

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

JUNIOR COMPETITION

**(last up-dated)
10th September 2018**

**SEASON
2018/2019**

JUNIOR RULES

“Relevant Extracts”

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

[MCC Laws of Cricket – 2017 Code](#)

Lightning 30/30 rule (from Seniors and NSWDC A Handbook’s)

9.3 “Play shall cease immediately, in the event that a lightning flash is followed by thunder less than 30 seconds later. Play shall not resume until 30 minutes after the last such lightning flash.”

***** Rule Understanding*****

Law 5. 5. Laws of Cricket. Ball lost or becoming unfit for play

If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced the umpires shall inform the batsmen and the fielding captain.

(Therefore, if a ball gets too wet, MORE than 163g due to excessive water absorption, the ball may be changed for an equivalent DRY “over-wear” ball). (Law 5.1 MCC)

Playing Formats.

Split games are NOT to be played as 2 x 1 day games.

Under 12’s – 2-day games (50 overs) are to be Played in the split format 25/25/25/25

Under 13’s – 2-day games (50 overs) are to be Played in the split format 25/25/25/25

Under 14’s – 2-day games (50 overs) are to be Played in the split format 25/25/25/25

NOTE: The overs split system is for the 1st Innings ONLY.

In split Innings matches, if there is rain in the 2nd week preventing play, no result can be achieved unless both teams have batted for a minimum of 30 overs and both teams have had the opportunity to bat for the same number of overs.

***** Exceptions; Rule 6 (a,b,c)**

JUNIOR COMPETITIONS

| | | Page No |
|-------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|
| Part One | Code of Conduct | 3 |
| Part Two | Extracts from the Rules of the Association dated 24 July 1998 (as amended) relevant to Junior Boys Cricket ; Structure - Registration | 4 |
| Part Three | Playing Rules/Structure for Junior Boys Cricket; Management of the competition – Scorebooks – Trophies – Club Championship – Records - Penalties | 5-6 |
| | Format of Competitions | 7 |
| | Playing Times | 8 |
| | Game Structure – Drink Breaks | 8 |
| | Conduct of Matches | 9 |
| | Follow On Margins - Points Table Allocation - Wet Weather | 10-11 |
| | Forfeit | 11 |
| | Result Sheets | 11 |
| | Batting restrictions – (10HB, U11-U16) | 12 |
| | Over Restrictions | 13 |
| | Bowling restrictions– (10HB, U11-U16) | 13 |
| | Bowling Rest Periods – Maximum overs – Over Requirements | 14 |
| | Enforcing Over Penalties | 15 |
| | Mankad | 16 |
| | No Balls | 16 |
| | LBW | 17 |
| | Pitch Length | 17 |
| | Equipment – Helmets - Balls | 17 |
| | Fielding Restrictions | 18 |
| | Coaching - Declaration of Teams | 18 |
| | Players Registrations | 19 |
| | Dispensations | 19 |
| | Boundaries | 20 |
| | PROCESS FOR ENTERING MATCH RESULTS AND SCORECARDS | 21-22 |
| | Point Score – Competition Table | 22 |
| | Match Results - Office Bearers - Wet Weather Committee Policy | 22 |
| | Talent Distribution Rule | 23 |
| | HYDRATION TIPS and Recommendations for HOT DAYS | 24-25 |

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

Player Conduct during the Match

Only the team Coach or Manager may enforce MCC Law 42, however, if the opposition team feels aggrieved, they may refer the incident to the D & D committee.

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.*****

NEW RULE (June 2005-06)

The **REVERSE SWEEP** is **NOT** permitted. Due to fielding restrictions (Rule 18), and, player safety. Any player doing so will incur a 5 run penalty against their team. Continued infringements will be referred to the executive.

PART TWO

HKHDCA JUNIOR PLAYING RULES

Rule

21. JUNIOR COMPETITION

- 21.1 The Executive will appoint a Junior Cricket Committee comprising:
- (a) the Honorary Junior Cricket Secretary
 - (b) the Honorary Assistant Junior Cricket Secretary
 - (c) and, up to 5 Juniors' Committee Members. (at the discretion of the Honorary Junior Cricket Secretary).
- The Honorary Junior Cricket Secretary, with the assistance of the Honorary Assistant Junior Cricket Secretary, shall be responsible for the total organisation of the Juniors competition. Honorary Divisional Secretaries may be appointed if 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 Committee comprising a selection of the member Clubs' Junior Cricket Organisers/secretaries, 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 program (MyCricket) 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 on MyCricket, prior to a player taking part in a match. Clubs are required to sight dates of birth, and, will be responsible for incorrect recording on MyCricket.. Severe penalties will apply for intentional registration manipulation
- 34.3 Registration is 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. Playing 2 matches in succession, or 3 in the season, they must remain in that team.
- 34.5 A player is not to play for two teams in any one round. (They may field in their correct or higher age group only). 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 (email) 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. "Key" Players CANNOT be transferred from team to team in the last round.
- 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 age group as listed at midnight on the **31st August** 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, **or non-approved player**, without **"prior"** permission will lose all competition points for the matches in which the over age **or non-approved 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 obtain **4 points/games** in that age group/team for the Club that the player is intending to represent in that ¼ final, semi-final or final. For a player to be allocated a point/game, they must have either batted, bowled or kept wickets during that season prior to finals in at least four designated 2-day matches (1pt) or 8 (1-day) matches (.5pt) or a combination of both. ie, 3 (2-dayers) and 3 (1-dayers) = 4.5 pts. 1 (2-dayer) and 3 (1-dayers) = 2.5 pts.
- 34.9 For a Sunday match, 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 is playing in the same round.
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 Committee. Existing Playing Rules may be altered or new Playing Rules adopted by the Junior Cricket Committee after the commencement of the Junior Competition, provided sufficient time has been allowed for implementation.

It is the responsibility of the captains/coaches of the teams to run the match in a fair and just manner. Whether it is overs lost due to wet weather, heavy dew, lost balls, excessive heat, ball replacement, whatever!, so long as the two officials responsible for each team agree, they are the rules for that game. If no agreement, revert back to these official rules. 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 will be obtained from MyCricket. Any additional relevant information is to be forwarded to the Honorary Assistant Junior Cricket Secretary. Failure to complete the MyCricket match results and player statistics will exclude that team from trophy eligibility.

48.3 Completed MyCricket player statistics for all players are to be entered into MyCricket within 7 days after the completion of Junior Finals. **Penalty for failing to do so is \$50 per team plus the loss of 10 (ten) additional points in the club championship calculations.**

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. If no batsmen 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. If no bowlers qualify in the 14's to 10's age groups, necessary qualifications will be reduced to 25 wickets/13's & 14's; 20 wickets 10's, 11's & 12's). If no bowlers 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 three (3) 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

There are now 2 separate record groups. The "OPEN" category (before 1989-90 and those that satisfy the minimum of 40 wickets and/or scored 400 runs in a season qualification), and, the Restricted category. (1989-90 on)

- 51.1 To qualify for an Association "OPEN" junior (Averages or Aggregate) record a player must have taken a minimum of 40 wickets and/or scored 400 runs in a season, including semi-finals and Finals, for which the record is claimed.
- 51.2 Since the introduction of RESTRICTIONS, To qualify for an Association junior record (1989-90 on), 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) on the MyCricket Website, will result in the loss of 1 competition point and a \$10 fine for each offence.
- * Failure to submit **match progress on Day 1** by 9pm on the Sunday following play on the MyCricket Website will result in the loss of 0.1 of a point and a \$10 fine for each offence.
- * Failure to submit **match results** by 9pm on the Sunday will result in the loss of 0.1 of a point and a \$10 fine for each offence.
- * Failure to submit **match & player statistics** by 9am on the Wednesday following the completion of the match on the MyCricket Website, will result in the loss of 0.1 competition point and a \$10 fine for each offence. * Failure to submit **match & player statistics** by the completion of the next round will result in the loss of 1 competition point. (Loss of points can be proportional at the Junior Secretary discretion.
Offending clubs will be notified of any fines.
- 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 1. If this information is not received by the commencement of Round 2, a fine of \$50 per round late, 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.)
- 52.4 **For all other penalties, please refer to the association/ senior governing rules.**

**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) The competition structure will be determined by the Junior Cricket Committee. Teams will be placed according to age, UNLESS it is apparent that a team is, or has been manipulated to be, too strong for that age group; then the committee may move that team up an age group. *An example would be; a Representative coach/manager “poaching” players into his/her Saturday morning team, forming an alternative rep team.*

1 (b) 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 (c) 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. *A **bye** is to be considered as a team in this situation*

(Junior Cricket Committee’s discretion).

1 (d) 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 (e) **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.

Failure to complete **ALL** the MyCricket match results and player statistics will exclude that team from the Semi-Finals and the FINALS.

2. **PLAYING TIMES :** Times may vary relative to ground availability and draw management.

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

(i) **Under 12 Boys**

.....8:30am to 12:30 pm

OR

(Afternoon Game) 12:30 pm to 4:00 pm

OR

..... **Sunday**.....9:00am to 12:30 pm

(ii) **Under 13, Under 14, Under 15 Boys Competition**.....8:30am to 12:45 pm

OR

Sunday.....9:00am to 12:45 pm

(iii) **Under 16 Boys Competition**8:30 am to 12:45 pm

OR

Sunday.....8:30 am to 12:45 pm

2 (b) **2-Day Game. –**

Each team receives a maximum number of overs in their first innings, whether split or not, ...unless dismissed or there is a declaration. Once the 1st Innings is completed, it becomes an open match with an unlimited overs a team may receive in their 2nd innings.

There is a maximum number of overs permitted for a days play relative to the age division, [Rule 11]. To complete the maximum overs to be bowled in the day for the 1st innings, play till 12:45pm. **All games must play till 12:00-12:30pm** if the 1st innings' are completed, unless all overs for the days play are completed.

NOTE: The overs split system is for the 1st Innings ONLY.

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. If playing a 2nd innings, going for an outright, normal cricket rules apply. The only limitations being max. overs in a day, bowler limits and batsman limits. A team can be required to bat the whole 2nd day (overs) or to 12:30pm. **Once you finish the 1st innings' it is a time game, Or, until the maximum overs per day is reached.**

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

Under 11 to Under 16 Competitions (Hard Ball) 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 12:45 pm.

One-Day matches are:

Under 11, Under 12, Under 13 are 25 overs per side - 8:00am start. In the case of multiple innings per side, (1st & 2nd), 50 overs maximum in the day minus change of innings (3 overs each time) after the 1st Innings' are completed.

Under 14, Under 15, Under 16 are 30 overs per side – 8:00am start. In the case of multiple innings per side, (1st & 2nd), 64 overs maximum in the day minus change of innings (3 overs each time) after the 1st Innings' are completed.

2 (e) **DRINKS BREAKS – 2 day games.**

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.

DRINKS BREAKS – 1 day games.

A 5 minute drink break must be taken half way through each innings. The change of innings is the long drinks break. COMMON-SENSE please.

3. CONDUCT OF MATCHES

In Finals: 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 30 overs (25 overs for Under 11s to Under 13s). 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 their allotted 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 full allotment overs being completed by both teams or a result obtained prior to 12:45pm/ (5:45pm for an afternoon game), 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, U12's – 10, U13's – 9, U14's – 7. In U15's & U16's – 6
- (vii) In Under 11 Competitions, no bowler shall be permitted to bowl more than 2 overs until all players in the team have bowled at least 2 overs each. A maximum of 3 overs per bowler may be bowled (unless the team has fewer than 9 players).
- (viii) In the Under 14 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.
- (ix) In Under 12 to Under 13 Competitions, during the first twenty two (22) 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.
- (x) In Under 11 Competitions, during the first Twenty Three (23) overs of an innings the maximum number of deliveries permitted shall be six (6) in any one over. Thereafter, the maximum number of deliveries permitted shall be eight (8) in any one over.

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 in their 1st innings, the team scoring the most runs will be the winner. (30 overs minimum for a match).
- (iii) In Under 12 to Under 16 Competition rounds, 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.
- (iv) In the FINAL for Under 14's to Under 16's, every over must have 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.

- 3(c) If a 1-day game is organised between teams on the first week of an official 2-day game, and, those teams in that grade who are playing the official 2-day games do not have the opportunity to complete their matches on the 2nd day, (for example - a washout..... determined at the Junior Organisers' discretion), all first week 1-day matches will be declared a draw.**

4. FOLLOW ON

Follow on margins for each Age Competition are as follows:

| | |
|-----------------------------------------|---------|
| Under 11 to Under 12 Competitions | 40 runs |
| Under 13/Under 14 Competitions | 50 runs |
| Under 15/Under 16 Competitions | 75 runs |

5. Points Table Allocation

5 (a) Points shall be allocated as follows:

| | |
|------------------------------------------------------|----------|
| Outright win | 8 points |
| Win Outright if defeated on First Innings..... | 6 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 **for the season** - nil points.

5 (c) For a bye in an incomplete round of matches **for the season**, 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

Mulch and wood chips are not permitted to be added to the ground in the event of wet weather. The acceptable materials are sawdust, grass clippings or sand.

If Baulkham Hills Council grounds are closed by council early, information may be on the Wet Weather Line – 9843 0354

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 roberthanich@optusnet.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(a)i **If Day 1 of a 2 day game is totally washed out, a 1-day game is to be played on Week 2.**

6 (b) If wet weather PARTIALLY interrupts play on Day 1, the Maximum number of overs possible for the whole game is; overs bowled, and, to BE bowled on Day 1 after adjustments (6c),IF MORE PLAY IS POSSIBLE ON DAY 1, plus overs to be bowled on Day 2. Then, divide 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 provided **6b(i)** is satisfied. Both teams are to receive an equal number of overs.

ie,18 overs bowled Day 1 with 90 minutes lost due to rain; overs lost $(90 - 10\text{mins}/3 = 27 \text{ overs})$. *6c
Therefore; $50 (\text{Overs per day}) - (27 \text{ lost} + 18 \text{ bowled}) = 5$. Therefore; 5 overs still to be bowled day 1.
For each team to receive equal overs; $18 + 5 (\text{on day 1}) + 50(\text{day 2})/2 = 73/2 = 36 \text{ overs each}$.
This means that 13 overs are still to be faced on Day 2 by the team batting 1st on Day 1.

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.

If all of day 1 is washed out...a 1-Day game is to be played.

6(b)(i)
cont.

(Minimum overs per innings to constitute a match in a 2-day game is 30 overs)

The Minimum number of overs per innings (for runs only to determine the result) is 30 overs.

For a team to win if 30 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. 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 minimum overs to constitute a match; for Team B, therefore, the result will be determined by runs.

The change of innings does not consume any overs in the 1st Innings of a rain affected match.

- 6 (c) When overs are lost due to rain, the final calculation is the minimum number of overs to be bowled up to 12:30. If teams can bowl more in the time ... good luck to them. If not, they must keep bowling after 12:30pm until the minimum number of overs is achieved.

Attached is the rewrite/new translation to remove confusion ... I hope!

**6 (c) Where there is an interruption to scheduled playing times due to wet weather, the minimum number of overs required to be bowled up to 12:30pm in the day will be reduced as follows:*

less than 10 minutes lost = no reduction to overs

THEN: 1 over lost for every 3 minutes, or part thereof.

hence: 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

52 minutes lost = 14 overs, etc, etc.

NOTE:- If time permits, more overs may be bowled up to the scheduled finishing time (12:45pm). Do Not exceed the maximum overs per innings. (Time followed by overs, whatever comes 2nd).

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. **If there is a mid-game dispute, play under Protest.**

For a team that forfeits the match on the 2nd week, and if there is the probability of an outright loss for that team, the Junior Committee will award FULL points to the opposition.

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

Results and player performances are to be entered into the "MyCricket Site", (to the Association), on DAY ONE and on DAY TWO **BY ALL TEAMS. Penalties will be imposed where entries are not submitted or completed late.**

Refer to **PENALTIES**; rule 52.1 on page 6.

- 8.a Where, as a result of wet weather or for other reason there is minimal or NO play on either day, both teams' Managers and/or Captains are to enter the no result/draw into the "MyCricket Match Result Site".

Include ALL appropriate, incompletd match stats – runs, wickets, overs, player stats, etc

9. BATTING RESTRICTIONS –

UNDER 11 COMPETITION - Batsmen **must retire after facing 30 legitimate balls or scoring 30 runs (whichever occurs first)**, 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).

New Under 11 compulsory batter rotation. A batsman is not permitted to bat in the top four in two consecutive innings. If a batsman batted in top 4 in the previous week, they cannot bat in top four this week.

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 - Batsmen **must retire after scoring 100 runs**, there being no restrictions on the number of overs for which a batsman can remain at the crease.

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.

- 9 (i)** Any player who is retired **BEFORE** reaching their compulsory retirement score must return to complete their innings in the order in which the player retired, or achieve the compulsory retirement score before any player, who has already reached the compulsory retirement score, can go out to bat again. If retired early, a batsman must retire on achieving their compulsory retirement score. If a batsman, (team member at the ground), leaves mid game, he will be "considered" out. Therefore, a previously retired batsman may NOT take his place.

A batsman may be **retired any time** during the match and will be deemed **RETIRED NOT OUT**.

A "not out week 1" batsman is allowed to continue batting on the 2nd day;

- 1) The batsman is at the ground at the start of play - .may continue his innings up to retirement score
- 2) The batsman is at the ground before the 9th wicket falls, and, the batsman is not "timed out"! - may continue his innings
- 3) When arriving at the ground the batsman goes into bat at the fall of the next wicket – unless the innings is over (all out).
- 4) May be retired and then follow Rule 9(i).
- 5)Runners are allowed if an injury affects batsman's ability to run. - **Only if it is an injury during the match...not tired or cramps.**

- 10 Over Restrictions – *Overs are Age sensitive NOT Age Group****
For players playing 2 games (Juniors & Seniors) in a day-(Open Competition)
- u/16's 16 overs max per day - max. 12 overs per innings - max. 6 over spells
- u/15's 12 overs max per day - max. 12 overs per innings - max. 5 over spells
- u/14's 10 overs max per day - max. 10 overs per innings - max. 5 over spells
- u/13's 8 overs max per day - max. 8 overs per innings - max. 4 over spells
- u/12's 8 overs max per day - max. 8 overs per innings - max. 4 over spells
- u/11's 6 overs max per day - max. 6 overs per innings - max. 3 over spells

10.1 BOWLING RESTRICTIONS – (restricted overs – local competition)

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

Overs are Age sensitive NOT Age Group*

UNDER 11 COMPETITION – Boys

No bowler shall be permitted to bowl more than 2 overs until all players in the team have bowled at least 2 overs each. A maximum of 3 overs per bowler may be bowled per innings (unless the team has fewer than 9 players).

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 forty (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 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 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". 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. 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.

10.2 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.

10.3 For HKHDCA juniors Saturday Morning Competition: (Multiple Innings per match during Competition “Rounds”)

The maximum number of overs allowed to be bowled in a match for a player, is the Max per 1st innings plus 2.

Eg, u/14’s is 10 plus 2. Total 12 for the match. (eg, 3 in the 1st innings and 9 in the 2nd innings or visa versa)

11. OVER REQUIREMENTS

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

| | | |
|------------------------------------------------|----------|-------------|
| Under 11’s.....(One day game) | 25 OVERS | per innings |
| Under 12’s, Under13’s & Under 14’s – Boys..... | 50 OVERS | (split) |
| Under 15’s & Under 16’s - Boys..... | 50 OVERS | (straight) |

*** A change of innings within the days play shall be 10 minutes and will count for three (3) overs lost from the days play; (not from any team allocation).

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 1st innings for each age group.

*** If a team (A) does not use all the overs, the other team (B) must 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. Bowlers may only bowl their maximum entitlement for the innings in the same manner as though there has been one complete innings in the day.

If there are less than 5 overs to be bowled, and both coaches agree, they may call the game off early.

*** Once all 1st Innings are completed, there are no over restrictions other than the maximum overs permitted in a days play and maximum player over restrictions placed on us by “NSW Cricket”.

ENFORCING OVER PENALTIES

11(a) In all two day matches in the Under 12'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 1st day is reached on the 2nd 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 2nd 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 (Run out at the bowlers end) –U/11'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. 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 as to why.

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, in his/her opinion, the rule is being abused.

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

U/12's to U/16's – No warning required. (They should know the rules by now... continually pushing the boundaries by trying to take an advantage). A batsman wandering and not attempting to take advantage should be warned by the umpire and perhaps the fielding side. Still, a warning is not required and it certainly teaches cricketers quickly when they're walking off the field.

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 the bat will count as 1 no-ball plus runs to the batsman. If the batsman doesn't hit the ball with the bat and it goes for 'byes' OR "leg byes", it is 1 no-ball plus however many runs taken (as byes or leg-byes). It is recorded in the sundries section and also recorded against the bowler. Refer to 13 (d) & (e).

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" and is **NOT** to be chased by the batsman. (Both feet on the pitch).

13(b) Any delivery that does **not** bounce and reaches the batsman **above waist height, (BELLY BUTTON)** for **FAST** bowlers, **not hip or thigh**, in his normal stance or above the **chest** for a slow bowler, it is a "No-Ball". ***A "SLOW" bowler can still bowl a "fast ball"; That would then fall into the fast bowler category. In all instances, the umpire is to determine if it is dangerous bowling; if so, 2 warnings and then removal from the bowling attack. 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".

Under 12's–U16's: It is a "No-ball" if the delivery bounces **more than** once, (**2** 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". **For U11's it is more than 2!**

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

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.

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).

15 PITCH LENGTH

The full 20.12 metre (22 yard) pitch shall be used, except in the **Under 11 & Under 12 Competitions**.

For Under 11s and Under 12s the pitch will be shortened to 18 metres measured stump to stump. If preferred there is also the option to move in at each end to the 2 crease lines (17.7m). Tape or chalk should be used to mark the popping crease, which is 4ft/1.22 m in front of the stumps. For the purpose of determining the bowler's back foot placement, the edge of the synthetic pitch will be regarded as the inside edge of the return crease.

16 EQUIPMENT

Standard grade size of stumps and bails are to be used and at least **fifteen (15)** markers provided by each team to define boundaries where necessary.

For U11s and u12s, where metal based wooden stumps are used to shorten the pitch, the base of the stumps are considered part of the stumps for all dismissals.

16 (a) U/16's – U/11's

**All Wicketkeepers must wear a mouth guard or face shield; MINIMUM!
Whilst keeping up at the stumps, a helmet with a face shield must be worn.**

16(b) It is the responsibility of the parent, child and team coach to ensure that:-

1. the helmet grill be checked and adjusted accordingly to minimise the risk of the ball being used in the match from passing through the helmet grill.
2. Where the size and/or composition of the ball is different to the child's usual competition, Specifically at the start of the season – or for a child playing up, or down, as a replacement during the season where a child moves between U12s & U13s; before each game, the helmet grill should be checked and adjusted accordingly to minimise the risk of the ball passing through the helmet grill.
3. When playing in an external competition, (not in the local HKHDCA competition), check on the ball size and type so that the helmet grill may be adjusted accordingly to minimise the risk of the ball passing through the helmet grill.

Due to sponsorship arrangements, the ball to be used for 11's to 16's MUST BE Kookaburra.

17 BALLS – in RED only

The ball to be used in the various 11's to 16's competitions is as follows:

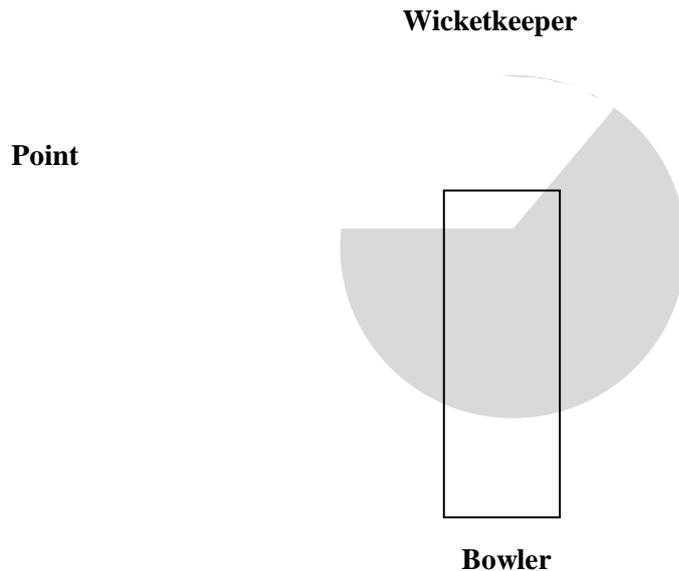
Association approved is any **Australian made**: ie, Kookaburra, Platypus, County.

17(a) Under 11's to U/12's Boys Competition is a... **Kookaburra two piece leather ball 142g** Association approved.

17(b) All other Competitions, U/13 to U/16's, a **Kookaburra two piece leather ball 156g** Association approved.

18 FIELDING RESTRICTION

- 18.1 For all 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.**



- 18.2 **For Under 11s competition** no more than **nine** players for a team may participate in the field at any one time. Teams should rotate additional fielders on/off the field regularly. (Note: this reduction is to fielders permitted on the field only at any one time. As per existing rules all players in the team can still field, bowl and bat)

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 11 - UNDER 13 JUNIOR COMPETITION

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

19.2 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 – **No restriction on player numbers per team for all grades Under 11's to Under 16's**

Any number of eligible players may bat or bowl provided they are registered in the team, although only 10 wickets are allowed in an innings. In the finals, (i.e. non round matches), it reverts to rule 20 (b). (An eligible player is a player registered in the team),

There is no need to exchange team sheets before the start of a game, unless a player is unregistered in THAT team with HKHDCA juniors. The player must be noted on the oppositions scorebook then registered with the divisional secretary/MyCricket of that age group before the next game. ALL Semi's & Finals revert to Rule 20(b). If the player is not registered, the club is responsible for insurance.

20(b) Semi's & Finals

Under 11's to Under 16's

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

Also required next to the players name is their age and whether dispensated or not.

22 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. Correct *Date of Birth* required on MyCricket.

Teams with a history of NOT completing their match statistics will be required to complete a "(Declared) Team Sheet" before the match to be played. Opposition clubs will be informed of the teams requiring to do so. The Junior Organising Secretary can enforce this requirement on any team at any time during the season.

LATE REGISTRATIONS should be forwarded to the Honorary Junior Organising Secretary.

23 DISPENSATIONS

Girls do not receive any automatic dispensation. They will be assessed in the same manner as the boys; no discrimination.

Dispensated players MUST be noted on both scorebooks BEFORE the start of the match.

Penalties will occur if Dispensated players' restrictions are not used correctly.

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: ***Variations up or down can be made according to the player ability.

(Team Manager must possess the relative email if requested by the opposition).

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

| Batting: Retire at a Maximum of | Game | Two Day | One Day |
|---------------------------------------------|------|---------|---------|
| Under 11 | | 30 | 20 |
| Under 12 | | 40 | 30 |
| Under 13-16 | | 50 | 30 |
| Bowling: Maximum overs in an innings | | | |
| Under 11's..... | | 4 | 2 |
| Under 12-14 | | 5 | 3 |
| Under 15-16 | | 6 | 4 |

For players receiving a "SPECIAL"/variation dispensation, the 1-Day game Dispensation/s are 60% of the Special Dispensation/s allocated for a 2-Day game; (rounded to the nearest whole number).

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.

A team with more than 3 dispensated players can **not** contest any (Quarters, Semi's) or Finals. ****

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 allowed for correct age players in Rule 9.

Dispensated players are to be; retired OUT.

Dispensated 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.

25 U/17's Dispensated to play U/16's

A player who is an "U/17" as at the 31 August and who was registered with, and played in, at least **three** HK&HDCA Junior competition game for an HK&HDCA affiliated Club in the previous two (2) seasons, may be granted an age dispensation to play in the U/16 competition subject to the following conditions:

* The player did not represent HK&HDCA in the Watson or Weblin competition during the last season they played for an HK&HDCA affiliated club; (** unless a fill-in)

- The player is not a member of, or has been a member of a Grade or Shires Cricket Club higher than 5th Grade;
- The player has not represented another Association in the previous two (2) seasons;
- The player did not finish in the top 5 places for batting or bowling in the Annual report for the last season they played.

The Junior Secretary has the right to refuse any dispensation even if the above conditions are met. The Junior Secretary has the right to grant a dispensation, subject to special circumstances, to a player who does not meet the above conditions. The Junior Secretary has the right to revoke dispensation granted to any player at any time. **The Junior Secretary has the right to vary dispensation limits individually.

Retrospective dispensations will not be granted. All Dispensations must be approved by the Junior Secretary at least 1 day before a game. (The Junior Secretary may vary this time frame)

Additional Limits for Dispensations (Rule 23), **MAY be placed on players who are permitted to play.

LIMITS

Not to bat in the top 3 positions

Not permitted to bowl in the first 12 overs OR the last 12 overs

No more than 4 over-age players per team. **

Teams with more than 4 over-age players can not participate in the Finals

Six (6) competition points will be deducted from a team, for each game one or more of their players participate in who are in breach of any part of this rule.

32 BOUNDARIES

In all age competitions (U11s to U16s) the ground boundaries/ fences should be used.

When it isn't marked, the **minimum** boundary is 45 metres. **Don't get pedantic.**

Boundaries do NOT need to be "circular", just the same for both teams.

Gutters, paths, vegetation and other obstructions are to be set outside of the boundaries and where possible the boundary should be set no more than 5 metres in from these obstructions.

Examples of **Exceptions**, where the boundaries may be long and short (random):

Galston, Hassell, William Cowan, Greenway 2 (at the northern end only), James, Brooklyn - where the boundary is to be set at a minimum of 45 metres...trees, road & shed will be a shorter boundary.

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 and player performances are to be entered into the "MyCricket Site", (to the Association), on DAY ONE and on DAY TWO BY ALL TEAMS by 4pm on the Sunday following the days play. (For Penalties see 52.1 on page 6)

PROCESS FOR ENTERING MATCH RESULTS AND SCORECARDS...

Note: Results and Scorecards are all entered under the Matches Menu. Make sure Remember to follow the order down the Matches Menu from top to bottom.

Make sure you have the correct Top Right Menu Mode selected - "TEAMS".

***** FIRST STEP – LOGIN

- Login using your Username and Password via the MyCricket Menu on :
- www.hkhdca.com.au > MyCricket > MyCricket Admin

SECOND STEP - SELECT YOUR TEAMS

- This is done via the **MATCHES** menu then by clicking **SELECT TEAMS**.
- For first use, ensure that the correct Season, Round and Grade is correctly selected
- While not mandatory, it is ideal to ensure that the team list is in the 1st innings batting order.
- Each round, you should select a Captain and Wicket Keeper. Substitute Players can also be selected
- You can select extra players if you are applying a 12th or 13th Man rule. These players are not and should not be selected as substitutes in the system.

THIRD STEP - ENTER MATCH RESULTS or CONFIRM MATCH RESULTS

- This is done via the **MATCHES** menu then by clicking either **ENTER MATCH RESULTS** or **CONFIRM MATCH RESULTS**.
- You can then enter or confirm Final or Progress Match Results, before any deadlines set by your Competition Rules.
- Note: Progress Results don't require confirmation.

FOURTH STEP - ENTER PLAYER SCORES

- This is done via the **MATCHES** menu then by clicking **ENTER PLAYER SCORES**. You can then enter Player Scores as required by this Association and before any deadline set by your Competition Rules.
- If the batting order requires changing you will need to type the new batting order number in the Num field next to the required player. This list will not re-order automatically.
- Where two or more wickets fall at the same score, the FOW must be entered followed by a decimal point then the order of dismissal. For example if three wickets fell on 87 runs, this would be entered as 87.1, 87.2, 87.3. The decimal point is not required where only one wicket falls at a given score.
- It is not mandatory to enter the number of Unassisted Wickets ("Un" column). This is only required if your Club wishes to use the MyCricket Champion Player calculation.

FIFTH STEP - ENTER OPPOSITION DISMISSALS

- This is done via the **MATCHES** menu then by clicking **ENTER PLAYER SCORES (OPPOSITION DISMISSALS)**.
- This enables you to enter your fielders and bowlers against the Opposition's Wickets.
- If the opposing team has not entered their team list for this match, you will not be able to complete this step. You can contact them to request that they do so by clicking the Club Name to display the Team's Contact Person's Details.

SYSTEM SUPPORT

- **First Level Support:** Your Club's Principal User
- **Second Level Support:** **MyCricket User Manual for Clubs** or 24/7 Access to Cricket Australia Support Page via the MyCricket Support Link on www.hkhdca.com.au > MyCricket > MyCricket Support > MyCricket Support Site.

How to submit a support request is also detailed in the **MyCricket User Manual for Clubs**.

Feel free to add my email address to the c.c. section on your support request:

mycricketsupport@hkhdca.com.au

- **Third Level Support:** Email mycricketsupport@hkhdca.com.au with a detailed description of your issue. (They will send it back to me)

Note: For support relating to your competition rules in relation to MyCricket you should contact your Junior Competition Secretary.

AFTER YOU'VE ENTERED A MATCH RESULT AND SCORECARD FOR THE FIRST TIME, YOU WILL FIND THIS PROCESS MUCH EASIER.

33(b) Electronic D-Sheets will be retrieved from the MyCricket Website after completion of the Match or when necessary.

REFER TO RULE 52 FOR PENALTIES FOR NOT SUBMITTING RESULTS AND INDIVIDUAL STATISTICS IN TIME OR IN REQUIRED FORMAT

35 POINT SCORE

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

THE LAWS OF CRICKET APPLY IN MATTERS NOT COVERED ABOVE.

| | | | |
|----------------------------------------------------------|------------|------------------------------|----------------|
| 1. HK& HDCA - JUNIOR COMMITTEE OFFICE BEARERS | | | |
| Junior Secretary | Rob Hanich | roberthanich@optusnet.com.au | Ph. 0414551546 |

| |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2. MATCH RESULTS – Individual Player /Match Statistics MUST CONFIRM, or dispute, MATCH RESULT by 4pm Sun...otherwise there is <i>NO</i> recourse for change. Each team (U11 to U16) is responsible for accumulating player statistics on MyCricket at the completion of the match. This information will be used at the end of the season for Association and Club reports and awards. Points will be deducted from the team if this is not completed. |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

3. WET WEATHER COMMITTEE - See Rule 6

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 email or phone all Club Junior Secretaries 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 HKHDCA Website.

READ RULE 6

Wet Weather Line – Ph:- 9843 0354 for Baulkham Hills Council

Mulch and wood chips are NOT permitted to be added to the ground in the event of wet weather. The acceptable materials are sawdust, grass clippings or sand.

Talent Distribution Rule

Rule 47 (a)

X1. The HKHDCA junior committee will review the playing talent of all teams at the beginning of each season to determine the suitability for their current age group. If a team is deemed too strong for that age division, the HKHDCA will play them up an age group (Should the Club disagree with the Committee's decision, the Club has the right of appeal to the HKHDCA Council which should be lodged with the HKHDCA Executive Officer within 7 days).

X2. Any Key player recruited/transferring from another club/team requires the HKHDCA Junior Committee endorsement.

If a player is selected in a Grade/Shires club, and plays in a grade team as a full time player, not a reserve, that player is now returning to HKHDCA as an import.

X3. Teams are restricted to no more than 3 representative players, known as "Key", (Green/HKHDCA Shield or higher, or President Cup) unless those players have been developed through THAT team in THAT club for a minimum of: 1 year before selection into any representative team. Note: Any future players developed in that team will qualify for that team and if a Rep player has moved into THAT team within the 3 points before any future players become Rep players, the player/s remain qualified for that team. If they move to another team and then return, they lose their qualification.

The home grown players are to be included in the calculation. *1 – A team may have 6 rep players, provided they have all been developed in THAT team. Those players are still included in the calculations; therefore no new rep player will be permitted.

A player is rated on the previous representative season (eg, if forming the team in 2015-16, the rating is based on the 2014-15 rep season.) If a Rep player is changing club/team mid season, the highest rating of the past or present Rep season will be used.

***** Green Shield Players & Emerging Blue = 1½ player.

***** HKHDCA Shield Player (including 1 age group lower) = 1 player.

***** President cup players and, 1 year - past representative player, = ½ player.

***** Players that finish in the top 5 of the Annual Junior Statistics but do not trial for representative selection, or, Players that finish in the top 2 of the Annual Junior Statistics but do not qualify for representative selection, = 1 player.

X4 Clubs entering multiple teams in any 1 age group, must spread the talent equally amongst their teams to meet the max 3 "Key" requirement. (Unless rule X3 applies)

X5. Where a single/small club team (i.e. generally a Galston/Glenorie, Beecroft, Thornleigh, Mt. Colah, etc) has more than 3 "Key" players, the team is to be submitted to HKHDCA Juniors Executive for review as to whether the player may compete in the team, if the team is to remain in that age group or if the team is to move into a higher age group. (Unless rule X3 applies).

X6. HKHDCA junior committee may choose to accept or refuse the registration, or, impose playing restrictions as a dispensation. The level of playing restriction is to be determined by the HKHDCA junior committee. **Dispensated players** are **not** eligible to win an Association trophy, and as such their performances will be excluded from the Annual Report.

X7. If Clubs/team have Key players recruited or transferring into their teams, **they may** be required to complete a Player-Team Census before registering. (Other clubs will be able to request access to this data).

X8. Clubs collapsing age groups must distribute the talent evenly.



BACKGROUND

- Experts believe that as little as a 1-2% decrease in the body's fluid levels can be enough to negatively affect performance through a drop in energy levels, decision-making and your body's ability to cool-down.
- Prolonged dehydration in hot and/or humid conditions may increase risk of heat stress.
- This document is intended as a brief checklist to assist athletes that are at risk of dehydration. For more detailed advice it is recommended that athletes speak to a medical expert or sport scientist.

DAYS LEADING UP TO GAME DAY

- Aim for 3L of water on each of the 2 days prior to the game.
- Consider adding salt to food and electrolyte formula (i.e. "gastrolyte" or "hydralyte" to drinks if it is very hot/humid.
- Minimise alcohol, a known diuretic.
 - Use urine colour to check hydration status.
 - Clear urine = good hydration: Dark yellow urine = dehydration.

GAME DAY

- Upon waking have 1-2 glasses of water.
- Over the course of the morning aim to drink 4-6 glasses of fluid (water or sports drink best). If you suffer badly from cramps add some salt or electrolyte formula to drinks.

DURING THE GAME

Look for all opportunities to ingest fluids

- Add extra scheduled breaks.
- Water or sports drinks are recommended.

Look for every opportunity to cool down.

- Use of ice vests/cooling fans where possible.
- Recover in shade where possible.

Be aware of heat stress

- If athlete shows signs of heat illness (exhaustion, cramps, dizziness or collapse) seek immediate medical support.

POST-GAME

Weigh athlete after game to measure fluid loss.

- 1kg weight loss = 1L fluid loss.
- Aim to drink 1.5 x fluid lost in the 4-6 hours afterward (water or sports drink best). Athlete should have returned to pre-competition weight within 6 hours.

Use ice baths or cold showers post-match to cool the body down and assist recovery.

Minimise intake of caffeine and alcohol.

While I haven't been able to find any cricket specific research, high intensity, high risk sports such as the football codes, long distance running, bike riding, hockey and tennis research has given us useful technical advice for sport in hot conditions.

Cricket is a Low Level Sport (Lower intensity, Lower risk), however, hkhdc makes these recommendations on hot days.

Batsmen can retire and then return later, extra AND LONGER drinks breaks IN THE SHADE...(say every 45 minutes - the time extension to 12:45pm allows for it). Wicketkeepers only require a properly fitted mouthguard...helmet is only recommended.

HKHDCA **Suggestions** are: umpires with drink bottles in each pocket, drink bottles around the ground so that fieldsmen can take it in turns to field at the water bottles, continually rotate players, HATS, bowl only half their allotted "spell" overs in a spell, etc.

MAKE SURE THEY SPEND THEIR OFF THE FIELD TIME IN THE SHADE.

Inform players to let the umpire know if they feel unwell. This can occur at any time no matter what the temperature (10 - 38), remove them from the field. If anyone feels unwell, they are required to immediately report to the umpire and the game shall be suspended for a minimum period of 5 minutes and the player/official be cared for appropriately. **DON'T MAKE THEM PLAY ON.**

Watch for any distress signs of team-mates, umpires and opposition players at all times but especially on hot days. Don't forget the water bottles, spray bottles and drink buckets, sunscreen, a broad rim hat, sunnies and your long sleeve shirt!

Use your commonsense!

If conditions are unacceptable for cricket to be played, (too hot, too cold, too wet, too windy, too foggy, bad ground condition, damaged pitch, too smokey, etc.), it is the coaches and managers responsibility to determine whether play should continue or not.

To call a game off for any of these reasons, **EXCEPT WET WEATHER**, both teams must turn up to the ground on the day of the game before making any decision.

Additional: