



## 2023 Winter Cricket Competition: Junior Rules

The following document outlines the competition rules for the Junior Competition of Winter Cricket for 2023, and is based on the standard rules used by Cricket Gold Coast for its Junior Cricket Competitions. Standard Rules are used as per GCJC and BNJCA.

### Code of Behaviour

#### Players

1. Compete by the rules and in the spirit of the game and never dispute an Umpire's decision by word or gesture.
2. No sledging or swearing.
3. Be a good sport and encourage and support your own team members.
4. Work equally hard for yourself and your team, our team's performance will benefit and your own.
5. Co-operate with your coach and fellow team members.
6. Show respect for your opponents and their skills and be friendly to all participants.
7. Seek permission before leaving a game.
8. Control your temper.
9. Play for the fun and not just to please parents and coaches.

#### Coaches

1. Be reasonable on your demands on young players time, energy and enthusiasm.
2. Avoid over playing the talented players. The average players need and deserve equal time.
3. When coaching representative teams ensure all team members have equal opportunities in front of selectors.
4. Plan coaching sessions that are active and varied and ensure that equipment and facilities are suitable and safe to use.
5. Remember that children participate for fun and that winning is only part of the motivation.
6. Teach your players to play by the rules of the sport, and develop team respect for the ability of opponents and each other.
7. Encourage them to participate in the spirit of the game, to develop a sense of fair play and maintain a positive team spirit.
8. Censure immediately any sledging or swearing.
9. Respect decisions of Umpires.

#### Parents

1. Encourage your child to always participate according to the rules and spirit of the game.
2. Encourage your child to participate if they are interested and remember children are involved in organised sport for their enjoyment.
3. Remind your child that participation in a team sport involves support and encouragement of the team members with the benefit of developing lasting friendships.



4. Teach your children good sportsmanship by example, applaud good play by team members and opponents alike and congratulate all parties.
5. Don't badger, harass or use sarcasm to motivate your child or compare your child's performance with those of other children.
6. Let the coach do the coaching, and recognise the value and importance of volunteer coaches who deserve your support.
7. Treat your child the same irrespective of their individual performance.
8. Demonstrate appropriate behaviour by not using foul language, harassing players, coaches or officials.

For an extensive Code of Behaviour and Penalties List that is used and implemented in the Winter Cricket Competition, please reference the document [HERE](#).



## Standard Rules for All Age Groups and Divisions of Junior Cricket

### MCC 2017 Code of Laws shall apply except as varied below

#### **1. Drinks**

Each hour on field at the discretion of both Umpires, but shall be no more than three (3) minutes duration. (Suggest that drinks be taken out to the players rather than they come to the boundary – particularly relevant for younger age groups) .

#### **2. Protective Equipment**

All batsmen and wicket keepers are to wear standard protective gear: i.e. for batsmen, a helmet, batting gloves, groin protector and batting pads; for wicketkeepers, wicket keeping gloves, groin protector and pads.

##### **Helmets**

It is mandatory for junior cricketers (those under 18 years of age) to always wear helmets when wicket-keeping up to the stumps or batting, including when they are playing senior cricket.

Current 'best of breed' helmets are those that are compliant with the British Standard for helmet safety (BS7928:2013 Specification for head protectors for cricketers).

- Parents/guardians, coaches and team officials need to ensure that this playing condition is adhered to.
- This includes when junior batters are facing slow bowling.
- Association administrators, club coaches, team managers, parents and other volunteers are also encouraged to consider the use of helmets for junior wicketkeepers 'standing-back' if there are concerns about the skill level of the wicket-keeper, bowlers and fielders.

#### **3. Rain, Lightning or Other Delays**

Reduce the number of overs to be bowled by each team by one for each four (4) minutes lost.

##### **Lightning Policy**

Umpires, Officials and Players should follow the "30/30" rule. The "30/30" rule states that when lightening is followed by thunder and the time difference between the lightening and the following thunder is 30 seconds or less, play must be suspended and all participants must leave the field of play, moving to a safe area. Play must not be resumed until 30 minutes have elapsed after the last lightening being sighted. On each occasion that lightening is seen, whilst off the field, the 30-minute period is to recommence.

The "30/30" rule is best suited for existing thunderstorms moving into the area. However, it cannot predict or protect against a first lightning strike. Thunderstorms can develop overhead where there will be no prior notice that a storm is coming. Be alert to changes in sky conditions portending thunderstorm development directly overhead. When lightning threatens, go immediately to a safer location. Do not hesitate. Lightning casualty statistics are full of stories where persons who were just about to make it to safety, when they were struck. Even a few extra minutes lead time can be lifesaving.



#### **4. Taking the Field**

If within fifteen (15) minutes after the advertised starting time a team with a minimum of seven (7) player's is not in a position to start the game, the opposing team may claim a forfeit (in age groups u12 through to u17's) . Every effort should be made by the teams to encourage participation.

#### **5. Umpiring**

Umpires must be suitably always attired. Where only one ticketed Umpire has been allocated by Cricket Gold Coast to a match, that umpire shall stand at the bowlers' end for the whole match and a nominee of the batting side shall stand at square leg. In a team where the child of an umpire is batting or bowling, that umpire should be replaced (quickly, so as not to delay any play) or, if this is not possible, must stand at square leg.

#### **6. No Ball - All Junior Cricket**

No balls in all grades (if not scored from) shall count as one run only. In addition to any rule concerning the signalling of "no ball" the Umpire shall signal no ball where:

- a) For synthetic surfaces, the ball hits the edge of the pitch or is off the pitch.
- b) A short-pitched delivery by a "fast bowler" which passes above the head of the batter standing at his full height.
- c) Any full pitched ball which is above waist height.
- d) If the ball bounces more than once or rolls along the ground before it reaches the popping crease.
- e) Under no circumstances should a junior player be called during a game for having a faulty bowling action.

#### **7. Stumps, Balls and Gear**

Each team is to provide a set of stumps and bails and the approved cricket ball for each innings. Metal capped stumps are not permitted.

#### **8. Player Registration**

All players must be correctly registered with Winter Cricket prior to participation in inter-club fixtures and failure to abide by this rule may result in loss of points or a fine.

- Girls may play up to two (2) years below their age group.
- Boys may only 'play up' to 2 years above their age group until they turn 13 years of age.
- No person under the age of 8 years as at 31st August in the calendar year in which the season starts shall be eligible to play.

#### **9. Wet Weather**

##### **WET WEATHER INFORMATION**

If a general cancellation decision is made by Winter Cricket on Friday evening, it will be posted on the Facebook page by 8:00pm. If the General cancellation decision is not made until Saturday morning it will be posted on the Facebook by 7:00am.



**It is the responsibility of the Home Team as nominated by the draw on PlayHQ to assess the condition of the ground and advise the opposition coach as soon as possible that the ground is unsuitable for play, ideally this should be done before 7.00am on the Saturday morning.**

If there is any doubt, then both coaches inspect the ground and use the Fitness of the ground policy below to determine if play is to proceed. A ground is unfit for play when it is so slippery to deprive batsmen or bowlers of a reasonable foothold, or the fieldsman freedom of movement.

Boundary markers are to be used where appropriate and as per the laws of cricket the **boundary is a straight line between markers.**

### **FITNESS OF THE GROUND**

**This is critical. It is the home team's responsibility to have this done.**

1. (a) Play should only be suspended when the conditions are so bad (including lightning) that it is unreasonable or dangerous to continue. A ground is unfit for play when it is so slippery to deprive batters or bowlers of a reasonable foothold, or the fieldsmen freedom of movement. The safety of players always must be paramount. Play should not be suspended merely because the grass is wet and the ball slippery.
2. (b) The decision concerning the fitness for play of the ground, including the pitch, must be made by a representative from each team and/or official umpires. In those cases when club groundsmen are concerned with ground preparation, the decision concerning ground fitness for play should involve such representatives and/or official umpires and club groundsmen (if applicable). Where a club groundsmen has full control of the ground, the groundsmen's decision shall be final.
3. (c) If team representatives, with their players in attendance, disagree regarding the fitness of the ground for play the present state continues. That is, if play has not commenced and the representatives disagree, there will be no play. If play has been suspended because the ground is unfit for play, the team representatives must agree before play resumes. No time shall be added to the match to make up for time lost to adverse conditions or injury.
4. (d) (The 30/30 Rule) If thunder follows a lightning flash by thirty (30) seconds or less play must cease, and players and officials leave the field immediately. Play must not resume until thirty (30) minutes after the initial lightning flash. If during the suspension of play thunder follows a lightning flash by thirty (30) seconds or less the suspension period is to recommence.

Note. See Standard AS/NZS 1768:2007 "Lightning Protection".

Note. A 30 second time difference indicates the flash was within a 10km radius, a 15 second time difference is within a 5km radius, and a 3 second difference indicates within a kilometre.

### ***10. Scoring***

Scoring on an iPad or Tablet is permitted and encouraged in Winter Cricket Junior matches, the HOME team will score on PlayHQ, whilst the AWAY team will maintain a paper scorebook during the game as the first option. There should never be a situation where both sides are scoring electronically. Should the home team choose not to score electronically then the away team may do so.



### **11. Premiership Competitions**

i. Premiership competitions shall take place in U12, U13, U14, U15, U16

### **12. Exemptions & Eligibility for finals cricket**

There are new age and exemption rules for the 2023 season. Please make sure that you are aware of the changes sent with the delegates minutes.

Clubs must send to the Competition Committee who will respond in a timely manner detail of why a player should be granted an exemption and the player must not play until a response is received.

Where clubs have more than one team in the same age group, a player may not change teams in the same age group from the team he plays for in the first round after Christmas. Players playing up an age group cannot be dropped to their own age group for the Finals if their regular team has been eliminated. Players may play up an age group for Finals. Players must have played at least 6 weeks in Junior Cricket in that age group or lower.

### **13. On-field coaching**

Coaching from the boundary or any other portion of the playing area or surrounds, is prohibited in competition games for U13's and above whilst the game is in progress.

### **14. PlayHQ**

PlayHQ is the electronic package for use in listing teams, match results and statistics. **Teams must be entered by 6pm Friday before the new round commences.** Full results including full player details must be entered by 6.00 pm Thursday at the completion of the match.

### **15. New Code of Cricket laws – Oct 1, 2022**

- Use of saliva to shine the ball is permanently banned in all grades.
- Use of sweat to shine the ball is still permitted.
- Replacement players will be treated as if they were the player they replaced.
- When a batter is caught, the new batter shall come in at the end the striker was at.
- If the bowler throws a ball in attempt to run out the striker before entering their delivery stride it will be called a dead ball.
- Wide will apply to where the batter is standing, where the striker has stood at any point since the bowler began their run up.
- If the ball should land away from the pitch, the striker can play the ball so long as some part of their bat or person remains within the pitch.
- (Where an official umpire is present) In case of unfair movement by the fielding side , the batting side is awarded 5 penalty runs.

Please also note that any rule or modification that occurred for COVID is no longer in play. i.e marking runups with hats/ caps. If these are hit by the batter then 5 penalty runs will apply.



## U12's and Girls Hard Ball Cricket Rules

Teams consist of **Nine players** on the field with a **maximum of 13 players named** who must bowl (if they are present at the game). In each innings, all players nominated must be given the opportunity to participate in the match in either batting or bowling. **A team is considered all out when 10 wickets have fallen**, if a team does not have a full complement of players, the batting team is able to continue batting using previously retired or dismissed batters until all 10 wickets have been taken. The order of returning batsman will be retired and then lowest scoring batsman until 10 wickets have fallen.

### 1. Format and General Rules.

Teams will play a one-day, 25-over match with one innings for each side.

A team consist of a maximum of 11 players all of whom may bat and bowl, but **9 fieldsmen**.

A team is considered all out when 10 wickets have fallen, if a team does not have a full complement of players, the batting team is able to continue batting using previously dismissed batters until all 10 wickets have been taken. The order of returning batsman will be lowest scoring batsman first.

Bowlers to bowl from one end for the entire game.

All games are subject to Compulsory Closure. Provided that no time has been lost through conditions, compulsory closure will occur at the allotted time of play. Should the team batting first, having not been dismissed, not receive the required number of overs in the time allotted and have its innings compulsorily closed, the team batting second shall be entitled only to the same number of overs as that faced by the team which batted first (Examples 1a and 1b).

The team batting second **MUST** receive the same number of overs bowled to them as they bowled to the opposition within the allotted time of play (subject to there being no interruptions to play). In the event of there being a shortfall of overs bowled, the winner will be determined by scores at the equal number of completed overs for the team batting second.

***It is the responsibility of both coaches to ensure that overs are bowled as quickly as possible to ensure the 25 overs are bowled within the time allotted, e.g. a minimum of 16/17 overs should be bowled in the first hour including a drinks break.***

#### **Example 1a**

Team A batting first receives 23 overs from Team B in the allotted time 8.00 a.m. to 9.33 a.m. and scores 120 for the loss of 5 wickets – innings compulsorily closed. Team B batting second **MUST** then receive 23 overs from Team A in the allotted time 9.43 a.m. to 11.15 am

#### **Example 1b**



Team A batting first is dismissed in 20 overs within the allotted time 8.00 a.m. to 9.33 am. Team B batting second MUST then receive the full complement of 25 overs from Team A in the remaining allotted time 9.43 am to 11.15 am

**Players may not bowl more than 2 overs until all named players (including the wicket keeper) in the team have bowled 2 overs. The maximum overs to be bowled by a single player is 4 overs.**

Maximum number of balls per over is 8 irrespective of number of wides and no balls. In the final over however, there is a requirement for 6 legitimate deliveries. In this age group, umpires must appreciate that the players are at an early stage of learning the game and should allow latitude in the calling wides.

No cricketer is to field within ten metres of the batting crease when in front of the batsman on strike. The Umpire shall give a warning to the Team Captain and for any continued breach of this rule the Umpire shall call "no ball".

Players must retire once they have reached a score of 50 runs. Retired batsmen may resume their innings after all 12 other players have batted in the strict order of their retirement.

The winner shall be the side that scores the most runs irrespective of wickets lost. There are no outright results in one day fixtures.

The team batting second should complete the innings regardless of whether a result has been achieved, e.g.

Team A – all out for 75 after 20 overs

Team B – should bat for a maximum of 25 overs unless dismissed earlier

NOTE – If BOTH teams agree, the game may finish once a result has been achieved.

Premiership and bonus points begin in this age group - refer Rule 12 for specific points details. Finals will be played: format to be announced.

Ten minutes between innings is a maximum break.

#### **NOTE**

**As this age group are in the early stages of development, participation by all players should be encouraged with the emphasis put on having fun.**

**On field coaching is permitted and encouraged in this age group but will not be allowed from U13 upwards. U12 is to be used as a transition season and coaches are encouraged to limit on field coaching during the second half of U12 season in order to prepare players for U13.**

## **2. Minimum Overs**

To constitute a match, each team must receive a minimum of **10 overs**, unless dismissed, has declared its innings closed or a result is achieved prior to the minimum overs being bowled. Note:





The minimum target cannot be lower than that required after the minimum overs. Example: Assume that Team 1 has batted their 25 overs and has scored 100 runs resulting in a run rate of 4 runs per over. The minimum target for Team 2 is 41 runs at 10 overs (i.e. 4 runs per over x 10 over minimum +1)

### **3. Hours of Play**

Games will begin at 8am.

The Pitch is 18 meters in length, the bowlers will bowl from one (1) end with boundaries set at 45 meters.

A maximum of 4 players are to field on the leg side.

No cricketer is to field within ten metres of the batting crease when in front of the batsman on strike. The Umpire shall give a warning to the Team Captain and for any continued breach of this rule the Umpire shall call "no ball.

**All players must bowl a minimum of 3 overs per innings, with a maximum 7 overs per innings. Players may not bowl more than 3 overs until ALL NAMED PLAYERS (INCLUDING THE DESIGNATED WICKET-KEEPER) in the team has bowled 3 overs.**

**Maximum number of balls per over is 8 irrespective of number of wides and no balls. In the final over however, there is a requirement for 6 legitimate deliveries.**

**Play is undertaken from one end only.**

**WIDES AND NO BALLS – CLARRIFICATION UNDER 12 ONLY.**

A delivery which hits the edge of the pitch or misses the pitch is a no ball and can subsequently be scored off by the Batsman.

Generally, a wide should only be called for those deliveries that land on the pitch and are wider than the edge of the pitch when passing the batsman, irrespective of whether on the off or leg side.

In the absence of injury, a batsman can only retire after facing a minimum of 25 legal deliveries (excluding wides and no balls). Batsmen retired may resume their innings after all other players have batted in the strict order of their retirement.

Recommended field size, 45 metres from the stumps, measured from the batting stumps.

The pitch is to be played over 18 meters stump to stump and may require regular marking. The batting and bowling front crease are 1.2 meters from the stumps. This needs to be correctly measured and ensure that it's the same week to week.

Boundary markers are to be used where appropriate and as per the laws of cricket the **boundary is a straight line between markers.**

### **4 The ball**

The ball shall be a 2-piece 142g.

### **5 LBW**

**LBW does apply in this age group. You need to be very plum and in no doubt.**



## **6 Match Result**

The team with the most runs at the end of the innings wins. If the match is not constituted, the result is a draw.

## **7 Umpiring:**

**The batting team will provide the main/central umpire and the fielding team will provide the square leg umpire, unless an official umpire provided by the association is present.**

Official umpires shall each be paid \$45 per team per day.

## **8 Coaching**

Polices relating to coaches, parents and players should be strictly adhered to. Coaching from the umpiring positions and from the side lines should be in moderation and not cause the game to be delayed. Poor attitude from players should be regulated as much as possible and all parties should be involved in correcting the poor attitude (disputing decisions, throwing equipment, and bring the players club and game into disrepute need to be addressed at the time).

## **U13's and Above 30-Over Cricket Rules**

**NOTE: Parents, coaches and children are reminded that the development of players' skills and having fun are much more important than winning.**

**On-field coaching or coaching from the boundary is prohibited in this competition**

1. Games will begin at 8am.
2. Overs per Innings: 30
3. A team shall consist of a maximum of 13 players all of whom may bat and bowl, but eleven fieldsmen only shall be allowed on the field of play at any one time. Ten (10) wickets must fall for a side to be all out. Batsman that are out, can only bat once.
4. Bowlers to bowl from one end with a 18m pitch and a 50m boundary.
5. All games are subject to Compulsory Closure. Provided that no time has been lost through conditions, compulsory closure will occur at the allotted time of play. Should the team batting first, having not been dismissed, not receive the required number of overs in the time allotted and have its innings compulsorily closed, the team batting second shall be entitled only to the same number of overs as that faced by the team which batted first (Examples 1a and 1b).

The team batting second **MUST** receive the same number of overs bowled to them as they bowled to the opposition within the allotted time of play (subject to there being no interruptions to play).

***It is the responsibility of both coaches to ensure that overs are bowled as quickly as possible to ensure the 25 overs are bowled within the time allotted, e.g. a minimum of 16/17 overs should be bowled in the first hour including a drinks break.***

**Example 1a**

Team A batting first receives 30 overs from Team B in the allotted time 8.00 am to 9.33 am and scores 120 for the loss of 5 wickets – innings compulsorily closed.

Team B batting second MUST then receive 30 overs from Team A in the allotted time 9.43 am to 11.15 am.

**Example 1b**

Team A batting first is dismissed in 20 overs within the allotted time 8.00 am to 9.33 am

Team B batting second MUST then receive the full complement of 30 overs from Team A in the remaining allotted time 9.43 am to 11.15 am.

6. Maximum overs to be bowled by a single player is 3 overs.
7. Maximum number of balls per over is 8 irrespective of number of wides and no balls. In the final over however, there is a requirement for 6 legitimate deliveries.

Umpires are instructed to apply a very strict and consistent interpretation of the law to prevent negative bowling. On the leg side a ball landing clearly outside the leg stump going further away should be called a wide. The same provisions do not apply if the striker makes contact with the ball.

8. There is a retirement score of 50 runs (or 60 legal delivery balls) . In the absence of injury, a batsman can only retire after facing a minimum of 25 legal deliveries (excluding wides and no balls). Batsmen retired may resume their innings after all other nominated players have batted in the strict order of retirement.

If retired hurt/injured, a batsman may resume play at the fall of any wicket.

9. The winner shall be the side that scores the most runs irrespective of wickets lost. There are no outright results in one day fixtures. The team batting second should complete the innings regardless of whether a result has been achieved, e.g.

- i. Team A – all out for 75 after 20 overs
- ii. Team B – should bat for a maximum of 30 overs unless dismissed earlier
- iii. NOTE – If BOTH teams agree, the game may finish once a result has been achieved.

10. If play is delayed and/or interrupted (by weather or other considerations) the number of overs allocated to each team shall be reduced by 1 over for every 4 minutes of time lost.

- a. If play is not possible, the match shall be declared a draw.
- b. Each team must receive a minimum of 15 overs for there to be a match.

11. A Winter Cricket stamped 142g ball is to be used.

12. Ten minutes between innings is a maximum break.



13. Recommended field size, 50 metres from the stumps.

14. The match may be played bowling from only one end.

15. No cricketer is to field within ten metres of the batting crease when in front of the batsman on strike. The Umpire shall give a warning to the Team Captain and for any continued breach of this rule the Umpire shall call "no ball".

### **U13's and U16's T20 Cricket Rules**

All previously mentioned rules will apply for the U13 and U16 T20 Competition, with the following exceptions:

Overs per innings: 20

Maximum overs to be bowled by a single player is 2 overs.

There is a retirement score of 50 runs (or 40 legal delivery balls). In the absence of injury, a batsman can only retire after facing a minimum of 25 legal deliveries (excluding wides and no balls). Batsmen retired may resume their innings after all other nominated players have batted in the strict order of retirement.