

# BOX HILL REPORTER DISTRICT CRICKET ASSOCIATION



Registered No: A 0032112 P  
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## JUNIOR COMPETITION RULES

CODES and POLICY DOCUMENTS TO ACCOMPANY THESE RULES

*“Code of Behaviour”, “Injury Code”, “Extreme Conditions Policy”, Fast 9 & Super 7 Cricket Rules  
and Under-18 Twilight Competition Rules, Attire Policy, Split Innings Rules*

**Confirmed by the Committee of Management 4/9/2018**  
**Contains all amendments up to and including those approved by the**  
**Junior Delegates (Tabled 8/8/2018), Updated 29/8/2018**

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# RULES

## PREAMBLE

These Rules apply to the Junior Section of the Box Hill Reporter District Cricket Association (BHRDCA).

As these Rules cannot cover all situations that may arise during a match, it is the responsibility of all players, officials and parents to ensure that matches are **played in the right spirit, and respect is shown to opponents, team-mates, Umpires and Club Officials.**

Team Managers must foster participation and development at training and in matches. All players must be given a “*fair go*” so that they do not become disillusioned and lost to cricket through a lack of opportunities to bat and bowl.

## **1. GENERAL**

- 1.1 These Rules supersede all versions dated before the date shown in the page footer of this document.
- 1.2 Matches are to be played in accordance with these Rules, then for clarification, reference to the **BHRDCA Senior Competition Rules** and then for clarification, reference to the **Marylebone Cricket Club (M.C.C.) Laws of Cricket 2017 Code**, with the exceptions highlighted below where the M.C.C. Laws of Cricket **DO NOT APPLY** to the **BHRDCA Junior Competition**:
  - (a) Laws with reference to, or the application of penalty runs to either the Batting or Bowling team;
  - (b) Laws with reference to, or the application of “Turf” or natural surface cricket;
  - (c) Law 24 which covers a fielder’s absence and departure from the field;
  - (d) Law 41 which covers unfair play (and has penalty runs applied);
  - (e) Law 42 which covers player conduct and the suspension of a player.
- 1.3 The BHRDCA Junior Section will be divided into six groups – Under 18, Under 16, Under 14, Under 12, “Fast 9’s” and “Super 7’s” and/or as may be determined from time to time.
- 1.4 Each age group will be subdivided into Grades as determined by the Junior Executive Committee.
- 1.5 Each Grade playing format (e.g. Split Innings, Hybrid draws etc) will be determined by the Junior Executive Committee
- 1.6 In these Rules, Team A is the team that bats first, and Team B is the team that bats second.

## **2. MANAGEMENT OF TEAMS**

- 2.1 Each club must have a Junior Coordinator who will be the contact for all liaison and communication with the BHRDCA and other clubs in relation to the junior competition.
- 2.2 Each team must have a Team Manager/Coach who:
  - (a) will be responsible for the conduct and safety of players; and
  - (b) will ensure that matches are played in the right spirit at all times
- 2.3 Unless an official Umpire or an official BHRDCA Representative is appointed to a match, the Team Managers are to be responsible for all decisions regarding the conduct of the match.
- 2.4 The Junior Coordinator must ensure that Team Managers have read and understood these Rules, and that all Team Managers have a copy of the Rules in their possession on match days.
- 2.5 Each club must have associated with its junior teams a minimum of one person who is accredited by Cricket Australia as a Level 1 Coach.
- 2.6 The names and telephone numbers of each club’s Junior Coordinator, Team Managers and nominated Level 1 Coach must be submitted to the Junior Executive Committee by the end of September and preceding the first round.

### **3. PLAYER ELIGIBILITY (Age requirements)**

- 3.1 A **male** player must be **less than the age limit** for their team prior to **1<sup>st</sup> September** preceding the start of the season
- 3.2 A **female** player may be up to **two years older** than the age limit for their team at **1<sup>st</sup> September**
- 3.3 A player is to play in the youngest age group that the player is eligible to play in, unless the player's parent or guardian has given written permission allowing the player to play in an older age group.
- 3.4 The Junior Executive Committee may grant a player permission to play in a younger age group under special circumstances. This will be on a case by case situation following a written request by that players club supported by any relevant documentation, i.e. **medical certification, sibling support etc.**
- 3.5 **FINALS' ELIGIBILITY** (Minimum Games Played) - Unless a Permit has been granted by the Permit and Clearance Committee, a player must have played a **minimum of three matches** during the current "***Home and Away***" season with **that team in that grade**, to be eligible to participate in that team's final series, with the exception of Grades where players are 12 years of age or under, where qualification may be considered on a case by case basis.

### **4. REGISTRATION**

- 4.1 An official BHRDCA Registration Form signed by the player's parent or guardian must be held by the players club and be available for sighting by the Association from time to time as required.
- 4.2 All players must be registered by their club in the MyCricket system by close of business on the Monday following that player's first game with the club.
- 4.3 MyCricket registration must include Full Name, Address, correct Date of Birth, Email Address and Contact Number(s) at a minimum.
- 4.4 Any club found to have breached any of the above conditions i.e. played an unregistered player, will forfeit all points obtained in matches in which that player played. Refer also **BHRDCA Senior Competition Rules 9(a) (iv)**
- 4.5 Previously registered players must be reconfirmed on MyCricket at the start of each season

### **5. CLEARANCES**

- 5.1 All requests for a clearance or permit in relation to transfer of players between clubs and/or Associations, will be applied for in accordance with relevant provisions of the **BHRDCA Senior Competition Rules**, MyCricket protocols, respective procedures and By-Laws.

### **6. PERMITS**

- 6.1 For any matches (inclusive of finals), following the first round after Christmas, unless a permit has been granted by the Permit and Clearance Committee, **a player may not play in a team in a younger age group** or in a lower Grade in the same age group (e.g. from U/14A to U/14B), if that player has played in four or more matches in teams that are in older age groups or higher Grades than the team that the player wishes to play in.
- 6.2 Applications for permits must be provided in the approved manner to the Permit and Clearance Committee (online via MyCricket), no later than 24 hours prior to the match commencing. Permit determinations will be published on the Association Website prior to the weekend for which the player permit application occurred.

## **7. TEAM SHEETS**

Before the toss of the coin, the names of the players in each team must be listed on a team sheet handed to the Team Manager of the opposing team or identically recorded in both scorebooks

7.1 The nominated team may be changed after the start of the match, but only with the consent of the Team Manager of the opposing team, who shall initial any such change in the scorebook.

7.2 **Use of a Substitute** - Any requirements for the use of a Substitute fielder can only be initiated when the following criteria are met...

- (i) The Substitute must be a MyCricket Club registered player
- (ii) The Substitute can only take the field after consultation with, and the consent of, the controlling Umpire(s) and/or opposition Team Manager/Captain
- (iii) The Substitute can only take the place of a player who has sustained an injury or illness during play - and **CANNOT** be used in place of a player with a pre-existing condition
- (iv) The Substitute player may not bat or bowl but **MAY WICKET-KEEP**

**NOTE:** Reference the **M.C.C. Laws of Cricket 2017 Code (Law 24)**; a substitute player may now wicket-keep.

## **8. BREACHES OF RULES**

8.1 If a team breaches Rules 3, 4, 5, 6 or 7:

- (a) the team shall be deemed to have forfeited the match in which such infringement took place, and/or
- (b) shall be dealt with as the Junior Executive Committee may think fit.

## **9. NUMBER OF PLAYERS**

9.1 A team must have at least seven players to commence a match.

9.2 There is no limit on the maximum number of players in a team.

9.3 A club with a team that has more than 15 players should consider making arrangements for one or more players to play with another club on a permanent or rotation basis or combine to form an amalgamated team. Clubs may not enter into any such arrangements without the approval of the BHRDCA Junior Section Manager.

9.4 Each player may bat, bowl or keep wicket, regardless of the number of players in the team.

9.5 If a team has seven to nine players to field, the opposition must supply enough substitute fielders to allow the fielding side to have ten (10) players, in accordance with the "*Spirit of Cricket*". **Refer also Rule 7.2.**

## **10. ATTIRE (Refer Attachment 6)**

### **11. BALLS (All Grades/Days of play)**

11.1 **Friday night** Under 12 Grades - A 142g two-piece **pink leather** ball is to be used. (These will have a "*BHRDCA*" or sponsors stamp)

11.2 **Friday night** Under 14, Under 16 & Under 18 Grades – A 156g two-piece **pink leather** ball is to be used. (These will have a "*BHRDCA*" or sponsors stamp)

11.3 **Saturday morning** Under 12 Grades - A 142g two-piece **red leather** "*Sponsors stamped*" ball is to be used.

11.4 **Saturday morning** Under 14 & Under 16 Grades – A 156g two-piece **red leather** ball "*Sponsors stamped*" ball is to be used.

11.5 The ball used must be approved by the Committee of Management.

11.6 A new pink/red ball must be used at the start of each team's first innings.

11.7 A used pink/red ball may be used for any second innings.

11.8 For Twilight Competitions the recommended ball for use must be coloured as determined by the BHRDCA Junior Executive Committee

## **12. PLAYING CONDITIONS**

- 12.1 The ground is considered unfit for play when it is wet or slippery so as to deprive the bowlers of a reasonable foothold, the fielders of the power of free movement, or the batter the ability to play their strokes or to run between the wickets. Play should not be delayed or suspended merely because the grass and the ball are wet and slippery.
- 12.2 If an official Umpire has been appointed to a match, decisions about whether conditions are fit for play to commence, resume or continue are the responsibility of the official Umpire.
- 12.3 If an official Umpire has not been appointed to a match, the Team Managers are responsible for decisions about the fitness of conditions. In such cases, play will not commence, continue or resume unless the Team Managers agree.
- 12.4 If a total of 60 minutes or less has been lost due to extreme conditions delaying the start of play or interrupting play on one or more occasions, play may not be called off unless both Team Managers agree to do so.
- 12.5 If a total of more than 60 minutes has been lost due to extreme conditions delaying the start of play or interrupting play on one or more occasions, either Team Manager is be entitled to call off play.
- 12.6 The BHRDCA “*Extreme Conditions Policy*” (Refer Attachment 3) is to be observed at all times
- 12.7 If less than 10 overs are bowled on the first day of a Two Day match, unless Team A has been dismissed, that day’s play is to be cancelled and the match is to be played as a One Day match the following week.
- 12.8 Grounds are to be measured with a rope for placement of boundary markers, when not using the boundary fence, and where oval dimensions allow: Under 18, Under 16 & Under 14: 60 metres, Under 12 & Fast 9’s: 45 metres, Super 7’s: 40 meters.
- 12.9 **Boundaries** – The playing field boundary must be marked and/or coned at least 2.74m (3 Yards) in front of any fixed or immovable object e.g. fence, gutter, drain, goal post etc.
- 12.10 **Use of Artificial Lighting** – In BHRDCA twilight fixtured matches artificial lighting, i.e. that provided by Lighting Towers (where installed), Ground Lights, Car headlights etc. **IS NOT** permitted to augment natural light and cannot be used when natural light falls below the standards expected and controlled by the appointed Umpire or Umpires, or when no Umpire stands, by agreement between the Team Managers/Captains.
- 12.11 **Wicket Length** – All Junior Grades will be played on regulation length wickets (20.1 m) except **Under 12B (and any competition Grades below)** where players **MUST** play on an 18m pitch, (or crease to crease 17.7 metres)

## **13. DATES AND DURATION OF MATCHES**

- 13.1 Matches are to be played on dates set by the Junior Executive Committee subject to ratification and/or amendment by the BHRDCA Committee of Management.

## **14. START OF PLAY**

- 14.1 During the season including finals:
  - (a) matches on Saturdays will start at 8.30 a.m.;
  - (b) matches on Sundays will start at 9.00 a.m.;
  - (c) Twilight matches will start at 5.00 p.m., **or earlier** if previously agreed to by the Team Managers of the competing teams;
  - (d) Twilight matches may commence up to, but no earlier than 30 minutes before the normal commencement time, but only with the agreement of the Umpire (if present) and/or both Team Managers/Coaches.

## **15. END OF PLAY**

- 15.1 Giving due regard to the provisions of Rule 15.2 (below), play will end when the following numbers of overs have been bowled regardless of the time (See 14.4);
- (a) Saturday Competition - All Grades – **50 overs** less two overs for every seven minutes delay to the start of play or interruption to play;
  - (b) Super 7's (Saturday & Sunday), play is limited to **two (2) hours maximum**;
  - (c) Fast 9's (Saturday & Sunday), play is limited to **three (3) hours maximum**;
  - (d) Twilight Competition – All Grades – **44 overs** less two overs for every seven minutes delay to the start of play or interruption to play;
- 15.2 The number of overs to be bowled is not reduced if there is a change of innings;
- (a) No match will continue beyond 11.45 a.m. (8.15 p.m. for twilight matches) unless a result or a second innings reversal of one is imminent (and there are overs remaining.) Play may continue to 12 noon only.

Further:

- (b) Team Managers (and appointed Umpires) are responsible for keeping the rate of overs at an appropriate level;
- (c) If a late start occurs, play is interrupted or delayed due to weather etc, or for exceptional circumstances then overs are to be reduced accordingly (two overs for every seven minutes lost)

Failure to complete the required overs within the allowed time could be deemed a breach of the Rules and expose offending teams/clubs to a penalty as seen fit by the Junior Committee of Management.

## **16. COMPULSORY CLOSURE - ONE DAY MATCHES**

- 16.1 If the start of play is not delayed, and if Team A's first innings is not interrupted, Team A's first innings is to be compulsorily closed after Team A has received **25 overs for Saturday matches or 22 overs for Twilight matches.**
- 16.2 If the start of play is delayed, or if Team A's first innings is interrupted, Team A's first innings is to be compulsorily closed after Team A has received:
- (a) Saturday Competition: All Grades – **25 overs** less two overs for every seven (7) minutes delay to the start of play or interruption of play (a minimum of 17 overs in an innings must be bowled to constitute a match);
  - (b) Twilight Competition: All Grades – **22 overs** less two overs for every seven (7) minutes delay to the start of play or interruption of play (a minimum of 15 overs in an innings must be bowled to constitute a match).
- 16.3 Team B's first innings is to be compulsorily closed after it has received the same number of overs as Team A was entitled to receive before compulsory closure.
- 16.4 For the purposes of this Rule, an over that has not been completed will count as a completed over.
- 16.5 In One Day matches, Team B does not receive the unbowed overs where Team A is dismissed in less than the scheduled overs allocation.

## **17. COMPULSORY CLOSURE - TWO DAY MATCHES**

- 17.1 If the start of play on the first day is not delayed and if Team A's first innings is not interrupted, Team A's first innings is to be compulsorily closed at the earlier of 50 overs or 11.45 a.m. for Saturday matches, or 44 overs or 8.00 p.m. for Twilight competitions.
- 17.2 If Team A's first innings was compulsorily closed, Team B's first innings is to be compulsorily closed after it has received the same number of overs as Team A received.
- 17.3 If on day one the start of play is delayed and/or Team A's first innings is interrupted, then Team A can complete its first innings on the second day. Completion of Team A's innings shall be when it has received half the total number of overs on the first day added to the number of overs to be bowled on the second day.

Example: **FRIDAY** - Team A receives 36 overs on the first day, it is therefore entitled to receive a further four overs on day two before Team B bats.  $36+44 = 80/2 = 40$ . Team B is to face 40 overs.

Example: **SATURDAY** - Team A receives 45 overs on the first day, it is therefore entitled to receive a further two overs on day two before Team B bats.  $45+50 = 95/2 = 47.5$  or 47. Team B is to face 47 overs.

- 17.4 If on Day 1 of a Two Day match, Team A receives less than 10 overs, the match is deemed abandoned and shall be played as a One Day match the following week.

## **18. INTERVALS BETWEEN INNINGS AND DRINKS BREAKS**

- 18.1 There will be a maximum of **TEN MINUTES** interval between innings in all matches.
- 18.2 Unless there has been an interval between innings less than 15 minutes beforehand, a five minute maximum drinks break is to be taken at the completion of the over in progress:
- (a) For Saturday matches starting at 8.30 a.m. – at 10.00 a.m. or at 25 overs (whichever occurs first);
- (b) For Twilight matches starting at 5.00 p.m. – at 6.15 p.m. or at 22 overs (whichever occurs first)
- 18.3 In hot weather, extra drinks breaks may be taken at times agreed by the Team Managers before the start of play and in accordance with the BHRDCA's "***Extreme Conditions Policy***" (Refer Attachment 3).
- 18.4 If a wicket falls during the last over before a scheduled drink break, the drinks break is to be taken immediately.

## **19. ABANDONMENT OF ROUND**

- 19.1 Where 50% or more of scheduled Two Day games have been cancelled within a Grade on Day 1 due to extreme conditions (i.e.<10 have been bowled on Day 1), then the whole round for that Grade will be played as One Day matches on Day 2.
- 19.2 Where 50% or more of One Day games have been cancelled within a Grade due to extreme conditions (i.e.<10 have been bowled on Day 1), the whole round shall be deemed as abandoned and no match points will be allocated.

**NOTE:** This Rule does not apply to Semi-Final or Final matches where reserve days are identified.

In the instance where no Semi Finals or Finals match reserve days are identified, the highest finishing teams will progress and/or be declared the winner.

## **20. FOLLOW ON**

- 20.1 Team B may be compelled to follow on if its first innings score is **50 runs** or more behind Team A's first innings score.

**NOTE:** A follow on innings is only applicable in BHRDCA **Under 18 and Under 16** competitions



## 21. **BATTING**

- 21.1 The batter in **ALL GRADES** must wear a helmet with a grille (2016/17 Cricket Australia policy).
- 21.2 Each team must have at least three helmets available for the duration of each match.
- 21.3 More than 11 players may bat, but a team will be dismissed when it has lost ten wickets.
- 21.4 A batter may be non-compulsorily retired by the Team Manager; -
- (a) In the Under 18 and Under 16 and ~~Under 14~~ Grades at any time;
  - (b) **Retired batsmen (Under 18 & Under 16 Grades only)** - If required, once all other batsmen have been dismissed, compulsorily retired or non compulsorily retired, retired batsmen can return to the crease in lowest to highest score order only
  - (c) There is **NO** non-compulsory retirement in **ALL Under 14** and **Under 12** Grades.
- 21.5 A batter is to be compulsorily retired on the ball of the over as follows:
- (a) Under 18 and Under 16 Grades – **100 runs in Two Day matches, 50 runs in One Day matches;**
  - (b) **ALL** Under 14 Grades – **60 Balls in Two Day matches, 30 Balls in One Day matches**
  - (c) **ALL** Under 12 Grades – **30 Balls in Two Day matches, 15 Balls in One Day matches**

- 21.6 An **Under 14** batter who is retired...

**Under 14 – Two Day Matches:** Batters retired after 60 Balls faced may return on the dismissal of all other wickets, in batting order, whereupon their innings may be advanced by 60 balls again, cyclically until the team innings concludes at either 300 balls bowled, or 10 wickets lost.

**Under 14 – One Day Matches:** Batters retired after 30 Balls faced may return on the dismissal of all other wickets, in batting order, whereupon their innings may be advanced by 30 balls again, cyclically until the team innings concludes at either 150 balls bowled, or 10 wickets lost.

- 21.7 An **Under 12** batter who is retired...

**Under 12 – Two Day Matches:** Batters retired after 30 Balls faced may return on the dismissal of all other wickets, in batting order, whereupon their innings may be advanced by 30 balls again, cyclically until the team innings concludes at either 300 balls bowled, or 10 wickets lost.

**Under 12 – One Day Matches:** Batters retired after 15 Balls faced may return on the dismissal of all other wickets, in batting order, whereupon their innings may be advanced by 15 balls again, cyclically until the team innings concludes at either 150 balls bowled, or 10 wickets lost.

- 21.8 If a batter who was compulsorily or non-compulsorily retired fails to return to bat, they will be deemed to be dismissed unless the failure to return to bat is due to injury, illness or unavoidable absence.
- 21.9 If a batter who has temporarily retired hurt is unable to return after the fall of the second last wicket, the batter will be deemed Retired Hurt (not out) and the innings of the batting team will be closed.
- 21.10 If a batter involved in the last wicket partnership is injured:
- (a) a maximum of ten minutes is to be allowed for the batsman to recover;
  - (b) if the injury occurs within ten minutes of a scheduled break, the break is to be taken immediately;
  - (c) if the batter is unable to resume within the ten minute time limit or at the end of the break, the batter will be deemed Retired Hurt (not out) and the innings of the batting team will be closed.
- 21.12 **NO** batter in **ANY JUNIOR GRADE** may be dismissed by **“MANKAD”** mode of dismissal. Coaches are to warn batters as to their obligations not to use this Rule as an opportunity to **“steal runs”**. Subsequent breaches are to result in a **“dead ball”** call, no run recorded and the ball re-bowled.

### **BATTING – RETIREMENT SUMMARY**

	<b>Non Compulsory</b>	<b>Compulsory</b>
<b>Under 18</b>	Any Time	<b>2 Day</b> 100 Runs, <b>1 Day</b> 50 Runs
<b>Under 16</b>	Any Time	16A/B <b>2 Day</b> 100 Runs, <b>1 Day</b> 50 Runs
<b>Under 14</b>	Not Applicable – <b>Refer 21.4 (c)</b>	14A/B <b>2 Day</b> 60 Balls, <b>1 Day</b> 30 Balls
<b>Under 12</b>	Not Applicable – <b>Refer 21.4 (c)</b>	12A/B <b>2 Day</b> 30 Balls, <b>1 Day</b> 15 Balls

## 22. **BOWLING**

22.1 In Under 18 Grades, a player must not bowl:

- (a) more than **six overs** within the first **30 overs of an innings** of a Two Day match;
- (b) more than **six overs** in an innings in a **One Day** match;
- (c) more than **twelve overs** in an innings in a **Two Day** match or a final.

22.2 In Under 16 Grades, a player must not bowl:

- (a) more than **six overs** within the first **30 overs of an innings** of a Two Day match;
- (b) more than **six overs** in an innings in a **One Day** match;
- (c) more than **ten overs** in an innings in a **Two Day** match or a final;

22.3 In Under 14 Grades, a player **must not** bowl:

- (a) more than **five overs** within the first **35 overs of an innings** of a Two Day match;
- (b) more than **five overs** in an innings in a **One Day** match;
- (c) more than **nine overs** in an innings in a **Two Day** match or a final;

22.4 In Under 12 Grades:

- (a) A player **must not** bowl-
  - (i) more than three overs in an innings in a One Day match,
  - (ii) more than five overs in an innings in a Two Day match or a final,

**NOTE:** Maximum overs to be increased as necessary, where a team has less than 11 players

- (b) All players **except one** must have bowled two overs before any player may bowl a third over;
- (c) the Over is to end -
  - (i) in Under 12 (All Grades) - after **six deliveries** have been bowled, **regardless of the number of No Balls and Wides called**;
- (d) A player may be exempted from bowling if;
  - (i) the player is injured during a match and the injury prevents the player from bowling, or
  - (ii) the player has a pre-existing medical condition that prevents the player from bowling

22.5 **Twilight Matches - All Grades**

- (a) To assist with light and time restrictions, bowling in Twilight Match's may occur in alternating blocks of **11 overs from one end** before swapping to the other end for the next block of **11 overs**.
- (b) For Twilight matches in all age Groups: For Maximum Deliveries per Over - Refer Table below

22.6 **Daylight Matches - All Grades below Under 16A**

Bowling in Daylight matches will occur in alternating blocks of **5 overs from one end** before swapping to the other end for the next block of **5 overs**.

## BOWLING – OVERS SUMMARY

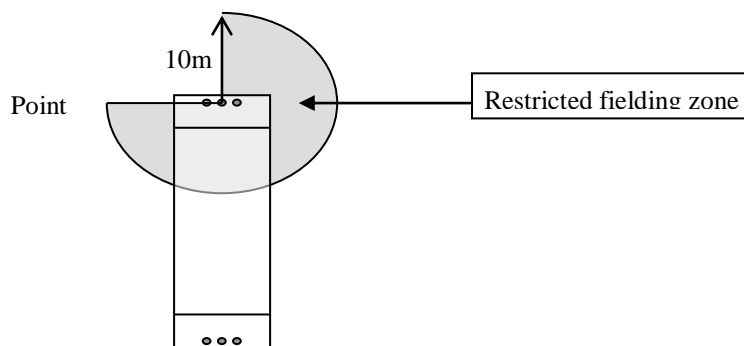
	<b>Max Overs/Bowler</b>	<b>Over Called</b>	<b>Overs/End</b>
<b>Under 18</b>	<b>2 Day</b> 6 Overs in 1 <sup>st</sup> 30 Overs of Match & no more than 12 in total <b>1 Day</b> 6 Overs/Inn	Friday – 6 balls (Inc Wides & No Balls)	<b>11/11</b> blocks
<b>Under 16(a)</b> <b>Under 16(b)</b>	<b>2 Day</b> 6 Overs in 1 <sup>st</sup> 30 Overs of Match & no more than 10 in total <b>1 Day</b> 6 Overs/Inn	Friday – 6 balls (Inc Wides & No Balls) Saturday – 8 balls (Inc Wides & No Balls)	Friday – <b>11/11</b> blocks Sat – 5 Over blocks
<b>Under 14(a)</b> <b>Under 14(b)</b>	<b>2 Day</b> 5 Overs in 1 <sup>st</sup> 35 Overs of Match & no more than 9 in total <b>1 Day</b> 5 Overs/Inn	Friday – 6 balls (Inc Wides & No Balls) Saturday – 8 balls (Inc Wides & No Balls)	Friday – <b>11/11</b> blocks Sat – 5 Over blocks
<b>Under 12</b>	<b>2 Day</b> 5 Overs/Inn <b>1 Day</b> 3 Overs/Inn	6 balls (inc Wides & No Balls)	Friday – <b>11/11</b> blocks Sat – 5 Over blocks

### **23. WICKET KEEPING**

- 23.1 Team Managers are to encourage players in Under 14 Grades to wear a helmet with a grill when wicket keeping at all times
- 23.2 Players in Under 12 Grades **MUST** wear a helmet with a grill when wicket keeping at all times
- 23.3 All wicket keepers in all Junior Grades (**Under 18 to Under 12 inclusive**), when keeping up to the stumps **MUST** wear a helmet with a grill (**2016/17 Cricket Australia Policy**)

### **24. FIELDING**

- 24.1 If a team has more than 11 players, all players may field provided that not more than 11 players from the bowling team are on the field at any time.
- 24.2 A restricted fielding zone is to be used in Under 12 Grades and Under 14 Grades. The restricted fielding zone extends from the middle stump at the batting end in a straight line for 10 metres to point, then in an arc with a radius of 10 metres to the pitch, to square leg, to a point directly behind the stumps, and then back to the middle stump. (See Diagram below)
- 24.3 In Under 16 & Under 18 matches, any fieldsman placed in front of the stumps and within 10 metres of the batter, **MUST** wear a helmet and protector (Refer 2016/17 Cricket Australia policy)
- 24.4 The Umpire at the bowler's end is to prevent the ball being delivered if a player other than the wicketkeeper is in or enters the restricted fielding zone before the ball is delivered.
- 24.5 No more than five players are to field on the leg side and no more than two players are to be behind Square Leg at any time. A Dead Ball is to be called until the situation is rectified.



## **25. NO BALLS**

25.1 Subject to Rule 1.2 with regard to whether or not a delivery is a No Ball, except as provided for herein, Umpires shall make their determination in accordance with relevant provisions of the **BHRDCA Senior Competition Rules** and where applicable, the **M.C.C. Laws of Cricket Code 2017**.

- (a) Either Umpire is to call and signal No Ball if, regardless of pace, the ball bounced and reached, or would have reached, the striker above shoulder height when the striker **standing upright** at the popping crease;
- (b) Either Umpire is to call and signal No Ball if, regardless of pace, the ball passes the batter on the full, i.e. a full toss, or would have reached the striker above waist height when the striker is standing in their **normal batting stance** at the popping crease; **NOTE:** If the batter advances beyond the popping crease, and an above waist height ball is received, a No Ball **does not** apply
- (c) Either Umpire is to call and signal No Ball, if regardless of pace, the ball bounces more than once **before reaching the popping crease** at the striker's end.

25.2 **Scoring a No Ball:** Byes & Leg Byes scored from a No Ball, are recorded directly as Byes and Leg Byes, and not collectively as No Balls. **Example:** Bowler bowls a No Ball, which goes to the boundary for four Byes – Scorers record one as a No Ball and four as Byes, with five added to the score. The bowler is credited with one No Ball.

## **26. WIDES**

26.1 Subject to Rule 1.2, with regard to whether or not a delivery is Wide, Umpires shall make their determination in accordance with relevant provisions of the **BHRDCA Senior Competition Rules** and where applicable, the **M.C.C. Laws of Cricket Code 2017**.

26.2 **Scoring a Wide ball:** All runs scored from a Wide together with the penalty for a Wide are scored as Wide Balls and are credited against the bowler.

## **27. SCORES REPORTS**

27.1 All requirements for reporting of progress scores, match results, player performances, Umpires' performance etc shall be in accordance with such requirements for the Senior Competition (as applicable) and any such complementary procedures as determined by the Committee of Management from time to time.

27.2 The "***Home***" team must lodge a Score Report via MyCricket (saved as a 'Match in Progress') by **8.00 p.m. Sunday** evening after the match has concluded

27.3 The "***Away***" team must confirm this result via MyCricket by **8.00 p.m. Monday** evening after the match has concluded

27.4 A club may be subject to a fine in accordance with **Rule 15 Schedule of Administration Fees** in the **BHRDCA Senior Competition Rules** for a breach of Junior Rule 27.

## **28. MATCH RESULTS AND MATCH POINTS**

28.1 Matches where an outright win or outright tie is not achieved will be classed as a first innings tie, a first innings win, or a draw as follows:

- (a) A first innings tie will occur if Team B's first innings score is equal to Team A's first innings score, regardless of the number of overs Team B has received;
- (b) Team B will be awarded a first innings win if Team B's first innings score is greater than Team A's first innings score, regardless of the number of overs Team B has received;
- (c) Team A will be awarded a first innings win if Team A's first innings score is greater than Team B's first innings score, and Team B has been dismissed or its first innings has been compulsorily closed;
- (d) A draw will occur if Team B's first innings score is less than Team A's first innings score, and Team B has not been dismissed and has not received the number of overs it was entitled to receive before compulsorily closure.

28.2 Points will be awarded in all Grades as follows:

- (a) 10 points for an outright win if ahead on first innings (**Under 18 & Under 16 Grades only**);

**NOTE:** There is **NO OPPORTUNITY** for additional points for an Outright Win in **all Under 14 & all Under 12 Grades**

- (b) 8 points for an outright win if a tie on first innings;
- (c) 6 points for an outright tie if ahead on first innings;
- (d) 6 points for an outright win if behind on first innings;
- (e) 5 points for an outright tie if a tie on first innings;
- (f) 6 points for a first innings win if no outright win or outright tie;
- (g) 4 points for a first innings win if beaten outright;
- (h) 4 points for a first innings tie if no outright win or outright tie;
- (i) 3 points for an outright tie if behind on first innings;
- (j) 2 points for a first innings tie if beaten outright;
- (k) 3 points for a draw.

28.3 If a team ~~has or~~ receives a forfeit, the team will be awarded:

- (a) three points if all matches in that Grade in that round are drawn; or
- (b) six points in all other cases; except
- (c) for a Bye, where no points will be awarded if all teams have an equal number of byes during the home and away season.

**NOTE:** In grades where an **unequal number of Byes occur**, the final H & A Round Ladder points will be calculated by Match Points obtained / Matches Completed ratio

**Example:** In an 11 round season, Team A plays 9 matches, with 2 Byes, and wins 4 games one of which is an outright win and obtains a draw; Total Match points = 31 (6+6+6+10+3), Match ratio = **31/9 (3.44)**, while Team B plays 10 matches, and 1 Bye and wins 5 games and obtains a draw; Total Match points = 33 (6+6+6+6+6+3); Match ratio = **33/10 (3.30)**; i.e. Team A with the higher Match ratio, despite not having won as many matches as Team B, will be placed higher on the Ladder

## **29. SEMI FINALS AND GRAND FINALS**

29.1 Semi finals are to be played:

- (a) between the teams that finished in first place and fourth place on the ladder; and
- (b) between the teams that finished in second place and third place on the ladder.

29.2 If a semi final finishes without at least a first innings result, the team that finished higher on the ladder at the end of the ***“Home and Away”*** season will be declared the winner.

29.3 Grand Finals are to be played between the winners of the semi finals.

29.4 If a Grand Final concludes without at least a first innings result, the premiership will be **shared** between the two teams.

29.5 Substitute players may be used from time to time in Finals matches subject to the Laws of Cricket (**Refer also BHRDCA Junior Rule 7.2**), except that -

- (a) Discretionary authority is afforded Umpires under Marylebone Cricket Club Laws of Cricket Law 2 allowing/denying substitute.
- (b) Prior to a substitute player participating in any match, the Team Manager seeking the substitution must declare to the appointed Umpire, or where no Umpire stands to the opposing Team Manager, any lack of eligibility to otherwise play in the team that relates to the substitute player.

**NOTE:** If the substitution is permitted then a notation must be made on the team sheet (or in the score book) confirming any such declaration and be signed by the Umpire/Team Manager giving the permission.

### **30. UMPIRES**

- 30.1 In matches during the “*Home and Away*” season, each team (below Under 16) is to provide an Umpire who may help the players with field settings and bowling changes. All Under 18 and Under 16 fielding and bowling changes should be determined by the on field Team Captain.
- 30.2 The BHRDCA Junior Section Manager will advise the nominated person of the names of the competing clubs and the venue.
- 30.3 If a neutral Umpire has been appointed to a semi final or a grand final, either by the manner prescribed herein or by the Umpires’ Appointment Committee, the competing teams must pay the Umpire an amount specified by the Annual General Meeting and in the manner prescribed.
- 30.4 If one neutral Umpire has been appointed to a semi final or a grand final, the square leg Umpire is to be provided by the batting team.
- 30.5 An Umpire appointed in the above manner to officiate at Junior semi final or a grand final match is not required to be a member of the Box Hill Reporter District Cricket Umpires’ Association (BHRDCUA).

### **31. TROPHIES**

- 31.1 Trophies will be awarded for the highest batting average and the lowest bowling average at the end of the “*Home and Away*” matches, and for any other individual or team performances at the discretion of the BHRDCA Junior Section Manager.
- 31.2 To be eligible for a trophy, a player must meet the following qualification requirements:
  - (a) Under 16 and Under 18 Grades
    - (i) batted in at least six innings and scored at least 200 runs,
    - (ii) bowled at least 40 overs and taken at least 20 wickets.
  - (b) Under 14 Grades-
    - (i) batted in at least six innings and scored at least 150 runs,
    - (ii) bowled at least 30 overs and taken at least 15 wickets;
  - (c) Under 12 Grades-
    - (i) batted in at least six innings and scored at least 120 runs,
    - (ii) bowled at least 20 overs and taken at least 10 wickets;
- 31.3 If no player meets the qualification requirements, they may be lowered at the discretion of the Junior Executive Committee to ensure that one or more players do qualify.

### **32. FORFEITURE OF MATCHES**

- 32.1 A club that is unable to field a team on any day of a match must inform the BHRDCA Junior Section Manager and the Junior Coordinator of the opposing club by 8.00 p.m. on the day before the match is due to start or continue.
- 32.2 Failure to comply with this Rule will result in the club being liable for a fine in accordance with **Rule 15 Schedule of Administration Fees** in the **BHRDCA Senior Competition Rules**.

### **33. MEETINGS**

- 33.1 Meetings of Junior Delegates will be held on dates specified by the Junior Executive Committee.
- 33.2 Each club must be represented at each meeting by a nominated delegate or a proxy.
- 33.3 Failure to comply with this Rule will result in the club being liable for a fine in accordance with **Rule 15 Schedule of Administration Fees** in the **BHRDCA Senior Competition Rules**.

### **34. PROTESTS/DISPUTES**

- 34.1 All protests must be:
- (a) made in writing on club letterhead or via Email by a Club Office Bearer;
  - (b) signed by the club's Junior Coordinator, and the President or Secretary; and
  - (c) submitted to the BHRDCA Junior Section Manager by 8.00 p.m. on the Tuesday immediately following the completion of the match which is the subject of the protest.
- 34.2 The club making the protest must lodge a deposit of \$100 which will be forfeited to the BHRDCA if the BHRDCA Junior Section Manager considers that the protest is frivolous.
- 34.3 The BHRDCA Junior Section Manager will provide a copy of the protest to the club against which the protest is lodged.
- 34.4 Protests will be considered by a panel comprising the Junior Executive Committee and other members of the BHRDCA Committee of Management as applicable.
- 34.5 All decisions about protests will be final, and there will not be any right of appeal.
- 34.6 Any club that wishes to **dispute a match on MyCricket MUST** contact the BHRDCA Junior Section Manager or the BHRDCA Administration Manager **prior to committing to the MyCricket dispute option on the match concerned.**

### **35. MATCH DAY REQUIREMENTS FOR TEAM MANAGERS/COACHES**

- 35.1 All clubs must ensure that Team Managers and Coaches are provided with a copy of the Junior Rules, appropriate scorebook and Umpire's counter.

### **36. REGRADING**

- 36.1 The Junior Executive Committee in concert with the BHRDCA Committee of Management reserves the right to regrade a team or teams if it believes it is in the best interests of the Junior Competition and affiliated clubs to do so.
- 36.2 The BHRDCA Junior Section Manager is responsible for advising competing clubs after what Round this determination, if required, is made.
- 36.3 Their decision shall also encompass whether any match points earned, or batting and bowling averages achieved move with any regraded team.

# **ATTACHMENTS**

## **Attachment 1**

### **CODE OF BEHAVIOUR**

It is hoped that all matches will be conducted in the true spirit of the game of cricket. Cricket is a game of skill associated with knowledge of the Rules. However, skills and knowledge are only part of the pleasure to be derived from playing the game.

## **Attitude and sportsmanship are vital ingredients.**

To achieve this, Team Managers are to adopt and enforce the following Code of Behaviour...

1. In-going and out-going batters are to cross on the field of play.
2. Bowlers will return to the start of their run-up in a timely manner and be ready to bowl without wasting time.
3. Players will maintain a standard of dress commensurate with the game's traditions, and team and individual equipment will be serviceable and well maintained.
4. Players will respect the Umpires by accepting decisions without dissent, and if possible, honestly assist the Umpires in the making of difficult decisions.
5. Team Managers will co-operate with each other in the "*running*" of the game, including preparation of the pitch and surrounds for play.
6. Team Managers will thoroughly brief their teams regarding what is expected of them in terms of behaviour both on and off the field.
7. Fielders will move in a timely manner between overs and whenever required to change position.
8. Team Managers, Umpires and Captains will ensure that the setting and changing of the field is undertaken without wasting time.
9. Team Managers, players and persons associated with junior teams will be courteous at all times to the Umpires and must not dispute or react in a disapproving manner, either towards an Umpire, their decision, or generally, after an umpiring decision is given. When given out, a batter will walk quickly from the crease, and will not dawdle off the field or indulge in any ill-mannered tantrums.
10. Team Managers, players and persons associated with junior teams will not make unnecessary or uncomplimentary remarks towards opponents.
11. Remember that the visiting team and Umpires are guests and should be treated as such.

**Good cricket is an attitude of mind.**

**Good sportsmanship is a part of the game of cricket.**



## **Attachment 2**

### **INJURY CODE**

1. Where a player suffers an injury which causes bleeding, the player will immediately retire from the game and First Aid will be administered to prevent further bleeding. The player will not resume playing unless the bleeding has stopped, or the wound has been securely covered.
2. All home teams will provide a First Aid Kit which will be available to both teams. The First Aid Kit will contain as a minimum – bandages, cotton wool, gauze, adhesive plaster, bandaids, butterfly closures, scissors, tweezers, antiseptic, disposable gloves, disposable plastic bags, and an ice pack.
3. The **Names, Addresses and Contact numbers** of a number of local Medical Clinics available to give emergency treatment during the course of a match will be included in each team's scorebook.

### Attachment 3

#### EXTREME CONDITIONS POLICY

Revised 23/9/2017

The BHRDCA Extreme Conditions Policy shall be implemented by the Committee of Management when the temperature for Melbourne is forecast by the Bureau of Meteorology (**Phone 1196**) to reach 40°C during normal hours of play in the respective section...

Senior Grades: 1.00 – 6.00 p.m.,  
Twilight Grades: 5.00 – 8.15 p.m.  
Junior Grades: 8.30 – 11.45 a.m., and

38°C for Veterans Grades: 1 – 6 p.m.

The decision to cancel any play will be made at or before 7.00 a.m. for Saturday/Sunday morning matches, 10.00 a.m. on the morning of Saturday/Sunday afternoon matches and 1.00 p.m. for Twilight matches

Should the policy be implemented, notification shall be via the BHRDCA SMS Text Service, posted on the BHRDCA Website and via announcements on the BHRDCA Social Media network.

**Drinks** – Umpires, Captains (where Umpires are not present) for Senior and Veterans Grades; Team Managers and Coaches for Junior Grades may allow additional drink breaks without concern as to the extra time beyond the scheduled playing time. Any participant may call for additional drink breaks whilst batting, fielding or umpiring, although every effort should be taken to minimise when this occurs.

Bowlers may have drinks placed on the boundary line, which can be consumed at the completion of an over without disrupting play. It is recommended that when the Temperature exceeds 34°C that a minimum of two drinks breaks per session are taken.

**Tea Break** – Umpires, Captains (where Umpires are not present), Team Managers & Coaches in Junior Grades may schedule a longer break and play additional make up time after the scheduled time for stumps. This is entirely at the Umpires', Captains' and or Team Managers/Coaches discretion, but a consensus decision must be reached.

**Slow Play** – Where the required number of overs is not bowled within the scheduled time Umpires, Captains (where Umpires are not present), Team Managers & Coaches in Junior Grades are to show appropriate leniency where delays are attributable to extreme conditions affecting the team. Play can be extended in Senior Grade matches until 7.00 p.m. If no result is achieved by 7.00 p.m. the match shall be drawn.

**Player Rotation** – After notifying their Captain and an Umpire (if present), a player may remove himself from the field at any time for reasons of heat stress. If a team has more than the named eleven players, they may, after notifying the Umpire, rotate fieldsman to rest players in extreme conditions.

Umpires and Captains in afternoon matches are to pay particular attention to juniors who have played cricket earlier in the day, for signs of heat stress.

**Heat Stress** - Any player observed to suffering from heat stress is to be sent from the field by the Umpire, Captain or Team official immediately.

**Shade** – Clubs should provide shaded areas where the batting team, spectators and scorers may shelter.

**Sun Protection** – Players are reminded of the need for frequent applications of sunscreen and the use of long sleeved shirts to reduce exposure to the sun. Hats are an essential item and wide brimmed style is recommended, particularly on sunny days.

**Lightning** – Where an Umpire or Captain (where Umpires are not present) or a Team Official believes that lightning poses a threat to the safety of participants, play will be suspended, and safe shelter taken. Any time lost for lightning shall be treated in the same manner as for extreme conditions i.e. play can be extended to 7.00 p.m.

**Umpires** – Where an Umpire feels that their health or judgment may suffer because of extreme conditions, they may take a break from their duties, after arranging an appropriate substitute.

**First Aid** – Club First Aid Kits must include aids for the treatment of heat affected participants. Every endeavour should be made to have a club member, who is properly skilled in the treatment of heat affected people, at home games.

A notice should be prominently included in or displayed near the first aid kit, explaining treatment of heat affected patients.

**Early Finish** – If the trying conditions exist in Senior or Veterans matches, both Captains, by agreement may call the game off early after there has been a first innings result, however, both Captains must agree to such an early finish.

## **Attachment 4**

### **Junior Cricketers' Code**

*Cricketers should be people who do not boast; nor quit; nor make excuses when they fail. They should be cheerful losers, and quiet winners. They should play fairly and as well as they can. They should enjoy the pleasure of risk. They should give their opponents the benefit of the doubt and value the game itself more highly than the result.*

#### **FAST 9's (STAGE 2) & SUPER 7's (STAGE 1) CRICKET RULES (Updated 4/9/2017)**

These guidelines have been developed to encourage active participation in all elements of the game by all players as well as significant involvement from parents.

#### **FAST 9's (STAGE 2) CRICKET GUIDELINES**

This format is designed for children **Under 12 years of age** to further develop their skills, when they are playing their 2<sup>nd</sup>/3<sup>rd</sup> year of junior cricket, with an emphasis on continuous & active participation, when all players bat, bowl & field in three hours. **"Fast 9's" is skills based and is NOT played for premiership points.**

**BALL:** Only BHRDCA approved **142 gm Hard Leather Balls** are to be used

**TIME:** Maximum 3 hours (180 mins) playing time i.e. Team 1 bats for 90 minutes / Team 2 bats for 90 minutes

**INNINGS:** Maximum 30 Overs (180 balls)/90 minutes batting time or until 8 wickets are lost per Team

**BOUNDARY:** The ground should be marked at a maximum 45m diameter around the pitch (measured from the Centre of the pitch)

**PROTECTIVE EQUIPMENT:** Helmet (including the Wicket Keeper), Batting Pads, Gloves & Protector

**TEAM:** Nine (9) Players/Team, however the game works equally well for up to 11 Players with fielding rotations & a game can commence with 7 Players/Team

**PITCH:** Players play on an 18m pitch, (or crease to crease 17.7 metres)

#### **BATTING:**

- All batters must retire after 35 balls have been received
- Any retired batters can return when all others have batted, in the order of retirement
- All balls regardless of wides/no balls are included in the batters 35 ball count
- The innings is deemed closed once eight (8) wickets have fallen

#### **BOWLING:**

- Maximum 6 balls per over which includes Wides and No Balls
- All players including the Wicket keeper are to bowl
- No player bowling more than 5 Overs; e.g. 5 Players x 4 overs, 2 Players x 3 overs, 2 Players x 1 over
- Bowlers are to change ends at 15 Overs i.e. halfway point of Batting Innings

#### **FIELDING:**

- No fielder within 10 metres of batter or each other (except Wicket Keeper, Slips & Gully)
- A rotation of fielders is recommended to ensure players experience all positions;
- Each team is required to use two (2) Wicket Keepers (15 overs each)
- If more than 9 Players are present, they should rotate on/off field each over **i.e.** Maximum 9 Players on the field at once

#### **DISMISSALS:**

- All modes of dismissal count

#### **MIN/MAX PLAYERS:**

- 7 Players/Team – 4 Players bowl 5 Overs, 1 Player bowls 4 Overs, 2 Players bowl 3 Overs & batters retire at 35 balls
- 8 Players/Team – 5 Players bowl 4 Overs, 1 Player bowls 6 Overs, 2 Players bowl 2 Overs & batters retire at 35 balls
- 9 Players/Team – 5 Players bowl 4 Overs, 2 Players bowl 3 Overs, 2 players bowl 2 Overs & batters retire at 35 balls

## **SUPER 7's (STAGE 1) CRICKET GUIDELINES**

This format is designed for children **Under 12 years of age** who have completed the **Woolies Junior Blaster Program** and/or **Woolies Master Blaster Program** and are ready for their first taste of Junior Club competition cricket. It is designed to stimulate action, test game sense and develop skills whether batting, bowling or fielding. **“Super 7's” is skills based and is NOT played for premiership points.**

**COACH:** An Accredited Community (Level 1) Coach should be present (the prerequisite *Level 0 can be obtained online via Cricket Victoria*)

**BALL:** Only BHRDCA approved **Soft Balls** are to be used

**TIME:** Maximum 2 hours (120 mins) playing time i.e. Team 1 bats for 60 minutes / Team 2 bats for 60 minutes

**INNINGS:** Maximum 20 Overs (120 balls) or 60 minutes batting time per Team

**BOUNDARY:** The ground should be marked at a maximum 40m diameter around the pitch (measured from the Batters stumps)

**PROTECTIVE EQUIPMENT:** Helmet (including the Wicket Keeper), Batting Pads, Gloves & Protector

**TEAM:** Seven (7) Players/Team, however the game works equally well for up to 9 Players with fielding rotations & a game can commence with 5 Players/Team

**PITCH:** Players play on a 16m pitch

### **BATTING:**

- All batters must retire after 17 balls have been received (based on 7 Players/Team)
- If an extra ball is required (i.e. 7 x 17=119), the striker at the time will face the 120<sup>th</sup> ball
- All balls regardless of wides/no balls are included in the batters 17 ball count

### **BOWLING:**

- Maximum 6 balls per over which includes Wides and No Balls
- All players including the Wicket keeper are to bowl
- No player bowling more than 4 Overs; e.g. 3 Players x 4 overs, 2 Players x 3 overs, 2 Players x 1 over
- Bowlers are to bowl from one end for the entire innings; Change of innings = Change of end

### **FIELDING:**

- No fielder within 15 metres of batter or each other (except Wicket Keeper), to encourage singles and safety
- A rotation of fielders is recommended to ensure players experience all positions;
- Each team is required to use two (2) Wicket Keepers (10 overs each)
- If more than 7 players are present, they should rotate on/off field each over **i.e.** Maximum 7 players on the field at once

### **DISMISSALS:**

- Unlimited dismissals until the full quota of 17 balls/innings are faced

### **MIN/MAX PLAYERS:**

- 5 Players/Team – 5 Players bowl 4 Overs & batters retire at 24 balls
- 6 Players/Team – 2 Players bowl 4 Overs, 4 Players bowl 3 Overs & batters retire at 20 balls
- 7 Players/Team – 3 Players bowl 4 Overs, 2 Players bowl 3 Overs, 2 Players bowl 1 Over & batters retire at 17 balls
- 8 Players/Team – 6 Players bowl 3 Overs, 2 Players bowl 1 Over & batters retire at 15 balls
- 9 Players/Team – 4 Players bowl 3 Overs, 3 Players bowl 2 Overs, 2 players bowl 1 Over & batters retire at 13 balls

## **GENERAL REQUIREMENTS:**

**COACH:** An Accredited Community (Level 1) Coach representing each team, should be present at all times (the prerequisite Level 0 Coaching accreditation can be obtained online via Cricket Victoria)

[www.cricketvictoria.com.au/support/introduction-to-coaching](http://www.cricketvictoria.com.au/support/introduction-to-coaching)

### **EQUIPMENT:**

- Two (2) Sets of portable stumps (with Base & Bails)
- Measuring Tape or string to measure Pitch Length and Boundary
- Boundary Markers, Cones
- Chalk, tape or paint (water based) to mark crease

## **Attachment 5**

### **UNDER-18 TWILIGHT COMPETITION RULES**

#### **AUSPICES**

Except as otherwise provided for in these Rules, Under 18 Friday Twilight Cricket will be conducted on Friday evenings as one or two day fixtures drawn by the BHRDCA Junior Executive Committee.

#### **ATTIRE**

Participants must comply with requirements of Junior Competition Rule 10

#### **MATCH BALL**

The ball must be a BHRDCA approved match ball of 156 grams weight in a colour or colours as specified by the Junior Executive Committee

#### **PLAYING CONDITIONS**

1. In these Rules a reference to “*Team A*” is a reference to the team batting first while “*Team B*” is the team batting second.
2. Any team must have at least seven players with a maximum of 13 players.
3. The ground is considered unfit for play when it is wet or slippery so as to deprive the bowlers of a reasonable foothold, the fielders of the power of free movement, or the batters of the ability to play their strokes or to run between the wickets. Play should not be delayed or suspended merely because the grass and the ball are wet and slippery.
4. An official BHRDCUA Umpire will be appointed to each match; decisions about weather conditions allow for play to commence, resume or continue are the responsibility of the official Umpire. The batting team is to supply the Square Leg Umpire.
5. Where no official BHRDCUA Umpire is available, one Umpire is required to be provided by each club at all times, with the changes of ends resulting in a switch in controlling Umpires at each end
6. If a total of 60 minutes or less has been lost due to extreme conditions, bad light or exceptional circumstances delaying the start of play or interrupting play on one or more occasions, play may not be called off unless both team Captains agree to do so.
7. Play is to be cancelled as required in accordance with provisions of the BHRDCA “*Extreme Conditions Policy*” (Attachment 3.)
8. If less than 10 overs are bowled on the first day of a Two Day match during the “*Home and Away*” season, unless Team A has been dismissed, that day’s play is to be cancelled and the match played as a One Day fixture on day two.

#### **PLAYER ELIGIBILITY**

1. Male players must not have attained the age of 18 years [20 years for female players] prior to 1<sup>st</sup> September preceding the current playing season.
2. Players’ registration, clearance, permit and other relevant eligibility requirements will be in accordance with the relevant Junior Competition Rule.
3. Under 18 players [i.e. Under 18 at 1 Sep] may interchange freely between Premier or Sub District cricket and the BHRDCA Under 18 Competition without need of a permit.
4. Inclusion of ineligible player(s) will result in the offending team being deemed to have forfeited.

#### **START OF PLAY**

1. All matches are scheduled to commence at 5.00 p.m. EDT but later [or earlier] start times are permissible giving due regard to the time of sunset and projected duration of the match. Such varied start times are to be arranged by agreement between competing clubs at least 24 hours in advance.
2. Notice of any such agreement must be advised by the home club to the BHRDCA Junior Section Manager no later than 8.00 p.m. on the evening prior to game-day. Should a dispute arise during negotiations between participating clubs then the BHRDCA Junior Section Manager is authorized to render a determination.

## **TWO DAY MATCHES**

1. If the start of play on the first day is not delayed and if Team A's 1st innings is not interrupted, Team A's 1st innings is to be compulsorily closed at the end of 44 overs play on day one, unless dismissed beforehand.
2. If the start of play on day one is delayed and/or Team A's first innings is interrupted, Team A's first innings is to be compulsorily closed on day two after Team A has received two overs for every 7 minutes lost on the first day less two overs for every 7 minutes delay or interruption on day two before compulsory closure.
3. If Team A's first innings was compulsorily closed, Team B's first innings is to be compulsorily closed after it has received the same number of overs as Team A received.
4. If team A's first innings is subject to loss of time on Day One it can be completed on the second day. Completion of team A's first innings shall be when it has received half "*the total number of overs on day one added to the number of overs to be bowled on day two*". Team B is entitled to face the remaining overs unless dismissed or the overs are further reduced by interruption.

**Example:** Team A receives only 34 overs on the first day and is therefore entitled to receive a further 5 overs on day two before Team B bats.  $34+44 = 78/2 = 39$ . Team B is entitled to face the remaining 39 overs.

## **ONE DAY MATCHES**

1. If the start of play is not delayed, and if Team A's first innings is not interrupted, Team A's first innings is to be compulsorily closed after Team A has received **22** overs.
2. If the start of play is delayed, or if Team A's innings is interrupted it is to be compulsorily closed on receiving half the total number of overs calculated to remain after reducing the day's scheduled **44** overs by two for every full seven (7) minutes of playing time lost.
3. If the side batting first is dismissed in less than its scheduled overs, the side batting second is entitled to bat for a maximum of **22** overs (unless a result is achieved beforehand) whereupon the match must end.
4. Team B's innings is to be compulsorily closed after it has received the same number of overs as Team A was entitled to receive before compulsory closure.
5. Overs are to be bowled from one end alternating only every five overs to reduce playing time and avoid poor light conditions later in the evening.
6. For the purposes of this Rule, an over that has not been completed will count as a completed over.

## **SEMI FINALS AND GRAND FINALS**

Semi-Finals and Grand-Finals are to be played as Two Day Games and conducted under the same Rules as Home and Away fixtures.

## **DRINKS BREAKS AND INTERVALS BETWEEN INNINGS**

1. There will be a 10 minute interval between innings in all matches.
2. Unless there has been an interval between innings less than 15 minutes beforehand, a 10 minute drinks break is to be taken at the completion of the over in progress at 6.30 p.m. EDT [or at a comparable and mutually agreeable stage of the evening for games with a start time varied].
3. In hot weather, extra drinks breaks may be taken at times agreed by the Team Managers/Captains before the start of play.
4. If a wicket falls during the last over before a scheduled drink break, the drink break is to be taken immediately.

## **FOLLOW ON**

Team B may be compelled to follow on if its first innings score is 50 runs or more behind Team A's first innings score.

## **BATTING**

1. A batter is to be compulsorily retired immediately their score reaches 100, (50 in a one day game)
2. A batter may be non-compulsorily retired by the Team Manager/Captain at any time (i.e. Retired not-out).
3. A batter who was compulsorily retired; -
  - a. may not return to bat ahead of a player who has not batted; and
  - b. may not return to bat ahead of a player who was non-compulsorily retired.
4. A batter who was non-compulsorily retired may not return to bat ahead of a player who has not batted.
5. If two or more batters were non-compulsorily retired, they may return to bat in the, strictly in batting order, or in the order listed in the scorebook where two or more of them made the same score.
6. If a batter who was compulsorily or non-compulsorily retired fails to return to bat, they will be deemed to be dismissed unless the failure to return to bat was due to injury or illness in which case the player is “*Retired Hurt*”.

## **BOWLING**

1. No player may bowl; -
  - a. more than six overs within the first 30 overs of an innings,
  - b. more than six overs in an innings in a One Day match,
  - c. more than twelve overs in an innings in a Two Day match
2. Bowlers will alternatively bowl five overs sets from one end before changing

## **NO BALLS & WIDES**

The **M.C.C. Laws of Cricket Code 2017 [Laws 21 & 24]** apply except as varied under Rule 7 of the **BHRDCA Senior Competition Rules.**

## **AWARDS**

1. Pennants are to be awarded for the Premiers in each Grade.
2. Trophies may be awarded for the highest batting average and the lowest bowling average at the end of “*Home and Away*” matches.
3. To be eligible for an average trophy, a player must have; -
  - a. batted in at least six innings and scored at least 200 runs;
  - b. bowled at least 40 overs and taken at least 20 wickets.

If no player meets the qualification requirements, they may be lowered at the discretion of the Junior Executive Committee to ensure that one or more players do qualify.

4. “**DOUG RICKARBY MEDAL**” - Umpires will cast 3-2-1 best player votes after each match.  
All votes shall be tallied at the end of season Presentation Night and the highest vote scorer will be awarded the “Doug Rickarby Medal” for the Under 18 competition ‘Player of the Year’.

## **JOINT TEAM**

To aid with growth of the competition beyond a single Grade, subject to appropriate approval and under terms specified from time to time, clubs may combine resources to enter a team jointly.



## **Attachment 6**

### **ATTIRE POLICY**

Revised 23/9/2017

#### **CLOTHING**

- Players should wear predominantly white shirts, white pullover, white (cream) trousers, white socks and predominantly white shoes (In Junior matches players may wear ~~white shorts or~~ alternate clothing approved by the BHRDCA CoM)
- Club or Sponsorship/Promotional logos must not exceed community standards of appropriateness as displayed for Senior and Junior sport
- Any such designed clothing or advertising display that may reasonably be considered a distraction to the batter, when worn by a bowler will not be approved by the CoM
- Names (specifically first names and/or Surnames) and numbers are permitted on clothing
- Nick names are not permitted

#### **COLOURED CLOTHING**

- Teams wishing to wear coloured clothing for shortened forms of the game, i.e. T20, One Day matches, Junior matches etc., may do so only after the proposed clothing is approved by the BHRDCA CoM
- A design (Front & back) of any proposed coloured clothing must be approved by the CoM before a club or team can take the field in any such proposed clothing
- All team members must be attired in the same or similar styled clothing i.e. a few players in 'whites' and the rest in coloured clothing is not permitted

**NOTE:** Juniors who play in coloured clothing must not wear this clothing when playing in senior matches if the senior attire standard is white clothing

#### **ADVERTISING**

- Permissible advertising on player's shirts is of minimal size with no more than five displays allowed
- No more than one of these is to be located on each sleeve and/or breast pocket position (Additional advertising is permitted across the back of the shirt describing a panel at shoulder level, no more than 10 cm high and 30 cm wide)
- Where an unobtrusive manufacturer's logo is normally included on the shirt (as purchased), it shall not be considered a component of the advertising allowance
- A club logo or promotional display shall constitute advertising
- The dimensions of each sleeve/breast pocket display shall not exceed 65 square cm in area, nor 10 cm in height (sleeve) or width (sleeve & breast pocket position)
- Design and dimensions for additional advertising/sized display will only be approved by the CoM as it sees fit

#### **SHOES**

- It is recommended that shoes shall be predominantly white
- No player shall wear metal spikes or similar protrusions in their footwear

#### **HEADWEAR**

- Players in Shield Grades wishing to use headwear excluding protective helmets must wear either their recognised club cap, BHRDCA Representative cap or an approved white/club coloured hat. Players in all other senior Grades wishing to use headwear excluding protective helmets must wear their recognised club cap, BHRDCA cap, approved white hat or baseball style club cap. (Superseded club caps are also permissible)
- The BHRDCA recommends that, in extreme conditions, all players must wear a cap or hat.
- Any player eligible to play Junior cricket must wear a helmet with a face grille when batting in Senior teams.

## **BREACHES**

- No player is permitted to take the field in incorrect attire. The club responsible shall be fined in accordance with **Rule 15 Schedule of Administration Fees** of the **BHRDCA Senior Competition Rules** for each player incorrectly attired and on each occasion on which a player offends (except as recommended in the Umpires report).

## Attachment 7

### SPLIT INNINGS RULES

All Junior Grades except Under 16A and Under 14A Grades playing Friday Twilight and Saturday Morning competitions will adopt the Split Innings format per the Rules within and those specified below.

The Split Innings format is simply where the first innings of each team is split across the two days' play.

**NOTE: Any Split Innings match washed out on Day 2, will be a draw unless one team was previously dismissed on Day 1 and their score has been passed before the match is called off**

The side batting first will bat for half of their allocated overs which means for **22** overs on a Friday night and 25 overs on a Saturday morning. Once they have faced their allotted overs, the opposition goes in and bats the same number of overs before close of play.

On day 2, Team 2 continues their innings through to their **44 overs on a Friday night or 50 overs on a Saturday morning** as normal or until they are dismissed whereupon Team 1 resumes their innings at the point that they were on Day 1 and the game would continue as normal.

**Rules pertaining to maximum overs per bowler, retirement scores for batters and the follow on still apply per the current Two Day match Rules.**

If Team 1 is bowled out before reaching their allotted overs, Team 2 batting second can add the number of completed overs not faced to their allotted number when they bat. Similarly, if Team 2 is dismissed before reaching their allotted 50 overs (**Saturday**) / **44 Overs (Friday night)**, Team 1 is entitled to bat the extra overs not faced. (*Note: there is no loss of overs for an innings changeover*)

For example

1. Team 1 is dismissed in 19.2 overs batting first on day 1 – Team 2 are then entitled to bat **24** overs to see out day 1 and their normal **22** overs on the morning of day 2 (or until dismissed)
2. Team 1 bats their **22** overs and Team 2 are dismissed on day 2 after **37.4** overs (**22** on Day 1 and **16** on Day 2), Team 1 then are entitled to bat for **28** overs to complete their innings when they resume.

#### **NOTE:**

After the end of each batting session on Day 1, the scorebook must be notated to show;

1. score at the end of the allotted split (**22** overs e.g. 3 / 92);
2. not out batters and their score e.g. Jones 22\* - Thomas 3\*;
3. what end the last over was bowled from and by whom and which batter was on strike e.g. Pavilion end/Bowler Green / Striker Jones.

These details will be important on Day 2 ensuring bowling commences from the correct end with the correct batter on strike.

**NOTE: Friday Night teams should note that all Grades shall bowl 11/11 Overs from the one end before a change of end, to save time against fading light.**

## Attachment 8

### PERPETUAL AWARDS & RECORDS

Junior competition cricket in the BHRDCA first commenced in 1948/49, and fifty years later, in the first decade of the twenty first century, the BHRDCA Committee of Management agreed to strike perpetual awards in recognition of some of the great servants of Junior cricket in the Association.

#### The “TIM MOORE SHIELD”

Named in honour of Tim Moore, BHRDCA Life Member (2001/02), from the Nunawading Cricket Club, who held the position of BHRDCA Junior Section Manager for nine seasons from 1991/92 to 1999/2000 and oversaw an explosion of numbers in the Junior Playing Ranks as well as the introduction of Friday night Junior cricket. This award was struck in Tim’s honour in 2001/02 and recognises a Club Member who has contributed significantly to the Junior Competition either at Club or Association level (or both).

<u>Season</u>	<u>Recipient</u>	<u>Club/Organisation</u>	<u>Season</u>	<u>Recipient</u>	<u>Club/Organisation</u>
2001/02	David Law	East Box Hill	2011/12	Garry Blyth	Doncaster
2002/03	Ron Hennessey	Laburnum	2012/13	Eddie Lee & Peter Turnley	Blackburn
2003/04	Maurie O’Dal	Bulleen Templestowe	2013/14	Rob Robinson	East Burwood
2004/05	Neil Davey	East Burwood	2014/15	Phil Jacobs	Box Hill North Super Kings
2005/06	Peter Bain	Blackburn	2015/16	Graham McCallum	Mitcham
2006/07	Doug Rickarby	Vermont	2016/17	Ross Chambers	Forest Hill
2007/08	Bill Karametos	Koonung Heights	2017/18	David Cowell	Nunawading
2008/09	Ray Fisher	BHRDCA Umpires	2018/19		
2009/10	Graham Matthews	Bulleen Templestowe			
2010/11	Paul Newman	St. Davids			

#### The “RON HENNESSEY SHIELD”

Named in honour of Ron Hennessey, BHRDCA Life Member (2002/03), from the Nunawading Church of Christ/Laburnum Cricket Club, who held the position of BHRDCA Junior Registration & Records Manager for twenty four seasons from 1989/90 to 2012/13 and the position of BHRDCA Player Registration Manager for sixteen seasons from 1997/98 to 2012/13. This award was struck in Ron’s honour in 2006/07 and is presented to the successful Premier Club in the Under 16 “A Grade” Saturday morning competition.

<u>Season</u>	<u>Club</u>	<u>Season</u>	<u>Club</u>
2006/07	East Box Hill	2016/17	Heatherdale
2007/08	Heatherdale	2017/18	Heatherdale
2008/09	Heatherdale	2018/19	
2009/10	Blackburn		
2010/11	Blackburn		
2011/12	Blackburn		
2012/13	Vermont		
2013/14	Heatherdale		
2014/15	Heatherdale		
2015/16	Vermont		

## **The “DOUG RICKARBY MEDAL”**

Named in honour of Doug Rickarby, from the Vermont Cricket Club, who championed the commencement of the BHRDCA Under 18 competition in 2007/08. Doug was also a significant force behind the management of the Annual VMCU Junior Carnival for many seasons. In 2013/14 the then BHRDCA Junior Section Manager; Peter White, struck the Award in Doug’s honour in 2013/14 and each year since it has been presented to the Best and Fairest Player (based on Voting submitted by members of the BHRDCA Umpires Association) throughout the season.

<b><u>Season</u></b>	<b><u>Recipient</u></b>	<b><u>Club/Organisation</u></b>
2013/14	Dylan Howard	Heathmont
2014/15	Liam Smith	Blackburn North
2015/16	Rafael Epstein	Doncaster
2016/17	Lionel Hunt	Park Orchards
2017/18	Joshua Richardson	Nunawading
2018/19		

## **The “GEORGE MURPHY MEMORIAL MEDAL”**

Named in honour of George Murphy (Dec.), from the BHRDCA Umpires Association, who championed the inclusion of Official Umpires at Junior matches. This award was struck in George’s honour in 2014/15 and is presented to the Under 16 “Player of the Year” (as determined by members of the BHRDCA Junior Section Committee) throughout the season.

<b><u>Season</u></b>	<b><u>Recipient</u></b>	<b><u>Club/Organisation</u></b>
2014/15	Harry Baker	Mitcham
2015/16	Max Rimmer	Blackburn
2016/17	Trent Wynne	Heathmont
2017/18	Nick Crawford	Blackburn
2018/19		





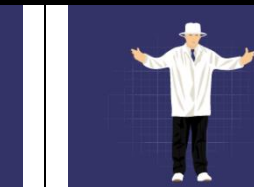


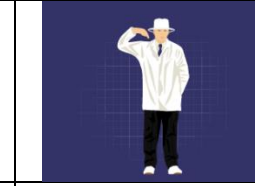
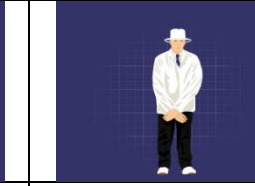
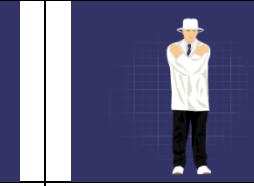
# BHRDCA – JUNIOR RULES SUMMARY (UNDER 18 & UNDER 16) – 2018/19

<b>Play Commences</b>	<b>Friday</b> – 5.00 p.m.; <b>Saturday</b> – 8.30 a.m. (Team sheets exchanged: Home team to enter MyCricket within 24 Hrs; Visiting Team within 48 Hrs)
<b>Maximum overs per day</b>	<b>Friday</b> – 44 overs; <b>Saturday</b> 50 overs (Min. 10 Overs to be bowled on day one, otherwise becomes one day match the following week)
<b>Close of play</b>	<b>Friday</b> – 8.00 p.m. (or Max Overs bowled); <b>Saturday</b> – 11.45am (or Max Overs bowled)
<b>Over reduction due to time lost</b>	2 overs for every 7 minutes
<b>Follow on</b>	A team may be asked to follow on if their 1 <sup>st</sup> inn score is at least 50 runs in arrears
<b>Restricted fielding zones</b>	None
<b>TWO DAY MATCHES</b>	
<b>No of overs per innings</b>	<b>Friday</b> – 44 Overs plus balance of opposition innings; <b>Saturday</b> – 50 Overs plus balance of opposition innings
<b>Max overs per bowler</b>	U/18 – 12 Overs per innings; U/16 – 10 Overs per innings
<b>Other bowling restrictions</b>	U/18 & U/16 – Max 6 Overs in first 30
<b>Max no of balls per over – Friday</b>	All Grades – Max 6 deliveries, inc. no balls & wides
<b>Max no of balls per over – Saturday</b>	U/16 Grades – Min 6 fair deliveries (Max 8)
<b>Compulsory retirement</b>	U/18 & U/16 – 100 runs (at the ball the retirement score is reached)
<b>Overs bowled per end</b>	<b>Friday: 11/11</b> Overs before change of ends - all Grades, <b>Saturday: U/16A</b> – alternate Overs per end; U/16B – 5 Overs before change of ends
<b>ONE DAY MATCHES</b>	
<b>No of overs per innings</b>	<b>Friday</b> – 22 Overs per innings maximum; <b>Saturday</b> – 25 Overs per innings maximum
<b>Max overs per bowler</b>	U/18 & U/16 – 6 Overs per innings
<b>Max no of balls per over – Friday</b>	All Grades – Max 6 deliveries, inc. no balls & wides
<b>Max no of balls per over – Saturday</b>	U/16 Grades – Min 6 fair deliveries (Max 8)
<b>Compulsory retirement</b>	U/18 & U/16 – 50 runs (at the ball the retirement score is reached)
<b>Overs bowled per end</b>	<b>Friday: 11/11</b> Overs before change of ends – all Grades, <b>Saturday: U/16A</b> – alternate Overs per end; U/16B – 5 Overs before change of ends
<b>SPLIT INNINGS (All Grades except U/18, U/16A + U/14A)</b>	
<b>Max Overs 1st split - Day 1 (Team A)</b>	<b>Friday</b> – 22 Overs unless dismissed; <b>Saturday</b> – 25 Overs unless dismissed.
<b>Max Overs 2nd split - Day 1 (Team B)</b>	As above plus balance of any Overs remaining for that day
<b>Day 2</b>	'Team B' will continue their inn with 2nd split of Overs allocation, then 'Team A' faces their 2nd split of Overs
<b>Scorebook Day 1</b>	At the end of each split, the scorebook must be notated with total scores, not out batters' names & their score, note which end to bowl next Over from and identify who will be facing the first ball.
<b>Weather restrictions</b>	Day 1 washed out – if less than 10 Overs completed. Day 2 becomes One Day match Day 1 – 'Team A' bats at least 10 Overs, but more than 60 mins of playing time lost – Match to be played under normal Two Day Rules
<b>PERMISSABLE LOSS OF WICKET</b>	
<b>LBW</b>	U/18 & U/16 Grades – Yes
<b>Stumped</b>	U/18 & U/16 Grades – Yes
<b>Run-out</b>	U/18 & U/16 Grades – Yes
<b>First ball dismissal</b>	U/18 & U/16 Grades – Yes
<b>“MANKAD”</b>	<b>NOT PERMISSABLE</b> in any Grade, even if warning given (Refer to <b>Rule 21.12</b> for further details)

## HEALTH - SAFETY and SPORTSMANSHIP

<b>Substitute Fieldsmen</b>	Batting teams must offer to provide substitute fieldsmen, to ensure fielding sides have at least 10 fieldsmen. All subs must field properly
<b>Batters wearing Helmets</b>	This is a <b>COMPULSORY REQUIREMENT</b> for all Grades (inc. U/18's that have already reached the age of 18) – <b>2017/18 Cricket Australia Policy</b>
<b>Wicketkeepers wearing Helmets</b>	U/18 & U/16 Grades – Highly recommended and <b>COMPULSORY when standing up to the stumps</b>
<b>Tea break refreshments</b>	Host clubs to provide adequate drinks for all players, <b>each team</b> will be responsible for their own food requirements

2017/18 CRICKET BALLS	COLOUR	WEIGHT & BRAND	CLUB/ASSOC SUPPLY
<b>Under 18 Friday p.m.</b>	PINK	156g – Kookaburra (BHRDCA or Sponsor stamped)	CLUB via MADDOCKS/TOPLINE/REBEL SPORTS
<b>Under 16 Friday p.m.</b>	PINK	156g – Kookaburra (BHRDCA or Sponsor stamped)	CLUB via MADDOCKS/TOPLINE/REBEL SPORTS
<b>Under 16 Saturday a.m.</b>	RED	156g – Kookaburra (BHRDCA or Sponsor stamped)	CLUB via MADDOCKS/TOPLINE/REBEL SPORTS

UMPIRES SIGNALS				
				
<b>Six</b>	<b>Four</b>	<b>Bye</b>	<b>No Ball</b>	<b>Wide</b>
				
<b>Leg Bye</b>	<b>Out</b>	<b>One Run Short</b>	<b>Dead Ball</b>	<b>Cancel Call</b>

SCORING SYMBOLS			
<b>. (Dot)</b>	<b>Legal Ball Bowled – No Runs scored</b>	<b>X</b>	<b>Loss of Wicket</b>
<b>1 (One)</b>	<b>One Run to Striker</b>	<b>. Dot inside Circle or N</b>	<b>No Ball (Add to Extras &amp; rebowled in Over)</b>
<b>2 (Two)</b>	<b>Two Runs to Striker</b>	<b>W</b>	<b>Wide (Add to Extras &amp; rebowled in Over)</b>
<b>3 (Three)</b>	<b>Three Runs to Striker</b>	<b>. Dot or B</b>	<b>Bye (Add to Extras)</b>
<b>4 (Four)</b>	<b>Four Runs to Striker</b>	<b>.Dot or L</b>	<b>Leg Bye (Add to Extras)</b>
<b>5 (Five)</b>	<b>Five Runs to Striker</b>		
<b>6 (Six)</b>	<b>Six Runs to Striker</b>		

# BHRDCA – JUNIOR RULES SUMMARY (UNDER 14) – 2018/19





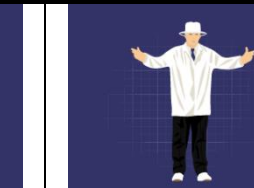


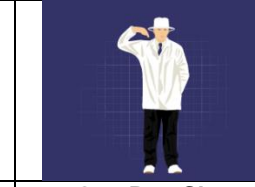
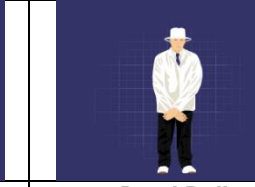
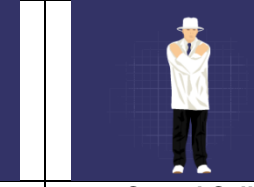
<b>Play Commences</b>	<b>Friday</b> – 5.00 p.m.; <b>Saturday</b> – 8.30 a.m. (Team sheets exchanged: Home team to enter MyCricket within 24 Hrs; Visiting Team within 48 Hrs)
<b>Maximum overs per day</b>	<b>Friday</b> – 44 overs; <b>Saturday</b> 50 overs (Min. 10 Overs to be bowled on day one, otherwise becomes one day match the following week)
<b>Close of play</b>	<b>Friday</b> – 8.00 p.m. (or Max Overs bowled); <b>Saturday</b> – 11.45 a.m. (or Max Overs bowled)
<b>Over reduction due to time lost</b>	2 overs for every 7 minutes
<b>Follow on</b>	Not Applicable – No Outright result can be claimed in U/14 Grades
<b>Restricted fielding zones</b>	<b>U/14</b> – 10 metre arc for all except bowler & keeper
<b>TWO DAY MATCHES</b>	
<b>No of overs per innings</b>	<b>Friday</b> – 44 Overs plus balance of opposition innings; <b>Saturday</b> – 50 Overs plus balance of opposition innings
<b>Max overs per bowler</b>	U/14 – 9 Overs per innings
<b>Other bowling restrictions</b>	U/14 – Max 5 Overs in first 35
<b>Max no of balls per over – Friday</b>	All Grades – Max 6 deliveries, inc. no balls & wides
<b>Max no of balls per over – Saturday</b>	All U/14 Grades – Min 6 fair deliveries (Max 8)
<b>Compulsory retirement</b>	All U/14 Grades – 60 balls; a retired batsman may return at dismissal of all other batsmen (in batting order), whereupon the 60 ball limit recommences
<b>Overs bowled per end</b>	<b>Friday: 11/11</b> Overs before change of ends - all Grades, <b>Saturday: U/14A &amp; U/14B</b> Grades – 5 Overs before change of ends
<b>ONE DAY MATCHES</b>	
<b>No of overs per innings</b>	<b>Friday - 22</b> Overs per innings maximum; <b>Saturday</b> – 25 Overs per innings maximum
<b>Max overs per bowler</b>	U/14 – 5 Overs per innings
<b>Max no of balls per over – Friday</b>	All Grades – Max 6 deliveries, inc. no balls & wides
<b>Max no of balls per over – Saturday</b>	All U/14 Grades – Min 6 fair deliveries (Max 8)
<b>Compulsory retirement</b>	All U/14 Grades – 30 balls; a retired batsman may return at dismissal of all other batsmen (in batting order), whereupon the 30 ball limit recommences
<b>Overs bowled per end</b>	<b>Friday: 11/11</b> Overs before change of ends – all Grades, <b>Saturday: U/4A &amp; U/14B</b> Grades – 5 Overs before change of ends
<b>SPLIT INNINGS (All Grades except U/18, U/16A + U/14A)</b>	
<b>Max Overs 1st split - Day 1 (Team A)</b>	<b>Friday</b> – 22 Overs unless dismissed; <b>Saturday</b> – 25 Overs unless dismissed
<b>Max Overs 2nd split - Day 1 (Team B)</b>	As above plus balance of any Overs remaining for that day
<b>Day 2</b>	'Team B' will continue their inn with 2nd split of Overs allocation, then 'Team A' faces their 2nd split of Overs
<b>Scorebook Day 1</b>	At the end of each split, the scorebook must be notated with total scores, not out batters' names & their score, note which end to bowl next Over from and identify who will be facing the first ball.
<b>Weather restrictions</b>	Day 1 washed out – if less than 10 Overs completed. Day 2 becomes One Day match Day 1 – 'Team A' bats at least 10 Overs, but more than 60 mins of playing time lost – Match to be played under normal Two Day Rules
<b>PERMISSABLE LOSS OF WICKET</b>	
<b>LBW</b>	U/14 Grades – Yes
<b>Stumped</b>	U/14 Grades – Yes
<b>Run-out</b>	U/14 Grades – Yes
<b>First ball dismissal</b>	U/14 Grades – Yes
<b>“MANKAD”</b>	<b>NOT PERMISSABLE</b> in any Grade, even if warning given (Refer to <b>Rule 21.12</b> for further details)



## HEALTH - SAFETY and SPORTSMANSHIP

<b>Substitute Fieldsmen</b>	Batting teams must offer to provide substitute fieldsmen, to ensure fielding sides have at least 10 fieldsmen. All subs must field properly
<b>Batters wearing Helmets</b>	This is a <b>COMPULSORY REQUIREMENT</b> for all Grades (inc. U/18's that have already reached the age of 18) – <b>2017/18 Cricket Australia Policy</b>
<b>Wicketkeepers wearing Helmets</b>	U/14 Grades – Highly recommended and <b>COMPULSORY when standing up to the stumps</b>
<b>Tea break refreshments</b>	Host clubs to provide adequate drinks for all players, <b>each team</b> will be responsible for their own food requirements

2017/18 CRICKET BALLS	COLOUR	WEIGHT & BRAND	CLUB/ASSOC SUPPLY
<b>Under 14 Friday p.m.</b>	PINK	156g – Kookaburra (BHRDCA or Sponsor stamped)	CLUB via MADDOCKS/TOPLINE/REBEL SPORTS
<b>Under 14 Saturday a.m.</b>	RED	156g – Kookaburra (BHRDCA or Sponsor stamped)	CLUB via MADDOCKS/TOPLINE/REBEL SPORTS

UMPIRES SIGNALS				
				
<b>Six</b>	<b>Four</b>	<b>Bye</b>	<b>No Ball</b>	<b>Wide</b>
				
<b>Leg Bye</b>	<b>Out</b>	<b>One Run Short</b>	<b>Dead Ball</b>	<b>Cancel Call</b>

SCORING SYMBOLS			
. (Dot)	Legal Ball Bowled – No Runs scored	X	Loss of Wicket
1 (One)	One Run to Striker	. Dot inside Circle or N	No Ball (Add to Extras & rebowled in Over)
2 (Two)	Two Runs to Striker	W	Wide (Add to Extras & rebowled in Over)
3 (Three)	Three Runs to Striker	. Dot or B	Bye (Add to Extras)
4 (Four)	Four Runs to Striker	.Dot or L	Leg Bye (Add to Extras)
5 (Five)	Five Runs to Striker		
6 (Six)	Six Runs to Striker		











# BHRDCA – JUNIOR RULES SUMMARY (UNDER 12) – 2018/19

<b>Play Commences</b>	<b>Friday</b> – 5.00 p.m.; <b>Saturday</b> – 8.30 a.m. (Team sheets exchanged: Home team to enter MyCricket within 24 Hrs; Visiting Team within 48 Hrs)
<b>Maximum overs per day</b>	<b>Friday</b> – 44 overs; <b>Saturday</b> 50 overs (Min. 10 Overs to be bowled on day one, otherwise becomes one day match the following week)
<b>Close of play</b>	<b>Friday</b> – 8.00 p.m. (or Max Overs bowled); <b>Saturday</b> – 11.45am (or Max Overs bowled)
<b>Over reduction due to time lost</b>	2 overs for every 7 minutes
<b>Follow on</b>	Not Applicable – No Outright result can be claimed in U/12 Grades
<b>Restricted fielding zones</b>	<b>U/12A &amp; U/12B</b> – 10 metre arc for all except bowler & keeper
<b>Wicket Length</b>	<b>U/12/A</b> – Regulation 20.1m (22 Yard) wicket, <b>U/12B</b> (and any competition grades below) – 18.1m wicket
<b>TWO DAY MATCHES</b>	
<b>No of overs per innings</b>	<b>Friday</b> – 44 Overs plus balance of opposition innings; <b>Saturday</b> – 50 Overs plus balance of opposition innings
<b>Max overs per bowler</b>	U/12 - 5 Overs per inn or more if situation permits
<b>Other bowling restrictions</b>	U/12 - All players must bowl 2 Overs before a third Over can be bowled.
<b>Max no of balls per over – Friday</b>	All U/12 Grades – Max 6 deliveries, inc. no balls & wides
<b>Max no of balls per over – Saturday</b>	All U/12 Grades – Max 6 deliveries, inc. no balls & wides
<b>Compulsory retirement</b>	All U/12 Grades – 30 balls; a retired batsman may return at dismissal of all other batsmen (in batting order), whereupon the 30 ball limit recommences
<b>Overs bowled per end</b>	<b>Friday: 11/11</b> Overs before change of ends – all Grades, <b>Saturday: All U/12 Grades</b> – 5 Overs before change of ends
<b>ONE DAY MATCHES</b>	
<b>No of overs per innings</b>	<b>Friday</b> – 22 Overs per inn maximum; <b>Saturday</b> – 25 Overs per inn maximum
<b>Max overs per bowler</b>	U/12 – 3 Overs per inn (all but one; keeper must bowl two Overs before a third is allowed)
<b>Max no of balls per over – Friday</b>	All U/12 Grades – Max 6 deliveries, inc. no balls & wides
<b>Max no of balls per over – Saturday</b>	All U/12 Grades – Max 6 deliveries, inc. no balls & wides
<b>Compulsory retirement</b>	All U/12 Grades – 15 balls; a retired batsman may return at dismissal of all other batsmen (in batting order), whereupon the 15 ball limit recommences
<b>Overs bowled per end</b>	<b>Friday: 11/11</b> Overs before change of ends - all Grades, <b>Saturday: All U/12 Grades</b> – 5 Overs before change of ends
<b>SPLIT INNINGS (All Grades except U/18, U/16A + U/14A)</b>	
<b>Max Overs 1st split - Day 1 (Team A)</b>	<b>Friday</b> – 22 Overs unless dismissed; <b>Saturday</b> – 25 Overs unless dismissed
<b>Max Overs 2nd split - Day 1 (Team B)</b>	As above plus balance of any Overs remaining for that day
<b>Day 2</b>	'Team B' will continue their inn with 2nd split of Overs allocation, then 'Team A' faces their 2nd split of Overs
<b>Scorebook Day 1</b>	At the end of each split, the scorebook must be notated with total scores, not out batters' names & their score, note which end to bowl next Over from and identify who will be facing the first ball.
<b>Weather restrictions</b>	Day 1 washed out – if less than 10 Overs completed. Day 2 becomes One Day match. Day 1 – 'Team A' bats at least 10 Overs, but more than 60 mins of playing time lost – Match to be played under normal Two Day Rules
<b>PERMISSABLE LOSS OF WICKET</b>	
<b>LBW</b>	U/12A & U/12B Grades – Yes
<b>Stumped</b>	U/12A & U/12B Grades – Yes
<b>Run-out</b>	U/12A & U/12B Grades – Yes
<b>First ball dismissal</b>	U/12A & U/12B Grades – Yes
<b>“MANKAD”</b>	<b>NOT PERMISSABLE</b> in any Grade, even if warning given (Refer to <b>Rule 21.12</b> for further details)

**HEALTH - SAFETY and SPORTSMANSHIP**

<b>Substitute Fieldsmen</b>	Batting teams must offer to provide substitute fieldsmen, to ensure fielding sides have at least 10 fieldsmen. All subs must field properly
<b>Batters wearing Helmets</b>	This is a <b>COMPULSORY REQUIREMENT</b> for all Grades (inc. U/18's that have already reached the age of 18) – <b>2017/18 Cricket Australia Policy</b>
<b>Wicketkeepers wearing Helmets</b>	U/12 Grades – <b>COMPULSORY AT ALL TIMES</b>
<b>Tea break refreshments</b>	Host clubs to provide adequate drinks for all players, <b>each team</b> will be responsible for their own food requirements

2017/18 CRICKET BALLS	COLOUR	WEIGHT & BRAND	CLUB/ASSOC SUPPLY
<b>Under 12 Friday p.m.</b>	PINK	142g – Kookaburra (BHRDCA or Sponsor stamped)	CLUB via MADDOCKS/TOPLINE/REBEL SPORTS
<b>Under 12 Saturday a.m.</b>	RED	142g – Kookaburra (BHRDCA or Sponsor stamped)	CLUB via MADDOCKS/TOPLINE/REBEL SPORTS
<b>Fast 9's</b>	RED	142g – Kookaburra (BHRDCA or Sponsor stamped)	CLUB via MADDOCKS/TOPLINE/REBEL SPORTS
<b>Super 7's</b>	RED	130g – Kookaburra	CLUB via MADDOCKS/TOPLINE/REBEL SPORTS

UMPIRES SIGNALS				
				
<b>Six</b>	<b>Four</b>	<b>Bye</b>	<b>No Ball</b>	<b>Wide</b>
				
<b>Leg Bye</b>	<b>Out</b>	<b>One Run Short</b>	<b>Dead Ball</b>	<b>Cancel Call</b>

SCORING SYMBOLS			
<b>. (Dot)</b>	<b>Legal Ball Bowled – No Runs scored</b>	<b>X</b>	<b>Loss of Wicket</b>
<b>1 (One)</b>	<b>One Run to Striker</b>	<b>. Dot inside Circle or N</b>	<b>No Ball (Add to Extras &amp; rebowled in Over)</b>
<b>2 (Two)</b>	<b>Two Runs to Striker</b>	<b>W</b>	<b>Wide (Add to Extras &amp; rebowled in Over)</b>
<b>3 (Three)</b>	<b>Three Runs to Striker</b>	<b>. Dot or B</b>	<b>Bye (Add to Extras)</b>
<b>4 (Four)</b>	<b>Four Runs to Striker</b>	<b>.Dot or L</b>	<b>Leg Bye (Add to Extras)</b>
<b>5 (Five)</b>	<b>Five Runs to Striker</b>		
<b>6 (Six)</b>	<b>Six Runs to Striker</b>		