

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



JUNIOR COMPETITION CONDUCT & PLAYING RULES SEASON 2020/2021

(last updated 1st October 2020)

To be read in conjunction with the [MCC Laws of Cricket – 2017 Code](#)
In all cases these playing rules take precedence over the MCC Laws of Cricket

IMPORTANT: To be read in conjunction with the “HK&HDCA on field COVID19 Policy” found in the Junior Cricket section of the association website.

Table of Contents

1. CODE OF CONDUCT	4
2. COMPETITION RULES	5
2.1 JUNIOR CRICKET COMMITTEE	5
2.2 FORMAT OF COMPETITIONS	5
2.3 COMPETITION REGISTRATIONS	5
2.4 CLUB AND TEAM CONTACTS	6
2.5 COMPETITION CONDUCT AND PLAYING RULES	6
2.6 SCORE BOOKS / MATCH RESULTS / PLAYER STATS	7
2.7 FORFEIT	7
2.8 POINTS ALLOCATION AND TABLE	7
2.9 PLAYER AGE DISPENSATIONS	8
2.10 TALENT DISTRIBUTION	9
2.11 TROPHIES	10
2.12 JUNIOR CLUB CHAMPIONSHIP	10
2.13 ASSOCIATION RECORDS	10
2.14 PENALTIES	11
3. PLAYING RULES	12
3.1 PLAYING TIMES	12
3.2 OVER REQUIREMENTS	12
3.3 PITCH LENGTH	13
3.4 PLAYERS	13
3.5 BOUNDARIES	13
3.6 BALLS	13
3.7 PROTECTIVE EQUIPMENT	14
3.8 BATTING RESTRICTIONS	14
3.9 BOWLING RESTRICTIONS	14
3.10 MAXIMUM BALLS PER OVER	15
3.11 FIELDING RESTRICTIONS	16
3.12 NON-STRIKER LEAVING HIS/HER GROUND EARLY (MANKAD)	16
3.13 NO BALL	17
3.14 LBW	17
3.15 DECLARATION OF TEAMS	17
3.16 COACHING	18
3.17 UMPIRING	18
3.18 LIGHTNING RULE	18
3.19 WET WEATHER	18
3.20 EXTREME HEAT	19
4. AGE GROUP SUMMARIES	22
UNDER 12 – SUMMARY OF PLAYING RULES	22
UNDER 13 – SUMMARY OF PLAYING RULES	23
UNDER 14 – SUMMARY OF PLAYING RULES	24
UNDER 15 & 17 – SUMMARY OF PLAYING RULES	25

1. Code of Conduct

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 management 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.

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 Junior Cricket Committee.

2. Competition Rules

2.1 Junior Cricket Committee

2.1.1 The Executive will appoint a Junior Cricket Committee comprising the Honorary Junior Cricket Secretary and up to 6 Juniors' Committee Members (at the discretion of the Honorary Junior Cricket Secretary).

2.1.2 The Honorary Junior Cricket Secretary shall be responsible for the total organisation of the Juniors competition. Honorary Divisional Secretaries may be appointed if required.

2.1.3 This Committee will manage the Junior Competition in all details.

2.1.4 The Committee will at all times be responsible to the Executive.

2.2 Format of Competitions

2.2.1 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.*

2.2.2 Each Junior competition shall attempt to play at least one complete round, with finals played on Sundays 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.

2.2.3 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)

2.2.4 When there are two divisions or 8 or more teams in any age competition, semi-finals will be played between the teams that finished in the top 2 in each of the divisions or top 4 teams in any age group. If the semi-final is affected by inclement weather such that the match cannot be played out to a result, the team finishing highest on the ladder will move through to the final. If both teams finished on equal points, the quotient shall determine which team proceeds.

2.2.5 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.

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

2.3 Competition Registrations

2.3.1 Players are required to be registered on the prescribed program (MyCricket) prior to the commencement of the first match of the season. No team is to play an un-registered player.

2.3.2 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.

2.3.3 Registration is to contain the player's full name, date of birth, address and telephone number, if any.

2.3.4 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 age grade during the season without the permission of the Junior Cricket 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.

2.3.5 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 2.3.9 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 Cricket Committee. A player playing in a higher grade, two 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.

2.3.6 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.

2.3.7 To be eligible to play in any particular age 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 (opposition) will be awarded the maximum points scored in that Round in that Division.

2.3.8 For a player to be eligible to play in an elimination round (quarter final, semi-final or final), the player must play in at least 8 games during the normal competition rounds in the team the player is intending to represent. A player must either bat or bowl or keep wicket in a game to earn points.

2.3.9 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 2.2.5.

2.4 Club and Team Contacts

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.)

2.5 Competition Conduct and 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 the 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.

2.6 Score Books / Match Results / Player Stats

2.6.1 Scorebooks must be kept by each team and full details must be entered therein.

2.6.2 Match Results and Player Statistics are to be entered into the MyCricket Site by 9pm on the Sunday following the days play. Penalties will be imposed where entries are not submitted or completed late (refer Rule 2.14)

2.6.3 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 MyCricket. Include ALL appropriate, incompleting match stats – runs, wickets, overs, player stats, etc

2.6.4 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 Junior Cricket Secretary. Failure to complete the MyCricket match results and player statistics will exclude that team from trophy eligibility.

2.6.5 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.

2.6.6 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.

2.7 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 Cricket Committee, the match will be awarded to the opposing team. If there is a mid-game dispute, play under Protest.

In determining the result of a protest under this rule the Junior Cricket 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.

2.8 Points Allocation and Table

2.8.1 Points shall be allocated as follows:

Type of Result	Points
Innings Win	6
Tied Game	3
Drawn Game including Games affected by Rain	2
Innings Loss	1
Loss by Forfeit	0

2.8.2 For a bye in a complete round of matches for the season - nil points

2.8.3 For a bye in an incomplete round of matches for the season, maximum points scored in that particular round in that competition

2.8.4 A team receiving a forfeit shall be credited with maximum points scored in that particular round in that competition.

2.8.5 A points table for each age competition will be placed and updated on the Association Web Page when possible.

2.9 Player Age Dispensations

2.9.1 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 by the JCC according to the players ability

Batting – Player is Retired Out after scoring:

Age Group	1 Day Game
Under 15 & 17	30
Under 14	30
Under 12 & 13	30

Bowling – Player is limited to maximum overs of:

Age Group	1 Day Game
Under 15 & 17	4
Under 14	3
Under 12 & 13	3

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

2.9.3 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.

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

2.9.5 Dispensated players are to be Retired OUT. Dispensated players are **not** permitted to return to the innings as allowed for correct age players in Rule 3.8.

2.9.6 Request for Dispensation must be made together with team nominations prior to season start

2.9.7 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.

2.9.8 During the course of the season the players' performances will be monitored and further restrictions may be imposed.

2.9.9 A team with more than 3 dispensated players cannot contest any Finals (including Qualifying, Quarters, Semi's or Grand Finals).

2.9.10 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 player rule. They may bat OR bowl OR wicket keep, ONE ONLY.

2.9.11 Dispensated players are not eligible to win an Association trophy, and as such their performances will be excluded from the Annual Report.

2.9.12 The Junior executive may vary this on an individual basis in extreme situations provided sufficient information is presented.

2.10 Talent Distribution

2.10.1 The 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).

2.10.2 Each club will provide a declaration at the beginning of the season (as part of the team nomination process) that their teams comply with the Talent Distribution Rule in full. Compliance is completely the club/team's responsibility, failure to do so will result in loss of points as per 2.11.8. If any team does not comply, the club must submit the team to the Junior Cricket Committee (using the correct form at time of team nominations) for a decision to be made as per 2.11.7

2.10.3 To ensure evenly distributed talent, there is a restriction to how many representative players are permitted to play in any team. These players are known as "Key" Players. The total points of these "Key" Players can not exceed six (6).

The only exemption to this rule is if ALL "Key" Players have been developed in THAT **team** by THAT club for a minimum of one season prior to selection into any representative team.

For calculation purposes, "Key" players are defined as per the table below:

Key Player Type	Age Exempt (Playing down)	Correct Age Group	Playing Up One Age Group	Playing Up Two or More Age Groups
Premier, Green Shield & NSW Academy (Boys)	3	3	3	3
Youth Championship (Boys)	2	2	2	0
IDCA Presidents Cup (Boys) & Youth Championship (Girls) & Premier (Girls)	1	1	0	0
Players finishing in the Top 5 of the Annual Junior Statistics*	1	1	0	0

*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

2.10.4 Any "Key" player recruited/transferring from another club or another team within the same club requires the Junior Cricket 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.

2.10.5 Clubs entering multiple teams in any one (1) age group, **must** spread the talent equally amongst their teams to meet the maximum "Key" Player requirement.

2.10.6 Where a club has only one team in that age group and that team has more than the maximum "Key" players, the team is to be submitted to Junior Cricket Committee for review. This must be done prior to season start using the using the correct form at time of team nominations.

2.10.7 Any team submitted to the Junior Cricket Committee will be assessed, and the Junior Cricket Committee will determine appropriate action. This could include (but is not limited to) moving the team to a higher age group, and/or imposing playing restrictions as a dispensation. The level of playing restriction is to be determined by the Junior Cricket Committee. Dispensated players are not eligible to win an Association trophy, and as such their performances will be excluded from the Annual Report.

2.10.8 The penalty will be loss of **any** competition points earned in any game that the team played in breach of any part of this rule.

2.11 Trophies

2.11.1 The team winning the competition in each age 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.

2.11.2 Individual trophies will be 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 age 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 age grade. (Necessary qualifications, 30 wickets. 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.

2.12 Junior Club Championship

2.12.1 Clubs must enter three (3) or more teams to be eligible.

2.12.2 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.

The Junior Club Championship is separate from the Senior Club Championship.

2.13 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)

2.13.1 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.

2.13.2 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.

2.14 Penalties

2.14.1 Failure to comply with Rule 2.6 (Nomination of Players) on the MyCricket Website, will result in the loss of 1 competition point and a \$10 fine for each offence.

2.14.2 Failure to submit match results by 9pm on the Sunday following play will result in the loss of 0.1 of a point and a \$10 fine for each offence

2.14.3 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.

2.14.4 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)

2.14.5 Failure to comply with Rule 2.3 (Club Contacts). 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 Junior's Secretary and each Team Manager (TEAM CONTACT) not supplied, will be imposed.

3. Playing Rules

3.1 Playing Times

30 Over Games (1 Day)	Playing Times	Drinks Break
1 st Session	8:30am to 10:25am	9.25am to 9.30am
Innings Change	10:25am to 10:35am	
2 nd Session	10:35am to 12:30pm	11:30am to 11:35am

In all cases games **must** conclude by 12.45pm

3.2 Over Requirements

The number of overs to be bowled in the innings in the various age group matches is as follows:

Age Group	1 Day Game
Under 12 & 13	30 overs
Under 14	30 overs
Under 15 & 17	30 overs

If there has been no interruption to the scheduled playing time due to lost balls, injury or wet weather, and if the team bowling first fails to bowl the required number of overs by the scheduled time (as per 3.1 Playing Times), then;

- record the score and over number – **New Over Limit** – at the conclusion of the over in progress,
- that team shall then continue to bowl until the correct number of overs has been completed,
- adjust the times for the remaining sessions by the time it took for the extra overs to be bowled.

The Finishing Time remains the same.

The team batting second will then be limited to the **New Over Limit** to score the required runs the team batting first scored.

If the team bowling second fails to bowl the required number of overs, New Over Limit, in the remaining time, (up to the finishing time including the over in progress) they must bowl the required number of overs after the Finish Time until the New Over Limit is reached. The score the team batting 2nd must reach is now equivalent to the score the team batting 1st reached at the completion of the New Over Limit, established at the “Scheduled Change of Innings” time.

Example

- Team A is batting first and Team B is bowling first.
- At 10.25am (the scheduled innings completion) Team B is bowling the 28th over. At the conclusion of the over in progress the score is 102 (note down the score – 102 runs & 28 overs in this example)
- Team B continues to bowl the remaining 2 overs and Team A achieves 109 runs in total.
- Proceed with the innings break (10 mins).
- After the break Team B now only has 28 overs to score the 110 runs required to win the game.

Addition to Example

- In the example described above, if at 12.30pm (the scheduled finish time) Team A is bowling the 26th over, Team B (batting) now only needs to score 103 runs to win.
- Team A must continue to bowl the full 28 overs even though it is over time.

3.3 Pitch Length

Age Group	Game over 2 Days
Under 12 & 13	18 metres
Under 14, 15 & 17	20.12 metres (full pitch)

For Under 12s & 13s 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.

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.

3.4 Players

3.4.1 UNDER 12's and UNDER 13's – there are nine (9) players per team (a maximum of 9 players on the field). Any number of players may bat or bowl, however an innings will be deemed closed after eight (8) wickets have fallen.

3.4.2 UNDER 14's to UNDER 17's – there are eleven (11) players per team (a maximum of 11 players on the field). Any number of players may bat or bowl, however an innings will be deemed closed after ten (10) wickets have fallen.

3.5 Boundaries

Age Group	Boundary
Under 12 & 13	45 metres (maximum)
Under 14, 15 & 17	50 metres (maximum)

All obstructions including gutters, paths, vegetation etc are to be set outside the boundaries. Up to 15 markers are to be provided by each team to define the boundaries. It is up to the coach/manager of each team to agree on the boundaries before the match starts. The boundary remains the same for both innings.

3.6 Balls

3.6.1 The following balls have been approved by the Junior Cricket Committee and are to be used in all games:

Age Group	Ball (Red)
Under 12 & 13	Kookaburra Colt 142g; or Kookaburra Red King 142g
Under 14, 15 & 17	Kookaburra Colt 156g; or Kookaburra Red King 156g

3.6.2 As per MCC Law 4.5, 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.

3.7 Protective Equipment

3.7.1 All batters, while batting, are to wear a helmet with a face shield.

3.7.2 All Wicketkeepers must wear a helmet with a face shield all times.

3.8 Batting Restrictions

3.8.2 UNDER 12's - Batters must retire after facing **30 legitimate balls**, there being no restrictions on the number of overs for which a batter can remain at the crease. After all other players have batted (before eight (8) wickets have fallen), a batter who was previously retired can return until dismissed or the team is ALL OUT, (whichever occurs first).

Under 12 compulsory batter rotation applies. A batter is not permitted to bat in the top four in two consecutive innings. If a batter batted in top 4 in the previous match, they cannot bat in top four this match.

3.8.3 UNDER 13's - Batters must retire after facing **30 legitimate balls**, there being no restrictions on the number of overs for which a batter can remain at the crease. After all other players have batted (before eight (8) wickets have fallen), a batter who was previously retired can return until dismissed or the team is ALL OUT, (whichever occurs first).

Under 13 compulsory batter rotation applies. A batter is not permitted to bat in the top three in two consecutive innings. If a batter batted in top 3 in the previous match, they cannot bat in top three this match.

3.8.4 UNDER 14's - Batters **must retire after scoring 50 runs**, there being no restrictions on the number of overs for which a batter can remain at the crease. After all other players have batted (before ten (10) wickets have fallen), a batter who was previously retired can return until dismissed or the team is ALL OUT, (whichever occurs first).

Under 14 compulsory batter rotation applies. A batter is not permitted to bat in the top two in two consecutive innings. If a batter batted in top 2 in the previous match, they cannot bat in top two this match.

3.8.5 UNDER 15's and UNDER 17's - Batters **must retire after scoring 100 runs**, there being no restrictions on the number of overs for which a batter can remain at the crease. After all other players have batted (before ten (10) wickets have fallen), a batter who was previously retired can return until dismissed or the team is ALL OUT, (whichever occurs first).

3.8.6 Any batter who is retired when reaching compulsory retirement will be deemed RETIRED NOT OUT.

3.8.7 Any batter 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. A batter may be retired any time during the match and will be deemed RETIRED NOT OUT.

3.8.8 The REVERSE SWEEP is NOT permitted due to fielding restrictions (Rule 3.11) and player safety. Any player doing so will incur a 5 run penalty against their team. Continued infringements will be referred to the executive.

3.9 Bowling Restrictions

3.9.2 UNDER 12's – All players (with the exception of wicket keepers) must bowl an equal number of overs. Where this is not possible due to player numbers, any additional overs must be spread evenly amongst bowlers. Wicket keepers must bowl a minimum of 2 overs.

Under 12 compulsory bowler rotation applies. A bowler is not permitted to bowl as one of the first 4 bowlers in two consecutive innings. If a bowler bowled in the first 4 in the previous match, they cannot bowl in the first four this match.

3.9.3 UNDER 13's – All players (with the exception of wicket keepers) must bowl an equal number of overs. Where this is not possible due to player numbers, any additional overs must be spread evenly amongst bowlers. Wicket keepers must bowl a minimum of 2 overs.

Under 13 compulsory bowler rotation applies. A bowler is not permitted to bowl as one of the first 3 bowlers in two consecutive innings. If a bowler bowled in the first 3 in the previous match, they cannot bowl in the first three this match.

3.9.4 UNDER 14's - A minimum of 7 players, (or all players if short), must bowl at least three (3) overs. No bowler is permitted to bowl more than 20% of the total number of overs in the innings.

Under 14 compulsory bowler rotation applies. A bowler is not permitted to bowl as one of the first 2 bowlers in two consecutive innings. If a bowler bowled in the first 2 in the previous match, they cannot bowl in the first two this match.

3.9.5 UNDER 15's and UNDER 17's – No bowler is permitted to bowl more than 20% of the total number of overs in the innings.

3.9.6 The bowling restrictions below refer to both the maximum number of overs bowled in a spell and in a day. Maximum overs in a day is particularly relevant to Juniors also playing Seniors cricket in the afternoon.

Overs are age sensitive, NOT age group

Players Age at 31st August	Maximum Overs in a Spell	Maximum Overs in a Day
Under 17	6	16
Under 16	6	16
Under 15	5	12
Under 14	5	10
Under 13	4	8
Under 12	4	8
Under 11	3	6

a) The 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.

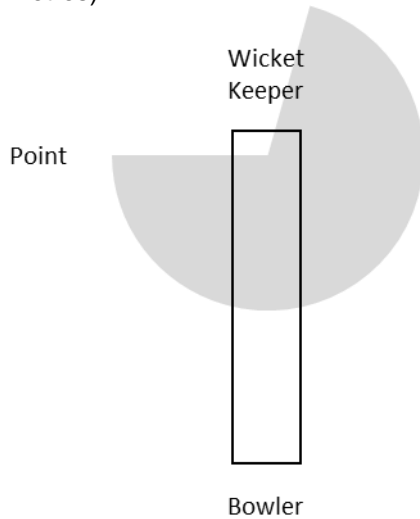
3.10 Maximum Balls per Over

UNDER 12's to UNDER 13's - the maximum number of deliveries permitted shall be eight (8) in any one over. For the final over, six (6) legitimate balls must be delivered.

UNDER 14's to UNDER 17's - in every over six (6) legitimate balls must be delivered.

3.11 Fielding Restrictions

3.11.1 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**. (Only the Wicketkeeper, slips and gully are allowed within 10 metres)



3.11.2 **For Under 12s & 13s** no more than nine players for a team may participate in the field at any one time. Teams should rotate any additional fielders on/off the field regularly.

3.11.3 **For Under 12s & 13's** each team is required to use two (2) wicket keepers (15 overs each, change aligned with drinks break).

3.12 Non-Striker Leaving his/her Ground Early (Mankad)

3.12.1 UNDER 12'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 captain of the fielding side that a warning has been given.

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.

3.12.2 UNDER 13's to 17's – No warning is required. (A batsman simply wandering and not attempting to take advantage should be warned by the umpire and perhaps the fielding side.) However, a warning is not required.

3.13 No Ball

3.13.1 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)

3.13.2 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 are to be provided and then removal of the bowler from the bowling attack. Any bowler intentionally bowling "Beamballs" (a full toss at the chest up), is to be removed from the bowling attack and not return for that innings.

3.13.3 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".

3.13.4 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".

3.13.5 A No Ball which is not scored from is to be entered in the score book as one (1) sundry (No-Ball) and is recorded against the bowler.

3.13.6 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. For example, 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.

3.14 LBW

3.14.1 This rule shall apply (to all age groups) as laid down in the Laws of Cricket and shall apply to all Competitions. In this regard Managers/Coaches are reminded that it is the policy of the Association that Umpires, MUST enforce this Law. (Please learn the rules and enforce sensibly).

3.15 Declaration of Teams

2.15.1 There are no restriction on player numbers per team for all grades.

2.15.2 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 (8 wickets for U12s and U13s). All fielding restrictions must be adhered to.

2.15.3 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.

2.15.4 In Semi Finals and Finals 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.

3.16 Coaching

No yelling from the boundary. Quiet talking ONLY.

3.16.1 UNDER 12's - UNDER 13's - Coaches may assist captains to set the field and coach individual players on the field between overs only, provided neither disrupts the general flow of the game.

3.16.2 UNDER 14's - UNDER 17's – 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. For example quietly talking to fielders on the boundary is okay, BUT no yelling from the boundary... "PASS THE MESSAGE ON THROUGH A PLAYER".

3.17 Umpiring

3.17.1 NO mobile phones to be taken on the field if umpiring,

3.17.2 In Finals, no coaching or setting the field if an Umpire

3.17.3 Umpires are not permitted to stand at the bowling end whilst their own son or daughter is bowling. Umpires MUST swap with the other umpire and exchange ends.

3.18 Lightning Rule

If lightning is observed and the time between the lightning strike and the associated thunder 'clap' is less than 30 seconds, play must immediately be suspended. At this point all Players and Umpires must leave the field. Play may resume not less than 30 minutes after the last occurrence of a gap of less than 30 seconds.

3.19 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.

Both teams are entitled to an **equal** number of overs for RUNS only to determine the result of a game.

Minimum number of overs for **each** team to receive for RUNS only to determine the result of a game.

30 over games – 20 overs

All "overs" calculations are rounded up

The change of innings does not consume any overs in a rain affected match.

Times of play may be adjusted by the umpires if play is delayed due to weather or injury, etc

For time lost PRIOR to play or DURING the innings of the team BATTING FIRST

No reduction to overs if less than 10 minutes are lost.

Thereafter, overs are reduced by one over for EACH team for each whole seven (7) minutes lost. (See table below to assist with calculations)

Minutes Lost	Overs Lost
17	1
24	2
31	3
38	4
45	5

Minutes Lost	Overs Lost
52	6
59	7
66	8
73	9
80	10

For time lost following the first innings of the team batting first and PRIOR to or DURING the innings of the team BATTING SECOND

Umpires can take into consideration an early completion to the first innings of the match.

No reduction to overs if less than 10 minutes are lost.

Thereafter, overs are reduced by one over each three and a half (3.5) minutes lost.
(See table below to assist with calculations)

Minutes Lost	Overs Lost
13.5	1
17	2
20.5	3
24	4
27.5	5

Minutes Lost	Overs Lost
31	6
34.5	7
38	8
41.5	9
45	10

If, after calculation for overs lost, there is insufficient time for the team batting second to receive an equal number of overs to the team batting first, the match result cannot be determined on runs only. One team must either score the runs or take all the wickets in the time remaining, otherwise it will be declared a draw.

3.20 Extreme Heat

The HK&HDCA's Extreme Heat Policy applies to all Players, Player Support Personnel and Match Officials (collectively known as Participants) involved in any Hornsby Ku-ring-gai & Hills District Cricket Association (HK&HDCA) Junior competition.

This policy has been adapted from the Sydney Cricket Association's (SCA's) 2020/21 Extreme Heat Policy.

INTRODUCTION

This policy aims to ensure that decisions made during conditions of extreme heat are objective and automatic for the benefit of players, umpires and administrators.

It is recognised that HK&HDCA matches are not resourced with medical and emergency support to the extent of First Class matches and therefore it may be unsafe to continue play during conditions of extreme heat.

APPLICATION

This Policy shall apply to all HK&HDCA Juniors matches.

1. TEMPERATURE THRESHOLD

Where a temperature threshold is stated, the following measurements shall apply.

- a) Air Temperature is a measure of how hot or cold the air is. It is the most commonly measured weather parameter;
- b) Feels Like Temperature: The “Feels like” temperature is a measurement of how hot or cold it really feels like outside. The “Feels Like” temperature relies on environmental data including the ambient air temperature, relative humidity and wind speed to determine how weather conditions feel to bare skin. The “feels like” temperature may vary from the air temperature depending on the level of humidity and wind.

2. SMARTPHONE APP

The BOM (Bureau of Meteorology) Weather App is to be the official App for sourcing temperature data. The App displays the actual air temperature as well as the “feels like” temperature at a particular location. Smartphone location settings must be enabled.

Alternative weather apps may be used **if** the BOM App’s data appears to be inaccurate or not up to date.

3. ADDITIONAL DRINKS INTERVALS AND EXTENDED INTERVALS

Prior to the commencement of play, the umpires, managers and coaches shall conduct a heat safety briefing to determine increasing the number and duration of drinks intervals and allowing players and umpires to leave the field of play during drinks intervals.

4. CESSATION, RESUMPTION AND ABANDONMENT OF PLAY

- a) Cessation of Play: In the event that either the Air temperature or the “Feels Like” temperature reaches or exceeds 42 degrees Celsius, the umpires shall cease play.
- b) Resumption of Play: Following a cessation of play under 4 (a) above, play shall only resume if the air temperature drops to, or below, 38 degrees Celsius within 1 hour after a cessation of play, otherwise, the day’s play shall be abandoned.
- c) Abandonment of Play:
 - i. The day’s play shall be abandoned in the event that play does not resume within 1 hour after a cessation of play (refer 4b above); or
 - ii. Notwithstanding 4 (c) (i) above, the umpires, in consultation with the managers, may abandon the day’s play immediately following a cessation, if the BOM App’s hourly forecast does not show a fall in temperature to 38 degrees within 1 hour after the cessation. In other words, there may be no requirement to wait 1 hour before a decision is made to abandon the day’s play.
- d) There shall be no discretion to allow a resumption of that day’s play once play has been abandoned due to extreme heat.

5. LOSS OF PLAYING TIME

Where there is any interruption(s) to play due to extreme heat refer to Wet Weather Rule 3.19

6. PLAYER HEALTH AND WELFARE

Notwithstanding (4) above, the umpires shall have the sole discretion to abandon play if they consider that, to continue play during prolonged or excessive heat, it would be dangerous to the health and welfare of any, or all, of the participants. To assist the umpires in exercising their discretion, they may –

- a) take into account any apparent signs of heat stress being displayed by any of the participants.
- b) refer to an air temperature thermometer, if properly installed in the shade at the match venue.

7. ADVANCE CANCELLATION OF AN ENTIRE DAY'S PLAY

The Junior Cricket Secretary has the power to cancel a day's play in the event that, on the day prior to scheduled play, the forecast temperature is 44 degrees or more.

4 Age Group Summaries

Under 12 – Summary of Playing Rules

	UNDER 12 – Stage 2 (Club)
Game Time	<ul style="list-style-type: none"> • Maximum 4 hrs
Overs per Team (innings)	<ul style="list-style-type: none"> • 30 overs
Pitch Length	<ul style="list-style-type: none"> • 18m
Players per Team	<ul style="list-style-type: none"> • 9 players per team (a maximum of 9 players on the field) • Any number of players may bat or bowl, however an innings will be deemed closed after eight (8) wickets have fallen
Boundary	<ul style="list-style-type: none"> • 45 metres maximum
Ball Size/Type	<ul style="list-style-type: none"> • 142g Leather – Kookaburra Colt or Kookaburra Red King
Protective Equipment	<ul style="list-style-type: none"> • Helmet, pads, gloves, protector
Innings	<ul style="list-style-type: none"> • 1 innings of 30 overs per team • The batting innings is complete after 8 wickets have fallen
Batting	<ul style="list-style-type: none"> • Retire after facing 30 legitimate balls • Retired batters may return after all other batters have batted in the order they retired • Batter rotation of top 4 batters • Any number of players may bat • The innings is deemed as closed after 8 wickets have fallen
Bowling	<ul style="list-style-type: none"> • Max. 8 balls/over, except last over 6 legitimate Balls • All players to bowl equal number of overs • Bowler rotation of first 4 bowlers • Any number of players may bowl • Bowl 15 overs from one end and then change
Fielding	<ul style="list-style-type: none"> • A maximum of 9 players on the field • No fielder within 10m with exception of slips, gully & WK • Wicket Keepers change after 15 overs
Dismissals	<ul style="list-style-type: none"> • All dismissals

Under 13 – Summary of Playing Rules

UNDER 13 – Stage 2 (Club)	
Game Time	<ul style="list-style-type: none"> • Maximum 4 hrs
Overs per Team (innings)	<ul style="list-style-type: none"> • 30 overs
Pitch Length	<ul style="list-style-type: none"> • 18m
Players per Team	<ul style="list-style-type: none"> • 9 players per team (a maximum of 9 players on the field) • Any number of players may bat or bowl, however an innings will be deemed closed after eight (8) wickets have fallen
Boundary	<ul style="list-style-type: none"> • 45 metres maximum
Ball Size/Type	<ul style="list-style-type: none"> • 142g Leather – Kookaburra Colt or Kookaburra Red King
Protective Equipment	<ul style="list-style-type: none"> • Helmet, pads, gloves, protector
Innings	<ul style="list-style-type: none"> • 1 innings of 30 overs per team • The batting innings is complete after 8 wickets have fallen
Batting	<ul style="list-style-type: none"> • Retire after facing 30 legitimate balls • Retired batters may return after all other batters have batted in the order they retired • Batter rotation of top 3 batters • Any number of players may bat • The innings is deemed as closed after 8 wickets have fallen
Bowling	<ul style="list-style-type: none"> • Max. 8 balls/over, except last over 6 legitimate Balls • All players to bowl equal number of overs • Bowler rotation of first 3 bowlers • Any number of players may bowl • Bowl 15 overs from one end and then change
Fielding	<ul style="list-style-type: none"> • A maximum of 9 players on the field • No fielder within 10m with exception of slips, gully & WK • Wicket Keepers change after 15 overs
Dismissals	<ul style="list-style-type: none"> • All dismissals

Under 14 – Summary of Playing Rules

UNDER 14– Stage 3 (Club)	
Game Time	<ul style="list-style-type: none"> • Maximum 4 hrs
Overs per Team (innings)	<ul style="list-style-type: none"> • 30 overs
Pitch Length	<ul style="list-style-type: none"> • 20.12m (full pitch)
Players per Team	<ul style="list-style-type: none"> • 11 players per team (a maximum of 11 players on the field) • Any number of players may bat or bowl, however an innings will be deemed closed after ten (10) wickets have fallen
Boundary	<ul style="list-style-type: none"> • 50 metres maximum
Ball Size/Type	<ul style="list-style-type: none"> • 156g Leather – Kookaburra Colt or Kookaburra Red King
Protective Equipment	<ul style="list-style-type: none"> • Helmet, pads, gloves, protector
Innings	<ul style="list-style-type: none"> • 1 innings of 30 overs per team • The batting innings is complete after 10 wickets have fallen
Batting	<ul style="list-style-type: none"> • Retire after reaching 50 runs • Retired batters may return after all other batters have batted in the order they retired • Batter rotation of top 2 batters • Any number of players may bat • The innings is deemed as closed after 10 wickets have fallen
Bowling	<ul style="list-style-type: none"> • 6 legitimate Balls every over • Bowler rotation of first 2 bowlers • A minimum of 7 players must bowl at least three (3) overs. • No bowler is permitted to bowl more than 20% of the total number of overs • Any number of players may bowl
Fielding	<ul style="list-style-type: none"> • A maximum of 11 players on the field • No fielder within 10m with exception of slips, gully & WK
Dismissals	<ul style="list-style-type: none"> • All dismissals

Under 15 & 17 – Summary of Playing Rules

UNDER 15 & 17 – Stage 3 (Club)	
Game Time	<ul style="list-style-type: none"> • Maximum 4 hrs
Overs per Team (innings)	<ul style="list-style-type: none"> • 30 overs
Pitch Length	<ul style="list-style-type: none"> • 20.12m (full pitch)
Players per Team	<ul style="list-style-type: none"> • 11 players per team (a maximum of 11 players on the field) • Any number of players may bat or bowl, however an innings will be deemed closed after ten (10) wickets have fallen
Boundary	<ul style="list-style-type: none"> • 50 metres maximum
Ball Size/Type	<ul style="list-style-type: none"> • 156g Leather – Kookaburra Colt or Kookaburra Red King
Protective Equipment	<ul style="list-style-type: none"> • Helmet, pads, gloves, protector
Innings	<ul style="list-style-type: none"> • 1 innings of 30 overs per team • The batting innings is complete after 10 wickets have fallen
Batting	<ul style="list-style-type: none"> • Retire after reaching 100 runs • Retired batters may return after all other batters have batted in the order they retired • Any number of players may bat • The innings is deemed as closed after 10 wickets have fallen
Bowling	<ul style="list-style-type: none"> • 6 legitimate Balls every over • No bowler is permitted to bowl more than 20% of the total number of overs • Any number of players may bowl
Fielding	<ul style="list-style-type: none"> • A maximum of 11 players on the field • No fielder within 10m with exception of slips, gully & WK
Dismissals	<ul style="list-style-type: none"> • All dismissals