

**Blacktown City &  
District Cricket  
Association Inc**

**Junior Competition  
Rules**

**Effective from 17th August  
2016**

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**JUNIOR COMPETITION RULES**

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.
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)
  - (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

**JUNIOR COMPETITION RULES**

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.
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:-

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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: All players taking part in competition matches shall wear a white or cream shirt with collar, white or cream trousers or shorts and predominantly white shoes or boots. Where socks are worn they shall be white or cream, and if no socks are worn the player must wear long white or cream trousers. A white or cream sweater is permitted.
- (a) All players taking part in competition matches (one or two days) shall wear a white or cream shirt with collar (no t-shirts), or an approved coloured team shirt (with collar), 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.
- (b) Any other item of exposed clothing eg. skins or similar, must be white in colour. (NEW 21/8/13)
- (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.
- (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
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

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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 where 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)
- (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  |

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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 compound ball for Under 10 age group and 142gram leather six-stitchers for Under 11 and Under 12 age groups 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 (Added 16/04/14)
- KOOKABURRA – Softa-ball for Under 9 age group (new 24/8/2011)
- 142gram: KOOKABURRA - Commander for Under 10 age group
- 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) Commander and Softa balls now carry the BC&DCA brand. (amended 17/8/16)**
- (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)
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 2<sup>nd</sup> 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.
31. In all junior competitions conducted above Under 10'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;

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- 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 U10, U11 and U12 age groups. No onfield coaching is permitted in U13/14 and U15/16 age groups. *NEW 18/8/10*

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### 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.
- (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

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- continuous spell. Following a spell of bowling, the bowler must be rested for double the number of overs he or she bowled.
- (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 12 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 12 players are nominated on the team sheet 10 of those nominated players will be able to both bat and bowl;
  - (d) of the other 2 players, one must be designated in the scorebook and on the team sheet as a bowler and will not bat. The other must be designated in the scorebook and on the team sheet as a batsman and will not bowl;
  - (e) no player will be the designated batsman or bowler in consecutive competition rounds.  
(NEW 14/8/03)

**JUNIOR COMPETITION RULES****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)**
- (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)*

**JUNIOR COMPETITION RULES****RULES FOR UNDER 10 COMPETITION - (1 Day Matches)**

- (1) All matches in this age group shall be played as one(1) day matches, as per existing BC&DCA Junior Competition rules.
  - (a) There shall be no outright results. The match will conclude when a result is reached on the first innings.  
*NEW 18/8/10*
- (2) A batsman shall retire when he/she reaches **twenty(20)** runs in an innings. If the batsman's last scoring stroke enables him/her to exceed **twenty(20)** runs, he/she and the team are credited with the extra runs. *Amended 18/8/10*
- (3) If a team is dismissed prior to the completion of thirty(30) overs, a batsman who has retired in accordance with Rule (2) shall be entitled to resume his/her innings.
- (4) A batsman who has retired in accordance with Rule (2) and does not resume his/her innings shall be marked not out(n.o.) in the scorebook.
- (5) No player shall bowl more than four(4) overs in an innings. Any shortfall in any overs remaining will be distributed evenly among the available bowlers. *AMENDED 4/7/00.*
- (6) Overs shall consist of six(6) balls, with no extra balls given for wides and no-balls.
  - (a) Overs shall be bowled from the same end. The bowling end to be chosen by both coaches prior to the toss of the coin. Both teams shall bowl from the same end. *New 24/8/2011*
- (7) Semi-finals and Finals will be played in accordance with Rule 16 of the Junior Playing Rules, with the exception that these games shall be played as one day matches using the same rules as apply to all other Under 10 competition matches.
  - (a) Were no play is possible due to weather conditions in the Semi-finals & finals being played on Saturdays, they would be rescheduled to be played on Sunday the following day. *(NEW 21/8/13)*
- (8) The balls used for this competition shall be the same as those used in accordance with Rule 26 of the Junior Competition Rules.
- (9) An old ball may be used in any innings if the team managers agree. In the event of a dispute over the condition of the ball, a new ball will be used.
- (10) Boundaries are to be set at forty-five(45) metres maximum.
- (11) It is considered desirable, but not essential, that the fieldsmen be rotated in various fielding positions during a game.
- (12) No player may field closer than approximately ten(10) metres from the batsman on strike, except for the wicket-keeper and slip fieldsmen. Common sense shall prevail.
- (13)
  - (a) A maximum of 12 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 12 players are nominated on the team sheet 10 of those nominated players will be able to both bat and bowl;
  - (d) of the other 2 players, one must be designated in the scorebook and on the team sheet as a bowler and will not bat. The other must be designated in the scorebook and on the team sheet as a batsman and will not bowl;
  - (e) no player will be the designated batsman or bowler in consecutive competition rounds.

**TWO DAY MATCHES (50 OVERS) (Amended 14/8/03)**

- (1)
  - (a) There shall be a restriction on bowlers in all matches as follows:  
  
For matches played in the Under 10 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

## JUNIOR COMPETITION RULES

continuous spell. Following a spell of bowling, the bowler must be rested for double the number of overs he or she bowled.

A bowler who has bowled a spell of fewer than the maximum number of overs set out above may resume bowling prior to the completion of the minimum rest period as defined 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.

For the purpose of calculating a bowlers minimum rest period as defined 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 three overs from each end.

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.

Failure to comply with these restrictions may result in disciplinary action and/or loss of points.

- (b) Batsmen must retire at thirty-five(35) runs. If the last scoring shot causes his/her total to exceed thirty-five(35) runs, those extra runs will be credited to both the batsman and the team. A batsman retiring at thirty-five(35) runs shall be marked not out(n.o.) in the scorebook. A batsman who has retired at thirty-five(35) runs can return to the crease on the fall of the last wicket and resume his/her innings if there are overs remaining.  
*(amended 14/8/03)*

### ONE DAY MATCHES (30 OVERS)

- (2) (a) No player shall bowl more than four overs in an innings. Any shortfall in any overs remaining will be distributed evenly among the available bowlers. 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.

A bowler who has bowled a spell of fewer than the maximum number of overs set out above may resume bowling prior to the completion of the minimum rest period as defined 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.

For the purpose of calculating a bowlers minimum rest period as defined 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 three overs from each end.

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.

Failure to comply with these restrictions may result in disciplinary action and/or loss of points.

- (b) Batsmen must retire at twenty-five(25) runs. If the last scoring shot causes his/her total to exceed twenty-five(25) runs, those extra runs will be credited to both the batsman and the team. A batsman retiring at twenty-five(25) runs shall be marked not out(n.o.) in the scorebook. A batsman who has retired at twenty-five(25) runs can return to the crease on the fall of the last wicket and resume his/her innings if there are overs remaining.
- (3) In all matches no fieldsman shall field closer than ten(10) metres from the batsman on strike, except for the wicket-keeper and slip fieldsmen. Common sense shall prevail.
- (4) Overs shall consist of six(6) balls, with no extra balls given for wides and no-balls,

**JUNIOR COMPETITION RULES**

irrespective of how many “no-balls” and/or “wides” are bowled in that over. All “no-balls” and/or “wides” are to be debited against the bowler and recorded in the scorebook in the normal manner.

- (5) The balls used for this competition shall be the same as those used in accordance with Rule 26 of the Junior Competition Rules.
- (6) An old ball may be used in any innings if the team managers agree. In the event of a dispute over the condition of the ball, a new ball will be used.
- (7) Boundaries are to be set at forty-five(45) metres maximum.
- (8) It is considered desirable, but not essential, that the fieldsmen be rotated in various fielding positions during a game.
- (9)
  - (a) A maximum of 12 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 12 players are nominated on the team sheet 10 of those nominated players will be able to both bat and bowl;
  - (d) of the other 2 players, one must be designated in the scorebook and on the team sheet as a bowler and will not bat. The other must be designated in the scorebook and on the team sheet as a batsman and will not bowl;
  - (e) no player will be the designated batsman or bowler in consecutive competition rounds.

**JUNIOR COMPETITION RULES****AMENDED RULES FOR UNDER 11 COMPETITION**

Existing rules for Under 11 competition apply with the exception of the following:

**TWO DAY MATCHES (60 OVERS)**

- (1) (a) There shall be a restriction on bowlers in all matches as follows:

For matches played in the Under 11 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.

A bowler who has bowled a spell of fewer than the maximum number of overs set out above may resume bowling prior to the completion of the minimum rest period as defined 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.

For the purpose of calculating a bowlers minimum rest period as defined 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 three overs from each end.

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.

Failure to comply with these restrictions may result in disciplinary action and/or loss of points.

- (b) Batsmen must retire at fifty(50) runs. If the last scoring shot causes his/her total to exceed fifty(50) runs, those extra runs will be credited to both the batsman and the team. A batsman retiring at fifty(50) runs shall be marked not out(n.o.) in the scorebook. A batsman who has retired at fifty(50) runs can return to the crease on the fall of the last wicket and resume his/her innings if there are overs remaining.

**ONE DAY MATCHES (30 OVERS)**

- (2) (a) Each bowler may bowl a maximum of five(5) overs (i.e. minimum of six(6) bowlers). 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.

A bowler who has bowled a spell of fewer than the maximum number of overs set out above may resume bowling prior to the completion of the minimum rest period as defined 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.

For the purpose of calculating a bowlers minimum rest period as defined 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 three overs from each end.

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.

Failure to comply with these restrictions may result in disciplinary action and/or loss of points.

- (b) Batsmen must retire at twenty-five(25) runs. If the last scoring shot causes his/her total to exceed twenty-five(25) runs, those extra runs will be credited to both the batsman and the

**JUNIOR COMPETITION RULES**

team. A batsman retiring at twenty-five(25) runs shall be marked not out(n.o.) in the scorebook. A batsman who has retired at twenty-five(25) runs can return to the crease on the fall of the last wicket and resume his/her innings if there are overs remaining.

- (3) In all matches no fieldsman shall field closer than ten(10) metres from the batsman on strike, except for the wicket-keeper and slip fieldsmen. Common sense shall prevail.
- (4) In the Under 11 competition, an over shall consist of no more than eight(8) balls, irrespective of how many “no-balls” and/or “wides” are bowled in that over. All “no-balls” and/or “wides” are to be debited against the bowler and recorded in the scorebook in the normal manner. No more than eight(8) balls are to be bowled in any one over. AMENDED 6-7-99.
- (5) There shall be no outright results. The match will conclude when a result is reached on first innings.  
(NEW 21/8/13)

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

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.

## JUNIOR COMPETITION RULES

- 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

(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.

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### 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.
- 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:
- The Team with the highest score at the end of the completion of 20 over's
  - The team batting second reaches the first teams total inside of 20 over's
  - 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.

**JUNIOR COMPETITION RULES****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:-
  - (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)