

# Armidale and District Junior Cricket Association Inc.

2008-2009 Season

## TWO-DAY MATCHES FOR UNDER 14 YEARS

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

**Overview of 14's rules.** Each side will play a full 50-over game spread over two weeks, as in a normal two-day game. The main difference is that in U14 the teams will normally play half their innings on day 1, and complete it on day 2. This means that each week, most players will get a bat and a bowl, and no team should spend more than 25 overs batting or fielding in one day (There may be exceptions to this especially on the second day). Both teams must complete their first innings before either team commences their second innings.

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

**1. AGE:** Players must be under 14 years (U14) on 1st September.

**2. ATTIRE:** Whites are to be worn and **all players are to wear hats and sunscreen.** Abdominal protectors are to be worn when batting. It is also recommended that helmets are worn when batting against a fast bowler.

**3. PLAYERS:** Teams shall comprise 11 players per side, with a minimum of 7 players ready to bat or bowl as required. Team lists, including up to two substitute players for the second week, should be exchanged prior to tossing.

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). Only 11 players may bowl.

**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 a two-piece leather Kookaburra ball (156g)
- 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 basic game consists of one split innings, each limited to 50 overs, split over the two days. The first team's innings on the first day shall pause after 25 overs, or at 10.30am, whichever is earlier. The second team then commences their first innings and plays for 25 overs, or until 12.10pm. On day 2, the first team resumes their first innings and bats until they have faced the remainder of their 50 overs, or until they are all out, or 10.30am, whichever is earliest. Then the second team resumes their innings.

If the team batting first is dismissed in less than 25 overs on the first day the other team may bat through the remainder of the 50 overs or until 12.10 pm. If the team batting second are not all out on the first day they will then continue their first innings on the second day, being able to continue batting until they have used their entire 50 overs or until they are all out or they declare. The team that batted first may then commence their second innings and bat until 12.10pm, or until they are all out or until they declare their second innings closed.

If the team batting first is dismissed in less than 25 overs on the first day the other team may bat through the remainder of the 50 overs or until 12.10 pm. If the team batting second is dismissed in less than 25 overs on the first day the other team will commence their second innings and bat through until noon, then continue their innings at the start of day 2, and bat until they are all out or until they declare.

Teams are encouraged to try for an outright win in the remaining time. A team may declare its first or second innings closed at any time.

The team with the most runs after their allotted overs, or after dismissing their opposition, is the winner on the first innings. Teams will be awarded outright points if they dismiss their opposition twice for fewer runs than the combined total of their two innings.

## **8. RESTRICTIONS:**

8.1 Every player, other than the wicket keeper, must bowl two overs before any player can bowl more than four overs in an innings. (An innings is the entire 50 overs of a team)

8.2 A player may only bowl a maximum of four overs per day.

8.3 In the event of a second innings in a day a player may bowl an additional four overs, but he must have had a rest of double the number of overs of his last spell. A change of innings does not constitute a rest.

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 and resume his innings when everyone has batted, until he reaches 50 runs when he must retire permanently. If more than one batsman has retired early then the order of resumption of batting is from the lowest score to the highest score.

**9. WIDES AND NO-BALLS:** Wides and No-balls score ONE RUN to SUNDRIES. One additional ball is to be bowled for every Wide or No-ball. 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 ñ 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. Is an unfair delivery as defined in Rule 10

**10. UNFAIR BOWLING:** The bowling of fast, short-pitched balls is unfair, if the umpire at the bowler's end considers that by their repetition, and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment they may be wearing. The relative skill of the striker shall also be taken into consideration. The umpire shall call NO BALL.

**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. INTERRUPTION OF PLAY:** Should the first day's play be washed out without a ball being bowled then the second day shall be played as a one day game. If the first day is shortened due to weather etc, each innings will be limited to: the total number of overs bowled on day 1, plus 50, divided by 2.

If the second day is washed out or shortened by weather etc., the match will be a draw unless one team has already won on the first innings.

**13. ONE-DAY GAMES:** Where a one-day game is played, the first innings shall be limited to 25 overs and finishes when they are all out, or after 25 overs, or at 10.30 am., whichever is earliest. The team batting second is entitled to face the same number of overs, except if they dismiss their opponents in less than 25 overs in the first innings, in which case they are entitled to the balance of their opponents' unused overs. The limit will be 4 overs per bowler. In a game shortened by weather etc., the

team batting second must receive a minimum of 13 overs to achieve a result, which will be based on runs scored at the corresponding over.

**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 and scorebook 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:** A final will be played between the top two teams on the competition ladder after all the preliminary rounds. There will be no semi-finals.

**17. REPRESENTATIVE:** To be eligible for Junior Representative cricket a player must be registered with a club affiliated with the A&DJCA Inc. or pay an affiliation fee (to be determined by the A&DJCA).

**18. 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.

**19. 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

### **Examples of games played under U/14 Rules**

#### **Example 1**

##### ***Day 1***

Team A bats first and is 5/115 after 25 overs

Team B bats second and is 3/110 after 25 overs

### ***Day 2***

Team A resumes its first innings and is all out for 160 after a further 15 overs.

Team B resumes its first innings and is all out for 165 after a further 20 overs

Team A commences its second innings and bats until 12.10 to be 3/75

Note that if both coaches agree the game may be stopped prior to 12.10.

Team B wins on first innings.

### **Example 2**

#### ***Day 1***

Team A is all out for 115 in the 24<sup>th</sup> over

Team B is 2/95 after 26 overs

#### ***Day 2***

Team B resumes its innings and is all out for 140 after a further 10 overs

Team A commences its second innings and declares its innings closed at 5/110 after 20 overs.

Team B commences its second innings and bats until 50 overs have been bowled for the day or until 12.10 whichever occurs first.

If team B is dismissed for less than 85 runs Team A wins outright.

If team B is not dismissed after 50 overs or by 12.10 team Team B wins on the first innings.

### **Example 3**

#### ***Day 1***

Team A is 3/115 after 25 overs

Team B is dismissed for 90 in 20 overs

If time permits Team A resumes its first innings and bats for 5 overs or until 12.10

#### ***Day 2***

Team A resumes its first innings and can bat for a further 20 overs (total of 50 for the innings) or until they declare. As the first batting team they must then decide whether

to commence their second innings or declare it closed before the second team bats again.

#### **Example 4**

##### ***Day 1***

Team A bats first and is dismissed for 70 from 20 overs

Team B bats second and is dismissed for 75 from 22 overs

Team A commences its second innings and bats for 8 overs or until 12.10

##### ***Day 2***

Team A resumes its second innings and may bat for up to 50 overs or until 12.10. However it is more likely that Team A would declare their innings closed at some time and attempt to achieve an outright win