



BNJCA Policy and Procedures

Anstey/La Frantz Shield Rules and Playing Conditions

Objectives

Player development is the primary objective of the competition.

Rules

If rules are not covered by this document then the normal laws of cricket apply. Any dispute should be referred to the BNJCA Secretary.

Female players

Male players must be under the relevant age group as at 31 August. Female players may play one (1) age group below that of their male counterparts.

Duration of matches and composition of teams

Matches will consist of one innings per side, each innings being a maximum 50 overs.

A team shall consist of twelve (12) players, all of whom may bat and bowl, but eleven (11) fieldsmen only shall be on the field of play at any one time.

Interchange of fieldsmen without restriction is permitted, provided no playing time is wasted.

Eleven wickets must fall for a side to be all out

Playing times and intervals

Matches shall commence no later than 9.00am and conclude no later than 5pm (see delayed start).

A lunch interval of 30 minutes shall be taken no later than 12.30pm.

Where the innings of the team batting first is completed within 1 (one) hour of the scheduled lunch interval, then the lunch interval shall be taken early.

Drinks breaks shall be taken each hour or more frequently by arrangement with the umpires in extreme conditions. All drinks breaks are to be taken on the field of play and players must not leave the field during a drinks break unless with the specific permission of the umpire.

Playing conditions

Prior to the commencement of play, only the captain, coach and manager are allowed on the wicket area.

The two captains shall carry out the toss on the wicket area.



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Delayed start: in the event of a late start, the number of overs lost shall be calculated at the rate of one over for every four minutes lost. However, if in the umpires' opinion, the game can be played to a normal completion by extending the scheduled finish time where practical, then no adjustments are considered necessary. Likewise, if two (2) hours are lost and one hour of extra time is possible, the game should be adjusted to reflect on hour lost.

Interruption to play: in the event of time lost after the commencement of play, the number of overs lost shall be calculated at the rate of one over for every four (4) minutes of playing time lost. Any overs or time lost shall be adjusted equally between both teams.

Determining the result: The team batting second must face (20) completed overs, or be dismissed within 20 completed overs to constitute a game.

If the team batting second has not had the opportunity to complete the agreed number of overs and has neither been all out of passed the opponent's score, the result shall be decided on the average run rate throughout both innings.

Boundary length: The boundary shall be set at a radial distance 50 metres from the centre of the wicket.

Safety and Equity

Although not mandatory, a batsman may be retired 'not out' after having faced 50 fair balls (A fair delivery is defined as a delivery not called WIDE or NO BALL).

All batsmen who have retired 'not out' may return to bat again, in order of retirement, if all other batsmen are dismissed or retired. Except when a batsman retires through illness, injury or other unavoidable circumstances, a batsman who retires before facing at least 50 fair balls shall be 'retired out' and shall constitute the fall of a wicket.

Bowling restrictions: No bowler may bowl more than one-fifth of the total overs. The maximum number of overs by a fast or medium pace bowler in a spell shall be as follows:

Under 13 bowlers – a maximum of four overs per spell

Under 14 bowlers – a maximum of five overs per spell

The equivalent of twice the number of overs bowled must elapse before that bowler may be permitted to bowl again.

Under 13 players: where a team includes Under 13 players, it shall be the responsibility of the coach to inform the umpires of the names of these players before play commences.



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Fielding restrictions: no player is allowed closer than ten (10) metres from the popping crease of the batsmen on strike, prior to the batsman playing the ball, except in an area 90 degrees on the offside from point to wicket-keeper.

A maximum of five (5) fieldsmen are permitted on the leg side.

Coaching restrictions:

Coaching from the boundary or any other portion of the playing area or surrounds shall not be permitted under any circumstances while the game is in progress.

Protective equipment: All batsmen and wicket-keepers are to wear standard protective gear, ie, for batsmen, batting gloves, groin protector, and batting pads, a helmet is strongly recommended but not compulsory. For wicket-keepers, wicket-keeping gloves, groin protector and pads. **Wicket Keepers keeping up to the stumps to any bowler must wear a helmet.**

Dangerous deliveries: Any fast short-pitched delivery reaching the batsman above shoulder height, or any fast full-pitched delivery reaching the batsman above waist height, when in an upright position, shall be called 'NO BALL' and can be called by either umpire. A fast delivery is a delivery to which a wicket-keeper would normally stand back to receive, in the opinion of the umpire.

Wide deliveries: Umpires should call 'WIDE' should a bowler persistently bowl wide of the leg stump.

Match and bonus points:

Points shall be awarded as follows:

Win : 6 points
Loss: 0 points
Tie or Draw: 3 points
Washout: 3 points

Bonus points will be allotted at .01 point for each run scored, and .20 point for each wicket taken.

Match balls:

Match balls will be provided by the BNJCA and can only be Platypus 4-piece. In the event of a ball being lost during play, a replacement of any brand is permitted.

Scorers and score books

Each team shall provide its own score book and scorer. The BNJCA recommends the 'Easyscore Junior Scorebook', which is used at QJC Championships.



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Codes of Behaviour

The BNJCA fully endorses the following Australian Sports Commission (ASC) Codes of Behaviour and expects players, parents and coaches involved in the Under 14 competition to abide by these codes.

Code of Behaviour - Players

- 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.

Code of Behaviour - Parents

- 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.



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Code of Behaviour - Coaches

- Remember that young people participate for pleasure and winning are 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.

The Spirit of Cricket

The BNJCA draws to the attention of all players the following 'Spirit of Cricket'.

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1. There are two Laws which place the responsibility for the team's conduct firmly on the captain.

Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Player's conduct

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to



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the other umpire and to the player's captain, and instruct the latter to take action.

2. Fair and unfair play

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

3. The umpires are authorised to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

4. The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

5. It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
 - (a) to appeal knowing that the batsman is not out
 - (b) to advance towards an umpire in an aggressive manner when appealing
 - (c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

6. Violence

There is no place for any act of violence on the field of play.

7. Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.