

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

JUNIOR COMPETITION

GIRLS COMPETITION

(last up-dated)

1st June 2012

SEASON

2012/2013

JUNIOR RULES

“Relevant Extracts”

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

<http://nswcusa.nsw.cricket.com.au/files/15548/files/Technical/proposed%20changes%20to%20the%20laws%20of%20cricket.pdf>

***** 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 10's – 2-day games (40 overs) are to be Played in the split format 20/20/20/20

Under 11's – 2-day games (50 overs) are to be Played in the split format 25/25/25/25

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

There is to be a 20/20 competition in the January School Holidays.

Maximum 8 teams per grouping- (refer to rules at the very back)

JUNIOR COMPETITIONS

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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

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**

**HORNSBY KU-RING-GAI & HILLS DISTRICT CRICKET ASSOCIATION -
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) the Honorary Junior Development Officer
The Honorary Assistant Junior Cricket Secretary shall be responsible for recording match results and collating data for each age group. Honorary Divisional Secretaries shall be appointed at the discretion of the Junior Committee when 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 Council comprising the Junior Cricket Committee and appointed Club delegates, 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 forms which must be in the hands of the Honorary Assistant Junior Cricket Secretary 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 to the Honorary Assistant Junior Cricket Secretary or the Honorary Assistant Junior Cricket Secretary, within seven days of a player taking part in a match.
- 34.3 Registration forms are 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.
- 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 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 grade on 1 September 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 without "prior" permission will lose all competition points for the matches in which the over age 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 first have either batted, bowled or kept wickets during that season in at least four matches in that age group/team for the Club that the player is intending to represent in that ¼ final, semi-final or final.
- 34.9 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 has played in the same round using the 12th and 13th man rule.

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 Council meeting. Existing Playing Rules may be altered or new Playing Rules adopted by the Junior Cricket Committee after the commencement of the Junior Competition, provided that a recommendation has been received from a meeting of the Junior Cricket Council following approval by a majority of Councillors of such alterations.

It is the responsibility of the captains/coaches of the teams to run the match in a fair and just manner. 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 are to be forwarded to the Honorary Assistant Junior Cricket Secretary.
- 48.3 Completed "D" Sheets/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.**
- 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 provided at least 3 batsmen qualify. If 3 or more batsmen do not 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) provided at least 3 bowlers qualify. If 3 or more batsmen do not 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) and/or to submit match results and player statistics by 4pm on the Sunday following each day of play on the MyCricket Website, will result in the loss of 1 competition point and a \$10 fine for each offence. (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 \$15 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.

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

- 2 (a) **Two Day Matches:**
 - (i) **Boys Under 10/ L & Under 9/Av ...** 8:00 am to 10:25 am . **Under 8’s..** 8:00 am to 10:00 am
 .. OR .. OR
10:30 am to 12:55 pm .. 10:00 am to 12:00 am
 .. OR .. OR
 (Afternoon Game) 1:00 pm to 3:25 pm. .. 12:00 am to 2:00 am
 - (ii) **Under 14 & Under 16 Girls and Under 10 to Under 12 Boys.....** 9:00am to 12:30 pm
 OR
 (Afternoon Game) 12:30 pm to 4:00 pm
 OR
 **Sunday.....** 9:00am to 12:30 pm
 - (iii) **Under 13 to Under 14 Boys Competition.....** 9:00am to 12:45 pm
 OR
Sunday..... 9:00am to 12:45 pm
 - (iv) **Under 15 to Under 16 Boys Competition** 8:30 am to 12:45 pm

It is anticipated that if Sunday games are necessary it would be 1 game in 4 or 5.

2 (b) **2-Day Game.**

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 12:30pm** if the 1st innings' are completed, unless all overs for the days play are completed.

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.

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

Under 10 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.

All One-Day matches (with the exception of Under 12 Girls, U/10's & U/9 Average) are 32 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.

All Under 12 Girls, U/10's & U/9 Average) One-Day games will be played under the same format as Under 9 Average competition unless extra grounds become available.

2(d) **One Day Matches**

Girls Under 12 and

Boys Under 10's & Under 9/Av 8:00 am to 10:25 am Or.10:30 am to 12:55 pm OR
(Afternoon Game) 1:00 pm to 3:25 pm.

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 32 overs. 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 32 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 32 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, U/10 & U/11– 11, U/12's – 10, U/13's– 9, U/14's – 7. In U/15's & U/16's – 6

Girls restrictions are relative to the group they are matched with.

(vii) In Under 12 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.

In Under 10, Under 11, and Girls' U/ 12's & U/14's Competitions, there will be no extra deliveries.

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, the team scoring the most runs will be the winner.

(iii) In Under 12 to Under 16 Competitions, 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.

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.

4. **FOLLOW ON**

Follow on margins for each Age Competition are as follows:

Under 10 to Under 12 Competitions 40 runs

Under 13/Under 14 Competitions 50 runs

Under 15/Under 16 Competitions 75 runs

5. **POINTS SCORE**

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**

If grounds are closed by council early, information may be on the

Wet Weather Line – Ph:- 8230 0144 for seniors and juniors

- **9843 0354** for Baulkham Hills Council

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 hkhdcajuniors@yahoo.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 (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) **(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 50% of the maximum allocation.

For a team to win if 50% of the Maximum Allocated 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 50% of the Maximum overs 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 J2:30pm in the day will be reduced as follows:*

less than 10 minutes lost = no reduction to overs

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

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 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** by 4pm on the Sunday following the days play. **Penalties will be imposed where sheets are not returned or are returned late.**

Refer also to rule 52 of the Rules on page 6.

8.a
(cont) Where as a result of wet weather or for other reason there is NO play on either day, both teams' Managers and/or Captains are to complete and lodge a result sheet advising of this fact and that the match was drawn.

The following details are to be recorded on the result sheet:

(a) The round number, date, grade and team name (and identification if more than one team is registered in the grade).

(b) All players' names with initials whether they have batted or not.

(c) Those players from other age competitions and the age competition in which they are registered.

(d) Wicket-keepers statistics in the appropriate column.

(e) Batsmen who are not out for any reason

(f) Wides and no-balls against the bowlers.

(g) Ground conditions. (Optional)

(h) **EXPLANATIONS** where **MINIMUM OVERS HAVE NOT BEEN BOWLED.**

In Hardball, ALL BATSMEN MUST WEAR HELMETS

9. BATTING RESTRICTIONS

UNDER 10 & UNDER 11 COMPETITION - Batsmen **must retire after scoring 40 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 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 - **No Restriction.** 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.

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.

- 9 (i) A batsman may be **retired any time** during the match and will be deemed **RETIRED NOT OUT**. This Rule only applies to competition rounds, **not finals**.

10. **BOWLING RESTRICTIONS – (restricted overs)**

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

UNDER 10 Hard Ball – Boys & UNDER 11 COMPETITION – Boys

No bowler is permitted to bowl more than four (4) overs in the first thirty (30) overs of any innings and, a minimum of 11 players, (or all players if short), must bowl at least two (2) overs in the first thirty (30) overs of the first innings, unless the innings is concluded before thirty (30) 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 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 he cannot bowl again until the thirteenth 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 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 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 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". No bowling spell is to be greater than six (6) overs, and the maximum overs in a morning's/afternoon's play or in an innings is twelve

(12) 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 & 11 he cannot bowl again until the twenty-fourth 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.

10.1 Over Restrictions – For players playing 2 games (Juniors & Seniors) in a day-(Open Competition)

- u/16's 16 overs max per day - max. 6 over spells
- u/15's 12 overs max per day - max. 6 over spells
- u/14's 10 overs max per day - max. 5 over spells
- u/13's 10 overs max per day - max. 5 over spells
- u/12-10's 8 overs max per day - max. 4 over spells

10.1 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.

10.2 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 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 8's Wombat/Matilda Competition.....(One day game)	18 OVERS per innings
Under 9's Average & Joey Competition.....(One day game)	16 OVERS per innings
Under 10's Limited & Under 12's – Girls.....	36 OVERS
Under 10's PLUS.....	45 OVERS or coach agreement
Under 10's HARD BALL	45 OVERS
Under 11's & Under 12's - Boys	50 OVERS
Under 14's and Under 16's - Girls.....	50 OVERS
Under 13's & Under 14's - Boys.....	55 OVERS
Under 15's & Under 16's - Boys	60 OVERS

*** A change of innings within the days play shall be 10 minutes and will count for three (3) overs lost. 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 can 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.

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 10’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 – U/10's HardBall to U/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 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 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/13's to U/16's – No warning required.

In Under 10 cricket, Mankading is prohibited. However excessive backing up by the non-striker is not endorsed. And, 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 why.

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 no-balls). 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".

Any ball that bounces off the pitch is a No-Ball and is **NOT** to be chased by the batsman

13(b) Any delivery that does **not** bounce and reaches the batsman **above waist height, (BELLY BUTTON)** for a fast bowler, **not hip or thigh**, in his normal stance or above the shoulder for a slow bowler, it is a "No-Ball". 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".

It is a "No-ball" if the delivery bounces **more than** twice,(3 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".

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 & U/14 and U/16 GIRLS 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.

In the **Under 11, Under 10 and Girls U/12:**

There are no extra deliveries for no-balls or wides and the maximum number of deliveries permitted in any one over shall be six (6).

- 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).

In non-competitive Under 10's, a player shall **not** be given out LBW if he is making a genuine attempt to play the ball.

15 **SHORT PITCH**

The full 22 yard pitch shall be used, except in the **Under 9 Average Competition** and the **Under 12 Girls Competition** where the short pitch is to be used when the stumps can be placed at the end of the hard wicket area. When a full pitch is used by **U9 Average and Under 12 Girls**, a second popping crease will be drawn eight (8) feet from the stumps. **This crease will be for the bowler only.**

For U/10-Limited, adjust the crease according to the ability of the bowler.

16 **EQUIPMENT**

Standard grade size of stumps and bails are to be used and at least eight (8) markers provided by each team to define boundaries where necessary.

16 (a) **U/16's – U/11's (Hard ball)**

All Wicketkeepers must wear a mouth guard or face shield. It is recommended that, whilst keeping up at the stumps, a helmet with a face shield be worn.

U/10's – U/9's ("Incredi")

All Wicketkeepers must wear a HELMET whilst keeping up at the stumps.

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 U11s & U12s; 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.

17 **BALLS**

The ball to be used in the various competitions is as follows:

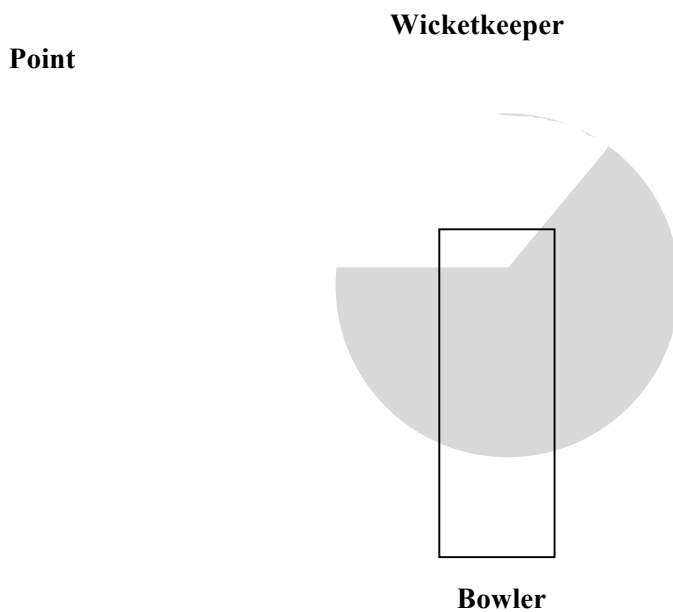
Association approved is any Australian made: ie, Kookaburra, Platypus, County, etc.

- 17(a) Under 9 Average & Under 10's & Under 10's Limited is the.....**Easton Incrediball 142g.**
& Under 12 Girls Or, Gray-Nicolls "**Wonderball**".

- 17(b) Under 10's **HARD BALL** is the.....(minimum). **Kingsgrove Academy Leather 142g** or Association approved.
- 17(c) Under 11's to U/12's Boys Competition is the.. **two piece leather ball 142g** Association approved.
- 17(d) Under 14 & 16 Girls Competition is a..... **two piece leather ball 142g** Association approved.
- 17(e) All other Competitions, U/13 to U/16's, a.....**two piece leather ball 156g** Association approved.

18 FIELDING RESTRICTION

In all Under 9's to Under 12 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.**
From Under 13 to Under 16, Fielders will be allowed in this area providing they are wearing a helmet with a faceguard. It is recommended boys wear a protector. Because of this compulsory requirement, The Square Leg Umpire is required to look after the helmet when not required....up to 2 overs.



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 9 AVERAGE COMPETITION

See rule 25(f)

19.2 UNDER 10 LIMITED and UNDER 12 GIRLS COMPETITIONS

See rule 29(l)

19.3 UNDER 14 and 16 GIRLS COMPETITION - See rule 32(d)

19.4 UNDER 11 - UNDER 13 JUNIOR COMPETITION

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

19.5 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

Under 10'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).

NEW

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 of that age group before the next game. ALL Semi's & Finals revert to Rule 20(b)

20(b)

Semi's & Finals

Under 10'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.

LATE REGISTRATIONS should be forwarded to the respective Divisional Secretaries, with a copy to the Honorary Junior Cricket Secretary.

23 DISPENSATIONS

Manners dictate that Dispensated players SHOULD 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:

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 10		20	15
	Under 11		30	20
	Under 12		40	30
	Under 13-16		50	30
	Under 14 -16 Girls		40	20
Bowling:	Maximum overs in an innings			
	Under 10 – 11.....		3	2
	Under 12-14		4	2
	Under 15-16		5	3
	Under 14 – 16 Girls.....		3	2

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.

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 is allowed for correct age players in Rule 9.

Over age 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.

30 GIRLS UNDER 14 & UNDER 16 - TWO DAY MATCHES - VARIATIONS

- 30(a) Playing times as for Rule 2.
- 30(b) Bowling Restrictions as for Rule 10.
- 30(c) Balls per over as for Rule 13 (c).
- 30(d) U/ 14 & U/16 Girls are to use a 142g two piece leather ball.
- 30(e) Batsmen must retire after scoring 30 runs in Under 14 and 50 runs in Under 16. **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).
- 30(f) When the batting side has **10** or less players, the **LAST MAN DOES NOT CARRY**. That is, the last player dismissed does not remain on the field and act as the non-striker for the not-out player.
- 30(g) Follow-on lead is 40 runs in Under 14 and 60 runs in Under 16.
MAXIMUM OF ELEVEN FIELDERS (when a team is short it is etiquette, but not compulsory, for the other side to assist by providing a fielder).

31 GIRLS UNDER 14 & UNDER 16 - ONE DAY MATCHES

- 31(a) **As for Rule 2 (c). – 32 overs**
- 31(b) Bowling restrictions according to Rule 3 (a) (vi).
- 31(c) Normal batting restrictions, see Rule 30 (e).
- 31(d) Skills coaching is permitted where appropriate and necessary between overs by the umpire. However, Coaching provided must not disrupt the flow of the game.
- 31(e) U/14 & U16 Girls results should be phoned through according to **Rule 33**.
- 31(f) A team must have at least 6 players or a forfeit will be declared.

32 BOUNDARIES

In Under 8's : 25 - 30 metres.

In Under 9's : 30 - 35 metres.

****Relative to the length of the grass / ball speed.**

In Under 10's & Under 12-Girls : 35 - 40 metres.

In all other age competitions 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:

mycricketssupport@hkhdca.com.au

-**Third Level Support:** Email mycricketssupport@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	Bruce Kimberley	hkhdcajuniors@yahoo.com.au	Ph. 9456-1055
Assistant Junior Secretary	Mr J. Miller	josh.673@hotmail.com	
Junior Development Organiser			

2.	MATCH RESULTS – Individual Player /Match Statistics MUST CONFIRM , or dispute, MATCH RESULT by 4pm Sun....otherwise there is NO 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.
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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 attempt to place a message on the Wet Weather Line 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 Wet Weather Line.

READ RULE 6

Wet Weather Line – Ph:- 8230 0144 for seniors and juniors
- 9843 0354 for Baulkham Hills Council

4. COMPETITION DATES

The 2012/2013 competition will commence on 8th September 2012. The majority of games are scheduled as two (2) day matches. *The One-day games may necessitate some Saturday Afternoon and (Maybe) a Sunday match to provide adequate grounds.

U/9's to U/11's will play Saturday morning, Mid Day or (at a pinch), Afternoon.

Under 12's to U/16's play Saturday morning. If grounds are in short supply or damaged 1 or 2 afternoon games may be necessary (They may have one Sunday game, although unlikely.)

There will be no play on the middle Saturday of Term 3 break (1st October) & the Saturdays during Summer school holidays.

(This can be subject to change).

Round 1	8 th Sept * 1 Dayer *	Round 7	
Round 2	15 th Sept – 22 nd Sept	Round 8	
Round 3		Round 9	
Round 4		Round 10/(Prelim Final)	
Round 5		SEMI-FINALS	
Round 6		& Kimbo Cup	

**** FINALS TO BE PLAYED ON SUNDAY ??th MARCH 2013. ****

Kimbo Cup: 2 x One day games

UNDER 8's & UNDER 9's COMPETITION

will be playing, one day games, commencing on the 8th September 2012, providing ground availability.

5. JUNIOR CLUB CONTACTS

Berowra			
Beecroft			
Castle Hill RSL			
Galston Glenorie			
Hornsby Districts			
Kissing Point			
Mount Colah			
Normanhurst Warrawee			

Pennant Hills			
Redfield			
Thornleigh			
Upper Hills			
WPHC			

Talent Distribution Rule

This will be a phasing in process. (starting from 2011-12)

Teams from 14's up can maintain their previous years' players, but, any player movement will fall under the new 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 (no correspondence entered into).

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

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: 11's - 1 year, 12's/16's- 2 years before selection.

The home grown players are to be included in the calculation.

***** 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.

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, etc) has more than 3 "Key" players, the team is to be submitted to HKHDCA Juniors Executive for review as to whether they should play in that age group or a higher age group. (Unless rule X3 applies).

X6. Clubs must complete a Player-Team Census for all teams (10's to 16's).
(Other clubs will be able to access this data).

X7. 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, HKHDCA 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.

Fri 06-Feb-09 HYDRATION TIPS - COMPETING ON HOT & HUMID DAYS (cont.)

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.

Competition Grades in increasing order of skill requirements.

U/8's

U/9 Joeys

U/9's Average

U/10's Limited

U/10's PLUS (Incrediball...change to old 142g HARD cricket ball after Christmas)

"Proper Competitive Cricket"

U/10's (If enough teams express interest)

U/11's

U/12's

U/13's

U/14's

U/15's
U/16's

- 24** Under 8 & 9 cricket is played under the Wombat, Average OR Joey format.
Under 10 cricket can be played under three formats, Limited, Plus and Hard Ball, with Limited being for the less advanced cricketer.
In all cases the intent of the Association is that the players are given the opportunity to enjoy their cricket and develop their skills, and accordingly, application of the following rules is to be flexible to ensure the most benefit for the players.

24/1 Under 8's WOMBAT CRICKET - Playing Rules

ALWAYS TAKE CHALK WITH YOU TO THE GAME

The duration of play is **2 hours and 25 minutes**.

Optimum team number - (6 per side)

Same basic rules as u / 9's except,

All the bowling is done from ONE end. The pitch is set up by having a set of mobile stumps placed 15 metres from the normal bowling stumps. A batting crease must be marked in CHALK, 1 metre forward from the stumps. There is no changing of the bowler's end at the end of an over. Batsmen change ends at the end of the over & at the fall of a wicket. The boundary is approximately 25 - 30 metres. **Adjustment of the distance should be relative to the speed of the ground.** Our aim is to have some 4's, running, throwing, chasing, etc.

BATTING:

Each team bats for 18 overs in the day. The batting side is divided into 3 pairs of batsmen. Each pair bats for 6 overs with a Max. 20 balls per batsman.

Every time a batsman is out, the wicket is recorded as minus 3 (-3) on the scoresheet & the batsmen swap ends. They continue batting until all overs are bowled.

Individual players cannot score less than "0" (Zero). All runs, byes, wides and no-balls are scored to batsman and bowler. A team may not declare its innings. All overs must be bowled.

Batsmen must wear a minimum of 1 pad on front the leg, batting gloves and a protector. Player groups must be rotated every game, ie. players in G1 play in G2 the next week, players in G2 play in G3, etc.

BOWLING:

Each player must bowl at least 1 over and may not bowl more than 3. Players who do not bat must bowl **at least** 2 overs.

The distance a bowler must be from the batsman is relative to the ability of the bowler; ie, so that the ball can bounce to the batsman, (whether 1, 2, 3 or 4 times). It is not a no-ball provided it is bouncing.

The distance could be anywhere from 10 metres to 20 metres...but generally 12 -15 metres.

Bowlers have no more than a 5 step run-up. "Stand & Lob/Bowl" for those unable to bowl with a run-up. Bowl in turn, (player 1-6) then repeat the order.

The fielding coach stands at the bowlers end, the batting coach at square leg.

The batting coach can call runs for, and help, the batsmen if necessary.

An Extra fielding coach is permitted to assist.

Any ball that bounces on the ground at the side of the pitch before passing the batsman, is a "no-ball". A "No-ball" counts as 1 run plus however many runs are scored off it. (if the w/k-fielder misses the ball.)

No batsman is permitted to "chase" any ball off the pitch. A ball hitting the pitch and then passing the batsman out of his reach, is a "wide" and counts as 1 run plus whatever is run off it.

FIELDING:

Only 6 members of the fielding team allowed on the field at one time.

The fielding team rotates their positions every over in an anti-clockwise direction.

Two fieldsmen must be either side of the pitch. (Excluding bowler and "wicketkeeper").

No backstop. No-one allowed within 45 degrees either side of the "wicketkeeper". No player other than the "wicketkeeper" shall field within 10 metres of the batsman. The "wicketkeeper" **is not** allowed up to the stumps (5m minimum behind the stumps) until the ball is bowled, and, the batsman plays a shot or the ball goes past the batsman.

"Wicketkeepers" (fieldsmen behind wicket) are not to wear pads and are not required to wear any equipment, although gloves are recommended.

Umpires should assist batsmen and bowlers where appropriate.

The highest score wins.

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UNDER 9 – JOEY CRICKET COMPETITION RULES

ALWAYS TAKE CHALK WITH YOU TO THE GAME

The duration of play is **2 hours and 25 minutes.**

24 UNDER 9 – Joey's - Playing Conditions

24(a) A team is to consist of 8 players:- if extra players, a batting pair must split their innings. The extra's may bat, bowl and field.

24(b) The ball to be used is the "Wonderball" or Platy Softy (142 g).-**The small ball.** A new ball is NOT necessary. Batsmen must wear a minimum of 1 pad on front the leg, batting gloves and a protector.

24(c) The short pitch is to be used. Each team must supply a set of Mobile stumps. The stumps are to be placed at the end of the hard wicket area on the permanent stump position and the marked popping crease utilised. The pitch is set up by having the 2nd set of mobile stumps placed 18 metres from the normal batting stumps and marking a popping crease 4 feet/1.22 m from the stumps. At change of over, the umpires move the mobile stumps to mirror the previous stump positions. When the full pitch is used by an U9's bowler (one that is too good for the batting group), the batsmen are to use the original popping crease for the "runs" distance.

THIS FULL LENGTH PITCH IS FOR THE BOWLER ONLY.

If, however, it is found that a bowler still can't manage the 18 metre distance, move that player forward as far as necessary to allow the batsman and the bowler a fair game. (There is NO "3 bounce +" no-ball. As long as the ball is **bouncing** on the pitch, it is NOT a no-ball). If the ball is rolling or unfair, no-ball!

24(d) The boundary is approximately 40 metres. **Adjustment of the distance should be relative to the speed of the ground.** Our aim is to have some 4's, running, throwing, chasing, etc. Each team should have at least 6 markers to indicate boundary extremities.

24(e) Instead of waiting the usual ten minutes between innings, teams should take the field for the second innings without delay.

24(f) As well as the two umpires, the fielding team may have a coach on the ground to assist in organising the fieldsmen and provide individual coaching between overs. The two umpires should assist the batsman and bowlers where appropriate.

25 UNDER 9 JOEY CRICKET - Method of Play

25(a) A match shall consist of 2 innings, each of 16 x **6** ball overs. No extra balls for wides or no-balls.

25(b) Any ball that bounces on the ground at the side of the pitch before reaching the popping crease, (the batsman), is a no-ball. A no-ball counts as 1 run. No batsman is permitted to "chase" any ball off the pitch. Wide: same as u/8's. A batsman Can't be out on a 3 bounce delivery, unless "run-out".

25(c) The batting side is divided into **4 pairs of batsmen**, each pair of batsmen bat for **4 overs**. Max.20 balls per batsman. Every time a batsmen is out, the wicket is recorded as minus 4 (-4) on the scoresheet & the batsmen swap ends. They continue batting until all overs are bowled. If a batsman is Run Out, it is recorded as -4 to the out batsman and one of his balls faced. If run out going for a "multiple run", it would be runs completed, minus 4. eg, 2-4= -2 on his score. If the other batsman scored the run/s, those runs would be recorded on his score and the out batsman receives -4. Individual players cannot score less than "0" (Zero). All runs, byes, wides and no-balls are scored to batsman and bowler. A team may not declare its innings. All overs must be bowled.

If the pair lasts the 4 overs without losing a wicket, a bonus of 6 runs is added to the runs scored by the partnership. A team may not declare its innings closed.

- 25(d) When a team has less than 8 players, batsmen who face the least number of balls will bat a second time to make up the 8. If the opposition team has more players than necessary, it is courtesy, but not compulsory, to play those players in the other team.
- 25(e) The fielding side shall provide a wicketkeeper and seven (7) fieldsmen. Backstops are not permitted. Fine leg & third man must be no closer than 30 degrees from stump to stump line. 3 fielders min. on either side of pitch.
- 25(f) When a batsman is dismissed during his/her innings he/she will automatically change ends with the non-striker.

ONLY EIGHT PLAYERS ARE TO BE ON THE FIELD FOR THE FIELDING TEAM.

- 25(g) Members of the fielding side **must bowl no more than 2 overs each, unless the team is playing short; Then no player may bowl more than 3 overs.** As in normal cricket, no player may bowl two (2) consecutive overs. No bowler is to bowl 2 overs to a batting pair unless the team is playing short.

26 UNDER 9 JOEY CRICKET – Result

A team score is calculated by adding up the final scores in each partnership (including bonus runs).

The team with the highest score wins.

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**UNDER 10's LTD (New Rules)
& UNDER 12 Girls COMPETITION RULES**

- 27(a) A team is to consist of 10 players-(Optimum) up to 15 players.
- 27(b) The ball to be used in the Under 10 Ltd is the "Incredi-Wonder-Platy ball" 142 g. - **The small ball**
Batsmen must wear a minimum of 1 pad on front the leg, batting gloves and a protector.
- 27(c) The standard length pitch is to be used for the Under 10 Limited.
For Under 12 girls - see rule 15.
- 27(d) The boundary is approximately 45 metres. Each team should have at least 6 markers to indicate boundary extremities. **Adjustment of the distance should be relative to the speed of the ground.**

28 U10 LIMITED CRICKET and UNDER 12 GIRLS - Method of Play:

- 28(a) The Optimum number per team is 10 players, however, Teams may have up to 15 players.
- 28(b) Games are two day matches. The duration of play is **2 hours and 25 minutes**. Forty (40) overs are to be bowled unless the hours of play have elapsed. If a team is dismissed prior to 40 overs being bowled, that side shall continue to bat until the overs have been bowled, time has elapsed or each player has faced twenty four (24) balls (this would only occur if a team has eight (8) players or less.
- 28(c) Each batsman is to face a minimum of twelve (12) balls in their first innings. If a batsman is dismissed during the twelve (12) balls he/she shall retire on facing the twelfth ball. The batsmen who are not out will continue batting until they are dismissed or have faced 24 balls, whichever occurs first. When all players have faced twelve (12) balls, the batsmen who were out will return for a second bat and face another twelve (12) balls or until dismissed, whichever occurs first. The **MAXIMUM** number of balls that a batsman can face is twenty four (24); if not dismissed during this period he shall retire on facing the twenty fourth ball. Once all the retired batsmen have batted a second time, all batsmen will be rotated until forty (40) overs have been bowled or time has elapsed.
- 28(d) Every time a batsman is out, the wicket is recorded as minus 5 (-5) to the batsman & the batsmen swap ends. If a batsman is Run Out, it is recorded as -5 to the out batsman and one of his balls faced. If run out going for a "multiple run", it would be runs completed, minus 5. eg, 2-5= -3 on his score. If the other batsman scored the run/s, those runs would be recorded on his score and the out batsman receives -5. Individual players cannot score less than "0" (Zero). All runs, byes, wides and no-balls are scored to batsman and bowler. A team may not declare its innings. All overs must be bowled.
- 28(e) No player shall be judged out 'LBW' if genuinely attempting to play the ball.

- 28(f) To obtain the final score, total up all the individual batsman's scores at the end of the match. (The cumulative scoring system in the scoresheet is for interest sake only). If you wish to use it!
- 28(g) Any ball that first bounces on the ground at the side of the pitch before passing the batsman is a "no-ball". The batsman can be run out. If not scored from, a no-ball counts as one (1) sundry. If scored from, the "no-ball" shall count as the runs scored PLUS a no-ball.
- 28(h) Any ball that first bounces on the pitch and then goes wide (out of the reach for a proper shot from the batsman and is not hit, is a wide. The batsman can be stumped. The batsman can be run out. A wide not scored from shall count as one (1) sundry. Any extra runs taken from a wide shall be recorded as 1 wide plus runs taken, as wides
- 28(i) The fielding side shall provide a wicketkeeper and seven (7) fieldsmen. **ONLY EIGHT PLAYERS ARE TO BE ON THE FIELD FOR THE FIELDING TEAM.** Backstops are not permitted. Fine leg & third man must be no closer than 30 degrees from stump to stump line.

U10 LIMITED CRICKET and UNDER 12 GIRLS - Method of Play: (continued)

- 28(k) All members of the fielding side, whether there be 8 players or 14 **must bowl two (2) overs, by the thirtieth (30) over** and no player may bowl more than four (4) overs in an innings. Although the standard length pitch is to be used, managers may shorten the pitch for any player who is not coping with the full length. In these circumstances a "no-ball" will not apply for overstepping the bowling crease. There is no rule preventing the player from bowling underarm, if they are unable to land the ball on the pitch with any consistency using an overarm action. The bowler should bowl at least two or three balls before the decision is made to change actions. If a bowler does bowl underarm, the ball must be bouncing when it reaches the popping crease. Any ball that is running along the pitch at this point will be declared a "no-ball". (As long as the ball is bouncing, it is NOT a no-ball).
- 28 (l) 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.
- 28(m) As well as the two umpires, the fielding team may have a coach on the ground to assist in organising the fieldsmen and provide individual coaching to players between overs. The two umpires should assist the batsman and bowlers where appropriate.

One day games.

- 28(n) **One day games will be 18 overs per innings.** Each batsman will bat for nine balls, if a team has less than twelve players the requisite number of batsmen required to make up the 18 overs will face 12 balls (eg if a team has ten players the first six batsmen would face twelve balls and the other four players receive nine).
- 28(o) 11 members of the fielding side **must bowl one (1) over by the fifteenth (15) over** and no player may bowl more than two (2) overs in an innings.

29 U10 LIMITED CRICKET and UNDER 12 GIRLS – Result

The Highest Score WINS.

“KIMBO CUP”

HANDICAP “BONUS POINT” COMPETITION

Any number of players registered in **the** team are permitted to make up the ‘**team**’.

Only 9 players allowed on the field at any one time: including wicketkeeper.

2 players, excluding wicketkeeper, must be in a non-moving, catching position at all times. That is, within approximately 15 metres of the batsman. (Slips within 20 metres).

No-Balls and Wides are played under the same rules as the normal Saturday competition, but, with the penalty worth 2 runs plus....(No free hit)

10 wickets to fall per innings maximum, or,
30 overs per innings maximum. Whichever happens first.

Maximum 3 overs per bowler. If there are not 10 bowlers, the batting side is to select the bowlers to complete the innings. These bowlers are to bowl one over each until the correct number is reached.

Batsmen must retire “not out” on reaching/passing 20 runs. i.e, if the batsman is on 19 runs and then hits a 4, then he would retire (“not out”) 23. The batsman may return after **all** batsmen in the “**team**” have completed their innings. Retired batsmen may bat until OUT, 30 overs or 10 wickets have fallen in the innings, whichever comes first.

Batsmen may be retired NOT OUT before reaching 20 but can’t return until all batsmen in the team have completed their innings.

Handicapping of teams will be relative to the competition tables, quotient, wins AND team makeup if informed early..ie, Key Players are missing from the game.

The higher the finish, the lower the number.

(The best team will be on 0, the “not so best” will be on (say) 100. Add the number to your final score.)
Eg: If Team Gold finishes 6th = 5 (handicap) , Team Maroon finishes 12th = 45 (handicap). That means that 40 runs are added to the score of the Maroon innings BEFORE their innings commences.

(Can obtain BONUS point BEFORE a ball is bowled.)

POINTS

Win = 6, Tie = 3, Loss = 0

BONUS POINTS

Bowling

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September 2007

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1 point for each level reached within the **30** overs
1 wicket, 3 wickets, 6 wickets, 9 wickets and All Out.
1 bonus point for each individual bowler who takes 2 wickets.
1 bonus point for each maiden bowled.

Batting

1 point for each level reached within the **20** overs
30 runs, 45 runs, 60 runs, 75 runs, 90 runs, 105 runs, 120 runs.
1 bonus point for each individual batsman who scores 20 runs.

Send in to MYCRICKET –eg, Dogs 6/123 Bpts 19 def Cats 8/111 Bpts 17 (**Bpts entered in overs spot**)
(It is conceivable that you could win the game but have less bonus points.)

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20/20 January Cricket

DATES :

Round 1 – 8th January 2010

Round 2 – 15th January 2010

FINAL – 29th January 2010

Round 3 – 22nd January 2010

PLAYING CONDITIONS

\$50 per team registration - no refund.

\$50 fine for withdrawing within 7 days of competition start, or, forfeiting a match.

8 teams per age grouping – (1st in (with the \$50), best dressed). Reserve positions will be taken.

One ASSOCIATION ACCREDITED umpire to be supplied by each side.

DURATION

One innings per side, each innings limited to a maximum of 20 overs.

SCHEDULED HOURS OF PLAY : (If teams are dismissed early, or, overs are completed early...begin the 2nd Innings in 5 minutes)

EARLY MORNING (Game 1)

First Innings: 7:30am – 8:45am

Second Innings: 8:50am – 10:05am

LATE MORNING (Game 2)

First Innings: 10:10am – 11:25am

Second Innings: 11:30am – 12:45am

Interval

The interval shall be of 5 minutes duration.

RE-ARRANGEMENT OF OVERS (Rain, Injury, Lost Ball, etc)

Teams have one hour 15 minutes to bowl 20 overs. In the first innings, the calculation of the number of overs to be bowled shall be based upon one over for every 3 minutes in the total time available for play up to the scheduled close of play. In the second innings of the match, overs shall be reduced at a rate of one over for every 3 minutes, or part thereof, unless the first innings finished early/ second innings started early, in which case no overs are lost until the time that has been gained is subsequently lost.

TIMED OUT

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September 2007

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The incoming batsman **MUST** be in a position to take guard or for his partner to be ready to receive the next ball within one minute 30 seconds of the fall of the previous wicket. (No gamesmanship from either team...otherwise The "Storm Rule" will apply! ie; Everything taken away!

BALLS

One new ball is to be used for each innings. (Use the 2008-09 HKHDCA Juniors rules for the ball size and type)

CLOTHING

Players in all matches will wear clothing and equipment that follow the HKHDCA guidelines; coloured but predominantly white.

THE RESULT (20/20 Cricket)

Each side must have faced (or had the opportunity to face) 10 (TEN) overs in order to constitute a match.

If the game is interrupted by weather, overs are to be reduced.

Result must be entered in MyCricket at the completion of the match.

In case of a TIE, a bowl-off where 5 bowlers from each team have 1 ball at the wicket. The most hits WIN (Winning Tie). If it is a Tie after the 5 deliveries each team, a sudden death where the first team to be 1 in front wins.

RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN

Fielding restrictions apply for the first six overs of each innings of each match. 2 fielders must be in catching positions, with only 2 fielders outside the fielding circle, (**half way to the boundary**), during this period. After this 4 fielders must be inside the fielding circle at any time. If there is a reduction in overs, refer to equations on the following page.

NUMBER OF OVERS PER BOWLER

Each Bowler may bowl a maximum of 4 overs. In a delayed or interrupted match, no bowler may bowl more than 1/5 of the total overs allowed unless such a number has been exceeded before the interruption. A "**wide**" is ball hitting the pitch and then passing the batsman out of his reach (proper shot/normal stance), and counts as 1 run plus whatever is run off it. *It is NOT a wide just because it goes down the leg side.*

FREE HIT AFTER FRONT FOOT NO BALL

This will apply, however no field changes may be made for the free hit, except if batters crossed and a left hand/right hand combination means that there are too many fielders on the leg side.

SHORT PITCHED BOWLING

One short pitched ball is allowed per over, but must pass below the batter head in normal stance.

OVER RATE PENALTIES

The six-run penalty for each over NOT bowled within the time period will apply. All sides are expected to be in position to bowl the first ball of the last if their 20 overs within one hour 15 minutes playing time. In reduced over matches, the fielding side has one over leeway in addition to any time that the umpires may allow for stoppages. 20 overs will be bowled and the penalty runs are added to the amassed total at the end.

Umpires are instructed to apply strict interpretation of time wasting by the batsman (5 run penalties) specifically; batsmen are expected to be ready for the start of a new over as soon as the bowler is ready.

QUALIFIED PLAYERS

Players who are registered to a club within HKHDCA and must play for the club and team that they are registered with.

Players who are registered in the HKHDCA but are unable to play for their club due to insufficient players may play for another club for this competition only. Representative players are NOT permitted to transfer to another team.

The Junior Executive may vary the representative restrictions on an INDIVIDUAL basis. This will be dependent upon the players in the team they are wishing to play for. Application for dispensation will require the team manager to include:- the players names, highest level of representation, age and club normally registered with, for the whole team.

Club teams may amalgamate as a new “team” provided they meet the requirements.

To introduce new players into the game of cricket,

NEW players are permitted to play provided they do not play cricket for any other team or association during the summer, however, they must register with the club they are intending to play for.

Prizes will be determined at a later date.

8 teams per age grouping:

(1) 16's & 15's (2) 14's (3) 13's (4) 12's (5) 11's (6) 10's

Competition Structure

	8th			15th			22nd			29th		29th
1	v	2		1	v	4		1	v	3	1	
											-	WINNER
3	v	4		2	v	3		4	v	2		2 v 2
											v	3 v 3
5	v	6		5	v	8		5	v	7		
											-	WINNER
7	v	8		6	v	7		8	v	6	1	4 v 4

CALCULATIONS IF OVERS LOST DUE TO RAIN.

Overs	Fieldsmen Restrictions	Max. Wickets allowed	% Runs Required to Win
20	6	10	100
19	6	9	97
18	6	8	95
17	5	8	90
16	5	7	85
15	4	7	80
14	4	6	77
13	4	6	75
12	3	5	70
11	3	5	65
10	3	5	60

The Duckworth-Lewis system doesn't work for 20/20. I'm not saying this is the best, but, we'll go with it for the moment until someone gives me a better one.

I suggest that we try to get the games finished and not have to worry about the table.

WIN – 5 pts
 (Winning) TIE – 3 pts
 (Losing) TIE – 2 pts
 DRAW – 2 pts
 LOSS - 0 pts

The FINAL will be played between the two teams at the top of their groups. (If 2 teams are equal on points, the team that won between the 2 will be the winner of the group. If still equal; quotient.)

30/30 Sunday 1-Dayers 2011-2012

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

Initial Competition Grades

U/18's

U/15's



Other grades may be created if sufficient interest.

DURATION

One innings per side, each innings limited to a maximum of 30 overs.

RESPONSIBILITIES OF TEAMS

Each team should provide:

1. a competent umpire
2. a ball, three stumps and two bails
3. 8 coloured discs / markers for the fielding circle
4. a scorebook and a competent scorer (12th Man). The scorers should sit together and agree on the score at the end of each over. Any dispute should be immediately referred to the umpires or then with both captains.

MEMBERS OF THE TEAM – (A team may have a squad of any number of players)

In all grades, teams may play twelve players. These twelve players must be nominated before the toss. Eleven players can bowl and eleven players can bat. There is no requirement for teams to nominate the non-bowler or non-batter prior to the commencement of the game. Only eleven fielders are allowed, but rotation may take place at the end of an over.

QUALIFIED PLAYERS

Players who are registered to a club within HKHDCA.

NEW players are permitted to play provided they register with the club they are intending to play for.

SCHEDULED HOURS OF PLAY:

(If teams are dismissed early, or, overs are completed early...begin the 2nd Innings in 20 minutes)

	Morning Session	Afternoon Session	Midday Session
PRE DAYLIGHT SAVING	Hours of Play	Hours of Play	Hours of Play
Start: 1st Session	09:00 - 11:05	13:30 - 15:35	12:00 - 14:05
Change of Innings	11:05 - 11:15	15:35 - 15:45	14:05 - 14:15
2nd Session	11:15 - 13:25	15:45 - 17:55	14:15 - 16:20

	Morning Session	Afternoon Session	Midday Session
DAYLIGHT SAVING	Hours of Play	Hours of Play	Hours of Play
Start: 1st Session	09:00 - 11:10	14:00 - 16:10	12:00 - 14:05
Change of Innings	11:10 - 11:30	16:10 - 16:30	14:05 - 14:15
2nd Session	11:30 - 13:40	16:30 - 18:40	14:15 - 16:20

DELAYS AND INTERRUPTIONS

The decision as to whether play should commence because of the condition of the ground rests with the groundsmen. If no groundsmen are present, then the decision rests with the captains.

Once play has commenced, the decision to interrupt or call off play rests first with the official umpire(s) and then with both captains.

If time is lost through wet weather or an interruption, then overs are reduced.

If the Managers/Captains 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 match.

For calculations, refer to the last page of the 30/30 Sunday One-Day Rules.

TIMED OUT

The incoming batsman **MUST** be in a position to take guard or for his partner to be ready to receive the next ball within two minutes of the fall of the previous wicket. (No gamesmanship from either team...otherwise The "Storm Rule" will apply! ie; Everything taken away!

BALLS

One new ball is to be used for each innings. (Use the 2011-12 HKHDCA Juniors rules for the ball size and type) Australian made.

CLOTHING

ALL BATSMEN MUST WEAR A HELMET.

Wicketkeepers must abide by Rule 16 (a) – Mouthguards or helmet with Face Guard.

Players in all matches will wear clothing and equipment that follow the HKHDCA guidelines; However, players must wear the **same team uniform**; coloured clothing with advertising permitted.

THE RESULT

Each side must have faced (or had the opportunity to face) 20 overs in order to constitute a match. Rule 3 (a) the exception.

A match with less than 15 overs play for any innings shall be deemed to be abandoned.

Result must be entered in MyCricket at the completion of the match.

RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN

Fielding restrictions apply for the first eight overs of each innings of each match. 2 fieldsmen must be in catching positions, with only 2 fielders outside the fielding circle, (half way to the boundary), during this period. After this, 4 fieldsmen must be inside the fielding circle at any time. If there is a reduction in overs, refer to equations in the "**Duckbill**" system on the last page.

NUMBER OF OVERS PER BOWLER

Each Bowler may bowl no more than 1/5 of the total overs allowed unless such a number has been exceeded before an interruption to play. A "wide" is a ball hitting the pitch and then passing the batsman out of his reach (proper

shot/normal stance), and counts as 1 run plus whatever is run off it. *It is NOT a wide just because it goes down the leg side.* (Repeated Leg “Theory” an exception).

Bowling Restrictions (HKHDCA Juniors Law 10) applies.

COMPULSORY RETIREMENT

Batsmen MUST retire (not out) on reaching 30 runs. They are then returned to the bottom of the batting order. If players retire before 30, they are OUT.

FREE HIT AFTER FRONT FOOT NO BALL

This will apply, however no field changes may be made for the free hit, except if the batsmen crossed on the no-ball. **If the batsman is out on the free hit, no runs can be scored unless run-out.**

SHORT PITCHED BOWLING

One short pitched ball is allowed per over, but must pass below the batsman’s head in a normal **upright** stance.

OVER RATE PENALTIES

Every effort should be made to speed up play so that at least seventeen overs are bowled per hour. Coaches should insist that:

1. the next two batsmen are padded up
2. the outgoing and incoming batsmen cross halfway between the wicket and the boundary
3. drinks are taken only at drinks breaks
4. drinks breaks are limited to five minutes
5. fielders move quickly to their new positions after each over
6. captains nominate the next bowler before the over in progress is completed.

A six–run penalty for each over **NOT** bowled within the time period will apply. The 30 overs will be bowled and the penalty runs are added to the amassed total at the end. All sides are expected to be in position to bowl the first ball of the last over of their 30 overs **within** the allocated playing time. Drink breaks will be shortened to catch up playing time due to slow over rates.

In reduced over matches, the fielding side has one over leeway in addition to any time that the umpires may allow for stoppages.

Umpires are instructed to apply strict interpretation of time wasting by the batsman (5 run penalties) specifically; batsmen are expected to be ready for the start of a new over as soon as the bowler is ready.

Points will be deducted by the Organising Sec. for blatant gamesmanship. (NO RIGHT OF APPEAL).

PLAYER QUALIFICATION TO COMPETE IN THE FINAL

To participate in the Final, players must play in a minimum of 4 matches; they must also play in 3 of the last 5 matches.

POINTS

Win	4 points
Tie	2.5 points
Draw	1 point
Bonus	1 point
Loss	0 points
Forfeit	-2 points (if insufficient notice to change draw) *Late forfeit has additional \$ fine.
Bye	0 points

The **Bonus Point** is obtained by the winning team by:-

- 1) Dismissing the **max. wickets allowed** within 80% of the maximum overs required to be bowled, or,
- 2) by scoring the runs within 80% of the maximum overs to be faced.

*** If the winning team fails to “obtain” the bonus point, the losing team “wins” the bonus point.***

Prizes/trophies will be determined at a later date.

CALCULATIONS IF OVERS LOST DUE TO RAIN.

(Is possible that you can be required to use 1 system more than once, and/or, a combination).

1. Time/Overs lost due to rain BEFORE Match Start.

For **more** than 1 hour lost:

- total time remaining to the scheduled finishing time in minutes. Take off 10 minutes for change of innings. Divide the time by **3.5** (mins per over) adjust to the lower even number, divide by 2. (Both teams split the over loss). That number becomes the overs per innings.

For example; 1 hour 15 mins lost. Therefore 10:15am to 1:25pm = 190 mins -10 =**180** mins game time.

Therefore, **180 / 3.5** = 51.42 overs. The lower even number is 50, divide by 2. Therefore, 25 overs per team.

*** No drinks break unless in front of over rate ***

For **less** than 1 hour lost:

- refer to 2.

For 1 & 2; Use “Duckbill” system for field restrictions ONLY

2. Time lost DURING 1st Innings.

If the game is in progress when interrupted, 1 overs is lost for every 3.5 minutes, (or part thereof).

For example; if 30 minutes are lost after **12** overs have been bowled, 30 mins / 3.5 (mins per over), adjust to the higher even number, (Both teams split the over loss). = (8.57) = 10, then divide by 2. Therefore **5** overs lost per team.

Overs remaining in the 1st innings: 30 max. – **12** – **5** = 13. Therefore, **13** overs remaining in the innings.

*** **The Match is now 25 over per side.** ***

3. Time lost during 2nd Innings after Team batting 1st has faced their 30 overs.

Overs lost during 2nd Innings is 1 over for every 3.5 minutes. 7 minutes of lost play must occur before beginning the calculation, otherwise time can be caught up – Then, the Duckbill system applies.

The “Duckbill” system!

Overs to be played	Fieldsmen restrictions for	Max. Wickets allowed	% Runs required to win
30	8 overs	10	100
29	8 overs	10	98
28	8 overs	9	95
27	7 overs	9	92
26	7 overs	9	88
25	7 overs	8	84
24	7 overs	8	80
23	6 overs	7	75
22	6 overs	7	70
21	6 overs	6	65
20	6 overs	6	60
15 - 19	5 overs		

3. (a) COMPLETING A 20 OVER RESULT in LESS THAN 20 OVERS

Teams must achieve what is required for 20 overs.

If Team 1 (batting 1st) wishes to beat Team 2 (batting 2nd) with **less than 20 overs** to face, they must take **6** wickets.

If Team 2 (batting 2nd) wishes to beat Team 1 (batting 1st) with less than 20 overs to face, Team 2 must score 60% of the runs without losing 6 wickets. (Losing **5** wickets **and/or** scoring less than 60% of the runs does not win or lose the match, it would be a Draw).

4. Time lost during 1st & 2nd Innings

If overs are lost in the 1st Innings (which are split evenly between teams) and then more overs are lost in the 2nd Innings, to win the game you must score the runs or take all the wickets. No calculations.

The Duckworth-Lewis system isn't working for 30/30, we have the Duckbill system. I'm not saying this is the best, but, we'll go with it for the moment until someone gives me a better one.

I suggest that we try to get the games finished and not have to worry about the Duckbill system.

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Finals Format

In the FINAL's, (1/4, semi, "grand")

No batting restrictions.

Bowling restrictions are limited to Rule 10.1

There is no minimum number of bowlers required to bowl, provided the minimum rest period is applied.

10.1 Over Restrictions – For players playing 2 games (Juniors & Seniors) in a day-(Open Competition)

- u/16's 16 overs max per day - max. 6 over spells
- u/15's 12 overs max per day - max. 6 over spells
- u/14's 10 overs max per day - max. 5 over spells
- u/13's 10 overs max per day - max. 5 over spells
- u/12-10's 8 overs max per day - max. 4 over spells

10.2 Minimum Rest Period (For fast and slow bowlers)

- (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.

COACHING RESTRICTIONS

NO mobile phones to umpires, No yelling from the boundary. Quiet talking ONLY.

19.4 UNDER 11 - UNDER 13 JUNIOR COMPETITION

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

19.5 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. No yelling from the boundary...

Under 10's to Under 16's

20(b) **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 DISPENSATIONS

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:

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 10		20	15
	Under 11		30	20
	Under 12		40	30
	Under 13-16		50	30
	Under 14 -16 Girls		40	20

Bowling: Maximum overs in an innings

Under 10 – 11.....	3	2
Under 12-14	4	2
Under 15-16	5	3
Under 14 – 16 Girls.....	3	2

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.

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 is allowed for correct age players in Rule 9.

The “Grand” FINAL – Hours of Play

Age Group }	U/11's - U/12's Boys & U/14's - U/16's Girls	U/13's - U/16's Boys	U/10's Boys & U/12's Girls (if req.)
	Hours of Play	Hours of Play	Hours of Play
Start: 1st Session	10:00 - 12:00	10:00 - 12:00	10:00 - 12:00
Lunch	12:00 - 12:30	12:00 - 12:30	12:00 - 12:40
2nd Session	12:30 - 13:50	12:30 - 14:00	12:40 - 13:50
Change of Innings	13:50 - 14:00	14:00 - 14:10	13:50 - 14:00
3rd Session	14:00 - 15:50	14:10 - 16:00	14:00 - 15:40
Tea	15:50 - 16:10	16:00 - 16:20	15:40 - 16:00
Final Session	16:10 - 17:30	16:20 - 18:00	16:00 - 17:30
	50 Overs	55 Overs	45 Overs

The Final is a 2-day game played over 1 day.

Bowling restrictions for the normal 2-Day (ALL DAY) competition apply.

Two day matches will be conducted in accordance with the MCC Laws of Cricket except where otherwise provided for by the Junior Competition Rules 2000-2001.

If a team is dismissed before they have completed their Maximum number of overs, the session times remain the same except for the “**change of innings**” slot. In this case, a 10 minute change of innings will be taken at the change of any innings.

SPECIAL RULES

OVER REQUIREMENTS

If there has been no interruption to the scheduled playing time due to lost balls, injury or wet weather, then,

If the team bowling 1st fails to bowl the **Number of Overs** by the “**Scheduled Change of Innings**” time, then;

- (i) Record the score and over number – **New Over Limit** - at the conclusion of the over in progress,
- (ii) that team shall then continue to bowl until the **Number of Overs** has been completed,
- (iii) 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 2nd will then be limited to the **New Over Limit** they bowled by the “**Scheduled Change of Innings**” time to score the required runs the team batting 1st scored from the **Minimum Number of Overs**.

If the team bowling 2nd 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

U/13's - U/16's Boys

		Hours of Play	
Start: 1st Session		10:00 - 12:00	
Lunch		12:00 - 12:30	
2nd Session	Team A : 53 overs bowled by time	12:30 - 14:00	
Change of Innings	Old Time New Time 2 overs to be bowled 200 runs scored after 55 overs	(14:00 - 14:10) 14:08 - 14:18	Takes 8 minutes ADJUST TIMES
3rd Session (120 mins.)	Old Time New Time	(14:10 - 16:00) 14:18 - 16:08	
Tea (20 mins.)	Old Time New Time	(16:00 - 16:20) 16:08 - 16:28	
Final Session (120 mins.)	Old Time New Time Team B : Only bowled 51 overs by finishing time. extra time is required Time	(16:20 - 18:00) 16:28 - 18:00 16:28 - 18:00 +	Team A Run Chase is 201 from 53 overs Team A Run Chase is 185 from 53 overs
	Overs required to be bowled by Team B by time is 53 overs	Maximum 55 Overs	

IF TEAM B BOWLED THE 53 OVERS BEFORE THE FINISHING TIME, (18:00), TEAM A WOULD BE REQUIRED TO SCORE 201 RUNS TO WIN THE GAME.

WET WEATHER – Lost overs to be split evenly if possible. An extra ½ hour may be played, (if light permits), to complete overs lost for wet weather during the 2nd of the 1st innings only.

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

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

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

46 minutes lost = 12 overs

52 minutes lost = 14 overs, etc, etc.

If time permits, more overs may be bowled up to the scheduled finishing time (12:30pm). Do Not exceed the maximum overs per innings. (Time followed by overs, whatever comes 2nd).

Fri 06-Feb-09 HYDRATION TIPS - COMPETING ON HOT & HUMID DAYS



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, HKHDCA 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.

Fri 06-Feb-09 HYDRATION TIPS - COMPETING ON HOT & HUMID DAYS (cont.)

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.