

Armidale and District Junior Cricket Association Inc.

2008-2009 Season

ONE-DAY MATCHES FOR UNDER 10 & 11 YEARS

We ask those supervising games to encourage good sportsmanship and help players to improve their basic cricketing skills.

Rules are to be glued into the back of the scorebook. Unless stated otherwise, matches will be played under the rules adopted by the NSW Cricket Association.

1. AGE: Players must be under 10 (U10) or 11 (U11) years old on 1st September.

2. ATTIRE: Whites are to be worn and all players are to wear hats and sunscreen.

3. PLAYERS: Teams shall comprise 11 players per side, with a minimum of 7 players ready to bat or bowl as required. Where there are 7 players in a team, the opposing captain selects 4 bowlers to bowl 4 overs, where there are 8 players in a team the opposing captain selects one bowler to bowl 4 overs, (selection prior to commencement of play). A missing batsman is to be classed as a wicket lost.

In cases where both teams have 12 players, 12 batsmen may bat but the score is ruled off after the 10th wicket (and all retired players are out). 12 bowlers may bowl, with 11 bowling 2 overs each and 1 bowling 3 overs.

In cases where both teams have 13 players, 13 batsmen may bat but the score is ruled off after the 10th wicket has fallen and all retired players are out. 12 players then bowl 2 overs and 1 player bowls 1 over.

4. SUPERVISION: Teams must be supervised by a person over the age of 16 who will umpire/score as required. Coaching is allowed only during breaks of play (end of over, fall of wicket, etc.)

5. EQUIPMENT:

.1 Teams are to use synthetic balls (142g)

.2 A Team must use the same ball for the entire match. Damaged or misplaced balls must be replaced with ball of similar age.

6. PLAYING TIMES: Teams are to be ready to bowl the first ball at 9.00am after tossing at 8.50am. Matches should conclude at noon although a game may extend to no later than 12.10pm to complete an innings or make up for time lost. There is a five minute interval between innings. Changes to playing times or dates for the convenience of either side must be agreed between the managers of both teams and notified to the Secretary three days before the start of the game

7. THE GAME: The first innings shall be limited to 25 six ball overs per team. The team scoring the most runs in its 25 overs shall have won the game on the first innings. Teams may strive for an outright result after a first innings result has been

obtained and either side may take advantage of unused overs. No more than 50 overs shall be bowled in a match.

8. MANKADS: A Mankad dismissal (i.e. a batsman run out at the bowler's end by the bowler before he has bowled the ball) shall not be legitimate unless the offending batsman has been given one prior warning.

9. RESTRICTIONS: Every player must bowl a minimum of 2 and a maximum of 3 overs. Bowlers may bowl underarm but are not to throw the ball.

No fielder is to be within 10 metres of the striker until a shot has been played. (This does not apply to the wicket-keeper or to slips.) Fielders may move into this area once a shot has been played.

A batsman may retire at any time but must retire when his score reaches 20 runs or he has faced 20 balls including wides and no balls. A batsman who has retired may resume his innings when everyone has batted, until he reaches 30 runs when he must retire permanently. The order of resumption of batting is from the lowest score to the highest score.

10. WIDES AND NO BALLS: Wides and No-balls score ONE RUN to SUNDRIES and NO additional ball is to be bowled. If the batsman scores runs from a No Ball they are credited to the batter and 1 run added to Sundries e.g. if the batsman hits a No Ball for 4 runs, the batsman receives 4, Sundries 1 and the total increases by 5 runs all against the bowler. If the batters run on a wide, additional runs will be added to Sundries, e.g. if the batters complete 1 run, 2 wides are added to Sundries, if the ball goes for 4, then 5 wides are added to Sundries.

The Umpire shall call WIDE if the ball:

1. Pitches on the edge or off the pitch and passes out of reach of the batsman
2. Pitches on the pitch and passes out of reach of the batsman

If a player makes the decision to move away from his normal guard position and actually hits a ball which is (or could be) called 'wide' by the umpire, the 'wide' is nullified and the player can then be out stumped, bowled, caught, run out etc.

The Umpire shall call NO-BALL if the ball:

1. Pitches and passes over the height of the batsman's shoulder.
2. Is fast and passes the batsman over waist high on the full
3. Is delivered by the bowler in contravention of the front foot rule
4. Bounces wide of the pitch and then bounces back within the batsman's reach.
5. Bounces more than twice before reaching the batsman (e.g. mulligrubber)

11. DEAD BALL: A ball that pitches between the mats is a 'dead ball' and is bowled again with no addition to the score.

12. LBW: There will be no LBW except in blatant infringements. In such cases a warning shall be given prior to invoking the LBW rule.

13. INTERRUPTION OF PLAY: In the event of loss of playing time for any reason (late start, weather, state of the ground etc.) the match should be reduced in overs by one over per three minutes of lost play, e.g. a six minute loss of playing time would reduce the game to 24 overs per side. If both teams, however, do not receive 13 overs each the match shall be drawn.

In a rain-interrupted match the team batting first may have received its 25 overs but the team batting second may face less than 25 overs. In this case, provided the second team has faced 13 or more overs, the winner will be the team with the highest score at the corresponding over. If the team batting second faces less than 13 overs the match is drawn.

14. SCORING: Scorers for both teams should sit together and agree on the scores at the end of each over. In the event of a disagreement they should clarify same with the umpire before the next over commences. If the result of the match hinges on the scoresheets that do not correspond the matter should be resolved before leaving the ground after the match. Failing this the scoresheets should be lodged with the Association points-score secretary by 6pm on the Monday following the game. His decision will be final.

The result of the game is to be written on the score sheet for the game and signed by both team managers.

15. POINTS: First innings win 4; first innings loss 1; draw or washout 2.5; tie 3; bye 4; outright win (dismissing the opposition completely twice) 7; outright loss 0; forfeit (win), equal to the highest points awarded to any team in that round; forfeit (loss) 0.

16. PREMIERSHIP: The team with the most points at the end of the competition will be awarded the premiership, if teams have equal points joint premiers will be declared. There will be no semi-finals or finals in these age groups.

17. CHANGES TO FIXTURES: Any variation to fixture times or grounds (e.g. completing a game during the week) must be agreed between both team managers and the Association secretary before the start of the match, and take into account the availability of the ground.

18. RESULTS: The results are to be entered into Sportstatz by 8.00pm on the Tuesday night following the match.

FAILURE TO ENTER THE RESULTS INTO SPORTSTATZ ON TIME WILL RESULT IN A PENALTY OF ONE POINT FOR EVERYDAY IT IS NOT DONE. PENALTY POINTS WILL BE DEDUCTED FROM THE TEAMS POINTS.

ADJCA Rules committee: John Croft, Grant Uphill