play is completed within the required time limit, it may be necessary, in cases where matches do not start on time, to deduct 2 overs for every six minutes delay (or part thereof) from the 60 overs to be bowled. This number is then halved to give the number of overs to be bowled by each team.

b) Team Coaches (Managers) are to agree on this total before play commences.

c) In the case of delays during a match caused by rain, at least 15 overs must be bowled by each team before a result can be obtained.

7.4 Results of Matches

a) A result will be calculated on the number of runs scored by each batting team as at the maximum number of overs faced, provided that maximum is equal for both teams.

Example: Team 'A' bats for 26 overs and Team 'B' only manages 22 overs because of rain. The team totals as at over no. 22 are compared and the team with the most runs scored at this point will be the winner.

b) Scores must be recorded for comparison purposes at the completion of the 15th over and each succeeding over thereafter.

7.5 Balls and Stumps

Criteria in relation to balls and stumps shall be as set down for Two-Day Games for each particular age group.

7.6 Coaching – Under 11 and 12

a) On field coaching by coaches or stand-in umpires, while acceptable in the Under 11 and Under 12 age groups, should be kept to a minimum. At all times, coaches should be aware of the need to develop players skills associated with reading and understanding the game, and players should be given the opportunity to run the game, develop game strategies, and learn to set fields, etc.

b) Vocal coaching from the sidelines is to be discouraged (strongly), with assistance to be offered only by the person who is on the field – in the role of umpire.

c) On field coaching by coaches or stand in umpires, in the Under 11A and 12A Divisions, is to be limited to quick advice to the team captain only during change of overs or at the fall of wickets.

d) Coaching can take place during drink breaks or at the change over between Quarters, and 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 .

e) Under no circumstances should coaches, or stand in umpires on the field, set fields during an over. Quick advice can be offered to the team captain only during change of overs or at the fall of a wicket.

f) Assistance by coaches with the bowling rotation and over limitations is acceptable.

g) In grades other than those listed in (c) above, advice may be offered to the team captain by coaches or stand in umpires to ensure the game progresses well - bearing in mind the desire to complete a minimum of two quarters in a days play.

Coaching – Under 13 Through Under 17

h) 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.

i) No on field or sideline coaching at all is allowed by coaches or stand-in umpires, in the Under 13A and Under 14 A Divisions, and all Under 15, 16 and 17 competitions.

j) In grades other than those listed in (i) 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.

k) 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 .

7.7 Pitch and Boundaries

a) The following field boundaries (measured from the stumps) will apply for matches played in the relevant age groups:-

- Under 11 and U12 45 metres - measured from stumps at both ends
- Under 13 and U14 50 metres - measured from stumps at both ends
- Under 15 thru U17 60 metres - measured from stumps at both ends

b) 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'.

7.8 Batting

a) Batsman shall face a minimum of 30 balls and a maximum of 50 balls before retiring - Not Out.

b) Any not out batsman so retired may resume his/her innings in order of retirement, once all other players have been dismissed or retired.

c) Any batsman retiring without facing 30 fair balls shall be retired **out**, and is not permitted to bat again.

d) A No Ball is considered to be a ball faced, as the batsman can score runs from the delivery.

7.9 Bowling

a) Refer to Clause 8.1 for the details of the number of overs to be bowled by each team.

b) The maximum number of overs per bowler shall be five (5), which can be delivered in one spell if desired.

c) Criteria in relation to Wide Balls, Dead Balls, Dangerous Deliveries, and No Balls shall be as set down for Two-Day Games for each particular age group.

7.10 Fielding Restrictions

Criteria in relation to minimum fielding distances away from the batsman shall be as set down for Two-Day Games for each particular age group.