

**BRISBANE NORTH
JUNIOR CRICKET
ASSOCIATION
INC.**



RULES

FOR THE CONDUCT
OF CRICKET

SEPTEMBER 2018 EDITION

Rules Booklet – a guide to the main changes since the 2017 edition.

- *Section 14* now relates to Under 12 (Boys teams). Previously Under 11 & 12 (Boys teams)
- *Section 15* now relates to Under 10/11 (Boys & Girls teams). Previously Under 10 (Boys teams)
- *Section 18* – relates to Girls Under 12/13 & 14/15. Previously Girls Under 10/11, 12/13 & 14/15
- *Section 15* – New rules for boys/girls Under 10/11 in accord with Cricket Australia new formats
- *Rule 10.4* – Revised ball types and weights amended to provide for new Under 10/11 Rules.
- *Rule 11.2* Deadline for recording match details in MyCricket database for Under 12 to Open (Boys) and Girls Under 12/13 & 14/15 no no later than 7 days after game.
- *New Rule 11.3* Provides optional recording of match details in MyCricket database for Under 10/11 (Boys & Girls teams).
- *Section 12* – The Rules for Two Day Games no longer apply to Under 11 (Boys)
- *Section 13* - The Rules for One Day Games no longer apply to Under 11 (Boys)
- References to the *Laws of Cricket* amended in accord with new Laws in force 1 October 2017
- The Preamble –The Spirit of Cricket now in accord with *Laws of Cricket* in force 1 October 2017

General Rules

- The game of cricket is defined in the Laws of Cricket for which a copy is available at <https://www.lords.org/mcc/laws-of-cricket/laws/> or in book form from your local cricket supplier.
- This Rules booklet does not attempt to describe the game of cricket and assumes the reader already has knowledge of the game. This booklet describes the differences and special conditions for the playing of junior cricket.
- Definitions for the Bowling crease (the back edge of the line in which the stumps stand), the Popping crease (the back edge of the line also called the batting crease, where the striker taps their bat), the Return crease (the inside edge of the lines running back from, and at 90° to the Popping crease), and the boundary (the inside edge of any rope, or a straight line connecting the inside point of two adjacent markers) can all be found within the *Laws of Cricket*.

Maintaining the required over rate:

- The over rates in these Rules are successfully used by most teams in the competition for most of the games played. It is important to ensure that a team bowls at least the required number of overs in the time allowed, and that the spirit of the game is upheld.
- Captains, Umpires and Scorers should keep a watch during each period to ensure the required over rate is being achieved and should ensure that the required number of overs will be bowled.
- Captains, and where possible, umpires assisting the more junior captains, should ensure time is not wasted by constantly resetting the field during the over, and should further ensure that batters, bowlers and fielders move to their positions in good time. Law 41.9 and 41.10 states that it is unfair to waste time. It is not within the spirit of the game to waste time. Umpires should be aware of the time taken for drinks and the time taken for a change of batter. Drink breaks are of 3 minutes duration only, and are not meal breaks. The not-out batter should not walk far from the wicket when meeting the incoming batter, and on-field discussion between batters should be kept short.

Teams are encouraged to supply fielders to under-strength opposition teams.

- Where an opposing team is unable to field the same number of players as the team, the team is encouraged to offer to supply players to field for the opposing team as substitutes. These substitutes do not bat, bowl nor wicket-keep, nor can a substitute act as captain. This gesture is seen as in the spirit of fair play.

Match Result Recording.

- Match Results must be entered into MyCricket as per Rule 11.2

Quick Reference Guide

- A Quick Reference Guide can be found on the inside back cover and a Super Six Fielding Diagram outside back cover.

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Note. Sections 1 to 11 and Section 21 apply to all age groups (Under 8 to Open Division and Girls' Cricket) except in those instances where a particular age group is cited. Sections 12 to 20 apply to specific age groups and Girls' Cricket.



From The Laws of Cricket - The PREAMBLE – The SPIRIT OF CRICKET

- Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.
- The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.
- Respect is central to the Spirit of Cricket.
- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision
- Create a positive atmosphere by your own conduct, and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes, and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.
- Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

Notes on the Laws of Cricket as they relate to this Rule Book

In those instances where no rule is written to cover the situation, the Laws of Cricket as in force at the 1 October 2017 are to apply.

The penalty run provisions of Law 24.4., Law 18.5.2., Law 28 and Law 41 shall not apply, and the 5 penalty runs shall not be awarded, however players contravening these Laws should be counselled as to the requirements of the spirit of the game.

The Laws of Cricket (as at 1 October 2017) have deleted the dismissal of "Handled the Ball". If a batter handles the ball with the hand not touching the bat the dismissal is "Obstructing the field" covered under Law 37.

The Laws of Cricket (as at 1 October 2017) now stipulate that byes or leg byes scored as a consequence of a No ball being bowled shall be recorded as byes or leg byes and not as extra no balls.



1. GENERAL RULES

1.1 Membership

All participating clubs or other organisations must be affiliated and financial with the Brisbane North Junior Cricket Association Incorporated ("BNJCA") by 31st October each cricket season.

1.2 Registration of Players

- (i). Players must be registered with the BNJCA.
- (ii). Only registered players shall participate in BNJCA and QJCA competitions.

1.3 Qualification of Players

- (i). A player is eligible to play in an under-age team provided the player's age, at 31st August in the particular season, is under the aforesaid age group.
- (ii). To be eligible a player must be aged at least 6 on 1st September in the particular season.
- (iii). The Management Committee may, where a player's circumstances change, approve the player to play for more than one member club in a season.
- (iv). A player shall not play for more than 1 team in a competition age group in a week.
- (v). In accordance with Cricket Australia policy, a female may, at the discretion of her Club and having regard to her ability, be permitted to play in an age group that is up to 2 years below her chronological age group.
- (vi). Discretion should be used in assessing the safety of any player seeking to play more than one age group above the player's natural age group for the particular season. No player may play more than two age groups above the player's natural age group.
- (vii). The Management Committee may approve a player, an over-age player, as eligible to play in a team in a lower age group if the Committee is satisfied that special circumstances exist. However, the maximum number of over-aged players that can play in a lower age team shall be no more than two (2) players.
- (viii). Clubs are requested to exercise discretion and common sense in allowing any particular player to be an over-age player. They are to avoid playing down a player whose ability warrants that player being in their natural age group or a higher age group, so as not to impede the individual's progress or to distort the outcomes in the lower age group.
- (ix). The Management Committee may, in appropriate cases and in its absolute discretion, approve that a player with a significant physical or other disability, play in a lower age group that is commensurate with the player's ability as judged by the Management Committee, but, in any case, not more than 2 years below the player's chronological age group.

1.4 Hours of Play

- (i). Except for those games specified in 1.4 (ii), 1.4 (iii), or Super Sixes (16.1 & 17.1), Under 10/11 Boys/Girls teams (15.1 & 15.2), and Girls' Cricket (2 and 3) (18.3), each day's play shall commence at 8:15am and the scheduled finish time is 11:45am. If play commences later than 8:15am the scheduled finish time shall be that time which is 3½ hours after the commencement time subject to the proviso that irrespective of how late a match starts, play must conclude no later than noon on the same day. Note: A game that commences at 8:20am shall finish at 11:50am, commences at 8:25am shall finish at 11:55am, commences at 8:30am or later shall finish at noon.
- (ii). Some games will be scheduled to be played Saturday afternoon from 1:15pm to 4:45pm. For these games, if play commences later than 1:15pm the scheduled finish time shall be that time which is 3½ hours after the commencement time subject to the proviso that irrespective of how late a match starts, play must conclude no later than 5:00pm on the same day.

Note: A game that commences at 1:20 shall finish at 4:50, commences at 1:25 shall finish at 4:55, commences at 1:30 or later shall finish at 5:00pm.

- (iii). Some games may be scheduled to be played Friday afternoon from 5:30pm to 9:00pm. For these games, if play commences later than 5:45pm the scheduled finish time shall be that time which is 3½ hours after the commencement time subject to the proviso that irrespective of how late a match starts, play must conclude no later than 9:15pm on the same day.

Note: A game that commences at 5:35pm shall finish at 9:05pm, commences at 5:40pm shall finish at 9:10, commences at 5:45 or later shall finish at 9:15pm.

1.5 Team Sizes

- (i). The number of players permitted to bat and bowl is:

Super Six	8 players
Under 10/11 Boys/Girls teams	9 players
Under 12	13 players *
Under 13 to Open	12 players *
Girls' Cricket 2 (Under 12/13)	11 players
Girls' Cricket 3 (Under 14/15)	13 players

* Subject to a maximum list of 13 players, a further 2 replacements are permitted as per Rule 12.10(v).

- (ii). For Under 12 to Open and Girls' Cricket 3 (U14/15), the fall of 10 wickets constitutes the end of an innings for a team with more than 10 players.
- (iii). Except as specified in 15.3(v), 18.4 (a) and Super Six (16.2 and 17.2), eleven fielders only are allowed on the field at any one time.

1.6 Boundaries

The maximum field boundaries shall apply for matches played in the following age groups:

Under 8 Super Six	20 metres
Under 9 Super Six	25 metres
Under 10/11 (Boys/Girls teams)	refer to rule 15.7
Girls 2 (U12/13)	35 metres
Under 12 (Boys teams); Girls 3 (U14/15)	45 metres
Under 13 to Under 15 (Boys teams)	50 metres
Open	60 metres

It is recommended that a measured length of rope or string be used to measure the boundaries. The boundary is to be measured from the centre of the pitch for all age groups except under 10/11 (boys/girls teams) – refer to Rule 15.7.

2. BEHAVIOUR AND DRESS

2.1 Player's Behaviour and Code of Behaviour

- (i). The BNJCA endorses the Codes of Behaviour promulgated by the Australian Sports Commission, and those Codes (which are reproduced in this Rule book and e-*AllRounder*) form part of these Rules.
- (ii). Umpires/Managers/Coaches should intervene in cases of bad behaviour or offensive comments by players on or off the field. If such intervention does not settle the occurrence and if deemed necessary, they shall submit a written report on the details to the BNJCA Secretary who shall refer the report to the BNJCA Conducts Committee.
- (iii). The Conducts Committee may suspend a player from future play or otherwise deal with the player at its discretion.
- (iv). Any reference in these Rules to "Coach/Manager" refers to the adult, irrespective of formal title, who is the official in charge of a team on a particular day.

2.2 Dress

- (i). Shirts may be white or coloured. If players in a team wear coloured shirts they must wear the same coloured shirt with the colour being approved by the BNJCA. Skirts when worn must be white. Trousers must be white and predominantly white sports shoes are to be worn. Footwear must be worn during matches and during practice. A pocket size logo of either or both of a Club or Association Logo only may appear on the front of the shirt. No advertising is allowed on the front of the shirt. The Sleeves and back of the shirt may carry advertising with no restrictions on size. Super Six shirts may have logos and advertising on the front, sleeves and back.

In ALL cases the said advertising must have the approval of the BNJCA.

- (ii). Club caps or white sun hats (broad brimmed or floppy) are preferred headwear and should be strongly encouraged. Representative caps (eg Brisbane North or QPSC caps) are not 'club caps' and must not be worn when playing for a club.
- (iii). It is strongly recommended that for safety and health reasons, players are to provide their own groin protection gear and batting gloves.
- (iv). When batting or wicket-keeping, a player must wear appropriate gloves, pads and groin protector. When wicket-keeping, the wearing of shin pads under trouser pants is also permitted.

Note. For Super Sixes and Under 10/11 age groups consideration should be given to the comfort and useability of any protective equipment to be used, having regard to the size of the players and the soft ball in use. Protective equipment should, where possible, be of suitable flexibility and size to afford the younger players sufficient freedom of movement. Irrespective of this, appropriate protective equipment must still be worn.

- (v). Helmets, where used, should include a face guard, be correctly fitted, and should conform to the Australian Standard (BS7928:2013 Specification for head protectors for cricketers).
- (vi). For all age groups Under 8 to Open Div. and Girls' Cricket (under 12/13) and under 14/15) the wearing of helmets by players when batting is mandatory at all times. Club officials together with the Coach/Manager of a team should take all reasonable steps to ensure this mandatory requirement is made known to all members of the team.
- (vii). For wicket-keepers keeping up to the stumps where a hard ball is being used the use of a mouthguard is recommended and the wearing of a helmet is required as per Rule 7.2
- (viii). The use of helmets when fielding is as per Rule 7

3. FITNESS OF THE GROUND

- (i). Play should only be suspended when the conditions are so bad (including lightning) that it is unreasonable or dangerous to continue. A ground is unfit for play when it is so slippery so as to deprive batters or bowlers of a reasonable foothold, or the fieldsmen freedom of movement. The safety of players at all times must be paramount. Play should not be suspended merely because the grass is wet and the ball slippery.
- (ii). The decision concerning the fitness for play of the ground, including the pitch, must be made by a representative from each team and/or official umpires. In those cases when club groundsmen are concerned with ground preparation, the decision concerning ground fitness for play should involve such representatives and/or official umpires and club groundsmen (if applicable). Where a club groundsmen has full control of the ground, the groundsmen's decision shall be final.
- (iii). If team representatives, with their players in attendance, disagree regarding the fitness of the ground for play the present state continues. That is, if play has not commenced and the representatives disagree, there will be no play. If play has been suspended because the ground is unfit for play, the team representatives must agree before play resumes. No time shall be added to the match to make up for time lost to adverse conditions or injury.

- (iv). The 30/30 Rule. If thunder follows a lightning flash by 30 seconds or less play must cease and players and officials leave the field immediately.

Play must not resume until thirty (30) minutes after the initial flash.

If during the suspension of play thunder follows lightning by thirty (30) seconds or less the suspension period is to recommence.

Note. See Standard AS/NZS 1768-2007 "Lightning Protection".

Note. A 30 second time difference indicates the flash was within a 10km radius, a 15 second time difference is within a 5km radius, and a 3 second difference indicates within a kilometre.

4. ON-FIELD COACHING

- (i). On field coaching is allowed up to and including the Under 12 age group and Girls' Cricket (2 and 3) but should be restricted to one person per team. That person will be acting as an umpire at the time.
- (ii). Coaches and managers are reminded that the age groups up to and including Under 12 and Girls' Cricket (2 and 3) are NON-COMPETITIVE (i.e. no competition points awarded) and constitute a developmental period for junior cricketers. It is expected that competition will happen on a natural basis regardless of the formalities of a non-competitive environment. Notwithstanding this, the BNJCA expects common sense to prevail in all situations so that the players get the enjoyment and sportsmanship that characterises the game.

5. BOWLING

5.1 In all age groups a player may employ whatever style or length of run up is appropriate to the player's style of bowling but in the Super Six, Under 10/11 age groups and Girls' Cricket (2 and 3) the Coach/Manager should encourage players to bowl from a run up of not more than 10 metres.

5.2 Wide Balls

- (i). The *Laws of Cricket** instruct the umpire to call and signal Wide ball after the ball has passed the line of the striker's wicket. It is very important not to hurry the call. It is better to wait until the ball is well past the striker's wicket, rather than have to revoke the call if the striker chases and hits a wide delivery.
- (ii). If the ball lands outside a concrete or synthetic wicket and is not hit by the striker, it shall be deemed and called Wide after it has passed the line of the striker's wicket.
- (iii). When the ball lands on the wicket, the *Laws of Cricket** apply in judging a Wide.
- * Law 22 stipulates that a ball shall be called Wide if it is bowled such that a striker either standing or in a normal guard position cannot hit the ball with a normal cricket stroke. A ball shall not be called Wide if the striker moves causing the ball to pass out of reach, nor if the ball strikes any part of the striker's bat or person, nor if the ball is a No ball. The call of Wide should be late enough to determine that the ball had passed the striker's wicket.
- (iv). Under the *Laws of Cricket* neither batter shall be out from a Wide except by Law 35 Hit wicket, Law 37 Obstructing the field, Law 38 Run out or Law 39 Stumped
- (v). Except for Super Six games the penalty for a Wide for Under 10/11 upwards including Girls' Cricket (2 & 3) shall be one run plus any runs scored from that delivery. All runs which are run or result from a Wide shall be scored as Wides. Should a Wide proceed past the wicket-keeper to the boundary, 5 Wides shall be scored. Likewise, should the batters take a run on a Wide it shall be scored as 2 Wides; if 2 runs are taken – 3 Wides; and if 3 runs are taken – 4 Wides.
- (vi). For the competitive Under 13 to Open age groups umpires are to call Wide should a bowler bowl persistently* wide of the leg stump. As a guide for the umpire, a line should be drawn 45 centimetres either side of the middle stump to cater for both left and right handed batters. This line shall extend 15 centimetres either side of the bowling crease and shall be chalk-marked by team officials prior to commencement of each day's play if not permanently marked.

Note the word 'persistently', i.e. a Wide should not be called on the first or even second occasion. Umpires should always first advise and explain to the bowler the danger of being called, and why, should the bowler persist without change.

5.3 Dead balls

- (i). When the ball, having been properly delivered by the bowler, lands on a concrete or synthetic wicket and thereafter behaves so erratically that, in the opinion of the umpire, the behaviour is not due to the bowler's technique, the umpire shall immediately call and signal Dead ball. Such a ball shall not be counted in the over. No runs can be scored and no batter can be dismissed from such a ball.
- (ii). If a ball being returned by a fielder deviates off the edge of a concrete or synthetic wicket the umpires shall call Dead ball immediately after the completion of the run in progress at the time of the deviation.
- (iii). When the bowler attempts to run out the non-striker, either (i) before commencing delivery of the ball or (ii) at any time from when delivery of the ball commences until delivery of the ball is completed, and whether or not there is an appeal, the umpire at the bowler's end shall immediately call and signal Dead Ball. Such a ball shall not be counted in the over. No runs can be scored and no batter can be dismissed from such a ball.

If in the opinion of either umpire, the non-striker, when preparing to run, is backing up too far during the course of the bowler's delivery, then both umpires should confer and counsel the non-striker to only leave the popping crease once the bowler's back foot lands ready for delivery or once the bowler passes the bowling crease.

- (iv). When the batters attempt to steal a run at any time during the course of the bowler delivering the ball and before delivery is completed, the umpire at the bowler's end shall
 - 1) call and signal Dead ball as soon as the batters cross in such an attempt;
 - 2) inform the other umpire of the reason for this action;
 - 3) return the batters to their original ends; and
 - 4) inform the batters, the captain of the fielding side and, as soon as practicable, the captain of the batting side, of the reason for this action.

The ball called and signalled Dead Ball shall not be counted in the over. No runs can be scored, no penalty runs awarded and no batter can be dismissed from such a ball.

5.4 Balls per Over

For the competitive Under 13 to Open age groups, a bowler shall bowl, in any over, a maximum of 10 deliveries or 6 fair balls, whichever comes first.

5.5 No Balls

- (i). Any fast, short-pitched delivery by the bowler reaching the striker above shoulder height when standing in a normal batting stance shall be called No ball for all age groups, and can be called by either umpire. *Note. A fast delivery is one to which a wicket-keeper would normally stand back from the wickets to receive.*
- (ii). Any full-pitched delivery delivered by the bowler and arriving at the striker above waist height when standing in an upright stance shall be called No ball for all ages and can be called by either umpire.
- (iii). Under the *Laws of Cricket* neither batter shall be out from a No ball except by Law 34 Hit the ball twice, Law 37 Obstructing the field or Law 38 Run out.
- (iv). The umpire at the bowler's end shall call and signal No ball if a ball which the umpire considers to have been delivered without having previously touched bat or person of the striker
 - (i) bounces more than once, or
 - (ii) rolls along the ground before it reaches the popping crease, or
 - (iii) pitches wholly or partially off the pitch before it reaches the line of the

striker's wicket. When a non-turf pitch is being used, this will apply to any ball that wholly or partially pitches off the artificial surface.

- (v). If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

5.6 Penalty and scoring for a No ball for Under 10/11 (boys & girls teams) and Girls Cricket 2 (Under 12/13)

- (i). For all matches the penalty for any type of No ball shall be 1 run plus any runs scored from the delivery.
- (ii). Any runs scored from a No ball are credited to the striker.
- (iii). Should a batter be given out off a No ball the penalty for bowling it shall stand plus any runs scored.
- (iv). For Super Six games (Under 8 & 9) refer to rules 16.3 and 17.3

5.7 Penalty and scoring for a No ball for Under 12 to Open age groups and Girls' Cricket 3 (Under 14/15)

- (i). For all matches the penalty for any type of No ball shall be 1 run plus any runs scored from the delivery.
- (ii). The striker may hit a No ball and whatever runs result shall be added to the striker's score. Runs made otherwise from a No ball shall be scored as *byes or leg byes* as appropriate. If the batters run on a No ball, either umpire shall indicate by clear signal to the scorers whether the striker hit the ball, so that it can be determined whether the runs so scored are *No balls, No balls and bye or leg byes* or runs credited to the striker.
- (iii). Should a batter be given out off a No ball the penalty for bowling it shall stand plus any runs scored.

5.8 Daily Bowling Limits

Where a player plays in more than one match in a day the player shall not exceed the daily bowling limit applicable to the player's age group.

Up to Under 13	a maximum of 8 overs per day
Girls Cricket (2 and 3)	a maximum of 8 overs per day
Under 14 & Under 15	a maximum of 10 overs per day
Open	a maximum of 16 overs per day.

6. BATTING

6.1 LBW

For grades Under 12 upwards and Girls Cricket 3 (Under 14/15) the LBW rule will apply

To assist the umpire in assessing an LBW decision there are 5 questions, all questions must be answered 'Yes' before an LBW decision can be given.

- Is it a fair delivery (not a no-ball)?
- Did the ball pitch in line with the stumps or outside off stump? (The striker cannot be out LBW if the ball is pitched outside leg stump, irrespective of whether a shot has been offered or not.)
- Did the ball miss the bat before it hit the striker?
- Did the ball first contact hit the player in line with the stumps (or outside off stump where no shot is offered)?
- Would the ball have hit the stumps if the striker had not obstructed it?

If the answer to any of the 5 questions is 'No' then the striker is Not out.

7. FIELDING AND WICKET-KEEPING

7.1 Minimum Fielding Distance

- (i). Except in an area 90 degrees on the offside from Point to Wicket-keeper (the Slips), no player who qualifies for, or is playing in, an age group from Under 12 up to and including Under 15 and Girls' Cricket 3 (Under 14/15) is to field closer than 10 metres from the striker (in the striker's normal batting stance) until after the ball is:
- hit by the striker, or
 - strikes the body or equipment of the striker, or
 - passes the line of the stumps, or
 - becomes dead.

Note. Where the striker's stance is forward of the crease the fielder should retreat by the same distance to maintain the 10 metre separation. Where a striker charges a bowler the fielder is not required to thus retreat, but the safety of the fielder shall be paramount.

- (ii). For Open age group only, fielders may come within 10 metres, but not closer than 5 metres, provided their protective gear is a helmet and groin protector.
- (iii). If this rule is contravened a No ball shall be called for the delivery in question.

7.2 Wicket-Keeping

- (i). For the Under 12 to Open age groups and Girls' Cricket 3 (Under 14/15), wicketkeepers, whilst standing up to the stumps, must wear a helmet that complies with the relevant Australian Standard (currently BS7928:2013). When not in use helmets are to be placed behind the wicketkeeper.
- (ii). In the Under 8 to Under 12 age groups and Girls' Cricket 2 (Under 12/13) and Girls' Cricket 3 (Under 14/15) a wicket-keeper shall not keep for more than one half of the allotted number of overs in an innings.
- (iii). If for some reason (eg rain or other interruption) the number of allotted overs in an innings is reduced in the Under 8 to Under 12 age groups and Girls' Cricket 2 and 3, the wicket-keeper shall not keep for longer than one half of the reduced allotted overs in the innings or the number of overs for which the player had kept wicket at the time of the interruption, whichever is greater.

8. PROTESTS

The protesting club is to send a letter to the other club involved plus a copy to the BNJCA Secretary. Such letter is to be sent no later than 7 days after the completion of the match concerned.

9. PUBLICATION OF RESULTS

9.1 For publication in the weekend press, responsibility for notifying *The Sunday Mail* as explained in *e-AllRounder* rests with the side batting first on the first day of a two day match, and the side winning the game shall notify the result on day two.

9.2 For one day matches, the winning side is responsible for notifying the results.

9.3 For all matches where no result is achieved due to adverse weather conditions etc, the side batting first is responsible for notifying the results.

10. MATERIALS

10.1 Each team shall supply and use one set of 78.7cm (31") stumps without metal tips or ferrules. The use of metal tipped stumps is not permissible.

Note. For Concrete or Synthetic wickets the stumps area should be filled with dirt to give the stumps their correct height.

10.2 Only *A.G. Thompson (Kookaburra), Platypus, K D Sport, Duke or Gabba Sporting*

Products brand cricket balls are to be used. All balls must be 'red' only.

10.3 A bowling team does not have to use a new ball in any innings. A used ball can be taken, however once the innings has commenced, the same ball must be used throughout the innings. If the fielding side does not elect to use a new ball, the coaches/managers must agree on the ball to be used by the fielding side.

10.4 The weight and type of cricket ball to be used for all matches, applicable to the relevant age group and surface type is:-

All Super Six games Based upon ground conditions, the host club shall choose a soft ball (KD Supaball/ Kookaburra Softaball / Steeden Jump Start / Tennis ball) up to 120 gram.

Under 10/11 (boys/girls teams); Girls' Cricket 2 (U12/13) - soft ball (circumference 21-22.5cm, ideal weight 100-120g) (KD Supaball, Kookaburra Softaball, Steeden Jump Start or similar)

Under 12 (Boys teams); Girls' Cricket 3 (U14/15) - 142 gram plastic ball on concrete pitch or 142 gram two-piece leather ball on synthetic pitch

Under 13 to Open (Boys) 156 gram two-piece leather ball on synthetic or turf pitch

10.5 Each team shall supply markers to mark one-half of the boundary.

11. SCOREBOOKS, RESULT REPORTING AND RECORDS

11.1 Scorebooks

- (i). Each manager should ensure that a scorebook is accurately kept. At the end of each day of play, a team official from each team is to sign the opposing team's scorebook to ensure agreement on the result.
- (ii). Where both teams use electronic scoring a summary as per Appendix A shall be completed and signed at the completion of the match. This completed and signed summary sheet must be retained by both teams and be made available for viewing for resolving any disputed result.
- (iii). For age groups Under 10 upwards and Girls' Cricket (2 and 3), Wides and No balls are to be included in the runs scored against the bowler. Special consideration applies to Super Six Under 8 & Super Six Under 9 cricket - see Rules 16.3 & 17.3
- (iv). For age groups Under 12 upwards and Girls' Cricket 3 (14/15), Wides, No balls, Byes and Leg-byes are to be treated as sundries and not credited to the striker. Special consideration for Wides and No balls is provided for Super Sixes (Rules 16.3 and 17.3); Under 10/11 (Rule 15.10(vii)) and Girls' Cricket 2 (12/13) (Rule 18.10(a)(vi))

11.2 Match Recording (age groups Under 12 to Open and Girls Cricket (2 & 3))

- (i) Both teams are to record the match result and all required match details including statistics of individual batting and bowling into the MyCricket database no later than 7 days following the completion of the match. This includes names of participating players and each player's statistics for the game.
- (ii) MyCricket must be updated for all scheduled fixtures, including forfeits and rain abandoned games.
- (iii) For a team receiving a forfeit or washed out game, the full list of intended players must be shown. Those players listed will be eligible for BNJCA batting and bowling trophies. The results and statistics for officially designated "bye" games are not to be recorded into MyCricket. (See *e-AllRounder* for MyCricket details).
- (iv) Penalty for Under 13 to Open teams non-compliance with Rule 11.2(i) is forfeiture of all points that would have been gained under Rule 12.13 & Rule 13.10 by the offending team.

Note. For Under 12 and Girls' Cricket (2 and 3) non-compliance with Rule 11.2(i) will be the

disadvantage to the players eligibility for any BNJCA trophies for player achievements.

11.3 Match Recording for Under 10/11 (Boys and Girls teams)

A team in this age group may record the match result and all required match details including statistics of individual batting and bowling into the MyCricket database.

This is optional for teams in this age group, since the players will not be eligible for BNJCA batting and bowling trophies.

12. RULES FOR TWO DAY GAMES (Under 12 and above) (BOYS' TEAMS ONLY)

12.1 Hours of Play

- (i). Matches will be played over two consecutive fixture days.
- (ii). Hours of play shall be as per Rule 1.4
- (iii). If play does not commence on the first scheduled day of a match, then the second scheduled day will be conducted as a one day game.

12.2 Duration of Innings

- (i). For the Under 12 age groups, refer to Rule 14
- (ii). For the Under 13 to Open age groups the duration of the first innings for each team shall be 55 overs or 3½ hours whichever occurs first (a normal day's play).
- (iii). If a team is dismissed or if the allocated overs are completed, and there is more than 10 minutes to spare before the scheduled finish time (refer Rule 1.4), then, after allowing a 10 minute break between innings, the game will continue its normal course and a further innings, as defined under Law 13.2 (of the *Laws of Cricket*), will commence.
- (iv). The second innings, provided time permits, shall be played to an outright result. No limit shall apply to the total number of overs but normal individual bowling restrictions apply.

Except where a change of innings occurs, a minimum of 16 overs shall be bowled in the last hour. Where a change of innings occurs in the last hour the minimum number of overs remaining to be bowled shall, after allowing for a 10 minute break, be calculated as 1 over for each 4 minutes remaining to the scheduled finish time.

Should time be lost under Rule 3 (Fitness of the Ground) during the last hour, upon resumption of play if time permits, the minimum number of overs remaining to be bowled shall be reduced by 1 over for each 4 minutes lost.

For example: If play was suspended during the last hour for 20 minutes because of rain, upon resumption of play the number of overs remaining to be bowled shall be reduced by 5 overs.

12.3 Venue

Where a game has commenced and the venue is not available for the second day of play then, where possible, an alternate venue will be allocated.

Note. Whilst every effort will be made to allocate the same ground type as was used on the first day, it may happen that only a ground of a different type is available. Whilst this may disadvantage one team it is stressed that participation is the overriding consideration and the game shall continue its normal course.

12.4 Penalty Runs

- (i). Subject to Rule 3 concerning fitness of ground, the fielding team is expected to bowl 55 overs in 3½ hours play.
- (ii). For Under 13 to Open age groups failure to bowl the required number of overs as specified in Rule 12.2(iv) or 12.4(i) will, subject to Rule 3 (Fitness of the Ground) and where an outright result has not been achieved, result in the batting team being awarded penalty runs (added to sundries), the penalty being one run for each ball not bowled.

12.5 Forfeits and Time Adjustments

Should any team be unable to commence play within 15 minutes after the scheduled starting time, a forfeit may be claimed by the non-offending side. The manager of the non-offending side only may suggest a time adjustment, so that the game can be played. A decision to make the time adjustment must be made prior to the start of play for that day and shall not be altered after play commences.

12.6 Time Lost on First Saturday (under Rule 3 (Fitness of the Ground))

- (i). 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 are bowled to each team. The first innings of each team will be limited to the number of overs completed on the first day, plus 55, divided by 2 and rounded up.
- (ii). If play commences and more than 45 overs, but less than 55 overs, have been bowled to the team batting first due to time lost under Rule 3 (Fitness of the Ground), and providing that team is not all 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 that bowled to the opposition.

12.7 Time Lost on Second Saturday (under Rule 3 (Fitness of the Ground))

- (i). No extra time can be added to the permitted hours of play listed in Rule 1.4 -Hours of Play, upon resumption of play following any time lost under Rule 3 (Fitness of the Ground), on the second Saturday.
- (ii). To comply with Rule 12.4(i) regarding the number of overs expected to be bowled by the fielding team in a day's play, the overs shall be reduced by 1 over for each 4 minutes of play lost.

For example: If a fielding team is expected to bowl 55 overs in the day's play and 60 minutes is lost due to rain, the number of overs expected to be bowled shall be reduced by 15 overs to 40 overs expected to be bowled in the day's play.

- (iii) Penalty runs as set out Rule 12.4(ii) may be claimed by the batting team when a fielding team fails to bowl the expected reduced number of overs as calculated in 12.7(ii),

12.8 Under 12 to Open age groups - Batting

Any Under 12 to Open batter may retire Not out when the player has faced a minimum of 25 balls.

Any Under 12 to Open batter must retire not out when the player has faced a maximum number of deliveries applicable to the player's age group.

Under 12	50 balls
Under 13 to Under 15	60 balls
Open	75 balls

Note. a No ball is a ball faced; a Wide is not a ball faced.

Any Not out batter so retired may resume their innings in order of retirement once all other players have been dismissed or retired. There are no restrictions on the number of runs a player may score. This rule applies to both first and second innings. A batter is required to retire only once per innings, however players may themselves decide to further retire after a further 25 balls.

Note. This rule is in vogue to provide MAXIMUM participation for all players, so COMMON SENSE AND SPORTSMANSHIP are to prevail.

Batters should not be retired before 25 balls in favour of returning retirees.

Note. Whilst there is no limit to the number of balls a batter may face the emphasis must always be towards maximum participation for ALL players.

12.9 Under 12 to Open age groups Bowling

- (i). Any Under 12 to Open bowler may bowl a maximum number of overs applicable to the player's age group.
- | | |
|----------------------|-----------------------------------|
| Under 12 | a maximum of 8 overs per innings |
| Under 13 to Under 15 | a maximum of 10 overs per innings |
| Open | a maximum of 11 overs per innings |
- (ii). The maximum number of overs to be bowled by any bowler in one spell for the player's age group is:-
- | | |
|---------------------|--------------------------------|
| Under 12 & Under 13 | a maximum of 4 overs per spell |
| Under 14 & Under 15 | a maximum of 5 overs per spell |
| Open | a maximum of 6 overs per spell |
- (iii). The equivalent of equal the number of overs bowled from both ends during that spell must then elapse before that bowler is permitted to bowl again.
eg If a bowler bowls 4 overs in a spell, at least 8 overs must elapse before the bowler can bowl again.

Note 1: Provided the umpires are informed beforehand, the mere change of ends by a bowler during a spell does not constitute the end of that bowler's spell. However, in this instance, the maximum number of overs specified in Rule 12.9(ii) must not be exceeded in the bowler's spell.

Note 2: The end of a day's play or the end of an innings negates any requirement for the bowler to be further rested at the commencement of the next day's play or the start of the next innings, except for a follow-on situation on the same day.

- (iv). In the interests of player participation, coaches are encouraged to ensure that as many players as possible are given the opportunity to bowl in each game.
- (v). In a two day game a bowler shall not exceed 6 overs in an innings until 42 overs have been bowled.

Note. It is the intention of this rule that participation of more players occurs before a bowler proceeds beyond 6 overs, and that all players bowl any minimum required for the players age group, or where no minimum is required that a maximum number of bowlers are used before a player exceeds 6 overs. Where a team numbers less than 11 players the specified '42 overs' will need to be adjusted down by 4 overs for each player less than 11.

12.10 A Team

- (i). In the Under 12 to Open age groups the minimum number of players deemed necessary to constitute a team in each innings of a match shall be 7 players and an official, all present on the day.
- (ii). Team sizes shall be as per Rule 1.5
- (iii). In a two day game each team manager shall, before leaving the venue on the first day, present to the opposing manager, a list of the team's eligible registered players whose names are to be recorded in the scorebook.
- (iv). Number of Substitutes.
If both coaches can agree on a number then a number of substitutes shall be selected, otherwise that number shall be 2 (two).
Note. Irrespective of the number used as substitutes the total players listed by either team must not exceed 13.
- (v). On the completion of the two first innings, or immediately prior to the start of the second days play, a maximum number as per 12.10(iv) of the original players in a team may be replaced by players from the named eligible registered players who may participate fully in the remainder of the game. Any such replacement player must continue the "not out" innings (*the replaced player to be shown as 'Not out – Substituted'*) or complete the over of the player being replaced, in either case the replacement's activities should be recorded separately.

Note. Any such replacement player must have been listed as per 12.10(iii) and the list must not exceed 13 players in total.

12.11 Intervals

- (i). An interval not exceeding 10 minutes will be allowed between innings. Players shall be on the field ready to start at the conclusion of the 10 minute period.
- (ii). In addition and at the discretion of coaches and managers, up to 3 drink breaks, not exceeding 3 minutes each, may be taken during a day's play.

12.12 Follow-on

A lead of at least 75 runs is required to enforce a follow-on.

12.13 Points Score for Two Day Games (Under 13 to Open age groups only)

- (i). Maximum number of points, excluding bonus points, any team can obtain in a match is 10.
- (ii).

Outright win/first innings lead	10
Outright win/first innings loss	6
Outright loss/first innings win	4
First Innings Win	6
Tie over 4 innings	5
Tie over 2 innings	3
Draw/Washed out	3
Outright loss / First innings loss	0
Loss by Forfeit	0
- (iii). Bonus points are awarded as follows:
 - 0.01 points per run scored
 - 0.2 points per wicket taken

(Note. 'All Out' counts as for 10 wickets, i.e. .2 x 10 = 2 points however, Retired (unless Retired Out) is not considered as Out.)
- (iv). Any team on receiving a forfeit in a match shall be awarded 9 points.
- (v). Any team having a bye (if applicable) shall receive 9 points.
- (vi). In the event that a two day game is played as a one day game (see Rule 12.1(iii)), the one day points score system applies (Rule 13.10).
- (vii). If play commences on the first day, the match is taken to constitute a 2 day game
- (viii). When the team batting second does not receive its full allocation of 55 overs in its first innings, due to time lost on the second Saturday (refer to Rule 12.7) and fails to pass the score of the team batting first in the available number of overs expected to be bowled, the result is declared a Draw and 3 points given to each team.

For example: Team 1 bats on the first Saturday and is all out for 174 in 52.4 overs. Team 2 bats on the second Saturday and because of time lost due to rain only receives 30 overs and scores 5/159. The game is declared a Draw because Team 2 failed to pass Team 1's score of 174 in the available number of overs expected to be bowled (30 overs).

13. RULES FOR ONE DAY GAMES (Under 12 and above) - BOYS' TEAMS ONLY

13.1 Days of Play

All matches will be played on a single fixture day. Alterations of playing days must be approved by the Draw Committee Chairman.

13.2 A Team

In the Under 12 to Open age groups the minimum number of players deemed necessary to constitute a team for each game shall be 7 players and an official, all present on the day.

13.3 Number of Innings

All matches are of one innings only.

13.4 Bowling

- (i). The maximum number of overs per bowler shall be 5.
- (ii). The maximum number of overs bowled by any bowler in one spell is 3 overs.
- (iii). The equivalent of equal the number of overs bowled from both ends during that spell must then elapse before that bowler is permitted to bowl again.

eg If a bowler bowls 3 overs in a spell, at least 6 overs must elapse before the bowler can bowl again.

Note 1: Provided the umpires are informed beforehand, the mere change of ends by a bowler during a spell does not constitute the end of that bowler's spell. However, in this instance, the maximum number of overs specified in Rule 13.4(ii) must not be exceeded in the bowler's spell.

- (iv). A bowler shall not exceed 3 overs in an innings until 21 overs have been bowled.

Note. It is the intention of this rule that participation of more players occurs before a bowler proceeds beyond 3 overs, and that all players bowl any minimum required for the players age group, or where no minimum is required that a maximum number of bowlers are used before a player exceeds 3 overs. Where a team numbers less than 11 players the specified '21 overs' will need to be adjusted down by 2 overs for each player less than 11.

13.5 Batting

Any Under 12 to Open batter may retire Not out when the player has faced a minimum of 25 balls.

Any Under 12 to Open batter must retire when the player has faced a maximum 50 deliveries.

Note. a No ball is a ball faced; a Wide is not a ball faced.

Any Not out batter so retired may resume their innings in order of retirement once all other players have been dismissed or retired. There are no restrictions on the number of runs a player may score. A batter is required to retire only once per innings, however players may themselves decide to further retire after a further 25 balls.

Note. This rule is in vogue to provide MAXIMUM participation for all players, so COMMON SENSE AND SPORTSMANSHIP are to prevail, Batters should not be retired before 25 balls in favour of returning retirees.

13.6 Hours of Play

- (i). Hours of play shall be as per Rule 1.4
- (ii). After allowing a maximum of 10 minutes for a break between innings (refer Rule 12.11(i) re intervals), each team has a maximum batting time of 1 hour 40 minutes.
- (iii). Subject to Rule 13.8, the innings of the team batting first must not proceed past 10.00 am (3:00pm for afternoon games), the scheduled cut-off time, or 26 overs, whichever comes first.
- (iv). If the team fielding first fails to bowl 26 overs by the scheduled cut-off time, and the team batting first is not bowled out, the innings of each team shall be shortened to that number actually bowled and the same number of overs will be bowled to the team batting second.
- (v). Unless bowled out, the team batting second must receive its full entitlement of overs, even if a result is achieved earlier (for the purpose of allocating bonus points).

For Under 13 to Open age groups failure to bowl the required number of overs will, subject to Rule 3 (Fitness of the Ground) and where a result has not been achieved, result in the batting team being awarded penalty runs (added to sundries), the penalty being one run for each ball not bowled.

- (vi). A drink interval not exceeding three minutes is to be taken after 15 overs, or at the discretion of officials of both teams as agreed.

13.7 Result of Matches

- (i). Scores must be recorded at the completion of the 15th over and each succeeding over thereafter.

13.8 Matches - Delayed Start

To ensure that play ceases by noon on the scheduled day, it may be necessary, in cases where matches do not start on time, to deduct 2 overs for every 6 minutes delay (or part thereof) from the 52 overs to be bowled. This number is halved to give the number of overs to be bowled by each team. Team managers are to agree on the total overs for each team and the rescheduled cut-off time for the team batting first, before play commences on the particular day.

13.9 Matches - Delays During Play

- (i). Where time is lost under Rule 3 (Fitness of Ground), at least 15 overs must be bowled by each team so that a result may be obtained.
- (ii). A result will be calculated on the state of each batting team as at the maximum number of overs faced, provided that maximum is equal for both teams.

eg Team A bats for 26 overs. Team B only manages 22 overs because of time lost. The team totals as at over number 22 are compared and a result obtained.

13.10 Points Score for One Day Games (Under 13 to Open age groups only)

- (i).

Match win	6 points
Tied Game (equal scores)	3 points
Washed Out Games	3 points
Match Loss / Loss by Forfeit	0 points
- (ii). Bonus Points are awarded as follows:
 - 0.01 points per run scored
 - 0.2 points per wicket taken

(Note. 'All Out' counts as for 10 wickets, i.e. $.2 \times 10 = 2$ points however, Retired (unless Retired Out) is not considered as Out.)
- (iii). Any team on receiving a forfeit in a match shall be awarded 9 points.
- (iv). Points to a team for a bye (if applicable) - 9 points will be awarded.
- (v). Outright decisions are not applicable in one day games.

14. RULES FOR UNDER 12 AGE GROUP (BOYS' TEAMS ONLY)

These special rules recognise that the Under 12 age groups is developmental, based on non-competitive matches designed to foster maximum participation by all players.

Coaches should regard themselves as the third team in the match, a special team of two people who are not there to oppose each other but, rather, to help each other and the players from both sides to not only learn cricket skills, but also the proper spirit of the game. In this regard the Coaches should not only be the living example of the ASC Codes of Behaviour, but should also take responsibility for all players and their parents observing such Codes.

14.1 Bowling

- (i). Each player shall bowl a minimum of 3 overs in a two day match and a minimum of 2 overs in a one day match.
- (ii). In either a one or two day match a bowler shall bowl, in an over, a maximum of 8 deliveries or 6 fair balls whichever comes first.

14.2 Batting

If a player is nominated to bat in one of the last three batting positions in an innings, that player must bat in one of the first nine batting positions in the next innings. If a player is nominated in the first nine positions as a result of this rule but still does not actually have a bat, that player shall again be nominated in the first nine positions until they do have a bat.

14.3 Four Quarters Cricket

Preamble. The two day games for the Under 12 age group will be played as 4 quarters cricket. The matches will constitute 100 overs over two days divided into 4 quarters of 25 overs each, with 2 quarters each day. Unless bowled out, the duration of the first innings of each team is to be 50 overs.

The matches subject to the general rules set out later in this section are to be played in accordance with the procedure set out below to ensure that during the course of a game, each team fields during both parts of the morning.

First Saturday: One team (Team 1) will bat in the first quarter and after 25 overs will have its innings suspended to be continued on the second Saturday. Following a 10 minute break for a change of innings, the other team (Team 2) will bat in the second quarter and after 25 overs will have its innings suspended to be continued on the second Saturday.

Second Saturday: At commencement, Team 2 will continue its innings for a further 25 overs in the third quarter, continuing with the batters who were not out, retaining their respective batting positions (striking or non-striking) when the innings was suspended the previous Saturday. Following a 10 minute break for change of innings, Team 1 will continue its innings for a further 25 overs in the fourth quarter, continuing with the batters who were not out retaining their respective batting positions (striking or non-striking) when the innings was suspended the previous Saturday.

- (i). Subject to Rule 14.3(iii), both teams are to receive their full allocation of 50 overs batting over the two days, each receiving 25 overs in each of 2 quarters.

Should a team be dismissed all out before receiving 50 overs further innings shall be played by that team until it has received 50 overs.

For those situations when a team plays a third innings to ensure it receives 50 overs, this third innings is to be regarded for statistical purposes as practice only and no statistics shall be recorded by either team for that third innings. Teams are to record into the MyCricket database under Rule 11.2 only the statistics that have been achieved over the first and second innings of a game

- (ii). A team batting in a quarter will bat right throughout that quarter. If a team is dismissed all out before the required number of overs have been bowled in the quarter, that same team commences its next innings immediately, allowing for a break of up to 5 minutes for a change of innings. Any new innings will continue until the other team has bowled the required overs in the quarter, at which point the innings shall be suspended or terminated, whichever applies.
- (iii). The allocation of 50 overs batting for each team will need to be reduced in the event of time lost under Rule 3 (Fitness of the Ground)
- (i) For time lost on the first day the total number of overs to be bowled to each team over the two days will be the number of overs completed on the first day, plus 50, divided by 2 and rounded up.
- (ii) For time lost on the second day the total number of overs to be bowled to each team will be the number of overs already completed plus the number of overs still to be bowled all divided by 2 and rounded up.

Note: Where a team has already batted in excess of this number that number batted shall stand, and the remaining overs be bowled to the other team. The number of overs to be bowled shall be calculated as 2 overs for each 6 minutes remaining.

- (iv). If part of an over has been bowled when an innings is suspended or terminated, that part over will not count as an over bowled.

Note. If the innings ends on the 6th legal ball (or the 8th ball) of an over that over is still counted as completed.

Example of a match based on (i) and (ii) above.

For this example Team 1 is called 'Gold' and Team 2 'Green'.

First Saturday.

Gold bats first in the 1st quarter and is all out in its 1st innings in 20.3 overs, finishing at 10-62. Gold after a break of not more than 5 minutes for the change of innings commences its 2nd innings and bats for 5 overs to complete the 25 overs in the 1st quarter and scores 0-20. Gold's 2nd innings is suspended at this point at 0-20. Green then commences its 1st innings in the 2nd quarter and bats for the full allocation of 25 overs to be 3-96.

At the end of the first Saturday the match situation is Gold 10-62 (20 overs) and 0-20 (5 overs) versus Green 3-96 (25 overs). Green has already won on the 1st innings, but the match continues on the second Saturday regardless.

Second Saturday.

Green resumes its 1st innings which was suspended from the first Saturday with the same batters and the correct batter facing the 1st ball bowled. Green bats right through its 25 overs allocation in the 3rd quarter and its 1st innings is terminated at 7-278 after 50 overs total batting in the innings (25 the previous Saturday and 25 this Saturday).

Gold resumes its 2nd innings which was suspended from the first Saturday with the same batters and the correct batter facing the 1st ball bowled. Gold bats right through its 25 over allocation in the 4th quarter and its 2nd innings is terminated at 5-106 after 30 overs (5 overs on previous Saturday and 25 overs this Saturday).

15. RULES FOR U10 AND U11 AGE GROUPS (BOYS' AND GIRLS' TEAMS)

15.1 Competition

Matches for the Under 10 and Under 11 boys and girls age groups will be played as single day games over 40 overs, divided into two innings of 20 overs each.

15.2 Hours of play

- (i). Up to two games on the same ground may be played on Saturday mornings
- (ii). When two games are scheduled to be played on the same ground -
 - (i) the first game scheduled shall be for the under 10 age group and shall commence at 7:15am and conclude at 9:30am; and
 - (ii) the second game scheduled shall be for the under 11 age group and shall commence at 9:45am and conclude at 12 Noon.
- (iii). If only one game is scheduled to be played on a ground and that game is for the under 10 age group, it shall commence at 7:15am and conclude at 9:30am.
- (iv). If only one game is scheduled to be played on a ground and that game is for the under 11 age group, it shall commence at 9:45pm and conclude at 12 Noon
- (v). Games shall be played to the following schedule
 - A. When two (2) games are scheduled on a ground on the same Saturday

GAME 1 (under 10) Starts 7:15am – Finishes 9:30am	Duration	Start at:	Finish by:
Team 1 batting vs Team 2 bowling			
Bowl 20 overs	60 mins	7:15am	8:15am
Break between innings	15 mins	8:15am	8:30am
Team 2 batting vs Team 1 bowling			
Bowl 20 overs	60 mins	8:30am	9:30am
Crossover period between games			
	15 mins	9:30am	9:45am

GAME 2 (under 11) Starts 9:45 am – Finishes 12 Noon	Duration	Start at:	Finish by:
Team 3 batting vs Team 4 bowling			
Bowl 20 overs	60 mins	9:45am	10:45am
Break between innings	15 mins	10:45am	11:00am
Team 4 batting vs Team 3 bowling			
Bowl 20 overs	60 mins	11:00am	12 Noon

B. When only one (1) game is scheduled on a ground on the same Saturday

If the game is for the under 10 group the game is to be played as per Game 1 listed in the schedule above.

If the game is for the under 11 group the game is to be played as per Game 2 listed in the schedule above.

- (vi). The side batting first in a game shall not bat past 8:15am or 10:45am as the case may be or 20 overs, whichever comes first. Should the side batting first not receive their allocation of 20 overs by 8:15am or 10:45am as the case may be, their innings shall finish at those times and the side batting second will receive at least the same number of overs as the side batting first, on the proviso that the games must finish no later than 9:30am or 12 Noon as the case may be.

Note: When two games are to be played on the same ground on the same day, it is imperative that for game 1, the start time (7:15am) and times for completion of the various phases of game 1 are strictly adhered to so that game 2 can commence on time at 9:45am.

- (vii). A drinks break of a maximum of 3 minutes must be taken at the completion of the 10th over. A change of wicketkeeper should be made at this break. In oppressive weather conditions, breaks may be taken more frequently if considered appropriate by coaches/managers.
- (viii). For time lost under Rule 3 (Fitness of the Ground) a game will be reduced by 2 overs for every 6 minutes lost.

15.3 Team Size

- (i). Seven (7) players constitute a standard team.
- (ii). The minimum number of players deemed necessary to constitute a team for shall be 5 players and an official, all present on the day.
- (iii). The maximum number of players deemed necessary to constitute a team for shall be 9 players and an official, all present on the day.
- (iv). Batting and bowling of 9 players is permitted.
- (v). Seven (7) fielders only are allowed on the field at any one time.
- (vi). For teams with an excess of 9 players, a roster system is encouraged to rotate the players so that all players participate on an equal basis throughout a season.

15.4 No balls

- (i). Umpires are to exercise discretion in calling a No ball, with leniency preferred on the front-foot rule. Repeated infringements should be discouraged and players counselled.
- (ii). For the Under 10/11 age group the umpire at the bowler's end shall call and signal No ball if a ball which the umpire considers to have been delivered:

- (i) bounces more than twice, or
- (ii) rolls along the ground, before it reaches the striker.
- (iii). The umpire at the bowler's end shall call and signal Dead ball if a ball which the umpire considers to have been delivered comes to rest before it reaches the striker or, if not otherwise played by the striker, before it reaches the popping crease. Once the umpire has called Dead ball, the striker may not attempt to hit the ball and the delivery is to be re-bowled.
- (iv). If a bowler cannot bowl effectively from 16 metres, the umpire may advise the player to bowl from a shorter distance, but not more than 2 metres beyond the crease at the bowler's end.

15.5 Dismissals

- (i). The following are the only dismissals that apply for under 10/11 age groups - *Bowled; Caught; Caught and Bowled; Run Out; Stumped and Hit Wicket.*
- (ii). Other dismissals including *Leg Before Wicket (LBW)* will not apply.
- (iii). When the striker does not offer to play a shot and would, except for subparagraph (b), have been adjudged LBW, then the striker should be counselled by the umpire at the bowler's end.

15.6 Length of Pitch

- (i). The length of the pitch shall be 16 metres. Normal batting creases will apply.
- (ii). A set or sets of free-standing stumps may be used to achieve the lesser distance.
- (iii). The idea of a reduced pitch length has been devised in accordance with the advisory policy of Cricket Australia.
- (iv). To achieve the 16 metre rule, the batters will bat from one end only. Batters rotate at the end of each over. The batters run from popping crease to popping crease of the 16 metre pitch.

15.7 Boundary

- (i). For the under 10/11 age group the boundary is to be a minimum of 30 metres and a maximum of 35 metres; the final distance being agreed upon by both coaches prior to the commencement of the game.
- (ii). The boundary is to be measured from the striking batter's end stumps.

It is recommended that a measured length of rope or string be used to measure the boundary.

15.8 Bowling and Over Limitations

- (i). All players in the team listed in the scorebook to play, including the two players selected to be wicketkeepers, are to bowl, with the 20 overs on offer divided as follows -

Team of 7 players - 3 players who are not wicketkeepers bowl 4 overs; 2 more players who are not wicketkeepers bowl 3 overs and the 2 players who are wicketkeepers bowl 1 over.

Team of 5 players - all 5 players, including the 2 players who are wicketkeepers bowl 4 overs

Team of 6 players - 4 players who are not wicketkeepers bowl 4 overs and the 2 players who are wicketkeepers bowl 2 overs

Team of 8 players - 6 players who are not wicketkeepers bowl 3 overs and the 2 players who are wicketkeepers bowl 1 over.

Team of 9 players - 4 players who are not wicketkeepers bowl 3 overs; 3 more players who are not wicketkeepers bowl 2 overs and the 2 players who are wicketkeepers bowl 1 over.

- (ii). Coaches are encouraged throughout the season to rotate the opportunity for players to bowl 4 overs in a match
- (iii). Six ball overs will apply with no extra balls being bowled for No balls or Wides. A Dead ball is to be re-bowled (see Rule 15.4 (iii)).
- (iv). Bowlers will bowl from the same one end of the pitch only for the duration of the 20 overs to be bowled.
- (v). The bowler will be credited with each dismissal other than a run out, even if the bowler has dismissed the same batter more than once.
- (vi). In accord with the Laws of Cricket, a bowler is not to be credited with a run out dismissal, even if the bowler effected the run out.
- (vii). All sundries, including byes and leg byes, are included as runs recorded against the bowler.
- (viii). Bowling orders must be rotated weekly in order to ensure every player has an equal opportunity to participate. This rule is designed to provide maximum participation for all players

15.9 Fielding

- (a) Each team is required to use 2 players as wicketkeepers for 10 overs each.
- (b) Only seven (7) fielders may be on the field at any given time, the bowler, the wicketkeeper and five (5) other players.
- (c) The field for the five other players, shall be set 3 on the on side and 2 on the off side, or vice versa, utilising the defined positions of square leg, mid-wicket, mid-on on the on-side and point, cover and mid-off on the off side.
- (d) Players must not be fielding within 15 metres of the striking batter at the moment the bowler releases the ball, Players must also field at least 15 metres from each other, and excluding the wicketkeeper, shall be rotated at the end of each over.

15.10 Batting

- (i). All players in the team listed in the scorebook to play are to bat, with the 120 balls on offer divided as follows –
 - Team of 5 players - all players receive 24 balls, then retire.
 - Team of 6 players - all players receive 20 balls, then retire.
 - Team of 7 players - 1 player receives 18 balls 6 players receive 17 balls, then retire.
 - Team of 8 players - all players receive 15 balls, then retire.
 - Team of 9 players - 3 players receive 14 balls and 6 players receive 13 balls, then retire.
- (ii). Wides and no balls are to be included in the batter's ball count. However dead balls, as per Rule 15.4(c) when called, are not included.
- (iii). A batter when dismissed will continue batting until the batter has received all allotted deliveries.
- (iv). For dismissals other than a run out, when the striker is dismissed, the striker shall change ends with the non-striker. (*i.e. the non-striker will become the striker for the next ball*)
- (v). For a dismissal which is a run out, the not out batter (who was not run out) shall face the next delivery.
- (vi). The batting side will incur a penalty of 4 runs for each dismissal, to be added to the bowling teams total at the end of its innings. However, a batter will not incur a penalty for being dismissed.

- (vii). Sundries shall be added to the score of the striker in the Under 10/11 age groups.
- (viii). Scorers are to place a dot in the striker's line in the scorebook to indicate each ball faced from which no score resulted.
eg . . 2 4 2 1 . indicates 7 balls faced by the batter and that the batter did not score off the first two balls and the last ball received.
- (ix). Batting orders must be rotated weekly in order to ensure every player has an equal opportunity to participate. *This rule is designed to provide maximum participation for all players.*

16. SUPER SIX RULES FOR UNDER 9 AGE GROUP

16.1 Competition and hours of play

- (a) Two games will be played in a day whether morning, afternoon or evening
- (b) Times for games:

GAME 1		Morning	Afternoon	Evening
Start		8:15am	1:00pm	5:30pm
Team 1 batting vs Team 2 bowling	Time	Finish by:	Finish by:	Finish by:
Bowl 6 overs	20 mins	8:35am	1:20pm	5:50pm
break	5 mins	8:40am	1:25pm	5:55pm
Change wicketkeeper				
Bowl 6 overs	20 mins	9:00am	1:45pm	6:15pm
break	5 mins	9:05am	1:50pm	6:20pm
Start Team 2 batting vs Team 1 bowling				
Bowl 6 overs	20 mins	9:25am	2:10pm	6:40pm
break	5 mins	9:30am	2:15pm	6:45pm
Change wicketkeeper				
Bowl 6 overs	20 mins	9:50am	2:35pm	7:05pm
Total for game	95 mins			

GAME 2		Morning	Afternoon	Evening
Start		10:10am	2:55pm	7:25pm
Team 3 batting vs Team 4 bowling	Time	Finish by:	Finish by:	Finish by:
Bowl 6 overs	20 mins	10:30am	3:15pm	7:45pm
break	5 mins	10:35am	3:20pm	7:50pm
Change wicketkeeper				
Bowl 6 overs	20 mins	10:55am	3:40pm	8:10pm
break	5 mins	11:00am	3:45pm	8:15pm
Start Team 4 batting vs Team 3 bowling				
Bowl 6 overs	20 mins	11:20am	4:05pm	8:35pm
break	5 mins	11:25am	4:10pm	8:40pm
Change wicketkeeper				
Bowl 6 overs	20 mins	11:45am	4:30pm	9:00pm
Total for game	95 mins			
Game finishes		11:45am	4:30pm	9:00pm

16.2 Team Size

- (a) 8 players per team as per Rule 1.5
- (b) 6 fielders only are allowed on the field at any one time

16.3 Wides, No balls and Dead balls to be called but regarded and scored as 'unplayable deliveries'

- (a) A *Wide ball* as explained in 5.2, a *No ball* as explained in Rule 5.5 (read in conjunction with Rule 16.3(c) and a *Dead ball* as explained in Rule 16.3(d) will feature in Under 9 Super Six cricket but shall be regarded as an unplayable delivery from which no runs shall be scored and no dismissals shall be effected.

Any unplayable delivery shall be re-played by the use of a batting tee. The batter must play the ball forward of the popping (or batting) crease. Any ball hit backward of the popping crease is to be re-hit.

Except for 'Run out' or 'Obstructing the Field' a batter will not be dismissed from a Tee shot. Should a striker handle the ball the umpire should counsel the player. If a batter is dismissed from a Tee shot that wicket shall not count towards the bowler's analysis as a wicket taken, however the batting team will still incur the penalty under 16.8(e)

Note. A free hit by use of the batting tee for an unplayable delivery is to be taken immediately it is due, not at the end of the over.

Note. The umpire not at the bowler's end should stand on the offside and closer to gully than point so they can more easily set the batting tee.

Note. A No ball should not be called for overstepping, the umpire should counsel the player on the first occurrence and at the end of each over in which overstepping occurs.

- (b) On receipt of a signal from an umpire that a *Wide ball*, a *No ball* or a *Dead ball* has been bowled, the scorers shall record such deliveries in the score book as unplayable deliveries in the following fashion:

A blank rectangle is to be drawn within the pre-printed boxes allotted to the batter and bowler for the delivery in question so that the number of deliveries to be re-played with the batting tee and the batters to face those deliveries can be determined. The result (that is, runs scored, dismissal, etc) of any re-played delivery is to be recorded within the relevant blank squares for the batter receiving the delivery, and the runs scored etc (but not dismissals) against the bowler who bowled the original unplayable delivery.

- (c) If a bowler cannot bowl effectively from 14 metres, the umpire may advise the player to bowl from a shorter distance, but not more than 2 metres beyond the crease at the bowler's end. When necessary the umpire should counsel the player and explain the correct technique required.
- (d) The umpire at the bowler's end shall call and signal *Dead ball* and not *No ball* if a ball which the umpire considers to have been delivered comes to rest before it reaches the striker or, if not otherwise played by the striker, before it reaches the popping crease. Once the umpire has called *Dead ball* the striker may not attempt to hit the ball, and the delivery is to be re-played by the use of a batting tee in accordance with subparagraph 16.3(a).

16.4 Leg Before Wicket

LBW decisions do not apply.

16.5 Length of Pitch

- (a) The length of the pitch shall be 16 metres. Normal batting creases will apply.
- (b) A set or sets of free-standing stumps may be used to achieve the lesser distance.
- (c) The idea of a reduced pitch length has been devised in accordance with the
- (d) The batters will bat from one end only. Batters rotate at the end of each over. The batters run from popping crease to popping crease of the 16 metre pitch.

16.6 Bowling and Over Limitations

- (a) All players are to bowl one over each in sequence until the allotted number of overs has been bowled.

Note. For a team of 6 players the player acting as wicketkeeper shall bowl the first and sixth over of the period when not acting as keeper.

- (b) Six ball overs will apply with no extra balls being allowed for No balls or Wides.

- (c) Coaches are to encourage players to bowl a good line and length and to restrict run-ups to reasonable proportions, relative to their pace.
- (d) Excluding those wickets not credited to the bowler under the *Laws of Cricket*, the bowler will be credited with each dismissal, even if the bowler has dismissed the same batter more than once.
- (e) Bowlers are to bowl from one end only.

16.7 Fielding

The field shall be set 2 on the on side and 2 on the off side, all at a distance of 15 metres from the striker and, excluding the wicket-keeper, shall be rotated at the end of each over. Players must be at a distance of 15 metres from the striker at the moment the bowler releases the ball. (i.e. players cannot be closer, nor further away, than 15 metres from the striker at the moment the bowler releases the ball) See *diagram outside back cover*.

16.8 Batting

(a) If six players are listed, each batter shall receive 12 deliveries.
If seven players are listed, two batters shall receive 11 balls and five batters shall receive 10 balls.

If eight players are listed, each batter shall receive 9 balls.

- (b) Irrespective of being dismissed, a batter will continue batting until the batter has received all allotted deliveries. Unless the dismissal occurs on the last ball of the over, when a striker is dismissed the striker shall change ends with the non-striker. (*i.e. the non-striker will become the striker for the next ball*).
- (c) Unless the striker was dismissed on the last ball, batters will change ends at the end of an over.
- (d) A batter will not incur a penalty for being dismissed.
- (e) The batting side will incur a penalty of 3 runs for each dismissal, to be deducted from the total at the end of its innings.
- (f) Scorers are to accurately record the batter's details and are to place a dot in the striker's line in the scorebook to indicate each ball faced from which no score resulted.
eg A configuration of six balls bowled to a batter in the batter's scoring line of

. .

4

 6 4 . indicates that for the first two balls bowled no runs were scored, the third ball was either a Wide, No ball or Dead ball recorded as an unplayable delivery, from the fourth and fifth balls 6 and 4 runs were scored respectively and the sixth ball was not scored from. The figure 4 within the rectangle for the third ball denotes that 4 runs were scored by the batter when the unplayable delivery was re-played by the use of a batting tee.

- (g) In the Under 9 age group the number of deliveries to be faced by a batter includes any unplayable deliveries received and re-played.



17. SUPER SIX RULES FOR UNDER 8 AGE GROUP

17.1 Competition and hours of play

- (a) Two games will be played in a day whether morning, afternoon or evening
 (b) Times for games:

GAME 1		Morning	Afternoon	Evening
Start		8:15am	1:00pm	5:30pm
Team 1 batting vs Team 2 bowling	Time	Finish by:	Finish by:	Finish by:
Bowl 6 overs	20 mins	8:35am	1:20pm	5:50pm
break	5 mins	8:40am	1:25pm	5:55pm
Change wicketkeeper				
Bowl 6 overs	20 mins	9:00am	1:45pm	6:15pm
break	5 mins	9:05am	1:50pm	6:20pm
Start Team 2 batting vs Team 1 bowling				
Bowl 6 overs	20 mins	9:25am	2:10pm	6:40pm
break	5 mins	9:30am	2:15pm	6:45pm
Change wicketkeeper				
Bowl 6 overs	20 mins	9:50am	2:35pm	7:05pm
Total for game	95 mins			

GAME 2		Morning	Afternoon	Evening
Start		10:10am	2:55pm	7:25pm
Team 3 batting vs Team 4 bowling	Time	Finish by:	Finish by:	Finish by:
Bowl 6 overs	20 mins	10:30am	3:15pm	7:45pm
break	5 mins	10:35am	3:20pm	7:50pm
Change wicketkeeper				
Bowl 6 overs	20 mins	10:55am	3:40pm	8:10pm
break	5 mins	11:00am	3:45pm	8:15pm
Start Team 4 batting vs Team 3 bowling				
Bowl 6 overs	20 mins	11:20am	4:05pm	8:35pm
break	5 mins	11:25am	4:10pm	8:40pm
Change wicketkeeper				
Bowl 6 overs	20 mins	11:45am	4:30pm	9:00pm
Total for game	95 mins			
Game finishes		11:45am	4:30pm	9:00pm

17.2 Team Size

- (a) 8 players per team as per Rule 1.5
 (b) Six fielders only are allowed on the field at any one time.

17.3 Wides, No balls and Dead balls to be called but regarded and scored as 'unplayable deliveries'

- (a) A *Wide ball* as explained in Rule 5.2, a *No ball* as explained in Rule 5.5 (read in conjunction with Rule 17.3(c) and a *Dead ball* as explained in Rule 17.3(e) will feature in Under 8 Super Six cricket but shall be regarded as an unplayable delivery from which no runs shall be scored and no dismissals shall be effected.

Any unplayable delivery shall be re-played by the use of a batting tee.

The batter must play the ball forward of the popping (or batting) crease. Any ball hit backward of the popping crease is to be re-hit.

Except for 'Run out' or 'Obstructing the Field' a batter will not be dismissed from a Tee shot. Should a striker handle the ball the umpire should counsel the player. If a batter is dismissed from a Tee shot that wicket shall not count towards the bowler's analysis as a wicket taken, however the batting team will still incur the penalty under 17.8(e).

Note. A free hit by use of the batting tee for an unplayable delivery is to be taken immediately it is due, not at the end of the over.

Note. The umpire not at the bowler's end should stand on the offside and closer to gully than point so they can more easily set the batting tee.

Note. A No ball should not be called for overstepping, the umpire should counsel the player on the first occurrence and at the end of each over in which overstepping occurs.

- (b) On receipt of a signal from an umpire that a *Wide ball*, a *No ball* or a *Dead ball* has been bowled, the scorers shall record such deliveries in the score book as unplayable deliveries in the following fashion:

A blank rectangle is to be drawn within the pre-printed boxes allotted to the batter and bowler for the delivery in question so that the number of deliveries to be re-played with the batting tee and the batters to face those deliveries can be determined. The result (that is, runs scored, dismissal, etc) of any re-played delivery is to be recorded within the relevant blank squares for the batter receiving the delivery, and the runs scored etc (but not dismissals) against the bowler who bowled the original unplayable delivery.

- (c) If a bowler cannot bowl effectively from 14 metres, the umpire may advise the player to bowl from a shorter distance, but not more than 2 metres beyond the crease at the bowler's end.
- (d) When necessary the umpire should counsel the player and explain the correct technique required.
- (e) The umpire at the bowler's end shall call and signal *Dead ball* and not *No ball* if a ball which the umpire considers to have been delivered comes to rest before it reaches the striker or, if not otherwise played by the striker, before it reaches the popping crease. Once the umpire has called *Dead ball* the striker may not attempt to hit the ball, and the delivery is to be re-played by the use of a batting tee in accordance with subparagraph 17.3(a).

17.4 Leg before wicket

LBW decisions do not apply.

17.5 Length and other features of Pitch

- a) The length of the pitch shall be 14 metres.
- b) A set or sets of free-standing stumps may be used to achieve the lesser distance.
- c) The idea of a reduced pitch length has been devised in accordance with the advisory policy of Cricket Australia.
- d) To achieve the 14 metre rule, the batters will bat from one end only. Batters rotate at the end of each over. The batters run from popping crease to popping crease of the 14 metre pitch.

17.6 Bowling and Over limitations

- a) All players are to bowl one over each in sequence until the allotted number of overs has been bowled. Note. For a 6 player team the player as wicketkeeper shall bowl the first and sixth over of the period when not wicketkeeping.
- b) Six ball overs will apply with unplayable deliveries being re-played by the use of a batting tee as explained in Rule 17.3(a).
- c) Coaches are to encourage players to bowl a good line and length and to restrict the run-up to a reasonable proportion relative to the bowler's pace.
- d) The bowler will be credited with each dismissal, even if the bowler has dismissed the same batter more than once.
- e) Bowlers are to bowl from one end only.

- (f) The *Laws of Cricket* apply to Run outs in that they are not to be credited to the bowler's analysis as a wicket taken by the bowler.

17.7 Fielding

The field shall be set 2 on the on side and 2 on the off side, all at a distance of 15 metres from the striker and, excluding the wicket-keeper, shall be rotated at the end of each over. Players must be at a distance of 15 metres from the striker at the moment the bowler releases the ball. (i.e. players cannot be closer, nor further away, than 15 metres from the striker at the moment the bowler releases the ball) See *diagram outside back cover*.

17.8 Batting

- a) If six players are listed each batter shall receive 12 deliveries.
If seven players are listed, two players shall receive 11 balls and five players shall receive 10 balls.
If eight players are listed, player shall receive 9 balls.
- b) Irrespective of being dismissed, a batter will continue batting until the batter has received all allotted deliveries. Unless the dismissal occurs on the last ball of the over, when a striker is dismissed the striker shall change ends with the non-striker. (i.e. *the non-striker will become the striker for the next ball*).
- c) Unless the striker was dismissed on the last ball, batters will change ends at the end of an over. (i.e. *the non-striker will become the striker for the next ball*)
- d) A batter shall not incur a penalty for being dismissed.
- e) The batting side shall incur a penalty of 3 runs for each dismissal, to be deducted from the total at the end of its innings.
- f) Scorers are to accurately record the batter's details and are to place a dot in the striker's line in the scorebook to indicate each ball faced from which no score resulted.

e.g. A configuration of six balls bowled to a batter in the batter's scoring line of . . 4 6 4 . indicates that for the first two balls bowled no runs were scored, the third ball was either a Wide, No ball or Dead ball recorded as an unplayable delivery, from the fourth and fifth balls 6 and 4 runs were scored respectively and the sixth ball was not scored from. The figure 4 within the rectangle for the third ball denotes that 4 runs were scored by the batter when the unplayable delivery was re-played by the use of a batting tee.

- (g) In the Under 8 age group the number of deliveries to be faced by a batter includes any unplayable deliveries received and re-played.

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18. RULES FOR GIRLS UNDER 12/13 AND GIRLS UNDER 14/15

18.1 Age group stages

There are three stages for Girl's Junior Cricket with age groups as follows –

- (a) Girl's Junior Cricket Stage 1 – Under 10/11 age group - please refer to Rule 15 commencing on page 20 for "Under 10 and Under 11 age groups (Boys and Girls Teams)" - *Boys and Girls teams are now integrated for these age groups.*
- (b) Girl's Junior Cricket Stage 2 – Under 12/13, age group, hereafter in this section 18 referred to as "Girl's 2 (12/13)"; and
- (c) Girl's Junior Cricket Stage 3 – Under 14/15, age group, hereafter in this section 18 referred to as "Girl's 3 (14/15)".

Note: This section 18 relates to Girls Junior Cricket Stages 2 and 3 only.

18.2 Competition

- (a) Matches for the Girl's Junior Cricket will be non-competitive and played as follows-
 - (i) Girl's 2 (12/13) – single day games over 42 overs divided into two innings of 21 overs for both teams.
 - (ii) Girl's 3 (14/15) – single day games of one innings each with both teams allotted a maximum of 30 overs each.
- (b) For Girl's 3 (14/15) games, the overs allocation for each team is listed as a "maximum" because there is provision for a team to be dismissed "all out" before the maximum allotted overs have been completed.
- (c) For Girl's 2 (12/13) the number of overs allotted per team is guaranteed because batters can be dismissed in an innings more than once as explained in Rule 18.10 (a)(ii).

18.3 Hours of play

- (a) Each game shall be played at the following times to the following schedule

- (i) Games played by Girl's 2 (12/13)

Starts 7:30am – Finishes 10:20 am	Duration	Start at:	Finish by:
Team 1 batting vs Team 2 bowling			
Bowl 21 overs	80 mins	7:30 am	8:50 am
Break between innings	10 mins	8:50 am	9:00 am
Team 2 batting vs Team 1 bowling			
Bowl 21 overs	80 mins	9:00 am	10:20 am

- (ii) Games played by Girl's 3 (14/15)

- Game where both teams bat for the duration of their allotted 30 overs and are not dismissed "all out".

Starts 7:30am – Finishes 11:00am	Duration	Start at:	Finish by:
Team 1 batting vs Team 2 bowling			
Bowl 30 overs	100 mins	7:30 am	9:10 am
Break between innings	10 mins	9:10 am	9:20 am
Team 2 batting vs Team 1 bowling			
Bowl 30 overs	100 mins	9:20 am	11:00 am

Game where either team is dismissed "all out" before the maximum 30 overs have been allotted.

- The schedule above will need to be modified by altering the time in the "Finish by" column to the time when the team was dismissed "all out". If Team 1 is dismissed "all out" before the allotted 30 overs, the new time in the "Start at:" column for Team 2 shall be 10 minutes after Team 1 was dismissed "all out", allowing for the 10 minutes break between innings.
 - If Team 1 is dismissed "all out" before the allotted 30 overs, Team 2 shall receive its full entitlement of 30 overs, even if a result is achieved earlier, unless also dismissed "all out".
- (b) A drinks break of a maximum of 3 minutes must be taken at the completion of the 10th over of each innings for Girl's 2 (12/13) and at the completion of the 15th over for Girl's 3 (14/15). A change of wicketkeeper should be made at this break. In oppressive weather conditions, breaks may be taken more frequently if considered appropriate by coaches/managers.
- (c) For both Girl's age groups the team batting first in a game shall not bat past the times listed in the "Finish by:" columns of the schedules listed under 18 (a) (i) or 18 (a)(ii) OR 21 overs for Girl's 2 (12/13) or 30 overs for Girl's 3 (14/15), whichever comes first. Should the team batting first not receive their allocation of overs by the "Finish by:" time, their innings shall finish at that "Finish by:" time and the side batting second will receive at least the same number of overs as the side batting first, on the proviso that the games must finish no later than the "Finish by:" time for the team batting second.
- (d) For time lost under Rule 3 (Fitness of the Ground) a game will be reduced by 2 overs for every 6 minutes lost.

18.4 Team Sizes

- (a) Girl's 2 (12/13) games
- (i) A team consists of 9 players, however batting and bowling of 11 players is permitted.
 - (ii) The minimum number of players deemed necessary to constitute a team shall be 7 players and an official, all present on the day.
 - (iii) Nine fielders only are allowed on the field at any one time.
 - (iv) For teams with an excess of 11 players, a roster system is encouraged to rotate the players so that all players participate on an equal basis throughout a season.
- (b) Girl's 3 (14/15) games
- (i) A team consists of 11 players, however batting and bowling of 13 players is permitted. However a team is dismissed "all out" when 10 players have been dismissed.
 - (ii) The minimum number of players deemed necessary to constitute a team shall be 7 players and an official, all present on the day.
 - (iii) Eleven fielders only are allowed on the field at any one time.

For teams with an excess of 13 players, a roster system is encouraged to rotate the players so that all players participate on an equal basis throughout a season.

18.5 Length of Pitch

- (a) The length of the pitch shall be 18 metres for Girl's 2 (12/13) and 20.1 metres for Girl's 3 (14/15). Normal batting creases will apply.
- (b) A set or sets of free-standing stumps may be used to achieve the lesser distance.

- (c) The idea of a reduced pitch length for Girl's 2 (12/13) has been devised in accordance with the advisory policy of Cricket Australia.
- (d) For Girl's 2 (12/13) games, to achieve the prescribed metres, the batters will bat from one end only for the duration of the innings. Batters shall rotate at the end of each over. The batters run from popping crease to popping crease of the prescribed metre pitch.
- (e) For Girl's 3 (14/15) games the batters will bat from both ends and bat in accordance with the *Laws of Cricket*.

18.6 No balls

- (a) For games for Girl's 2 (12/13) the umpires are to exercise discretion in calling a No ball, with leniency preferred on the front-foot rule. Repeated infringements should be discouraged and players counselled.
- (b) For Girl's 3 (14/15) games the front foot rule shall apply with respect to no balls.
- (c) For both Girl's Junior Cricket age groups the umpire at the bowler's end shall call and signal No ball if a ball which the umpire considers to have been delivered:
 - (i) bounces more than twice, or
 - (ii) rolls along the ground,before it reaches the striker.
- (d) The umpire at the bowler's end shall call and signal Dead ball if a ball which the umpire considers to have been delivered comes to rest before it reaches the striker or, if not otherwise played by the striker, before it reaches the popping crease. Once the umpire has called Dead ball, the striker may not attempt to hit the ball and the delivery is to be re-bowled.
- (e) For Girl's 2 (12/13) games, if a bowler cannot bowl effectively from the prescribed pitch length, the umpire may advise the player to bowl from a shorter distance, but not more than 2 metres beyond the crease at the bowler's end.

18.7 Leg Before Wicket (LBW)

- (a) LBW decisions will not apply for games for Girl's 2 (12/13). For these games when the striker does not offer to play a shot and would, except for subparagraph (a), have been adjudged LBW, then the striker should be counselled by the umpire at the bowler's end.
- (b) LBW decisions shall apply for games Girl's 3 (14/15)

18.8 Bowling and Over Limitations

The following bowling and over limitations for Girl's Junior Cricket shall apply.

- (a) Girl's 2 (12/13) games
 - (i) For Girl's 2 (12/13) games the number of overs to be bowled is to be divided equally, as near as possible, among the number of players in the team listed in the scorebook to bat and bowl, as follows-

For a 21 over innings -

If the maximum 11 players are listed, 10 players bowl 2 overs & 1 will bowl 1 over.

If 10 players are listed, 1 player will bowl 3 overs and 9 will bowl 2 overs.

If 9 players are listed 3 players will bowl 3 overs and 6 player will bowl 2 overs.

If 8 players are listed 5 players will bowl 3 overs and 3 players will bowl 2 overs.

If the minimum 7 players are listed each player will bowl 3 overs.

- (ii) Each player shall bowl one over in sequence.

For example: player 1 bowls the first over, player 2 bowls the 2nd over, player 3 the 3rd over and so on until the last listed player has bowled her over, after which the one over sequence is repeated until the 21 over innings allocation for Girl's 2 (12/13) games.

- (iii) Six ball overs will apply with no extra balls being bowled for No balls or Wides. A *Dead ball* is to be re-bowled (see Rule 15.4 (iii)).
- (iv) Bowlers will bowl from the one end for the duration of the innings.
- (v) Excluding those wickets not credited to the bowler under the *Laws of Cricket*, the bowler will be credited with each dismissal, even if the bowler has dismissed the same batter more than once.

- (b) Girl's 3 (14/15) games (maximum 30 overs an innings)

- (i) Bowlers will change ends at the end of an over for the duration of the innings.
- (ii) A bowler shall bowl, in an over, a maximum of 8 deliveries or 6 fair balls whichever comes first.
- (iii) The maximum number of overs per bowler shall be 5.
- (iv) A bowler shall not exceed 3 overs in an innings until 21 overs have been bowled.

Note. It is the intention of this rule that participation of more players occurs before a bowler proceeds beyond 3 overs, and that all players bowl any minimum required for the players age group, or where no minimum is required that a maximum number of bowlers are used before a player exceeds 3 overs. Where a team numbers less than 11 players the specified '21 overs' will need to be adjusted down by 2 overs for each player less than 11.

- (v) The maximum number of overs to be bowled by any bowler in one spell shall be 3 overs.
- (vi) The equivalent of equal the number of overs bowled from both ends during that spell must then elapse before that bowler is permitted to bowl again.

eg If a bowler bowls 3 overs in a spell, at least 6 overs must elapse before the bowler can bowl again.

18.9 Fielding

- (a) Girl's 2 (12/13) games (9 players only allowed on the field)

- (i) The field shall be set 4 on the on side and 3 on the off side or vice versa, all at a distance of 15 metres from the striker and, excluding the wicket-keeper, shall be rotated at the end of each over. Players must be at a distance of 15 metres from the striker at the moment the bowler releases the ball. (i.e. players cannot be closer, nor further away, than 15 metres from the striker at the moment the bowler releases the ball)"
- (ii) Rotation of fielders is recommended to ensure all players experience all positions.

- (b) Girl's 3 (14/15) games (11 players only allowed on the field)

- (i) Except in an area 90 degrees on the offside from Point to Wicket-keeper (the Slips), no player is to field closer than 10 metres from the striker (in the striker's normal batting stance) until after the ball is:
 - hit by the striker, or
 - strikes the body or equipment of the striker, or
 - passes the line of the stumps, or
 - becomes dead.

Note. Where the striker's stance is forward of the crease the fielder should retreat by the same distance to maintain the 10 metre separation. Where a striker charges a bowler the fielder is not required to thus retreat, but the safety of the fielder shall be paramount.

- (ii) Rotation of fielders is recommended to ensure all players experience all positions.

18.10 Batting

(a) Girl's 2 (12/13) games

- (i) For Girl's 2 (12/13) games at the start of a match the coach will divide the number of deliveries to be received (full 21 overs will be 126 balls) by the number of players in the team listed to bat and bowl in the scorebook.
 - If the maximum 11 players are listed, 5 players receive 12 balls and 6 players receive 11 balls.
 - If 10 players are listed, 6 players receive 13 balls and 4 players receive 12 balls.
 - If 9 players are listed each player will receive 14 balls.
 - If 8 players are listed 6 players receive 16 balls and 2 players receive 15 balls.
 - If the minimum 7 players are listed each player will receive 18 balls each.
- (ii) Irrespective of being dismissed, a batter will continue batting until the batter has received all allotted deliveries. Unless the dismissal occurs on the last ball of the over, when a striker is dismissed the striker shall change ends with the non-striker. (*i.e. the non-striker will become the striker for the next ball*)
- (iii) Unless the striker was dismissed on the last ball, batters will change ends at the end of an over.
- (iv) A batter will not incur a penalty for being dismissed.
- (v) The batting side will incur a penalty of 3 runs for each dismissal, to be deducted from the total at the end of its innings.
- (vi) Sundries shall be added to the score of the striker
- (vii) Batting orders must be rotated weekly in order to ensure every player has an equal opportunity to participate. *This rule is designed to provide maximum participation for all players.*

(b) Girl's 3 (14/15) games (30 overs maximum per innings)

- (i) A batter once dismissed shall leave the field of play and cannot return to bat again in the innings
- (ii) A batter may retire Not out when the player has faced a minimum of 25 balls, provided she is not dismissed.
- (iii) A batter must retire when the player has faced a maximum 45 deliveries, provided she is not dismissed.

Note. a No ball is a ball faced; a Wide is not a ball faced.

Any Not out batter so retired may resume their innings in order of retirement once all other players have been dismissed or retired. There are no restrictions on the number of runs a player may score. A batter is required to retire only once per innings, however players may themselves decide to further retire after a further 25 balls.

Note. This rule is in vogue to provide MAXIMUM participation for all players, so COMMON SENSE AND SPORTSMANSHIP are to prevail, Batters should not be retired before 25 balls in favour of returning retirees.

- (iv) Sundries are NOT to be added to the score of the striker.

19. NON-COMPETITIVE AGE GROUPS AFTERNOON GROUNDS USE

19.1 Change of Time

If any game in the Under 10/11 (Boys/Girls teams), Under 12 (Boys teams) and Girls' Cricket (2 and 3) is unable to commence on schedule due to inclement weather or to the ground being unfit for play, the respective Coach/Manager of each team involved in the game can agree to play the match that afternoon at an agreed alternative venue or at the original venue if it is available in the afternoon.

It is recognised that some players and their parents have other commitments which may render those players unavailable to play cricket on a Saturday afternoon and, consequently, it is stressed that the decision to transfer a game to an alternative afternoon venue must be agreed to by both teams and, in the absence of agreement, the game shall be played at the scheduled venue in accordance with the Rules or it shall be abandoned.

The BNJCA Secretary will maintain a list of grounds that are available for play on Saturday afternoons ('alternative afternoon venues') and if a decision is taken to relocate the game to an alternative afternoon venue, the Secretary must be advised immediately, so that a note can be made in the records that the venue is intended for use by the particular teams involved.

19.4 If more than two teams seek to use the same alternative afternoon venue, preference will be given to the teams recorded by the Secretary as having first been approved to use the particular venue.

19.5 The Secretary will maintain an up-to-date list of available alternative venues based on the information provided by clubs, but it is acknowledged that other competitions and/or sports and/or schools may have access to some venues and may be using a venue which the Secretary believes to be otherwise available.

20 SATURDAY AFTERNOON CRICKET

For Pre-Christmas teams in the Under 14 age group games may be drawn to be played on Saturday afternoons. Hours of play shall be as per Rule 1.4(ii). All other rules apply with adaptations as appropriate, particularly in relation to times and stoppages of play.

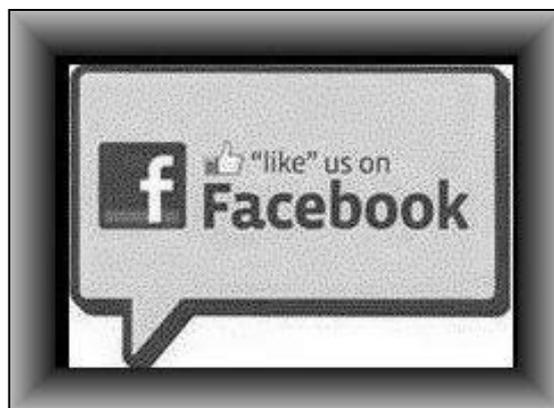


Our Vision : Cricket - Australia's favourite sport

CODES OF BEHAVIOUR

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 your sport and teach your players to do the same.
- Ensure that the time players spend with you is a positive experience. All young people are deserving of equal attention and opportunities.
- Avoid overplaying the talented players; the just average need and deserve equal time.
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- Display control, respect and professionalism to all involved with the sport. This includes opponents, coaches, officials, administrators, the media, 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 coaching practices and the 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.



Go to <https://www.facebook.com/bnjca> and get all the latest news and Association information

Players Code of Behaviour

- Play by the rules.
- Never argue with an official. If you disagree, have your captain, coach or manager approach the official during a break or after the competition.
- Control your temper. Verbal abuse of officials and sledging other players, deliberately distracting or provoking an opponent are not acceptable or permitted behaviours in any sport.
- Work equally hard for yourself and/or your team. Your team's performance will benefit, 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 your sport 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 all participants regardless of their gender, ability, cultural background or religion.



Parents Code of Behaviour

- Remember that children participate in sport for their enjoyment, not yours.
- Encourage children to participate, do not force them.
- Focus on the child's efforts and performance rather than winning or losing.
- Encourage children always to play according to the rules and to settle disagreements without resorting to hostility or violence.
- Never ridicule or yell at a child for making a mistake or losing a competition.
- 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.

Appendix A – MATCH SUMMARY FOR ELECTRONIC SCORING

This summary MUST be used when electronic scoring has been used by ANY team. Please complete relevant areas and tick ✓ where appropriate									
Game Dates		Round No.			One Day game		2 Day game		
Venue									
Home team					Opposition				
Score 1 st Innings			Score 2 nd Innings		Score 1 st Innings		Score 2 nd Innings		
Wickets	Runs		Wickets	Runs	Wickets	Runs	Wickets	Runs	
Result		Home	Opp	Please ✓ result below:		Home	Opp	Please ✓ result below	
Won 1st inn				Won outright & on 1 st inn				Lost outright, tie 1 st inn	
Lost 1st inn				Lost outright & on 1 st inn				Tie outright, won 1 st inn	
Tie 1st inn				Won outright & lost on 1 st inn				Tie outright, lost 1 st inn	
Match Drawn				Lost outright & won on 1 st inn				Tie outright, tie 1 st inn	
Match abandoned				Won outright, tie 1 st inn					
Match Comments:									
Print Name - Home Team					Print Name - Opposition				
Signature					Signature				
Position:	Coach	Manager		Scorer	Position:	Coach	Manager		Scorer
Please ✓					Please ✓				



This summary MUST be used when electronic scoring has been used by ANY team. Please complete relevant areas and tick ✓ where appropriate									
Game Dates		Round No.			One Day game		2 Day game		
Venue									
Home team					Opposition				
Score 1 st Innings			Score 2 nd Innings		Score 1 st Innings		Score 2 nd Innings		
Wickets	Runs		Wickets	Runs	Wickets	Runs	Wickets	Runs	
Result		Home	Opp	Please ✓ result below:		Home	Opp	Please ✓ result below	
Won 1st inn				Won outright & on 1 st inn				Lost outright, tie 1 st inn	
Lost 1st inn				Lost outright & on 1 st inn				Tie outright, won 1 st inn	
Tie 1st inn				Won outright & lost on 1 st inn				Tie outright, lost 1 st inn	
Match Drawn				Lost outright & won on 1 st inn				Tie outright, tie 1 st inn	
Match abandoned				Won outright, tie 1 st inn					
Match Comments:									
Print Name - Home Team					Print Name - Opposition				
Signature					Signature				
Position:	Coach	Manager		Scorer	Position:	Coach	Manager		Scorer
Please ✓					Please ✓				

Quick reference guide

This is a quick reference guide only - The appropriate rule must be read for correct interpretation

Legend: **S/S** = Super Six U8 & U9; **O** = Open; **concr** = concrete; **synth** = synthetic, **Qtrs** = quarters
Std = Standard; **Inns** = innings **n/a** = not applicable **max** = maximum

	Super Six	U10/11 boys/girls	U12/13 Girls	U14/15 Girls	U12 Boys	U13 Boys	U14 Boys	U15 Boys	OPEN Boys
Wicket type	grass	concr	concr	synth	synth	synth	synth	synth	Turf or synth
Boundary in metres	8 =20 9 =25	30-35	35	45	45	50	50	50	60
Pitch in metres	8= 14 9 = 16	16	18	20.12	20.12	20.12	20.12	20.12	20.12
Innings type	halves	halves	halves	halves	Qtrs	Std	Std	Std	Std
Overs/Innings 2 day	n/a	n/a	n/a	n/a	50	55	55	55	55
Overs/Innings 1 day	12	20	21	30	26	26	26	26	26
Team (Max)	8	9	11	13	13	12	12	12	12
Quorum	6	5	7	7	7	7	7	7	7
Fielders	6	7	9	11	11	11	11	11	11
Batters	8	9	11	13	13	12	12	12	12
Bowlers	8	9	11	13	13	12	12	12	12
2 day Subs	n/a	n/a	n/a	n/a	2	2	2	2	2
Ball weight	Rule 10.4	Rule 10.4	Rule 10.4	142	142	156	156	156	156
Min Fielder distance	15	15	15	10	10	10	10	10	5
W-Keeping inns	Half	Half	Half	Half	Half	Full	Full	Full	Full
On-field Coaching	yes	yes	yes	yes	yes	no	no	no	no
MyCricket	no	optional	yes	yes	yes	yes	yes	yes	yes
Over, max balls	6	6	6	8	8	10	10	10	10
Overs, Spell 2 day game	n/a	n/a	n/a	n/a	4	4	5	5	6
Overs, Spell 1 day game	1	1	1	3	3	3	3	3	3
Overs, inns 2 day game	n/a	n/a	n/a	n/a	8	10	10	10	11
Overs, inns 1 day game	equal	equal	equal	5	5	5	5	5	5
Retire min – 1 & 2 day	n/a	n/a	n/a	25	25	25	25	25	25
Retire after – 2 day game	n/a	n/a	n/a	n/a	50	60	60	60	75
Retire after – 1 day game	n/a	n/a	n/a	45	50	50	50	50	50
Out is out	no	no	no	yes	yes	yes	yes	yes	yes
LBW	no	no	no	yes	yes	yes	yes	yes	yes
Score+Wides	no	yes	yes	no	no	no	no	no	no
Score + No Balls	no	yes	yes	no	no	no	no	no	no

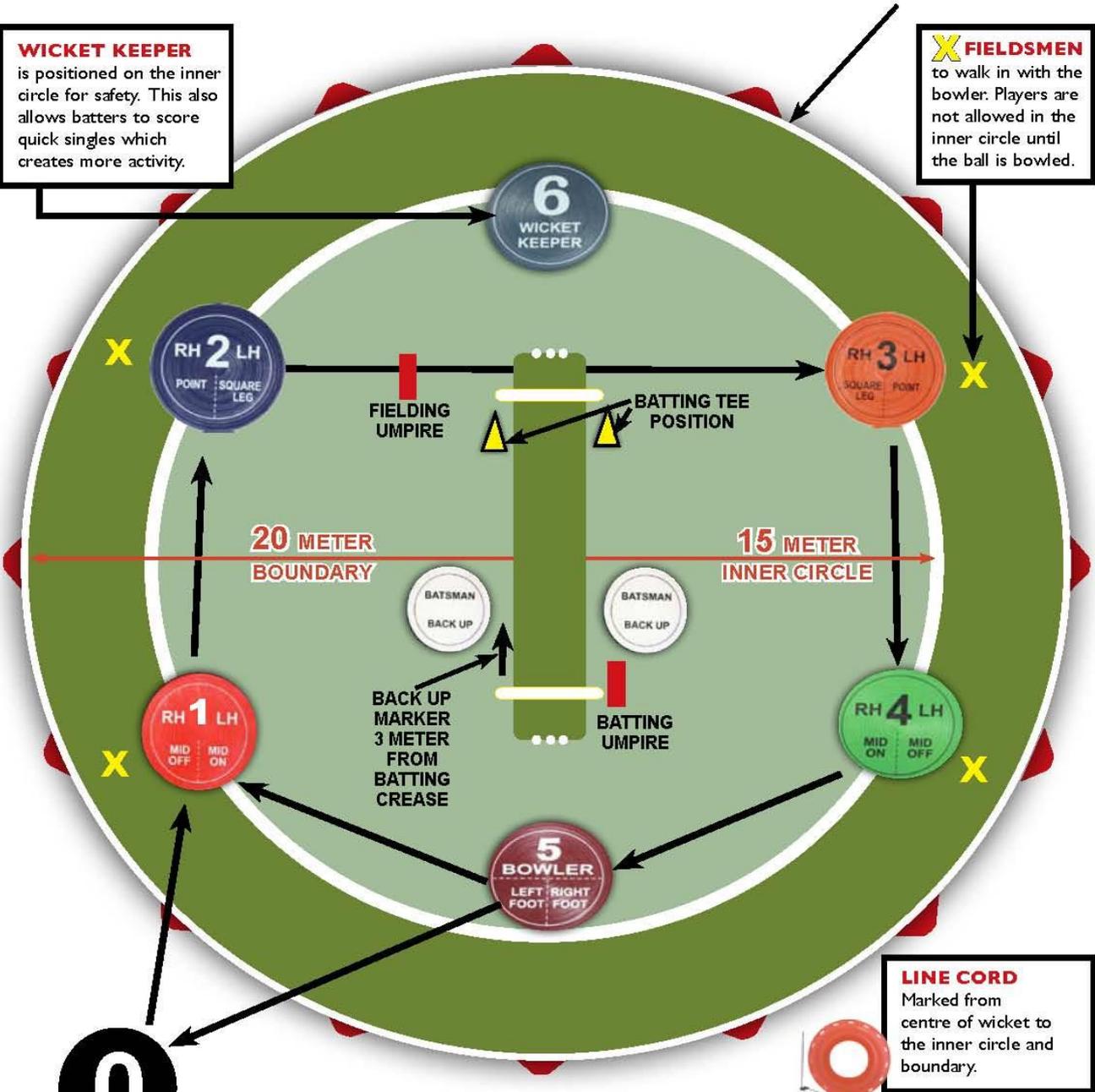
CRICKET FIELD POSITIONS SUPER 6'S

WICKET KEEPER

is positioned on the inner circle for safety. This also allows batters to score quick singles which creates more activity.

X FIELDSMEN

to walk in with the bowler. Players are not allowed in the inner circle until the ball is bowled.



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Players are to rotate after each over; as indicated. If there is a seventh player, the bowler will replace this fieldsman and player (no.0) will move to the no.1 position on the field.

www.kdsport.com.au

Includes a strong nylon bag with 6 fielding & 2 backup markers. Field positions are clearly marked on a 17 cm diameter rubberised safety disc for right & left handed batsmen.



LINE CORD

Marked from centre of wicket to the inner circle and boundary.