

COMPETITION RULES – JUNIORS

62 TEAM MANAGERS/COACHES

62.1 Club Secretaries will advise the Association of the names and addresses of all Team Managers.

62.2 Any person approved by the Board will have complete charge of all players during the progress of games and whilst they are on the grounds.

62.3 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.

63 NOMINATIONS OF PLAYERS

63.1 (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.

63.2 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.

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

64 SUBSTITUTES (Law 24)

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

65 ELIGIBILITY OF PLAYERS

65.1 All players must be under the age of the Competition in which they wish to play, as of midnight on 31 August of the current season. On application, the Board may, at its sole discretion and based upon performance in prior years or after three (3) matches, permit girls or disabled children to participate in a lower age group.

65.2 Proof of the birth dates of all players will be in the hands of the Executive Officer no later than 8 weeks after the start of the Competition.

65.3 Any team playing a person before registration, disqualified or otherwise unqualified, will lose the match(s) in which the person played. Their opposition

will receive maximum numbers of points gained by any team in that division, or the points gained by themselves (whichever is the greater), in that particular round. The offending team will receive no points.

66 TRANSFER TO DIFFERENT AGE GROUP

66.1 A player may be transferred, without clearance, from the team with which he was originally registered, to a team in a higher age group within the same Club, except as limited by Rule 66.3.

66.2 Should this player play for more than three (3) matches in a higher age group, he cannot return to the original team without application to, and permission from, the Board.

66.3 A player wishing to transfer to a higher age group, but a lower division, will require application to, and permission from, the Board. This Rule will apply to a player who:

- was originally registered in a higher age division, and
- is eligible, by age, to play in a lower division, and
- wishes to play in the lower age group, and
- has played more than three (3) matches in the higher age group.

67 TRANSFER TO SIMILAR AGE GROUPS

67.1 A player may transfer from one group to a similar age group team within the same club on application to, and after permission from, the Board.

68 BALLS

68.1 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.

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

69 TROPHIES

69.1 Individual trophies will be awarded for the best batting average, highest aggregate, highest individual score, bowling average, most wickets except in Stage 2 Competition where trophies will be awarded for the highest aggregate and most wickets only.

69.2 Qualifications attached to individual trophy winners will be:

Bowling A bowler must have bowled at least forty (40) overs or obtained 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.

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

70 REPORTING LATE STARTS AND CLAIMS FOR FORFEITS

70.1 This rule relates to the Junior Competition and should be read in conjunction with Rule 35. If play does not commence on time, the offending team or teams may be fined an amount of \$20.00 for the first instance and up to \$40.00 for any subsequent offence, at the discretion of the Board.

70.2 The Coach/Manager will report all cases of late starts to the Board following the completion of the match.

71 BOWLING, FIELDING & BATTING RESTRICTIONS

The following fielding restrictions will apply;

71.1 **Bowlers; P.D.C.A. Senior Rule 51 applies**, as well as following:

(a) As part of the 'Bowler Injury Prevention' plan, there will be a limitation on Pace Bowlers as follows: (a pace bowler is a bowler who would be broadly defined, by one or both umpires, as one to whom the wicketkeeper normally stand back).

(b) Following any spell of bowling, as detailed below, the pace bowler must be rested for the double the number of overs that they bowled.

When a player bowls less than their 'maximum allowable overs in a spell', and then wishes to resume bowling, before completing their minimum rest period, they are entitled to do so but this will be considered as part of the same spell and the limit of overs in total will still apply.

Age	Maximum overs per spell	Maximum overs per day
U17	6	16
U16	6	16
U15	5	12
U14	5	12
U13	4	8
U12	4	8
U11	4	8

71.3 **Fielding;**

(a) No player under 17 years of age as at midnight 31 August shall field within a ten metre circle at the striker's end, with the exception of the wicketkeeper off side slip and gully fielder.

(b) If a fielder is in breach of 71.3(a) above, prior to the ball striking the batter, passing the stumps or being hit by the batter either umpire shall call and signal "dead ball".

(c) In all Junior Competitions 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. The prohibited area is to be marked on the field and at the boundary with markers or paint to assist enforcement.

71.4 **Wicketkeepers:**

All Wicketkeepers under 17 years of age at midnight 31 August are to wear, **whilst keeping wicket**, a specifically designed properly fitting cricket helmet with face guard in all matches.

71.5 **Batters:**

All batters under 17 years of age at midnight 31 August are to wear, whilst batting, a specifically designed properly fitting cricket helmet with face guard in all matches

CA STAGE 3 Under 14, 15 & 17

ONE DAY MATCH

72 HOURS OF PLAY

Commence: 8.15 am

Stumps: 12.15 pm

73 ADJUSTED COMPLETION TIME

73.1 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.

73.2 The period of 15 minutes 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.**

74 SCHEDULED NUMBER OF OVERS

74.1 The scheduled number of overs for a Stage 3 match is 30 overs and no player may bowl more than 6 overs. Note Rule 71 also applies.

74.2 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.

74.3 If the required number of overs has not been completed at the adjusted time, and no result has been achieved (see 75.8, 75.9, 75.10), then the result of the match is a draw.

75 ADJUSTMENT OF OVERS DUE TO LOSS OF PLAY

Loss of playing time prior to commencement

75.1 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

75.2 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

75.4 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.

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

Loss of playing time after completion of team batting first

75.6 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: 75.6

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 75.12), unless the team batting second is dismissed before reaching the adjusted score of the team batting first.

75.7 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 75.7, 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.

75.8 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 75.11. This will also apply where the number of overs has been reduced due to weather intervention.

75.9 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.

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

75.11 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 calculation this run rate, each legitimate ball bowled will count as one sixth (1/6th) of an over.

75.12 Where a team had 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

76 HOURS OF PLAY

76.1 Commence 8.15am Stumps 12.00 noon

77 ADJUSTED COMPLETION TIME, DAY 2

77.1 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.

77.2 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.**

77.3 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.

77.4 **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.**

78 SCHEDULED NUMBER OF OVERS

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

78.2 (a) **Under 14 and 15 Bowlers** (see also Rule 71)

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 Bowlers** (see also Rule 71)

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.

78.3 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.

78.4 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 its full allocation of 60 overs plus the number of full overs not used by the team batting first. However, in the event of the team batting on the first day losing its final wicket in over 57-60, which commenced four (4) minutes or less prior to the scheduled close of play, the team batting second will only receive the same number of overs as the team batting first.

78.5 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.

78.6 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 of the second day.

78.7 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.

79 ADJUSTMENT TO OVERS DUE TO LOSS OF PLAY

79.1 In all limited over matches, up to 15 minutes extra time may be played each day for lost time at the commencement of play for any reason other than weather conditions. See also Rule 77.2.

79.2 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.

79.3 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.