

Under 15

15.0 Recommended Field Sizes:

- Boundary set at a maximum of 50 metres from centre of pitch and wickets

15.0.1 Length of Pitch

- Pitch is 20.12 metres in length - full size.

15.1 Hours of Play

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

15.1.1 Drinks Break

Drinks breaks shall be taken each hour, 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.

15.2 Bowling Innings

- a) Over rate – a minimum of 16 overs per hour or one over each 3.75 minutes shall be bowled.
- b) 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.

15.3 Length of innings - One Day Games

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.

- 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)

15.4 Points - One Day Games

- 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

15.5 Length of innings - Two Day Games

1. This arrangement combines both a one-day format in the first innings with the longer form in the second.
 2. Where both teams have completed their allotted overs in the first innings or their innings is completed through Dismissal, the team with the most runs wins.
 3. If time allows a second innings will commence, and in the applicable Age Groups, bonus points will be awarded.
 4. All Games should be played until ALL allocated time has elapsed. A 10-minute Tea Break will be taken at 9.45am.
 5. Teams will be permitted 2 slash players in 2 day games only. The slash players must be listed in the Scorebook prior to the Toss on the first day and exchanged with the opposition team. If subsequently the player slashed for the second week becomes unavailable, they can only be replaced by the player who played in their position the first week.
- 1) Length of First Innings – (No declarations permitted)
 - a) 55 overs with 25 overs per side constituting a game
 - 2) Length of Second Innings
 - a) No over restrictions apply. Game will end at cessation of time.

15.5.1 Follow on rule

The team batting second, can be forced to "follow on" if they are more than 100 runs in arrears of team batting first's score.

15.6 Points - Two Day Game

- a) Outright win after first innings win 10 and 0 points respectively, plus bonus points
- b) Outright win after first innings loss 6 and 4 points, plus bonus points
- c) First innings win 7 and 1 points, plus bonus points
- d) Tie after both innings completed 5 points each, plus bonus points
- e) Tie after first innings completed 4 points each, plus bonus points
- f) Forfeit Maximum points gained by **winning** teams playing the round including Bonus Points
- g) Bye OR Wash Out Average points gained by **all** teams playing and completing their game in the round

15.6.1 Bonus Points

In addition to points arising from the outcomes of games, the following BONUS points shall be awarded points per run

- a) 0.01 points per runs
- b) 0.2 points per wicket

15.7 Finals

Will be played under the **TWO-DAY** format rules, but over only one day's duration. A second innings may be played if time allows and there is a realistic opportunity for a change in the result from the first innings.

- a) 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 (ie 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.
- b) Should there be "split" competitions in an age group (ie: 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. (ie: 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.
- c) In competitions with odd numbers of teams, the lowest placed team shall not play a semi or grand final.
- d) 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 Premierships will be awarded. This shall also apply if both Semi and Grand Final games are washed out.

Hours of Play – 09:00am to 5:30pm

Change of Innings at 1:00pm, second team commences innings at 1.30pm

15.7.1 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).

15.8 Number of Players

There shall be a maximum of 12 Players per team. All players bat and innings is complete when wickets fallen is number of players taking part -1, or overs completed (ie if 12 players, 11 wickets must fall prior to maximum overs – if 10 players 9 wickets must fall).

- a) All players are to bat and bowl (see bowling restrictions), but only 11 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.

15.9 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.

15.10 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.**

15.11 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 13.10 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 13.10 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.

15.12 Behaviour

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

15.13 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) 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.

15.14 Fielding Restrictions

Players may field no closer than 5m and MUST be wearing a protector and helmet if between 5m and 10m.

15.15 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. 156gr "Red King" on **Synthetic** pitches
- II. 156gr 4 piece "Senator" on **Turf** pitches
- III. 142gr "Red King" on **Synthetic** pitches to be used by any all female team
- IV. 142gr 4 piece "Senator" on **Turf** pitches to be used by any all female team

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.

15.16 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.

15.17 Retirement of Batter

Batters shall be required to retire upon reaching 75 runs.

- a) The batter will retire immediately upon the completion of the allocated balls faced or runs scored as outlined above (for which they will receive credit) and may not resume until all other batters in the team have completed their innings.
- b) Such resumptions will occur in the original batting order 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 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".

15.18 Restriction of fast bowling

- a) Bowling restrictions are listed below. 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.

15.18.1 Schedule of Bowling Restrictions

- a) **One Day Games** A fast bowler may not bowl more than 20% of the allotted overs. Maximum spell is 4 overs
- b) **Two Day Games** A fast bowler may not bowl more than 20% of the allotted overs. Maximum spell is 6 overs
- c) **There are no maximum over spell restrictions for spin bowlers except for percentage of allotted overs and clause 15.19 below.**

15.19 Bowling Restrictions (Includes T-20 Games)

- a) **All players are encouraged to bowl.**
- b) Coaches are to nominate players not wishing to bowl to the opposing COACH and the SCORERS, prior to the game commencing.
- c) Of the players who are bowling, no bowler may bowl more than 5 overs until all bowlers have bowled 3 overs (2 day games) and no bowler may bowl more than 4 overs until all bowlers have bowled 3 overs (1day game).

- d) Once all bowlers have bowled required number of overs, spin bowlers may bowl for extended spells, up to the percentage of allotted overs for that innings

15.20 No ball

- a) The penalty for a no ball shall be one run in addition to any runs, byes or leg byes scored and the ball will need to be re-bowled.
- 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 once 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) The bowling of full high pitched balls shall be dealt with in accordance with the Laws (42.6 (b), 42.7 and 42.8)
- 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.

15.21 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 15 20h).

15.22 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.

15.23 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.

15.24 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.)

15.25 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.
- d)

15.26 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.

15.27 Girls

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

15.28.3 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

15.28.4 Wet Weather Rule - Two Day game

Where weather has interrupted play and minimum required overs were bowled but less than the full quota of overs were bowled, the following formula will take effect.

- a. The time remaining (less 15 minutes for change of innings) 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:

- a. 28 of the allotted 60 overs were completed on day one when rain intervened.
- b. Three hours (180 minutes) less fifteen minutes (change of innings) were available on day two divided by 3.75 equals 44 overs.
- c. Add this to the overs already completed ($28 + 44$) giving a total of 72 overs.
- d. Divide this figure by two giving a total of 36 overs per side.
- e. The game becomes a 36 overs per side game.

Note: Where the team batting first has been dismissed inside 20 overs prior to any weather delay the above formula shall not apply and play shall continue as per normal on the second day.

Interruptions to the side batting second – the same formula needs to be applied as is the case in the one day game (Rule 15.28.2)- Average Run Rate Calculation). In addition it needs to be noted that the team batting second needs to face a minimum of 20 overs to constitute a game under the two day format.

Where Day 1 is completely washed out (no play possible) week 2 is played as a 1 Day game.