

**BRISBANE NORTH
JUNIOR CRICKET
ASSOCIATION
INC.**



RULES

**FOR THE CONDUCT
OF CRICKET**

SEPTEMBER 2025 EDITION

Rules Booklet – a guide to the main changes since the 2024 edition.

- Rule 17.7(i) for Under 11 (Boys' teams) has been amended to now require bowlers to bowl from the same end for the duration of the innings, so as to be consistent with the batting at one end rule 17.4 (iv).
- A new rule 7.3 under Section 7 –“ Fielding and Wicketkeeping” with the heading “Run Outs involving free standing plastic stumps” clarifies the situation regarding dismissals involving a run out when the ball hits the base of the stumps and the bails fall off.
- Rule section 4 regarding On Field Coaching has been revised to reflect the following:-
 - (a) unlimited on field coaching permitted or non competitive Under 10 and 11 grades
 - (b) limited on field coaching permitted by person acting as umpire for competitive Under 12 grades (boys' teams) and Under 13 (girls' teams) but coaches need to agree before the match the extent of the coaching to be permitted.
 - (c) No on field coaching permitted for under 13 to Open Division (both boys' and girls' teams) except Under 13 Girls' teams.
- As a consequence of both Under 12 formats (pathways and junior stage 2) now being competitive –
 - (a) the penalty for failing to record match results and player statistics in the PlayHQ database, being forfeiture of all points that would have been gained by an offending team is extended to include all under 12 games – Rule 11.2 (iv)
 - (b) The explanatory notes at the beginning of Section 14 - UNDER 12 PATHWAYS FORMAT (BOYS' TEAMS) and Section 15 - UNDER 12 JUNIOR STAGE 2 FORMAT (BOYS' TEAMS) have both been revised to reflect the change from non-competitive to competitive games for these formats.
 - (c) Rule 12.13 -Points Score for Two Day Games and 13.10 for One Day Games has been expanded to include Under 12 pathways (but not Under 12 junior stage 2 which has its own set of points scores in Rule 15.10)
 - (d) A new Rule 15.10 has been added to indicate the Points Score for Under 12 Junior Stage 2 games.
 - (e) Various references to under 12 formats being “non –competitive” altered to “competitive” throughout the text.

General introductory information

- 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 state 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 falls within the spirit of fair play.

Quick Reference Guide

- A Quick Reference Guide can be found on the last page (page 50) and the inside back cover.

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.

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Note. Sections 1 to 11 and Section 24 apply to all age groups (Under 10 to Open Division) except in those instances where a particular age group is cited. Sections 12 to 23 apply to specific age groups for boys and girls, as applicable.

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 on 1 October 2022 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.

Since 1 October 2017 the Laws of Cricket 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.

Since 1 October 2017 the Laws of Cricket have stipulated 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. However, the 1 run penalty run for the no ball shall still apply.

A range of relevant amendments coming into force from October 2022

1. Law 18.11 has now been changed so that **when a batter is out Caught**, the new batter shall come in at the end the striker was at, i.e. to face the next ball (unless it is the end of an over).

Under the previous Laws, a bowler could take a wicket, and still have to bowl at a set batter if the batters managed to cross. It was felt that the bowler should be rewarded with the chance to bowl at the new, incoming batter, if balls remain in the over.

2. Law 41.3 has been amended to **no longer permit the use of saliva on the ball**. Using saliva will be treated the same way as any other unfair methods of changing the condition of the ball.

3. A new Law 1.2.3 stipulates that **a replacement player** shall be considered the same player as the nominated player he/she replaced for the purposes of these Laws. For example, a replacement may not bat in an innings in which the nominated player he/she is replacing has completed his/her innings.

4. Law 18.4 has been amended such that if a batter had run short and a boundary results from an overthrow, the batters should not be credited with that short run.

5. Law 20 has been amended to allow for **the calling of Dead ball** by either umpire in the following additional circumstances

(a) if either side is disadvantaged by a person, animal or other object within the field of play and it has a material impact on the game. However, this Law is not to be confused with, but works alongside, Law 19.2.7, which says that if the umpire believes a ball, which comes into contact with a person, animal or object coming onto the field, would have reached the boundary, a boundary is awarded.

(b) when the bowler throws the ball towards the striker’s end before entering the delivery stride.

(c) when the striker attempts to play the ball and no part of his/her person, whether grounded or raised, remains within the pitch as defined in Law 6.1 (Area of pitch). The ball is called a No Ball, then a Dead Ball.

6. Law 22.1.1 has been amended to address the following scenario – “In the modern game, batters are, more than ever, moving laterally around the crease before the ball is bowled. There are examples of a batter starting three feet outside leg stump, walking across to outside off stump, and back again, all before the bowler has released the ball.

The amended Law 22.1.1 now reads “If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in 22.1.2, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal guard batting position”.

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 31 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 for games covered by these Rules

- (i) A player is eligible to play in an under-age team provided the player's age, at 31 August in the particular season, is under the aforesaid age group.
- (ii) To be eligible to play, a player must be aged at least 8 on 1 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. Prior Committee approval is also required when a team seeks to have more than one over-age player playing in a lower age group. In all instances Committee approval must occur prior to the commencement of the first game of the relevant team's season.
- (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.
- (x) To be eligible to play in the BNJCA Boys and Girls Open Division, a player must be at least 15 years of age and under 18 years of age as at 1 September in the particular season AND also be enrolled in Secondary School or a Secondary School approved TAFE Course as part of the school curriculum. A player who cannot meet both criterion is not eligible.

1.4 Hours of Play

- (i) Except for those games specified in 1.4(iii), 1.4(iv), 16.1 & 16.2 (Under 10 Boys/Girls teams); 17.1 & 17.2 (Under 11 Boys' teams); and 18.1 & 18.2 (Under 11 Girls teams), each day's play shall commence at 8:15am and the scheduled finish time is 11:45am

- (ii) 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.*
- (iii) 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.*
- (iv) 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:
- | | |
|---|--------------|
| Under 10 (Boys'/Girls' teams) | 9 players |
| Under 11 (Boys' teams) | 9 players |
| Under 11 (Girls' teams) | 9 players |
| Under 12 junior stage 2 (Boys' teams) | 9 players |
| Under 12 pathways (Boys' teams) | 13 players * |
| Under 13 to Open Division (Boys' teams) | 12 players * |
| Under 13 (Girls' teams) | 9 players |
| Under 15/Open Division (Girls' teams) | 13 players |
- * Subject to a maximum list of 13 players, a further 2 replacements are permitted as per Rule 12.10 (v).
- (ii) For Boys' Under 12 (pathways format only) to Boys' Open and Girls' Under 15/Open, 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(iii)), 16.3(v), 17.3 (iv), 18.3(v) and 19.3 (iii), 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 10 (Boys'/Girls' teams)	refer to rule 16.7
Under 11 (Boys; teams)	45 metres
Under 11 (Girls' teams)	refer to rule 18.7
Under 12 junior stage 2 (Boys' teams)	45 metres
Under 12 (pathways) – Boys' teams	45 metres
Under 13 to Under 15 –Boys' teams	50 metres
Under 16 and Open Division – Boys' teams	60 metres
Under 13 –Girls' teams	35 metres
Under 15/Open Division – Girls' teams	45 metres

It is recommended that a measured length of rope or string be used to measure the boundaries. The boundary is measured from the centre of the pitch for all age groups except under 10 (Boys'/Girls' teams) and Under 11 (Girls' teams) – Rule 16.7 and 18.7.

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.
- (ii) Skins, when worn, must be white.
- (iii) Shirts may have a player number on the back.
- (iv) A pocket size logo of either or both of a Club or Association Logo only may appear on the front of the shirt.
- (v) Trousers may be white or coloured and predominantly white sports shoes are to be worn.
- (vi) Footwear must be worn during matches and during practice.
- (vii) Sponsorship on the **front of club shirts** will be permitted with the following conditions:
 1. Sponsorship is to be limited to **one sponsor only** on the top half of the shirt and to be no more than 120mm high;
 2. Placement of the sponsorship signage on the shirt front is to be placed on the upper half of the shirt front;
 3. Sponsor's Logo is to be no more than 120mm in height;
 4. Sleeve sponsorship is to be limited to one sponsor per sleeve and at a maximum height of 70mm; and
 5. Sponsorship is permitted on player shirts only. **Sponsorship is not permitted on any other item of dress**, for example, trousers, caps, sun hats, footwear, gloves or knee pads).
- (viii) 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.
- (ix) It is strongly recommended that for safety and health reasons, players are to provide their own groin protection gear and batting gloves.
- (x) 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 the Under 10 and 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. 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.

- (xi) 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).
- (xii) For all age groups, both girls' and boys' teams, from Under 10 to Open Divisions, 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.
- (xiii) For wicket-keepers keeping up to the stumps where a hard ball is being used, the use of a mouthguard is recommended and wearing a helmet is required as per Rule 7.2 (i).
- (xiv) The use of helmets when fielding is as per Rule 7.1 (iii).
- (xv) For all age groups, both girls' and boys' teams, from Under 10 to Open Divisions, the umpires shall not allow a match to continue during any period in which any batter, wicket keeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet when required to do so under these Rules. The umpires may only resume the match when the batter, wicketkeeper or fielder in question dons a helmet.

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 then 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 for the non-competitive under 10 and 11 age groups, either boys' or girls' teams.
- (ii) Limited 'on field' coaching will be permitted for the competitive Under 12 (Boys teams) and Under 13 (Girls' teams). Such coaching should be restricted to one person per team. That person will be acting as an umpire at the time. To this end, coaches from both teams must agree prior to the game on how much coaching should be permitted, if any, for these games
- (iii) On field coaching is not permitted for all competitive games from Under 13 to Open Division, both boys' and girls' teams, except for Under 13 (Girls' Teams) as per sub rule (ii) above.
- (iv) Coaches and managers are reminded that the under 10/11 age groups that are NON-COMPETITIVE (i.e. no competition points awarded), 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 Style and length of run up

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 Under 10 and 11 age groups and Girls' Under 13 teams 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 after it has passed the line of the striker's 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) The penalty for a Wide for all age groups, both girls and boys teams, from Under 10 to Open Divisions 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. *Note: for Under 10 (Boys'/Girls' teams) and Under 11 Girls' teams only, the wides are added to the batters' total.*

- (vi) For the Under 13 to Open Divisions games for both girls and boys, the 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, 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 (Under 13 to Open Divisions)

- (i) For the Boys' Under 13 to Open Division age groups, a bowler shall bowl, in any over, a maximum of 10 deliveries or 6 fair balls, whichever comes first.
- (ii) For the Girls' Under 13 age group and Girls' Under 15 / Open Division, refer to Rules 19.7 (iii) and 20.7 (ii) respectively.

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 –
 - 1) bounces more than once, or
 - 2) rolls along the ground before it reaches the popping crease, or
 - 3) 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 (Boys' teams) and Under 11 (Girls' teams)

- (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.

5.7 Penalty and scoring for a No ball for Boys' teams (Under 11 to Open Division) and Girls' teams (Under 13 and Under 15/Open Division)

- (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 (Under 12 upwards)

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.

Boys' Under 12	a maximum of 8 overs per day
Boys' Under 13 to Under 15	a maximum of 10 overs per day
Boys' Under 16 & Open Division	a maximum of 16 overs per day
Girls' Under 13	a maximum of 8 overs per day
Girls' Under 15/Open Division	a maximum of 10 overs per day

6. BATTING

6.1 Leg Before Wicket (LBW)

For Boys' teams from Under 12 to Open Division and Girls' teams from Under 13 to Under 15/Open Division, the LBW Rule shall apply. LBW, however for Girls under 13 teams is subject to Rule 19.6(i)]

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, as follows (next page)

- 1) Is it a fair delivery (not a no-ball)?
- 2) 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.)
- 3) Did the ball miss the bat before it hit the striker?
- 4) Did the ball's first contact hit the player in line with the stumps (or outside off stump where no shot is offered)?
- 5) 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 Boys' Under 12 up to and including Boys' Under 15 and Girls' Under 13 and Girls' Under 15 / Open Division 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 Boys' Under 16 and Open Division only, fielders may come within 10 metres, but not closer than 5 metres, provided their protective gear is a helmet and groin protector.

If this rule is contravened a No ball shall be called for the delivery in question.
- (iii) In all age groups from Under 11 up to and including Open Divisions for both Boys' and Girls' teams, except Under 11 (Girls' teams), a fielder must wear a British Standard 7928:2013 compliant helmet at all times when fielding in a position closer than seven (7) metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side.

7.2 Wicket-keeping

- (i) For the Under 11 to Open Divisions for both Boys' and Girls' teams, wicketkeepers, whilst standing up to the stumps, must wear a helmet that complies with the relevant Australian Standard (**BS7928:2013**). When not in use helmets are to be placed behind the wicketkeeper.
- (ii) In the Under 10 to Under 12 age groups and Girls' Under 13 and Girls' Under 15/Open Division, 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 (*for example* rain or other interruption) the number of allotted overs in an innings is reduced in the Under 10 to Under 12 age groups and Girls' Under 13 age group and Girls' Under 15/Open Division, 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.

7.3 Run Outs Involving Free Standing Plastic Stumps

Clarification regarding dismissal when the ball hits the base of plastic stumps in the process of a run out and the bails come off,

- (i) The base forms part of the full stumps and if a batter is out of their crease and a ball hits the base of the stumps and *the bails come off* - that is "Out" whether or not the ball would have missed hitting the actual vertical stump sticks.
- (ii) However, if the ball hits the base of the stumps and the batter is out of their crease and whether or not the ball would have hit the vertical stump sticks and *the bails do not fall off* that is "not out"

8. PROTESTS

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

9. PUBLICATION OF RESULTS

9.1 Responsibility for notifying weekend press

- (i) 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.
- (ii) For one day matches, the winning side is responsible for notifying the results.
- (iii) 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.

Only A.G. Thompson (Kookaburra), Platypus, K D Sport , Duke or Gabba Sporting Products brand cricket balls are to be used.

10.2 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.

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

Under 10 (boys'and girls' teams); Under 11 (Boys' teams) and Under 11 (Girls' teams);-

- (a) (U10) KD Supaball 100g or similar;
- (b) (U11) KD Supaball 100g or similar or KD Premium 130g ball or similar. Balls to have a moulded seam not a stitched raised seam.

Boys' Under 12; Girls' Under 13 teams and Girls' Under 15/Open Division - 142 gram plastic ball on concrete pitch or 142 gram two-piece leather ball on synthetic pitch

Boys' Under 13 - 142 gram two-piece leather ball on synthetic or turf pitch

Boys' Under 14 to Open Div - 156 gram two-piece leather ball on synthetic or turf pitch

10.4 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) Wides and No balls are to be included in the runs scored against the bowler for all age groups.
- (iv) For age groups Under 11 to Open Division for both Boys' and Girls' teams [but not Under 11 (Girls' teams)], 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 Under 10 (Boys'/Girls' teams) see Rule 16.10(vii) and Under 11 (Girls' teams) see Rule 18.10(vii).

11.2 Match Recording for age groups Under 12 to Open Divisions, both Boys' and Girls' teams

- (i) Both teams are to record the match result and all required match details including statistics of individual batting and bowling into the PlayHQ database no later than 5 days following the completion of the match. This includes names of participating players and each player's statistics for the game.
- (ii) PlayHQ must be updated for all scheduled fixtures, including forfeits and rain abandoned games. (* See *e-AllRounder* for PlayHQ details).
- (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 PlayHQ. (See *e-AllRounder* for PlayHQ details).
- (iv) Penalty for non-compliance with rule (i) is forfeiture of all points that would have been gained by the offending team under
 - (a) Rules 12.13 & 13.10 for Boys' Under 12 (pathways) to Boys' Open teams; and
 - (b) Rule 15.10 for Boys Under 12 –junior stage 2 teams.
- (v) Penalty for non-compliance for Girls' Under 13 and Girls' Under 15/Open Division teams with Rule (i) is forfeiture of all points that would have been gained under Rules 19.10 and 20.10 respectively, by the offending team.

11.3 Match Recording for Under 10 (Boys' and Girls' teams); Under 11 (Boys' teams) and Under 11 (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 PlayHQ database.

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

12. RULES - TWO DAY GAMES (UNDER 12 * to OPEN DIVISION) – BOYS' TEAMS ONLY

NB: These Rules for two day games when pertaining to the Under 12 age groups (boys' teams) only apply to the Under 12 pathways format. They do not apply to the Under 12 junior stage 2 format – Refer to Section 15 for the Under 12 junior stage 2 format rules.

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 -refer Rule Section 13

12.2 Duration of Innings

- (i) For the Under 12 pathways format, refer to Rule 14.4.
- (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 12.2 (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 not available on second day

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 (Under 13 to Open)

- (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, for the game to 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 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.

For example: Team 1 bats on day 1 and only 40 overs were possible. To calculate the number of overs for each team's first innings we add 55 = 95 divided by 2 = 47.5 rounded up = 48. In this example Team 1 bats 8 more overs on day 2 then their innings is completed at 48 overs and Team 2 then bats 48 overs.

- (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.
- (iii) A game shall be reduced by 1 over for each 4 minutes of play lost.

12.7 Time Lost on Second Saturday [under Rule 3 (Fitness of 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 in 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

- (i) Any Under 12 (pathways) to Open Division batter may retire Not out when the player has faced a minimum of 25 balls.
- (ii) Any Under 12 (pathways) to Open Division batter **must** retire not out when the player has faced a maximum number of deliveries applicable to the player's age group.

Under 12 (pathways)	50 balls
Under 13 to Under 15	60 balls
Under 16 and 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 (pathways) to Open Division bowler may bowl a maximum number of overs applicable to the player's age group.

Under 12 (pathways)	a maximum of 8 overs per innings
Under 13 to Under 15	a maximum of 10 overs per innings
Under 16 and 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 (pathways) & Under 13	a maximum of 4 overs per spell
Under 14 & Under 15	a maximum of 5 overs per spell
Under 16 and 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. For example, 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 (pathways) age group to Open Division 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(ii) 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 (Boys Under 12 to Open age groups (except Under 12 – junior stage 2))

- (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' based on less than 10 wickets taken counts as for 10 wickets, i.e. 0.2 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 scheduled 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, even for just for one over, the match is taken to constitute a 2 day game.
- (viii) Subject to Rule 12.13(ix), a first innings win is achieved for a two day game when either:-
 - (a) the team batting second and not dismissed 'all out' passes the total of the team batting first within the allotted overs (55 overs if no time lost), in which case it is a win for the team batting second; or
 - (b) the team batting second is dismissed 'all out' within the allotted overs (55 overs if no time lost) for a lower total than the team batting first, in which case it is a win for the team batting first.

Example of (a). Team A bats first for 55 overs on day 1 and scores 7/280 or batted first on day 1 and was dismissed 'all out' for 10/280 in 52 overs. Team B batting second on day 2 and in both scenarios have 55 allotted overs available to pass Team A's total and did so in the 49th over reaching 7/282. This is a win for Team B by three wickets because Team B passed the total of Team A within their allotted 55 overs.

Example of (b). Team A bats first for 55 overs on day 1 and scores 5/240 or batted first on day 1 and were dismissed 'all out' for 10/240 in 52 overs. Team B batting second on day 2 and in both scenarios have 55 allotted overs available to pass Team A's total and in the 45th over were dismissed 'all out' for 10/220. This is a win for Team A by 20 runs because Team B were dismissed 'all out' within the allotted 55 overs for a lower total than Team A.

- (ix) 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 reduced number of overs expected to be bowled, and has not been dismissed "all out", the result is declared a Draw and 3 points given to each team.

For example: Team A bats on the first Saturday and is all out for 174 in 52.4 overs. Team B bats on the second Saturday and because of time lost due to rain only receives 30 overs when entitled to receive 55 overs and scores 5/159. The game is declared a Draw because Team B failed to pass Team A's score of 174 in the reduced number of overs expected to be bowled (30 overs) and Team B should have had the opportunity to pass Team A's total in 55 overs, but for the time lost.

13. RULES - ONE DAY GAMES (UNDER 12 * to OPEN DIVISION) – BOYS' TEAMS

* NB: These Rules for one day games when pertaining to the Under 12 age groups (boys' teams) only apply to the Under 12 pathways format. They do not apply to the Under 12 junior stage 2 format – Refer to Section 15 for the Under 12 junior stage 2 format rules

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 (pathways) age group to Open Division 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.

For example: If a bowler bowls a 3 over 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 2. 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

- (i) Any Under 12 (pathways) to Open Division batter may retire Not out when the player has faced a minimum of 25 balls.
- (ii) Any Under 12 (pathways) to Open Division 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.

A 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 (Team 2) must receive its full entitlement of overs, even if a result is achieved earlier (for the purpose of allocating bonus points). ***Team 2 shall not be denied this entitlement to bat on. Only if both teams agree can a match be concluded once the result has been achieved.***

- (vi) For Under 12 pathways to Open Division, 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.
- (vii) 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

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.
For example - 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 Boys 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. 0.2 x 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 - UNDER 12 PATHWAYS FORMAT (BOYS' TEAMS)

Note: This Section 14 relates to the under 12 pathways format. Games under this format are played as two day games (as per Section 12) but over 4 quarters of 25 overs each and also include some one day games (as per Section 13) of 26 over each.

A second Boys' under 12 format is available called Junior stage 2 format. Games under this format are played as single day one innings games only with teams batting a maximum of 30 overs each. The rules for this alternative under 12 boys format are listed in the next section 15.

These special rules recognise that the Boys' Under 12 age groups are developmental, notwithstanding that they are competitive matches. However the matches are designed to foster maximum participation by all players.

As per rule 4(ii) Limited 'on field' coaching will be permitted for games under this format. However, such coaching should be restricted to one person per team. That person will be acting as an umpire at the time. To this end coaches from both teams must agree prior to the game on how much coaching should be permitted, if any, for these games

14.1 Length of pitch

- (i) The length of the pitch shall be 18 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 18 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 18 metre pitch.

14.2 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.
- (iii) Bowlers will bowl from one end only for the first 12 overs of a 25 over quarter (refer to rule 14.4) then change ends for the remaining overs in the quarter.

14.3 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 nominated in the first nine positions as a result of this rule still does not have a bat, that player shall again be nominated in the first nine positions until they do have a bat

14.4 Four Quarters Cricket

Preamble. The two day games for Under 12 pathways 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 14.4 (i) to (vi) 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 if not dismissed 'all out' 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 14.4 (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, unless dismissed 'all out' before 25 overs have been bowled.

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 **as practice only** and no statistics shall be recorded by either team for that third innings. Teams are to record into the PlayHQ 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 unless dismissed 'all out' before the end of the quarter. If a team is dismissed 'all out' before the required number of overs have been bowled in the quarter, the opposition team shall commence its innings immediately, allowing for a break of up to 10 minutes for a change of innings. The opposition team will bat in the quarter until the other team has bowled the required remaining overs in the quarter and unless dismissed 'all out' beforehand shall continue batting for 25 overs in the next quarter.
- (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).
- (iv) 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. For each 4 minutes of play lost, a game is reduced by 1 over.
- (v) 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 (reduced by 1 over for each 4 minutes lost) 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.

- (vi) 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.

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. Green, after a break of not more than 10 minutes for the change of innings commences its 1st innings and bats for 5 overs to complete the 25 overs in the 1st quarter and scores 0/20. Green continues its first innings in the 2nd quarter and bats for the full allocation of 25 overs to be 3/120 after 30 overs. This ends the play for the first Saturday.

At the end of the first Saturday the match situation is Gold 10/62 (20 overs) versus Green 3/120 (30 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 20 overs allocation in the 3rd quarter and its 1st innings is terminated at 7/278 after 50 overs batting in the innings (30 the previous Saturday and 20 this Saturday).

Gold commences its 2nd innings after an innings break of no more than 10 minutes. Gold bats out the remaining 5 overs in the third quarter since Green were only able to utilise 20 overs of the 25 overs available in that quarter and Gold's score at the end of the 3rd quarter was 2/25 after 5 overs. Gold continues its 2nd innings in the 4th quarter and bats for the full allocation of 25 overs to be 5/106 after 30 overs (5 overs in the 3rd quarter and 25 overs in the 4th quarter). At this point all quarters of the match have been completed and the match has concluded.

The match result in this example is Green 7/278 (50 overs) defeated Gold 10/62 (20 overs) and 5/106 (30 overs) by 216 runs on the first innings.

15. RULES - UNDER 12 JUNIOR STAGE 2 FORMAT (BOYS' TEAMS)

Note: *This Section 15 relates to the Boys' under 12 Junior stage 2 format. Game under this format are played as single day one innings games only with teams batting a maximum of 30 overs each.*

A second Boys' under 12 format is available called pathways format. Games under this format are played as two day games over 4 quarters of 25 overs each but also including some one day games of 26 over each. The rules for this alternative under 12 boys format are listed in the previous section 14.

These special rules recognise that the Boys' Under 12 age groups are developmental, notwithstanding that they are competitive matches. However the matches are designed to foster maximum participation by all players.

As per rule 4(ii) Limited 'on field' coaching will be permitted for games under this format. However, such coaching should be restricted to one person per team. That person will be acting as an umpire at the time. To this end coaches from both teams must agree prior to the game on how much coaching should be permitted, if any, for these games

15.1 Competition

- (i) Matches will be competitive and played as single day games of one innings each with both teams allotted a maximum of 30 overs each.
- (ii) 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.

15.2 Hours of Play

- (i) Each game shall be played at the following times to the following schedule;-
 - **Game where both teams bat for the duration of their allotted 30 overs and are not dismissed "all out".**

Starts 8:15am – Finishes 11:45am	Duration	Start at:	Finish by:
<i>Team 1 batting vs Team 2 bowling</i>			
Bowl 30 overs	100 mins	8:15 am	9.55 am
Break between innings	10 mins	9:55 am	10:05 am
<i>Team 2 batting vs Team 1 bowling</i>			
Bowl 30 overs	100 mins	10:05 am	11:45 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”. This provides for Team 2 to receive added bonus points. A game can only be terminated in the event of a result being achieved earlier, if both team coaches agree. If either coach does not agree, **the game shall continue** until either Team 2 is all out or has received its full 30 over allocation.

- (ii) A drinks break of a maximum of 3 minutes must be taken at the completion of the 15th over. A change of wicketkeeper is to be made at this break. In oppressive weather conditions, breaks may be taken more frequently if considered appropriate by coaches/managers.
- (iii) The team batting first in a game shall not bat past the times listed in the “Finish by:” columns of the above schedule or 30 overs 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.
- (iv) 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 Sizes

- (i) A team consists of 9 players. A team is dismissed “all out” when 8 players have been dismissed. A team cannot be greater than the standard 9 players.
- (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 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 Length of Pitch

- (i) The length of the pitch shall be 18 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 18 metre rule, batters bat from one end only. Batters rotate at the end of each over. Batters run from popping crease to popping crease of the 18 metre pitch.

15.5 No balls

- (i) The front foot rule shall apply with respect to no balls.
- (ii) The umpire at the bowler's end shall call and signal No ball if a ball which the umpire considers to have been delivered:
 - 1) bounces more than twice, or
 - 2) 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 they consider 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 calls Dead ball, the striker may not attempt to hit the ball and the delivery is re-bowled.

15.6 Leg Before Wicket (LBW)

LBW decisions shall apply.

15.7 Bowling and Over Limitations

The following bowling and over limitations shall apply.

- (i) Bowlers will bowl from the one end for the first 15 overs of the innings then change ends for the remaining overs.
- (ii) A bowler shall bowl, in an over, a maximum of 8 deliveries or 6 fair balls whichever comes first.
- (iii) All players in the team listed in the scorebook to play, including the two players selected to be wicketkeepers, are to bowl, with the 30 overs on offer divided as follows:-

Team of 9 players - 5 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 2 overs.

Team of 8 players - 6 players who are not wicketkeepers bowl 4 overs, and the 2 players who are wicketkeepers bowl 3 overs

Team of 7 players - 4 players who are not wicketkeepers bowl 5 overs; 1 more player who is not a wicketkeeper bowls 4 overs and the 2 players who are wicketkeepers bowl 3 overs.

Note: The above schedule assumes the batting team will receive its maximum allocation of 30 overs by not being dismissed "all out" in less than 30 overs. If a team does not bowl its full allocation of 30 overs, the Coach for the next match should endeavour to offer more overs to those players missing out on bowling their full over allocation.

- (iv) Coaches are encouraged throughout the season to rotate the opportunity for players to bowl 4 overs in a match.
- (v) All players are to bowl one over each in sequence until the allotted number of overs has been bowled.

15.8 Fielding

- (i) 9 players only are allowed on the field. If more than 9 players are present at a match, they should rotate onto the field each over.
- (ii) 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.

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

15.9 Batting

- (i) The batting team is dismissed “all out” when 8 players have been dismissed.
- (ii) The maximum number of overs in an innings is 30 overs.
- (iii) A batter once dismissed shall leave the field of play and cannot return to bat again in the innings.
- (iv) A batter may retire Not out when the player has faced a minimum of 25 balls, provided they are not dismissed.
- (v) A batter **must** retire when the player has faced a maximum 35 deliveries, provided they are not dismissed.

Note. a No ball and a Wide are included in a batter’s ball count.

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.

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

15.10 Points Score for Under 12 Junior Stage 2 format

- | | | |
|-----|------------------------------|----------|
| (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 8 wickets, i.e. 0.2 x 8 = 1.6 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.
- (vi) Subject to Rule 15.10 (vii) a win is achieved for an Under 12 junior stage 2 game when either:-
- the team batting second and not dismissed ‘all out’ passes the total of the team batting first within the maximum allotted overs (30 overs if no time lost), in which case it is a win for the team batting second; or
 - the team batting second is dismissed ‘all out’ within the maximum allotted overs (30 overs if no time lost) for a lower total than the team batting first, in which case it is a win for the team batting first.

- (vii) When the team batting second does not receive its full allocation of 30 overs in its innings, due to time lost under Rule 3 (Fitness of the Ground) and has not been dismissed 'all out' yet fails to pass the score of the team batting first, the result is declared a Draw and 3 points given to each team.

For example: *Team 1 bats first and receives its full allocation of 30 overs and its final score is 4/120. While Team 2 is batting there is time lost due to rain such that at the scheduled "Finish by:" time Team 2 could only receive 22 overs out of its allocation of 30 overs and scores 3/100. The game is declared a Draw because Team 2 in failing to pass Team 1's total of 120 were not given their full entitlement of 30 overs in which to do so.*

16. RULES – UNDER 10 – BOYS' AND GIRLS' TEAMS

16.1 Competition

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

16.2 Hours of Play

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

GAME (under 10)			
Starts 8:15am – Finishes 10:45 am	Duration	Start at:	Finish by:
Team 1 batting vs Team 2 bowling			
Bowl 20 overs	75 mins	8:15am	9:30am
Break between innings	10 mins	9:30am	9:40am
Team 2 batting vs Team 1 bowling			
Bowl 20 overs	75 mins	9:40am	10:55am

- (ii) The side batting first in a game shall not bat past 9:30 am or 20 overs, whichever comes first. Should the side batting first not receive their allocation of 20 overs by 9:30 am, their innings shall finish at that 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 10:55am.
- (iii) 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.

16.3 Team Size

- (i) Seven (7) players constitute a standard team.
- (ii) The minimum number of players deemed necessary to constitute a team shall be 5 players and an official, all present on the day.
- (iii) The maximum number of players deemed necessary to constitute a team 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.

16.4 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) The umpire at the bowler's end shall call and signal No ball if a ball which the umpire considers to have been delivered:
 - 1) bounces more than twice before it reaches the striker, or
 - 2) 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.

16.5 Dismissals

- (i) The following are the only dismissals that apply for under 10 age group - *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 (ii), have been adjudged LBW, then the striker should be counselled by the umpire at the bowler's end.

16.6 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.

16.7 Boundary

- (i) 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.

16.8 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-

Standard 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.

Minimum 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.

Maximum 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 16.4 (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/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.
- (ix) All players are to bowl one over each in sequence until the allotted number of overs has been bowled.

16.9 Fielding

- (i) Each team is required to use 2 players as wicketkeepers for 10 overs each.
- (ii) Only seven (7) fielders may be on the field at any given time, the bowler, the wicketkeeper and five (5) other players.
- (iii) 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.
- (iv) 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.

16.10 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-
 - Minimum team of 5 players* - all players receive 24 balls, then retire.
 - Team of 6 players* - all players receive 20 balls, then retire.
 - Standard 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.
 - Maximum 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 16.4(iii) 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 opposition team's 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 age group.
- (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.
For example " . . 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.*

17. RULES - UNDER 11 – BOYS' TEAMS

Note: *Matches are played on Saturday afternoons and are non-competitive.*

*While the PlayHQ database used to record the results of these matches assigns notional points to each team, it is stressed that as these matches are NON COMPETITIVE any points assigned to teams in the under 11 age group are **totally irrelevant**.*

These special rules recognise that the Under 11 age group is developmental and is 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.

17.1 Competition

- (i) Matches will be played as one day games of one innings each with both teams allotted a maximum of 25 overs each.
- (ii) 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.

17.2 Hours of Play

- (i) Each game shall be played at the following times to the following schedule;-
- **Game where both teams bat for the duration of their allotted 25 overs and are not dismissed "all out".**

Starts 1:30pm – Finishes 4.40pm	Duration	Start at:	Finish by:
<i>Team 1 batting vs Team 2 bowling</i>			
Bowl 25 overs	90 mins	1:30 am	3:00 pm
Break between innings	10 mins	3:00 pm	3:10pm
<i>Team 2 batting vs Team 1 bowling</i>			
Bowl 25 overs	90 mins	3:10pm	4:40pm

- **Game where either team is dismissed “all out” before the maximum 25 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 25 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 25 overs, Team 2 shall receive its full entitlement of 25 overs, even if a result is achieved earlier, unless also dismissed “all out”. ***Team 2 shall not be denied this entitlement to bat on. Only if both teams agree can a match be concluded once the result has been achieved.***
- (ii) A drinks break of a maximum of 3 minutes must be taken at the completion of the 13th over. A change of wicketkeeper is to be made at this break. In oppressive weather conditions, breaks may be taken more frequently if considered appropriate by coaches/managers.
- (iii) The team batting first in a game shall not bat past the times listed in the “Finish by:” columns of the above schedule or 25 overs 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.
- (iv) For time lost under Rule 3 (Fitness of the Ground) a game will be reduced by 2 overs for every 6 minutes lost.

17.3 Team Sizes

- (i) A team may have a maximum of 11 registered players.
- (ii) However, a team **on game day** consists of 9 players. A team is dismissed “all out” when 8 players have been dismissed. A team cannot exceed the standard 9 players.
- (iii) The minimum number of players deemed necessary to constitute a team shall be 7 players and an official, all present on the day.
- (iv) Nine fielders only are allowed on the field at any one time.
- (v) For teams with an excess of 9 registered players a roster system is encouraged to rotate the players so that all players participate on an equal basis throughout a season.

17.4 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, batters will bat from one end only. Batters rotate at the end of each over. Batters run from popping crease to popping crease of the 16 metre pitch.

17.5 No balls

- (i) The front foot rule shall apply with respect to no balls.
- (ii) The umpire at the bowler's end shall call and signal No ball if a ball which the umpire considers to have been delivered:
 - (1) bounces more than twice, or
 - (2) 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.

17.6 Leg Before Wicket (LBW)

- (i) *Leg Before Wicket* (LBW) will not apply.
- (ii) When the striker does not offer to play a shot and would, except for subparagraph (i), have been adjudged LBW, then the striker should be counselled by the umpire at the bowler's end.

17.7 Bowling and Over Limitations

The following bowling and over limitations shall apply.

- (i) Bowlers will bowl from the one end 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) All players in the team listed in the scorebook to play, including the two players selected to be wicketkeepers, are to bowl, with the 25 overs on offer divided as follows:-

Team of 9 players - 2 players who are not wicketkeepers bowl 4 overs; 5 more players who are not wicketkeepers bowl 3 overs and the 2 players who are wicketkeepers bowl 1 over each.

Team of 8 players - 3 players who are not wicketkeepers bowl 4 overs, 3 more players who are not wicketkeepers bowl 3 overs and the 2 players who are wicketkeepers bowl 2 overs.

Team of 7 players - 3 players who are not wicketkeepers bowl 5 overs; 2 more players who is not a wicketkeeper bowls 4 overs and the 2 players who are wicketkeepers bowl 1 over each.

Note: The above schedule assumes the batting team will receive its maximum allocation of 25 overs by not being dismissed "all out" in less than 25 overs. If a team does not bowl its full allocation of 25 overs, the Coach for the next match should endeavour to offer more overs to those players missing out on bowling their full over allocation.

- (iv) Coaches are encouraged throughout the season to rotate the opportunity for players to bowl 4 overs in a match.
- (v) All players are to bowl one over each in sequence until the allotted number of overs has been bowled.

17.8 Fielding

- (i) 9 players only are allowed on the field. If more than 9 players are present at a match, they should rotate onto the field each over.
- (ii) 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.

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

17.9 Batting

- (i) The batting team is dismissed "all out" when 8 players have been dismissed.
- (ii) The maximum number of overs in an innings is 25 overs.
- (iii) A batter once dismissed shall leave the field of play and cannot return to bat again in the innings.
- (iv) A batter may retire Not out when the player has faced a minimum of 25 balls, provided they are not dismissed.
- (v) A batter **must retire** when the player has faced a maximum 35 deliveries, provided they are not dismissed.
Note. a No ball and a Wide are included in a batter's ball count.

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.*

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

18. RULES – UNDER 11 – GIRLS' TEAMS

18.1 Competition

Matches for the under 11 girls age group will be played as single day games over 40 overs, divided into two innings of 20 overs each.

18.2 Hours of Play

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

GAME (under 10)	Duration	Start at:	Finish by:
Starts 8:15am – Finishes 10:45 am			
Team 1 batting vs Team 2 bowling			
Bowl 20 overs	75 mins	8:15am	9:30am
Break between innings	10 mins	9:30am	9:40am
Team 2 batting vs Team 1 bowling			
Bowl 20 overs	75 mins	9:40am	10:55am

- (ii) The side batting first in a game shall not bat past 9:30 am or 20 overs, whichever comes first. Should the side batting first not receive their allocation of 20 overs by 9:30 am, their innings shall finish at that 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 10:55am.

- (iii) A drinks break of a maximum of 3 minutes must be taken at the completion of the 10th over. A change of wicketkeeper is to 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.

18.3 Team Size

- (i) Seven (7) players constitute a standard team.
- (ii) The minimum number of players deemed necessary to constitute a team shall be 5 players and an official, all present on the day.
- (iii) The maximum number of players deemed necessary to constitute a team 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.

18.4 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) The umpire at the bowler's end shall call and signal No ball if a ball which the umpire considers to have been delivered:
 - 1) bounces more than twice before it reaches the striker, or
 - 2) 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.

18.5 Dismissals

- (i) The following are the only dismissals that apply for under 10 age group - *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 (ii), have been adjudged LBW, then the striker should be counselled by the umpire at the bowler's end.

18.6 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.

18.7 Boundary

- (i) 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.

18.8 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-

Standard 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.

Minimum 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.

Maximum 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 18.4 (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.
- (ix) All players are to bowl one over each in sequence until the allotted number of overs has been bowled.

18.9 Fielding

- (i) Each team is required to use 2 players as wicketkeepers for 10 overs each.
- (ii) Only seven (7) fielders may be on the field at any given time, the bowler, the wicketkeeper and five (5) other players.

- (iii) 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.
- (iv) 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.

18.10 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-
 - Minimum team of 5 players* - all players receive 24 balls, then retire.
 - Team of 6 players* - all players receive 20 balls, then retire.
 - Standard 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.
 - Maximum 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 16.4(iii) 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 opposition team's 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.
- (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.
 - For example " . . 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.*

19. RULES - UNDER 13 - GIRLS' TEAMS

19.1 Competition

- (i) Matches will be competitive and played as single day games of one innings each with both teams allotted a maximum of 26 overs each.
 - Note: These single day games are NOT one day games as covered under Section 13. The specific rules for these single day games are as set out in this section 19 only.*
- (ii) 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.

19.2 Hours of Play

(i) Each game shall be played at the following times to the following schedule.

- **Game where both teams bat for the duration of their allotted 26 overs and are not dismissed 'all out'**

Starts 8:15am – Finishes 11:45am	Duration	Start at:	Finish by:
Team 1 batting vs Team 2 bowling			
Bowl 26 overs	100 mins	8:15 am	9.55 am
Break between innings	10 mins	9.55 am	10.05 am
Team 2 batting vs Team 1 bowling			
Bowl 26 overs	100 mins	10.05 am	11:45 am

Team 2, unless bowled out, shall receive its full entitlement of 26 overs even if a result is achieved earlier. This is for the purpose of allocating bonus points. A game can only be terminated in the event of a result being achieved earlier, if both team coaches agree. If either coach does not agree, **the game shall continue** until either Team 2 is all out or has received its full 26 over allocation.

- **Game where either team is dismissed "all out" before the maximum 26 overs have been allotted.**

(a) 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 26 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.

(b) If Team 1 is dismissed "all out" before the allotted 26 overs, Team 2 shall receive its full entitlement of 26 overs, even if a result is achieved earlier, unless also dismissed "all out" This is for the purpose of allocating bonus points. A game can only be terminated in the event of a result being achieved earlier, if both team coaches agree. If either coach does not agree, **the game shall continue** until either Team 2 is all out or has received its full 26 over allocation.

- (ii) A drinks break of a maximum of 3 minutes must be taken at the completion of the 13th 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.
- (iii) The team batting first in a game must not bat past the times listed in the "Finish by:" columns of the above schedule or 26 overs, 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.
- (iv) For time lost under Rule 3 (Fitness of the Ground) a game will be reduced by 2 overs for every 6 minutes lost.

19.3 Team Sizes

- (i) A team consists of 9 players. A team is dismissed 'all out' when 8 players have been dismissed. A team cannot be greater than the standard 9 players.
- (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 (9) fielders only are allowed on the field at any one time.
- (iv) 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

19.4 Length of Pitch

(a) Non turf pitch

- (i) The length of the pitch shall be 18 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 for Girl's Under 13 has been devised in accordance with the advisory policy of Cricket Australia.
- (iv) To achieve the 18 metre rule, the batters will bat from one end only. Batters shall rotate at the end of each over. The batters run from popping crease to popping crease of the 18 metre pitch.

(b) Turf pitch

- (i) The length of the pitch shall be 20.1 metres. Normal batting creases will apply.
- (ii) The batters will bat from both ends and bat in accordance with the *Laws of Cricket*.

19.5 No balls

- (i) The front foot rule shall apply with respect to no balls.
- (ii) The umpire at the bowler's end shall call and signal No ball if a ball which the umpire considers to have been delivered –
 - 1) bounces more than twice, before it reaches the striker, or
 - 2) 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.

19.6 Leg Before Wicket (LBW) to apply after one warning

- (i) On the first occasion when a particular player, as the striker, would, in the opinion of the umpire at the bowler's end, have been adjudged LBW, then that player shall be given not out on that first occasion with a warning from that umpire that the next such occasion this occurs, will result in her being dismissed.

19.7 Bowling and Over Limitations

The following bowling and over limitations shall apply -

- (i) If playing on a non turf pitch, bowlers will bowl from the one end for the first 15 overs of the innings then change ends for the remaining overs.

- (ii) If playing on a turf pitch, bowlers will bowl from both ends throughout the match in accordance with the *Laws of Cricket*.
- (iii) A bowler shall bowl, in an over, a maximum of 8 deliveries or 6 fair balls whichever comes first.
- (iv) All players in the team listed in the scorebook to play, including the two players selected to be wicketkeepers, are to bowl, with the 26 overs on offer divided as follows:-

Team of 9 players - 1 players who is not a wicketkeeper bowls 4 overs; 6 more players who are not wicketkeepers bowl 3 overs and the 2 players who are wicketkeepers bowl 2 overs.

Team of 8 players - 4 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 2 overs.

Team of 7 players - 5 players who are not wicketkeepers bowl 4 overs and the 2 players who are wicketkeepers bowl 3 overs.

Note: The above schedule assumes the batting team will receive its maximum allocation of 26 overs by not being dismissed "all out" in less than 26 overs. If a team does not bowl its full allocation of 26 overs, the Coach for the next match should endeavour to offer more overs to those players missing out on bowling their full over allocation.

- (v) Coaches are encouraged throughout the season to rotate the opportunity for players to bowl 4 overs in a match
- (vi) 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 9 players the specified '21 overs' will need to be adjusted down by 2 overs for each player less than 9.

- (vii) The maximum number of overs to be bowled by any bowler in one spell shall be 3 overs.
- (viii) 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.

For example: If a bowler bowls 2 overs in a spell, at least 4 overs must elapse before the bowler can bowl again.

19.8 Fielding

- (i) 9 players only are allowed on the field.
- (ii) 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.

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

- (iv) Each team is required to use 2 players as wicketkeepers. The first wicketkeeper is to be replaced at the 13 over mark of a match.

19.9 Batting

- (i) The batting team is dismissed “all out” when 8 players have been dismissed. A team cannot be greater than the standard 9 players.
- (ii) The maximum number of overs in an innings is 26 overs.
- (iii) A batter once dismissed shall leave the field of play and cannot return to bat again in the innings.
- (iv) A batter may retire Not out when the player has faced a minimum of 15 balls, provided they are not dismissed.
- (v) A batter must retire when the player has faced a maximum 35 deliveries, provided they are not dismissed.

Note. a No ball and a Wide are included in a batter’s ball count.

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 15 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 15 balls in favour of returning retirees.*

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

19.10 Points Score for competitive Girls Cricket games

- (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' based on less than 8 wickets taken counts as for 8 wickets, i.e. 0.2 x 8 = 1.6 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 Girls Cricket single day games.
- (vi) Subject to Rule 17.10 (vii) a win is achieved for a Girls Cricket game when either:-
- (a) the team batting second and not dismissed ‘all out’ passes the total of the team batting first within the maximum allotted overs (26 overs if no time lost), in which case it is a win for the team batting second; or
- (b) the team batting second is dismissed ‘all out’ within the maximum allotted overs (26 overs if no time lost) for a lower total than the team batting first, in which case it is a win for the team batting first.

- (vii) When the team batting second does not receive its full allocation of 26 overs in its innings, due to time lost under Rule 3 (Fitness of the Ground) and has not been dismissed 'all out' yet fails to pass the score of the team batting first, the result is declared a Draw and 3 points given to each team.

For example: *Team 1 bats first and receives its full allocation of 26 overs and its final score is 4/150. While Team 2 is batting there is time lost due to rain such that at the scheduled "Finish by:" time Team 2 could only receive 22 overs out of its allocation of 26 overs and scores 3/120. The game is declared a Draw because Team 2 in failing to pass Team 1's total of 150 were not given their full entitlement of 26 overs in which to do so.*

20. RULES - UNDER 15 / OPEN DIVISION – GIRLS' TEAMS

20.1 Competition

- (i) Matches will be competitive and played as single day games of one innings each with both teams allotted a maximum of 26 overs each.

Note: These single day games are NOT one day games as covered under Section 13. The specific rules for these single day games are as set out in this section 20 only.

- (ii) 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.

20.2 Hours of Play

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

- **Game where both teams bat for the duration of their allotted 26 overs and are not dismissed 'all out'**

Starts 8:15am – Finishes 11:45am	Duration	Start at:	Finish by:
Team 1 batting vs Team 2 bowling			
Bowl 26 overs	100 mins	8:15 am	9.55 am
Break between innings	10 mins	9.55 am	10.05 am
Team 2 batting vs Team 1 bowling			
Bowl 26 overs	100 mins	10.05 am	10:45 am

Team 2, unless bowled out, shall receive its full entitlement of 26 overs even if a result is achieved earlier. This is for the purpose of allocating bonus points. A game can only be terminated in the event of a result being achieved earlier, if both team coaches agree. **If either coach does not agree, the game shall continue** until either Team 2 is all out or has received its full 26 over allocation.

- **Game where either team is dismissed "all out" before the maximum 26 overs have been allotted.**

- (a) 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 26 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.

(b) If Team 1 is dismissed "all out" before the allotted 26 overs, Team 2 shall receive its full entitlement of 26 overs, even if a result is achieved earlier, unless also dismissed "all out" (This is for the purpose of allocating bonus points). A game can only be terminated in the event of a result being achieved earlier, if both team coaches agree. **If either coach does not agree, the game shall continue** until either Team 2 is all out or has received its full 26 over allocation.

- (ii) A drinks break of a maximum of 3 minutes must be taken at the completion of the 13th 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.
- (iii) The team batting first in a game shall not bat past the times listed in the "Finish by:" columns of the above schedule or 26 overs, 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.
- (iv) For time lost under Rule 3 (Fitness of the Ground) a game will be reduced by 2 overs for every 6 minutes lost.

20.3 Team Sizes

- (i) A team consists of 11 players, however batting and bowling of 13 players is permitted. 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 (11) fielders only are allowed on the field at any one time.
- (iv) 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.

20.4 Length of Pitch

- (i) The length of the pitch shall be 20.1 metres. Normal batting creases will apply.
- (ii) The batters will bat from both ends and bat in accordance with the *Laws of Cricket*.

20.5 No balls

- (i) The front foot rule shall apply with respect to no balls.
- (ii) The umpire at the bowler's end shall call and signal No ball if a ball which the umpire considers to have been delivered –
 - 1) bounces more than twice before it reaches the striker, or
 - 2) 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.

20.6 Leg Before Wicket (LBW)

- (i) LBW decisions shall apply

20.7 Bowling and Over Limitations

- (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.

For example: If a bowler bowls 2 overs in a spell, at least 4 overs must elapse before the bowler can bowl again.

20.8 Fielding

- (i) Eleven (11) players only are allowed on the field at any time.
- (ii) 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.

- (iii) Rotation of fielders is recommended to ensure all players experience all positions
- (iv) Each team is required to use 2 players as wicketkeepers. The first wicketkeeper is to be replaced at the 13 over mark of a match

20.9 Batting

- (i) A batter once dismissed 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 (including wides and no balls), provided she is not dismissed.

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.

20.10 Points Score for competitive Girls Cricket games

- | | | |
|-----|------------------------------|----------|
| (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' based on less than 10 wickets taken counts as for 10 wickets, i.e. 0.2 x 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 Girls Cricket single day games.
- (vi) Subject to Rule 17.10 (vii) a win is achieved for a Girls Cricket game when either:-
- (a) the team batting second and not dismissed 'all out' passes the total of the team batting first within the maximum allotted overs (26 overs if no time lost), in which case it is a win for the team batting second; or
 - (b) the team batting second is dismissed 'all out' within the maximum allotted overs (26 overs if no time lost) for a lower total than the team batting first, in which case it is a win for the team batting first.
- (vii) When the team batting second does not receive its full allocation of 26 overs in its innings, due to time lost under Rule 3 (Fitness of the Ground) and has not been dismissed 'all out' yet fails to pass the score of the team batting first, the result is declared a Draw and 3 points given to each team.

For example: Team 1 bats first and receives its full allocation of 26 overs and its final score is 4/150. While Team 2 is batting there is time lost due to rain such that at the scheduled "Finish by:" time Team 2 could only receive 22 overs out of its allocation of 26 overs and scores 3/120. The game is declared a Draw because Team 2 in failing to pass Team 1's total of 150 were not given their full entitlement of 26 overs in which to do so.

21. NON COMPETITIVE AGE GROUPS - AFTERNOON GROUNDS USE**21.1 Change of time**

- (i) If any game in the non-competitive Under 10 (Boys'/Girls' teams) 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 available for play on Saturday afternoons ('alternative afternoon venues'). If a decision is taken to relocate the game to an alternative afternoon venue, the Secretary must be advised immediately, so that it can be recorded that the venue is intended for use by the particular teams involved.

- (ii) If more than two teams seek to use the same afternoon venue, the teams recorded by the Secretary as having been approved to use the particular venue have preference.
- (iii) 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.

22. SATURDAY AFTERNOON CRICKET (Under 11 and 14 age groups)

For Pre-Christmas teams in the Under 14 age group, games may 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.

As stated in Rule 17.2, all games in the Under 11 age group both Pre and Post Christmas will be played in the afternoon in accord with the schedule listed in that Rule.

23. SUNDAY MORNING GROUNDS USE (Girls Under 13 age group)

For Pre-Christmas teams in the Girls' Under 13 age group, games may be drawn to be played on Sunday mornings. 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.

24 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.

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.

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.

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		Home	Opp
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		Home	Opp
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 A
[Under 10, Under 11, Under 12 Age Groups]

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

Rules Sections ➔	Section 16	Section 17	Section 18	Section 15	Sections12,13,14
Age Groups ➔	Boys/Girls U10	Boys U11	Girls U11	Boys U12 junior stage 2	Boys U12 Pathway
Wicket type	Synthetic concrete	Synthetic concrete	Synthetic concrete	Synthetic concrete	Synthetic concrete
Boundary in metres	30-35	45	30-35	45	45
Pitch in metres	16	16	16	18	18
Innings type	halves	halves	halves	halves	Quarters
Overs - Innings - 2 day	Not applicable	Not applicable	Not applicable	Not applicable	50
Overs - Innings - 1 day	20	25	20	30	26
Team (Maximum No.)	9	9	9	9	13
Quorum (minimum No.)	5	7	5	7	7
Fielders	7	9	7	9	11
Batters	9	9	9	9	13
Bowlers	9	9	9	9	13
2 day Substitutes	Not applicable	Not applicable	Not applicable	Not applicable	2
Ball weight (grams)	Rule 10.3	Rule 10.3	Rule 10.3	142	142
Minimum Fielder distance	15 m	10 m	15 m	10 m	10 m
Wicketkeeping - innings	Half	Half	Half	Half	Half
On-field Coaching	yes	yes	yes	yes	yes
PlayHQ recording	optional	optional	optional	yes	yes
Over, maximum balls	6	8	6	8	8
Overs,Spell 2 day game	Not applicable	Not applicable	Not applicable	Not applicable	4
Overs,Spell 1 day game	1	1	1	1	3
Overs,innings – 2 day game	Not applicable	Not applicable	Not applicable	Not applicable	8
Overs, inns 1 day game	Rule 16.8	Rule 17.7	Rule 18.8	Rule 15.7	5
Retire min – 1 and 2 day	Not applicable	25	Not applicable	25	25
Retire after – 2 day game	Not applicable	n/a	Not applicable	Not applicable	50
Retire after – 1 day game	Not applicable	35	Not applicable	35	50
Out is out	no	yes	no	yes	yes
LBW	no	no	no	yes	yes
Score+Wides to batters	yes	no	yes	no	no
Score + No Balls to batters	yes	no	yes	no	no

Brisbane North Junior Cricket Association Affiliated Clubs

