COMPETITION RULES – JUNIORS

29. TEAM MANAGERS/COACHES.

29.1 Clubs will ensure all Junior team managers and Coaches are correctly identified and registered on the PlayHQ platform. Any person so nominated will have complete charge of all players during the progress of games and whilst they are on the grounds.

29.3 All coaches of junior teams from under 10 to under 17 must hold Cricket Australia Coaching Certificate to at least level 1 standard or commit to undertake the course.

30. DECLARATION OF PLAYERS.

30.1 (LAW 1.1) In the Junior Stage 3 Competitions twelve (12) players may be named in each team. However, only eleven (11) of these players will be permitted to participate as batters and only eleven (11) will be permitted to field or bowl in any innings of a match. Any of the original 12 nominated players will be permitted to keep wickets.

30.2 In Stage 2 Competitions eleven (11) may be named in each team. However, only nine (9) of these players will be permitted to participate as batters and only nine (9) will be permitted to field at one time, up to eleven (11) may bowl in any innings of a match. Any of the original 11 nominated players will be permitted to keep wickets.

30.3 In Stage 1 Competitions nine (9) may be named in each team.

30.1 In Junior Competitions a fielder may be substituted at any time with a substitute player not declared (injury or illness is not a pre-requisite), but Law 24 must be complied with in all other respects. The substitute must be qualified by age. The substitute is not permitted to keep wickets.

31. BALLS

31.1 Plastic coated balls are to be used in all Under 10, 11 (Stage 1) and under 12, Stage 2 **(except Division 1)** competition matches irrespective of the pitch surface. The balls must be manufactured by AG Thompson (Kookaburra) and weigh 142 grams. In **Under 12 Division 1**, Under 13 (Stage 2), **Girls Stage 2 & Stage 3**, a 142g leather ball is used.

31.2 In all other Junior Age groups the ball must be manufactured by AG Thompson (Kookaburra) and weigh 156 grams.

32. TROPHIES

32.1 In Stage 3 competition, individual trophies will be awarded for the best batting average, highest aggregate, highest individual score, bowling average, most wickets. In Stage 2 Competition trophies will be awarded for the highest aggregate and most wickets.

32.2 Qualifications attached to individual trophy winners will be:

Bowling A bowler must have bowled at least forty (40) overs or taken 20 wickets, and played in at least half of the Competition matches his team played.

Batting A batter must have played in at least half the Competition matches his team played and have scored a minimum of two hundred runs.

32.3 The best performances will be recorded in the Annual Report each year.

CA STAGE 3 - Under 14, 15 & 17

ONE DAY MATCH

33. HOURS OF PLAY

33.1 Commence: 8.15 am Stumps: 12.15 pm

33.2 The adjusted completion time for a one half-day match, will be the finishing time above, plus the provisional allowance of fifteen (15) minutes to enable the required number of overs to be completed.

33.3 The 15 minutes is the maximum extension of finishing time as indicated in Rule

33.3 **The match must end after the over in progress at 12.30pm.**

Drinks

33.5 One drink break on no more than 5 minutes will be taken half way through the scheduled number of overs in each innings (if 20 or more)

34. SCHEDULED NUMBER OF OVERS

34.1 The scheduled number of overs for a Stage 3 match is 30 overs and no player may bowl more than 6 overs. Note Rule 13 also applies.

34.2 In all Stage 3 matches, if there has been NO interruption to play, then:

(a) if the team fielding first fails to bowl its 30 overs by 10.10 am, it will continue to bowl until it has completed its 30 overs, providing the team batting first has NOT been dismissed or has not declared its innings closed, and

(b) the innings of the team batting second will be limited to a MAXIMUM number of overs, not exceeding the number of overs completed by 10.10 am by the team bowling first including the over in progress at 10.10 am.

(c) The winner will be the team with the HIGHER NUMBER OF RUNS SCORED. The match will end when a 1st innings result is achieved.

34.3 If the required number of overs has not been completed at the adjusted time, and no result has been achieved (see 35.8, 35.9, 35.10), then the result of the match is a draw.

35. ADJUSTMENT OF OVERS DUE TO LOSS OF PLAY

Loss of playing time prior to commencement.

CALCULATION FOR TIME LOST BEFORE THE MATCH or DURING INNINGS 1				
New Start Time	Minutes Lost	Over Lost	New over total	New break time
8.25am	10	0	30	10.20am
8.32am	17	1	29	10.24am
8.39am	24	2	28	10.27am
8.46am	31	3	27	10.31am
8.53am	38	4	26	10.34am
9.00am	45	5	25	10.38am
9.07am	52	6	24	10.41am
9.14am	59	7	23	10.45am
9.21am	66	8	22	10.48am
9.28am	73	9	21	10.53am
9.35am	80	10	20	10.55am
9.42am	87	11	19	10.59am
9.49am	94	12	18	11.02am
9.56am	101	13	17	11.06am
10.03am	108	14	16	11.09am
10.10am	115	15	15	11.13am

10.20am	Match **is abandoned before starting**, at 10.20am if no play has taken place. Match **is abandoned after starting** if delays leave insufficient time for at least 15 overs each

35.1 If for any reason there has been a loss of scheduled playing time, the quota of overs to be bowled should be calculated as set out below. Note: In all calculations, fractions are to be ignored.

35.2 For any time lost prior to the actual commencement of play at the rate of one over for each team for each whole seven (7) minute time period of scheduled playing time remaining, providing that a minimum of 15 overs is achievable by each side.

Loss of playing time during innings of team batting first.

35.3 For any time lost during the innings of the team batting first, a rate of one over for each whole seven (7) minute period of scheduled playing time lost. Provided that a minimum of 15 overs is achievable by each side.

Loss of playing time after completion of team batting first.

35.4 Calculation of overs for any time lost after the completion of the innings of the team batting first is at a rate of one over for each completed three and one half (3 ½) minute time period of scheduled play in time lost, provided that the team batting second can achieve a minimum of 15 overs.

CALCULATION FOR TIME LOST DURING INNING 2		
Minutes Lost	Over Lost	New over total
3.5	1	29
7	2	28
10.5	3	27
14	4	26
17.5	5	25
21	6	24
24.5	7	23
28	8	22
31.5	9	21
35	10	20
38.5	11	19
42	12	18
45.5	13	17
49	14	16
52.5	15	15
Match **may continue** although insufficient time remains for 15 overs		

Example: 35.4 - During the innings of the team batting second, rain interrupts play and 29 minutes are lost. (The first team batted out their 30 overs). The

match is then reduced to a 22 over (30 – 29/3.5) match. The match will be decided on a run rate (Rule 35.9), unless the team batting second is dismissed before reaching the adjusted score of the team batting first.

35.5 Notwithstanding the above rule, where a team batting second has had its initial overs quota reduced to less than 15 overs as a result of a slow over rate, this will not cause the match in question to be declared a draw, unless further scheduled playing time is lost during the innings of this team.
Note: In further clarification of Rule 35.5, if the team batting second, upon commencement of its innings, even though it theoretically has insufficient time to receive the minimum number of overs, play should continue as it may be possible for the team batting second to score the required number of runs in the reduced number of overs. Should the finishing time be reached before this has occurred, and the minimum number of overs has not been bowled, then the result will be a draw.

35.6 In the event that the required number of overs has not been bowled by 12.30pm, and provided that the minimum number of 15 overs has been completed by both sides, the game will cease at that point and the game will be decided on a run rate as covered in Rule 35.9. This will also apply where the number of overs has been reduced due to weather intervention.

35.7 If the finishing time of 12.30pm has been reached, and both sides have not received the required minimum number of 15 overs, play will cease and the result will be a draw.

35.8 If less than 15 overs are completed by each team, then the match will be declared a draw, provided that a result has not previously been achieved.

35.9 If conditions prevent the team batting second from receiving its quota of overs, then the match will be decided upon by a comparison of the run rates of both teams. These run rates are calculated by dividing the total runs scored by the total number of overs bowled. For the purposes of calculating this run rate, each legitimate ball bowled will count as one sixth ($1/6^{th}$) of an over.

35.10 Where a team has been dismissed, or has declared its innings closed, before receiving its full quota of overs, its run rate will be calculated by dividing the total runs scored by the quota of overs it should have received. All this is provided that each side has completed a minimum of 15 overs. The side with the better run rate will be the winner.

TWO HALF-DAY MATCHES

36. HOURS OF PLAY

36.1 Commence 8.15am Stumps 12.00 noon

Drinks

36.2 A drink break of no more than 5 minutes will be taken after each uninterrupted 15 overs of play.

Adjusted Completion Time – Day 2

36.3 The adjusted completion time for a two half-day match, will be the finishing time indicated above, plus the provisional allowance of thirty (30) minutes to enable the required number of overs to be completed, **on day 2 only.** It does not apply on day one, or once a first innings result has been achieved. The period of 30 minutes is NOT additional to any extra time allowed for a late start, but is the maximum overall extension of the finishing time as indicated in Rule 72. **The match must end after the over in progress at 12.30pm.**

36.4 If the required number of overs has not been completed at the adjusted time, and no result has been achieved, then the result of the match is declared a draw.

36.5 **Cessation of Play: On the second day of a match play shall continue until at least 11am unless an outright result is obtained before that time. The Board will investigate reports of breaches of this rule and may penalise either or both teams. After 11 am stumps may be called with the agreement of both coaches/managers.**

37. SCHEDULED NUMBER OF OVERS

37.1 The scheduled number of overs for two-day fixtures is 60 (minimum 57)

37.2 (a) **Under 14 and 15 Competition - Bowlers** (see also Rule 13)

For matches played in the Under 14 and 15 competitions, no bowler may bowl more than ten (10) overs per innings. If the match extends into a second innings, no pace bowler may bowl more than twelve (12) overs in a day's play.

(b) **Under 17 Competition - Bowlers** (see also Rule 13)

For two-day matches played in the Under 17 competitions, no bowler may bowl more than twelve (12) overs per innings. If the match extends into a second innings, no pace bowler may bowl more than sixteen (16) overs in a day's play.

37.3 If a minimum 57 overs have been received by the team batting first (and they are not all out) but not the allotted 60 overs, the match will be reduced such that the team batting second will receive the same number of overs as their opponents.

37.4 If the team batting first is dismissed, or closes its innings before 60 overs have been bowled, the team batting second is entitled to receive their full allocation of 60 overs plus the number of full overs not used by the team batting first.

37.5 If 57 overs are not received by the team batting first, and they are not all out, the match will be reduced as follows:

$$\frac{\text{No of overs received} + 60}{2}$$

Eg, if 53 overs are received,

$$\frac{53 + 60}{2} = 56.5$$

Therefore, the match will become a 56 overs per team match.

Similarly, if no overs are received on the first day, the match becomes

$$\frac{0 + 60}{2} = 30$$

Therefore, the match will become a 30 overs per team match.

37.6 Rule 78.5 also applies in the event of a team batting first declaring its innings closed after stumps on the first day or before commencement of play on the second day.

37.7 If 60 overs are bowled on the first day before finishing time, play will continue after the change of innings until the scheduled close of play.

38. ADJUSTMENT TO OVERS DUE TO LOSS OF PLAY

38.1 In all two day matches, up to 15 minutes extra time may be played each day for lost time at the commencement of play for any. See also Rule 36.3.

38.2 Should no play occur on the first day, the match will revert to a one-half day match the following week and all Rules associated with a one half-day match will apply.

38.3 Should play be interrupted in the first innings of the team batting second, there is no adjustment to the number of overs to be received by that team, nor should any run rate calculation be used. Should the team batting second not be all out and not receive their allotted overs the match will be deemed a draw

C.A. STAGE 2 - Under 12 & Under 13, Girls Under 15

Foreword

A format that looks to further develop the cricket skills of kids that are playing their 2nd or 3rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 3-hour window. Stage 2 is to be played under the published "Australia Cricket Stage 2 30 Over Rules", summarised here, with these (PDCA) rules taking precedence:

39. PLAYING CONDITIONS – Stage 2

39.1 **Teams -** 9 players per team (maximum 11 can be named in the team). Six (6) players per team minimum are required to play the game, 11 players per team maximum are to be allocated to a team. Only 9 players can be on the field at any given time, only 9 can bat and up to 11 can bowl, however, any non-batter(s) must bowl (in the first 15 overs), non-bowler(s) must bat (in the first 5).

39.2 **Hours of Play -** commence 8.15 am. It is expected that these matches will conclude within approximately four hours. One drink break of no more than 5 minutes will be taken half way through the scheduled number of overs in each innings (if 20 or more). **Rule 35 applies regarding scheduling & time lost.**

39.3 **Ball to be used – Under 12** (except Division 1)**:** plastic ball manufactured by AG Thompson (Kookaburra) 142 grams. Kookaburra Commander is the recommended ball. **– Under 12 Div 1, Under 13 & Girls Stage 2:** leather ball manufactured by AG Thompson (Kookaburra) 142 grams. Kookaburra Colt is the recommended ball

39.4 **Boundary -** maximum 45 metres measured from the batting end stumps and clearly marked. Batting is from one end only.

39.5 **Pitch Length -** pitch to be 18 metres in length measured from stump to stump.

39.6 **Stumps -** normal at batting end with portable stumps at bowling end.

39.7 **Creases -** at the bowling end to be marked with white chalk or white tape.

39.8 **Overs -** 30 per team.

39.9 **Bowling –** from one end (portable stumps end) for the entire game.

39.10 **Batting –** All batters retire at 35 balls (with the assumption that some players will be dismissed). Any retired batters can return when all others have batted, in the order they retired. All balls (regardless of whether wides/no balls) will be included in the batter's ball count. The innings is deemed as closed after 8 wickets have fallen.

If a team has more than 9 players, those that did not bowl must bat (in the first 5 batters).

39.11 **Bowler** Maximum 5 overs per bowler**,** 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled. All players are to bowl (excluding the wicket keeper where only one is used). Players that did not bat must bowl (in the first 15 overs). If more than 9 players are named, up to 11 players may bowl.

39.12 **Fielding -** Rotation of fielders is recommended to ensure all players experience all positions. No fielders within 10 metres of the batter (except regulation off side slips, gully and wicket keeper). Each team may use two (2) wicket keepers (15 overs each). If more than 9 players are present at a match, they should rotate onto the field each over. No player may field in the position of Back-Stop. Fielders behind the stumps at the batting end, with the exception of the wicketkeeper and slips, must be placed at a minimum of 5 metres to the side of the stumps.

39.13 **Wicketkeepers -** Each team may use 2 Wicketkeepers (15 overs each).

39.14 **Dismissals -** All modes of dismissal count.