



RULES FOR UNDER 12 DEVELOPMENT CARNIVAL - "IAN HEALY CUP"

These Rules have been modified from the current QJC Championship Rules and apply to the BNJCA Under 12 Representative Development Competition.

At all times the concept of fair play, sportsmanship and commonsense, is to apply to development games which are intended to develop players to a higher standard. Under no circumstances will unseemly behaviour by players or parents etc be tolerated before, during or after a game. Player sledging, or perceived open dissent with an umpire's decision will be harshly dealt with and may lead to suspension of a player from the competition.

Umpires shall observe these Special Rules, but otherwise the normal Laws and Rules of Cricket will apply.

TEAM SIZE:

Team squads must not exceed 15 players. In each game 12 players are eligible to bat and bowl. Associations with more than one team involved must ensure that a player appears in no more than one team during the Carnival and that only 12 players (batting, bowling and fielding) be used on any given day.

GAMES

1. One innings per team per day of a maximum of 50 overs.
2. Quarters Cricket will be played viz.:

Team A bats 25 overs -	9:00 am – 10:40 am
10-minute break for changeover	
Team B bats 25 overs -	10:50 am – 12: 30 pm
LUNCH	12:30 pm – 1:00 pm
Team A bats 25 overs –	1:00 pm – 2:40 pm
10 minute break for changeover	
Team B bats 25 overs –	2:50 pm – 4:30 pm
3. Maximum number of overs to be bowled per bowler per innings is 7.
4. Maximum number of overs to be bowled per spell in each innings by a fast or medium pace bowler shall be 4. The official umpire will decide which bowlers are subject to this rule. Generally it is considered that a medium or fast bowler is one to which the wicket-keeper stands well back from the stumps.
5. The equivalent of twice the number of overs bowled must elapse before a bowler can bowl again in the same innings after completing a spell.
6. A team can bat and bowl 12 players however 11 fielders only may be on the field at any one time. 11 wickets must fall for a team to be all out.
7. 6 legal deliveries constitute an over.

SPECIAL PLAYING CONDITIONS

1. Drink breaks shall be no more than 1 hour or 15 overs apart, whichever comes sooner. More frequent drink breaks should be taken if the conditions warrant, and the umpires agree.
2. Lunch shall be 30 minutes.
3. In the event of a late start or interrupted play because of adverse conditions, the official umpires shall determine how much lost time will apply. An innings will be reduced at the rate of one over per 4 minutes lost.

4. A minimum of 15 overs must be bowled by each team to constitute a game.
5. Unless bowled all out, the team batting second is required to bat 50 overs (or the relevant number of overs in a game shortened by adverse conditions) even though they have passed the other team's score.
6. In a rain interrupted match, providing that 15 overs have elapsed for each team (see sub-rule 4), the equivalent runs scored at the same number of completed overs, shall determine the winner.
7. A team will be penalised for failing to bowl the allotted number of overs in the allowed time. The penalty shall be 1 run for each ball not bowled and will be added to the opposition's score as sundries.
Note. The penalty run provisions of Law 2.6(i), Law 18.5(b), Law 41 and Law 42 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.
8. Except in an area 90 degrees on the offside from Point to Wicket-keeper, no player is to field closer than 10 metres from the striker.
9. Any fast or medium paced ball pitching and reaching the striker above shoulder height when the striker is standing in their normal batting stance shall be called a No Ball.
10. Any full-pitched ball reaching the striker above waist height when the striker is standing in their normal batting stance shall be called a No Ball.
11. A Wide shall be called if a bowler bowls persistently wide of the leg stump. As a guide, and to assist umpires, a mark 45 centimetres either side of the middle stump shall be drawn on the pitch.
12. A batter shall retire after facing 40 fair balls (Fair balls include No-Balls but excludes wides). A batter may be retired after facing 25 fair balls. Retirement does not constitute the fall of a wicket for bowling bonus points purposes. Batters so retired may bat again in the order of their retirement after all other batsmen have been dismissed or have retired. A batter shall not so retire more than once.
13. All players must wear the usual protective gear. Batters: batting gloves, two batting leg pads and a groin protector. Helmets are strongly recommended but are an individual choice of the player concerned. Wicket-keepers must wear wicket-keeping gloves, two leg pads and a groin protector. A helmet with face guard must be worn by a wicket-keeper when keeping up to the stumps.
14. The boundary shall be a circle 45 metres from the centre of the pitch.

GAME POINTS

Points shall be awarded as follows:

WIN	6 points
DRAW/TIE	3 points
LOSS	0 points
EACH RUN	0.01 points
EACH WICKET	0.20 points

SCORERS

The scorer shall be an official position for each team and teams will provide their own scorebooks. Teams to ensure their scorebook has a removable copy of each page, one copy to be delivered to the clubhouse as soon as possible on completion of a game. Scorebooks should allow for 12 batters and indicate balls faced, and allow for at least 8 bowlers.