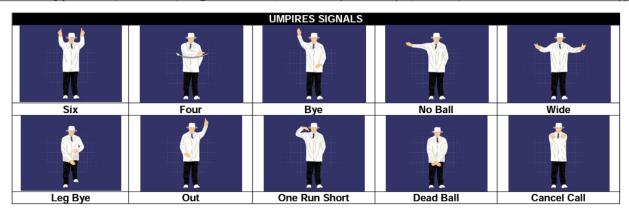
В	HRDCA – JUNIOR RULES SUMMARY (UNDER 14) – 2023/24		
Team Sheet & Live/App. Scoring	Team Sheets MUST BE on MyCricket the CMP prior to match commencement (ideally by 4:00 p.m. FRIDAY) – to facilitate LIVE/APP SCORING		
Play Commences	Friday – From 4:45 p.m. (Team sheets exchanged/added to MyCricket the CMP: Home team to enter CMP result within 24 Hrs; Visiting Team within 48 Hrs)		
Maximum overs per day	Friday – 50 overs; (25 Overs/150 Balls per team in five Over blocks) (Min. 10 Overs to be bowled on day one, otherwise becomes one day match the following week)		
Close of play	Friday – 8.15 p.m. (or Max Overs bowled)		
Over reduction due to time lost	2 overs for every 7 minutes		
Follow on	Not Applicable – No Outright result can be claimed in any Junior Grade		
Restricted fielding zones	U/14 – 10 metre arc for all except bowler & keeper & Slips Cordon including Gully		
TWO DAY MATCHES			
No of overs per innings	Friday – 50 Overs plus balance of opposition innings		
Max overs per bowler	U/14 – 9 Overs per innings		
Other bowling restrictions	U/14 – Max 5 Overs in first 35		
Max no of balls per over – Friday	All Grades – Max 6 deliveries, inc. no balls & wides		
Compulsory retirement	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		
Overs bowled per end	Friday: Five Over blocks before change of ends - all Grades		
ONE DAY MATCHES			
No of overs per innings	Friday - 25 Overs per innings maximum		
Max overs per bowler	U/14 – 5 Overs per innings		
Max no of balls per over – Friday	All Grades – Max 6 deliveries, inc. no balls & wides		
Compulsory retirement	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		
Overs bowled per end	Friday: Five Over blocks before change of ends – all Grades		
SPLIT INNINGS (All Grades except	U/18, U/16A + U/14A)		
Max Overs 1st split - Day 1 (Team A)	Friday – 25 Overs unless dismissed		
Max Overs 2nd split - Day 1 (Team B)	As above plus balance of any Overs remaining for that day		
Day 2	'Team B' will continue their inn with 2nd split of Overs allocation, then 'Team A' faces their 2nd split of Overs		
Scorebook Day 1	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.		
Weather restrictions	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		
PERMISSABLE LOSS OF WICKET			
LBW	U/14 Grades – Yes		
Stumped	U/14 Grades – Yes		
Run-out	U/14 Grades – Yes		
First ball dismissal	U/14 Grades – Yes		
"MANKAD"	NOT PERMISSABLE in any Grade, even if warning given (Refer to Rule 21.12 for further details)		

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

2023/24 CRICKET BALLS	COLOUR	WEIGHT & BRAND	CLUB/ASSOC SUPPLY
Under 14 Friday p.m. PINK 142g – Kookaburra (BHRDCA or Sponsor st		142g – Kookaburra (BHRDCA or Sponsor stamped)	CLUB via BHRDCA nominated Supplier



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					