

# Crookwell, Goulburn, Highlands & Yass

Combined Competition

## JUNIOR CRICKET RULES

**Under 14 & 17's**

Season 2023/24

One Day Playing Conditions



# Spirit of Cricket

## Preamble

**Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.**

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct, and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes, and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

## **Introduction**

The HDCA reserves the right to decide which course of action to take when there is a disagreement over the wording or understanding of these Rules.

All matches shall be played in accordance with the 'MCC LAWS OF CRICKET', except as modified here after, and to the Rules considered applicable to the competitions within the Association.

Where HDCA is mentioned in these rules as a point of contact it means the Association's Director of Competitions or a person or persons nominated by that Director prior to the start of each season.

## **PART A – MATCH PLAY RULES**

### **1.0 Administration**

**1.1** These Match Play Rules are to be used for all Under 14 & Under 17's – Stage 3 games played by Highlands District Cricket Association (HDCA).

### **2.0 Match Playing Conditions**

#### **2.1 Fitness of Light, Weather, Pitches and Grounds**

**2.1.1** These shall be determined by the official umpire(s) where in attendance, or by the acting unofficial umpires at the time. In the event of disagreement between the acting unofficial umpires, the state of affairs existing at the time shall continue. i.e. if play is in progress, it continues, if the players are off the field, they stay off. Where lightning is occurring, play shall cease immediately in the event that a lightning flash is followed by thunder less than 40 seconds later. Play shall not resume until 30 minutes after the last lightning flash. It is recommended that no person enter the field of play during the period that play is suspended under this rule.

If one of the acting unofficial umpires or team captains considers the safety of the players is at considerable risk by continuing to play, then play must be stopped until conditions are considered safe. Where this occurs and play is abandoned both team captains and acting unofficial umpires must submit an incident report to the HDCA in terms of Match Play Rule 25 for a ruling on the result of the game.

**2.1.2** Where Official Umpires are appointed, they shall be the sole arbiters.

### **3.0 Sightscreens**

Where a sightscreen or any part of its structure is located within the field of play, it shall be roped off or have a line marked around the section located within the field of play, which shall be the boundary. In case of a moveable sightscreen located wholly within the field of play, the movable range of the sightscreen shall be roped or marked off.

## **4.0 Home Team**

The team mentioned first on the draw (including finals series) shall be the Home team and is responsible for the stumps and boundary markers.

## **5.0 Unfit Pitch or Ground Prior to Commencement of Play**

**5.1.1** Should a ground be deemed unplayable on the day before play it is the home club's responsibility to contact the HDCA Junior Cricket Coordinator. If a ground should be closed by council that decision shall stand.

**5.1.2** Should the home club deem a ground unplayable on the morning of the day's play, the representative of the club concerned will contact the HDCA Junior cricket coordinator by 7am and provide photographic evidence to support their view. The HDCA Junior cricket coordinator or their nominee will then provide a final decision. It will then be the club's responsibility to inform the players

**5.1.3** The start of play may be delayed until 10:00am if the ground is unplayable or weather conditions do not permit play to start. If the day's play hasn't started by 10:00am, the day's play will be abandoned.

**5.1.4** If the match isn't transferred by 7:15am on the day of the match, both teams will be required to be present at the ground listed in the Competition draw in time for the scheduled starting time.

**5.1.5** Should the match be transferred, the Umpire shall set the rescheduled starting time for the match, taking into account the distance to be travelled to the assigned venue. If no Umpire is present, an agreement will be made between the captains/coaches involved.

## **6.0 Drinks Break**

**6.1** There will only be one drinks break during one day matches unless extreme heat conditions exist. A drinks break may be taken if the fielding team changes the wicket keeper or at the discretion of the umpires. Note - coaches are encouraged to keep players on the field to avoid delays.

## **7.0 Fielding Restrictions**

**7.1** Under 14 & Under 17's - Stage 3 players cannot field within 10 metres of the batter except for regulation slips, gully and wicketkeeper.

**7.2** Failure to comply with these rules will result in the delivery being called a no ball by either umpire.

## **8.0 Wide Ball**

**8.1** For all matches current laws define a wide as a ball that is not sufficiently within the reach of the batsman for him/her to play a normal cricket stroke.

**8.2** Any ball that pitches on the synthetic surface and then passes the batsman outside the confines of the synthetic surface on the off-side shall be called a Wide ball.

## **9.0 No Ball**

**9.1** A ball being bowled and pitching outside or on the side edges of the synthetic shall be called a no ball by the Umpire.

**9.2** Any delivery which, after pitching, passes or would have passed over the head height of the striker standing upright at the crease is to be called a No-Ball.

**9.3** Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be called a No-Ball.

**9.4** Any such full pitch ball above waist height, that the umpire deems to be dangerous, shall mean the bowler is given a first and final caution. Should the same bowler deliver a second waist high full toss that the umpire deems to be dangerous, that bowler shall be suspended from the attack for the remaining balance of that innings. Any incomplete over shall be completed by another bowler (subject to a bowler not exceeding their permitted over allowance – a partial over shall count as a full over for the sake of this restriction).

**9.5** Any delivery that bounces more than once (or rolls along the ground) before it reaches the popping crease (the crease at which the striker generally takes stance) shall be called a No-Ball.

## **10.0 Scoring of Wides and No-Balls**

**10.1** Wides and No-Balls shall be debited against the bowler, and cause 1 run to be credited to the batting team IN ADDITION to any other runs scored.

**10.2** Additional runs scored from a no-ball as a result of the Batsman striking the ball shall be credited to the batsman, and also debited against the bowler.

**10.3** Byes and Leg Byes off a No-Ball will be credited as such, rather than as No-Ball extras, and shall not be debited against the bowler. So, for example, if a No-Ball goes for 4 Leg Byes it will be recorded as one No-Ball and 4 Leg Byes. (Similarly, with Byes)

**10.4** Byes scored from a Wide ball shall be scored as Wides. For example, if a Wide ball goes to the boundary it shall be scored as 5 Wides and be debited against the bowler.

## **11.0 Voluntary Retirement**

Any player that retires voluntarily shall be classed as out. The player shall not be allowed to recommence his/her innings and will be recorded as 'Retired-

Out' in the scorebook and also on the Play HQ website. The exception to this rule is if a player 'Retires Hurt' when the MCC Laws of Cricket are applied.

## **12.0 Boundaries**

Boundaries shall be the distance from the pitch of 50 metres in a circle (like a 1-day international game). The boundary shall be marked out prior to the start of play using appropriate boundary markers.

## **13.0 CONDUCT OF MATCHES**

Under 14 & Under 17's - Stage 3 Junior Cricket will essentially be played as 9 a side 28 over 1-daygames.

**Two-day matches will be run under separate playing conditions.**

### **13.1 Playing Hours**

Games will be played on Saturdays. Play shall commence at **8.20 am** and continue until **11.50am** or completion of the match

1<sup>st</sup> innings 8.20am to 10.00am / 2<sup>nd</sup> innings 10.10am to 11.50am.

### **13.2 Teams**

The minimum number of players to form a team is 7. **Teams can match numbers up to 11 per side however this must be agreed to prior to the toss and names recorded on team sheets.**

Teams are permitted to play 11 players, with 2 non-bowling Batters and 2 different non-batting Bowlers in One-day matches. The non bowlers and non batters are to be nominated on the team sheet to be exchanged by the captains prior to the commencement of the match. The wicketkeeper may not be nominated as the non-bowler.

### **13.3 Termination of Play**

The drawing of stumps shall be at the completion of the match, unless play is terminated by the umpire due to extraordinary circumstances, (i.e. bad light, rain etc.) or as detailed in Rule 2.1.1. When no Official Umpire is present, play may be terminated with an agreement between captains/coaches.

### **13.4 Number of Overs**

**13.4.1** Each Innings shall be limited to a maximum of **28 overs**. However, the innings of the team batting first must conclude at **10.00am**, regardless of the

number of overs bowled. If an over is commenced just prior to 10.00 am then that over will be completed.

**13.4.2** The innings of the team batting second shall commence at **10:10am** or 10 minutes after the conclusion of the team batting first if they have been dismissed. They shall be entitled to receive the same amount of overs as the team batting first, or 28 overs if the team batting first has been dismissed, regardless of the finishing time.

### **13.5 Interruption to Play During the First Batting Team's Innings OR Before Play Has Commenced**

**13.5.1** The Umpires may reduce the daily quota of overs (max. 56) in the case of interruptions to play for rain, unsafe pitch, bad light, lost balls, injury to a player or late start to a session, on the basis of actual time lost. All such deductions shall be calculated at the rate of one over every 4 minutes of time lost. Fractions shall be ignored in the re-calculated quota.

Example: A rain squall brings a break in play at 10.00am. Once the rain has subsided the Umpires decide that play will resume at 10:50am. Therefore, the time lost (50 minutes) is divided by 4 which gives a reduction of 12.5 overs, which, ignoring the fraction, reduces the day's quota by 12 overs (in this case to 38 overs). The quota may be reduced as many times as required for lost time due to wholly acceptable reasons as detailed above.

**13.5.2** If an interruption to play occurs during the first team's batting innings, then, using the Table for Over Reductions and the daily quota of overs, the overall overs left in the match shall be calculated and the first batting team shall be limited to half those overs, regardless of how many they have received at that point.

Using the example above: 12 overs were lost due to a rain squall. That makes the overall number of available overs left for the match to be  $56 - 12 = 38$  overs. Ignoring fractions, the first batting team is now entitled to 19 overs, and the second team's innings will be limited to the same.

**13.5.3** In the case of overs lost, it will be necessary to specify a new cessation time of the first innings, taking into account the scheduled time of drawing stumps. Where it is practicable, consideration should be given to reducing the break between innings.

**13.5.4** After the scheduled drawing of stumps, 11.50, play cannot be resumed if the players are off the ground due to an interruption to play.

### **13.6 Interruption to Play During the Second Team's Batting Innings**

**13.6.1** The Umpires may reduce the daily quota of overs (max. 56) in the case of interruptions to play for rain, unsafe pitch, bad light, lost balls, injury to a player or late start to a session, on the basis of actual time lost. All such

deductions shall be calculated at the rate of one over every 4 minutes of time lost. Fractions shall be ignored in the re-calculated quota.

Example: A rain squall brings a break in play at 11.00am. Once the rain has subsided the Umpires decide that play will resume at 11:30am. Therefore, the time lost (30 minutes) is divided by 4 which gives a reduction of 7.5 overs, which, ignoring the fraction, reduces the day's quota by 7 overs (in this case to 44 overs). The quota may be reduced as many times as required for lost time due to wholly acceptable reasons as detailed above.

**13.6.2** If an interruption to play occurs during the second team's batting innings, then and using the above formula, the overall overs left in the match shall be calculated. This may cause the second batting team to receive less overs than the first team was entitled to. In this case, the match will be decided on run rates (unless the second batting team is dismissed).

Using the example above: 7 overs were lost due to a rain squall. That makes the overall number of available overs left for the innings to be  $28 - 7 = 18$  overs.

**13.6.3** After the scheduled drawing of stumps, 11.50 am play cannot be resumed if the players are off the ground due to an interruption to play

## **13.7 Bowling Restrictions**

**13.7.1** A player may either bat or bowl in the first 4 but cannot do both. ie: a player batting 1 to 4 cannot bowl until at least 4 other bowlers have completed their minimum 2 overs, nor can a bowler who bowls 1 to 4 bat above number 5.

**13.7.2** The maximum number of overs per bowler is 3 overs per spell and 5 overs per game.

This rule will still apply if the match overs are reduced for any reason (rain etc.).

**13.7.3** No bowler is permitted to bowl a 4<sup>th</sup> over until such time as minimum 5 players have bowled 3 overs.

**13.7.4** Where a bowler/s in the opinion of both coaches is being caused discomfort by continuing to bowl or is incapable of bowling, then that player will not be required to bowl or continue to bowl. In such cases the overs attributable to this bowler/s will be bowled by a player/s agreeable to both coaches. In these circumstances, no player shall bowl more than 5 overs total.

**13.7.5** In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an



over will count as a full over only as so far as each bowler's limits are concerned.

13.7.6 All bowlers in this competition shall only be permitted to bowl a **maximum of eight (8) deliveries in an over (including wides and/or no balls)**. Where this restriction is perceived by the umpires to affect the result of the match by not allowing the batting side access to six legal deliveries in the final over of their innings the umpires may instruct the captain to use another bowler or bowlers to complete six legal deliveries in that over, so long as the bowler/bowlers so used do not exceed their daily maximum allocation of overs.

For clarity: The last over of play shall see 6 legal deliveries bowled in the final over of each innings

Example - If a medium or faster bowler U/19 has bowled a spell of 6 over's and has a rest period equal to that of their maximum over's in a spell (8 over's from the end in which they bowled from) then that bowler is entitled to bowl in his second spell the maximum overs allowed in a spell (8 overs)

### **13.8 Batting Restrictions**

A player may either bat or bowl in the first 4 but cannot do both. ie: a player batting 1 to 4 cannot bowl until at least 4 other bowlers have completed their minimum 2 overs, nor can a bowler who bowls 1 to 4 bat above number 5.

### **13.9 Bowling & Batting Restrictions When Teams Do Not Have A Full Team (9 Players)**

13.9.1 The wicketkeeper may also be required to bowl, subject to Rule 13.7.2.

If Rule 13.7.2 is enforced, players agreeable to both coaches may bowl a maximum of 5 overs to make up the allotment of 28 overs.

### **13.10 Compulsory Retirement**

The Retirement is 75 runs or having faced 50 legal balls (No balls and Wides do not count in the batsman's tally of balls faced) in Under 14 & Under 17's - Stage 3. Retired Players can return to the crease once all other batsmen have either lost their wicket or retired. Subject to Clause 13.9.1 above.

### **13.11 Result of Match**

Matches are played to a first innings result only.

13.11.1 In a match when both teams have the opportunity to receive the same number of overs then the team with the higher score is declared the winner.

13.11.2 If the second batting team does not have the chance to receive the same number of overs as the team who batted first, then the winner will be determined on run rates (unless the second batting team is dismissed).

**13.11.3** A match will be considered drawn if the team batting second does not have the time to receive at least 15 overs, and they haven't been dismissed or reached the winning score.

**13.11.4** To gain a result, both teams must receive a minimum of **15 overs**. For example, a minimum of 15 overs per side needs to start by 9.40 am to constitute legitimate match. (60mins per side with a 10min innings change).

### **13.12 Runrate**

**13.12.1** If the team batting first has been dismissed in fewer than its full quota of overs, the calculation of its Run-Rate shall be based on the full quota of overs to which it was entitled at the conclusion of its innings and not on the number of overs in which it was dismissed, subject to over reduction for weather conditions.

**13.12.2** If the team batting first was not dismissed when their innings closed, then the run-rate shall be calculated on the number of overs it had received.

**13.12.3** The team batting second will have its run-rate calculated based on the actual number of overs it has faced.

**13.12.4** The team with the highest Run-Rate will be declared the winner, subject to Rule 13.11.4.

## **14.0 Cricket Australia Youth Pace Bowling Restrictions**

This is a standard rule for ALL junior cricket and is included here for reference only.

The following guidelines are suggestions from Cricket Australia to help limit bone stress injuries in young fast bowlers.

<b>GUIDELINES</b>
Avoid bowling more than 2 days in a row where possible
Avoid bowling more than 4 days in a week
Allow one easy week (eg: 50% of target load) every 4-5 weeks
Schedule a week off bowling after every 10-12 weeks of bowling to allow your body to recover

The following rules shall apply:

No medium pace or faster bowler (broadly defined by one or both of the Umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell, and numbers of over in a day's play as set out below

Restrictions apply to young bowlers of medium pace or faster in regard to the number of overs, which are allowed in a spell and in a days' play. Restrictions are as follows:

AGE GROUP	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN A DAY'S PLAY
Under 18/19*	7	20
Under 16/17*	6	16
Under 14/15*	5	12
Under 12/13*	4	8
Under 11*	2	4

\* As at midnight on 31 August of the season in question

**a)** Such a bowler shall have a minimum rest period between spells of at least the same number of overs bowled from the same end as the bowler's immediately concluded spell.

**b)** A bowler who has bowled a spell of fewer than the maximum number of overs set out in the above table, may resume bowling prior to the completion of the minimum rest period as defined in a) above, but this will be considered an extension of the same spell, and the limit of overs in total in the spell will still apply. Following the completion of the spell, the normal break between spells will apply - the break within the spell is disregarded.

**c)** For the purpose of calculating a bowler's minimum rest period as defined in a) above, any interruption to play due to weather or an interval shall contribute in the amount of 1 over for each 4 minutes or part thereof.

**d)** Where a bowler changes between medium pace (or faster) and slow bowling during a day's play:

**(i)** if the bowler begins with medium pace (or faster), the bowler is subject to the playing condition throughout the day

**(ii)** if the bowler begins with slow bowling and changes to medium pace (or faster), the playing condition applies from the time of the change, and all overs of slow bowling bowled prior to the change shall not be taken into account in either the current spell or the daily limit.

**e) Responsibilities for Breaches, Disputes etc.**

**(i)** It is the responsibility of the fielding Captain/Coach to ensure that this playing condition is upheld. The Umpires will assist in maintaining records to enable the enforcement of this rule together with the Scorers of the match. Scorers must notify the Umpires and fielding Captain whenever a bowler reaches the maximum number of overs he may bowl without a break, and must notify the Umpires immediately if a bowler starts (or is about to start) an over when he is not permitted to bowl under this Rule.

**(ii)** If the Umpires become aware of breaches of this playing condition, when the ball is dead, they shall direct the Captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over.

**(iii)** Should a dispute or uncertainty regarding the application of this playing condition occur during play, the Umpires shall make the final decision on its application based on information available from the scorers or other sources.

## **MCC Laws of Cricket**

### **15.0 Law 1: The Players**

**15.1** Toss should be made in the presence of one or both umpires. Before the toss for innings, the captain/coach shall nominate his players, and give to the other captain/coach a Team Sheet, and no alterations may be made without the consent of the opposing captain/coach. The team sheet will include the date, opposition and all players taking part for your team. The captain winning the toss must notify the other captain of his decision to bat or field immediately.

**15.2** Any player playing in a match that isn't listed on the Team Sheet shall be deemed ineligible and that player's team shall forfeit all points earned in that match. The opposition team will earn maximum points for the round in that grade.

### **16.0 Law 2: The Umpires**

**16.1** Before the toss for innings, two umpires (either official or non- official) shall be appointed, one for each end, to control the game as required by the Laws, with absolute impartiality.

**16.2** If Official Umpires are unavailable, the captains/coaches should agree on the appointment of Non-Official Umpires, who may from time to time be changed as circumstances dictate.

**16.3** During a match where there is only one or no Official Umpire present, the Managers or Coaches, acting as Umpires, will have the same rights and responsibilities as an appointed Umpire.

**16.4** No Umpire is permitted to carry a batsman's or fieldsman's helmet during the course of the match. In the case of a batsman, the batsman must wear or carry his helmet at all times, or have it removed from the ground. In the case of a fieldsman's helmet, the helmets must be placed behind the wicketkeeper when not in use. The removal of helmets from the ground shall be limited to only the necessary occasions, not as a method of wasting time.

**16.5** All Managers or Coaches acting as the Square Leg Umpire will assist the other Umpire by counting the number of legal balls bowled and signalling the other Umpire when 4 legal balls have been bowled.

**16.6** All Managers or Coaches acting as the Square Leg Umpire will not stand more than 20 metres from the wicket and will stand at either square leg or point provided, he does not impede the fielding side. It is not necessary to change sides for left and right batsmen.

### **17.0 Law 3: The Scorers**

**17.1** Each club shall use score books approved by the HDCA and these shall be made available for inspection when required. Any Club or team failing to do so, or failing to keep proper record of each match, and this includes keeping of the Oppositions score, shall be liable to a fine as prescribed in the HDCA Member Regulations

**17.2** Any dispute, caused by a discrepancy in the scorebooks, that cannot be rectified, shall be decided by the HDCA.

**17.3** Scorebooks must be signed by the Coach or Manager of each team confirming the result unless there is a protest or dispute. (Refer to Rule 25)

### **18.0 Law 4: The Ball**

**18.1** Within this Association, any Red 156g leather or synthetic balls may be used in Junior Cricket Stage 3 competition matches. The leather ball will be used in the first instance.

Team captains/coaches must both agree prior to the toss on the use of a synthetic ball.

**18.2** In the event of a ball during play, being lost or, in the opinion of the Umpires, becoming unfit for play through normal use, the Umpire shall allow it to be replaced by one that in their opinion has had a similar amount of wear. If a ball is to be replaced, the Umpires shall inform the batsmen. The replacement ball shall be of a make and quality approved by the HDCA.

**18.3** It is not necessary that a new ball be used for each innings or match.

**18.4** Teams are not allowed to use any other balls than the balls prescribed in rule 18.1. Any team not using the prescribed balls will be deemed to forfeit the match and the penalties from HDCA Member Regulations Annexure C will apply.

### **19.0 Law 8: The Stumps**

**19.1** All stumps used in matches under the control of the HDCA are preferably to be made of timber only. Stumps with metal ferrules may be used in matches played on Synthetic Pitches, but under no circumstances shall stumps with metal tops be used.

### **20.0 Law 12: Start of Play**

**20.1** A penalty of 15 runs is automatically imposed on any team which does not have a minimum of seven nominated players in attendance ready to commence play at the scheduled time. Should the team still not have a minimum of seven nominated players ready to commence after a further 15 minutes then a forfeit shall be awarded to the opposing team.

**20.2** A Penalty of 15 runs is automatically imposed on the Home team if the field of play has not been set up (stumps, boundary markers, etc) ready to commence play at the scheduled time. Should the Home team still not have the field of play ready to commence after a further 15 minutes then a forfeit shall be awarded to the opposing team.

Extenuating circumstances shall be taken into account before enforcing this Law.

### **21.0 Law 24: Substitute Players**

**21.1** Substitutes are not allowed to bat, bowl or act as captain and must meet the age requirement.

They are, however, allowed to wicket keep with consent of the umpires.

### **22.0 Law 36: Leg Before Wicket**

#### **22.1 Out LBW**

The striker is out LBW in the circumstances set out below:

- a) The bowler delivers a ball, not being a No Ball and
- b) the ball, if it is not intercepted full pitch, pitches in line between wicket and wicket or on the off side of the striker's wicket and
- c) the ball not having previously touched his bat, the striker intercepts the ball, either full pitch or after pitching, with any part of his person and
- d) the point of impact, even if above the level of the bails either
  - (i) is between wicket and wicket or
  - (ii) is either between wicket and wicket or outside the line of the off stump, if the striker has made no genuine attempt to play the ball with his bat and
- e) but for the interception, the ball would have hit the wicket.

#### **22.2 Interception of the ball**

- a) In assessing points (c), (d) and (e) in 24.1 above, only the first interception is to be considered.
- b) In assessing point (e) in 24.1 above, it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not.

#### **22.3 Off side of Wicket**

The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery.

### **23.0 Protests and Disputes**

**23.1** Any protest or dispute must be preceded by the Official Umpires or Captains/Coaches declining to sign the scorebook.

**23.2** Protests and Disputes (as opposed to matters relating to behaviour and conduct) shall be lodged in accordance with the HDCA Member Regulations and Rule 12.0 of the Competition Rules (below).

## **PART B - COMPETITION RULES**

### **1.0 Competition Structures**

Essentially 9 a side 28 over 1-day or 2-day matches played on Saturday Mornings

### **2.0 Code of Conduct / Judiciary Hearings**

Please refer to HDCA Code of Conduct for Judiciary hearings and process, located on the HDCA website.

### **3.0 Complaints**

Please refer to HDCA Members Regulations on how to make a complaint around player behavior.

### **4.0 Safety Equipment**

**4.1** All players, while batting, MUST wear protective equipment, including a properly fitted helmet, batting pads, batting gloves and a protector.

**4.2** All players, while wicketkeeping, MUST wear protective equipment, including pads, wicketkeeping gloves, a protector, and a properly fitted helmet **(regardless of where they are standing)**.

### **5.0 Player Qualification**

**5.1** Players ages on the 31<sup>st</sup> of August at the start of the season in question dictate which age group they are eligible to play. 13 and under are eligible for Under 14's, 17 and under are eligible for Under 17's



**5.1(a)** A dispensation for players outside these parameters must be sort via a written application to HDCA secretary not later than 6.00pm on the Thursday before the first game. The Club making the request should provide supporting information with such an application:

- the player’s name,
- their cricketing experience from past seasons,
- the reason for the request,
- any genuine attempt to find and play for another team or club, and
- the likely impact of the approval and non approval of the request.

**5.2** Girls may play down one age group but must abide by the rules of the competition in which they play.

**5.3** Players may play up a division if given prior approval by the HDCA.

**5.4** When a club has more than one team in a division, players may not play for more than one team.

**5.5** Clubs or teams wishing to transfer players within the same grade must make a written application to HDCA secretary not later than 6.00pm on the Thursday before the next game.

No transfers will not be considered after the 30<sup>th</sup> November.

## **6.0 Competition**

**6.1** The HDCA shall fix the commencement and conclusion dates of the competition season each season. The concluding date shall be the last playing Saturday in March.

**6.2** Team nominations for Junior Cricket are restricted to 13 registered players.

## **7.0 Competition Draw**

The HDCA will be responsible for the Competition Draw. They will determine the Draw as soon as possible after the Team Nominations are made.

## **8.0 Competition Points**

**8.1** If the draw does not allow for every team to have the same number of byes, then those teams receiving an extra bye shall receive maximum points obtained for the round in that Division.

### **8.2 Points**

<b>Result/Outcome</b>	<b>Points</b>
Win	10

Loss	2
Draw- Washout	6
Tie	6
Forfeit Win	Maximum points by a team in round
Forfeit Loss	0
Bye	0

## 9.0 Forfeitures

A team forfeiting a match shall be fined as per HDCA Member Regulations Annexure C. For the sake of clarity, a forfeit shall be defined as a side who cannot supply the minimum number of players required to have at match by the agreed commencement time

## 10.0 Return of Match Results/Match Disputes

**10.1** On the completion of each Competition match both captains/coaches are to ensure all details in the score books are entered and correct (including who took the catches). If it is agreed that this is so they are then required to sign the opposition scorebook.

Once the scorebook is signed the result is official and no further action can be taken. If there is a dispute DO NOT sign the scorebook.

**10.2** All disputes must be through the club Secretary and lodged with the Association secretary no later than 8.00 pm Monday following the completion of the match.

**10.3** It is the responsibility of both teams to enter the match results into the Play HQ Website by no later than 8.00 pm on the Tuesday following the completion of the match.

**10.4** The team first entering the results are required to:

**a) select their team and update**

**b) enter all the details for BOTH teams in the Enter Results section. I.e. toss won by, Batted 1<sup>st</sup> innings commenced for both teams and all details of both teams scores, match result. If the match is in dispute enter as so near the bottom right of this page**

**c) enter both your batting and bowling figures and save**

The team entering 2<sup>nd</sup> is required to:

**a) select their team and update**

**b) confirm result**

**c)** enter both your batting and bowling figures

**d)** complete all details for BOTH teams in the Enter Players Scores section. This includes entering who took the catches, batsman's score, bowling figures. Note you need to click opposition dismissals to enter their results. If the match is in dispute enter as so near the bottom of this page, then click save.

### **10.5**

**a)** Team/s who fail to complete their required sections on time will be deducted 2 competition points. The club will be notified of the deduction by the HDCA secretary no later than 8.00 pm Wednesday following the deduction.

If team/s still fail to enter their required sections by 8.00 pm Friday following the match, team/s will have a further 8 points deducted. The club will be notified by the HDCA secretary no later than 8.00 pm Monday following the deduction.

If team/s still have not entered their required results by the next Wednesday a fine of \$250.00 will also be imposed on the club.

**b)** Teams participating in the finals series are also required to complete their required sections on time. Teams failing to do so will be fined \$100.00. The club will be notified of the fine by the HDCA secretary no later than 8.00 pm Wednesday following the fine.

If team/s still fail to enter their required sections by 8.00 pm Friday, following the match, team/s will be fined a further \$250.00

### **11.0 Minor Premiership**

**11.1** At the conclusion of the last round the teams shall be placed in order according to their competition points. In the event of two or more teams being equal, their positions shall be determined by averages on the HDCA Website, Ladder. If equal it will be decided by the team who has recorded more points when playing against each other. If that is equal the averages rule when they played each other will decide their positions. The leading team shall be declared Minor Premiers.

### **11.2 Averages**

To work out the averages, we do the following:

A = batting average for: divide total runs scored by total wickets lost

B = batting average against: divide total runs against by total wickets taken

Average = divide A by B

The team with the higher average shall be deemed to have the better performance. The average will be taken to 3 decimal places.

## **12.0 Finals Series**

**12.1** The finals format will be determined by how many teams are participating in the competition.

**12.2** If the competition has 5 teams or less, the 2 highest teams on the competition points table will play in the Grand Final (there will be no semi-finals).

**12.3** If the competition has 6 or more teams, it will be the regular finals draw, as per below;

The leading four teams in the Junior Cricket Competition shall play Semi-final matches and the winner of the Semi-finals shall play in the Grand Final. The winner of the Grand Final will be declared Premiers.

Semi-Finals draw: 1 v 4 and 2 v 3

The Final will be played under the same format used for the main competition for example:

Either: 1 Day /25 over matches Saturday morning or 2 Day formats where Semifinals and Final will be played over a Saturday and Sunday.

## **13.0 Trophies**

**13.1** The Premiership winning team will be presented with the Trophy for winning their respective competitions.

**13.2** A \$300 charge will apply if the trophy is not returned to the association before the start of the next cricket season.

**13.3 Batting and bowling** awards will be based on their regular series averages (excluding finals) and recipients presented with the trophy for winning their respective categories in each competition.

