



RULES

FOR THE CONDUCT OF CRICKET

SEPTEMBER 2009 EDITION

Rules Booklet – a guide to the main changes since the 2007 edition.

General Rules

- Add times for Friday evening games 1.4 (c)
- Add Skins colour to be white 2.2 (a)
- Adjust fielding placement 14.7, 15.7 & 16.7
- The game of cricket is defined in the **Laws of Cricket** for which a copy is available at <http://www.lords.org/laws-and-spirit/laws-of-cricket/> 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 his 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 42.9 and 42.10 states that it is unfair to waste time.

It is not within the spirit of the game to waste time. Umpires should be aware of the time taken for drinks and the time taken for a change of batter. Drink breaks are of 3 minutes duration only, and are not meal breaks. The not-out batter should not walk far from the wicket when meeting the incoming batter, and on-field discussion between batters should be kept short.

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

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

Abstracts.

Match Abstracts **must** be submitted in accordance with Rule 10.2

LIST OF CONTENTS

Section	Page No.
The PREAMBLE – The SPIRIT OF CRICKET	2
1. GENERAL RULES	3
2. BEHAVIOUR AND DRESS	5
3. FITNESS OF THE GROUND	6
4. ON-FIELD COACHING	6
5. BOWLING	7
6. FIELDING AND WICKET-KEEPING	9
7. PROTESTS	9
8. PUBLICATION OF RESULTS	9
9. MATERIALS	10
10. SCOREBOOKS, RESULT REPORTING AND RECORDS	10
11. RULES FOR TWO DAY GAMES (Under 11 and above)	11
12. RULES FOR ONE DAY GAMES (Under 11 and upwards)	15
13. SPECIAL RULES FOR UNDER 11 AND UNDER 12 AGE GROUPS	17
14. SPECIAL RULES FOR UNDER 10 AGE GROUP	19
15. SPECIAL RULES FOR UNDER 9 AGE GROUP	22
16. SPECIAL RULES FOR UNDER 8 AGE GROUP	25
17. SPECIAL RULES FOR NON-COMPETITIVE AGE GROUPS (UNDER 8 TO UNDER 12) FOR AFTERNOON GROUNDS USE	29
18. SATURDAY AFTERNOON CRICKET	29

Note. Sections 1 to 10 apply to all age groups (Under 8 to Under 16) except in those instances where a particular age group is cited. Sections 11 to 18 apply to specific age groups.

From **The Laws of Cricket - The PREAMBLE – The 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 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 batter 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.

*Note: In those instances where no rule is written to cover the situation, the **Laws of Cricket** as in force at the 1st July 2006 are to apply.*

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.

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 the 31st October each cricket season.

1.2 Registration of Players

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

1.3 Qualification of Players

- (a) A player is eligible to play in an under age team provided the player's age, at the 31st August in the particular season, is under the aforesaid age group.
- (b) To be eligible a player must be aged at least 6 on 1st September in the particular season.
- (c) The Management Committee may, where a player's circumstances change, approve the player to play for more than one member club in a season.
- (d) A player shall not play for more than 1 team in a competition age group in a week.
- (e) 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.
- (f) 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.
- (g) The Management Committee may approve a player, an over-age player, as eligible to play in a lower age group if the Committee is satisfied that special circumstances exist.
- (h) 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.
- (i) The Management Committee may, in appropriate cases and in its absolute discretion, approve that a player with a significant physical or other disability, play in a lower age group that is commensurate with the player's ability as judged by the Management Committee, but, in any case, not more than 2 years below the player's chronological age group.

1.4 Hours of Play

- (a) Except for those games specified in (b), each day's play shall commence at 8:15am and the scheduled finish time is 11:45am. If play commences later than 8:15am the scheduled finish time shall be that time which is 3½ hours after the commencement time subject to the proviso that irrespective of how late a match starts, play must conclude no later than noon on the same day.

Note: A game that commences at 8:20 shall finish at 11:50, commences at 8:25 shall finish at 11:55, commences at 8:30 or later shall finish at noon.

- (b) Some games will be scheduled to be played Saturday afternoon from 1:15 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.

- (c) Some games will be scheduled to be played Friday afternoon from 5:30 to 9:00pm. For these games, if play commences later than 5:30pm 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 5:35 shall finish at 9:05, commences at 5:40 shall finish at 9:10, commences at 5:45 or later shall finish at 9:15pm.

1.5 Team Sizes

The number of players permitted to bat and bowl is:

Under 8 & Under 9	10 players
Under 10	12 players
Under 11 & Under 12	13 players
Under 13 to Under 16	12 players

A further 2 replacements are permitted as per Rule 11.8(d).

The fall of 10 wickets constitutes the end of an innings for a team with more than 10 players.

- (a) Except as specified in 14.2(c), 15.2(b) and 16.2(b) eleven fielders only are allowed on the field at any one time.

1.6 Boundaries

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

Under 8 & Under 9	30 metres
Under 10	35 metres
Under 11 & Under 12	45 metres
Under 13 & Under 14	50 metres
Under 15 & Under 16	60 metres

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

The boundary is to be measured from the centre of the pitch for all age groups.

2. BEHAVIOUR AND DRESS

2.1 Player's Behaviour and Code of Behaviour

- (a) The BNJCA endorses the Codes of Behaviour promulgated by the Australian Sports Commission, and those Codes (which are reproduced in *The AllRounder*) form part of these Rules.
- (b) 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.
- (c) The Conducts Committee may suspend a player from future play or otherwise deal with the player at its discretion.
- (d) Any reference in these Rules to "Coach/Manager" is a reference to the adult, irrespective of formal title, who is the official in charge of a team on a particular day.

2.2 Dress

- (a) 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. Skins when worn must be white. Trousers must be white and predominantly white sports shoes are to be worn. Footwear must be worn during matches and during practice. A pocket size Club or Association Logo only may appear on the front of the shirt. No advertising is allowed on the front of the shirt. The back of the shirt may carry advertising with no restrictions on size, provided the said advertising has the approval of the BNJCA.
- (b) 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.
- (c) It is strongly recommended that for safety and health reasons, players are to provide their own groin protection gear and batting gloves.
- (d) When batting or wicket-keeping, a player **must** wear appropriate gloves, pads and groin protector. Other protective equipment is optional.

Note. For Under 8 to Under 10 age groups consideration should be given to the comfort and useability of any protective equipment to be used, having regard to the size of the players and the soft ball in use. Protective equipment should, where possible, be of suitable flexibility and size to afford the younger players sufficient freedom of movement. Irrespective of this, appropriate protective equipment must still be worn.

- (e) Helmets where used should include a face guard, be correctly fitted, and should conform to the Australian Standard (currently AS/NZS4499:1997 'Protective Headwear for Cricket').
- (f) The wearing of helmets by batters is not compulsory but is **strongly** recommended where a hard ball is being used during a match or at practice. Club officials together with Coach/Manager of a team should take all reasonable steps to ensure this recommendation is made known to all members of the team.
- (g) For wicket-keepers keeping up to the stumps where a hard ball is being used the

use of a mouthguard is recommended and, for medium/fast paced bowling the wearing of a helmet is recommended.

- (h) The use of helmets when fielding is as per Rule 6.1

3. FITNESS OF THE GROUND

- (a) 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.
- (b) 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 groundsman has **full** control of the ground, the groundsman's decision shall be final.
- (c) 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.

4. ON-FIELD COACHING

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

5. BOWLING

5.1 In all age groups a player may employ whatever style or length of run up is appropriate to the player's style of bowling but in the Under 8 to Under 10 age groups the Coach/Manager should encourage players to bowl from a run up of not more than 10 metres.

5.2 Wide balls

- (a) 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.
- (b) If the ball lands outside a concrete or synthetic wicket and is not hit by the striker, it shall be deemed and called Wide after it has passed the line of the striker's wicket.
- (c) When the ball lands on the wicket, the *Laws of Cricket** apply in judging a Wide. * Law 25 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.
- (d) Under the *Laws of Cricket* neither batter shall be out from a Wide except by Law 33 Handled the ball, Law 35 Hit wicket, Law 37 Obstructing the field, Law 38 Run out or Law 39 Stumped.
- (e) The penalty for a Wide for age groups Under 9 upwards 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.
- (f) For the Under 13 to Under 16 age groups umpires are to call Wide should a bowler bowl persistently* wide of the leg stump. As a guide for the umpire, a line should be drawn 45 centimetres either side of the middle stump to cater for both left and right handed batters. This line shall extend 15 centimetres either side of the bowling crease and shall be chalk-marked by team officials prior to commencement of each day's play if not permanently marked.
Note the word 'persistently', i.e. a Wide should not be called on the first or even second occasion. Umpires should always first advise and explain to the bowler the danger of being called, and why, should the bowler persist without change.

5.3 Dead balls

- (a) 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.
- (b) 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.

5.4 Balls per Over

For the Under 13 to Under 16 age groups, a bowler shall bowl, in any over, a maximum of 10 deliveries or 6 fair balls, whichever comes first.

5.5 Dangerous Deliveries

- (a) 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.*
- (b) 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.
- (c) Under the *Laws of Cricket* neither batter shall be out from a No ball except by Law 33 Handled the ball, Law 34 Hit the ball twice, Law 37 Obstructing the field or Law 38 Run out.

5.6 Penalty for a No ball for Under 9 and Under 10 age groups

- (a) For all matches the penalty for any type of No ball shall be 1 run plus any runs scored from the delivery.
- (b) Any runs scored from a No ball are credited to the striker.
- (c) Should a batter be given out off a No ball the penalty for bowling it shall stand plus any runs scored.

5.7 Penalty for a No ball for Under 11 to Under 16 age groups

- (a) For all matches the penalty for any type of No ball shall be 1 run plus any runs scored from the delivery.
- (b) 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 *No balls*. 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* or runs credited to the striker.
- (c) The umpire at the bowler's end shall call and signal No ball if a ball which the umpire considers to have been delivered:
 - (i) bounces more than twice, or
 - (ii) rolls along the ground, or
 - (iii) comes to rest,

before it reaches the striker or, if not otherwise played by the striker, before it reaches the popping crease.

If the ball comes to rest in such circumstances, the umpire shall call and signal No ball and immediately call and signal Dead ball.

- (d) Should a batter be given out off a No ball the penalty for bowling it shall stand plus any runs scored.

5.8 Daily Bowling Limits

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

Up to Under 13	a maximum of 8 overs per day
Under 14 to Under 15	a maximum of 10 overs per day
Under 16	a maximum of 16 overs per day.

6. FIELDING AND WICKET-KEEPING

6.1 Minimum Fielding Distance

- (a) 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 up to and including Under 14 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.

- (b) For Under 15 and Under 16 age groups only, fielders may come within 10 metres, but not closer than 5 metres, provided their protective gear is a helmet and groin protector.
- (c) If this rule is contravened a No ball shall be called for the delivery in question.

6.2 Wicket-Keeping

- (a) For the Under 11 to Under 16 age groups, wicketkeepers, whilst standing up to the stumps, **must** wear a helmet that complies with the relevant Australian Standard (currently AS/NZS4499-1197). When not in use helmets are to be placed behind the wicketkeeper.
- (b) In the Under 8 to Under 12 age groups a wicket-keeper shall not keep for more than one half of the allotted number of overs in an innings.
- (c) If for some reason (eg rain or other interruption) the number of allotted overs in an innings is reduced in the Under 8 to Under 12 age groups, 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. PROTESTS

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

8. PUBLICATION OF RESULTS

- 8.1 For publication in the weekend press, responsibility for notifying *The Sunday Mail* as explained in *The AllRounder* magazine 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 the second day.
- 8.2 For one day matches, the winning side is responsible for notifying the results.
- 8.3 For all matches where no result is achieved due to adverse weather conditions etc, the side batting first is responsible for notifying the results.

9. MATERIALS

9.1 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.

9.2 Only A.G. Thompson (Kookaburra), Platypus, K D Sport or Gabba Sporting Products brand cricket balls are to be used. All balls must be 'red' only.

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

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

Under 8 to Under 10 98-115 gram soft rubber-coated ball
of a type similar to the KD Premium Junior or the Platypus Playaball 110 gram.

Under 11 & Under 12 142 gram plastic ball on concrete pitch or
142 gram two-piece leather ball on synthetic pitch

Under 13 to Under 16 156 gram two-piece leather ball on
synthetic or turf pitch

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

10. SCOREBOOKS, RESULT REPORTING AND RECORDS

10.1 Scorebooks

(a) 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.

(b) For age groups Under 9 upwards, Wides and No balls are to be included in the runs scored against the bowler. Special consideration applies to Under 8 cricket - see Rule 16.3

(c) Wides, No balls, Byes and Leg-byes are to be treated as sundries and not credited to the striker. However, special consideration for Wides and No balls for the Under 8 age groups are shown in Rule 16.3, and special consideration for sundries for the Under 9 and Under 10 age groups are shown in Rule 15.8(h) and Rule 14.8(g)

10.2 Abstract forms (age groups Under 11 and above)

(a) A Match Abstract is to be forwarded by both teams so as to be received by the recorder no later than 14 days following completion of the match. Use of E.mail is encouraged. (See *The AllRounder* for address details).

(b) Penalty for non-compliance with Rule 10.2(a) is forfeiture of all points that would have been gained by the offending team under Rule 11.11 & Rule 12.10

11. RULES FOR TWO DAY GAMES (Under 11 and above)

11.1 Hours of Play

- (a) Matches will be played over two consecutive fixture days.
- (b) Hours of play shall be as per Rule 1.4
- (c) 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.

11.2 Duration of Innings

- (a) For the Under 11 and Under 12 age groups, refer to Rule 13
- (b) For the Under 13 to Under 16 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).
- (c) 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.
- (d) 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.

11.3 Penalty Runs

- (a) Subject to Rule 3 concerning fitness of ground, the fielding team is expected to bowl 55 overs in 3½ hours play.
- (b) For Under 13 to Under 16 age groups failure to bowl the required number of overs as specified in 11.2(d) or 11.3(a) 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.

11.4 Forfeits and Time Adjustments

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

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

- (a) 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.
- (b) 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.

11.6 Under 11 to Under 16 age groups - Batting

Any Under 11 to Under 16 batter must retire when the player has faced a maximum number of deliveries applicable to the player's age group.

Under 11 & Under 12	50 balls
Under 13 & Under 14	60 balls
Under 15 & Under 16	75 balls

Any Under 11 to Under 16 batter may retire Not out when the player has faced a minimum of 25 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.

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.

11.7 Under 11 to Under 16 age groups Bowling

- (a) Any Under 11 to Under 16 bowler may bowl a maximum number of overs applicable to the player's age group.

Under 11	a maximum of 6 overs per innings *
Under 12	a maximum of 8 overs per innings
Under 13 to Under 16	a maximum of 10 overs per innings

** Note. for the Under 11 age group where less than 9 players are available to bowl, additional overs may be bowled to afford the batting team its entitled allocation of overs but only after all players have completed their allocated 6 over maximum.*

- (b) The maximum number of overs to be bowled by **any bowler** in one spell for the players age group is:-

Under 11 to Under 13	a maximum of 4 overs per spell
Under 14	a maximum of 5 overs per spell
Under 15 to Under 16	a maximum of 6 overs per spell

- (c) The equivalent of **equal** the number of overs bowled from both ends during that spell must then elapse before that bowler is permitted to bowl again.
eg If a bowler bowls 4 overs in a spell, at least 8 overs must elapse before the bowler can bowl again.

Note 1: Provided the umpires are informed beforehand, the mere change of ends by a bowler during a spell does not constitute the end of that bowler's spell. However, in this instance, the maximum number of overs specified in Rule 11.7(b) 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.

- (d) 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.
- (e) 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.

11.8 A Team

- (a) In the Under 10 to Under 16 age groups the minimum number of players deemed necessary to constitute a team in each innings of a match shall be **7** players and an official, all present on the day.
- (b) Team sizes shall be as per Rule 1.5
- (c) 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.
- (d) On the completion of the two first innings, or immediately prior to the start of the second days play, a maximum of two 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 11.8(c)

11.9 Intervals

- (a) 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.
- (b) 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.

11.10 Follow-on

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

11.11 Points Score for Two Day Games (Under 13 to Under 16 age groups only)

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

(b)	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

(c) Bonus points are awarded as follows:

0.01 points per run scored

0.2 points per wicket taken

(Note. 'All Out' counts as for 10 wickets, i.e. .2 x 10 = 2 points however, Retired (unless Retired Out) is not considered as Out.)

(d) Any team on receiving a forfeit in a match shall be awarded the maximum number of points (match and bonus) gained by any team of the same draw in the same round of matches.

(e) Points to a team for a bye (if applicable) will be allocated at the end of the season on the basis of the team's average points per game for matches played subject to a maximum equal to the highest points scored by any other team in the draw for that round.

Note: 'Matches played' in this context will include any match where a run is scored or a wicket taken.

(f) In the event that a two day game is played as a one day game (see Rule 11.1(c)), the one day points score system applies.

(g) If play commences on the first day, the match is taken to constitute a two day game.

12. RULES FOR ONE DAY GAMES (Under 11 and upwards)

12.1 Days of Play

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

12.2 A Team

In the Under 11 to Under 16 age groups the minimum number of players deemed necessary to constitute a team for each game shall be **7** players and an official, all present on the day.

12.3 Number of Innings

All matches are of one innings only.

12.4 Bowling

- (a) The maximum number of overs per bowler shall be 5.
- (b) In a one day game 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.

12.5 Batting

Any Under 11 to Under 16 batter must retire when the player has faced a maximum 50 deliveries.

Any Under 11 to Under 16 batter may retire Not out when the player has faced a minimum of 25 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.

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..

12.6 Hours of Play

- (a) Hours of play shall be as per Rule 1.4
- (b) After allowing a maximum of 10 minutes for a break between innings (refer Rule 11.9(a) re intervals), each team has a maximum batting time of 1 hour 40 minutes.
- (c) Subject to Rule 12.8, 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.
- (d) 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.
- (e) Unless bowled out, the team batting second must receive its full entitlement of

overs, even if a result is achieved earlier (for the purpose of allocating bonus points).

For Under 13 to Under 16 age groups failure to bowl the required number of overs will, subject to Rule 3 (Fitness of the Ground) and where a result has not been achieved, result in the batting team being awarded penalty runs (added to sundries), the penalty being one run for each ball not bowled.

- (f) 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.

12.7 Result of Matches

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

12.8 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.

12.9 Matches - Delays During Play

- (a) 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.
- (b) A result will be calculated on the state of each batting team as at the maximum number of overs faced, provided that maximum is equal for both teams.

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

12.10 Points Score for One Day Games (Under 13 to Under 16 age groups only)

- | | | |
|-----|------------------------------|----------|
| (a) | Match win | 6 points |
| | Win by Forfeit | 6 points |
| | Tied Game (equal scores) | 3 points |
| | Washed Out Games | 3 points |
| | Match Loss / Loss by Forfeit | 0 points |

- (b) Bonus Points are awarded as follows:

0.01 points per run scored

0.2 points per wicket taken

(Note. 'All Out' counts as for 10 wickets, i.e. $.2 \times 10 = 2$ points however, Retired (unless Retired Out) is not considered as Out.)

- (c) Any team on receiving a forfeit in a match shall be awarded the maximum number of points (match and bonus) gained by any team of the same draw in the same round of matches.
- (d) Points to a team for a bye (if applicable) will be allocated at the end of the season on the basis of the team's average points per game for matches played subject to a maximum equal to the highest points scored by any other team in the draw for that round.

Note: 'Matches played' in this context will include any match where a run is scored or a wicket taken.

- (e) Outright decisions are not applicable in one day games.

13. SPECIAL RULES FOR UNDER 11 AND UNDER 12 AGE GROUPS

These special rules recognise that the Under 11 and Under 12 age groups are developmental, based on non-competitive matches designed to foster maximum participation by all players.

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

13.1 Bowling

- (a) 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.
- (b) 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.

13.2 Batting

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

13.3 Four Quarters Cricket

Note. The rules for this section include general Rules 13.3(a), (b), (c), (d) and the preamble.

Preamble. The two day games for Under 11 and Under 12 age groups will be played as 4 quarters cricket. The matches will constitute 100 overs over two days divided into 4 quarters of 25 overs each, with 2 quarters each day. Unless bowled out, the duration of the first innings of each team is to be 50 overs.

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

First Saturday: One team (Team 1) will bat in the first quarter and after 25 overs will have its innings suspended to be continued on the second Saturday.

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

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

- (a) Subject to Rule 13.3(c), both teams are to receive their full allocation of 50 overs batting over the two days, each receiving 25 overs in each of 2 quarters.

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

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

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

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

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

Example of a match based on (a) and (b) above.

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

First Saturday.

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

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

Second Saturday.

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

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

14. SPECIAL RULES FOR UNDER 10 AGE GROUP

14.1 Competition and Hours of Play

- (a) Matches for the Under 10 age group will be played as single day games under a four quarters cricket format. The matches will be played over 60 overs, divided into four quarters of 15 overs each.
- (b) Matches are to be played in accordance with the schedule set out below to ensure that during the course of a game, each team will bat and bowl in alternate quarters.

Schedule:

First quarter: One team (**Team 1**) will bat and at the end of 15 overs will have its innings suspended, to be continued in the third quarter. ^{See note 1}

Second quarter: Following a 5 minute break for a change of innings, the other team (**Team 2**) will bat and at the end of 15 overs will have its innings suspended, to be continued in the fourth quarter. ^{See note 1}

Third quarter: Following a 10 minute break for a change of innings, **Team 1** will resume its innings for the remaining 15 overs, continuing with the batters who were still batting, if they had not completed their batting ^{see note 2} when the innings was suspended at the end of the first quarter.

Fourth quarter: Following a 5 minute break for a change of innings **Team 2** will resume its innings for the remaining 15 overs, continuing with the batters who were still batting, if they had not completed their batting ^{see note 2} when the innings was suspended at the end of the second quarter.

Note 1: At the end of the quarter, scorers will need to record in the score book the names of the batters who will resume batting in the third or fourth quarter and also the name of the bowler who bowled the fifteenth over to ensure that bowler does not bowl the sixteenth over.

Note 2: Refer to Rule 14.8(b).

- (c) Hours of play shall be as per Rule 1.4.
- (d) In quarters 1 & 2 a team shall not bat for more than 50 minutes or 15 overs, whichever comes first. In quarters 3 & 4 a team shall not bat for more than 45 minutes or 15 overs, whichever comes first. The team batting in quarters 2 and 4 will receive at least the number of overs received by the team batting in the preceding quarter.
- (e) For time lost under Rule 3 (Fitness of the Ground) the game will be reduced by 2 overs for every 6 minutes lost.

14.2 Team Size

- (a) The minimum number of players deemed necessary to constitute a team shall be 7 players and an official, all present on the day.
- (b) Batting and bowling of 12 players is permitted as per Rule 1.5.
- (c) Ten fielders only are allowed on the field at any one time.
- (d) For teams with an excess of 12 players, a roster system is encouraged to rotate the players so that all players participate on an equal basis throughout a season.

14.3 No balls

- (a) Umpires are to exercise discretion in calling a No ball, with leniency preferred on the front-foot rule. Repeated infringements should be discouraged and players counselled.
- (b) For the Under 10 age group the umpire at the bowler's end shall call and signal No ball if a ball which the umpire considers to have been delivered:
 - (i) bounces more than twice, or
 - (ii) rolls along the ground,before it reaches the striker.
- (c) 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.
- (d) If a bowler cannot bowl effectively from 18 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.

14.4 Leg Before Wicket

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

14.5 Length of Pitch

- (a) The length of the pitch shall be 18 metres. Normal batting creases will apply.
- (b) A set or sets of free-standing stumps may be used to achieve the lesser distance.
- (c) The idea of a reduced pitch length has been devised in accordance with the advisory policy of Cricket Australia.
- (d) 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.

14.6 Bowling and Over Limitations

- (a) The number of overs to be bowled is to be divided equally, as near as possible, among the number of players in the team listed in the scorebook. For a full 30 over innings: .

If the maximum 12 players are listed six players will bowl 3 overs and the remaining six will bowl 2 overs.

If 11 players are listed, eight players will bowl 3 overs and three will bowl 2 overs.

If 10 players are listed, each player will bowl 3 overs.

If 9 players are listed, three players will bowl 4 overs and six will bowl 3 overs.

If 8 players are listed, six players will bowl 4 overs and two will bowl 3 overs.

If the minimum 7 players are listed two players will bowl 5 overs and five will bowl 4 overs.

- (b) 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 14.3(c)).

- (c) Excluding those wickets not credited to the bowler under the *Laws of Cricket*, the bowler will be credited with each dismissal, even if the bowler has dismissed the same batter more than once.

14.7 Fielding

The field shall be set 4 on the On side and 4 on the Off side, all at a distance of 15 metres from the striker, and excluding the wicket-keeper, must be rotated at the end of each over.

14.8 Batting

- (a) At the start of a match the coach will divide the number of deliveries to be received (full 30 overs will be 180 balls) by the number of players in the team listed in the scorebook. For a full 30 over innings:
If the maximum 12 players are listed, each will receive 15 balls.
If 11 players are listed, four players receive 17 balls and seven will receive 16 balls.
If 10 players are listed they will each receive 18 balls.
If 9 players are listed they will each receive 20 balls.
If 8 players are listed, four players will receive 23 balls and the remaining four will receive 22 balls.
If the minimum 7 players are listed, five players will receive 26 balls and two will receive 25 balls.
- (b) Irrespective of being dismissed, a batter will continue batting until the batter has received all allotted deliveries. Unless the dismissal occurs on the last ball of the over, when a striker is dismissed the striker shall change ends with the non-striker. (*ie, the non-striker will become the striker for the next ball*)
- (c) Unless the striker was dismissed on the last ball, batters will change ends at the end of an over.
- (d) A batter will not incur a penalty for being dismissed.
- (e) The batting side will incur a penalty of 3 runs for each dismissal, to be deducted from the total at the end of its innings.
- (f) Scorers are to place a dot in the striker's line in the scorebook to indicate each ball faced from which no score resulted.
eg . . **2 4 2 1** . indicates 7 balls faced by the batter and that the batter did not score off the first two balls and the last ball received.
- (g) Sundries shall be added to the score of the striker in the Under 10 age group.
- (h) Batting and bowling orders must be rotated weekly in order to ensure every player has an equal opportunity to participate. ***This rule is designed to provide maximum participation for all players.***

15. SPECIAL RULES FOR UNDER 9 AGE GROUP

The idea behind Under 9 cricket is to introduce beginners to the game. Emphasis should at all times be directed to the development and enjoyment of the players. It is of the utmost importance that each player be given an equal opportunity by rotating batting and bowling orders from game to game. The rules have been constructed to encourage players by way of personal performance rather than team performance. Further encouragement should be made by ensuring the game scores and best performances in batting and bowling are 'phoned to The Sunday Mail (see Rule 8).

15.1 Hours of Play

- (a) Matches for the Under 9 age group will be played as single day games under a four quarters cricket format. The matches will be played over 48 overs, divided into four quarters of 12 overs each.
- (b) Matches are to be played in accordance with the schedule set out below to ensure that during the course of a game, each team will bat and bowl in alternate quarters.

Schedule:

First quarter: One team (**Team 1**) will bat and at the end of 12 overs will have its innings suspended, to be continued in the third quarter. ^{See note 1}

Second quarter: Following a 5 minute break for a change of innings, the other team (**Team 2**) will bat and at the end of 12 overs will have its innings suspended, to be continued in the fourth quarter. ^{See note 1}

Third quarter: Following a 10 minute break for a change of innings, **Team 1** will resume its innings for the remaining 12 overs, continuing with the batters who were still batting, if they had not completed their batting ^{see note 2} when the innings was suspended at the end of the first quarter.

Fourth quarter: Following a 5 minute break for a change of innings **Team 2** will resume its innings for the remaining 12 overs, continuing with the batters who were still batting, if they had not completed their batting ^{see note 2} when the innings was suspended at the end of the second quarter.

Note 1: At the end of the quarter, scorers will need to record in the score book the names of the batters who will resume batting in the third or fourth quarter and also the name of the bowler who bowled the twelfth over to ensure that bowler does not bowl the thirteenth over.

Note 2: Refer to Rule 15.8(b).

- (c) Hours of play shall be as per Rule 1.4.
- (d) In quarters 1 & 2 a team shall not bat for more than 50 minutes or 12 overs, whichever comes first. In quarters 3 & 4 a team shall not bat for more than 45 minutes or 12 overs, whichever comes first. The team batting in quarters 2 and 4 will receive at least the number of overs received by the team batting in the preceding quarter.
- (e) For time lost under Rule 3 (Fitness of the Ground) the game will be reduced by 2 overs for every 6 minutes lost.

15.2 Team Size

- (a) No more than 10 players per team.

- (b) Eight fielders only are allowed on the field at any one time.
- (c) The minimum number of players deemed necessary to constitute a team shall be **6** players and an official, all present on the day.

15.3 No Balls

- (a) No balls do not feature in Under 9 cricket, except as explained in Rule 5.5 and Rule 15.3(d).
- (b) 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.
- (c) Where necessary, the umpire should counsel the player and explain the correct technique required.
- (d) For the Under 9 age group the umpire at the bowler's end shall call and signal No ball if a ball which the umpire considers to have been delivered:
 - (i) bounces more than twice, or
 - (ii) rolls along the ground

before it reaches the striker.

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.

15.4 Leg Before Wicket

LBW decisions do not apply.

15.5 Length of Pitch

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

15.6 Bowling and Over Limitations

- (a) All players are to bowl one over each in sequence until the allotted number of overs has been bowled.
- (b) Six-ball overs will apply with no extra balls being allowed for No balls or Wides.
- (c) Coaches are to encourage players to bowl a good line and length and to restrict run-ups to reasonable proportions, relative to their pace.
- (d) Excluding those wickets not credited to the bowler under the *Laws of Cricket*, the bowler will be credited with each dismissal, even if the bowler has dismissed the same batter more than once.
- (e) Bowlers are to bowl from one end only.

15.7 Fielding

The field shall be set 3 on the On side and 3 on the Off side, all at a distance of 15 metres from the striker, and excluding the wicket-keeper, must be rotated at the end of each over.

15.8 Batting

- (a) At the start of a match the coach will divide the number of deliveries to be received (full 24 overs will be 144 balls) by the number of players in the team listed in the scorebook. For a full 24 over innings:
If the maximum 10 players are listed, four players will receive 15 balls and six will receive 14 balls.
If 9 players are listed each will receive 16 balls.
If 8 players are listed each will receive 18 balls.
If 7 players are listed, four players will receive 21 balls and three will receive 20 balls.
If the minimum 6 players are listed each will receive 24 balls.
- (b) Irrespective of being dismissed, a batter will continue batting until the batter has received all allotted deliveries. Unless the dismissal occurs on the last ball of the over, when a striker is dismissed the striker shall change ends with the non-striker. (*ie, the non-striker will become the striker for the next ball*).
- (c) Unless the striker was dismissed on the last ball, batters will change ends at the end of an over.
- (d) A batter will not incur a penalty for being dismissed.
- (e) The batting side will incur a penalty of 3 runs for each dismissal, to be deducted from the total at the end of its innings.
- (f) Scorers are to place a dot in the striker's line in the scorebook to indicate each ball faced from which no score resulted,
eg . **2 4 2 1** . indicates 6 balls received and that the batter did not score off the first ball and the last ball received.
- (g) In the Under 9 age group the number of deliveries to be faced by a batter includes Wides and No balls.
- (h) Sundries shall be added to the score of the striker in the Under 9 age group.

16. SPECIAL RULES FOR UNDER 8 AGE GROUP

The idea behind Under 8 age group cricket is also to introduce beginners to the game by providing controlled activity. Emphasis should at all times be directed to the development and enjoyment of the players. It is of the utmost importance that each player be given an equal opportunity by rotating batting and bowling orders from game to game. The Rules have been constructed to encourage players to acquire hand/eye/ball skills and to encourage improving personal performance without any heavy focus upon team performance. Further encouragement should be made by ensuring the game scores and best performances in batting and bowling are 'phoned to The Sunday Mail (see Rule 8).

16.1 Competition and hours of play

- (a) Matches for the Under 8 age group will be played as single day games under a four quarters cricket format. The matches will be played over 36 overs, divided into four quarters of 9 overs each.
- (b) Matches are to be played in accordance with the schedule set out below to ensure that during the course of a game, each team will bat and bowl in alternate quarters.

Schedule:

First quarter: One team (**Team 1**) will bat and at the end of 9 overs will have its innings suspended, to be continued in the third quarter. ^{See note 1}

Second quarter: Following a 5 minute break for a change of innings, the other team (**Team 2**) will bat and at the end of 9 overs will have its innings suspended, to be continued in the fourth quarter. ^{See note 1}

Third quarter: Following a 10 minute break for a change of innings, **Team 1** will resume its innings for the remaining 9 overs, continuing with the batters who were still batting, if they had not completed their batting ^{see note 2} when the innings was suspended at the end of the first quarter.

Fourth quarter: Following a 5 minute break for a change of innings **Team 2** will resume its innings for the remaining 9 overs, continuing with the batters who were still batting, if they had not completed their batting ^{see note 2} when the innings was suspended at the end of the second quarter.

Note 1: At the end of the quarter, scorers will need to record in the score book the names of the batters who will resume batting in the third or fourth quarter and also the name of the bowler who bowled the ninth over to ensure that bowler does not bowl the tenth over.

Note 2: Refer to Rule 16.8(b).

- (c) Hours of play shall be as per Rule 1.4.
- (d) In quarters 1 & 2 a team shall not bat for more than 50 minutes or 9 overs, whichever comes first. In quarters 3 & 4 a team shall not bat for more than 45 minutes or 9 overs, whichever comes first. The team batting in quarters 2 and 4 will receive at least the number of overs received by the team batting in the preceding quarter.
- (e) For time lost under Rule 3 (Fitness of the Ground) the game will be reduced by 2 overs for every 6 minutes lost.

16.2 Team Size

- (a) No more than 10 players per team.
- (b) Eight fielders only are allowed on the field at any one time.
- (c) The minimum number of players deemed necessary to constitute a team shall be 6 players and an official, all present on the day.

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

- (a) A *Wide ball* as explained in Rule 5.2, a *No ball* as explained in Rule 5.5 (read in conjunction with Rule 16.3(c)) and a *Dead ball* as explained in Rule 16.3(e) will feature in Under 8 cricket but shall be regarded as an unplayable delivery from which no runs shall be scored and no dismissals shall be effected.
At the end of the bowler's over, all unplayable deliveries in that over shall be re-bowled, underarm, by the batting team's umpire. Commencing with the current striker, each batter shall receive all (if any) re-bowled 'unplayable deliveries' due. If a batter is dismissed from such a re-bowled delivery that wicket shall not count towards the bowler's analysis as a wicket taken.
Note. A batter, before being retired, shall receive all due re-bowled unplayable deliveries. Note. A No ball should not be called for overstepping, the umpire should counsel the player on the first occurrence and at the end of each over in which overstepping occurs.
- (b) On receipt of a signal from an umpire that a *Wide ball*, a *No ball* or a *Dead ball* has been bowled, the scorers shall record such deliveries in the score book as unplayable deliveries in the following fashion:
A blank rectangle is to be drawn within the pre-printed boxes allotted to the batter and bowler for the delivery in question so that the number of re-bowled deliveries and the batters to face those deliveries can be determined. The result (that is, runs scored, dismissal, etc) of any re-bowled delivery is to be recorded within the relevant blank squares for the batter receiving the delivery, and the runs scored etc (but not dismissals) against the bowler who bowled the original unplayable delivery.
- (c) If a bowler cannot bowl effectively from 14 metres, the umpire may advise the player to bowl from a shorter distance, but not more than 2 metres beyond the crease at the bowler's end.
- (d) When necessary the umpire should counsel the player and explain the correct technique required.
- (e) The umpire at the bowler's end shall call and signal Dead ball and not No ball if a ball which the umpire considers to have been delivered comes to rest before it reaches the striker or, if not otherwise played by the striker, before it reaches the popping crease. Once the umpire has called Dead ball the striker may not attempt to hit the ball, and the delivery is to be re-bowled by the batting team's umpire in accordance with subparagraph (a).

16.4 Leg before wicket

LBW decisions do not apply.

16.5 Length and other features of Pitch

- (a) The length of the pitch shall be 14 metres.
- (b) A set or sets of free-standing stumps may be used to achieve the lesser distance.

- (c) The idea of a reduced pitch length has been devised in accordance with the advisory policy of Cricket Australia.
- (d) To achieve the 14 metre rule, the batters will bat from one end only. Batters rotate at the end of each over. The batters run from popping crease to popping crease of the 14 metre pitch.

16.6 Bowling and Over limitations

- (a) All players are to bowl one over each in sequence until the allotted number of overs has been bowled.
- (b) Six-ball overs will apply with unplayable deliveries being re-bowled as explained in Rule 16.3(a).
- (c) Coaches are to encourage players to bowl a good line and length and to restrict the run-up to a reasonable proportion relative to the bowler's pace.
- (d) The bowler will be credited with each dismissal, even if the bowler has dismissed the same batter more than once.
- (e) Bowlers are to bowl from one end only.
- (f) The *Laws of Cricket* apply to Run outs in that they are not to be credited to the bowler's analysis as a wicket taken by the bowler.

16.7 Fielding

The field shall be set 3 on the On side and 3 on the Off side, all at a distance of 15 metres from the striker, and excluding the wicket-keeper, must be rotated at the end of each over.

16.8 Batting

- (a) At the start of each match the coach will divide the number of deliveries to be received (full 18 overs will be 108 balls) by the number of players in the team listed in the scorebook.
If the maximum 10 players are listed, eight players will receive 11 balls and two will receive 10 balls.
If 9 players are listed each player will receive 12 balls.
If 8 players are listed, four players will receive 14 balls and the remaining four will receive 13 balls.
If 7 players are listed, three players will receive 16 balls and four will receive 15 balls.
If the minimum 6 players are listed, they will each receive 18 balls
- (b) Irrespective of being dismissed, a batter will continue batting until the batter has received all allotted deliveries. Unless the dismissal occurs on the last ball of the over, when a striker is dismissed the striker shall change ends with the non-striker. (*ie, the non-striker will become the striker for the next ball.*)
- (c) Unless the striker was dismissed on the last ball, batters will change ends at the end of an over. (*ie, the non-striker will become the striker for the next ball*)
- (d) A batter shall not incur a penalty for being dismissed.
- (e) The batting side shall incur a penalty of 3 runs for each dismissal, to be deducted from the total at the end of its innings.
- (f) Scorers are to accurately record the batter's details and are to place a dot in the striker's line in the scorebook to indicate each ball faced from which no score resulted.
eg A configuration of six balls bowled to a batter in the batter's scoring line

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

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

**17. SPECIAL RULES FOR NON-COMPETITIVE AGE GROUPS
(UNDER 8 TO UNDER 12) FOR AFTERNOON GROUNDS USE**

- 17.1 If any game in the Under 8 to Under 12 age groups 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.
- 17.2 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.
- 17.3 The BNJCA Secretary will maintain a list of grounds that are available for play on Saturday afternoons ('alternative afternoon venues') and if a decision is taken to relocate the game to an alternative afternoon venue, the Secretary must be advised immediately, so that a note can be made in the records that the venue is intended for use by the particular teams involved.
- 17.4 If more than two teams seek to use the same alternative afternoon venue, preference will be given to the teams recorded by the Secretary as having first been approved to use the particular venue.
- 17.5 The Secretary will maintain an up-to-date list of available alternative venues based on the information provided by clubs, but it is acknowledged that other competitions and/or sports and/or schools may have access to some venues and may be using a venue which the Secretary believes to be otherwise available.

18. SATURDAY AFTERNOON CRICKET

- 18.1 For half-season teams in the Under 14 and Under 15 age groups and school teams in the Under 16 age group, some games will be drawn to be played on Saturday afternoons. Hours of play shall be as per Rule 1.4(b). All other rules apply with adaptations as appropriate, particularly in relation to times and stoppages of play.

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.

Players Code of Behaviour

- Play by the rules.
- Never argue with an official. If you disagree, have your captain, coach or manager approach the official during a break or after the competition.
- Control your temper. Verbal abuse of officials and sledging other players, deliberately distracting or provoking an opponent are not acceptable or permitted behaviours in any sport.
- Work equally hard for yourself and/or your team. Your team's performance will benefit, so will you.
- Be a good sport. Applaud all good plays whether they are made by your team or the opposition.
- Treat all participants in your sport as you like to be treated. Do not bully or take unfair advantage of another competitor.
- Cooperate with your coach, team mates and opponents. Without them there would be no competition.
- Participate for your own enjoyment and benefit, not just to please parents and coaches.
- Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.

Parents Code of Behaviour

- Remember that children participate in sport for their enjoyment, not yours.
- Encourage children to participate, do not force them.
- Focus on the child's efforts and performance rather than winning or losing.
- Encourage children always to play according to the rules and to settle disagreements without resorting to hostility or violence.
- Never ridicule or yell at a child for making a mistake or losing a competition.
- Remember that children learn best by example. Appreciate good performances and skilful plays by all participants.
- Support all efforts to remove verbal and physical abuse from sporting activities.
- Respect officials' decisions and teach children to do likewise.
- Show appreciation for volunteer coaches, officials and administrators. Without them, your child could not participate.
- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

	Under 8	Under 9	Under 10	Under 11	Under 12	Under 13	Under 14	Under 15	Under 16
Be sure to read the appropriate rule, this is a quick reference guide only.									
Wicket type	grass	concr	concr	concr	synth	synth	synth	synth	turf
Boundary	30	30	35	45	45	50	50	60	60
Pitch	14	16	18	20.12	20.12	20.12	20.12	20.12	20.12
Match Days	1	1	1	2	2	2	2	2	2
Innings type	Qtrs	Qtrs	Qtrs	Qtrs	Qtrs	Std	Std	Std	Std
Innings 2 day	-	-	-	50	50	55	55	55	55
Innings 1 day	18	24	30	26	26	26	26	26	26
Team	10	10	12	13	13	12	12	12	12
Quorum	6	6	7	7	7	7	7	7	7
Fielders	8	8	10	11	11	11	11	11	11
Batters	10	10	12	13	13	12	12	12	12
Bowlers	10	10	12	13	13	12	12	12	12
2 day Subs	-	-	-	2	2	2	2	2	2
Ball weight	110	110	110	142	142	156	156	156	156
Fielder dist	15	15	15	10	10	10	10	5	5
W-Keeping	half	half	half	half	half				
On-Coaching	yes	yes	yes	yes	yes	no	no	no	no
11.3 Penalty	no	no	no	no	no	yes	yes	yes	yes
Abstract	no	no	no	yes	yes	yes	yes	yes	yes
Bowlers									
Over, balls	6	6	6	8	8	10	10	10	10
Overs, Spell	1	1	1	4	4	4	5	6	6
Overs, inning				6	8	10	10	10	10
Overs, Day	8	8	8	8	8	8	10	10	16
Batters									
Retire min				25	25	25	25	25	25
Retire after				50	50	60	60	75	75
Out is out	no	no	no	yes	yes	yes	yes	yes	yes
LBW	no	no	no	yes	yes	yes	yes	yes	yes
Score+Wides	yes	yes	yes	no	no	no	no	no	no
Score+NoBIs	yes	yes	yes	no	no	no	no	no	no