



Blacktown City & District Cricket Association inc.

Junior Competition Rules 2021-22

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1 Competition Process

1.1 Team Gradings

All teams shall be graded by a Grading Committee elected by and from the Management Committee on the original team submitted by each club at the commencement of the competition. The Committee shall have the power to regrade teams before the commencement of the competition.

1.2 Combined Competitions

1.2.1 Under 16 Age Group

Under 15 and Under 16 players shall play in a combined competition formed of Under 15 Division 1 and Under 15 Division 2.

1.3 Duration of Matches

Teams shall meet each other in matches of two (2) days duration or as otherwise decided by the Executive Committee.

1.4 Playing Times

1.4.1 All Playing Format Times

Matches shall commence at 8:20am and conclude at the completion of the over in progress at 12:00noon (Stumps). A tea break of ten (10) minutes duration shall be taken at 10:05am. **A scheduled drinks break is to be taken halfway through each session i.e., 9:10am and 10:50am or as otherwise agreed to by the Captains/Coaches.** The over rate shall not be reduced to accommodate such break. Attention is drawn to **MCC Law 15**, Intervals.

1.4.2 One Day Matches

In one-day matches, play may continue past 12:00noon until no later than the over in progress at 12:10pm to enable a result to be achieved. Reasons for playing past 12:00noon must be noted on the back of the result slip.

2 The Player(s)

2.1 Age Requirements

All Junior players must be under the age of competition in which they wish to play, at the **31st of August** in the current season. Proof of birthday of all players shall be in the hands of the Junior Competition Secretary prior to the player participating in any match. Any Club found to be in breach of this rule will be penalised as per rule 2.2.

Example: A player who is 11 on August 31st would qualify to play Under 12 or higher.

2.1.1 Girls playing in a mixed competition may play one (1) age group below their age.

Example: A Girl who is 13 would qualify to play Under 12 age group.

2.1.1.1 Clubs may apply to the Junior Competition Secretary for consideration of any variation from clause 2.1.1 above.

2.1.2 A junior player who is under fourteen (14) must not play or be registered in a competition greater than one year above his/her age group without approval by, and at the discretion of the Executive Committee.

2.1.3 Boys playing in the BC&DCA Junior Competition may play one (1) age group below their age for the specific reason of inclusion only. Clubs shall apply in writing to the Junior Competition Secretary for consideration. The application shall be detailed and include, but not limited to the full name, D.O.B. Club, MyCricket ID number, playing history, skill level, signed letters from the parent(s) and Club. The Junior Competition Secretary shall recommend and/ or seek guidance from the Management Committee for the approval or the application. Permission may be withdrawn at any time by the Junior Competition Secretary and or the Management Committee.

2.2 Unregistered Players

Any team playing a person prior to registration, or otherwise unqualified, shall lose the match in which he/she played, and their opponents shall receive the maximum number of points gained by any team gained in that division. The offending team shall not be awarded any points.

2.3 Reports – Unregistered Players

Reports under Rule 2.1. Must be in writing but need not be defined as protests.

2.4 Transfer between Age Groups

Any player having played six (6) matches in an **age group** higher than that **age group** he/she was originally registered shall not play in a lower age group without the permission of the Grading Committee.

2.4.1 Divisions within Age Groups

If for any age group there are two (2) separate competitions (e.g., Division 1, Division 2), a player playing in a division 2 side will be able to play a maximum of three (3) matches in the higher Division 1 side before being upgraded. No player from a division 2 in the same age group can be brought in to play in the Division 1 Semi or Final without the approval of the Executive Committee. A player must play three (3) GAMES IN A Division to qualify for the Semis and Final in that Division.

2.5 Player changing Clubs during Season

No player may play with more than one club during the season unless a permit is granted by the Executive Committee. No permit or transfer will be granted after the Executive Committee meeting held prior to the last match to be concluded in December of the competition then current.

2.5.1 Furthermore, no Junior player who starts a Junior Association match shall be allowed to leave their current match to play any other match or any other competition match for another club including Blacktown Grade matches. Players can still be called up under current rules, but they cannot start a district match and leave to go to Grade game. Teams breaching this rule will FORFEIT that match in which the breach occurred, and no points will be awarded to that team.

2.6 Player Transfer – Clearance Required

Players desirous of transferring from one club to another must produce a clearance from the last club played with in the current season and must obtain the approval of the Committee prior to playing with the different team to that which they were originally registered. Players violating this rule will be deemed to be unregistered.

- 2.6.1 Names of players to be registered must be submitted on the team registration form supplied by the Association. Such forms must contain the approval of the committee prior to playing with the different team to that which they were originally registered. Players violating this rule will be deemed to be unregistered.
- 2.6.2 Subsequent applications for late registrations, completed in all details by the club secretary or his/her accredited representative, will be received and considered.
- 2.6.3 All late registrations must be lodged, in writing, with the Junior Competition Secretary of the Association not later than 8:00pm on the Wednesday prior to the start of the match in which the player(s) wish/wishes to play. Such player(s) must be cleared by the Grading Committee prior to taking part in any match.

2.7 Player Transfer in same Age Group

A Junior player may transfer from one age team to a similar age team, within the same club on application to, and at the discretion of the Executive Committee.

2.8 Committee may Reject Registration and/or Transfers

The Committee may reject the registrations or transfer of any player at any time in any grade/age group if it thinks fit.

3 The Parent(s) or Carer(s)

3.1 Blacktown City & District Cricket Association Parent(s) Code of Behaviour

All parent(s) or carer(s) attending matches involving teams nominated in the BC&DCA junior competition shall be subject to the BC&DCA CODE OF BEHAVIOUR and rules listed below:

- 3.1.1 The parent(s) or carer(s) shall provide positive support, care, and encouragement for their child participating in youth sports by following this Parents' Code of Conduct Pledge.
- 3.1.2 The parent(s) or carer(s) shall encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, practice, or other youth sports event.
- 3.1.3 The parent(s) or carer(s) understand that officials are human beings and as such are entitled to make mistakes without being criticized.
- 3.1.4 The parent(s) or carer(s) shall place the emotional and physical wellbeing of their child ahead of a personal desire to win.
- 3.1.5 The parent(s) or carer(s) shall insist that their child play in a safe and healthy environment.
- 3.1.6 The parent(s) or carer(s) shall support coaches and officials working with their child, to encourage a positive and enjoyable experience for all.
- 3.1.7 The parent(s) or carer(s) shall remember that the game is for the youth and not for the adults.
- 3.1.8 The parent(s) or carer(s) shall do his or hers best to make youth sports fun for their child.
- 3.1.9 The parent(s) or carer(s) shall ask their child to treat other players, coaches, fans, and officials with respect regardless of race, creed, or ability.
- 3.1.10 The parent(s) or carer(s) promise to help their child enjoy the youth sports experience by doing whatever I can, such as being a respectable fan, assisting with coaching or assisting with administrative duties.
- 3.1.11 The parent(s) or carer(s) shall demand sports environment for their child that is free of drugs, alcohol, tobacco and will refrain from their use at all youth sports events.

3.2 Failing to adhere to Parent Code of Behaviour

If the parent(s) or carer(s) fail to follow the Parental Code of Conduct they may be subject to one or more of the following penalties to be administered by the Executive Committee, the Management Committee, the P&DC and or a combination of any listed group:

- 3.2.1 Prohibited from attending child's games for an established number of games.
- 3.2.2 Suspension from attending child's games for the entire season.
- 3.2.3 Suspension of child and / or parent from the games for an established number of games or the entire season.

4 The Coach

4.1 Coaching Certificates Required

Coaches of Junior teams must hold the minimum Orientation Coaching Level Certificate.

4.2 Representative Coach

Coaches of BD&DCA Representative teams must hold a minimum level one (1) Coaching Certificate.

4.3 Umpiring Certificates Required

All Junior Coaches must hold a BC&DCA Certificate prior to the competition of the last competition round in December of the season then current. Effective from the commencement of the 2001/01 season.

4.4 Minimal On-field Coaching

Minimal on field coaching is permitted in Under 10, Under 11, and Under 12 age groups.

4.5 No On-field Coaching

No on field coaching is permitted in the Under 13, Under 14 and Under 15/16 age groups.

4.6 Replacing player called to Blacktown Grade Club

A club shall be permitted, subject to the approval of the Executive Committee, to replace a player who is promoted to the Blacktown District Cricket Club (Grade) after a match has commenced with another player.

The replacement player shall participate as if he was in the original team, including continuing the innings of the replaced player. The replacement player must be a registered member of the club and be eligible to play in the game concerned as per these rules.

5 Match Protocol

5.1 No Smoking

Smoking is not permitted on the field of play during the match.

5.2 Fitness of Grounds

5.2.1 Decisions on the fitness of grounds rests with the Coaches and/or Managers of each team and, in the event of non-agreement then the officially appointed Umpire shall determine whether the ground is fit for play. Should no officially appointed Umpire be present and the two Coaches and/or Managers disagree then the situation existing at the time the question arose shall continue.

5.2.2 Teams must attend the ground.

5.3 Seven Players required on the first day of Match

Teams must have at least seven (7) players present before play may commence, on the FIRST DAY of a match. Where a team cannot field the required number of players by 8:45am the offending side shall FORFEIT the match to the non-offending team

- 5.3.1 Where a team FORFEITS for the first time a fine of up to thirty dollars (\$30.00) is payable.
- 5.3.2 Where a team FORFEITS for the second time, the team is automatically fined sixty dollars (\$60.00) and may be suspended from the competition and will FORFEIT all rights and privileges of the association, unless a satisfactory excuse is forwarded to and accepted by the Association Committee
- 5.3.3 Where a team FORFEITS a match and officially appointed Umpires have been appointed to that match, then the team that is FORFEITING shall be liable to play all Umpire fees. These fees shall be paid by the FORFEITING team or its club, within fourteen (14) days of the date of the FORFEITED match.

5.4 Forfeit

Provided ground and weather conditions are acceptable, any team failing to take the field in their 2nd innings, when required by the opposition shall be fined the equivalent of a FORFEIT and may lose competition points

5.5 Less than 11 Players – Scorebook Requirements

Where a team plays less than eleven (11) Players and all available wickets have fallen, the scorebooks shall record “NIL” against the names of absent Players, and the ten (10) wickets shall be considered as fallen. When determining official team averages where a player is absent without having commenced batting, this shall not be classed as an innings when determining individual batting averages.

5.6 Team Sheets

- 5.6.1 Result slips and team sheets from all clubs, must be received by the Junior Competition Secretary of the Association not later than 8:00pm on the Thursday following the completion of a match.
- 5.6.2 When an incorrect team sheet is submitted to the Junior Competition Secretary and there is no doubt that the offending team is not trying to cheat, then the offending club shall be fined ten dollars (\$10.00) for the first offence and twenty-five dollars (\$25.00) for any subsequent offence. There will be no loss of competition points.
- 5.6.3 Match results and players scorecards will be required to be posted on the MyCricket website by the ‘home’ team/club by 8:00pm on the Tuesday following the conclusion of each match.
Note: A fine of ten dollars (\$10.00) will be incurred by a club not complying with this rule.
- 5.6.4 The Away team/club must enter player scores and confirm the match result by 8:00pm on the Thursday following the conclusion of the match.
Note: A fine of ten dollars (\$10.00) will be incurred by a club not complying with this rule.
- 5.6.5 Teams must nominate all players available for matches. Teams must nominate their substitute players on the MyCricket website.

5.7 Awarding of Match Points

Competition Match Points shall be for Juniors:

<u>Format</u>	<u>Classification</u>	<u>Point(s)</u> <u>Value</u>
2 Day Matches	Outright Win	10
	Outright Win, if lost on First Innings	10
	First Innings Win	6
	Tied Match – on Second Innings	5
	First Innings Loss	1
	Outright Loss, Forfeits and/all Bye	0
1 Day Match & Twenty20 Match	First Innings Win	6
	Tied Match	4
	Drawn Match	3
	First Innings Loss	1
	Forfeits and/all Bye	0

Win on Forfeit (All Formats)	Highest Points gained in that round in that Age/Division
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5.8 Disputes on Match Results

In all Matches where a dispute on a match exists and a discrepancy appears in the scorebooks, the books shall be forwarded to the Executive Committee for a decision. In the event of an official Umpire being appointed to the match, then he/she shall impound the scorebooks and forward them to the Honorary Secretary of the Association.

- 5.8.1 In all matches where a dispute or a discrepancy appears while entering the results on the BCDCA MyCricket website, the dispute button should be pressed, and an email sent to the Junior Competition Secretary alerting him/her of any dispute.
- 5.8.2 In a match under dispute for any reason, the game must continue under protest and the result will be decided by the BCDCA. Details of the protest must be recorded in both scorebooks.

5.9 Wides and No-Balls – Entering of

In all Junior Competitions conducted above Under 11's, any wides or no-balls delivered by the bowler shall be entered as runs scored against the bowler.

5.10 Suspect Bowling Action – Procedure

The procedure to be followed when a player is thought to have a suspect bowling action is as follows:

- 5.10.1 The Management of the team should be approached at the finish of the match and the matter discussed. The player should not be no-balled during the game.
- 5.10.2 If the Management of the either team wishes, one or more members of the Executive Committee in conjunction with a member of the BCDCA would view the player concerned bowling, to give their opinion on the validity of his action.
- 5.10.3 At no time should the player be humiliated.
- 5.10.4 This procedure is to be followed for a suspect bowling action as distinct from a deliberate throw.

5.11 Regrading of a Team during the season

A period after the start of the cricket season decided by the management committee, the

junior competition age groups will be reviewed. The purpose of this review will be to decide which teams need equalled competition that they might not be gaining in their current division. The grading committee will converse and decide which teams are moved. A team could be moved from division one (1) to division two (2), or vice-versa. A team could be moved from division three (3) to division two (2), or vice-versa. A team moving down in division will keep their points or get bumped up to be on the same number of points as the lowest team currently in that division. A team moving up in a division will retain their points or goes down to be on the same points as the highest team currently in that division, whichever is lowest.

6 Match Condition

6.1 No Postponement of Matches

No Match shall be postponed for picnics or any other such similar functions.

6.2 Pitches

6.2.1 Home clubs must provide coir matting to cover concrete wickets where no other covering, such as super-turf, carpet, and the like, is provided.

6.2.2 Where coir matting is used to cover the pitch, any ball pitching on the leathers at the centre or the exposed concrete at the centre of the pitch shall be immediately called and signalled "NO BALL".

6.2.3 Any ball pitching off synthetic or concrete pitches shall be immediately called and signalled "NO BALL".

6.2.4 In all age groups, regardless of the speed of the bowler. All full-pitched balls (i.e., full tosses) that pass or would have passed above the batter's waist shall be called and signalled a "NO BALL".

6.3 Boundaries

Boundaries shall be set at fifty-five (55) meters from the stumps except where this is not practical.

6.4 Approved Cricket Balls

Only those ball approved by the BCDCA shall be used, these being 142gram Rookie / Star for Under 10 & 11 age groups and 142gram leather six-stitchers for Under 12 age groups, and 156gram leather six-stitchers for ages Under 13 and above, carrying the brand. Under 9 age group to use the "Softaball" as directed by the management Committee

6.4.1 Kookaburra balls bearing the BCDCA brand are to be used.

6.4.2 Commander and Softaball now carry the BCDCA brand.

6.4.3 Rookie / Star will not carry BCDCA brand.

6.4.4 The right of the batting team to demand a new ball at the start of its 2nd Innings is suspended. Therefore, the fielding team may use a new or used ball in satisfactory condition provided it complies with Rule 6.3.

6.4.5 **In Under 9, Under 10 and Under 11, A ball may be used multiple times as long as condition of the ball is deemed fit by your coaches. In case of a dispute over the conditions of the ball, another new or a ball will be used.**

Age Group	Ball Description	Weight (gram)
Under 9	Kookaburra Softaball	110g
Under 10 & Under 11	Kookaburra Rookie Kookaburra Star	142g
Under 12 & Under 13	Kookaburra Red King Kookaburra Colt	142g
Under 14 & Under 16	Kookaburra Tuff Pitch Kookaburra Red King Kookaburra Colt	156g

6.5 Clothing

All players taking part in competition matches shall wear a white or cream shirt with collar, white or cream trousers or shorts and predominantly white shoes or boots. Where socks are worn, they shall be white or cream, and if no socks are worn the player must wear long white or cream trousers. A white or cream sweater is permitted.

- 6.5.1 All players taking part in competition matches (one or two days) shall wear a white or cream shirt with collar (No T-shirt), or an approved coloured team shirt (with collar), white or cream trousers and predominantly white shoes or boots. Where socks are worn, they shall be white or cream. A white or cream sweater is permitted.
- 6.5.2 Any other item of exposed clothing e.g., skins or similar, must be white in colour.

6.5.2.1 Colours, designs, and patterns of coloured shirts must be submitted to the Management Committee for approval or rejection. The MC decision will be final.

6.5.2.2 If a club taking part in a competition match chooses to use an approved coloured team shirt, all players of that club taking part in the game must wear the same approved shirt etc. as per clause 6.2.2.1.

6.5.3 All players taking part in competition matches in the Girl's League, shall wear a white or cream or black trousers

6.6 No Metal Spikes – Synthetic Pitch

No metal spikes or cleats shall be worn on grounds with synthetic cricket wickets.

6.7 Helmet Mandatory

It is mandatory for all players to wear a helmet whilst batting, under all-weather circumstances and against all bowling types.

6.8 Fielding Restrictions

- 6.8.1 No player under the age of fourteen (14) years shall field within a ten (10) meter circle at the striker's end, with the exception of wicketkeeper, offside slip and gully fieldsman.
- 6.8.2 No player over fourteen (14) years of age shall field and under sixteen (16) years of age shall field within a ten (10) meter circle at the striker's end, unless wearing the minimum protective equipment of helmet (with faceguard) and protector, with the exception of wicketkeeper, offside slip and gully fieldsman.

6.8.3 If a fielder is in breach of 6.8.1 or 6.8.2 above, prior to the batsman striking the ball, the ball striking the batsman, or ball passing the stumps, the umpire shall call and signal "DEAD BALL"

6.8.4 In all Junior matches helmets must be always worn by wicketkeeper(s) keeping up to the stumps; (E.g., within two (2) meters of the stumps).

6.9 Extreme Heat Policy – Procedure

TEMPERATURE THRESHOLD

Where a temperature threshold is stated, the following measurement shall apply.

The "Feels like" or effective temperature (taking into account wind and humidity) from the nearest weather station in degrees from the Bureau of Meteorology (BOM) Weather App shall be used. The "feels like" temperature may vary from the absolute temperature depending on the level of humidity and wind.

SMARTPHONE APP

BOM shall be the official App for sourcing temperature data. The "feels like" temperature shall be the official temperature measurement. Smartphone location settings must be enabled.

CESSATION OF PLAY

Level 1 –The umpires, coaches or captains shall schedule additional drinks intervals in the event that the "feels like" temperature exceeds 32°. Players and umpires may leave the field of play during this interval.

Level 2 –Play shall cease immediately in the event that the BOM "feels like" temperature, at the location, reaches or exceeds 38°.

Resumption of play – Play shall resume if the "feels like" temperature drops below 38degrees or less.

Abandoned of play – Play shall be abandoned if after one hour, players leaving the field due to excessive heat, the temperature has not fallen below 38°. (The result will be a draw if no result has been achieved.)

LOSS OF PLAYING TIME (DUE TO EXTREME HEAT) is to be treated as adverse weather conditions as if the game was stopped for a rain delay.

ADVANCE CANCELLATION OF AN ENTIRE DAY'S PLAY

The association may determine to cancel a day's play in the event that the forecast temperature, at 4:00pm on the day before scheduled play, is 45° or more.

INCREASED DRINKS BREAKS AND EXTENDED INTERVALS

Forecast temperature exceeding 32°.

Prior to the start of play on any match day, the umpires if assigned, coaches and captains shall conduct a heat safety briefing –

(a) to determine increasing the number and duration of drinks intervals, and.

(b) to determine whether to extend the duration of interval between innings

6.10 Lighting Strike – Procedure

In the event that a lighting flash is followed by thunder less than thirty (30) seconds later play shall cease immediately. Play shall not resume until thirty (30) minutes after any such flash of lighting.

7 Final Series

7.1 Age Group positions decided by Percentage

Where teams in a particular age group do not play the same number of matches, positions in the competition will be decided on percentage, e.g., points scored against maximum points possible, for matches played.

Example	Matches Played	Points Gained	Maximum Points Possible	Equation is equal to Points gained / MPP	Percentage	Finishing Position
Team 1	15	51	15x6= 90	=51/90	56.67%	1 st
Team 2	16	52	16x6= 96	=52/96	54.17%	2 nd

7.2 Finals – Qualification – Teams with Equal Points

At the end of the last series of matches the four (4) leading teams shall meet each other in Semi-Finals as follows.

First (1st) versus Fourth (4th) and Second (2nd) versus Third (3rd). the winners shall play in a Final. Should any teams be equal on points or percentages their positions shall be decided on runs per wickets scored for and against. For the purpose of ascertaining averages, the following system shall be adopted.

The batting averages for a team shall be obtained by dividing the total number of runs scored by the total number of wickets lost, the batting average against a team shall be obtained by dividing the total of runs scored against it by the total number of wickets taken. The former shall be considered to have the better performance.

Example	Runs Scored	Wickets Lost	Runs Against	Wickets Taken	Equation (RS/WL)/(RA/WT)	Averages	Finished Position
Team 1	399	34	376	44	(399/34)/(376/44)=	1.37	1 st
Team 2	437	34	383	40	(437/34)/(383/40)=	1.34	2 nd

7.3 Finals – Eligibility

7.3.1 To be eligible to play in Semi-finals and/or Final, a player must have played in at least **Five (5)** competition matches with his/her **team**, prior to the Semi-finals in the season then current, provided Rule [2.7](#) has been satisfied.

7.3.1.1 in the case of injury or indisposition of a player, the Executive Committee may, on application allow a substitute player from no higher age or form the same/higher division.

7.3.2 Semi-finals and Finals shall be played over two (2) day durations on grounds allocated by the Executive Committee. Home grounds will be allocated by the Executive Committee to the higher finishing teams playing in the Semi-finals and Finals if the ground is deemed suitable. Where a ground is deemed unsuitable by the Executive Committee, the Executive Committee shall allocate a suitable ground.

- 7.3.3 Where no result is obtained at least on the first innings in either or both Semi-finals, the team(s) which has the highest position on the competition table immediately prior to the Semi-finals shall be declared the winner(s) of the Semi-finals.
- 7.3.4 Where no play is possible due to weather conditions on both days of play set down for the Final, the Final will be rescheduled to the following weekend. [NEW 19/7/2001]
- 7.3.5 Where no result is obtained at least on the first innings in the rescheduled Final, the finalist with the highest position on the competition table immediately prior to the Semi-finals shall be declared the Premiers.
- 7.3.6 In the event of a Tie in the final, both teams will be awarded Joint-Premiers.

8 Umpires

8.1 Dress Requirements

Dress requirements for Coaches/ Managers/ Parents officiating as umpires, where no official umpire is standing in a match or where a Coach/ Manager/ Parent is required to officiate as square-leg umpire in the presence of a single appointed umpire.

8.1.1 Persons officiating as umpires are to wear a shirt. This does not include singlets or muscle shirts.

8.1.2 Enclosed footwear must be worn by persons officiating as umpires. This does not include things, masseurs, or flip-flop sandals.

8.2 MCC Rule 42. Not applied in BCDCA

Law 42 of the M.C.C. laws of cricket 2017 will not apply within competitions played under the auspices of the BCDCA Inc.

Note: This rule is in regard to players being sent from the field for a period of time for various reasons. We do not have the official umpires in every game which leaves this rule open to abuse.

9 Match Formats

9.1 Match Formats for all Age Groups

9.1.1 Under 10 and Under 11 age groups will play under Cricket Australia "Stage 1" Format.

9.1.2 Under 12 and Under 13 age groups will play under Cricket Australia "Stage 2" Format.

9.1.3 Under 14 and Under 16 age groups will play under Cricket Australia "Stage 3" Format (1 Day Matches).

9.1.4 Girl's League Cricket for Under 13 will play under Cricket Australia "Stage 1" Format.

9.1.5 Girl's League Cricket for Over 13 will play under Cricket Australia "Stage 2" Format.

10 Cricket Australia Stage 1
UNDER 10 / UNDER 11 / GIRLS LEAGUE U13



Match Details U10 & U11 Cricket

The purpose of this program is to simply play the game. This format is for players who have completed the entry level programs (Junior Blasters & Master Blasters), however, it is not a requirement. This provides minor competition for players and should introduce them to game sense, simulate action and continued skill development.

Overs	<ul style="list-style-type: none"> 16 overs per team (96 balls) 	Coach	<ul style="list-style-type: none"> Completed Accredited Community Coach (level 1)
Team	<ul style="list-style-type: none"> Ideal for 8 players per team Minimum 5 players per team Maximum 7 players on the field at any one time. 	Time	<ul style="list-style-type: none"> Matches are 2hrs maximum (120mins) See match management guide to assist in time saving strategies.
Innings	<ul style="list-style-type: none"> 1 Innings of 16 overs per team 	Ball	<ul style="list-style-type: none"> Please see Rule 6.4
Batting	<ul style="list-style-type: none"> All balls (regardless of Wides & No-balls) will be included in the batter's ball count. Batter will swap ends following a dismissal. If there is a RUN OUT, the not out batter is required to face the next delivery. There are allowances for team sizes following the retirement rule. <ul style="list-style-type: none"> 5 players – 19 balls 6 players – 16 balls 7 players – 13 balls 8 players – 12 balls 9 players – 10 balls The last batters in the batting lineup will gain the remaining balls. Batters are to retire as soon as they face their allotted balls, not at the end of the over. 	Equipment	<ul style="list-style-type: none"> HELMETS MUST BE WORN AT ALL TIMES (WICKETKEEPERS INCLUDED) Pads Gloves Protector Any other safety equipment at personal preference. 2 sets of portable stumps recommended (with base and bails) Minimum 1 set per team. Bat size should be less than 1.8lb (800g) Measuring tape (measures boundary & pitch length) Chalk or Tape to mark crease. Boundary markers
Bowling	<ul style="list-style-type: none"> 6 balls maximum per over All players are to bowl. Maximum overs bowled by a player is 3 overs. (PLEASE SEE BOWLING BREAKDOWN) Bowling will be from one end for entirety of match. 	Boundary	<ul style="list-style-type: none"> Boundary to be measured from batter's end. Boundary length is to be set 40 meters. Refer to set up on follow page.
Fielding	<ul style="list-style-type: none"> Rotating fielders is required to ensure players experience all positions. NO FIELDERS WITHIN 15 METERS OF BATTER OR EACH OTHER. Each team is required to use two wicketkeepers (8overs each) If more than 7 players at a match, they should be rotating players off/on field each over. 	Pitch length	<ul style="list-style-type: none"> 16 meters, from stump to stump Popping crease 1.2m from stump
		Dismissals	<ul style="list-style-type: none"> Unlimited dismissals (Batter must face their allotted balls) Modes of dismissals in Stage 1, Bowled, Caught, Hit Wicket, Run Out, Stumped, Caught & Bowled.

BATTING AND BOWLING BREAKDOWN

PLAYERS PER TEAM				
5	6	7	8*	9
BATTING				
MAX BALLS FACED BEFORE RERIING				
19 Balls	16 Balls	13 Balls	12* Balls	10 Balls

PLAYERS PER TEAM				
5	6	7	8*	9
BOWLING				
NUMBER OF OVERS PER BOWLER				
1 X 4overs 4 x 3overs	4 x 3overs 2 x 2overs	5 x 2overs 2 x 3overs	8 x 2overs*	7 x 2overs 2 x 1over

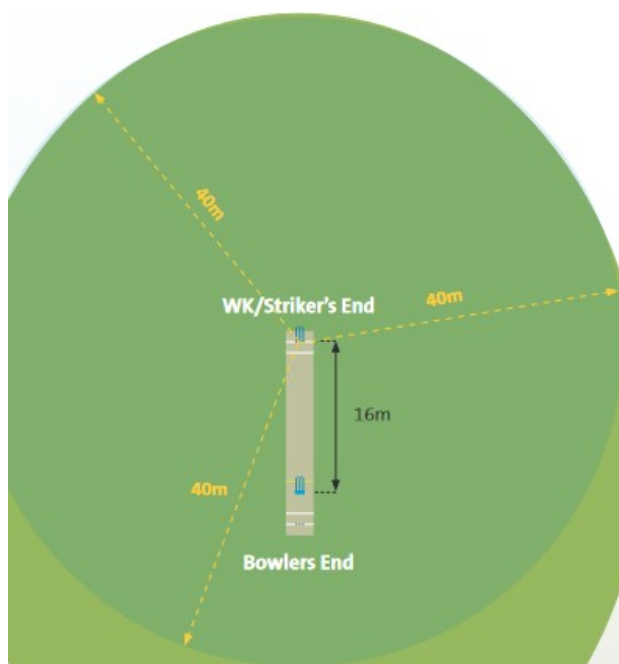
All batters will face the allocated balls regardless of dismissals they incur.

Bowler breakdown is based on a Maximum of 3 overs each (only a team with 5 players on the day will be allowed to have 1 bowler be permitted to bowl 4 overs). Bowling should be shared evenly throughout season, this is the Coach's responsibility

* Ideal number for this format in Under 10 & Under 11 age groups.

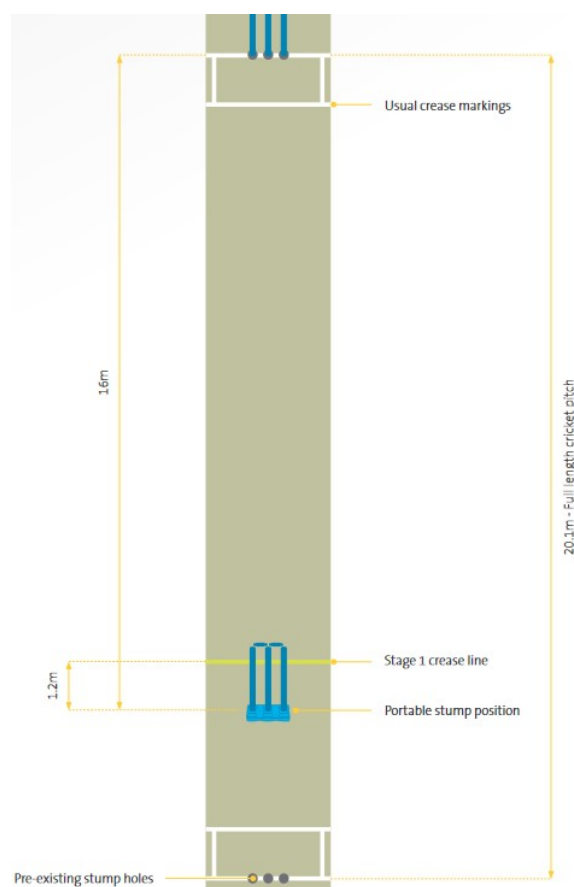
BOUNDARY SIZE – 40 METERS

PITCH LENGTH – 16 METERS



Boundary – as you can see, we are measuring from the batter's end, 40m around in a full circle.

Pitch – from the picture on the right, we measure from stump to stump first (16m). This way one full crease is being used. From here, you will need to measure 1.2m (1200mm) to mark the bowling crease line.



MANAGEMENT TIPS

Below are some simple tips and strategies to keep the game flowing, this should assist you to ensure the match finishes within the two hours allocated. Any issues should be reported to your secretaries so they can communicate with either the Junior Competition Secretary or another member of the Executive or Management committees.

1. Complete your Team Sheet the night before your Match. This also applies to ensuring that the team line-up is available for live scoring.
2. Involving parent volunteers to assist with boundary and pitch marking process. Setting up cones, crease marks and even warm up exercises with players will provide you with time to complete the toss and set your team. Marking "Leg, Middle and Off stumps" will also take needless time out of the match.
3. Set up the team marquee(s) next to the boundary.
4. Have scorers close to the boundary (towards the bowler's end), preferably under some form of shade. This way, they will be able to keep game moving with balls remaining in an over, player names
5. When your team is batting, please have all players padded up and ready to bat. Next batters should have gloves and helmets on and ready to bat.
6. When fielding, rotate all fielders in a clockwise motion (excluding wicketkeeper) around the field. Your next bowler should be the fielder fielding on the right side of the bowlers' end pitch. Encouraging fielders to jog between positions between overs will also save time.
7. When you have more than 7 players, have the closet fielding to the team marquee(s) the position where a player interchange is made (between overs). This will limit wasted time and give players quick drinks break.
8. When getting your second Wicketkeeper ready, have them off the field(1-2overs) prior to the drinks break. This will ensure the player is ready for when play resumes.
9. Have all player drinks under the marquee(s) close to the boundary, this will limit players further than they need to be.
10. The central Umpire is the critical person running the match. They need to ensure the match is continually moving and to ensure above all that the game is played in the correct spirit. They also need to ensure that the scorers have everything they need, including a stop to play if they are behind in the game.

Match Details Girl's League U13

The purpose of this program is to simply play the game. This format is for female cricketers who have completed the entry level programs (Junior Blasters & Master Blasters), however, it is not a requirement. This provides minor competition for female cricketers and should introduce them to game sense, simulate action and continued skill development.

Overs	<ul style="list-style-type: none"> 20 overs per team (120 balls) 	Coach	<ul style="list-style-type: none"> Completed Accredited Community Coach (level 1)
Team	<ul style="list-style-type: none"> Ideal for 8 players per team Minimum 5 players per team Maximum 7 players on the field at any one time. 	Time	<ul style="list-style-type: none"> Matches are 3hrs maximum (180mins) See match management guide to assist in time saving strategies.
Innings	<ul style="list-style-type: none"> 1 Innings of 20 overs per team 	Ball	<ul style="list-style-type: none"> Please see Rule 6.4
Batting	<ul style="list-style-type: none"> All balls (regardless of Wides & No-balls) will be included in the batter's ball count. Batter will swap ends following a dismissal. If there is a RUN OUT, the not out batter is required to face the next delivery. There are allowances for team sizes following the retirement rule. <ul style="list-style-type: none"> 5 players – 24 balls 6 players – 20 balls 7 players – 17 balls 8 players – 15 balls 9 players – 13 balls The last batters in the batting lineup will gain the remaining balls. Batters are to retire as soon as they face their allotted balls, not at the end of the over. 	Equipment	<ul style="list-style-type: none"> HELMETS MUST BE WORN AT ALL TIMES (WICKETKEEPERS INCLUDED) Pads Gloves Protector Any other safety equipment at personal preference. 2 sets of portable stumps recommended (with base and bails) Minimum 1 set per team. Bat size should be less than 1.8lb (800g) Measuring tape (measures boundary & pitch length) Chalk or Tape to mark crease. Boundary markers
Bowling	<ul style="list-style-type: none"> 6 balls maximum per over All players are to bowl. Maximum overs bowled by a player is 3 overs. (PLEASE SEE BOWLING BREAKDOWN) Bowling will be from one end for entirety of match. 	Boundary	<ul style="list-style-type: none"> Boundary to be measured from batter's end. Boundary length is to be set 40 meters. Refer to set up on follow page.
Fielding	<ul style="list-style-type: none"> Rotating fielders is required to ensure players experience all positions. NO FIELDERS WITHIN 15 METERS OF BATTER OR EACH OTHER. Each team is required to use two wicketkeepers (10overs each) If more than 7 players at a match, they should be rotating players off/on field each over. 	Pitch length	<ul style="list-style-type: none"> 16 meters, from stump to stump Popping crease 1.2m from stump
		Dismissals	<ul style="list-style-type: none"> Unlimited dismissals (Batter must face their allotted balls) Modes of dismissals in Stage 1, Bowled, Caught, Hit Wicket, Run Out, Stumped, Caught & Bowled.

BATTING AND BOWLING BREAKDOWN

PLAYERS PER TEAM				
5	6	7	8*	9
<h3>BATTING</h3> <p>MAX BALLS FACED BEFORE RERIING</p>				
24 Balls	20 Balls	17 Balls	15* Balls	13 Balls

PLAYERS PER TEAM				
5	6	7	8*	9
<h3>BOWLING</h3> <p>NUMBER OF OVERS PER BOWLER</p>				
5 X 4overs	2 x 4overs 4 x 3overs	3 x 4overs 2 x 3overs 2 x 1over	6 x 3overs* 2 x 1over	4 x 3overs 3 x 2overs 2 x 1over

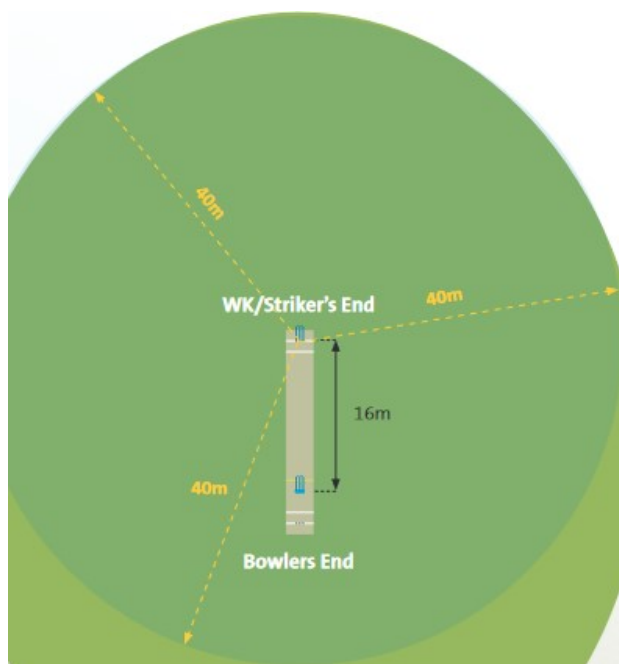
All batters will face the allocated balls regardless of dismissals they incur.

Bowler breakdown is based on a Maximum of 4 overs each. Bowling should be shared evenly throughout season; this is the Coach's responsibility.

* Ideal number for this format in Under 10 & Under 11 age groups.

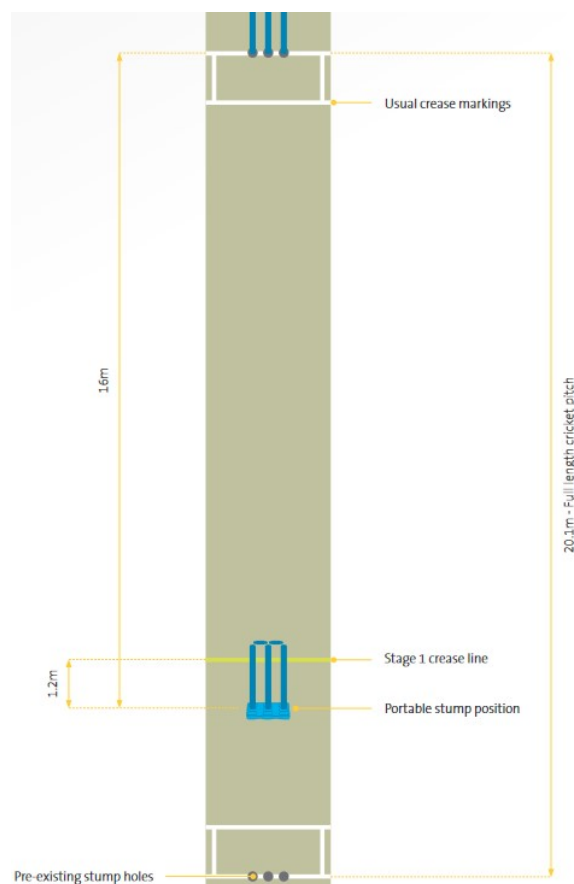
BOUNDARY SIZE – 40 METERS

PITCH LENGTH – 16 METERS



Boundary – as you can see, we are measuring from the batter's end, 40m around in a full circle.

Pitch – from the picture on the right, we measure from stump to stump first (16m). This way one full crease is being used. From here, you will need to measure 1.2m (1200mm) to mark the bowling crease line.



MANAGEMENT TIPS

Below are some simple tips and strategies to keep the game flowing, this should assist you to ensure the match finishes within the two hours allocated. Any issues should be reported to your secretaries so they can communicate with either the Junior Competition Secretary or another member of the Executive or Management committees.

1. Complete your Team Sheet the night before your Match. This also applies to ensuring that the team line-up is available for live scoring.
2. Involving parent volunteers to assist with boundary and pitch marking process. Setting up cones, crease marks and even warm up exercises with players will provide you with time to complete the toss and set your team. Marking "Leg, Middle and Off stumps" will also take needless time out of the match.
3. Set up the team marquee(s) next to the boundary.
4. Have scorers close to the boundary (towards the bowler's end), preferably under some form of shade. This way, they will be able to keep game moving with balls remaining in an over, player names
5. When your team is batting, please have all players padded up and ready to bat. Next batters should have gloves and helmets on and ready to bat.
6. When fielding, rotate all fielders in a clockwise motion (excluding wicketkeeper) around the field. Your next bowler should be the fielder fielding on the right side of the bowler's end pitch. Encouraging fielders to jog between positions between overs will also save time.
7. When you have more than 7 players, have the closet fielding to the team marquee(s) the position where a player interchange is made (between overs). This will limit wasted time and give players drinks break.
8. When getting your second Wicketkeeper ready, have them off the field(1-2overs) prior to the drinks break. This will ensure the player is ready for when play resumes.
9. Have all player drinks under the marquee(s) close to the boundary, this will limit players further than they need to be.
10. The central Umpire is the critical person running the match. They need to ensure the match is continually moving and to ensure above all that the game is played in the correct spirit. They also need to ensure that the scorers have everything they need, including a stop to play if they are behind in the game.

11 Cricket Australia Stage 2

UNDER 12 / UNDER 13 / GIRLS LEAGUE O13



The image is a promotional graphic for the Australian Cricket Junior Formats Stage 2 Pack. It features a group of five young cricketers in teal and yellow uniforms on a green field under a blue sky. One player is jumping to catch a red ball, while others are in various poses, including one holding a bat. The background is a large yellow and orange curved shape. The text 'AUSTRALIAN CRICKET JUNIOR FORMATS' is in green, and 'STAGE 2 PACK' is in large orange letters. Below the text is a logo for 'JUNIOR CRICKET 2' with the Cricket Australia logo. At the bottom, there are logos for Cricket Australia, Cricket ACT, Cricket NSW, Cricket, Queensland Cricket, SACA, Cricket Tasmania, Cricket Victoria, and WACA.

AUSTRALIAN CRICKET JUNIOR FORMATS

STAGE 2 PACK

JUNIOR CRICKET 2

CRICKET AUSTRALIA

CRICKET ACT

CRICKET NSW

CRICKET

QUEENSLAND CRICKET

SACA

CRICKET TASMANIA

CRICKET VICTORIA

WACA

Match Details U12 / U13 / Girls League O13

The purpose of this program is to continue developing cricketing skills. In this Stage, competition is introduced in the whole season. Teams are playing for points, finals, and a championship. When batting players who are dismissed, that's the close of their innings. Retired players will have the chance to bat again only if there are wickets in hand. Bowlers will have to re-bowl some Wides and No-Balls. Continued development and game sense is the goal here.

Overs	<ul style="list-style-type: none"> 30 overs per team (180 balls) 	Coach	<ul style="list-style-type: none"> Completed Accredited Community Coach (level 1)
Team	<ul style="list-style-type: none"> Ideal for 9 players per team Minimum 7 players per team Maximum 9 players on the field at any one time. 	Time	<ul style="list-style-type: none"> Matches are 3.5hrs maximum (220mins) See match management guide to assist in time saving strategies. All Matches should begin at 8:20am First innings cut off time is 10:05am There will be a ten (10) minute change of inning break. Second innings to commence at 10:15am, finishing at 12:00pm
Pitch length	<ul style="list-style-type: none"> 16 meters from stump to stump Popping crease 1.2m from stump 	Ball	<ul style="list-style-type: none"> Please see Rule 6.4
Innings	<ul style="list-style-type: none"> 1 Innings of 30 overs per team The innings closes when all allocated overs have been bowled or 8 wickets have fallen. 	Equipment	<ul style="list-style-type: none"> HELMETS MUST BE WORN AT ALL TIMES (WICKETKEEPERS INCLUDED) Pads Gloves Protector Any other safety equipment at personal preference. 2 sets of portable stumps recommended (with base and bails) Minimum 1 set per team. Bat size should be less than 2lb (1000g) Measuring tape (measures boundary & pitch length) Chalk or Tape to mark crease. Boundary markers
Batting	<ul style="list-style-type: none"> All batters retire at 35 balls (with the assumption that some players will be dismissed) Any retired batters can return when all others have batted, in the order they retired. MAXIMUM 9 PLAYERS are permitted to play per Players that did not bowl, must bat. All balls (regardless of Wides & no-balls) will count towards the batters. The innings is deemed as closed after 8 wickets have fallen or the batting team has completed their allocated overs. 	Boundary	<ul style="list-style-type: none"> Boundary to be measured from batter's end in Under 12s Boundary to be measure from the center in Under 13's Boundary length is to be set 45 meters. Refer to set up on follow page.
Bowling	<ul style="list-style-type: none"> 6 balls per over. Maximum 8 balls per over including Wides & No-balls. The 30th over must be 6 legal deliveries. Maximum of 5 overs per bowler If the team has 9 players or less, all players must bowl. (PLEASE SEE BOWLING BREAKDOWN) If the team has more than 9 players, a maximum of 9 player can bowl. Those that did not bat, must bowl. Bowling will be from one end for entirety of match. In Under 13s, bowlers change ends after 15 overs. 	Dismissals	<ul style="list-style-type: none"> All modes of dismissals count in Under 13s. There is no LBW dismissal in Under 12s.
		Fielding	<ul style="list-style-type: none"> Rotating fielders is required to ensure players experience all positions. NO FIELDERS WITHING 10 METERS OF BATTER OR EACH OTHER. Each team has the option to change wicketkeepers at 15 overs. If more than 9 players at a match, they should be rotating players off/on field each over.

BATTING AND BOWLING BREAKDOWN

PLAYERS PER TEAM				
7	8	9	10*	11
BATTING MAX BALLS FACED BEFORE RERIING				
35 Balls	35 Balls	35 Balls	35 Balls	35 Balls

PLAYERS PER TEAM				
7	8	9	10*	11
BOWLING NUMBER OF OVERS PER BOWLER				
4 X 5overs 1 x 4 overs 2 x 3overs	6 x 4overs 2 x 3overs	2 x 5overs 2 x 4overs 2 x 3overs 3 x 2overs	2 x 5overs 3 x 4overs 2 x 4overs 2 x 3overs 3 x 2overs	2 x 5overs 2 x 4overs 2 x 3overs 3 x 2overs

All batters will face the allocated balls unless they are dismissed.

Bowler breakdown is based on a Maximum of 5 overs each. Bowling should be shared evenly throughout season; this is the Coach's responsibility.

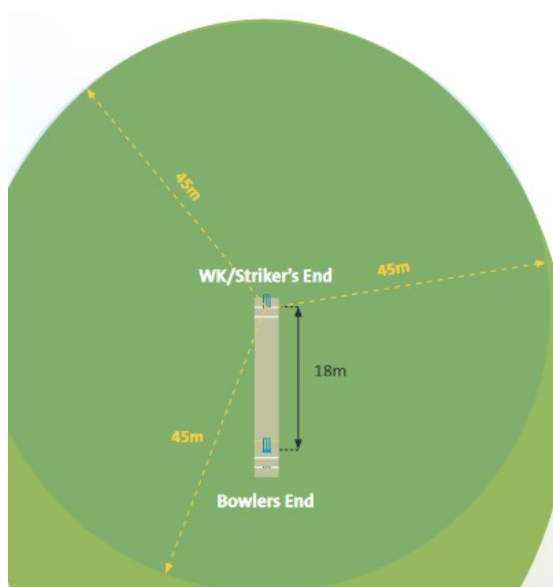
* Ideal number for this format in Under 12 & Under 13 age groups.

UNDER 12

BOUNDARY SIZE – 45 METERS

PITCH LENGTH – 18 METERS

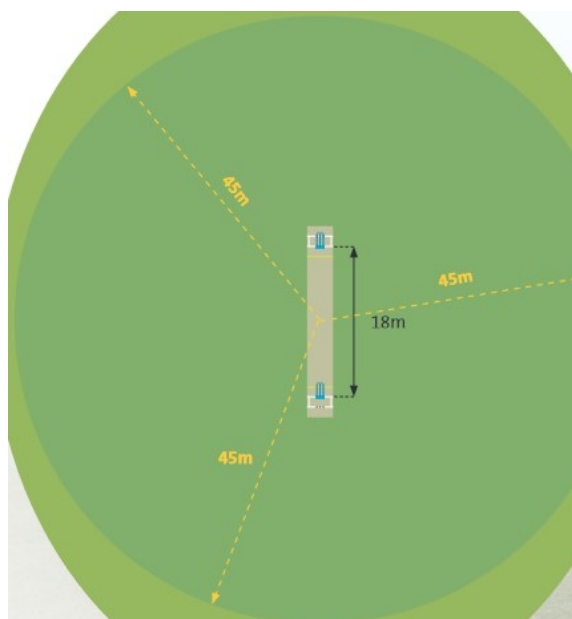
In Under 12s, the following field set up will remain the same as in Stage One. The only difference is the size. **Boundary** is set at 45 meters and the **Pitch length** is 18 meters.



UNDER 13

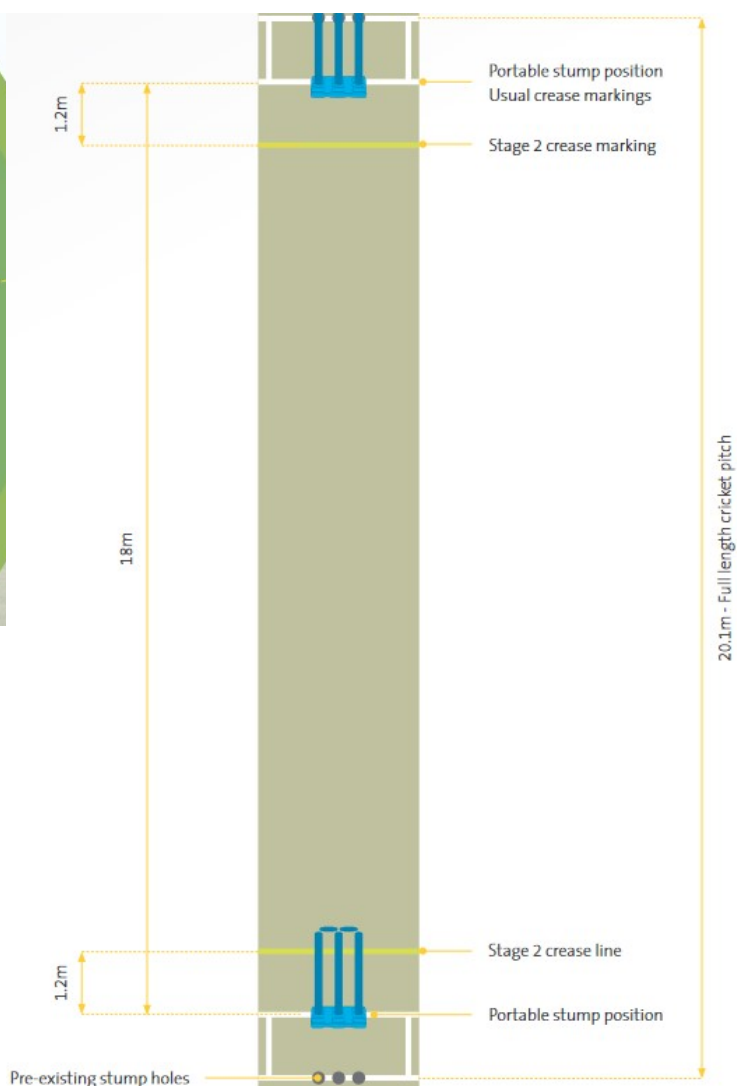
BOUNDARY SIZE – 45 METERS

PITCH LENGTH – 18 METERS



Boundary – as you can see, we are measuring from the centre of the pitch, 45m around in a full circle. Doing this will imply that both teams will bowl from both ends during their 30 overs. 15 overs each end.

Pitch – from the picture on the right, we measure from existing popping crease to popping crease (18m). From here we should measure 1.2m from both stumps to mark new popping creases (yellow line pictured).



MANAGEMENT TIPS

Below are some simple tips and strategies to keep the game flowing, this should assist you to ensure the match finishes within the two hours allocated. Any issues should be reported to your secretaries so they can communicate with either the Junior Competition Secretary or another member of the Executive or Management committees.

1. Complete your Team Sheet the night before your Match. This also applies to ensuring that the team line-up is available for live scoring.
2. Involving parent volunteers to assist with boundary and pitch marking process. Setting up cones, crease marks and even warm up exercises with players will provide you with time to complete the toss and set your team. Marking "Leg, Middle and Off stumps" will also take needless time out of the match.
3. Set up the team marquee(s) next to the boundary.
4. Have scorers close to the boundary (towards the bowler's end), preferably under some form of shade. This way, they will be able to keep game moving with balls remaining in an over, player names
5. When your team is batting, please have all players padded up and ready to bat. Next batters should have gloves and helmets on and ready to bat.
6. When fielding, rotate all fielders in a clockwise motion (excluding wicketkeeper) around the field. Your next bowler should be the fielder fielding on the right side of the bowlers' end pitch. Encouraging fielders to jog between positions between overs will also save time.
7. When you have more than 7 players, have the closet fielding to the team marquee(s) the position where a player interchange is made (between overs). This will limit wasted time and give players quick drinks break.
8. When getting your second Wicketkeeper ready, have them off the field(1-2overs) prior to the drinks break. This will ensure the player is ready for when play resumes.
9. Have all player drinks under the marquee(s) close to the boundary, this will limit players further than they need to be.
10. The central Umpire is the critical person running the match. They need to ensure the match is continually moving and to ensure above all that the game is played in the correct spirit. They also need to ensure that the scorers have everything they need, including a stop to play if they are behind in the game.

12 Cricket Australia Stage 3
UNDER 14 / UNDER 16



Match Details U14 & U16

The purpose of this program is to compete for points, place your team as high as possible and be a part of the finals. This provides competition for players and should continue to develop their game sense, simulate action and continued skill development. Coaches are encouraged not to coach them during Match times, this allows players to develop independent cricketing minds. The only time Coaches play a role is during a schedule break.

Overs	<ul style="list-style-type: none"> 30 overs per team (180 balls) 	Coach	<ul style="list-style-type: none"> Completed Accredited Community Coach (level 1)
Team	<ul style="list-style-type: none"> 11 players per team 	Time	<ul style="list-style-type: none"> Matches are 3.5hrs maximum (220mins) See match management guide to assist in time saving strategies. All Matches should begin at 8:20am First innings cut off time is 10:05am There will be a ten (10) minute change of inning break. Second innings to commence at 10:15am, finishing at 12:00pm
Pitch length	<ul style="list-style-type: none"> 20.1 meters, standard pitch length Please ensure popping crease lines are clearly marked for all to view. 	Ball	<ul style="list-style-type: none"> Please see Rule 6.4
Innings	<ul style="list-style-type: none"> 1 Innings of 30 overs per team The innings closes when all allocated overs have been bowled or 10 wickets have fallen. 	Equipment	<ul style="list-style-type: none"> HELMETS MUST BE WORN AT ALL TIMES (WICKETKEEPERS INCLUDED) Pads Gloves Protector (males) Any other safety equipment at personal preference. 2 sets of portable stumps and bails recommended Minimum 1 set per team. Bat size should be less than 2.2lb (1000g) Measuring tape (measures boundary) Boundary markers
Batting	<ul style="list-style-type: none"> There is no retirement in Stage 3 Cricket. The innings is deemed as closed after 10 wickets have fallen or the batting team has completed their allocated overs. 	Boundary	<ul style="list-style-type: none"> Boundary to be measure from the center in Stage 3. Boundary length is to be set 50 meters. Refer to set up on follow page.
Bowling	<ul style="list-style-type: none"> 6 balls per over. Wides & No-balls must be rebowled. Maximum overs per bowler, 5 overs in Under 14, 6 overs in Under 16 Please see One Day Match Format rules. 	Dismissals	<ul style="list-style-type: none"> All modes of dismissals count in Stage 3.
Fielding	<ul style="list-style-type: none"> Rotating fielders is required to ensure players experience all positions. NO FIELDERS WITHING 10 METERS OF BATTER OR EACH OTHER. 		

13 One-Day Match Format

- 13.1 Each team will bowl thirty (30) overs. Time must be available for fifteen (15) overs to be bowled by each team to constitute a match.
- 13.2 There shall be a restriction on bowlers in all matches as follows:
- 13.2.1 No bowler from Under 12 to Under 16 will be permitted to bowl more than six (6) over in an innings in a thirty (30) over or one day match. This rule is to be observed should semi-finals or Finals be played under One-day or thirty (30) over conditions.
- 13.2.2 There shall be a restriction on bowlers in all matches as follows:
- For matches played in the Under 12 age group, no bowler may bowl more than four (4) overs in any continuous spell. Following a spell of bowling, the bowler must be rest for double the number of overs he/she bowled.
- For matches played in the Under 13 & Under 14 age group, no bowler may bowl more than five (5) overs in any continuous spell. Following a spell of bowling, the bowler must be rest for double the number of overs he/she bowled.
- For matches played in the Under 15 & Under 16 age group, no bowler may bowl more than six (6) overs in any continuous spell. Following a spell of bowling, the bowler must be rest for double the number of overs he/she bowled.
- 13.2.3 A bowler who has bowled a spell of fewer than the maximum number of overs set out in 13.2.2 above may resume bowling prior to the completion of the minimum rest period as defined in 13.2.2 above, but this will be considered as extension of the same spell, and the limit of overs in total in the spell will still apply. Following the completion of the spell, the normal break between spells will apply – the break within the spell is disregarded.
- 13.2.4 For the purpose of calculating a bowler's minimum rest period as defined in 13.2.1, 13.2.2 or 13.2.3 above, any interruption of play due to wet weather or an interval shall contribute in the amount of one (1) over for each 3.5 minutes or part thereof. A scheduled tea interval of twenty (20) minutes shall count as three (3) overs from each end.
- 13.2.5 The scorers and umpires will need to communicate to ensure adherence to this Rule. Bowling Limitation Record Sheets will be used by scorers to record this. These sheets must be signed by the umpires at the end of each innings.
- 13.2.6 Failure to comply with these restrictions may result in disciplinary action and/or loss of competition points.
- 13.3 The team batting first shall complete its innings at the completion of the over in progress at 10:00am, irrespective of the number of overs bowled. The team batting second shall be entitled to receive the same overs as that received by the team batting first and shall commence its innings at 10:15am.

- 13.4 In all matches the team batting second may close its innings at any time. The over count shall then not apply further, and the match shall continue until the schedule close of play, unless agreement to end the game is reached by both managers and a notation entered and signed in both scorebooks.
- 13.5 There shall be no Outright results. The match will conclude when a result is reached on first innings.

14 Two-Day Match Format

- 14.1 Each team will bowl sixty (60) overs.
- 14.2 If the side bowling first **does not complete a minimum of fifty-five (55) overs** by 12:00 noon (and the opposition side not all out) the second days play commences ten (10) minutes early and they complete the fifty-five (55) overs.

If the side bowling first **completes a minimum of fifty-five (55) overs but not sixty (60) overs** by 12:00 noon (and the opposition side is not all out) the match shall be reduced so that the team batting second will receive the same number of overs as the team batting first.
- 14.3 In the event of inclement weather or injury **only**, the over rate in the first innings shall be reduced by 3.5 minutes per over for lost time.
- 14.4 If sixty (60) overs are bowled on the first day before the finishing time, play will continue after change of innings until the scheduled close of play.
- 14.5 Where there is no play on the first day of a two (2) day match, the match shall be played on the second day under one (1) day match conditions.
- 14.6 All equal over matches are based on a minimum over rate of eighteen (18) per hour (i.e., approximately 3.5 minutes per over). Teams are expected to bowl at or better than this rate.
- 14.7 Any departure from this rate could be considered under the law of unfair play and dealt with accordingly by the executive committee.
- 1.8 Regardless of weather, the scheduled overs have been completed the match shall conclude at stumps. Where no result has been obtained by that time the result will be a draw.
- 14.9 The team scoring the greater number of runs irrespective of wickets lost shall be declared the winner. The innings of the team batting first shall be deemed ended immediately the allocated number of overs have been bowled and the match shall continue until stumps.
- 14.10 If the team batting second receives its allocated overs or closes its innings or is dismissed before the allocated number of overs is bowled, the over count shall then not apply and the match shall continue until stumps, unless agreement to end the game is reached by both managers, and notation made and signed in both scorebooks.
- 14.11 If the team batting first is dismissed or closes its innings before the sixty (60) overs have been bowled, the team batting second is entitled to receive its full allocation of sixty (60) overs, **except that** in the event of the team batting on the first day losing its final wicket in over number fifty-five (55) to sixty (60) which has commenced four (4) minutes or less prior to stumps, the team batting on the second day shall only receive the same number of overs as the team batting first.

- 14.12 The required lead for a team to enforce the team batting second to follow on shall be seventy-five (75) runs.
- 14.13 Regardless of whether the scheduled overs have been completed, the match shall conclude at the time shown in the rules. Where no result has been obtained by that time, the result will be drawn. Where a first innings result has been obtained and play continues, as provided for above, the game must conclude at the time shown in the rules.
- 14.14 Where a bowler is injured and unable to complete an over, the over shall be completed immediately by another player, provided that the player shall not bowl two (2) overs or part thereof consecutively in one innings.
- 14.15 There shall be a restriction on bowlers in all matches as follows:
- 14.15.1 For matches played in the Under 12 age group, no bowler may bowl than eight (8) overs in each innings. Further no bowler may bowl more than four (4) overs in any spell. Following a spell of bowling, the bowler must be rested for double the number of overs he/she bowled. Furthermore, all overs are restricted to a maximum eight (8) ball over regardless of how many illegal deliveries there are.
- 14.15.2 For matches played in the Under 13 & Under 14 age group, no bowler may bowl than ten (10) overs in each innings. Further no bowler may bowl more than five (5) overs in any spell. Following a spell of bowling, the bowler must be rested for double the number of overs he/she bowled.
- 14.15.3 For matches played in the Under 15 & Under 16 age group, no bowler may bowl than twelve (12) overs in each innings. Further no bowler may bowl more than six (6) overs in any spell. Following a spell of bowling, the bowler must be rested for double the number of overs he/she bowled.
- 14.15.4 A bowler who has bowled a spell of fewer than the maximum number of overs set out in 14.15.1, 14.15.2 or 14.15.3 above may resume bowling prior to the completion of the minimum rest period as defined in 14.15.1, 14.15.2 or 14.15.3 above, but this will be considered as extension of the same spell, and the limit of overs in total in the spell will still apply. Following the completion of the spell, the normal break between spells will apply – the break within the spell is disregarded.
- 14.15.5 For the purpose of calculating a bowler's minimum rest period as defined in 14.15.1, 14.15.2 or 14.15.3 above, any interruption of play due to wet weather or an interval shall contribute in the amount of one (1) over for each 3.5 minutes or part thereof. A scheduled tea interval of twenty (20) minutes shall count as three (3) overs from each end.
- 14.15.6 The scorers and umpires will need to communicate to ensure adherence to this Rule. Bowling Limitation Record Sheets will be used by scorers to record this. These sheets must be signed by the umpires at the end of each innings.

14.15.7 Failure to comply with these restrictions may result in disciplinary action and/or loss of competition points.

14.16 Players:

14.16.1 A maximum of thirteen 13 players may be nominated on each team sheets submitted for a match.

14.16.2 Only eleven (11) players will be permitted to bat, and eleven (11) players will be permitted to bowl.

14.16.3 If a team is required to bat or bowl for a second innings, the original eleven (11) batters or bowlers from the first innings must remain the same in the second innings.

15 Awards

15.1 Junior Competition Championship

As per By-Law 9 (b) For a club to be eligible for the Junior Club Championship they must have a minimum of four (4) junior teams playing. Hence same for seniors.

15.2 Individual Awards

15.2.1 The Batting Aggregate award is awarded to each Age Group/ Division will be decided by the highest run scorer in each age group/division of the Under 12, Under 14 and Under 16 competitions, or those competitions in Stage 2 and Stage 3 formats. Each player must have played a minimum fifty percent (50%) of the season's matches.

15.2.2 The Batting Average award is awarded to each Age Group/ Division will be decided by the highest average scorer in each age group/division of the Under 12, Under 14 and Under 16 competitions, or those competitions in Stage 2 and Stage 3 formats. Each player must have played a minimum fifty percent (50%) of the season's matches and have scored a minimum one hundred and fifty runs (150 runs).

15.2.3 The Highest Score award is awarded to each Age Group/ Division will be decided by the highest average scorer in each age group/division of the Under 12, Under 14 and Under 16 competitions, or those competitions in Stage 2 and Stage 3 formats. A player must simply have the highest score in that Age Group/ Division.

15.2.4 The Bowling Aggregate award is awarded to each Age Group/ Division will be decided by the highest number of wickets taken in each age group/division of the Under 12, Under 14 and Under 16 competitions, or those competitions in Stage 2 and Stage 3 formats. Each player must have played a minimum fifty percent (50%) of the season's matches.

15.2.5 The Bowling Average award is awarded to each Age Group/ Division will be decided by the lowest bowling average in each age group/division of the Under 12, Under 14 and Under 16 competitions, or those competitions in Stage 2 and Stage 3 formats.

Each player must have played a minimum fifty percent (50%) of the season's matches and have taken a minimum of fifteen wickets (15) to qualify.

- 15.2.5 The Best Bowling award is awarded to each Age Group/ Division will be decided by the best bowling in an innings in each age group/division of the Under 12, Under 14 and Under 16 competitions, or those competitions in Stage 2 and Stage 3 formats. A player must simply have the best bowling figures in an innings. Highest wickets first, then lowest number of runs conceded second.