

Blacktown City & District Cricket Association Inc

Junior Competition Rules

Effective from 15th July 2021

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1. Any team playing a person prior to registration, or otherwise unqualified, shall lose the match in which he/she played and their opponents shall receive the maximum number of points gained by any team gained in that division. The offending team shall not be awarded any points.
2. Reports under Rule 1. Must be in writing but need not be defined as protests.
3. Any player having played six(6) matches in a **age group** higher than that **age group** he was originally registered shall not play in a lower **age group** without the permission of the Grading Committee. AMENDED 4/7/00
 - (a) If for any age group there are two(2) separate competitions (eg. Division 1 and Division 2), a player playing in a Division 2 side will be able to play a maximum of three(3) games in the higher Division 1 side before being upgraded. No player from Division 2 in the same age group can be brought in to play in the Division 1 Semi or Final without approval of the Executive Committee. A player must play three(3) games in a Division to qualify for the Semis and Final in that Division. RENUMBERED from 35. 4/7/00
4. No player may play with more than one club during the season unless a permit is granted by the Executive Committee. No permit or transfer will be granted after the Executive Committee meeting held prior to the last match to be concluded in December of the competition then current.
 - (a) Furthermore no junior player who starts a junior association match shall be allowed to leave their current match to play any other match or any other competition match for another club including Blacktown grade matches. Players can still be called up under current rules but they cannot start a district match and leave to go to grade game. Teams breaching this rule will forfeit that match in which the breach occurred and no points will be awarded to that team. AMENDED 8/9/2018
5. Players desirous of transferring from one club to another must produce a clearance from the last club played with in the current season, and must obtain the approval of the Committee prior to playing with the different team to that which they were originally registered. Players violating this rule will be deemed to be unregistered.
 - (a) Names of players to be registered must be submitted on the team registration form supplied by the Association. Such forms must contain the full names of all players & their My Cricket ID number for whom registration is sought and be lodged on or prior to 31st August. (Amended 21/7/15)
 - (b) Subsequent applications for late registrations, complete in all details by the club secretary or his/her accredited representative, will be received and considered.
 - (c) All late registrations must be lodged, in writing, with the Competition Secretary of the Association not later than 8:00pm on the Wednesday prior to the start of the match in which the player/s wish/wishes to play. Such players must be cleared by the Grading Committee prior to taking part in any match.
6. All teams shall be graded by a Grading Committee elected by and from the Management Committee on the original team submitted by each club at the commencement of the competition. The Committee shall have the power to regrade teams before the commencement of the competition.
7. All junior players must be under the age of competition in which they wish to play, at the **31st August** in the current season. Proof of birthday of all players shall be in the hands of the Junior Competition Secretary prior to the player participating in any match. Any club found to be in breach of this rule will be penalised as per Rule 1. AMENDED 4/7/00
 - (a) Girls playing in a mixed competition may play 1 age group below their age.
 - (i) Clubs may apply to the Jun Comp Sec for consideration of any variation from clause (a) above. (New 15/8/07)
 - (b) A junior player who is under 14 must not play or be registered in a competition greater than one year above his/her age group without approval by, and at the discretion of, the Executive Committee. (Added 8/8/2012)

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- (c) Boys playing in the BC&DCA junior competition may play one (1) age group below their age for the specific reason of inclusion only. Clubs Shall apply in writing to the Junior Comp Sec for consideration. The application shall be detailed and include, but not be limited too the full name, D.O.B. Club, my cricket ID number, playing history, skill level, signed letters from the parent(s) and club. The Junior Comp Sec shall recommend and / or seek guidance from the M.C. for the approval of application. Permission may be withdrawn at any time by the Junior competition secretary and or the M.C. (Added 21/07/15)
8. A junior player may transfer from one age team to a similar age team, within the same club on application to, and at the discretion of the Executive Committee.
9. The committee may reject the registrations or transfer of any player at any time in any grade/age group if it thinks fit.
10. (a) Under 13 and Under 14 players shall play in a combined competition formed of Under 14 Division 1 and Under 14 Division 2. AMENDED 19/7/2001
- (b) Under 15 and Under 16 players shall play in a combined competition formed of Under 16 Division 1 and Under 16 Division 2.
11. Teams shall meet each other in matches of two(2) days duration or as otherwise decided by the Executive Committee.
12. (a) Matches shall commence at 8:30am and conclude at the completion of the over in progress at 12:00noon (stumps). A tea break of ten(10) minutes duration shall be taken at 10:10am. **A scheduled drinks break is to be taken half way through each session ie 9.20am and 11.10 am or as otherwise agreed to by the Captains/Coaches.** The over rate shall not be reduced to accommodate such break. **Attention is drawn to MCC Law 15, Intervals. (Amended 17/8/16)**
- (b) In one day matches play may continue past 12:00noon until no later than the over in progress at 12:10pm to enable a result to be achieved. Reasons for playing past 12:00noon must be noted on the back of the result slip. *(Amended 2/8/04)*
13. Teams must have at least seven(7) players present before play may commence, on the FIRST DAY of a match. Where a team cannot field the required number of players by 8:45am the offending side shall forfeit the game to the non-offending team.
- (i) Where a team forfeits for the first time a fine of up to thirty dollars(\$30.00) is payable.
- (ii) Where a team forfeits for the second time, the team is automatically fined sixty dollars(\$60.00) and may be suspended from the competition and will forfeit all rights and privileges of the Association, unless a satisfactory excuse is forwarded to and accepted by the Association Committee.
- (iii) Where a team forfeits a match and officially appointed Umpires have been appointed to that match, then the team that is forfeiting shall be liable to pay all Umpires fees. These fees shall be paid by the forfeiting team or its club, within fourteen(14) days of the date of the forfeited match.
14. (a) Decisions on the fitness of grounds rests with the Coaches and/or Managers of each team and, in the event of non agreement then the officially appointed Umpire shall determine whether the ground is fit for play. Should no officially appointed Umpire be present and the two Coaches and/or Managers disagree then the state of affairs existing at the time the question arose shall continue.
- (b) Teams must attend the ground.
15. Where teams in a particular age group do not play the same number of matches, positions in the competition will be decided on percentages, i.e. points scored against maximum points possible, for matches actually played.

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16. At the end of the last series of matches the four leading teams shall meet each other in Semi-finals as follows:-

First versus fourth and second versus third. The winners shall play in a Final. Should any teams be equal on points or percentages their positions shall be decided on runs per wicket scored for and against. For the purpose of ascertaining averages the following system shall be adopted:-

The batting averages for a team shall be obtained by dividing the total number of runs scored by the total number of wickets lost. The batting average against a team shall be obtained by dividing the total number of runs scored against it by the total number of wickets taken. The former shall be divided by the latter to arrive at a quotient. The team with the higher/highest quotient shall be considered to have the better performance.

- 17: (a) To be eligible to play in Semi-finals and/or Finals, a player must have played in at least **five (5)** competition matches with his/her **team**, prior to the Semi-finals in the season then current, provided Rule 9 has been satisfied. *Amended 18/8/10*
- (i) In the case of injury or indisposition of a player, the Executive Committee may, on application allow a substitute player from no higher age or from the same/higher division. Amended 21/07/15
- (b) Semi-finals and Finals shall be played over two(2) days duration on grounds allocated by the Executive Committee. Home grounds will be allocated by the Executive Committee to the higher finishing teams playing in the Semi-finals and Finals if the ground is deemed suitable. Where a ground is deemed unsuitable by the Executive Committee, the Executive Committee shall allocate a suitable ground. AMENDED 6-7-99
- (c) Where no result is obtained at least on the first innings in either or both Semi-finals, the team/s which has the highest position on the competition table immediately prior to the Semi-finals shall be declared the winner/s of the Semi-final/s.
- (d) Where no play is possible due to weather conditions on both days of play set down for the Final, the Final will be rescheduled to the following weekend. NEW 19/7/2001
- (e) Where no result is obtained at least on the first innings in the rescheduled Final, the finalist with the highest position on the competition table immediately prior to the Semi-finals shall be declared the Premiers. AMENDED 19/7/2001
- (f) In the event of a Tie in the final, both teams will be awarded Joint Premiers.(NEW 21/8/13)
- 18: (a) All players taking part in competition matches (one or two days) shall wear a white or cream shirt with collar (no t-shirts), white or cream trousers and predominantly white shoes or boots. Where socks are worn, they shall be white or cream, a white or cream sweater is permitted. Alternatively, any uniform (including shirts and or pants) approved by the Management Committee.
- (i) All team shirts and or Pants must be submitted to the Management Committee for approval or rejection. The MC decision will be final.
- (ii) If a club taking part in a competition match chooses to use an approved team shirt and or pants, all players of that club taking part in the game must wear the same approved shirt and or pants. as per clause 14 (a)(i) and 14 (d)
- (iii) Any other item of exposed clothing e.g. skins or similar, must be white, black or in same colour of the teams approved shirt (however must NOT be red in colour).
- (b) Girls playing in any Junior Competition game are permitted to wear white or black pants.
- (c) Any other item of exposed clothing e.g. skins or similar, must be white, black or in same colour of the teams approved shirt (however must NOT be red in colour).
- (i) Colours, designs and patterns of coloured shirts must be submitted to the Management Committee for approval or rejection. The MC decision will be final.

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- (ii) If a club taking part in a competition match chooses to use an approved coloured team shirt, all players of that club taking part in the game must wear the same approved shirt etc. as per clause 19(a). Amended 21/07/15 For season 2020/21 junior competition rule 18 (b) (ii) will not be enforced and furthermore team players from may play in a mixture of previous seasons club approved coloured shirts and predominantly white shirts in accordance with rule 18 (a) on the field at the same time. (New Sept 2020)
19. (a) Home clubs must provide coir matting to cover concrete wickets where no other covering, such as super-turf, carpet and the like, is provided.
- (b) Where coir matting is used to cover the pitch, any ball pitching on the leathers at the centre or the exposed concrete at the centre of the pitch shall be immediately called and signalled “NO BALL”.
- (c) Any ball pitching off synthetic or concrete pitches shall be immediately called and signalled “NO BALL”.
- (d) In all age groups, regardless of the speed of the bowler. All full-pitched balls (i.e. full tosses) that pass or would have passed above the batter's waist shall be called and signalled a No Ball. (NEW 21/8/13)
20. In all matches were a dispute on a match exists and a discrepancy appears in the scorebooks, the books shall be forwarded to the Executive Committee for a decision. In the event of an official Umpire being appointed to the match, then he/she shall impound the scorebooks and forward them to the Honorary Secretary of the Association.
- (i) In all matches where a dispute or a discrepancy appears while entering the results on the B.C & D.C.A My Cricket website, the dispute button should be pressed & an e-mail sent to the junior competition secretary alerting him / her of any dispute. (Added 21/07/15)
- (ii) In a match under dispute for any reason, the game must continue under protest and the result will be decided by the BCDCA. Details of the protest must be recorded in both scorebooks. (NEW 17/8/16)
21. Where a team plays less than eleven(11) players and all available wickets have fallen, the scorebooks shall record “NIL” against the names of absent players, and the ten(10) wickets shall be considered as fallen. When determining official team averages where a player is absent without having commenced batting, this shall not be classed as an innings when determining individual batting averages.
22. (a) Result slips and team sheets from all clubs, must be received by the Competition Secretary of the Association not later than 8:00pm on the Thursday following the completion or a match.
NOTE: A fine of ten dollars(\$10.00) will be incurred by a team not complying with this Rule, i.e. \$10.00 result slip, \$10.00 team sheet. AMENDED 19/7/2001
- (b) When an incorrect team sheet is submitted to the Junior Competition Secretary and there is no doubt that the offending team is not trying to cheat, then the offending club shall be fined ten(\$10.00) for the first offence and twenty-five dollars(\$25.00) for any subsequent offence. There will be no loss of competition points.
- (c) Match results and players scorecards will be required to be posted on the Mycricket website by the home team/club by 8pm on the Tuesday following the conclusion of each match.
Note: A fine of ten dollars (\$10.00) will be incurred by a club not complying with this rule. (AMENDED 21/8/13)
- (d) The away team/club must enter players scores and confirm the match result by 8pm on the Thursday following the conclusion of each match.
Note: A fine of ten dollars (\$10.00) will be incurred by a club not complying with this rule. (AMENDED 21/8/13)

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- (e) Teams must nominate all players available for matches. Teams must nominate their substitute players on the website. (NEW 21/8/13)
23. Competition Points shall be for Juniors:
- | | | |
|--|----------------|-------------------------------------|
| Outright win | 10 | |
| Outright win, if lost on first innings | 10 | |
| First innings win | 6 | |
| Tied match - on first innings | 4 | |
| - on second innings | 5 | |
| Drawn match | 3 | |
| Win on forfeit | Highest points | gained in that round in that grade. |
| First innings loss | 1 | |
| Forfeit, bye, outright loss when behind on first innings | 0 | |
24. No match shall be postponed for picnics or any other such similar functions.
25. Only those balls approved by the BC&DCA shall be used, these being 142gram **Rookie / Star** for Under 10 & 11 age groups and 142gram leather six-stitchers for Under 12 age group and 156gram leather six-stitchers for ages Under 13 and above, carrying the brand:- (amended 2/8/04) Under 9 age group to use softaball as directed by the Management Committee (**Amended 23rd August 2017**)
- KOOKABURRA – **Rookie / Star** for Under 9, **U10 and U11** age group (**Amended 8/9/18**)
- 142gram: KOOKABURRA Red King - Colt (**Amended 21/8/13**)
- 156gram: KOOKABURRA - Tuf Pitch - Red King - Colt (**Amended 21/8/13**)
- (a) Kookaburra balls bearing the BC&DCA brand are to be used.
- (b) (i) Commander and Softa balls now carry the BC&DCA brand. (amended 17/8/16)**
(ii) Rookie / Star will not carry BCDCA brand. (New 8/9/18)
- (c) The right of the batting team to demand a new ball at the start of its 2nd Innings is suspended. Therefore, the fielding team may use a new or used ball in satisfactory condition provided it complies with rule 26. (Added 21/07/15)
- (d) In Under 9, Under 10 and Under 11 A ball may be used multiple times as long as condition of the ball is deemed fit by both coaches. In case of a dispute over the condition of the ball, another new or a ball will be used. (Amended August 2019)**
26. Boundaries shall be set at fifty-five(55) metres from the stumps except where this is not practical.
27. No metal spikes or cleats shall be worn on grounds with synthetic cricket wickets.
28. The Executive shall have the power to deal with any matters not embodied in the foregoing rules.
29. Provided ground and weather conditions are acceptable, any team failing to take the field in their 2nd innings, when required by the opposition shall be fined the equivalent of a forfeit and may lose competition points.
30. Dress requirements for coaches/managers/parents officiating as umpires, where no official umpire is standing in a match or where a coach/manager/parent is required to officiate as square leg umpire in the presence of a single officially appointed umpire:
- (i) Persons officiating as umpires are to wear a shirt. This does not include singlets or muscle shirts.
- (ii) Enclosed footwear must be worn by persons officiating as umpires. This does not include thongs, masseurs or flip-flip sandals.

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31. In all junior competitions conducted above Under 11's, any wides or no-balls delivered by the bowler shall be entered as runs scored against the bowler.
32. (a) Coaches of Junior teams must hold the minimum Orientation Coaching Level Certificate;
- (b) Coaches of BC&DCA Representative teams must hold a minimum Level 1 Coaching Certificate. (*Amended 15/8/07*)
33. Smoking is not permitted on the field of play during the course of the game.
34. The procedure to be followed when a player is thought to have a suspect bowling action is as follows:
- i. The management of the team should be approached at the finish of the game and the matter discussed. The player should not be no-balled during the game;
 - ii. If the management of the either team wishes, one or more members of the Executive Committee in conjunction with a member of the BC&DCUA would view the player concerned bowling, to give their opinion on the validity of his action;
 - iii. At no time should the player be humiliated.
 - iv. This procedure is to be followed for a suspect bowling action as distinct from a deliberate throw. *NEW 4/7/00*
35. All junior coaches must hold a BC&DCUA certificate prior to the completion of the last competition round in December of the season then current. Effective from the commencement of the 2000/01 season. *NEW 4/7/00*
36. A club shall be permitted, subject to the approval of the Executive Committee, to replace a player who is promoted to the Blacktown District Cricket Club (Grade) after a match has commenced with another player.
- The replacement player shall participate as if he was in the original team, including continuing the innings of the replaced player. The replacement player must be a registered member of the club and be eligible to play in the game concerned as per these rules. *NEW. 29/7/02*
37. It is mandatory for all players to wear a helmet whilst batting, under all weather circumstances and against all bowling types. (*NEW 14/8/03*)
38. (a) No player under the age of 14 years shall field within a 10 metre circle at the strikers end, with the exception of wicketkeeper, offside slip and gully fieldsman.
- (b) No player over 14 years of age and under 16 years of age shall field within a 10 metre circle at the strikers end, unless wearing the minimum protective equipment of helmet (with faceguard) and protector, with the exception of wicketkeeper, offside slip and gully fieldsman.
- (c) If a fielder is in breach of (a) or (b) above, prior to the batsman striking the ball, the ball striking the batsman, or ball passing the stumps, the umpire shall call and signal dead ball.
- (d) In all Junior matches helmets must be worn at all times by wicketkeepers keeping up to the stumps; (ie- within 2 metres of the stumps). (*Amended 15/8/07*)
39. In the event that a lightning flash is followed by thunder less than 30 seconds later play shall cease immediately. Play shall not resume until 30 minutes after any such flash of lightning. (*NEW 10/8/05*)
40. Minimal on field coaching is permitted in U12 age groups. No on field coaching is permitted in U13/14 and U15/16 age groups. (amended August 2019)

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41: Law 42 of the M.C.C laws of cricket 2017 will not apply within competitions played under the auspices of the BCDCA Inc. (New 23rd August 2017)

Note: This rule is in regard to players being sent from the field for a period of time for various reasons. We do not have official umpires in every game which leaves this rule open to abuse..

- 42. (a) Under 10 and 11 age groups will play under CA stage 1 format (New August 2017)
- (b) Under 12 age group will play under CA stage 2 format (New August 2019)
- (c) Under 14 and 16 age groups will play under CA stage 3 format (one day cricket) (new September 2020)

PLAYING RULES - TWO DAY MATCHES

- (i) Each team will bowl sixty(60) overs.
- (ii) If the side bowling first **does not complete a minimum of 55 overs** by 12:00noon (and the opposing side is not all out) the second days play commences ten(10) minutes early and they complete the 55 overs. The side batting second will receive the number of overs bowled by 12:00noon on day one. The only variation to this is in Rule (iii) for injury or inclement weather.

If the side bowling first **completes a minimum of 55 overs but not 60 overs** by 12:00noon (and the opposing side is not all out) the match shall be reduced so that the team batting second will receive the same number of overs as the team batting first.
- (iii) In the event of inclement weather or injury **only**, the over rate in the first innings shall be reduced by 3.5 minutes per over for lost time.
- (iv) If sixty(60) overs are bowled on the first day before finishing time, play will continue after change of innings until the scheduled close of play.
- (v) Where there is no play on the first day of a two(2) day match, the match shall be played on the second day under one day match conditions.
- (vi) All equal over matches are based on a minimum over rate of eighteen(18) per hour (i.e. approximately 3.5 minutes per over). Teams are expected to bowl at or better than this rate.
- (vii) Any departure from this rate could be considered under the law of unfair play and dealt with accordingly by the Executive Committee.
- (viii) Regardless of whether the scheduled overs have been completed the match shall conclude at stumps. Where no result has been obtained by that time the result will be a draw.
- (ix) The team scoring the greater number of runs irrespective of wickets lost shall be declared the winner. The innings of the team batting first shall be deemed ended immediately the allocated number of overs have been bowled and the match shall continue until stumps.
- (x) If the team batting second receives its allocated overs or closes its innings or is dismissed before the allocated number of overs is bowled, the over count shall then not apply and the match shall continue until stumps, unless agreement to end the game is reached by both managers, and notation made and signed in both scorebooks.
- (xi) If the team batting first is dismissed or closes its innings before the sixty(60) overs have been bowled, the team batting second is entitled to receive its full allocation of sixty(60) overs, **except that** in the event of the team batting on the first day losing its final wicket in over number fifty-five(55) to sixty(60) which has commenced four(4) minutes or less prior to stumps, the team batting on the second day shall only receive the same number of overs as the team batting first.
- (xii) The required lead for a team to enforce the team batting second to follow on shall be seventy-five(75) runs.

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- (xiii) Regardless of whether the scheduled overs have been completed, the match shall conclude at the time shown in the rules. Where no result has been obtained by that time, the result will be a draw. Where a first innings result has been obtained and play continues, as provided for above, the game must conclude at the time shown in the rules.
- (xiv) Where a bowler is injured and unable to complete an over, the over shall be completed immediately by another player, provided that the player shall not bowl two(2) overs or part thereof consecutively in one innings.
- (xv) There shall be a restriction on bowlers in all matches as follows:
- (a) For matches played in the Under 12 age group, no bowler may bowl more than eight(8) overs in each innings. Further no bowler may bowl more than four(4) overs in any continuous spell. Following **a** spell of bowling, the bowler must be rested for double the number of overs he or she bowled. Furthermore all overs are restricted to a maximum 8 ball over regardless of how many illegal deliveries there are. Amended 8/9/2018
 - (b) For matches played in the Under 13 and Under 14 age groups, no bowler may bowl more than ten(10) overs in each innings. Further no bowler may bowl more than five(5) overs in any continuous spell. Following **a** spell of bowling, the bowler must be rested for double the number of overs he or she bowled.
 - (c) For matches played in the Under 15 and Under 16 age groups, no bowler may bowl more than twelve(12) overs in each innings. Further no bowler may bowl more than six(6) overs in any continuous spell. Following **a** spell of bowling, the bowler must be rested for double the number of overs he or she bowled.
 - (d) A bowler who has bowled a spell of fewer than the maximum number of overs set out in (a), (b) or (c) above may resume bowling prior to the completion of the minimum rest period as defined in (a), (b) or (c) 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.
 - (e) For the purpose of calculating a bowlers minimum rest period as defined in (a), (b) or (c) above, any interruption of play due to wet weather or an interval shall contribute in the amount of 1 over for each 3.5 minutes or part thereof. A scheduled tea interval of 20 minutes shall count as 3 overs from each end.
 - (f) The scorers and umpires will need to communicate to ensure adherence to this Rule. Bowling Limitation Record Sheets will be used by scorers to record this. These sheets must be signed by the umpires at the end of each innings.
 - (g) Failure to comply with these restrictions may result in disciplinary action and/or loss of points.
- (xvi) (a) A maximum of 13 players may be nominated on each team sheet submitted for a match;
 (b) Only 11 players will be permitted to bat and 11 players permitted to bowl;
 (c) If a team is required to bat or bowl for a second innings the original 11 batters or bowlers from the first innings must remain the same in the second innings.

PLAYING RULES - ONE DAY MATCHES

- (i) Each team will bowl thirty(30) overs. Time must be available for fifteen(15) overs to be bowled by each team to constitute starting a match.
- (ii) (a) No bowler from Under 12 to Under 16 will be permitted to bowl more than **six(6)** overs in an innings in a 30 over or one day game. This rule is to be observed should semi-finals or finals be played under one day or 30 over conditions. **(AMENDED 21/8/13)**

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- (b) There shall be a restriction on bowlers in all matches as follows:
- For matches played in the Under 12 age group, no bowler may bowl more than four(4) overs in any continuous spell. Following **a** spell of bowling, the bowler must be rested for double the number of overs he or she bowled.
- For matches played in the Under 13 and Under 14 age groups, no bowler may bowl more than five(5) overs in any continuous spell. Following **a** spell of bowling, the bowler must be rested for double the number of overs he or she bowled.
- For matches played in the Under 15 and Under 16 age groups, no bowler may bowl more than six(6) overs in any continuous spell. Following **a** spell of bowling, the bowler must be rested for double the number of overs he or she bowled.
- (c) A bowler who has bowled a spell of fewer than the maximum number of overs set out in (b) above may resume bowling prior to the completion of the minimum rest period as defined in (b) 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.
- (d) For the purpose of calculating a bowlers minimum rest period as defined in (a), (b) or (c) above, any interruption of play due to wet weather or an interval shall contribute in the amount of 1 over for each 3.5 minutes or part thereof. A scheduled tea interval of 20 minutes shall count as 3 overs from each end.
- (e) The scorers and umpires will need to communicate to ensure adherence to this Rule. Bowling Limitation Record Sheets will be used by scorers to record this. These sheets must be signed by the umpires at the end of each innings.
- (f) Failure to comply with these restrictions may result in disciplinary action and/or loss of points.
- (iii) The team batting first shall complete its innings at the completion of the over in progress at 10:10am, irrespective of the number of overs bowled. The team batting second shall be only entitled to receive the same number of overs as that received by the team batting first and shall commence its innings at 10:20am.
- (iv) In all matches the team batting second may close its innings at any time. The over count shall then not apply further and the match shall continue until the scheduled close of play, unless agreement to end the game is reached by both managers and a notation entered and signed in both scorebooks.
- (v) **There shall be no outright results. The match will conclude when a result is reached on first innings. (NEW 21/8/13)**

RULES FOR UNDER 9 COMPETITION (NEW 19/8/09)

Matches shall be played as “Average Cricket” and shall be played under the “Average Cricket Rules” published by Cricket Australia. (New 19/8/09)

Cricket Australia Under 10 and under 11 Game Format (Amended 8/9/18)

- Description: This format is designed for boys and girls under 10 and 11 years of age at the 31st August each year who are ready for their first experience of Junior Cricket Competition.. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding.
- 1: Conduct of Competition and Laws of Cricket All players, parents, supporters, coaches, managers and club officials MUST observe the Constitution of the B.C & D.C.A. with particular attention paid to

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the requirements of the Code of Conduct. The Laws of cricket as laid down by the MCC shall be observed unless otherwise stated within these rules.

No competition points will be awarded in this format. Emphasis is on encouraging children to participate in all aspects and to develop their skills and maximise their experience and enjoyment in participating in the game of cricket.

2 Playing Conditions for Under 10 and 11 format

- (a) The Coach:
 - (i) must hold the appropriate coaching accreditation - Level 1 Community Coach.
 - (ii) Must be approved under the Working With Children Act.

- (b) Game type:
 - (i) **All games shall be one inning of 16 overs (T20) per team. Amended 14/9/17**
 - (ii) Duration for each match will be 120 minutes (2) hours and must be completed within this time.
 - (iii) Where possible, two matches will be played at the same ground on the same day. Games shall commence at the time set by the Junior Competition Secretary. (amended August 2019)

- (c) The Ball:
 - (i) Kookaburra Rooike / Star Softaball - 135g - 142g.
 - (ii) Rookie / Star Softaball will not carry the BCDCA brand.
 - (iii) A ball may be used multiple times as long as condition of the ball is deemed fit by both coaches.
 - (iv) In case of a dispute over the condition of the ball, another or a new ball will be used. (amended August 2019)

- (d) Protective equipment:
 - (i) Regular protective equipment is required to be worn. Helmet, Pads, Gloves, Protector. * additional safety equipment may be used based on match conditions and/or personal preference.
 - (ii) Helmet must be worn by all batters and wicket-keepers at all times.

- (e) The Pitch:
 - (i) Synthetic or hard surface - 16 metres length.

- (f) The Boundary:
 - (i) 40 metres maximum (measured from the batters end).

- (g) Players per team:
 - (i) Teams shall consist of eight (8) players registered with the Association.
 - (ii) A game shall not proceed if a team has less than five (5) players unless the coaches agree to "lend" a player or players to the opposition. (Clubs in 2 cricket and mini cricket apply as registered).
 - (iii) It is understood that teams often contain additional players to cater for holidays, illness or other commitments.
 - (iv) Ten players maximum are to be allocated to a team (only eight on the field at any given time).
 - (v) Five players per team minimum are required to play the game.

- (h) Batting:
 - (i) **All batters retire at 12 balls (based on 8 players). Amended 14/9/17**
 - (ii) Unlimited dismissals (each batter will face the nominated number of balls each).
 - (iii) All balls (regardless of whether wides/no balls) will be included in the batters ball count.
 - (iv) Batter to swap ends following a dismissal. If there is a run out the not out batter

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should face the next delivery.

- (i) **Bowling:**
 - (i) Six balls per over (maximum)
 - (ii) All players (including wicket keepers) are to bowl.
 - (iii) 8 bowlers to bowl 2 overs each. Amended 14/9/17**
 - (iv) Bowlers are to bowl from one end for the entire game.
 - (v) Current Cricket Australia Pace Bowling guidelines apply.
 - (vi) The LBW rule shall not apply.
 - (vii). Any full pitched ball delivered above waist height shall be called a No Ball. No Balls are not to be rebowled.

- (j) **Fielding:**
 - (i) Rotation of fielders is recommended to ensure all players experience all positions.
 - (ii) No fielders within 15 metres of batter or each other (except wicket keeper) to encourage singles and safety.
 - (iii) Each team must use two wicket keepers (8 overs each). Amended 14/9/17**
 - (iv) If more than eight players are present at a match, they should rotate onto the field each over.

- (k) **Equipment required:**
 - (i) Two sets of portable stumps (with base and bails). Each team to provide one set of stumps.
 - (ii) Boundary markers.
 - (iii) Measuring tape or string to measure pitch length and boundary.
 - (iv) Chalk or removable tape to mark crease.
 - (v) Recommended bat size. Size 4 (<1.8lb or <800gram).
 - (vi) Score-pad will be provided by Cricket Australia.

Playing rules for 20/20 cricket (amended 2015/16)**GENERAL 1. Teams**

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Each game will be played between two teams of up to Twelve (12) players. In each team, Six (6) players will be nominated as 'batsmen', Six (6) players will be nominated as 'bowlers', the 'wicketkeeper' will be nominated as one of the six (6) batters and shall be recorded on the Official Result Sheet prior to each game.

- 1.1.1 Players will not be permitted to alternate between batter and bowler nominations during a game. However, the wicketkeeper is able to be interchanged at the mid-innings break (10 over's) with other nominated batsmen.
- 1.1.2 Players nominated as 'batters' will bat before all of the nominated bowlers. The remaining players can bat in any sequence.
- 1.1.3 Players nominated as 'bowlers' will be the first six (6) bowlers used in the fielding innings. Other bowlers (e.g. the nominated batters) will only be permitted to bowl once each of the nominated bowlers has bowled at least 2 overs.
- 1.1.4 Only eleven players will be permitted on the field at any one time. Fielders (excluding the wicketkeeper) will be permitted to rotate on and off the field between overs without restriction (with no delay to play). At least one umpire must be notified prior to each fielding substitution.

2. Game Length

The match will consist of one (1) inning per side limited to Twenty (20), over's.

- 1.2.1 The length of each innings shall be strictly 80 minutes.
- 1.3 **Batting – Retirement** A batsman must retire not out upon reaching a personal score of 40 runs, but may not retire before reaching 20 runs (except for injury). The batter may complete all runs possible off the stroke which takes him/her to 40, e.g. if on reaching 39 he/she then hits a boundary, the full score shall count, or if he/she is able to run additional runs past 40, they shall also count. A returning batter will take the normal end of an incoming batter after the fall of a wicket. Retired batters shall be permitted to return to the crease in the order of their retirement at the fall of each subsequent wicket once all 12 batsmen have batted and up until the 11th wicket is taken.
- 1.4 **Next incoming Batsmen** It will be except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 60 seconds of the fall of the previous wicket.
- 1.5 **The Ball** U/12's – 142g cricket ball KOOKABURRA - Special Test - Red Kingballs bearing the BC&DCA brand are to be used. U/14's– 156g cricket ball KOOKABURRA - Tuf Pitch - Special Test - Red King balls bearing the BC&DCA brand are to be used. U/16's – 156g cricket ball KOOKABURRA - Tuf Pitch - Special Test - Red Kingballs bearing the BC&DCA brand are to be used.
- 1.6 **Boundaries** Are to be set at forty five (45) metres or the maximum of field allowance

3. RECOMMENDED HOURS OF PLAY AND INTERVALS.

- 2.1 **Start and Cessation Times (suggested)** 1st Innings 8.30am to 9.50am Interval 9.50am to 10.00am 2nd Innings 10.00am to 11.20am both teams must agree on the time prior to the start of each innings
- 2.2 The interval between innings shall be **NO LONGER THAN 10 minutes**
- 2.3 An individual player may be given a drink either on the boundary or, at the fall of a wicket on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires.
- 2.4 **Half the overs** are to be bowled in a row from each end 3. **THE TOSS** The Captains, accompanied by their Coach OR Manager, and dressed in on-field match clothing, shall toss for the choice of innings on the field of play 10- 20 (8:10am) minutes before the scheduled or rescheduled time for the match to start.

4. LENGTH OF INNINGS

- 4.1 **Uninterrupted Matches**

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(a) Each team shall bat for 20 over's unless dismissed earlier.

(b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. The innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as an over. Common sense must be paramount when considering adjustments to the number of overs to be received by either team.

(c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 over's except as provided in (b) above. (d) If the team fielding second fails to bowl 20 overs or the numbers of overs prior to the scheduled cessation time, the hours of play shall be extended by 10mins until no later than the over in progress at 11:30am to enable the required number of overs has been bowled or a result achieved.

4.2 Delayed or Interrupted Matches

4.2.1 General

(a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. The calculation of the number of overs to be bowled shall be based on an average rate of 16 overs per hour in the total time available for play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation of time.

(b) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.

4.2.2 Delay or Interruption to the Innings of the Team Batting First.

(a) If there is a delay in the innings of the team batting first, a fixed time will be specified for the completion of the first session. This may lead to a reduction of over's.

(b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until required number of overs has been bowled.

5. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

5.1 An imaginary semi-circle from square leg to point towards the middle of the pitch 10m from the junction of the popping crease. No fielders will be allowed inside this semi-circle at the instant of delivery. If the field restriction area is not marked on the ground it will be identified at the discretion of the umpires.

5.2 A team may not field more than 5 players on the leg side at one time.

5.3 A team is to have 2 catching positions during the entirety of the innings. (Not including the wicket keeper & 1 x slips fielder) These catchers must comply with rule 5.1 and no more than 15m from the batter.

6. NUMBER OF OVERS PER BOWLER

6.1 Each bowler can bowl a maximum of 3over's in an innings. Therefore if the total allocated overs are completed, a minimum of 6 bowlers must bowl. In the event of a bowler being injured and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

7. NO BALLS & WIDES

7.1 Scoring 1 run shall be awarded for each no ball or wide, plus any runs scored.

7.2 Each no ball and wide in an over shall be re-bowled up to a maximum of 8 total deliveries (legitimate deliveries and no balls/wides) in any one over. The 3rd and all subsequent no balls/wides in each over shall still be called as such by the umpire with Rule 7.1 still to apply.

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- 7.3 Short Pitched Bowling A bowler shall be allowed to bowl one short pitched delivery per over (not being a Wide or a No ball). A fast short pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the striker standing upright at the crease, but not clearly above the batter's head. A ball passing clearly above the striker's head shall be called a no ball. In the event of the bowler bowling more than one fast short pitched delivery in an over, either Umpire shall call and signal No ball.
- 7.4 Full Pitched Bowling If a full pitched ball passes or would have passed above the waist height of the striker standing upright at the crease, either Umpire shall call and signal no ball. Law 42.8 shall remain in the event of deliberate full pitched bowling.
- 7.5 Wide Bowling Any delivery that in the opinion of the umpire does not offer the batter a reasonable opportunity to strike the ball shall be called 'wide'.

8. THE RESULT

- 8.1 A result can be achieved only if both teams have had the opportunity of batting for at least 12over's, unless one team has been all out in less than 12over's or unless the team batting second scores enough runs to win in less than 12over's.
- 8.1.1 Matches are to be determined by:
- a. The Team with the highest score at the end of the completion of 20 over's
 - b. The team batting second reaches the first teams total inside of 20 over's
 - c. If due to suspension of play after the start of the match, the number of over's in the innings of either team has to be revised to a lesser number than originally allotted (minimum 12over's), All matches in which both teams have not had an opportunity of batting for a minimum of 12over's, shall be declared 'Draw'.

9. HELMETS

- 9.1 Each batter must wear a helmet at all times when batting. 9.2 ALL wicketkeepers MUST wear a helmet when keeping up to (within 2 metres) of the stumps.

10. LAW 41 – THE FIELDER

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the Umpires do not consider that it constitutes a waste of playing time. A batsman may only change other items of protective equipment (e.g. batting gloves, etc.) provided that there is no waste of playing time.

BC&DCA PARENTS CODE OF CONDUCT

1. All parent(s) or carer(s) attending matches involving teams nominated in the BC&DCA junior competition shall be subject to the BC&DCA CODE OF BEHAVIOUR and rules listed below:-

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- (a) The parent(s) or carer(s) shall provide positive support, care, and encouragement for their child participating in youth sports by following this Parents' Code of Conduct Pledge.
- (b) The parent(s) or carer(s) shall encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, practice, or other youth sports event.
- (c) The parent(s) or carer(s) understand that officials are human beings and as such are entitled to make mistakes without being criticized.
- (d) The parent(s) or carer(s) shall place the emotional and physical well being of their child ahead of a personal desire to win.
- (e) The parent(s) or carer(s) shall insist that their child play in a safe and healthy environment.
- (f) The parent(s) or carer(s) shall support coaches and officials working with their child, in order to encourage a positive and enjoyable experience for all.
- (g) The parent(s) or carer(s) shall remember that the game is for the youth and not for the adults.
- (h) The parent(s) or carer(s) shall do his or hers best to make youth sports fun for their child.
- (i) The parent(s) or carer(s) shall ask their child to treat other players, coaches, fans and officials with respect regardless of race, creed, or ability.
- (j) The parent(s) or carer(s) promise to help their child enjoy the youth sports experience by doing whatever I can, such as being a respectable fan, assisting with coaching or assisting with administrative duties.
- (k) The parent(s) or carer(s) shall demand sports environment for their child that is free of drugs, alcohol, tobacco and will refrain from their use at all youth sports events.

PENALTIES

- 2. (a) If the parent(s) or carer(s) fail to follow the Parental Code of Conduct they may be subject to one or more of the following penalties to be administered by the Executive Committee , the Management Committee, the P&DC and or a combination of any listed group :
 - (a) Prohibited from attending child's games for an established number of games.
 - (b) Suspension from attending child's games for the entire season.
 - (c) Suspension of child and / or parent from the games for an established number of games or the entire season. (New 22/07/15)