

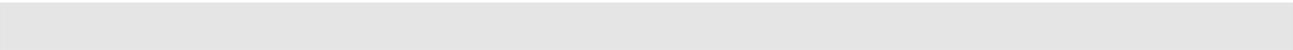
***HORNSBY KU-RING-GAI & HILLS DISTRICT  
CRICKET ASSOCIATION Inc.***

**JUNIOR COMPETITION  
GIRLS COMPETITION  
March 2004**

**SEASON  
2004/2005**

**JUNIOR RULES  
“Relevant Extracts”**

**(To be read in conjunction with the HKHDCA rules and by-laws, and the MCC rules.)**



# JUNIOR & GIRLS COMPETITIONS

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The following Code of Conduct has been adopted by the Association for Junior Cricket. Affiliated clubs have agreed that their members will also be bound by the Code.

## **JUNIOR CRICKET CODE OF CONDUCT**

### **Mission Statement**

Junior cricket as organised by the Association is a game for the players. Officials, managers, coaches and parents generously give of their time and while playing a key role in the scheme of operations, we do not lose sight of the fact that they do so for the benefit of the players.

As such we accept that they should ensure and facilitate

- the safety of the players at training sessions and games
- the enjoyment of the players
- the efficient and smooth running of the training sessions and games, and
- the development of skills and sportsmanship in all players

The managements of all member Clubs and teams agree to assist each other by mutual sharing of knowledge in a constructive and congenial manner. We respect the rights of others to an opinion that may differ from our own and accept that those opinions may not necessarily be wrong.

### **The Code**

**We agree** that this Code Of Conduct covers all officials, team managers, coaches, players, parents and spectators involved in the game of cricket at the junior level in the HK&HDCA Inc.

As subscribers to this Code Of Conduct, **we accept** that those covered by this Code will not engage in **disorderly or improper conduct or behaviour** which in any way could be detrimental to the spirit of the game or which could bring the game into disrepute or which could detract from other peoples' enjoyment of the game.

### **Definition**

**We accept** that **disorderly or improper conduct or behaviour** includes, but is not limited to, the following:

- Any on or off-field comment either specifically or generally directed at, to or about any other player in such a way that is calculated to un-nerve the other player (commonly referred to as "**sledging**" **Note:** Players are able to encourage their fellow team members but such encouragement should not in any way involve any comment that concerns the ability or attributes of an opposition team member).
- Assaulting or attempting to assault, by word or action, or abusing anyone covered by this Code.
- Disputing (as distinct from polite questioning) an umpire's decision or reacting in a provocative manner towards an umpire.
- Using profane, crude or abusive language or hand signals or gestures.

### **Resolve**

**As subscribers to this Code Of Conduct, we will do our utmost to ensure that all people covered by this Code are aware of and appreciate the sentiments contained herein.**

## **UMPIRING**

### **NEW RULE (Sept 2003-04)**

**Umpires are not permitted to stand at the bowling end whilst their own son or daughter is bowling.**

**They must swap with the other umpire and exchange ends.**

## **PART TWO                    EXTRACTS FROM THE RULES OF THE ASSOCIATION RELEVANT TO JUNIOR CRICKET**

Rule

### **21. JUNIOR COMPETITION**

- 21.1 The Executive will appoint a Junior Cricket Committee comprising:
- (a) the Junior Cricket President
  - (b) the Honorary Junior Cricket Secretary
  - (c) the Honorary Assistant Junior Cricket Secretary
  - (d) the Honorary Assistant Junior Cricket Secretary shall also be responsible for recording match results and collating data for each age group. Honorary Divisional Secretaries shall be appointed at the discretion of the Junior Committee when required.
- 21.2 This Committee will manage the Junior Competition in all details.
- 21.3 The Committee will at all times be responsible to the Executive.
- 21.4 A Junior Cricket Council comprising the Junior Cricket Committee and appointed Club delegates, is to assist the Junior Cricket Committee by recommendation and communication with Clubs, and is to meet at the direction of that Committee.

### **34 JUNIOR COMPETITION REGISTRATION**

- 34.1 Players are required to be registered on the prescribed forms which must be in the hands of the Honorary Assistant Junior Cricket Secretary prior to the commencement of the first match of the season. Subject to clause 32.2, no team is to play an un-registered player.
- 34.2 Subsequent registrations must be submitted to the Honorary Assistant Junior Cricket Secretary or the Honorary Assistant Junior Cricket Secretary, within seven days of a player taking part in a match.
- 34.3 Registration forms are to contain the player's full name, date of birth, address and telephone number, if any.
- 34.4 Clubs fielding more than one team in the same age group must nominate separate teams and identify same. Players CANNOT be transferred from team to team in that grade during the season without the permission of the Junior Executive Committee. Statistics of transferred players will not be transferable.
- 34.5 A player is not to play for two teams of similar standard and age grade in any one round. Rule 34.9 the exception. A player registered in a lower standard and age grade may be brought up to play in a higher standard and age team and return to play in the team they were registered in, in subsequent matches. Where a player plays in a team that differs from the team that he was originally registered in, it MUST be noted on the appropriate team and result card.  
A player must not play down a grade from which that player is registered without written permission from the Junior Executive Committee. A player playing in a higher grade 2 matches in succession, or 3 matches in the season, must remain in that grade.
- 34.6 Where it appears to the Honorary Junior Secretary that a shortage of grounds may require the drawing of an excessive number of one-day matches, he may divide an age group or groups into multiple divisions.
- 34.7 To be eligible to play in any particular grade, the player must be under the age of the nominated grade on 1 September of that playing season. **No team is permitted to play an over age player unless permission has been granted by the Junior Committee.** Any team that plays an over age player without "prior" permission will lose all competition points for the matches in which the over age player or players participated. The non-offending team will be awarded the maximum points scored in that Round in that Division.
- 34.8 For a player to be eligible to play in an elimination round, semi-final or final, the player must first have either batted, bowled or kept wickets during that season in at least four matches in that age group for the Club that the player is intending to represent in that elimination round, semi-final or final.
- 34.9 Players participating in representative matches may be replaced in a club round by any correct age player (not a player in the same age division), or, a player from a lower age division within their club who has played in the same round using the 12<sup>th</sup> and 13<sup>th</sup> man rule.  
This will not be included as a game played in that age group for that player according to Rule 34.5.

## **PART VII - JUNIOR COMPETITION MATTERS**

### **47 JUNIOR COMPETITION PLAYING RULES**

As far as practicable, the Competition Playing Rules for each season are to be made available to clubs before the first Junior Competition match each season. The Playing Rules to be adopted by the Junior Cricket Committee each season are those that are discussed and that are subsequently approved by a majority of a Junior Cricket Council meeting. Existing Playing Rules may be altered or new Playing Rules adopted by the Junior Cricket Committee after the commencement of the Junior Competition, provided that a recommendation has been received from a meeting of the Junior Cricket Council following approval by a majority of Councillors of such alterations.

It is the responsibility of the captains/coaches of the teams to run the match in a fair and just manner. Common-sense is necessary for the smooth running of the competition. The love of the game AND what is best for the children must be taken into account when any decision is made. The Junior Executive will.

### **48 SCORE BOOKS - JUNIOR COMPETITION**

- 48.1 Scorebooks must be kept by each team and full details must be entered therein.
- 48.2 At the completion of the season a summary of results pertaining to players eligible for trophies or who have achieved results which qualify for listing in the Annual Report are to be forwarded to the Honorary Assistant Junior Cricket Secretary.
- 48.3 Completed "D" Sheets for all players are to be forwarded to the Honorary Assistant Junior Cricket Secretary within 7 days after the completion of Junior Finals, as verification of Junior Results submitted throughout the season. **Penalty for failing to do so is \$50.**
- 48.4 In the case of any dispute the Junior Cricket Committee may require score books to be submitted so that comparisons may be made with result cards submitted during the season.

### **49 TROPHIES - JUNIOR COMPETITION**

- 49.1 The team winning the competition in each grade will be presented with honour caps or other approved awards, for distribution amongst its members. The Association is to present no more than twelve caps or such awards to each winning team. Caps, or other awards in excess of twelve, must be paid for by the winning team.
- 49.2 Individual trophies will awarded for:
  - \* Most runs scored in any one grade.
  - \* Most wickets taken in any one grade
  - \* Best wicket-keeping performance in any one grade.
  - \* The player achieving the best batting average in each grade. (Necessary qualifications, 300 runs provided at least 3 batsmen qualify. If 3 or more batsmen do not qualify, those players with their aggregate within 10% of the leading aggregate will be considered in the qualifications. The trophy will be awarded to the player with the best average within qualifications.
  - \* The player achieving the best bowling average in each grade. (Necessary qualifications, 30 wickets) provided at least 3 bowlers qualify. If 3 or more batsmen do not qualify, those players with their aggregate within 10% of the leading aggregate will be considered in the qualifications. The trophy will be awarded to the player with the best average within qualifications.
  - \* The player achieving the best all-round performance in any one grade. (Necessary qualifications, 300 runs and 30 wickets or 400 runs and 20 dismissals by a wicket keeper).
  - \* Best All-Round Under 16 player.
  - \* Best All-Round Under 15 player.

**NOTE:** Should the necessary qualifications not be met, alternative qualifications will be recommended to the Executive by the Honorary Junior Cricket Secretary.

## **50 JUNIOR CLUB CHAMPIONSHIP**

- 50.1 Clubs must enter four or more teams to be eligible.
- 50.2 Method to determine Junior Club Championship:
- (a) All calculations to be done on an individual CLUB basis.
  - (b) For each [grade/age group], add up all the end of season points for all your club teams in that [grade/age group]. Divide the total by the number of teams from your club in each [grade/age group] to obtain an average.
  - (c) Add up those averages for all [grade/age groups] played.  
Divide the total by the number of [grade/age groups] the club competed in.
  - (d) The Club with the highest resultant figure is then declared Club Champion.
- 50.3 Any Club, organisation or organisations forfeiting a match during the season will **NOT** be disqualified from the Junior Club Championship.
- 50.4 The Junior Club Championship is separate from the Senior Club Championship.

## **51 ASSOCIATION RECORDS**

To qualify for an Association junior record a player must have taken a minimum of 30 wickets and/or scored 300 runs in a season, including semi-finals and Finals, for which the record is claimed.

## **52 PENALTIES**

- 52.1 Failure to comply with clause 33 (Nomination of Players) and/or to submit match result cards within 7 days of completion of a match to the Honorary Assistant Junior Cricket Secretary will result in the loss of 1 competition point and a \$10 fine for each offence.  
The offending club will be notified of the fine.
- 52.2 Failure to comply with clause 5.1 (Club Officials):  
Clubs to receive written or verbal reminder if information is not received by the commencement of Round 2. If this information is not received by the commencement of Round 3, a fine of \$15 for the Club Secretary and each Team Manager (TEAM CONTACT) not supplied, will be imposed.
- 52.3 **Clubs must supply the Name, Phone Number and email address of their Club Juniors' Secretary and each Team Contact.** (This team contact does not have to be the Manager or the Coach.)

**PART  
3**

**HORNSBY KU-RING-GAI & HILLS DISTRICT CRICKET  
ASSOCIATION - JUNIOR PLAYING RULES**

(These are in addition to the MCC and the HK&HDC Association By-Laws)

**1 FORMAT OF COMPETITIONS**

- 1 (a) Each Junior competition shall attempt to play at least one complete round, one day matches to be played, if necessary, to complete the round, with finals played on the Sunday at the completion of the competition.

It is our intent for the finals to be played, therefore, if vandalism or council "mix-up" prevents the ground from being adequate for the final, a 2nd day MAY be allocated for completion of the game.

- 1 (b) When there is one division with less than 8 teams in any age competition, a final shall be played between the top two teams in that competition according to the points table. If any final is affected by inclement weather such that the match cannot be played out to a result, the team that finished higher on the table, is to be declared the winner of the Premiership.

- 1 (c) When there are two divisions or 8 or more teams of similar standard in any age competition, semi-finals will be played between the teams that finished in the top 2 in each of the divisions. If the semi-final is affected by inclement weather such that the match cannot be played out to a result, the team with the best quotient shall be declared the winner.

The quotient system is determined in the following manner:

The batting average 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 such teams 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 and the team having the higher quotient shall be considered to have the better performance. For the purpose of this rule, a player who has retired hurt shall be deemed to be "not out" and a side declaring its innings closed shall be deemed to have lost only the wickets that have actually fallen.

Simply...*Runs for* divided by *Wickets for* **OVER** *Runs against* divided by *Wickets against*.

- 1 (d) The Final. (If no result due to rain or pitch vandalism)

In the event that there are two teams that finish first on equal points at the end of the competition in a single division, both teams will be declared joint premiers. If multiple divisions, the quotient shall determine the Premiership. If there is less than 0.1 of a percentage point difference in the quotient, both teams shall be declared joint premiers.

**2. PLAYING TIMES**

- 2 (a) **Two Day Matches:**

(i) Girls Under 12 and **Boys Under 10/ L & Under 9/Av** ..... 8:00 am to 10:25 am  
OR  
.....10:30 am to 12:55 pm  
OR  
(Afternoon Game) ..... 1:00 pm to 3:25 pm.

(ii) Under 14 & Under 16 Girls and **Under 10 to Under 12 Boys**.....9:00am to 12:15 pm  
OR  
(Afternoon Game) ..... 12:30 pm to 3:45 pm  
OR  
..... **Sunday**.....9:00am to 12:15 pm

(iii) **Under 13 to Under 14 Boys Competition**.....9:00am to 12:30 pm  
OR  
**Sunday**.....9:00am to 12:30 pm

(iv) **Under 15 to Under 16 Boys Competition** .....8:30 am to 12:30 pm  
OR  
**Sunday**.....8:30 am to 12:30 pm

It is anticipated that if Sunday games are necessary it would be 1 game in 4 or 5.

2 (b) **2-Day Game.**

There is a maximum number of overs permitted for a days play relative to the age division, [Rule 11]. To complete the overs you may play till 12:45pm. **All games must play till 12:30pm**, or until all overs for the days play are completed.

If attempting an outright, there is a 3 over deduction between innings from the maximum overs per days play, unless the declaration is at the beginning of a days play.

2 (c) **One Day Matches:** (**not** one inning per side matches)

Under 10 to Under 16 Competitions to commence at 8.00 am. There is no finishing time in one day matches unless both teams have completed their first innings and an outright result is possible, in which case play may continue to 12:00 pm (midday).

All One-Day matches (with the exception of Under 12 Girls, U/10 Ltd & U/9 Average) are 32 overs per side – 8:00am start. In the case of multiple innings per side, (1<sup>st</sup> & 2nd), 64 overs maximum in the day minus change of innings (3 overs each time) after the 1<sup>st</sup> Innings' are completed.

All Under 12 Girls, U/10 Ltd & U/9 Average) One-Day games will be played under the same format as Under 9 Average competition unless extra grounds become available.

2(d) **One Day Matches**

Girls Under 12 and

Boys Under 10/ L & Under 9/Av ..... 8:00 am to 10:25 am OR

.....10:30 am to 12:55 pm OR

(Afternoon Game) ..... 1:00 pm to 3:25 pm.

2 (e) **DRINKS BREAKS**

A 10 minute drink break **Must** be taken after 50% of the allocated overs for the day have been bowled. All drinks breaks are not to be included as an interruption to the scheduled playing time. Extra breaks may be included if the conditions necessitate. Time for the Extra breaks must be kept to a minimum.

COMMON-SENSE please.

**3. CONDUCT OF MATCHES**

**Teams must exchange their Declared Team before tossing at the beginning of the game.**

3 (a) **One Day Matches:**

(i) The team batting first shall be permitted to bat for 32 overs. Its innings shall then be terminated unless it is previously terminated either by prior dismissal of the team or by a declaration.

(ii) The opposing team shall then bat under the same Rule 3(a)(i).

(iii) The team scoring the most runs after each has had the opportunity to bat for 32 overs is declared the winner on the first innings.

(iv) There will be no finishing time except where both teams have completed their first innings and an outright result is possible. Play will proceed according to the Rules for the last day of a two day match with a finishing time of 12:30pm. (8 overs minimum in the last half hour)

(v) If rain interrupts play and there is no possibility of 32 overs being completed by both teams or a result obtained prior to 12:45pm, the game may be called off and declared a draw.

(vi) No bowler shall be permitted to bowl more than their maximum over spell, (allowable for one spell for their age group), in the first innings of each team and the number of bowlers normally required to bowl as for Rule 10, relative to the age division, should bowl at least 1 over. ie, U/10 & U/11– 10, U/12's – 9, U/13's & U/14's – 7, U/15's & U/16's – 5. Girls restrictions are relative to the group that their group is matched with.

(vii) In Under 12 to Under 16 Competitions, during the first twenty six (26) overs of an innings the maximum number of deliveries permitted shall be eight (8) in any one over. Thereafter six (6) legitimate balls must be delivered.

In Under 10, Under 11, and Girls' U/ 12's & U/14's Competitions, there will be no extra deliveries.

3 (b) **Two Day Matches**

- (i) Two day matches will be conducted in accordance with the MCC Laws of Cricket except where otherwise provided for by these Rules.
  - (ii) Provided both teams have had the opportunity to receive equal overs, the team scoring the most runs will be the winner.
  - (iii) In Under 12 to Under 16 Competitions, the maximum number of deliveries permitted shall be eight (8) in any one over. For the last 8 overs, six (6) legitimate balls must be delivered.
- A match shall be declared a tie if a pitch is subject to **vandalism** after a match has commenced, unless there has been a prior result.

4. **FOLLOW ON**

Follow on margins for each Age Competition are as follows:

Under 10 to Under 12 Competitions .....	40 runs
Under 13/Under 14 Competitions .....	50 runs
Under 15/Under 16 Competitions .....	75 runs

5. **POINTS SCORE**

5 (a) Points shall be allocated as follows:

Outright win .....	8 points
Win Outright if defeated on First Innings.....	7 points
Win on First Innings.....	6 points
Tie in a match at the completion of Two Innings.....	5 points
Win on First Innings if defeated outright.....	4 points
Tie in a match at the completion of One Innings.....	3 points
Drawn game, including matches affected by rain.....	2 points
Loss on First Innings.....	1 point
Outright loss.....	0 points
Loss by forfeit.....	0 points

5 (b) For a bye in a complete round of matches nil points.

5 (c) For a bye in an incomplete round of matches, maximum points scored in that particular round in that competition.

5 (d) A team receiving a forfeit shall be credited with **maximum points** scored in that particular round in that competition. Should wet weather prevent a result in the round, the team will be allocated the average number of points scored against that team per game during the year. Allocated at end of Rounds.

6. **WET WEATHER**

**If grounds are closed by council early, information may be on the**

**Association WET WEATHER LINE :- 9 4 0 2 - 5 6 1 3**

Provided play has not been cancelled by the **respective councils**, a decision to play on wet days rests solely with Team Managers.

In the event of wet weather and provided that play has not been cancelled by the **respective councils**, where Managers have not agreed that there shall be no play, each team is to turn up with at least six (6) players to take the field.

**Claiming a Forfeit**

If a team fails to appear, then the opposing team, if in attendance with six (6) or more players, may claim a forfeit, but, this must be notified to the **Honorary Junior Cricket Secretary** within 24 hours at [hkhdcajuniors@yahoo.com.au](mailto:hkhdcajuniors@yahoo.com.au)

6(a) If the Managers cannot agree whether or not to start play by the time that 2 hours has elapsed after the scheduled starting time for the match, play shall be deemed to be abandoned for the day.

- 6 (b) If wet weather interrupts play, the Maximum number of overs possible for the whole game,(remaining overs in Day 1 plus overs to be bowled in Day 2), after adjustments, are divided by two. This then becomes the maximum number of overs per innings. The result can be determined on runs scored as for a One Day game. Both teams are to receive an equal number of overs. Therefore, If rain occurs on the second day, for a team to win they must either score the runs or take all the wickets, otherwise it will be declared a Draw.

**The Minimum number of overs per innings (for runs only to determine the result) is 50% of the maximum allocation.**

**For a team to win if 50% of the Maximum Allocated overs cannot be bowled in each innings, that team must get the opposition ALL OUT, or score the RUNS before the over allocation or the time limit is reached.**

**For example:-** (For Under 16's) 50 overs left in the match because of rain. Each team is allocated 60 overs each. 50% of 60 overs per innings means that both teams must receive 30 overs each innings .

**Team A bats for their 30 overs (50% of Maximum) scoring 120 runs. This then leaves 20 overs for Team B to score 121 runs, or Team A to take 10 wickets. If the runs are not reached or the wickets not taken, it is a DRAW.**

**Please Note:-**

Team A may declare its innings closed after 20 overs leaving Team B 30 overs to score the runs. This is 50% of the Maximum overs for Team B, therefore, the result will be determined by runs.

*The change of innings does not consume any overs in the 1<sup>st</sup> Innings of a rain affected match.*

- 6 (c)

Where there is an interruption to scheduled playing times due to wet weather, the number of overs required to be played will be reduced as follows:

- less than 10 minutes lost = no reduction to overs
- thence: 1 over for every 3 minutes, or part thereof, lost.
- 16 minutes lost = 2 overs
- 22 minutes lost = 4 overs
- 28 minutes lost = 6 overs
- 34 minutes lost = 8 overs
- 40 minutes lost = 10 overs
- 46 minutes lost = 12 overs
- 52 minutes lost = 14 overs
- 58 minutes lost = 16 overs

**7. FORFEIT**

Should a team be unable or unwilling to commence at the appointed time, the Manager or Captain of the opposing team may notify the Manager or Captain of the offending team of his intention to claim the match. In which case, play should commence as soon as possible and the circumstances reported to the Honorary Junior Secretary within 24 hours of completion of the match. If the offending teams' explanation is considered unsatisfactory after inquiry by the Junior Committee, the match will be awarded to the opposing team.

In determining the result of a protest under this rule the Junior Committee will take account of the length of the delay to the start of the game, the impact on the result of the game of the late start, and the Code of Conduct adopted by the Association.

**8. RESULT SHEETS**

At the completion of each match, the Secretary, Manager or Captain of **EACH TEAM** is to complete and forward a result sheet to the **Honorary Assistant Junior Cricket Secretary**, by EMAIL, within seven (7) days of the completion of the match in the appropriate format. Penalties will be imposed where sheets are not returned or are returned late. Refer also to rule 52 of the Rules.

8. Where as a result of wet weather or for other reason there is NO play on either day, both teams' Managers and/or Captains are to complete and lodge a result sheet advising of this fact and that the match was drawn.

(cont)

The following details are to be recorded on the result sheet:

- (a) The round number, date, grade and team name (and identification if more than one team is registered in the grade).
- (b) All players' names with initials whether they have batted or not.
- (c) Those players from other age competitions and the age competition in which they are registered.
- (d) Wicket-keepers statistics in the appropriate column.
- (e) Batsmen who are not out for any reason
- (f) Wides and no-balls against the bowlers.
- (g) Ground conditions. (Optional)
- (h) **EXPLANATIONS** where **MINIMUM OVERS HAVE NOT BEEN BOWLED**.

## **In Hardball, ALL BATSMEN MUST WEAR HELMETS**

### 9. BATTING RESTRICTIONS

**UNDER 10 & UNDER 11 COMPETITION** - Batsmen **must retire after scoring 40 runs**, there being no restrictions on the number of overs for which a batsman can remain at the crease. **After all other players have batted (before 10 wickets have fallen)**, a batsman who was previously retired can return until dismissed or the team is **ALL OUT**, (whichever occurs first).

**UNDER 12 COMPETITION** - Batsmen **must retire after scoring 50 runs**, there being no restrictions on the number of overs for which a batsman can remain at the crease. **After all other players have batted (before 10 wickets have fallen)**, a batsman who was previously retired can return until dismissed or the team is **ALL OUT**, (whichever occurs first).

**UNDER 13 COMPETITION** - Batsmen **must retire after scoring 60 runs**, there being no restrictions on the number of overs for which a batsman can remain at the crease. **After all other players have batted (before 10 wickets have fallen)**, a batsman who was previously retired can return until dismissed or the team is **ALL OUT**, (whichever occurs first).

**UNDER 14 COMPETITION** - Batsmen **must retire after scoring 75runs**, there being no restrictions on the number of overs for which a batsman can remain at the crease. **After all other players have batted (before 10 wickets have fallen)**, a batsman who was previously retired can return until dismissed or the team is **ALL OUT**, (whichever occurs first).

**UNDER 15 and UNDER 16 COMPETITIONS** - **No Restriction**. A Batsman **can be retired at any time during a game and, after all other players have batted (before 10 wickets have fallen)**, a batsman who was retired can return until dismissed or the team's innings is completed. Any batsman who is retired will be deemed **RETIRED NOT OUT** for **HKHDCA** records.

A batsman may be **retired any time** during the season under. The result sheets will be annotated with a double asterisk (\*\*) against the players score and will be deemed **RETIRED NOT OUT**. This Rule only applies to competition rounds, **not finals**.

## **10. BOWLING RESTRICTIONS – (restricted overs)**

**(It is the responsibility of the scorers to inform the on-field coach/umpire of the over count. The intent of the rule, and the use of it, is our main concern.)**

### **UNDER 10 Hard Ball – Boys & UNDER 11 COMPETITION – Boys**

No bowler is permitted to bowl more than four (4) overs in the first thirty (30) overs of any innings and, a minimum of 11 players, (or all players if short), must bowl at least two (2) overs in the first thirty (30) overs of the first innings, unless the innings is concluded before thirty (30) overs. Where the team is short, all players must bowl their full allocation. Additionally no bowling spell is to be greater than four (4) overs, and the maximum overs in a morning's/afternoon's play is eight (8) overs per bowler. The break between bowling spells is to be the equivalent number of overs bowled from the same end as the bowler's immediately concluded spell (ie if a bowler bowls overs No 1, 3 & 5 he cannot bowl again until the thirteenth over). N.B. Where a bowler changes ends during a spell, this shall be deemed to be the continuation of the spell, provided that the break is not greater than the minimum two overs required to effect the change of ends.

### **UNDER 12 COMPETITION & UNDER 14 - Girls**

A minimum of 10 players, (or all players if short), must bowl at least three (3) overs in the first forty (40) overs of the first innings, unless the innings is concluded before thirty (40) overs. Where the team is short, all players must bowl their full allocation. Additionally no bowling spell is to be greater than four (4) overs, and the maximum overs in a morning's/afternoon's play or in an innings is eight (8) overs per bowler. The break between bowling spells is to be the equivalent number of overs bowled from the same end as the bowler's immediately concluded spell (ie if a bowler bowls overs No 1, 3, 5 & 7 he cannot bowl again until the seventeenth over). N.B. Where a bowler changes ends during a spell, this shall be deemed to be the continuation of the spell, provided that the break is not greater than the minimum two overs required to effect the change of ends.

### **UNDER 13 COMPETITION – Boys & UNDER 16 - Girls**

A minimum of 9 players, (or all players if short), must bowl at least three (3) overs in the first forty (40) overs of the first innings, unless the innings is concluded before forty (40) overs. Additionally no bowling spell is to be greater than five (5) overs, and the maximum overs in a morning's/afternoon's play or in an innings is ten (10) overs per bowler. The break between bowling spells is to be the equivalent number of overs bowled from the same end as the bowler's immediately concluded spell (ie if a bowler bowls overs No 1, 3, 5, 7 & 9 he cannot bowl again until the twenty first over). N.B. Where a bowler changes ends during a spell, this shall be deemed to be the continuation of the spell, provided that the break is not greater than the minimum two overs required to effect the change of ends.

### **UNDER 14 COMPETITION – Boys**

A minimum of 7 players, (or all players if short), must bowl at least three (3) overs in the first forty (40) overs of the first innings, unless the innings is concluded before forty (40) overs. Additionally no bowling spell is to be greater than five (5) overs, and the maximum overs in a morning's/afternoon's play or in an innings is ten (10) overs per bowler. The break between bowling spells is to be the equivalent number of overs bowled from the same end as the bowler's immediately concluded spell (ie if a bowler bowls overs No 1, 3, 5, 7 & 9 he cannot bowl again until the twenty first over). N.B. Where a bowler changes ends during a spell, this shall be deemed to be the continuation of the spell, provided that the break is not greater than the minimum two overs required to effect the change of ends.

### **UNDER 15 and 16 COMPETITIONS – Boys**

**No Restrictions other than set out in 10.1 "Over Restrictions".** No bowling spell is to be greater than six (6) overs, and the maximum overs in a morning's/afternoon's play or in an innings is twelve (12) overs per bowler. The break between bowling spells is to be the equivalent number of overs bowled from the same end as the bowler's immediately concluded spell (ie if a bowler bowls overs No 1, 3, 5, 7, 9 & 11 he cannot bowl again until the twenty-fourth over). N.B. Where a bowler changes ends during a spell, this shall be deemed to be the continuation of the spell, provided that the break is not greater than the minimum two overs required to effect the change of ends.

**10.1 Over Restrictions – (Open Competition) plus (Multiple Innings per team)**

Age	Max Overs per spell	Max Overs per Innings	Max Overs per day
Under 19- 17	8	16	20
Under 16 -15	6	12	18
Under 14 –13	5	10	15
Under 12 -10	4	8	12

**10.1 Minimum Rest Period ((For fast and slow bowlers)**

- (i) (a) Such a bowler shall have a minimum rest period between spells of at least the same number of overs bowled from the same end as the bowler’s immediately completed spell.
- (b) A bowler who has bowled a spell of fewer than the maximum number of overs as set out above, may resume bowling prior to the completion of the minimum rest period defined in (a), but his will be considered an extension of the same spell and the limit of the 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 will be disregarded.
- (c) For the purpose of calculating a bowler’s minimum rest period, in the event of an interruption to play due to weather, light, scheduled intervals or due to the condition of the pitch, the break shall be considered part of the bowler’s rest period. Each 3.5 minutes or part thereof shall be considered the equal of one over. Therefore, a tea break of 10 minutes would count as three overs. Drinks breaks are not considered ‘scheduled’ breaks for the purpose of these rules.
- (d) The Association will investigate any charge of intentionally breaching these restrictions and deal with it appropriately, under Association Rule 23.
- (e) The Executive may from time-to-time relax the maximum overs per innings restriction, where it does not impact on the overall intentions of these injury prevention measures.
- (f) The Executive may also vary these restrictions without “notice of motion” where change is necessary to comply with a higher affiliated body.

**11. OVER REQUIREMENTS**

The maximum number of overs that must be bowled in a morning’s/afternoon’s play and the maximum overs per 1<sup>st</sup> innings is:

Under 9’s Average Competition.....	16 OVERS per innings
Under 10’s Limited & Under 12’s – Girls.....	36 OVERS
Under 10’s Limited/Plus .....	45 OVERS or coach agreement
Under 10’s (HARD BALL).....	45 OVERS
Under 11’s & Under 12’s - Boys .....	50 OVERS
Under 14’s and Under 16’s - Girls.....	50 OVERS
Under 13’s & Under 14’s - Boys.....	55 OVERS
Under 15’s & Under 16’s - Boys .....	60 OVERS

A change of innings within the days play shall be 10 minutes and will count for three (3) overs lost. No overs or time will be lost if the change of innings occurs at the start of the days play.

These are maximum overs in a days play for specific teams which are also the maximum overs per 1<sup>st</sup> innings for each age group.

If a team A does not use all the overs, the other team B can use the remaining overs in the day – less 3 overs for the change of innings. Team B can still only receive the maximum number of overs per innings.

Once all 1<sup>st</sup> Innings are completed, there are no over restrictions other than the maximum overs permitted in a days play.

## ENFORCING OVER PENALTIES

### 11(a) In all two day matches in the Under 10's to Under 16 competitions.

If there has been NO interruption to scheduled playing time due to wet weather or circumstances beyond the coaches/managers control , then, a “**Limited**” over game can be enforced.

(i) To play a “limited” over game, you must first inform the opposition coach that you are enforcing the rule when the end of the playing time is reached. At the completion of the over, leave the field and Record the number of runs at the over number on both scorebooks and initial.

(ii) If the team fielding first fails to bowl their overs on the first day of play, it shall continue to bowl into the second day until it has completed its **Maximum number** of overs, provided that the team batting first has NOT been dismissed or declared its innings closed beforehand.

(ii)(a) If the team batting on is dismissed during the extra overs, the overs not bowled are added to the over allocation of the next batting team. Record all subsequent over scores from the end of day 1 until the required number of overs to be bowled on the 1<sup>st</sup> day is reached on the 2<sup>nd</sup> day.

(iii) The first innings of the team batting second shall then be limited to the number of overs NOT exceeding the actual number of overs which it had bowled (including over in progress), the first day, plus the overs gained in Rule 11(a) (ii)(a).

(iv) The team bowling second must complete its **required** overs, (that number bowled on the first week) within the remaining time PLUS 10 minutes otherwise the game will revert to a “**REDUCED**” over game.

(v) If the game reverts to a “**Reduced**” match, the team bowling second must bowl the **required overs** (that number bowled on the first week). The team with the most runs at that over number will be declared the winner of the match. If the team batting second has been dismissed or declared its innings closed before the end of “playing time plus 10 minutes” before reaching the run target, the side batting first wins.

(vi) **Lost Time must be recorded for lost balls and extraordinary drinks breaks due to extreme temperatures in consultation with both coaches. If the field is not required immediately, an extra 15 minutes may be played to complete the overs. Let common-sense prevail.**

**SHOULD CIRCUMSTANCES OTHER THAN WEATHER ARISE WHICH IMPACT ON THE NUMBER OF OVERS WHICH A TEAM IS ABLE TO BOWL ON A PARTICULAR MORNING, THESE CIRCUMSTANCES ARE TO BE REFERRED TO THE JUNIOR COMMITTEE FOR ARBITRATION AS SOON AS POSSIBLE AFTER THEY ARISE.**

11(b) A team which has batted for the total allocated hours of play on the first day, shall not continue to bat on the second day, EXCEPT where time has been lost on the first day due to wet weather and/or where it is entitled to do so in terms of Rule 11 (a)(i).

11(c) Where time has been lost on the first day due to wet weather then:

(i) the **MAXIMUM** quota of overs to be bowled shall be reduced in accordance with the table set out at the commencement of Rule 6 (b) & 6 (c), to assess whether or not the team fielding first has bowled an acceptable quota of overs on the first day.

(ii) Where it is assessed that the team fielding first has not bowled their quota of overs on the first day then they may continue to bowl into the second day until their quota of overs is reached, unless the team batting first has been dismissed or has declared its innings closed.

No overs will be deducted for change of innings.

(iii) In such cases, provided that the team batting second has faced an equivalent number of overs as did the team batting first, the team scoring the most runs shall be declared the winner. However, where the team batting second has scored more runs in its first innings than the team batting first, it will always be declared the winner irrespective of the number of overs which it faces.

(iv) If rain occurs mid innings on the second day, refer to rule 6 (c).

If the side batting 2<sup>nd</sup> does not face the same number of overs as the side batting first, and does not pass the score (runs) of the side batting first, it will be declared a DRAW.

**Should any dispute occur as a result of divided time caused by wet weather, the matter must be referred to the Junior Committee for decision and must be referred as soon as possible through your Junior Club Secretary or Club Executive.**

## 12 MANKAD – U/10's HardBall to U/13's

Where the bowler attempts to run out the non-striker during his/her run up and an appeal is made, the umpire at the non-striker's end shall not consider the appeal unless the same non-striker has previously been warned for being in front of the popping crease prior to a bowler delivering the ball.

When it is necessary to warn the non-striker in these circumstances, the umpire at the non-striker's end shall inform the other umpire and the captain of the fielding side that a warning has been given. The warning may be made by any player on the fielding side or any umpire. Any umpire is permitted to call Dead-Ball if the rule is being abused.

**Note:** Once the bowling arm has reached shoulder height, the bowler is not permitted to interrupt the delivery action in an attempt to run out the non-striker.

**U/14's to U/16's – No warning required.**

**In Under 10 cricket**, Mankading is prohibited. However excessive backing up by the non-striker is not endorsed. And, if any umpire is of the opinion that the rule is being abused, he should call Dead-Ball and then inform the other umpire, team coach and batsman why.

## 13 NO-BALL

The Junior and Girls Competitions have adopted the International Experimental Rule relating to no balls. Therefore a no-ball that is scored from will count as runs to the batsman or byes, and will attract an additional 'Sundry' run.

13(a) Any delivery which first lands wide of the hard surface of the pitch or bounces off the hard surface of the pitch prior to passing the batting crease is to be called a "No-Ball".

Any ball that bounces off the pitch is a No-Ball and is **NOT** to be chased by the batsman

13(b) Any delivery that does **not** bounce and reaches the batsman **above waist height, (BELLY BUTTON)** for a fast bowler, **not hip or thigh**, in his normal stance or above the shoulder for a slow bowler, it is a "No-Ball". Any bowler **intentionally** bowling "Beanballs" (a full toss at the chest up), is to be removed from the bowling attack and not return for that innings.

A Bouncer is a legitimate ball, however, if the ball bounces over the head of the batsman **STANDING UP STRAIGHT**, it is a "No-ball".

It is a "No-ball" if the delivery bounces **more than** twice,(3 or more),before reaching the batsman or rolls along the ground. If the ball comes to rest before reaching the batsman, the batsman is **not** allowed to hit the ball and it is a "No-ball".

13(c) The MCC Law applying to no-balls shall apply in regard to all other matters including the number of balls bowled, except that:

**In the Under 12 to Under 16 Competitions & U/14 and U/16 GIRLS Competitions**

During the innings, the maximum number of deliveries permitted shall be eight (8) in any one over (fair deliveries, no-balls and wides etc inclusive). For the last eight (8) overs of an innings, (last 8 of the maximum allocation), at least six (6) legitimate balls must be delivered in any over. See Rule 3(a) for one day rules.

**In the Under 11, Under 10 and Girls U/12:**

There are no extra deliveries for no-balls or wides and the maximum number of deliveries permitted in any one over shall be six (6).

- 13(d) A No-Ball which is not scored from is to be entered in the score book as one (1) sundry and is recorded against the bowler.
- 13(e) A No-Ball which is scored from is to be entered in the score book as runs to the batsman plus a no-ball in the sundry column. The bowler is to attract the additional sundry. A no-ball hit for four is recorded as 4 to the batsman/ 1 to the no-ball column/ and 5 to the bowler. If a no-ball is bowled and it goes to the boundary for 4 without touching the bat, it is recorded as 5 no-ball's to the bowler:- There are no byes or Wides when it is a no-ball.

#### 14 **LBW**

This rule shall apply as laid down in the Laws of Cricket and shall apply to all Competitions. In this regard Managers are reminded that it is the policy of the Association that Umpires, **MUST** enforce this Law. (Please learn the rules and enforce sensibly).

In non-competitive Under 10's, a player shall **not** be given out LBW if he is making a genuine attempt to play the ball.

#### 15 **SHORT PITCH**

The full 22 yard pitch shall be used, except in the **Under 9 Average Competition** and the **Under 12 Girls Competition** where the short pitch is to be used when the stumps can be placed at the end of the hard wicket area. When a full pitch is used by **U9 Average and Under 12 Girls**, a second popping crease will be drawn eight (8) feet from the stumps. **This crease will be for the bowler only.**

**For U/10-Limited, adjust the crease according to the ability of the bowler.**

#### 16 **EQUIPMENT**

Standard grade size of stumps and bails are to be used and at least eight (8) markers provided by each team to define boundaries where necessary.

- 16 (a) **All Wicketkeepers must wear a mouth guard or face shield. It is recommended that, whilst keeping up at the stumps, a helmet with a face shield be worn.**

#### 17 **BALLS**

The ball to be used in the various competitions is as follows:

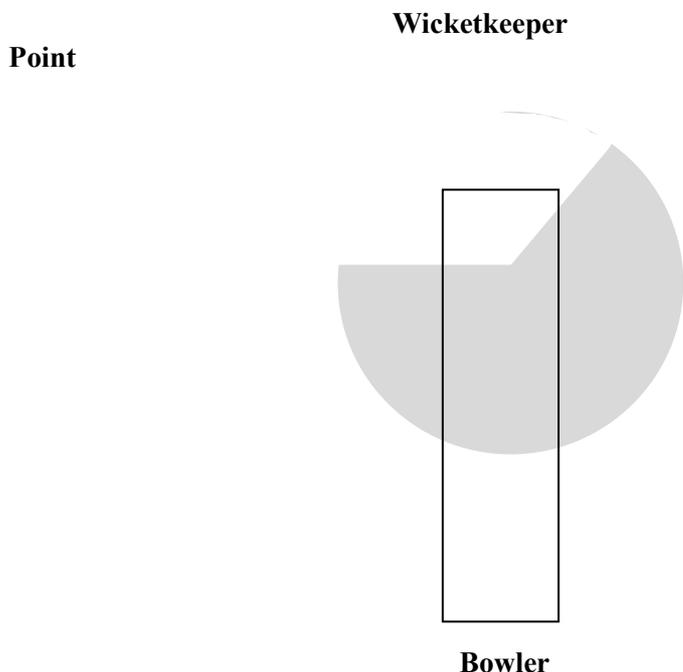
Association approved is any Australian made: ie, Kookaburra, Platypus, County, etc.

- 17(a) Under 9 Average & Under 10 Limited is the.....**Easton Incrediball 142g.** or Association approved.  
Under 12 Girls
- 17(b) Under 10's Hard Ball is the.....(minimum).**Kingsgrove Academy Leather 142g**  
or Association approved.
- 17(c) Under 11's Boys Competition is the..... **two piece leather ball 142g** Association approved.
- 17(d) Under 14 & 16 Girls Competition is a..... **two piece leather ball 142g** Association approved.
- 17(e) All other Competitions, U/12 to U/16's, a.....**two piece leather ball 156g** Association approved.

**18 FIELDING RESTRICTION**

In all Under 10 to Under 12 Competitions, **no player is permitted to field** within ten (10) metres of the **Batsman on strike** in an arc from **Point** through the **Bowler** to the **Wicketkeeper**.

**From Under 13 to Under 16, Fielders will be allowed in this area providing they are wearing a helmet with a faceguard. It is recommended boys wear a protector. Because of this compulsory requirement, The Square Leg Umpire is required to look after the helmet when not required....up to 2 overs.**



**19 COACHING**

It is permissible for team Managers and/or Coaches to coach players and to give Captains advice on the field of play as follows:

**19.1 UNDER 19 AVERAGE COMPETITION**

See rule 25(f)

**19.2 UNDER 10 LIMITED and UNDER 12 GIRLS COMPETITIONS**

See rule 29(l)

**19.3 UNDER 14 and 16 GIRLS COMPETITION**

See rule 32(d)

**19.4 UNDER 11 - UNDER 13 JUNIOR COMPETITION**

May assist captains to set the field and coach individual players on the field between overs, provided neither disrupts the general flow of the game.

**19.5 UNDER 14 - UNDER 16 COMPETITIONS – No on-field coaching is permitted**

May assist Captains set fields and recommend changes. The Captain, however, is to make all decisions. Coaching is restricted to breaks between innings and other scheduled breaks or, when dangerous situations become apparent. Off-field coaching is allowed provided it does not interfere with the game.

**20 DECLARATION OF TEAMS - TWELFTH & THIRTEENTH MEN**

**Under 10's to Under 16's**

Any number of players may bat or bowl, although only 10 wickets are allowed in an innings. In the finals, (i.e. non round matches), it reverts to rule 20 (b).

**Teams must exchange their Declared Team on the appropriate sheet before tossing at the beginning of the game naming all players participating in the match.**

**20(b) Under 15's to Under 16's**

To provide an opportunity for players to actively participate in the game, two players can be interchanged on a weekly basis. That is, the players nominated as twelfth & thirteenth men on the first day of a two day match can be changed for two other players on the second day. The players nominated as twelfth & thirteenth men for each days play can bat or bowl for the day for which they are so nominated provided the player they are replacing has not done that discipline in that innings.

On the first days play, the twelfth & thirteenth men **must be named on the reverse side of the team sheet** and on the second day the twelfth & thirteenth men must be nominated and noted on the team sheet before the start of play on that day.

**Teams must exchange their Declared Team on the appropriate sheet before tossing.**

In one day matches the players change at the change of innings.

The twelfth & thirteenth men may be interchanged after each innings.

The interchange is NOT dependent on illness, injury or absenteeism.

**21 PLAYERS REGISTRATION**

Managers must ensure that ALL players are registered and that they are playing in their correct Age Competition. To be eligible for an Age Competition, the player must be UNDER that AGE ON 1st SEPTEMBER at the commencement of the season.

LATE REGISTRATIONS should be forwarded to the respective Divisional Secretaries, with a copy to the Honorary Junior Cricket Secretary.

**22 DISPENSATIONS**

**Dispensated players MUST be noted on the team sheet BEFORE the start of the match.**

An over-age player is not permitted to play in a lower age competition unless prior dispensation is granted by the Junior Committee. A player receiving a dispensation will automatically have the following playing restrictions imposed:

**A Maximum of 2 (only) Dispensated players per team at any one time. \***

<b>Batting:</b>	Retire at a <b>Maximum</b> of	<b>Game</b>	<b>Two Day</b>	<b>One Day</b>
	Under 10 .....		20	15
	Under 11 .....		30	20
	Under 12 .....		40	30
	Under 13-16 .....		50	30
	Under 14 -16 Girls .....		40	20
<b>Bowling:</b>	<b>Maximum</b> overs in an innings			
	Under 10 – 11.....		3	2
	Under 12-14 .....		4	2
	Under 15-16 .....		5	3
	Under 14 – 16 Girls.....		3	2

Dispensated players must be used in the “**SPIRIT of the GAME**” (ie. **NOT** Bowling or batting in lumps/tandem), or severe limitations may be/will be applied.

During the course of the season the players’ performances will be monitored and further restrictions may be imposed.

When a team with dispensation players contests a HKHDCA final, it is compulsory that all legitimate age players are in the starting eleven, whilst any over age player can participate under the twelfth & thirteenth men rule. They may bat OR bowl OR wicketkeep, ONE ONLY.

**Dispensated players are not permitted to return to the innings as is allowed for correct age players in Rule 9.**

Over age players are **not** eligible to win an Association trophy, and as such their performances will be excluded from the Annual Report.

\* The Junior executive may vary this on an individual basis in extreme situations provided sufficient information is presented.

## UNDER 9 – Average COMPETITION RULES

- 23** Under 9 cricket is played under the **Average** format.  
Under 10 cricket is played under two formats, **Limited and Hard Ball**, with Limited being for the less advanced cricketer. **Girls cricket is played as Under 12, Under 14 and Under 16** with different rules applying to each.  
In all cases the intent of the Association is that the players are given the opportunity to enjoy their cricket and develop their skills, and accordingly, application of the following rules is to be flexible to ensure the most benefit for the players.

### **24 UNDER 9 AVERAGE CRICKET - Playing Conditions**

- 24(a) A team is to consist of 8 players:- if more players, only 8 may bat. The extra's may bowl and field.  
24(b) The ball to be used is the Easton Incrediball (142 g). - **The small ball.**  
24(c) The short pitch is to be used when the stumps can be placed at the end of the hard wicket area and the crease marked four (4) feet from the stumps. When a full pitch is used by U9's, a second popping crease will be drawn eight (8) feet from the stumps. **THIS CREASE WILL BE FOR THE BOWLER ONLY.**  
If it is found that the bowler still can't manage the distance, move that player forward to allow the batsman and the bowler a fair game.  
24(d) The maximum boundary is 40 metres. Each team should have at least 6 markers to indicate boundary extremities.  
24(e) Instead of waiting the usual ten minutes between innings, teams should take the field for the second innings without delay.  
24(f) As well as the two umpires, the fielding team may have a coach on the ground to assist in organising the fieldsmen and provide individual coaching between overs. The two umpires should assist the batsman and bowlers where appropriate.

### **25 UNDER 9 AVERAGE CRICKET - Method of Play**

- 25(a) A match shall consist of 2 innings, each of 16 x 6 ball overs. No extra balls are given for wides or no-balls.  
25(b) Any ball that bounces on the ground at the side of the pitch before reaching the popping crease, (the batsman), is a no-ball. If not scored from, a no-ball counts as 1 run.  
25(c) The batting side is divided into **4 pairs of batsmen**, each pair of batsmen bat for **4 overs**. If a batsman is given out, the loss of the wicket is recorded on the score sheet, but the batsman continues batting for the rest of the 4 overs. All runs scored during the 4 overs are credited to the pair. Sundries are not scored separately. If the pair last the 4 overs without losing a wicket, a bonus of 6 runs is added to the runs scored by the partnership. A team may not declare its innings closed.  
25(d) When a team has less than 8 players, batsmen who face the least number of balls will bat a second time to make up the 8. If the opposition team has more players than necessary, it is courtesy, but not compulsory, to play those players in the other team.  
25(e) The fielding side shall provide a wicketkeeper and seven (7) fieldsmen.  
25(f) When a batsman is dismissed during his/her innings he/she will automatically change ends with the non-striker.  
**ONLY EIGHT PLAYERS ARE TO BE ON THE FIELD FOR THE FIELDING TEAM.**  
25(g) Members of the fielding side **must bowl no more than 2 overs each, unless the team is playing short; Then no player may bowl more than 3 overs.** As in normal cricket, no player may bowl two (2) consecutive overs.

### **26 UNDER 9 AVERAGE CRICKET – Result**

A team average is calculated as the number of runs scored in its innings (including bonus runs) divided by the number of wickets lost during the innings. The team with the higher average wins the match.

**UNDER 10 Ltd/UNDER 12 Girls  
COMPETITION RULES  
Plus 14 and 16 - Girls Variations**

- 27(a) A team is to consist of 10 players-(Optimum) up to 14 players.
- 27(b) The ball to be used in the Under 10 Limited is the Easton Incrediball 142 g. - **The small ball**  
The ball to be used in the Under 12 Girls is the Easton Incrediball 142 g. - **The small ball**  
**Some teams may have the larger ball, left over from last years stock. Able to be used this year.**
- 27(c) The standard length pitch is to be used for the Under 10 Limited.  
For Under 12 girls - see rule 15.
- 27(d) The maximum boundary is 45 metres. Each team should have at least 6 markers to indicate boundary extremities.

**28 U10 LIMITED CRICKET and UNDER 12 GIRLS - Method of Play:**

- 28(a) The Optimum number per team is 10 players, however, Teams may have up to 14 players.
- 28(b) Games are two day matches. The duration of play is 2 hours and 25 minutes. Thirty-six (36) overs are to be bowled unless the hours of play have elapsed. If a team is dismissed prior to 36 overs being bowled, that side shall continue to bat until the overs have been bowled, time has elapsed or each player has faced twenty four (24) balls (this would only occur if a team has eight (8) players or less.
- 28(c) Each batsman is to face a minimum of twelve (12) balls in their first innings. If a batsman is dismissed during the twelve (12) balls he/she shall retire on facing the twelfth ball. The batsmen who are not out will continue batting until they are dismissed or have faced 24 balls, whichever occurs first. When all players have faced twelve (12) balls, the batsmen who were out will return for a second bat and face another twelve (12) balls or until dismissed, whichever occurs first. The **MAXIMUM** number of balls that a batsman can face is twenty four (24); if not dismissed during this period he shall retire on facing the twenty fourth ball. Once all the retired batsmen have batted a second time, all batsmen will be rotated until thirty six (36) overs have been bowled or time has elapsed.
- 28(d) When a batsman is dismissed during his/her innings he/she will automatically change ends with the non-striker.
- 28(e) No player shall be judged out 'LBW' if genuinely attempting to play the ball.
- 28(f) A batsman can be dismissed a maximum of 4 times after which he/she should continue to bat, but, no more dismissals will count for the purposes of determining the team average..
- 28(g) Any ball that first bounces on the ground at the side of the pitch before passing the batsman is a "no-ball". The batsman can be run out. If not scored from, a no-ball counts as one (1) sundry. If scored from, the "no-ball" shall count as the runs scored PLUS a no-ball.
- 28(h) Any ball that first bounces on the pitch and then goes wide of the batsman and is not hit is a wide. The batsman can be stumped. The batsman can be run out. A wide not scored from shall count as one (1) sundry. Any extra runs taken from a wide shall be recorded as 1 wide plus runs taken, as wides
- 28(i) The fielding side shall provide a wicketkeeper and seven (7) fieldsmen. **ONLY EIGHT PLAYERS ARE TO BE ON THE FIELD FOR THE FIELDING TEAM.**
- 28(j) In Under 10's Limited, all runs are recorded to the batsman and against the bowler.

## **U10 LIMITED CRICKET and UNDER 12 GIRLS - Method of Play: (continued)**

- 28(k) All members of the fielding side, whether there be 8 players or 14 **must bowl two (2) overs, by the thirtieth (30) over** and no player may bowl more than four (4) overs in an innings. Although the standard length pitch is to be used, managers may shorten the pitch for any player who is not coping with the full length. In these circumstances a “no-ball” will not apply for overstepping the bowling crease. There is no rule preventing the player from bowling underarm, if they are unable to land the ball on the pitch with any consistency using an overarm action. The bowler should bowl at least two or three balls before the decision is made to change actions. If a bowler does bowl underarm, the ball must be bouncing when it reaches the popping crease. Any ball that is running along the pitch at this point will be declared a “no-ball”.
- 28(l) No player is permitted to field within ten (10) metres of the Batsman on strike in an arc from Point through the Bowler to the Wicketkeeper.
- 28(m) As well as the two umpires, the fielding team may have a coach on the ground to assist in organising the fieldsmen and provide individual coaching to players between overs. The two umpires should assist the batsman and bowlers where appropriate.
- One day games.**
- 28(n) **One day games will be 18 overs.** Each batsman will bat for nine balls, if a team has less than twelve players the requisite number of batsmen required to make up the 18 overs will face 12 balls (eg if a team has ten players the first six batsmen would face twelve balls and the other four players receive nine).
- 28(o) 11 members of the fielding side **must bowl one (1) over by the fifteenth (15) over** and no player may bowl more than two (2) overs in an innings.

## **29 U10 LIMITED CRICKET and UNDER 12 GIRLS – Result**

A team average is calculated as the number of runs scored in its innings divided by the number of wickets lost during the innings. The team with the higher average wins the match.

U10 Limited & U12 Girls results should be phoned through at the completion of each game. See Rule 33

## **UNDER 10 Ltd/PLUS COMPETITION RULES**

A team is to consist of 10 players-(Optimum) up to 15 players.

The ball to be used in the Under 10 Limited/PLUS is the Easton Incrediball 142 g. - **The small ball**  
**The larger ball is permitted this year. Using up last year's stock.**

The standard length pitch is to be used for the Under 10 Limited/PLUS.

The maximum boundary is 45 metres. Each team should have at least 6 markers to indicate boundary extremities.

### **U10 LIMITED/PLUS- Method of Play:**

The Optimum number per team is 10 players, however, Teams may have up to 15 players.

Games are two day matches. The duration of play is 3 hours. Forty five (45) overs are to be bowled unless the hours of play have elapsed. If a team is dismissed prior to 45 overs being bowled, that side shall continue to bat until the overs have been bowled, time has elapsed or each player has faced twenty four (24) balls (this would only occur if a team has eight (8) players or less.

Each batsman is to face a minimum of twelve (12) balls in their first innings. If a batsman is dismissed during the twelve (12) balls he/she shall retire on facing the twelfth ball. The batsmen who are not out will continue batting until they are dismissed or have scored 30 runs, whichever occurs first. When all players have faced twelve (12) balls, the batsmen who were retired on 30 not out will return for a second bat until dismissed or 50 runs are reached, whichever occurs first. Those who were dismissed in their first 12 balls will return for a second bat and face another twelve (12) balls or until dismissed, whichever occurs first. The **MAXIMUM** number of balls that an OUT batsman can face is twenty four (24); if not dismissed during this period he shall retire on facing the twenty fourth ball. Once all the retired batsmen have batted a second time, all OUT batsmen will be rotated until they have faced 24 balls or thirty six (36) overs have been bowled or time has elapsed.

When a batsman is dismissed during his/her innings he/she will automatically change ends with the non-striker.

No player shall be judged out 'LBW' if genuinely attempting to play the ball.

A batsman can be dismissed a maximum of 4 times after which he/she should continue to bat, but, no more dismissals will count for the purposes of determining the team average..

Any ball that first bounces on the ground at the side of the pitch before passing the batsman is a "no-ball". The batsman can be run out. If not scored from, a no-ball counts as one (1) sundry. If scored from, the "no-ball" shall count as the runs scored PLUS a no-ball.

Any ball that first bounces on the pitch and then goes wide of the batsman and is not hit is a wide. The batsman can be stumped. The batsman can be run out. A wide not scored from shall count as one (1) sundry. Any extra runs taken from a wide shall be recorded as 1 wide plus runs taken, as wides

The fielding side shall provide a wicketkeeper and seven (7) fieldsmen. **ONLY EIGHT PLAYERS ARE TO BE ON THE FIELD FOR THE FIELDING TEAM.**

In Under 10's Limited/PLUS, all runs are recorded to the batsman and against the bowler.

All members of the fielding side, whether there be 8 players or 14 **must bowl two (2) overs, by the thirtieth (30) over**, and no player may bowl more than SIX (6) overs in an innings. **No bowling spell to be more than 3 overs.** Although the standard length pitch is to be used, managers may shorten the pitch for any player who is not coping with the full length. In these circumstances a “no-ball” will not apply for overstepping the bowling crease. There is no rule preventing the player from bowling underarm, if they are unable to land the ball on the pitch with any consistency using an overarm action. The bowler should bowl at least two or three balls before the decision is made to change actions. If a bowler does bowl underarm, the ball must be bouncing when it reaches the popping crease. Any ball that is running along the pitch at this point will be declared a “no-ball”.

No player is permitted to field within ten (10) metres of the Batsman on strike in an arc from Point through the Bowler to the Wicketkeeper.

As well as the two umpires, the fielding team may have a coach on the ground to assist in organising the fieldsmen and provide individual coaching to players between overs. The two umpires should assist the batsman and bowlers where appropriate.

### **One day games.**

**One day games will be a maximum of 25 overs.** Each batsman will bat for twelve balls, if a team has less than twelve players the requisite number of batsmen required to make up the 25 overs will face 12 “plus” balls (eg if a team has ten players the batsmen would face fifteen balls

11 members of the fielding side **must bowl one (1) over by the fifteenth (15) over** and no player may bowl more than two (2) overs in an innings.

### **U10 LIMITED/PLUS CRICKET– Result**

A team average is calculated as the number of runs scored in its innings divided by the number of wickets lost during the innings. The team with the higher average wins the match.

Results should be phoned through at the completion of each game. See Rule 33

## **30 GIRLS UNDER 14 & UNDER 16 -TWO DAY MATCHES - VARIATIONS**

- 30(a) Playing times as for Rule 2.
- 30(b) Bowling Restrictions as for Rule 10.
- 30(c) Balls per over as for Rule 13 (c).
- 30(d) U/ 14 & U/16 Girls are to use a 142g two piece leather ball.
- 30(e) Batsmen must retire after scoring 30 runs in Under 14 and 50 runs in Under 16. **After all other players have batted (before 10 wickets have fallen)**, a batsman who was previously retired can return until dismissed or the team is **ALL OUT**, (whichever occurs first).
- 30(f) When the batting side has **10** or less players, the LAST MAN **DOES NOT** CARRY. That is, the last player dismissed does not remain on the field an act as the non-striker for the not-out player.
- 30(g) Follow-on lead is 40 runs in Under 14 and 60 runs in Under 16.  
**MAXIMUM OF ELEVEN FIELDERS (when a team is short it is etiquette, but not compulsory, for the other side to assist by providing a fielder).**

## **31 GIRLS UNDER 14 & UNDER 16 - ONE DAY MATCHES**

- 31(a) **As for Rule 2 (c). – 32 overs**
- 31(b) Bowling restrictions according to Rule 3 (a) (vi).
- 31(c) Normal batting restrictions, see Rule 30 (e).
- 31(d) Skills coaching is permitted where appropriate and necessary between overs by the umpire. However, Coaching provided must not disrupt the flow of the game.
- 31(e) U/14 & U16 Girls results should be phoned through according to **Rule 33.**
- 31(f) A team must have at least 6 players or a forfeit will be declared.

### 32 BOUNDARIES

In Under 9 Average and Under 10 Limited/Under 12-Girls, the boundary should be a maximum of 40 metres. **Don't get pedantic.** In all other age competitions the ground boundaries should be used. The exception to this would be the following ovals:

Galston, Hassell, William Cowan (Under 13), Greenway Park (at the northern end only), James, Brooklyn .

#### **For other grades**

When it isn't marked **the minimum boundary is 45 metres.**

**It is up to the Coach of each team to agree on the boundaries BEFORE the match starts, whatever you may decide. The boundary remains the same for the two innings.**

### 33 MATCH RESULTS

Results are to be advised to the Association on DAY ONE BY THE TEAM BATTING FIRST and on DAY TWO BY THE WINNING TEAM between 11:00 am and 3:00 pm.

Saturday afternoon & Sunday game results must be emailed or faxed before 2 pm. Sunday.

Results are advised by one of the following methods:

email: [hkhdc\\_a\\_scores@hotmail.com](mailto:hkhdc_a_scores@hotmail.com)

fax: 9402 5614

**phone: 9402 5613**

Information required is:

- (a) Competition
- (b) Teams
- (c) Results
- (d) Batting performances of 30 or more runs **\*\*\* Spell the player's name slowly\*\*\***
- (e) Bowling performance of 3 or more wickets.
- (f) Wicket-keeper 4 or more dismissals

**NOTE: THE CALLER MUST SPEAK SLOWLY AND CLEARLY.**

### 34 POINT SCORE

The current point score for each age division can be obtained by contacting your club delegate, providing all results are phoned through and all Match Result Sheets are handed in within 7 days of match completion.

A points table will be placed on the Association Web Page when possible.

**THE LAWS OF CRICKET APPLY IN MATTERS NOT COVERED ABOVE.**

<b>1. HK&amp; HDCA - JUNIOR COMMITTEE OFFICE BEARERS</b>			
Junior Secretary	Bruce Kimberley		Ph. 9456-1055
Assistant Junior Secretary			
Junior Development Organiser			

<b>2. MATCH RESULTS</b>	
All results to be emailed to	U11results/ U12results/ U13results/ U14results/ U15results/ U16results@yahoo.com.au

<b>3. WET WEATHER COMMITTEE - See Rule 6</b>
----------------------------------------------

The Wet Weather Committee was abused because it called off cricket when it should have been played and the committee was abused because it didn't call it off when it shouldn't have been played. We couldn't win. Therefore, it is now up to the individual teams to make up their own minds. No more driving around at 5:30 a.m. to check out the grounds, the home team manager can. Everyone will have contact numbers for all the teams they are playing.

**Do not ring the JUNIOR COMMITTEE OFFICE BEARERS.** If cricket is to be cancelled, the wet weather committee will attempt to place a message on the Wet Weather Line if enough advanced notice is given by Councils.

If there is no message, contact the manager/coach of the opposing team to obtain a ground report. The two managers/coaches are responsible for the running of the game. If there is no consensus on the weather, the teams must turn up for play. If it is too wet to play once there, have an early day.

Club contacts should always assume that cricket is on unless it is called off by the councils or on the Wet Weather Line.

READ RULE 6

**Wet Weather Line – 9402 5613 for seniors and juniors**

- 9843 0354 for Baulkham Hills Council

<b>4. COMPETITION DATES</b>
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The 2003/2004 competition will commence on 13th September 2003. All games are scheduled as two (2) day matches except Round 7; (which will be a one day game). The One day games may necessitate Saturday Afternoon and, as a last resort, Sunday matches to provide adequate grounds.

NO PLAY on the 1<sup>st</sup> and 2<sup>nd</sup> Saturday of the Sept/Oct school holidays.

(To be advised....these dates are for 2003-04 season)

Round 1	13 Sept / 20 Sept	Round 8	31 Jan / 2 Feb
Round 2	11 Oct / 18 Oct	Round 9	14 Feb / 21 Feb
Round 3	25 Oct / 1 Nov	Round 10/ SEMI	28 Feb / 6 Mar
Round 4	8 Nov / 15 Nov	<b>FINAL</b>	7 <sup>th</sup> March
Round 5	22 Nov / 29 Nov		
Round 6	6 Dec /13Dec	<b>KIMBO'S CUP R1</b>	13 <sup>th</sup> March
Round 7	20 Dec	<b>KIMBO'S CUP R2</b>	20 <sup>th</sup> March

**\*\* FINALS TO BE PLAYED ON SUNDAY ?th MARCH 2005. \*\***

**UNDER 9 AVERAGE COMPETITION** will play one day games, commencing on the ?<sup>th</sup> September; there will be no play on Saturdays during Summer school holidays.

<b>5. JUNIOR CLUB CONTACTS</b>			
ARL	Ken Dowd	Ph.	9457 9668
Berowra	Colin Felsman	Ph.	9456-1665
Castle Hill	Tim Overland	Ph.	
Galston Glenorie	Mark Tully	Ph.	
Hornsby	John Patten	Ph.	9477-2474
Kissing Point	John Fessey	Ph.	9144-6754
Mount Colah	Bruce Kimberley	Ph.	9456-1055
Normanhurst	Bruce Woods	Ph.	9945-1444
Pennant Hills	Bob Browne	Ph.	9484 3686
Redfield	James Whealing	Ph.	8850-5474
St Ives			
Thornleigh	Carolyn Ball	Ph.	9481 0776
Upper Hills	Robert Gerometta	Ph.	9634-6292
Wahroonga	C/- HKHDCA juniors	Ph.	9456-1055
West Pennant Hills Cherrybrook	Evan Hutchins	Ph.	

# “KIMBO’S CUP”

## HANDICAP “BONUS POINT” COMPETITION

Any number of players are permitted to make up the ‘**team**’.

Only 9 players allowed on the field at any one time: including wicketkeeper.

2 players, excluding wicketkeeper, must be in a non-moving, catching position at all times. That is, within approximately 15 metres of the batsman. (Slips within 20 metres).

No –Balls and Wides are played under the same rules as the normal Saturday competition. – worth 2 runs plus....

10 wickets to fall per innings maximum, or,  
30 overs per innings maximum. Whichever happens first.

Maximum 3 overs per bowler. If there are not 10 bowlers, the batting side is to select the bowlers to complete the innings. These bowlers are to bowl one over each until the correct number is reached.

Batsmen must retire “not out” on reaching/passing 20 runs. i.e, if the batsman is on 19 runs and then hits a 4, then he would retire (“not out”) 23. The batsman may return after **all** batsmen in the “**team**” have completed their innings. Retired batsmen may bat until OUT, 30 overs or 10 wickets have fallen in the innings, whichever comes first.

Batsmen may be retired NOT OUT before reaching 20 but can’t return until all batsmen in the team have completed their innings.

Handicapping of teams will be relative to the competition tables AND team makeup if informed early..ie, Key Players are missing from the game. **The higher the finish, the lower the number.** All premiership teams will receive an additional 25 run handicap.

That is: Team 1 = 48 , Team 2 = 13

(The best team will be on 0, the “not so best” will be on (say)100. Add the number to your final score.)

Therefore Team 1 has 35 runs more added to their final score to determine the winning team at the completion of their innings.

### **POINTS**

Win = 4, Tie = 2, Loss = 0

### **BONUS POINTS**

#### **Bowling**

1 point for each level reached within the **30** overs

1 wicket, 3 wickets, 6 wickets, 9 wickets and All Out.

1 bonus point for each individual bowler who takes 2 wickets.

1 bonus point for each maiden bowled.

#### **Batting**

1 point for each level reached within the **20** overs

30 runs, 45 runs, 60 runs, 75 runs, 90 runs, 105 runs, 120 runs.

1 bonus point for each individual batsman who scores 20 runs.

**RING THROUGH YOUR SCORES** –eg, Dogs 6/123 Bpts 19 def Cats 8/111 Bpts 17  
(It is conceivable that you could win the game but lose on bonus points.)

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## FINALS – Hours of Play

Age Group }	U/11's - U/12's Boys & U/14's - U/16's Girls	U/13's - U/16's Boys	U/10's Boys & U/12's Girls (if req.)
	Hours of Play	Hours of Play	Hours of Play
<b>Start: 1st Session</b>	10:00 - 12:00	10:00 - 12:00	10:00 - 12:00
<b>Lunch</b>	12:00 - 12:30	12:00 - 12:30	12:00 - 12:40
<b>2nd Session</b>	12:30 - 13:50	12:30 - 14:00	12:40 - 13:50
<b>Change of Innings</b>	13:50 - 14:00	14:00 - 14:10	13:50 - 14:00
<b>3rd Session</b>	14:00 - 15:50	14:10 - 16:00	14:00 - 15:40
<b>Tea</b>	15:50 - 16:10	16:00 - 16:20	15:40 - 16:00
<b>Final Session</b>	16:10 - 17:30	16:20 - 18:00	16:00 - 17:30
	<b>50 Overs</b>	<b>55 Overs</b>	<b>45 Overs</b>

The Final is a 2-day game played over 1 day.

Batting and Bowling restrictions for the normal 2-Day (ALL DAY) competition apply.

Two day matches will be conducted in accordance with the MCC Laws of Cricket except where otherwise provided for by the Junior Competition Rules 2000-2001.

If a team is dismissed before they have completed their Maximum number of overs, the session times remain the same except for the “**change of innings**” slot. In this case, a 10 minute change of innings will be taken at the change of any innings.

### **SPECIAL RULES**

#### **OVER REQUIREMENTS**

If there has been no interruption to the scheduled playing time due to lost balls, injury or wet weather, then, If the team bowling 1st fails to bowl the **Number of Overs** by the “**Scheduled Change of Innings**” time, then;

- (i) Record the score and over number – **New Over Limit** - at the conclusion of the over in progress,
- (ii) that team shall then continue to bowl until the **Number of Overs** has been completed,
- (iii) adjust the times for the remaining sessions by the time it took for the extra overs to be bowled.

**The Finishing Time remains the same.**

The team batting 2<sup>nd</sup> will then be limited to the **New Over Limit** they bowled by the “**Scheduled Change of Innings**” time to score the required runs the team batting 1<sup>st</sup> scored from the **Minimum Number of Overs**.

If the team bowling 2<sup>nd</sup> fails to bowl the required number of overs, **New Over Limit**, in the remaining time, (up to the finishing time including the over in progress) they must bowl the required number of overs after the Finish Time until the **New Over Limit** is reached. The score the team batting 2<sup>nd</sup> must reach is now equivalent to the score the team batting 1<sup>st</sup> reached at the completion of the **New Over Limit**, established at the “**Scheduled Change of Innings**” time.

<b>EXAMPLE</b>
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**U/13's - U/16's Boys**

		<b>Hours of Play</b>	
<b>Start: 1st Session</b>		10:00 - 12:00	
<b>Lunch</b>		12:00 - 12:30	
<b>2nd Session</b>	<b>Team A : 53 overs bowled by time</b>	12:30 - 14:00	<b>185 runs scored</b>
<b>Change of Innings</b>	Old Time New Time <b>2 overs to be bowled</b> <b>200 runs scored after 55 overs</b>	(14:00 - 14:10) 14:08 - 14:18	<b>Takes 8 minutes</b> <b>ADJUST TIMES</b>
<b>3rd Session</b> (120 mins.)	Old Time  New Time	(14:10 - 16:00)  14:18 - 16:08	
<b>Tea</b> (20 mins.)	Old Time  New Time	(16:00 - 16:20)  16:08 - 16:28	
<b>Final Session</b> (120 mins.)	Old Time  New Time  <b>Team B : Only bowled 51 overs by finishing time.</b> <b>extra time is required</b> Over Time	(16:20 - 18:00)  16:28 - 18:00  16:28 - 18:00 +	<b>Team A Run Chase is 201 from 53 overs</b>  <b>Team A Run Chase is 185 from 53 overs</b>
	<b>Overs required to be bowled by Team B by time is 53 overs</b>	<b>Maximum 55 Overs</b>	

**IF TEAM B BOWLED THE 53 OVERS BEFORE THE FINISHING TIME, (18:00), TEAM A WOULD BE REQUIRED TO SCORE 201 RUNS TO WIN THE GAME.**

WET WEATHER – Lost overs to be split evenly if possible. An extra ½ hour may be played, (if light permits), to complete overs lost for wet weather during the 2<sup>nd</sup> of the 1<sup>st</sup> innings only.

Where there is an interruption to scheduled playing times due to wet weather, the number of overs required to be played will be reduced as follows:

- less than 10 minutes lost = no reduction to overs
- thence: 1 over for every 3 minutes, or part thereof, lost.
- 16 minutes lost = 2 overs
- 22 minutes lost = 4 overs
- 28 minutes lost = 6 overs
- 34 minutes lost = 8 overs
- 40 minutes lost = 10 overs
- 46 minutes lost = 12 overs
- 52 minutes lost = 14 overs
- 58 minutes lost = 16 overs

**In the FINAL,**

**No batting restrictions.**

**Bowling restrictions are limited to Rule 10.1**

**There is no minimum number of bowlers required to bowl, provided the minimum rest period is applied.**

**10.1 Over Restrictions – (Open Competition)**

Age	Max Overs per spell	Max Overs per Innings	Max Overs per day (e.g..2 <sup>nd</sup> innings)
Under 19- 17	8	16	20
Under 16 -15	6	12	18
Under 14 –13	5	10	15
Under 12 -10	4	8	12

**10.2 Minimum Rest Period (For fast and slow bowlers)**

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

**(b)** A bowler who has bowled a spell of fewer than the maximum number of overs as set out above, may resume bowling prior to the completion of the minimum rest period defined in (a), but his will be considered an extension of the same spell and the limit of the 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 will be disregarded.

**(c)** For the purpose of calculating a bowler’s minimum rest period, in the event of an interruption to play due to weather, light, scheduled intervals or due to the condition of the pitch, the break shall be considered part of the bowler’s rest period. Each 3.5 minutes or part thereof shall be considered the equal of one over. Therefore, a tea break of 10 minutes would count as three overs. Drinks breaks are not considered ‘scheduled’ breaks for the purpose of these rules.

**(d)** The Association will investigate any charge of intentionally breaching these restrictions and deal with it appropriately, under Association Rule 23.

**(e)** The Executive may from time-to-time relax the maximum overs per innings restriction, where it does not impact on the overall intentions of these injury prevention measures.

**(f)** The Executive may also vary these restrictions without “notice of motion” where change is necessary to comply with a higher affiliated body.

## 12<sup>th</sup> and 13<sup>th</sup> Man Rule for FINAL

### Under 10's to Under 16's

Any number of players may bat or bowl, although only 10 wickets are allowed in an innings. In the finals, (i.e. non round matches), it reverts to rule 20 (b).

**Teams must exchange their Declared Team on the appropriate sheet before tossing at the beginning of the game naming all players participating in the match.**

### 20(b) Under 15's to Under 16's

To provide an opportunity for players to actively participate in the game, two players can be interchanged on a weekly basis. That is, the players nominated as twelfth & thirteenth men on the first day of a two day match can be changed for two other players on the second day. The players nominated as twelfth & thirteenth men for each days play can bat or bowl for the day for which they are so nominated provided the player they are replacing has not done that discipline in that innings.

On the first days play, the twelfth & thirteenth men **must be named on the reverse side of the team sheet** and on the second day the twelfth & thirteenth men must be nominated and noted on the team sheet before the start of play on that day.

**Teams must exchange their Declared Team on the appropriate sheet before tossing.**

In one day matches the players will change at the change of innings.

In 2-day games and the Final

The twelfth & thirteenth men may be interchanged after each innings.

The interchange is NOT dependent on illness, injury or absenteeism.

## 22 DISPENSATIONS

An over-age player is not permitted to play in a lower age competition unless prior dispensation is granted by the Junior Committee. A player receiving a dispensation will automatically have the following playing restrictions imposed:

**A Maximum of 2 (only) Dispensated players per team at any one time. \***

<b>Batting:</b>	Retire at a <b>Maximum of</b>	<b>Game</b>	<b>Two Day</b>	<b>One Day</b>
	Under 10 .....		20	15
	Under 11 .....		30	20
	Under 12 .....		40	30
	Under 13-16 .....		50	30
	Under 14 -16 Girls .....		40	20
<b>Bowling:</b>	<b>Maximum</b>	<b>overs in an innings</b>		
	Under 10 – 11.....		3	2
	Under 12-14 .....		4	2
	Under 15-16 .....		5	3
	Under 14 – 16 Girls .....		3	2

Dispensated players must be used in the “**SPIRIT of the GAME**” (ie. **NOT** Bowling or batting in lumps/tandem), or severe limitations may be/will be applied.

During the course of the season the players' performances will be monitored and further restrictions may be imposed.

When a team with dispensation players contests a HKHDCA final, it is compulsory that all legitimate age players are in the starting eleven, whilst any over age player can participate under the twelfth & thirteenth men rule. They may bat OR bowl OR wicketkeep, ONE ONLY.

**Dispensated players are not permitted to return to the innings as is allowed for correct age players in Rule 9.**

# **PART**

## **Super Eights Playing Rules**

# **FOUR**

**All games are played in accordance with the laws of cricket as recognised by the Australian Cricket board and as adopted by the NSW except as amended below.**

- a) Each match is played between two teams of 8 players and consists of seven six-ball overs bowled by each side from one end of the wicket.
- b) With the exception of the wicket keeper each member of the fielding side bowls one over. The wicket keeper cannot be changed during a game unless he/she is injured. The substitute wicket keeper who is not allowed to bowl, must complete the innings.
- c) All runs and extras are scored according to the accepted laws of cricket with the following exceptions.
  - i) Any “wide” or “no-ball” shall count as two extras to the batting side and an extra ball will be bowled for each.
  - ii) Any over shall have a maximum of 8 balls (including wides and no-balls) except for the last over of an innings which must have 6 legal deliveries.
  - iii) A ball called “wide” by the umpire will be considered a dead ball. Two runs only will be scored and the batter can not be dismissed. Two lines will be drawn at right angles to the crease from the bowling to the batting crease, 75cms from the middle stump, to assist the umpires (optional). Any ball which passes outside these lines will be called a wide unless it strikes the bat or any part of the batter below the shoulders.
  - iv) Any ball delivered by the bowler reaching the batter above shoulder height in their normal batting stance is a “no-ball”. Two runs will be added to the score and another ball will be bowled.
- d) When the ball is bowled no fielder may stand closer than 10 metres from the strikers wicket, on the leg-side or in front of the wicket on the off side.
- e) A batter must retire on reaching a personal score of 20 (or total they achieve if their last scoring shot takes them beyond this score eg  $18+4=22$ ). Retired batters may return in the order in which they retired if one of the last pair of batters is dismissed before the completion of 7 overs. If 7 wickets fall before the 7 overs are completed, the last remaining batsman carries and is the only one who can score runs and must return to the striker’s end each time he/she scores a 1,3, or 5. The last batsman dismissed remains as a runner. If either of these last two players is out, the innings will be closed.
- f) Team members are numbered 1 to 8 (replacements 9-10) and bat in their nominated order. In any knockout or round robin competition players must continue to rotate to ensure every player is given the maximum opportunity to bat. For example, if batters 5 and 6 were batting at the completion of their team’s innings and their individual scores were less than five they would then open the innings in the following match. Any replacements who come into this match would be required to bat before any player who has previously batted.

### **The Result**

- i) The team with the highest score at the end of the match will be the winner.
- ii) In the event of a team batting second and passing their opponent’s total all overs must be completed.
- iii) If the totals of both teams are equal, the side losing the least number of wickets will be declared the winner.
- iv) If the result cannot be decided by the above means the side which has bowled the least number of wides and no-balls will be declared the winner.
- v) If the result still cannot be determined the winner will be the team with the highest score after the 8th legitimate ball.

### **Point Score**

- i) Two points are awarded to the winning side. If a tie still exists after the aforementioned conditions both sides will receive one point. The team with the highest number of points in each pool will be the pool winner.
- ii) To determine the placings at the completion of the round robin section of the competition, teams will be ranked using the following criteria:
  - a) The team winning the most matches
  - b) If two teams are equal the winner of the game played between the two teams during the competition.
  - c) The team with the best average during the competition. The average will be determined by using the following method: Total runs scores divided by wickets lost equals average runs per wicket.

### **Umpires**

It is recommended that accredited umpires be in control of all matches. However, in unofficial competitions, Coaches, Managers or Teachers can officiate.

Umpires are to remain at the bowler's end and a coach or manager will stand at square leg as the other umpire, while their team is fielding.

### **The Ball**

The ball to be used is a two piece leather ball and is to be checked by the ground convenor or the umpires before each game.

### **Code of Conduct**

At all times decisions made by the umpire on the field of play shall be final. The carnival convenor shall be responsible for all other matters. Any team, captain and/or players who displays unreasonable behaviour in the opinion of the convenor shall be disqualified from the competition.

### **Time Wasting**

All teams must complete their allotted overs in less than twenty five (25) minutes unless either the officiating umpire or competition convenor rules that extra time will be added due to injury or legitimate disruption to play.

A team judged to have wasted time must complete bowling seven overs as soon as possible, but is only entitled when batting to receive the number of overs it bowled in 25 minutes.