

Armidale and District Junior Cricket Association Inc.

2008-2009 Season

TWO-DAY MATCHES FOR U15 & U16 YEARS

This competition caters for players with a wide range of age and physical maturity. Coaches and umpires are urged to consider the safety of players and their enjoyment of the game. Players of better ability are encouraged to play grade cricket in the afternoons. The Rules Committee, in consultation with the Grading Committee of the Senior Association, reserves the right to grade players out of this competition.

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 15 years (U15) or under 16 years (U16) 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 fast bowlers.

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.

No player may be selected or play for two U15/U16 teams in the one round.

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 (4.00pm) after tossing at 8.50 am (3.50pm). Matches should conclude at noon although a game may extend to no later than 12.10pm (7.10pm) 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 on a Saturday (Friday) shall be limited to 50 overs and finishes when they are all out, or after 50 overs or at 12.10pm (7.10pm),

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 50 overs in their first innings, in which case they are entitled to their full 50 overs plus the balance of their opponents' unused overs. The same bowling restrictions will apply. If the first innings is completed before 12 noon (7pm) on Day 1, the other team starts their innings and bats through to 12.10pm (7.10pm). Teams should then strive for an outright win on Day 2 in the time remaining until 12.10pm (7.10pm).

Any match starting before daylight saving is introduced will be restricted to 35 overs a side. Bowlers are restricted to 7 overs per innings.

A team may declare its innings closed at any time. The team with the most runs after their allotted overs is the winner on the first innings, and will be awarded outright points if they dismiss their opponents twice for less runs.

8. RESTRICTIONS: Any bowler may bowl a maximum of ten overs, with a maximum of five overs in any one spell. There is no compulsory retirement for batsmen.

Fielders fielding within 10 metres of the batter facing (except slips and gully) are to wear protective equipment (e.g. Helmets and protectors for boys).

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 innings 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 innings is shortened by weather etc., the team batting second must receive a minimum of 25 overs to achieve a result, which will be based on runs scored at the corresponding over.

13. ONE-DAY GAMES: Where a one-day Saturday (Friday) 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 10.30am (5.30pm). 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 5 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. SPLIT ROUNDS: Matches may be played on both Friday afternoons and Saturday mornings. Decisions concerning rain will be made independently for each day. That is, if Friday (Saturday) is weather affected there are no implications in terms of the conditions of play, scoring, or points allocated for the Saturday (Friday) fixtures. Some games during a round, therefore, may be influenced by rain, while others may not.

15. 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.

16. 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.

17. 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.

18. 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).

19. 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.

20. 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