

Stage 1 Under 11

1.0 Recommended Field Sizes:

- Boundary set at a maximum of 35 metres batter's end wickets

1.0.1 Length of Pitch

- Pitch is 16 metres in length. All bowlers to bowl from one. Stumps at batter's end to be regular wooden stumps. Chalk creases to be drawn at bowlers end and portable stumps used at bowler's end. In a run out situation at bowlers end a ball hitting any part of the stumps or base is deemed to have dislodged the bails in accordance with the Laws of Cricket

1.1 Hours of Play

- Game one - 7.45am to 9.50am (Play to time)
- Game two - 9.55am to 12.00 (Play to time)
- Play should exit the field immediately after the first game to allow the second game to start on time.
- Teams for the second game should be ready to take the field immediately at 9.50am
- All games will be played under the T20 format in accordance with Cricket Australia's Stage 1 Guidelines.

1.2 Bowling Innings

- a) All players except Wicket-Keepers to bowl 2 overs before any can bowl a 3rd.
- b) Wicket-Keepers to bowl a minimum of 1 over each
- c) No player can bowl more than 4 overs in an innings.
- d) Coaches are encouraged to rotate to rotate the opportunity for players to bowl 4 overs in a match
- e) 6 balls per over
- f) Over rate – a minimum of 20 overs per hour or one over each 3 minutes shall be bowled.
- g) Bowlers bowl from one end.
- h) When an innings is completed more than ten (10) minutes prior to the finish time, the opposition team shall commence their innings and play shall continue until the finish time.
- i) A **bonus of 4 runs** will be awarded to the **bowling** team for each dismissal
- j) All dismissal apply except LBW

Note: It is the responsibility of the coach and team captains to ensure all overs are completed in time and as much cricket as possible is available for the players.

1.3 Length of innings

- 20 overs, 12 overs per side constituting a game.
- Game 1 - Change of Innings at 8.45am (if not before), second team commencing innings at 8.50am till 9.50am.
- Game 2 - Change of Innings at 10.55am (if not before), second team commencing innings at 11.00am till 12.00.

- a) Should the opposition score be reached before the maximum allotted overs, play will continue until innings is complete (in the interest of developing junior cricket).
- b) Should weather prevent a game being completed then it shall be deemed to have been drawn.

1.7 Number of Players

There shall be a maximum of 9 Players per team. All players bat and innings is complete when time is up.

- a) All players are to bat and bowl, but only 7 players are allowed on the field by the fielding side at any stage. Players are to be rotated on and off the field.
- b) Additional players may participate as subs only and can wicket keep and field.

1.7.1 Minimum & Maximum Players Impact on Game

- a) 7 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments)
- b) 5 players per team minimum are required to play the game
- c) 9 players per team maximum are to be allocated to a team (only 7 on field at any given time)

Examples:

- i. 5 player team – 5 players bowl 4 overs and batters retire at 24 balls
- ii. 6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs and batters retire at 20 balls
- iii. 7 player team – 3 players bowl 4 overs; 2 players bowl 3 overs; 2 players bowl 1 over (wk) and batters retire at 17 balls
- iv. 8 player team – 6 players bowl 3 overs; 2 players bowl 1 over (WK) and batters retire at 15 balls
- v. 9 player team – 4 players bowl 3 overs; 3 players bowl 2 overs; 2 players bowl 1 over (wk) and batters retire at 13 balls

1.8 Forfeit

A team with fewer than 5 players will not take the field at any time, and will be deemed to have forfeited the match. In the interests of player development, a scratch match should be played whenever possible; however, no scores or player stats are recorded.

1.9 Scoring

- a) It shall be the responsibility of each team to provide a scorer.
- b) It will be the Clubs' responsibility to ensure that all relevant details are filled in the MyCricket database for each grade competing in Fixture Matches.
- c) Home Clubs shall enter and Away Clubs confirm the result of the game. Individual statistics are not required to be entered.
- d) In respect of all Competition Fixtures, for Teams receiving a forfeit, an abandoned match where no play takes place or a bye, an entry of such a result on the MyCricket database is required, listing the result of the match and the names of the selected Players.
- e) Progress Results may be entered following the first week of a match. This will save time

the following week in order to meet the Monday timeline.

Failure to provide that data (as above) will result in a penalty.

- **1st Offence, a warning**
- **2nd Offence, Final warning Repeat offenders – Potential loss of the relevant match points at discretion of Junior Committee.**

1.10 Umpiring

- a) It shall be the responsibility of each team to provide an umpire.
- b) Parents are encouraged to complete the SCCA Abridged Umpires Course and participate in umpiring. The completion of this course is mandatory for all umpires in age groups under 12 and up.

1.11 Behaviour

All players and officials shall comply with the Code of Behaviour as outlined in these Rules.

1.12 Dress

- a) All players shall wear white or cream long trousers and white shoes. T-shirts and undergarments [ie, skins worn under playing shirts]: Unless white, shall not protrude beyond the playing shirt.
- b) SCJC highly recommends long sleeve playing shirts.
- c) Coloured team shirts may be worn provided that all members of the team wear them and must be approved by SCJC committee.
- d) Shirts shall be tucked in at all times.
- e) Club caps or white hats only shall be worn at all times. No rep caps to be worn.
- f) It is compulsory to wear protective helmets, pads, gloves and protector when batting and for wicket keeping up to the stumps, in a junior cricket match.

1.13 Fielding Restrictions

- a) Rotation of fielders is recommended to ensure all players experience all positions
- b) No fielders within 15 metres of batter or each other (except Wicket-Keeper) to encourage singles and safety
- c) Each team is required to use two (2) wicket keepers (10 overs each)
- d) If more than 7 players are present at a match, they should rotate onto the field each over.

1.14 Balls

- a) The only balls prescribed by Sunshine Coast Cricket Association to be used in matches are Kookaburra brand.
- b) The types of balls to be used as a **minimum standard** are;
 - i. 142gr Commander
- c) Where a ball becomes damaged during play (eg waterlogged or split) the ball may be replaced as per laws of cricket with a similarly aged ball.
- d) At Coach's discretion, new balls are not required for each game.

1.15 Incoming Batter

In the event of a batter retiring, his / her replacement shall enter the field of play without delay - before the outgoing batter has left the field.

1.16 Dismissals

- a) All dismissals apply except LBW, however the batter shall remain on the wicket until they have faced their allocated balls.
- b) After each dismissal, the batters swap ends.
- c) A **bonus of 4 runs** will be awarded to the **bowling** team for each dismissal

1.16.1 Retirement of Batter

Batter shall be required to retire upon facing:

- 17 balls (includes wides and no balls). Coach may retire batter earlier at their discretion.
- a) The batter will retire immediately upon the completion of the allocated balls faced and may not resume until all other batters in the team have completed their innings.
 - b) Such resumptions will occur in the order of retirement unless there are batters who were retired by the Coach prior to facing their allocated balls. In such cases the batter will return in the order of least balls faced.
 - c) If a batter "retires hurt" they may resume their innings upon being declared fit to play and at the retirement.
 - d) In any other circumstances a batter may be retired at any time and resume after the last retirement. Resumption of these players will occur in order of least balls faced resume first and shall occur prior to any batter who has faced their allocated number of balls.
 - e) Any batter who retires during the course of a game shall be recorded as "Retired - not out".

1.19 No ball

- a) The penalty for a no ball shall be one run in addition to any runs, byes or leg byes scored.
- b) Any ball that after bouncing passes over the shoulder of the batter in his / her normal standing position is a no ball, irrespective of bowler's speed. (This is a local SCCA rule.)
- c) Any full toss that passes or would have passed a batter above his / her waist, when in a normal standing position is a no ball, irrespective of bowler's speed. (This is a local SCCA rule.)
- d) A ball that bounces more than twice before reaching the batter or runs along the ground to him / her is a no ball.
- e) Persistent bowling of short-pitched deliveries will be regarded as intimidating and dealt with in accordance with the Laws (42.7)
- f) Deliberate bowling of high full pitched balls, in all age groups, shall be dealt with in accordance with Law 42.8
- g) On an artificial pitch, a ball which lands off that surface or on the edge of that surface will be deemed to be a no ball and a penalty of 1 run only will be added to the score and will be re-bowled in all age groups. The ball **cannot** be hit and no additional runs can be scored.

- h) An over cannot contain any more than six balls

1.20 Dead Ball

If during delivery a ball strikes a join, strap or lands on the concrete between the artificial surfaces it shall be called “dead” by the umpire. The ball does not count as one of the over. If however, the delivery lands on the edge of an artificial pitch it shall be called a no ball (refer 12 19 f).

1.21 Wide

The penalty for a wide delivery shall be 1 run and it shall be in addition to any wides run from the delivery. The delivery will be re-bowled in all age groups.

1.22 Five Run Penalty

The five-run penalty will not apply unless the ball hits a hat, helmet, etc, on the field, or when official umpires are controlling the game.

1.23 Run Out at Bowlers End – Law of Cricket

[Law 42.15 [bowler attempting to run out non-striker] shall apply except that before attempting to run out a non-striker the batting team shall first be given a warning by the umpire for passing the popping crease before the bowler has entered their delivery stride. The fielding captain must request a warning, which can be upheld or not upheld by the umpire. If the request is upheld, both not out batter and any subsequent batter shall be advised of the warning upon coming to the wicket. At the next lunch or tea interval, the batting captain shall also be advised of the warning. The warning applies until the completion of the innings.

Note (subject to clause above): Law 42.15 is as follows: the bowler is permitted, before entering their delivery stride, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal dead ball as soon as possible. (Delivery stride is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler’s back foot lands for that stride and ends when the front foot lands in the same stride.)

1.24 Representative Availability

- a) Unless previously notified, SCCA shall assume that all players are available for selection in representative teams. Should a player selected for representative duties not attend the game without a reasonable excuse and prior notification, he / she shall be suspended for the next full club match.
- b) If a player is selected to represent the Association or any other higher representative side, then during his / her absence he / she may be replaced in all aspects of the game. Any consequent vacancies may also be replaced. The player replacing the representative shall have his / her performance recorded separately.

1.25 Movement Between Age Groups

- a) A player registered in a team may be promoted by the club to an older age group at any time.
- b) A player in an U/11 to U/16 team, and of the appropriate age, may be similarly regressed up to and including Round 5 of the competition. Beyond that time, such regression may only occur with the prior approval of the SCCA Junior Committee. After round 5 a player

can only move upwards. The SCCA Junior Committee may move players and teams between Age Groups at any time.

- c) In clubs where there are more than one team in the same age group, movement of players between the teams will not be allowed without written permission from the SCCA Junior Committee.

1.26 Girls

Girls are permitted to play two years below their age group.

1.27 Interruptions Due to Weather

One Day Game

Minimum required overs faced? **Yes** Wet weather rule (below) - **No** Washout

Wet weather rule - Example One Day Game:

Interruptions due to weather during the innings of the first team will result in a reduction of overs available to both teams. The calculation of the number of overs to be bowled shall be based on an average of 20 overs per hour (3 minutes/over) for the time remaining. The time remaining (less time allowed for change of innings, see Rules 4 & 5) should be divided by 3 giving an overall number of overs available. The overs available should be added to the overs already bowled and then divided by two to give the overs available to each team.

For example;

1. Start 7.45, Finish 9.50, maximum innings 20 overs each
2. A team has completed 12 overs by 8.21, it rains for 18 minutes, the game recommences at 8.36 (1 hour 11 minutes remaining) there are 71 minutes left
3. 71 minutes – 5 minutes for changeover = 66 minutes
4. Overs remaining 22 (74 min – 5 min = 66 min, $66/3 = 22$)
5. Overs remaining (22) + overs bowled (12) = 34
6. $34/2 = 17$
7. The team batting second bats for 17 overs
8. Average run rate calculation (runs scored / overs faced) is used to determine the result of this game

Average Run Rate Calculation - Interruptions due to weather which result in the team batting second facing less overs than the team batting first, will require the result to be determined according to the average run rate throughout both team's innings. The winning side will have a higher average runs per over as per the following calculation:

- a) Runs scored divided by overs faced = average run rate per over
- b) **To determine a target** for an interrupted innings for the team batting second where the team batting first faced all of their allotted overs or was dismissed within the allotted overs the following calculations are used:
- c) Runs scored by team batting first divided by number of allocated overs = T1 Average
- d) Overs faced by team batting second (prior to interruption) + overs remaining once play resumes (total time remaining from time of interruption, less time lost, divided by 3) = number of overs remaining.

Target score = T1 average x overs faced (prior to interruption + overs remaining) + 1

For example;

- a) Team batting first (T1) scored 100 after 20 overs with an average run rate of 5 ($100/20=5$)
- b) Team batting second (T2) faced 10 overs before rain stopped play for 15 minutes, thus reducing the overs by 5 overs ($15/3=5$)
- c) Total overs remaining for T2 = 5 ($20 - 10 - 5$)
- d) Target for T2 = T1 average(5) x 15(overs faced(10) + overs remaining(5))=75 runs + 1