

Stage 2

Under 12 & Under 13

2.0 Recommended Field Sizes:

- Boundary set a maximum of 45 metres from centre of the pitch.

2.0.1 Length of Pitch

- Pitch is 18 metres in length. All bowlers to bowl from one end for 15 overs then swap ends. 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.
- Alternatively, utilising two sets of portable stumps. placing them on each popping crease for a pitch length of 17.7 metres is allowed. Both ends will need creases chalked in for this case.
- Ends are to be changed at the 15 over drinks break
- In a run out situation at bowler's end (or either end when using 17.7m pitch) a ball hitting any part of the stumps or base is deemed to have dislodged the bails in accordance with the Laws of Cricket

2.1 Hours of Play

- **7.45am to 12.00 (Play to time).** All games will be played under the one day format

Drinks Break

Drinks breaks shall be taken after 15 overs have been bowled, or more frequently, at the discretion of the umpires/ coaches. Drinks will be taken on the field. Coaches / Umpires should be mindful of extreme weather conditions and take breaks accordingly.

2.2 Bowling Innings

- a) All 9 players to bowl 2 overs before any can bowl a 3rd.
- b) Wicket-Keepers to bowl a minimum of 2 overs each, in a 9-player team.
- c) No player can bowl more than 4 overs in an innings, unless there are only 7 players in a 30 over match, in which case some may bowl 5 overs. See rule 2.7.1 for guidance.
- d) Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match
- e) 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled).
- f) Over rate – a minimum of 16 overs per hour or one over each 3.75 minutes shall be bowled.
- g) Bowlers change ends at 15 overs
- 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.

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.

2.3 Length of innings

30 overs, 20 overs per side constituting a game. Change of Innings at 9.45am (if not before), second team commencing innings at 10.00am till 12.00.

20 overs, 12 overs per side constituting a game. Change of innings at 9:00 am (if not before), second team commencing innings at 9:15 till 10:30. Games maybe be started later if both teams agree, but must be concluded by 11:45am.

- 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.
- c) Should a team fail to bowl its allotment of overs in the time available, then its batting will be restricted to the same number of overs.
- d) Under no circumstances will a team batting second be permitted to face more overs than the team batting first unless the latter team was dismissed before exhausting its allotment of overs.
- e) Should the team bowling second fail to complete their allotted overs in the required time, their batting total will be adjusted by run rate calculation (runs scored / overs faced x overs bowled)

2.4 Points

- a) Tie 4 points
- b) Win 7 points
- c) Loss 1 point
- d) Forfeit 7 points to team who did not forfeit, 0 points to the team who did forfeit
- e) Bye or Wash Out average points gained by **all** teams playing and completing their game in the round

2.5 Finals

Where and as scheduled in the Season Draw, will be played under normal or one day format.

- The semi-finals series in **All Age Groups** will be played between the teams with 1 v 4, 2 v 3, 5 v 8, 6 v 7 etc. with the winners of these games going into the Grand Final round (i.e. winner of 1 v 4 plays winner of 2 v 3 for the Premiership, losers of 1 v 4 & 2 v 3 play for 3rd place etc.) and the results of these games deciding the placings in the Premiership competition.
- Should there be “split” competitions in an age group (i.e.: Nth & Sth) then the Finals shall be played across both competitions with the ladder positions in the normal season (pre-finals) determining the games in the semi-finals. (i.e.: Team finishing 1st in Nth plays team finishing 2nd in Sth, T1 Sth v T2 Nth, T3 Nth v T4 Sth, T3 Sth v T4 Nth etc.) The Grand Final shall be played by winners of 1 v 2 games, losers of 1 v 2 games will play for 3rd etc.
- In competitions with odd numbers of teams, the lowest placed team shall not play a semi or grand final.
- Where a Semi-Final is washed out, the teams for the Grand Final round will be

determined by the places on the ladder (1 v 2, 3 v 4 etc. and 1 v 1, 2 v 2 in split competitions).

Where a Grand Final is washed out, the highest placed team after the Semi Finals is the winner. The same shall apply in split competitions, unless, both T1 teams win their semi-finals in which case Joint Premierhips will be awarded. This shall also apply if both Semi and Grand Final games are washed out.

Hours of Play – 09:00am to 1:15pm

Change of Innings at 11:00am, second team commences innings at 11.15am

2.6 Finals Eligibility

To be eligible to play in finals a player must have played a minimum of 8 days cricket in the Sunshine Coast Junior Cricket competition for that season, and must have played the cricket in the relevant Age Group or the Age Group(s) below as defined in the SCCA Junior Age Policy 2017-2018 document (attached).

2.7 Number of Players

There shall be a maximum of 11 Players per team. Only 9 can bat and innings is complete when wickets fallen is number of players taking part -1, or overs completed (i.e. if 8 players, 7 wickets must fall prior to maximum overs).

- a) All players can bowl (see bowling restrictions), but only 9 players are allowed on the field by the fielding side at any stage. Players are to be rotated on and off the field.
- b) Only 9 players can bat. (It is recommended that players are rotated each game to ensure maximum batting opportunities)
- c) Additional players may participate as subs only and can wicket keep and field.

2.7.1 Minimum & Maximum Players Impact on Game

- a) Only 9 players can bat each game
- b) 9 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments)
- c) 7 players per team minimum are required to play the game
- d) 11 players per team maximum are to be allocated to a team (only 9 on field at any given time)
- e) Only 9 players can be on the field at any given time i.e. only 9 can bat and bowl, however, any non-batter(s) can bowl
- f) This means in a team of more than 9 the 9 batters can be different from the 9 bowlers. Example - A team with 11 players. Players 1 - 9 can bat and players 3 - 11 can bowl **ensuring that in such a team no player will miss out on both batting and bowling in any one game.**

Examples:

- i. 7 player team – 4 players bowl 5 overs, 1 player bowls 4 overs, 2 players bowl 3 overs (wk) and batters retire at 35 balls
- ii. 8 player team – 6 players bowl 4 overs; 2 players bowl 3 overs (wk) and batters retire at 35 balls

- iii. 9 player team – 5 players bowl 4 overs; 2 players bowl 3 overs: 2 players bowl 2 over (wk) and batters retire at 35 balls
- iv. If teams have 10-11 players, they are encouraged to rotate fielders after every over

2.8 Forfeit

A team with fewer than 7 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.

2.9 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 and both Clubs enter the **full names** of the selected players from Teams and full scorecards in the MyCricket database on or before 12pm (midnight) on the Monday following completion of each match.
- d) The deadline for data entry contained in (c) above of this Regulation will not apply to the last scheduled fixture match or Finals where entry must be completed on or before 4:30pm on the Monday following the completion of each match.
- e) 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.
- f) 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.**

2.10 Umpiring

- a) It shall be the responsibility of each team to provide an umpire who has completed the SCCA Abridged Umpires Course. **No Umpire shall stand at the Bowlers end unless they have completed this course, but may stand at Square Leg.**
- b) To enable all teams to comply with Rule 2.10 a), this rule becomes effective at the beginning of Round 3 of the competition. In the event that in a match in Round 3 (or later) neither team can comply with 2.10 a), the match will be played and regardless of the outcome, the match will be recorded as a "Loss" to both teams and one (1) competition point will be awarded to both teams
- c) Unless unavoidable, no umpire should officiate at the bowler's end while his / her child is bowling or batting. Umpire should move to Square Leg position whilst their child is batting or bowling.
- d) Junior players should be encouraged to complete the SCCA Abridged Umpires Course and participate in umpiring, under the guidance of an adult.

2.11 Behaviour

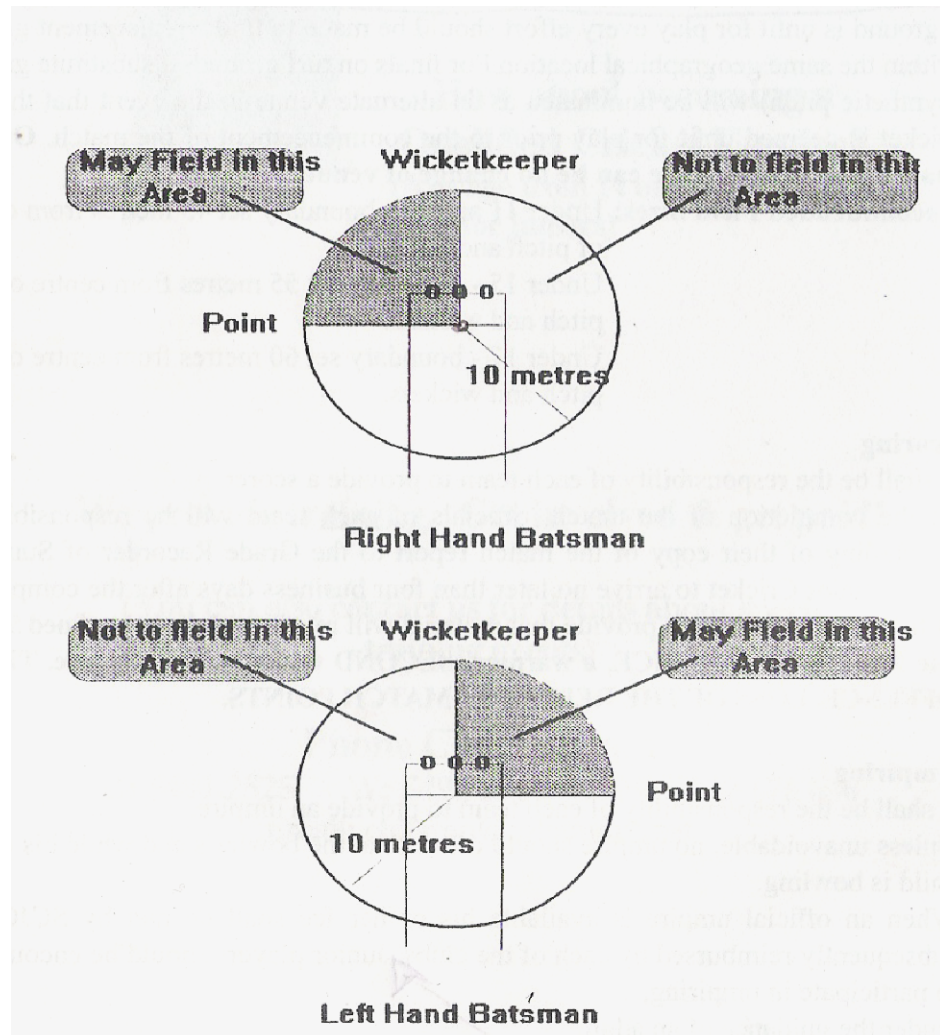
All players and officials shall comply with the Code of Behaviour as outlined in these Rules.

2.12 Dress

- a) All players shall wear white or cream long trousers and white shoes. T-shirts and undergarments [i.e., 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) On turf wickets, it is preferable to bowl in spikes but not compulsory (in club cricket).
- g) 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.

2.13 Fielding Restrictions

- a) Rotation of fielders is recommended to ensure all players experience all positions
- b) Each team is required to use 2 Wicket-Keepers
- c) If more than 9 layers are present at a match, they can rotate onto the field each over
- d) No players are to field within 10m of the batting end popping crease unless they are on the offside and in the arc between point and the wicket keeper. **Refer to fielding diagram which follows.**



2.14 Balls

The only balls prescribed by Sunshine Coast Cricket Association to be used in matches are Kookaburra brand. The types of balls to be used as a **minimum standard** are;

- I. 142gr "Red King" on all surfaces

Where a ball becomes damaged during play (e.g. waterlogged or split) the ball may be replaced as per laws of cricket with a similarly aged ball.

2.15 Incoming Batter

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

2.15.1 Batters to swap ends at the end of each over, except over 15 when bowlers will change ends.

2.16 Retirement of Batter

Batter shall be required to retire upon facing:

- 35 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 as outlined above (for which they will receive credit) and may not resume until all other batter in the team have completed their innings.
 - b) Such resumptions will occur in the order of retirement unless there are batter 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 fall of the next wicket.
 - d) In any other circumstances a batter may be retired at any time and resume upon the fall of the last wicket. 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".

2.17 Restriction of fast bowling

- a) At the completion of any spell, the bowler will be restricted from bowling again on that day until a further number of overs has been bowled which is twice the number which he/she delivered in their last spell.
- b) In any case, no fast bowler shall be permitted to bowl more than 16 overs in a day regardless of the number of games involved.
- c) Should a fast bowler deliver slower balls or Spin during a spell that shall not affect the above restrictions.
- d) As a rule of thumb, bowlers may be regarded as bowling "fast" when the wicket keeper stands back from the stumps prior to the delivery, however, Umpires have sole discretion to determine fast or slow bowling.

2.18 Bowling Restrictions (Includes T-20 Games)

- All members of the team must bowl 2 overs, before any player may bowl additional overs except the Wicket-Keeper. Max overs per player per game is 4. Note: Rule 2.17 a) must also be applied.
- A bowler may only bowl a maximum 2 over spell.

2.19 No ball

- a) The penalty for a no ball shall be one run in addition to any runs, byes or leg byes
- b) scored and the ball will need to be re-bowled.
- c) 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.)

- d) 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.)
- e) A ball that bounces more than twice before reaching the batter or runs along the ground to him / her is a no ball.
- f) Persistent bowling of short-pitched deliveries will be regarded as intimidating and dealt with in accordance with the Laws (42.7)
- g) Deliberate bowling of high full pitched balls, in all age groups, shall be dealt with in accordance with Law 42.8
- h) 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.
- i) An over cannot contain any more than eight balls, and the last over of an innings must contain six legal balls. It is possible to have more than 8 balls in the last over.

2.20 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 2 19 g).

2.21 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.

2.22 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.

2.23 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.)

2.24 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.
- c) A player must have played 4 days of cricket before final representative teams are selected to be eligible for selection. Dispensation will be considered by the SCCA Junior Sub Committee upon application. Wash outs are considered as having played if a player was selected prior to the day being washed out.

2.25 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.

2.26 Girls

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

2.27 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 16 overs per hour (3.75 minutes/over) for the time remaining. The time remaining (less time allowed for change of innings, see Rules 4 & 5) should be divided by 3.75 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 12.00, maximum innings 30 overs each
2. A team has completed 23 overs by 9.10, it rains for 90 minutes, the game recommences at 10.40 (1 hour 20 minutes remaining) there are 80 minutes left
3. 80 minutes – 15 minutes for changeover = 65 minutes
4. Overs remaining 17 (80 min – 15 min = 65 min, $65/3.75 = 17.33$ (rounded to 17))
5. Overs remaining (17) + overs bowled (23) = 40
6. $40/2 = 20$
7. The team batting second bats for 20 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 3.75) = 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 150 after 30 overs with an average run rate of 5 ($150/30=5$)
- b) Team batting second (T2) faced 10 overs before rain stopped play for 30 minutes, thus reducing the overs by 8 overs ($30/3.75=8$)
- c) Total overs remaining for T2 = 12 ($30 - 10 - 8$)
- d) Target for T2 = T1 average(5) x 22(overs faced(10) + overs remaining(12))=110 runs + 1