

South East Queensland Cricket Inc

Ray Weier U15 & Shane Watson U16

1. OBJECTIVES

Whilst the Ray Weier & Shane Watson Cup are played in a highly competitive spirit, it should not be lost on participants and parents that player development is the real and most important objective of these Games.

The Rules

- a. These rules have been written to clarify modifications to the game and satisfy time constraints. Modifications are designed to enhance player safety and permit equitable opportunity for skill development.
- b. If rules are not covered by this document then the normal laws of cricket apply
- c. The Rules must be adhered to by local Associations and Umpires.
- d. If a decision on any rule, or interpretation, is required then it should be referred to the South East Queensland Cricket Junior Cricket Co-ordinator.

2. AGE GROUPS

Matches shall be played in under 15 & 16 Age Groups. Male players must be under the *relevant age* as at 31st August of the year. Female players may play one (1) age group below that of male counterparts.

3. DURATION OF MATCHES AND COMPOSITION OF TEAM

- a. Matches shall be of one day's scheduled duration and matches will consist of one innings per side
- b. Each innings shall be limited
- c.

Under 15	55 overs
Under 16	55 overs
- d. 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
- d. Interchange of fieldsmen without restriction is permitted, provided no playing time is wasted
- e. Eleven (11) wickets must fall for a side to be all out

4. PLAYING TIMES and INTERVALS

- a. Hours of play;
- b. 9:30am to 1pm**
- c. Lunch 1pm to 1:30pm**
- d. 1:30pm to 5pm**
- e. Lunch interval of thirty (30) minutes shall apply for all age groups.
Where the innings of the team batting first is completed within 1 (one) hour of the scheduled lunch interval, then and only then, if the umpires agree, and if possible, the lunch interval shall be taken early
- c. Drink breaks shall be taken each hour or more frequently by arrangement with the umpires in extreme conditions. All drink breaks are to be taken on the field of play, and supplied by the each Association. Players must not leave the field during a drink break

5. PLAYING CONDITIONS

It is the intent of the Playing Conditions to facilitate the maximum length match possible and achieve a fair result in a safe environment, while taking account of adverse conditions should such conditions exist.

a. General Conditions relating to playing surface

- Under 15 and Under 16 matches shall be played on turf wickets.
- The Match Committee reserves the right to allocate pitches and to relocate from turf pitches to synthetic pitches if the turf pitches are deemed unfit for play
- Covering of wickets during the Games is the responsibility of teams playing, under the control of the Umpires. Failure to assist will be construed as unfair play and dealt with accordingly
- Prior to the commencement of play the Captain, Coach and Manager only are allowed on the wicket area

b. Match Condition

- I. The team batting second shall face at least the number of overs as specified unless dismissed prior to the number of overs being bowled

c. Variations to Playing Conditions due to adverse conditions

Calculation of Overs

I. 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 (4) minutes lost. However, if in the umpire's 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 one hour lost

II. 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 twenty (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 or passed the opponent's score, the result shall be decided on the average run rate throughout both innings

Calculation of average run rate

Team batting first	ARR = runs scored / number of overs available
Team batting second	ARR = runs scored / number of overs faced
ARR is number rounded to 2 decimal places eg 3.245...=3.25, 3.244...=3.24	

- In matches in which both teams have had an opportunity of batting for the agreed number of over's, the team scoring the highest number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets down.

6. SAFETY & EQUITY MODIFICATION

Batting Restriction

Batsman shall be required to retire upon reaching 100 runs. However, he may return at the fall of the ninth wicket. Batsman may retire at any stage of their innings and return only when all other batsman has batted. Retired batsman may return in any order. Batsman who has retired hurt may return at the fall of the next wicket or at the retirement of any batsman.

Bowling Restrictions

- No bowler may bowl more than one-fifth (1/5) of the total over's allowed
- The maximum number of over's per bowler in under 15 and under 16 shall be eleven (11).
- The maximum number of overs by a fast or medium pace bowler in a spell shall be as follows
- Under 15 bowlers to bowl a maximum of 6 overs per spell.
- Under 16 bowlers to bowl a maximum of 6 overs per spell.

The equivalent of twice the number of overs bowled must elapse before that bowler may be permitted to bowl again, or 60 minutes – whichever is the greater.

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 ninety (90) degrees on the offside from point to wicket-keeper.
- This Rule also applies to an Under 14 player playing in the Under 15 or Under 16 Age Group
- For Under 15 and Under 16 players only, fielders are permitted within the 10 metre radius provided that they wear protective gear i.e. a minimum of helmet and groin protector, but under no circumstances closer than 5 metres **prior to the batsman playing the ball**
- **In all age groups, a maximum of five (5) fieldsmen are permitted on the leg side**

Coaching Restrictions

Twelfth men are allowed on the field of play to carry drinks. Coaching from the boundary or any other portion of the playing area or surrounds, shall not be permitted under any circumstances whilst the game is in progress.

Protective Equipment

Batsmen are to wear standard protective gear i.e., batting gloves, groin protector, and batting pads.

Wicketkeepers are to wear wicket keeping gloves, groin protector and pads. While standing up at the stumps wicketkeepers **must** wear a helmet complying with the relevant Australian standard (currently AS/NZS4499:1197). When not in use helmets are to be placed **behind the wicketkeeper**.

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" in all Age Groups, and can be called by either umpire. A fast delivery is a delivery to which a wicketkeeper would normally stand back to receive, in the opinion of the umpire

g. Wide Deliveries

The Host Zone shall instruct umpires to call "WIDE" should a bowler persistently bowl wide of leg stump. As a guide for the umpire, a dotted line shall be drawn 45 centimetres either side of the centre stump to cater for both left and right handed batsmen. This line shall extend 15 centimetres either side of the bowling crease.

7. MATCH POINTS

Points shall be awarded as follows:-

Win	Two (2) points
Loss	Nil (0) points
Tie or draw	One (1) point

Incentive points will be allotted at .01 point for each run scored and .25 point for each wicket taken.

8. MATCH BALLS

- a. Balls shall be provided by Each Association
- b. Balls shall be 4 piece leather 156gm. Approved by SEQC

9. TROPHY

- a. Each Age group winner shall receive a replica of the original Shane Watson and Ray Weier Cup.

10; CODE OF BEHAVIOUR

SEQC has a policy of 'zero-tolerance' in regard to any act that contravenes "The Preamble – The Spirit of Cricket" in The Laws of Cricket (2000 Code). Clauses 4-7 quoted below

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.

Umpires shall be instructed by the SEQC Representative to report any breach of "The Spirit of Cricket". The SEQC Representative is empowered to act on a report (as per Procedure for Handling Breaches of the Code of Behaviour); SEQC Representative may suspend player/s or team officials for one or more matches.

11 PROTESTS & DISPUTES

A. A special Sub Committee of the Management Committee comprising of the Management Committee plus one other elected member shall constitute the Disputes Committee. The mechanism for dealing with disputes and protests during competitions shall be as follows:-

- (i) Any dispute or protest may be lodged by a member in writing with the Secretary.
- (ii) Such written protest or notice of dispute must be lodged within 48 hours of the alleged incident.
- (iii) The Secretary shall immediately publish the complaint to the other party by providing that other party or club (as the case may be) with a copy of the complaint.
- (iv) The other party or club shall have 24 hours to respond in writing to the complaint by notice to the Secretary.
- (v) The Protests and Disputes Committee shall consider the complaint and the response and, at its absolute discretion shall be entitled to call for the personal appearance before it any persons likely to have evidence touching the matter dispute.
- (vi) After consideration of all the evidence the Committee shall make a decision of the complaint and notify each party of their decision in writing with brief reasons for decision.
- (vii) The Protests Committee shall have authority to:
 - (a) Dismiss the complaint
 - (b) Uphold the complaint and censure the other party and/or club in respect of such conduct.
 - (c) Uphold the complaint and impose a penalty upon any member or affiliated club by either a loss of points for the team involved in such an incident and/or a fine not exceeding \$50.00.
- (viii) Any fine imposed by the Disputes Committee is to be paid within 14 days of its imposition and failing payment, if the fine is levied against the club, any points or other benefits which the club and it's teams in current competition are entitled to receive shall be suspended until payment.

B. Members aggrieved by a decision of the Committee shall have a right of appeal to the next General Meeting of the Association.

Such an appeal must be writing and delivered to the Secretary of the Association at least 7 days prior to the date of the meeting. The decision of the members in General Meeting shall be binding and final.

12; UMPIRES & GROUND

The home team shall supply one (1) umpire per game and will bear the cost of the ground fees for that game. If the Home Team Umpire is unavailable, then the Coach, Manager or Parent, can only umpire their own team.

13. RESULTS SHEETS

Results are to be entered into MYCRICKET by Wednesday after the game. Failure to do this could see points not being allocated.

14. FORFEIT

In the event of a team forfeiting, the opposing team shall receive the maximum points allocated for that round.

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