

# Cricket Gold Coast Limited

## JUNIOR PLAYERS

CODE OF CONDUCT, RULES &  
CONDITIONS OF PLAY, SCORERS'  
GUIDE & THE PROCESS FOR HANDLING  
PROTESTS & DISPUTES

2009/10

**Revision 1.0**

## Table of Contents

CODE OF BEHAVIOUR.....	3
STANDARD RULES.....	10
1. Drinks .....	10
2. Protective Equipment .....	10
3. Rain or Other Delays .....	10
4. Taking the Field.....	10
5. Umpiring .....	11
6. No Ball - Ages U12's to U17's (See separate Rules for U10s-U11s).....	11
7. Stumps, Balls and Gear .....	11
8. Player Registration .....	12
9. Wet Weather.....	12
10. Clearances .....	12
11. Premiership Competitions .....	12
12. Eligibility for finals cricket .....	13
13. Variations of time or venue .....	13
14. On-field coaching .....	13
INTER-CLUB RULES.....	14
UNDER 10's.....	14
UNDER 11's.....	16
UNDER 12's (2-day fixtures: compulsory closure after 50 overs if not all out).....	18
UNDER 12's (1-day fixtures) .....	21
UNDER 13's (2-day fixtures: compulsory closure after 50 overs if not all out).....	24
UNDER 13's (1-day fixtures) .....	27
UNDER 14's (2-day fixtures: compulsory closure after 55 overs if not all out).....	30
UNDER 14's (1-day fixtures) .....	33
UNDER 15's & Under 17's (2-day fixtures: compulsory closure after 55 overs if not all out).....	36
UNDER 15's & Under 17's (1-day fixtures) .....	39
Conditions of Play (2-day fixtures) .....	43
Interruptions to Play .....	43
SCORER'S GUIDE .....	46
Wides.....	46
No Balls.....	46
Byes.....	47
Leg Byes.....	47
Fall of Wickets .....	48
Catches .....	48
Law 32.....	48
Dead Ball.....	48
Run Outs.....	48
End of Bowling Spell .....	48
Maiden Overs .....	48
Bowling Analysis .....	49
Completion of Innings.....	50
PROTESTS AND DISPUTES .....	51

**Cricket Gold Coast Limited.**

**CODE OF BEHAVIOUR**

**Players**

1. Compete by the rules and in the spirit of the game and never dispute an Umpire's decision by word or gesture.
2. No sledging or swearing.
3. Be a good sport and encourage and support your own team members.
4. Work equally hard for yourself and your team, our team's performance will benefit and your own.
5. Co-operate with your coach and fellow team members.
6. Show respect for your opponents and their skills and be friendly to all participants.
7. Seek permission before leaving a game.
8. Control your temper.
9. Play for the fun and not just to please parents and coaches.

**Coaches**

1. Be reasonable on your demands on young players time, energy and enthusiasm.
2. Avoid over playing the talented players. The average players need and deserve equal time
3. When coaching representative teams ensure all team members have equal opportunities in front of selectors.
4. Plan coaching sessions that are active and varied and ensure that equipment and facilities are suitable and safe to use.
5. Remember that children participate for fun and that winning is only part of the motivation.
6. Teach your players to play by the rules of the sport, and develop team respect for the ability of opponents and each other.
7. Encourage them to participate in the spirit of the game, to develop a sense of fair play and maintain a positive team spirit.
8. Censure immediately any sledging or swearing.
9. Respect decisions of Umpires.

**Parents**

1. Encourage your child to always participate according to the rules and spirit of the game.
2. Encourage your child to participate if they are interested and remember children are involved in organised sport for their enjoyment.
3. Remind your child that participation in a team sport involves support and encouragement of the team members with the benefit of developing lasting friendships.
4. Teach your children good sportsmanship by example, applaud good play by team members and opponents alike and congratulate all parties.
5. Don't badger, harass or use sarcasm to motivate your child or compare your child's performance with those of other children.
6. Let the coach do the coaching, and recognise the value and importance of volunteer coaches who deserve your support.
7. Treat your child the same irrespective of their individual performance.
8. Demonstrate appropriate behaviour by not using foul language, harassing players, coaches or officials.

## SECTION 1: RULES FOR BEHAVIOUR - OFFENCES

Each of the rules for behaviour has a guideline. The guidelines are intended as an illustrative guide only and in the case of any doubt as to the interpretation of the Rule, the provisions of the Rule itself shall take precedence over the provisions of the guidelines. The guidelines should not be read as an exhaustive list of offences or prohibited conduct.

### Level 1 Offences

Players and, where applicable, officials must not:

No. Rule	Guidelines
1.1 Abuse cricket equipment or clothing, ground equipment or fixtures and fittings	Includes actions outside the course of normal cricket actions such as hitting or kicking the wickets and actions which intentionally or negligently result in damage to advertising boards, boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings
1.2 Show dissent at an umpire's decision by action or verbal abuse	Includes excessive, obvious disappointment with an umpire's decision or with an umpire making the decision and obvious delay in resuming play or leaving the wicket This Rule does not prohibit the bowler involved in the decision or a team captain from asking the umpire to provide an explanation for a decision or a team official from making a formal complaint.
1.3 Use language that is obscene, offensive or insulting and/or the making of an obscene gesture	This includes swearing and offensive gestures which are not directed at another person such as swearing in frustration at one's own poor performance. This offence is not intended to penalise trivial behaviour. The extent to which such behaviour is likely to give offence shall be taken into account when assessing the seriousness of the breach.
1.4 Engage in excessive appealing	Excessive appealing shall mean repeated appealing when the bowler/fielder knows the batsman is not out with the intention of placing the umpire under pressure. It is not intended to prevent loud or enthusiastic appealing. However, the practice of celebrating or assuming a dismissal before the decision has been given may also come within this Rule.
1.5 Point or gesture towards the pavilion in an aggressive manner upon the dismissal of a batsman.	Self explanatory

## Level 2 Offences

Players and, where applicable, officials must not:

No. Rule	Guideline
2.1 Show serious dissent at an umpire's decision by action or verbal abuse	Dissent should be classified as serious where the dissent is expressed by a specific action such as shaking of the head, snatching cap from umpire, pointing at pad or inside edge, other displays of anger or abusive language directed at the umpire or excessive delay in resuming play or leaving the wicket.  This Rule does not prohibit the bowler involved in the decision or a team captain from asking the umpire to provide an explanation for a decision or a team official from making a formal complaint.
2.2 Engage in inappropriate and deliberate physical contact with other players or officials in the course of play	Without limitation, players will breach this regulation if they deliberately walk or run into or shoulder another player or official or match official
2.3 Charge or advance towards the umpire in an aggressive manner when appealing	Self explanatory
2.4 Deliberately and maliciously distract or obstruct another player or official on the field of play	Without limitations, players will breach this rule if they deliberately attempt to distract a striker by words or gestures or deliberately shepherd a batsman while running or attempting to run between wickets.
2.5 Throw the ball at or near a player or official in an inappropriate and/or dangerous manner	This rule does not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion.
2.6 Use language that is obscene, offensive or of a seriously insulting nature to another player, official or spectator	This is language or gestures which are directed at another person. See comments under Rule 1.3 above in relation to the seriousness of the breach.
2.7 Change the condition of the ball in breach of Law 42.3	Prohibited behaviour includes picking the seam or deliberately throwing the ball into the ground for the purpose of roughening it up and the application of moisture to the ball, save for perspiration or saliva.

Attempt to manipulate a match in regard to the result, net run rate, bonus points or otherwise. The captain of any team guilty of such conduct shall be held responsible

Prohibited conduct under this rule will include incidents where a team bats in such a way as to either adversely affect its own, or improve its opponent's, bonus points, net run rate or quotient.

### Level 3 Offences

Players and, where applicable, officials must not:

No. Rule	Guidelines
3.1 Intimidate an umpire whether by language or conduct	Includes appealing in an aggressive or threatening manner
3.2 Threaten to assault another player, team official or spectator	Self explanatory
3.3 Use language or gestures that offend, insult, humiliate, intimidate, threaten or disparage another person on the basis of that person's race, religion, colour, descent, or national or ethnic origin	Self explanatory

### Level 4 Offences

Players and, where applicable, officials must not:

No. Rule	Guideline
4.1 Threaten to assault an umpire	Self explanatory
4.2 Physically assault another player, umpire, official or spectator	Self explanatory
4.3 Engage in any act of violence on the field of play	Self explanatory
4.4 Use language or gestures that seriously offend, insult, humiliate, intimidate, threaten or disparage another person on the basis of that person's race, religion, colour, descent, or national or ethnic origin	Self explanatory

## Other Offences

### No. Rule

### Guideline

- This is meant as a general Rule to deal with situations where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the offences set out in Rules 1 - 4 above.
- Conduct which will be prohibited under this clause includes using an illegal bat, time wasting, and any conduct which is considered "unfair play" under Law 42 of the Laws of Cricket
- 5.1 Players must obey the Laws of Cricket and play within the spirit of the game. The captain must use his best efforts to ensure his team and individual members of his team complies with this rule
- This Rule is not intended to punish unintentional breaches of the Laws of Cricket.
- Reference may be made to any statement or explanation of the Spirit of Cricket published in conjunction with the Laws of Cricket.
- Nothing in this Rule alters the onus on the captain to ensure that the Spirit of Cricket is adhered to as stated and defined in the preamble to the Laws of Cricket.
- 5.2 Without limiting any other Rule, players and officials must not at any time engage in any behaviour unbecoming of a player or official that could bring the game of cricket into disrepute or be harmful to the interests of cricket
- This is also meant as a general Rule to deal with situations where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the offences set out in Rules 1 - 4 above.
- It is intended to include serious or repeated acts of misconduct, unruly behaviour and cheating during play.
- 5.3 Without limiting any other Rule, players and officials must not make public or media comment which is detrimental to the interests of the game
- Without limitation, players and officials will breach this Rule if by making any public or media comment they:
- publicly denigrate another player, or
  - publicly denigrate or criticise an umpire or team against which they have played or

will play, whether in relation to incidents in a match or otherwise

- denigrate another player or official by inappropriately commenting on any aspect of his performance, abilities or characteristics

- comment on the likely outcome of a hearing or a report or an appeal

- criticise the outcome of a hearing or an appeal; or

- criticise any evidence, submission or other comment made by any person at the hearing of a report or any appeal

## **SECTION 2: PENALTIES**

Level of Offence	Penalty
Level 1	Official reprimand and/or suspended ban of up to 1 multi-day match or 2 one-day matches
Level 2	Ban of a minimum of 1 multi-day match and/or 2 one-day matches
Level 3	Ban of a minimum of 2 multi-day matches and/or 4 one-day matches
Level 4	Ban of a minimum of 5 multi-day matches and/or 10 one-day matches and up to a life ban
	One or more of the following penalties will apply
	- a ban from playing for a period to be determined
	- direct that the person make reparation for damage caused by that person to any property
Other Offences (5.1 - 5.3)	- require that person to perform voluntary service to cricket or the cricket community
	- reprimand the person
	- impose a fine

**Notes:**

If it is found that any person reported for separate incidents within a match is guilty of an offence, separate penalties are to be imposed in respect of each offence. Penalties in such cases are to be cumulative and not concurrent.

If a player or official repeats an offence within a particular Level (excluding Levels 4 and 5) within a twelve month period, a penalty will be imposed in line with the next highest Level. For example, if a player is found to have committed a Level 2.3 offence and six months later is found to have committed a Level 2.6 offence, the player is to be penalised as if he had committed a Level 3 offence.

When imposing a penalty upon a person who has breached this Code of Behaviour, any relevant circumstances shall be taken into account, including the following:

- the seriousness of the breach
- the harm caused by the breach to the interests of cricket
- the person's seniority and standing in the game
- remorse shown by the person and the prospect of further breaches
- the prior record of the person in abiding by this Code and any similar code of behaviour
- the impact of the penalty on the person, including the ability to pay any fine.

## STANDARD RULES

All matches will be conducted under the MCC 2000 Laws of Cricket

**1. Drinks**

Each hour on field at the discretion of both Umpires, but shall be no more than three (3) minutes duration.

**2. Protective Equipment**

All batsmen and wicket keepers are to wear standard protective gear: i.e. for batsmen, a helmet, batting gloves, groin protector and batting pads; for wicketkeepers, wicketkeeping gloves, groin protector and pads.

### Helmets

Cricket Gold Coast advises that players, coaches and member clubs ensure that the wearing of helmets when batting, fielding within 10 metres or wicketkeeping up to the stumps is highly recommended by Cricket Gold Coast in line with the Cricket Australia recommendation listed below.

“Players should not be allowed to bat, field within 10m of the bat or wicket-keep up to the stumps, during a match or at practice where a hard ball is being used, without wearing a cricket helmet with a face guard. Any individual taking responsibility for players should take all reasonable steps to ensure that the above recommendation is followed. Players are recommended to wear a specifically designed proper-fitting cricket helmet with a face guard. It is also in the players’ best interests for the helmet to comply with relevant Australian standard (currently AS/NZS4499: 1997 “Protective Headgear for Cricket”).” Page 21, Well Played Document dated August 2006.

**3. Rain or Other Delays**

Reduce the number of overs to be bowled by each team by one for each three (3) minutes lost.

Refer also CONDITIONS OF PLAY (2-DAY FIXTURES) on page 43 for further specific details.

**4. Taking the Field**

If within fifteen (15) minutes after the advertised starting time a team with a minimum of seven (7) players is not in a position to start the game, the opposing team may claim a forfeit. Every effort should be made by the teams to encourage participation.

## **5. Umpiring**

Umpires must be suitably attired at all times.

Where only one ticketed Umpire has been allocated by Cricket Gold Coast to a match, that Umpire shall stand at the bowlers' end for the whole match and a nominee of the batting side shall stand at square leg.

In a team where the child of an umpire is batting or bowling, that umpire should be replaced (**quickly, so as not to delay any play**) or, if this is not possible, must stand at square leg.

## **6. No Ball - Ages U12's to U17's (See separate Rules for U10s-U11s)**

No balls in all grades (if not scored from) shall count as one run only.

In addition to any rule concerning the signalling of "no ball" the Umpire shall signal no ball where :-

- a. For synthetic surfaces, the ball hits the edge of the pitch or is off the pitch.
- b. A short pitched delivery by a "fast bowler" which passes above the head of the batsman standing at his full height.
- c. A full pitched ball by a "fast bowler" which is above waist height.
- d. A full pitched ball by a "slow bowler" which passes over the shoulder of the batsman standing at his full height.

Fast Bowler - For the purpose of this rule, a fast bowler will be deemed as such if the wicket keeper would usually stand back from the stumps.

Slow Bowler - For the purpose of this rule, a slow bowler will be deemed as such if the wicket keeper would usually stand up to the stumps.

e. If the ball bounces more than twice before reaching the batsman or rolls along the ground

f. under no circumstances should a junior player be called during a game for having a faulty bowling action. If:

- i. within 48-hours of a game at which a coach/umpire, whether qualified or not, believes a bowling action to be faulty, he/she is to report that belief in writing to the Secretary, Cricket Gold Coast Limited for determination;
- ii. upon receipt of a report of a perceived faulty action being received by the Board, it, or its delegate, will consider the report and, at its discretion, either dismiss the report, or refer the individual bowler to Queensland Cricket for analysis and, where needed, remedial coaching;
- iii. the Secretary will then notify both clubs of the outcome the Board's determination.

## **7. Stumps, Balls and Gear**

Each team is to provide a set of stumps and bails and the approved cricket ball for each innings. Metal capped stumps are not permitted.

## **8. Player Registration**

All players must be correctly registered with Cricket Gold Coast Limited prior to participation in inter-club fixtures and failure to abide by this rule may result in loss of points or a fine.

- Girls may play up to two (2) years below their age group.
- Boys may only 'play up' to 2 years above their age group until they turn 14 years of age.
- No person under the age of 8 years as at 31<sup>st</sup> August in the calendar year in which the season starts shall be eligible to play provided that an exemption from this rule may be sought in writing from the Board, which shall have the discretion to allow a child to play after consideration of size, ability and aptitude. The proof of showing to the satisfaction of the Board that the child may not be placed in danger shall lie with the club applying for the exemption and the decision of the Board shall be final. The exemption applies for only one season and in future seasons re-application is necessary.

## **9. Wet Weather**

Home team coaches are to notify visiting coaches if an allocated ground is unfit for play, if possible one hour before the time of commencement of play. The home teams decision as to the fitness of the ground (either before or during play) for play is conclusive. Games may be reallocated at the discretion of the President or Secretary of Gold Coast Cricket, if a suitable ground is available.

**Should grounds be declared unfit for play the day prior to play commencing, notification is to be forwarded to the Co-Ordinator by 5.00pm Friday for inclusion on the Cricket Gold Coast Website.**

## **10. Clearances**

To comply with Queensland Junior Cricket Association rulings, any player wishing to change clubs must first obtain a clearance from their former club. Should a clearance be refused, the Board shall have the discretion to waive the need for clearance.

## **11. Premiership Competitions**

- i. Premiership competitions shall take place in U12, U13, U14, U15, U16 & U17.
- ii. Points shall be awarded as follows by the Coordinator:

Win on 1 <sup>st</sup> innings and subsequent outright win	10 Points
Loss on 1 <sup>st</sup> innings and subsequent outright win	6 Points
Win on first innings and subsequent outright loss	4 Points
Loss on 1 <sup>st</sup> innings and subsequent outright loss	0 Points
Win on 1 <sup>st</sup> innings and no further result	
Two day match	6 Points
One day match	6 Points
Loss on 1 <sup>st</sup> innings and no further result	0 Points

<b>Drawn match</b>	<b>3 Points</b>
Abandoned match in which no play takes place	3 Points
Bye	**
Tie on 1 <sup>st</sup> innings and subsequent outright win	<b>9 Points</b>
Tie on 1 <sup>st</sup> innings and no further result	
Two day match	3 Points
One day match	3 Points
Tie on 1 <sup>st</sup> innings and subsequent outright loss	2 Points
Win on 1 <sup>st</sup> innings and subsequent outright tie	5 Points
Loss on 1 <sup>st</sup> innings and subsequent outright tie	5 Points
Forfeit	#

\*\* Bye points shall be the average of the team's points per game over the season. Calculated at end of the season

# **Maximum points for the round**

iii. The following **bonus points** will be awarded in all premierships competitions:

Batting: 0.01 point for each run scored

Bowling: 0.20 point for each wicket

#### **12. Eligibility for finals cricket**

Where clubs have more than one team in the same age group, a player may not change teams in the same age group from the team he plays for in the first round after Christmas.

Players playing up an age group cannot be dropped to their own age group for the Finals if their regular team has been eliminated. Players may play up an age group for Finals.

Clubs may apply for exemption to the Coordinator of Cricket Gold Coast.

#### **13. Variations of time or venue**

The Board of Cricket Gold Coast Limited reserves the right to change the times of play or venue to suit prevailing conditions.

#### **14. On-field coaching**

Coaching from the boundary or any other portion of the playing area or surrounds, is prohibited in competition games for U13's and above whilst the game is in progress.

## INTER-CLUB RULES

### **UNDER 10's**

1. Hours of Play: Saturday 9:30 – 11:30 am(Friday 4 pm to 6 pm) – **(8 a side matches)** Playing times and day to be determined by Coordinator depending on numbers and ground availability.
2. Recommended Pitch length is 15 metres to ensure that younger and possibly less skilled players can concentrate on bowling technique.
3. Over per Innings: **16 overs minimum** but may be extended if needed and agreed to by both coaches prior to the commencement of the match to allow for 2 overs per player (eg if both teams have 9 players then an 18 over per innings game may be played).
4. Both fielding teams will bowl from the one end throughout innings.
5. All players must bowl a minimum 2 overs with (3) fielders on each side of the wicket to give the batsmen every opportunity to score runs.
6. To ensure that each player has an opportunity to field in different circumstances, each player is to be rotated in a clockwise direction between the positions of mid off, cover, point, square leg, mid wicket and mid on at the end of each over. These positions to be marked by disc's placed on the ground.
7. There will also be a wicketkeeper and bowler. Mid on will bowl the next over with the current bowler moving to mid off. The wicket keeper can be substituted at any time (it should be at the end of an over) so that they may bowl.
8. Maximum number of balls per over is 6 irrespective of number of wides and no balls.
9. Batsmen shall bat in pairs and shall face 4 overs as a pair. Upon the fall of a wicket (except a run out) the batsmen shall change ends. Only 8 players may bat for each team unless agreed to by both coaches at the commencement of the match. At the end of every over the strike must be rotated so a talented player cannot "farm" the strike and prevent his partner from facing many balls. This rotation can be left to the coaches discretion.
10. If a ball is bowled and does not bounce on the playing surface it shall be called a no-ball, it will then be placed upon a cone that is on the side of the wicket that the ball was bowled. The batsman may then hit the ball off the cone.
11. There are no Premiership points in this age group.
12. A soft Gabba Sporting Products' ball, i.e. Gabba Safety Ball (incrediball) or similar, is to be used.
13. As this age group are in the early stages of development, participation by all players should be encouraged with the emphasis put on having fun. The emphasis should be on enjoyment and learning the basic's of the game including running between the wickets etc which are best learned in a match situation.
14. Recommended field size, 40 Metres from stumps.
15. A no-ball in this age group shall be called "no ball" where:

- a. On synthetic pitches, the ball is either pitched off the synthetic area or touches the side of the pitch;
- b. A short-pitched ball passes above the shoulder when the batsman is standing at his or her full height;
- c. A fast high pitched ball (full toss) pitches above waist height;
- d. A slow high pitched ball (full toss) pitches above the batsman's head.

A ball that pitches or bounces more than twice before reaching the batsman in this age group is a fair ball and not a no ball.

For all no balls called, a one run penalty will be applied in addition to whatever runs have been scored off the bat.

16. A wide shall be called only if, in the opinion of the umpire, the ball has landed on the pitch but cannot be reached by the batsman in his or her normal stance.
17. The LBW rule does not apply for this age group but coaches should speak with the batsman to give them an understanding of the law as it applies in the older age groups.
18. No player shall field within a ten meter radius of the popping crease when in front of the striker (i.e., a wicket keeper and fieldsmen behind the popping crease are not included).

**UNDER 11's (2-day fixtures: compulsory closure after 40 overs if not all out)**

1. Hours of Play: 9.00 am to 11.30 am (sharp)
2. 13 players may be named with 12 able to bat and bowl in an innings, only 11 on the field at one time.
3. Overs per Innings: 40 over innings each.
4. 11 wickets may be lost in this age group to ensure that everyone has the opportunity to bat.
5. Both fielding teams will bowl from the one end throughout innings.
6. All players **must** bowl a minimum of 3 overs per innings, with a maximum 5 overs per innings. **Players may not bowl more than 3 overs until ALL NAMED PLAYERS (INCLUDING THE DESIGNATED WICKET-KEEPER) in the team has bowled 3 overs.**
7. Maximum number of balls per over is 6 irrespective of number of wides and no balls.
8. All players must bat, with a retirement score of 30 runs. To ensure that each player has an opportunity to bat in different circumstances, each player is to be rotated in the batting order so that a batsman who opens the batting in one week, bats at 3 the following week, 5 the week after, and so forth.
9. A batsman may retire at any stage and is able to come back in only after all other batsmen have batted or are all out provided 11 wickets have not been lost.
10. There are no Premiership points in this age group.
11. A Gabba Junior or Gabba 2-piece Special 142g ball is to be used.
12. As this age group are in the early stages of development, participation by all players should be encouraged with the emphasis put on having fun whilst ensuring equal participation of every player.
13. Ten minutes between innings is a maximum break, however it is encouraged to shorten this time so as to have more time for Cricket.
14. Recommended field size, boundary **45 metres** from stumps.
15. A no-ball in this age group shall be called “no ball” where:
  - e. On synthetic pitches, the ball is either pitched off the synthetic area or touches the side of the pitch;
  - f. A short-pitched ball passes above the shoulder when the batsman is standing at his or her full height;
  - g. A fast high pitched ball (full toss) passes above waist height;
  - h. A slow high pitched ball (full toss) passes above the batsman’s head.

A ball that pitches or bounces more than twice before reaching the batsman in this age group is a fair ball and not a no ball.

For all no balls called, a one run penalty will be applied in addition to whatever runs have been scored off the bat.

16. A wide shall be called only if, in the opinion of the umpire, the ball has landed on the pitch but cannot be reached by the batsman in his or her normal stance.
17. The LBW rule does not apply for this age group but coaches should speak with the

batsman to give them an understanding of the law as it applies in the older age groups.

18. No player shall field within a ten meter radius of the popping crease when in front of the striker (i.e., a wicket keeper and fieldsmen behind the popping crease are not included).
19. Drink breaks are to be taken after 20 overs have been bowled and to last no more than 3 minutes.
20. Rain delays shall reduce the number of overs by one over for every three minutes lost.

**NOTE:** Parents, coaches and children are reminded that the development of players' skills and having fun are much more important than winning.

***UNDER 12's (2-day fixtures: compulsory closure after 50 overs if not all out)***

1. Hours of Play: 8:30 am to 12:00 pm (sharp)
2. Overs per Innings: 50 overs maximum
3. Bowlers to bowl from alternate ends as per normal Laws of Cricket.
4. A team consist of a maximum of 13 players all of whom may bat and bowl, but 11 fieldsmen only shall be allowed on the field of play at any one time. Ten (10) wickets must fall for a side to be all out.
5. All games are subject to Compulsory Closure. Provided that no time has been lost through conditions, compulsory closure will occur at the allotted time of play (12:00 pm). Should the team batting first, having not been dismissed, nor declared its innings closed, not receive the required number of overs in the time allotted and have its innings compulsorily closed, the team batting second shall be entitled only to the same number of overs as that faced by the team which batted first (Example 1).

The maximum number of overs to be received by both teams in the first innings is 50 (Example 2).

***It is the responsibility of both coaches to ensure that overs are bowled as quickly as possible to ensure the 50 overs are bowled within the time allotted, e.g. a minimum of 15 overs should be bowled each hour including a drinks break.***

The team batting second **MUST** receive the same number of overs bowled to them as they bowled to the opposition within the allotted time of play (subject to there being no interruptions to play).

**Example 1**

Team A batting first receives 47 overs from Team B in the allotted time 8.30 am to 12 pm on the first Saturday of the match and has not been dismissed nor declared its innings closed – innings compulsorily closed. Team B batting second must then receive a maximum of 47 overs from Team A in the allotted time the following Saturday.

**Example 2**

Team A batting first is dismissed, or declared its innings closed in say 30 overs within the allotted time on the first Saturday of the match.

Team B batting second may then receive the full complement of 50 overs from Team A in the remaining allotted time of the match (i.e. over both Saturdays) and, if time then remains, Team A then commences its second innings.

## Games involving more than 1 innings per team

In the event of either or both batting teams having been dismissed and/or declared its innings closed, the second innings of the match shall be determined solely by time (Example 3).

### Example 3

Team A batting first is dismissed for 110 runs in 20 overs within the allotted time on the first Saturday of the match. Team B batting second (and being entitled to receive the full complement of 50 overs from Team A in the remaining allotted time of the match, i.e. over both Saturdays) declares its innings closed at 5 for 220 after 40 overs at, say, 9.30 am on the second Saturday.

After 10 minutes for change of innings, Team B may bowl an unlimited number of overs at Team A until close of play at 12:00 pm. If Team A is dismissed or declares its second innings closed, after a 10 minutes change of innings, Team B may then bat through the scheduled close of play (12 pm).

6. To enforce the follow-on in the quest for an outright victory, the team batting first must lead by at least 75 runs.
7. Unless one team has been previously dismissed, each team must have completed at least 15 overs, for a result to be declared. The winner shall be determined on the run rate on a count back of completed overs at termination of play of the team batting second (refer "Conditions of play 2-Day Fixtures").
8. No cricketer is to field within ten metres of the batting crease when in front of the batsman on strike. The Umpire shall give a warning to the Team Captain and for any continued breach of this rule the Umpire shall call "no ball".

A maximum of five (5) fieldsmen are permitted on the leg side.

All players **must** bowl a minimum of 3 overs per innings, with a maximum 7 overs per innings. **Players may not bowl more than 3 overs until ALL NAMED PLAYERS (INCLUDING THE DESIGNATED WICKET-KEEPER) in the team has bowled 3 overs.**

9. Maximum number of balls per over is 8 irrespective of number of wides and no balls.

### 10. WIDES AND NO BALLS – CLARIFICATION OF RULE 6 FOR UNDER 12 ONLY.

A delivery which hits the edge of the pitch or misses the pitch is a no ball and can subsequently be scored off by the Batsman.

**In this age group, umpires must appreciate that the players are at an early stage of learning the game and should allow latitude in the calling wides.**

Generally a wide should only be called for those deliveries that land on the pitch and are wider than the edge of the pitch when passing the batsman, irrespective of whether on the off or leg side.

11. Although the maximum number of players per team is 13, all teams may elect to name 11 players as their batting list.
12. All players must bat with a retirement score of 40 runs. .
13. In the absence of injury, a batsman can only retire after facing a minimum of 6 legal deliveries (excluding wides and no balls). Batsmen retired may resume their innings after all other players have batted in the strict order of their retirement.

If retired hurt/injured, a batsman may resume play at the fall of any wicket.

14. Premiership and bonus points begin in this age group - refer Rule 11 for specific points details. Finals will be played: format to be announced.
15. A Gabba Junior or Gabba 2-piece Special 142g ball is to be used.
16. A maximum ten minute break between innings is allowed.
17. Recommended field size, boundary 45 metres from the stumps.
18. Rain delays shall reduce the number of overs by one over for every three minutes lost.

**NOTE**

**As this age group are in the early stages of development, participation by all players should be encouraged with the emphasis put on having fun.**

**On field coaching is permitted and encouraged in this age group but will not be allowed from U13 – U17. U12 is to be used as a transition season and coaches are encouraged to limit on field coaching during the second half of U12 season in order to prepare players for U13.**

### **UNDER 12's (1-day fixtures)**

1. Hours of Play: 8.30 am to 12 pm (sharp)
  1. Team one: 8.30 am to 10:10 am
  2. Team two: 10.20 am to 12 pm
2. Overs per Innings: max 28 overs or time.
3. A team shall consist of a maximum of 13 players all of whom may bat and bowl, but eleven fieldsmen only shall be allowed on the field of play at any one time. Ten (10) wickets must fall for a side to be all out.
4. Bowlers to bowl from alternate ends as per normal Laws of Cricket.
5. All games are subject to Compulsory Closure. Provided that no time has been lost through conditions, compulsory closure will occur at the allotted time of play. Should the team batting first, having not been dismissed, not receive the required number of overs in the time allotted and have its innings compulsorily closed, the team batting second shall be entitled only to the same number of overs as that faced by the team which batted first (Examples 1a and 1b).

The team batting second MUST receive the same number of overs bowled to them as they bowled to the opposition within the allotted time of play (subject to there being no interruptions to play). In the event of there being a shortfall of overs bowled, the winner will be determined by scores at the equal number of completed overs for the team batting second.

*It is the responsibility of both coaches to ensure that overs are bowled as quickly as possible to ensure the 28 overs are bowled within the time allotted, e.g. a minimum of 16/17 overs should be bowled in the first hour including a drinks break.*

#### **Example 1a**

Team A batting first receives 26 overs from Team B in the allotted time 8.30 a.m. to 10:10 a.m. and scores 120 for the loss of 5 wickets – innings compulsorily closed.

Team B batting second MUST then receive 26 overs from Team A in the allotted time 10.20 a.m. to 12 pm.

#### **Example 1b**

Team A batting first is dismissed in 20 overs within the allotted time 8.30 a.m. to 10:10 a.m.

Team B batting second MUST then receive the full complement of 28 overs from Team A in the remaining allotted time 10.20 a.m. to 12 pm.

6. Maximum overs to be bowled by a single player is 3 overs.
7. Maximum number of balls per over is 8 irrespective of number of wides and no balls.

**8. WIDES AND NO BALLS – CLARIFICATION OF RULE 6 FOR UNDER 12 ONLY.**

A delivery which hits the edge of the pitch or misses the the pitch is a no ball and can subsequently be scored off by the Batsman.

**In this age group, umpires must appreciate that the players are at an early stage of learning the game and should allow latitude in the calling wides.**

Generally a wide should only be called for those deliveries that land on the pitch and are wider than the edge of the pitch when passing the batsman, irrespective of whether on the off or leg side.

9. Although the maximum number of players per team is 13, all teams may elect to name 11 players as their batting list.
10. Players must retire once they have reached a score of 40 runs. In the absence of injury, a batsman can only retire after facing a minimum of 6 legal deliveries (excluding wides and no balls). Retired batsmen may resume their innings after all other players have batted in the strict order of their retirement.

If retired hurt/injured, a batsman may resume play at the fall of any wicket.

11. The winner shall be the side that scores the most runs irrespective of wickets lost. There are no outright results in one day fixtures.

The team batting second should complete the innings regardless of whether a result has been achieved, e.g.

Team A – all out for 75 after 20 overs

Team B – should bat for a maximum of 28 overs unless dismissed earlier

NOTE – If BOTH teams agree, the game may finish once a result has been achieved.

12. Premiership and bonus points begin in this age group - refer Rule 11 for specific points details. Finals will be played: format to be announced.
13. If play is delayed and/or interrupted (by weather or other considerations) the number of overs allocated to each team shall be reduced by 1 over for every 3 minutes of time lost.

- a. If play is not possible, the match shall be declared abandoned.
  - b. Each team must receive a minimum of 15 overs for there to be a match.
14. A Gabba Junior or Gabba 2-piece Special 142g ball is to be used.
  15. Ten minutes between innings is a maximum break.
  16. Recommended field size, 45 metres from the stumps.

**NOTE**

**As this age group are in the early stages of development, participation by all players should be encouraged with the emphasis put on having fun.**

**On field coaching is permitted and encouraged in this age group but will not be allowed from U13 – U17. U12 is to be used as a transition season and coaches are encouraged to limit on field coaching during the second half of U12 season in order to prepare players for U13.**

## **On-field coaching or coaching from the boundary is prohibited in competition games for U13's and above**

### ***UNDER 13's (2-day fixtures: compulsory closure after 50 overs if not all out)***

1. Hours of Play: 8:30 am to 12 pm (sharp)
2. Overs per Innings: 50 overs maximum
3. Bowlers to bowl from alternate ends as per normal Laws of Cricket.
4. A team consist of a maximum of 12 players all of whom may bat and bowl, but 11 fieldsmen only shall be allowed on the field of play at any one time. Ten (10) wickets must fall for a side to be all out.

All games are subject to Compulsory Closure. Provided that no time has been lost through conditions, compulsory closure will occur at the allotted time of play (11.45 am). Should the team batting first, having not been dismissed, nor declared its innings closed, not receive the required number of overs in the time allotted and have its innings compulsorily closed, the team batting second shall be entitled only to the same number of overs as that faced by the team which batted first (Example 1).

The maximum number of overs to be received by both teams in the first innings is 50 (Example 2).

***It is the responsibility of both coaches to ensure that overs are bowled as efficiently as possible to ensure the 50 overs are bowled within the time allotted, e.g. a minimum of 15 overs should be bowled each hour including a drinks break.***

The team batting second **MUST** receive the same number of overs bowled to them as they bowled to the opposition within the allotted time of play (subject to there being no interruptions to play).

#### **Example 1**

Team A batting first receives 47 overs from Team B in the allotted time 8:30 a.m. to 12:00 a.m. on the first Saturday of the match and has not been dismissed nor declared its innings closed – innings compulsorily closed. Team B batting second must then receive a maximum of 47 overs from Team A in the allotted time the following Saturday.

### **Example 2**

Team A batting first is dismissed, or declared its innings closed in say 30 overs within the allotted time on the first Saturday of the match.

Team B batting second may then receive the full complement of 50 overs from Team A in the remaining allotted time of the match (i.e. over both Saturdays) and, if time then remains, Team A then commences its second innings.

### **Games involving more than 1 innings per team**

In the event of either or both batting teams having been dismissed and/or declared its innings closed, the second innings of the match shall be determined solely by time.

### **Example 3**

Team A batting first is dismissed for 110 runs in 20 overs within the allotted time on the first Saturday of the match. Team B batting second (and being entitled to receive the full complement of 50 overs from Team A in the remaining allotted time of the match, i.e. over both Saturdays) declares its innings closed at 5 for 220 after 40 overs at, say, 9.30 am on the second Saturday.

After 10 minutes for change of innings, Team B may bowl an unlimited number of overs at Team A until close of play at 12:00 pm. If Team A is dismissed or declares its second innings closed, after a 10 minutes change of innings, Team B may then bat through the scheduled close of play (12:00 pm).

5. To enforce the follow-on in the quest for an outright victory, the team batting first must lead by at least 75 runs.
6. Unless one team has been previously dismissed, each team must have completed at least 15 overs, for a result to be declared. The winner shall be determined on the run rate on a count back of completed overs at termination of play of the team batting second (refer "Conditions of play 2-Day Fixtures").
7. No cricketer is to field within ten metres of the batting crease when in front of the batsman on strike. The Umpire shall give a warning to the Team Captain and for any continued breach of this rule the Umpire shall call "no ball".

A maximum of five (5) fieldsmen are permitted on the leg side.

8. All players must bowl a minimum of 3 overs per innings, with a maximum 7 overs per innings. **Players may not bowl more than 3 overs until ALL NAMED PLAYERS (INCLUDING THE DESIGNATED WICKET-KEEPER) in the team has bowled 3 overs.**
9. Maximum number of balls per over is 8 irrespective of number of wides and no balls.

10. There is a retirement score of 50 runs. In the absence of injury, a batsman can only retire after facing a minimum of 6 legal deliveries (excluding wides and no balls). Batsmen retired may resume their innings after all other players have batted in the strict order of their retirement.

If retired hurt/injured, a batsman may resume play at the fall of any wicket.

11. Premiership and bonus points are applicable in this age group - refer Rule 11 for specific points details. Finals will be played: format to be announced.
12. A Gabba Junior or Gabba 2-piece Special 156g ball is to be used.
13. Ten minutes between innings is a maximum break.
14. Recommended field size, 50 metres from the stumps.
15. Rain delays shall reduce the number of overs by one over for every three minutes lost.

**NOTE**

**As this age group are in the early stages of development, participation by all players should be encouraged with the emphasis put on having fun.**

**On-field coaching or coaching from the boundary is prohibited in competition games for U13's and above**

### **UNDER 13's (1-day fixtures)**

1. Hours of Play: 8.30 am to 12.00 pm (sharp)
  1. Team one: 8.30 am to 10.10 am
  2. Team two: 10.20 am to 12.00 pm
2. Overs per Innings: 28
3. A team shall consist of a maximum of 12 players all of whom may bat and bowl, but eleven fieldsmen only shall be allowed on the field of play at any one time. Ten (10) wickets must fall for a side to be all out.
4. Bowlers to bowl from alternate ends as per normal Laws of Cricket.
5. All games are subject to Compulsory Closure. Provided that no time has been lost through conditions, compulsory closure will occur at the allotted time of play. Should the team batting first, having not been dismissed, not receive the required number of overs in the time allotted and have its innings compulsorily closed, the team batting second shall be entitled only to the same number of overs as that faced by the team which batted first (Examples 1a and 1b).

The team batting second MUST receive the same number of overs bowled to them as they bowled to the opposition within the allotted time of play (subject to there being no interruptions to play).

***It is the responsibility of both coaches to ensure that overs are bowled as quickly as possible to ensure the 28 overs are bowled within the time allotted, e.g. a minimum of 16/17 overs should be bowled in the first hour including a drinks break.***

#### **Example 1a**

Team A batting first receives 26 overs from Team B in the allotted time 8.30 am to 10.10 am and scores 120 for the loss of 5 wickets – innings compulsorily closed.

Team B batting second MUST then receive 26 overs from Team A in the allotted time 10.20 am to 12.00 pm .

#### **Example 1b**

Team A batting first is dismissed in 20 overs within the allotted time 8.30 am to 10.10 am

Team B batting second MUST then receive the full complement of 28 overs from Team A in the remaining allotted time 10.20 am to 12.00 pm

6. Maximum overs to be bowled by a single player is 3 overs.

7. Maximum number of balls per over is 8 irrespective of number of wides and no balls.

Umpires are instructed to apply a very strict and consistent interpretation of the law to prevent negative bowling. As a guide, on the leg side a ball landing clearly outside the leg stump going further away should be called a wide. The same provisions do not apply if the striker makes contact with the ball.

8. There is a retirement score of 50 runs. In the absence of injury, a batsman can only retire after facing a minimum of 6 legal deliveries (excluding wides and no balls). Batsmen retired may resume their innings after all other players have batted in the strict order of their retirement.

If retired hurt/injured, a batsman may resume play at the fall of any wicket.

9. The winner shall be the side that scores the most runs irrespective of wickets lost. There are no outright results in one day fixtures.

The team batting second should complete the innings regardless of whether a result has been achieved, e.g.

Team A – all out for 75 after 20 overs

Team B – should bat for a maximum of 28 overs unless dismissed earlier

NOTE – If BOTH teams agree, the game may finish once a result has been achieved.

10. Premiership and bonus points are applicable in this age group - refer Rule 11 for specific points details. Finals will be played: format to be announced.

11. If play is delayed and/or interrupted (by weather or other considerations) the number of overs allocated to each team shall be reduced by 1 over for every 3 minutes of time lost.

- a. If play is not possible, the match shall be declared a draw.
- b. Each team must receive a minimum of 15 overs for there to be a match.

12. A Gabba Junior or Gabba 2-piece Special 156g ball is to be used.

13. Ten minutes between innings is a maximum break.

14. Recommended field size, 50 metres from the stumps.

**NOTE**

**As this age group are in the early stages of development, participation by all players should be encouraged with the emphasis put on having fun.**

**On-field coaching or coaching from the boundary is prohibited in competition games for U13's and above**

***UNDER 14's (2-day fixtures: compulsory closure after 55 overs if not all out)***

1. Hours of Play: 8:30 am to 12:00 pm (sharp)
2. Overs per Innings: 55 overs maximum
3. Bowlers to bowl from alternate ends as per normal Laws of Cricket.
4. A team consist of a maximum of 12 players all of whom may bat and bowl, but 11 fieldsmen only shall be allowed on the field of play at any one time. Ten (10) wickets must fall for a side to be all out.
5. All games are subject to Compulsory Closure. Provided that no time has been lost through conditions, compulsory closure will occur at the allotted time of play (12:00 pm). Should the team batting first, having not been dismissed, nor declared its innings closed, not receive the required number of overs in the time allotted and have its innings compulsorily closed, the team batting second shall be entitled only to the same number of overs as that faced by the team which batted first (Example 1).

The maximum number of overs to be received by both teams in the first innings is 55 (Example 2).

***It is the responsibility of both coaches to ensure that overs are bowled as efficiently as possible to ensure the 55 overs are bowled within the time allotted, e.g. a minimum of 16/17 overs should be bowled each hour including a drinks break.***

The team batting second MUST receive the same number of overs bowled to them as they bowled to the opposition within the allotted time of play (subject to there being no interruptions to play).

**Example 1**

Team A batting first receives 47 overs from Team B in the allotted time 8:30 am to 12:00 pm on the first Saturday of the match and has not been dismissed nor declared its innings closed – innings compulsorily closed. Team B batting second must then receive a maximum of 47 overs from Team A in the allotted time the following Saturday.

**Example 2**

Team A batting first is dismissed, or declared its innings closed in say 30 overs within the allotted time on the first Saturday of the match.

Team B batting second may then receive the full complement of 55 overs from Team A in the remaining allotted time of the match (i.e. over both Saturdays) and, if time then remains, Team A then commences its second innings.

**Games involving more than 1 innings per team**

In the event of either or both batting teams having been dismissed and/or declared its innings closed, the second innings of the match shall be determined solely by time

**Example 3**

Team A batting first is dismissed for 110 runs in 20 overs within the allotted time on the first Saturday of the match. Team B batting second (and being entitled to receive the full complement of 50 overs from Team A in the remaining allotted time of the match, i.e. over both Saturdays) declares its innings closed at 5 for 220 after 40 overs at, say, 9.30 am on the second Saturday.

After 10 minutes for change of innings, Team B may bowl an unlimited number of overs at Team A until close of play at 12:00 pm. If Team A is dismissed or declares its second innings closed, after a 10 minutes change of innings, Team B may then bat through the scheduled close of play (12:00 pm).

6. To enforce the follow-on in the quest for an outright victory, the team batting first must lead by at least 75 runs.
7. Unless one team has been previously dismissed, each team must have completed at least 20 overs, for a result to be declared. The winner shall be determined on the run rate on a count back of completed overs at termination of play of the team batting second (refer "Conditions of play 2-Day Fixtures").
8. No cricketer is to field within ten metres of the batting crease when in front of the batsman on strike. The Umpire shall give a warning to the Team Captain and for any continued breach of this rule the Umpire shall call "no ball".

A maximum of five (5) fieldsmen are permitted on the leg side.

9. The maximum number of overs per day and/or innings is 10. The maximum number of overs per spell for "fast bowlers" is 5. "Slow bowlers" may bowl their maximum number of overs for the innings and/or day in a single spell.

Fast bowlers must be rested for twice the numbers of overs bowled at the completion of a spell, e.g. having been rested after bowling 3 overs, a fast bowler cannot bowl again until another 6 overs have been bowled, 4 over spell, 8 over rest and so on.

Fast Bowler - For the purpose of this rule, a fast bowler will be deemed as such if the wicket keeper would usually stand back from the stumps.

Slow Bowler - For the purpose of this rule, a slow bowler will be deemed as such if the wicket keeper would usually stand up to the stumps.

10. There is a retirement score of 75 runs. In the absence of injury, a batsman can only retire after facing a minimum of 6 legal deliveries (excluding wides and no balls). Batsmen retired may resume their innings after all other players have batted in the strict order of their retirement.

If retired hurt/injured, a batsman may resume play at the fall of any wicket.

11. Premiership and bonus points are applicable in this age group - refer Rule 11 for specific points details. Finals will be played: format to be announced.
12. A Gabba Junior or Gabba 2-piece Special 156g ball is to be used.
13. Ten minutes between innings is a maximum break.
14. Recommended field size, 55 metres from the stumps.
15. Rain delays shall reduce the number of overs by one over for every three minutes lost.

**NOTE**

**As this age group are in the early stages of development, participation by all players should be encouraged with the emphasis put on having fun.**

**On-field coaching or coaching from the boundary is prohibited in competition games for U13's and above**

### **UNDER 14's (1-day fixtures)**

1. Hours of Play: 8:30 am to 12:00 pm (sharp)
  1. Team one: 8.30 am to 10.10 am
  2. Team two: 10.20 am to 12.00 pm
2. Overs per Innings: 28
3. A team shall consist of a maximum of 12 players all of whom may bat and bowl, but eleven fieldsmen only shall be allowed on the field of play at any one time. Ten (10) wickets must fall for a side to be all out.
4. Bowlers to bowl from alternate ends as per normal Laws of Cricket.
5. All games are subject to Compulsory Closure. Provided that no time has been lost through conditions, compulsory closure will occur at the allotted time of play. Should the team batting first, having not been dismissed, not receive the required number of overs in the time allotted and have its innings compulsorily closed, the team batting second shall be entitled only to the same number of overs as that faced by the team which batted first (Examples 1a and 1b).

The team batting second **MUST** receive the same number of overs bowled to them as they bowled to the opposition within the allotted time of play (subject to there being no interruptions to play).

|  
***It is the responsibility of both coaches to ensure that overs are bowled as efficiently as possible to ensure the 28 overs are bowled within the time allotted, e.g. a minimum of 18/19 overs should be bowled in the first hour including a drinks break.***

#### **Example 1a**

Team A batting first receives 26 overs from Team B in the allotted time 8.30 am to 10.10 am and scores 120 for the loss of 5 wickets – innings compulsorily closed.

Team B batting second **MUST** then receive 26 overs from Team A in the allotted time 10.20 am to 12.00 pm

#### **Example 1b**

Team A batting first is dismissed in 20 overs within the allotted time 8.30 am to 10.10 am

Team B batting second **MUST** then receive the full complement of 28 overs from Team A in the remaining allotted time 10.20 am to 12.00 pm

6. At least 6 bowlers must be used, with a maximum of 5 overs each.

In the event of a match being limited to less than the allocated overs, the sum total of overs available shall be divided by 5 and no bowler shall bowl more than the result, e.g. if the number of allocated overs has been reduced to 20, the maximum number of overs to be bowled by each bowler is 4.

Umpires are instructed to apply a very strict and consistent interpretation of the law to prevent negative bowling. As a guide, on the leg side a ball landing clearly outside the leg stump going further away should be called a wide. The same provisions do not apply if the striker makes contact with the ball.

7. There is a retirement score of 75 runs. In the absence of injury, a batsman can only retire after facing a minimum of 6 legal deliveries (excluding wides and no balls). Batsmen retired may resume their innings after all other players have batted in the strict order of their retirement.

If retired hurt/injured, a batsman may resume play at the fall of any wicket.

8. The winner shall be the side that scores the most runs irrespective of wickets lost. There are no outright results in one day fixtures.

The team batting second should complete the innings regardless of whether a result has been achieved, e.g.

Team A – all out for 75 after 20 overs

Team B – should bat for a maximum of 28 overs unless dismissed earlier

NOTE – If BOTH teams agree, the game may finish once a result has been achieved.

9. Premiership and bonus points are applicable in this age group - refer Rule 11 for specific points details. Finals will be played: format to be announced.

10. If play is delayed and/or interrupted (by weather or other considerations) the number of overs allocated to each team shall be reduced by 1 over for every 3 minutes of time lost.

If play is not possible, the match shall be declared a draw.

Each team must receive a minimum of 15 overs for there to be a match.

11. A Gabba Junior or Gabba 2-piece Special 156g ball is to be used.

12. Ten minutes between innings is a maximum break.

13. Recommended field size, 55 metres from the stumps.

**NOTE**

**As this age group are in the early stages of development, participation by all players should be encouraged with the emphasis put on having fun.**

***On-field coaching or coaching from the boundary is prohibited in competition games for U13's and above***

***UNDER 15's & Under 17's (2-day fixtures: compulsory closure after 55 overs if not all out)***

**In the under 15 and under 17 grades games that are played on 'Turf' wickets the wearing of cricket spikes when batting or bowling is compulsary.**

1. Hours of Play: 8:15 am to 11.45 am (sharp)
2. Overs per Innings: 55 overs maximum
3. Bowlers to bowl from alternate ends as per normal Laws of Cricket.
4. A team consist of a maximum of 12 players all of whom may bat and bowl, but 11 fieldsmen only shall be allowed on the field of play at any one time. Ten (10) wickets must fall for a side to be all out.
5. All games are subject to Compulsory Closure. Provided that no time has been lost through conditions, compulsory closure will occur at the allotted time of play (11.45 am). Should the team batting first, having not been dismissed, nor declared its innings closed, not receive the required number of overs in the time allotted and have its innings compulsorily closed, the team batting second shall be entitled only to the same number of overs as that faced by the team which batted first (Example 1).

The maximum number of overs to be received by both teams in the first innings is 55 (Example 2).

***It is the responsibility of both coaches to ensure that overs are bowled as efficiently as possible to ensure the 55 overs are bowled within the time allotted, e.g. a minimum of 16/17 overs should be bowled each hour including a drinks break.***

The team batting second **MUST** receive the same number of overs bowled to them as they bowled to the opposition within the allotted time of play (subject to there being no interruptions to play). In the event of there being a shortfall of overs bowled, the team batting second will receive penalty runs (added to sundries) in the amount of 6 runs per over not bowled (Example 2a). **ONLY** can be applied by an OFFICIAL umpire, if present (not the coaches).

**Example 1**

Team A batting first receives 47 overs from Team B in the allotted time 8.15 a.m. to 11.45 a.m. on the first Saturday of the match and has not been dismissed nor declared its innings closed – innings compulsorily closed. Team B batting second must then receive a maximum of 47 overs from Team A in the allotted time the following Saturday.

**Example 2**

Team A batting first is dismissed, or declared its innings closed in say 30 overs within the allotted time on the first Saturday of the match.

Team B batting second may then receive the full complement of 55 overs from Team A in the remaining allotted time of the match (i.e. over both Saturdays) and, if time then remains, Team A then commences its second innings.

**Example 2a**

Team A batting first receives 55 overs from Team B in the allotted time 8.15 a.m. to 11.45 a.m. and scores 135 for the loss of 5 wickets – innings compulsorily closed. Team B batting second then receives only 52 overs from Team A in the allotted time 8.15 a.m. to 11.45 a.m. and scores 125 for the loss of 7 wickets – innings compulsorily closed.

Team B receives 18 penalty runs (3 overs x 6 runs), which when added to the actual runs scored of 125 makes a total of 143. Team B is declared the winner of the game. ONLY can be applied by an OFFICIAL umpire, if present (not the coaches).

**Games involving more than 1 innings per team**

In the event of either or both batting teams having been dismissed and/or declared its innings closed, the second innings of the match shall be determined solely by time (Example 3).

**Example 3**

Team A batting first is dismissed for 110 runs in 20 overs within the allotted time on the first Saturday of the match. Team B batting second (and being entitled to receive the full complement of 55 overs from Team A in the remaining allotted time of the match, i.e. over both Saturdays) declares its innings closed at 5 for 220 after 40 overs at, say, 9.30 am on the second Saturday.

After 10 minutes for change of innings, Team B may bowl an unlimited number of overs at Team A until close of play at 11.45 a.m. If Team A is dismissed or declares its second innings closed, after a 10 minutes change of innings, Team B may then bat through the scheduled close of play (11.45 a.m.).

6. To enforce the follow-on in the quest for an outright victory, the team batting first must lead by at least 75 runs.
7. Unless one team has been previously dismissed, each team must have completed at least 20 overs, for a result to be declared. The winner shall be determined on the run rate on a count back of completed overs at termination of play of the team batting second (refer “Conditions of play 2-Day Fixtures”).

8. Fielders are permitted within the 10 metre radius provided they wear protective gear; i.e. a minimum of helmet and groin protector, but under no circumstances closer than 5 metres. In the event of the non adherence of this law, the Umpire shall give a warning to the Team Captain and for any continued breach of this rule the Umpire shall call "no ball".

A maximum of five (5) fieldsmen are permitted on the leg side.

**Note:**

Age restrictions for youth bowlers are as per Cricket Australia's recommendations. Check MCC laws of cricket or Cricket Australia handbook IE: A bowler may bowl a maximum of overs bowled unchanged then the bowler rests until the same number of overs have been bowled from the end at which he was bowling, regardless of any break in play. There shall also be a limit that a bowler may bowl in a day. All ages are from taken from 31st August of each year.

- Under 17 - 6 overs in a spell and 16 overs in a day
- Under 16 - 6 overs in a spell and 14 overs in a day
- Under 15 - 5 overs in a spell and 12 overs in a day
- Under 14 - 5 overs in a spell and 10 overs in a day

9. The maximum number of overs per day and/or innings is 12 for Under 15s and 16 for Under 17s. The maximum number of overs per spell for "fast bowlers" is 5 for Under 15s and 6 for Under 17s. "Slow bowlers" may bowl their maximum number of overs for the innings and/or day in a single spell.

Fast bowlers must be rested for twice the number of overs bowled at the completion of a spell, e.g. having been rested after bowling 3 overs, a fast bowler cannot bowl again until another 6 overs have been bowled, 4 over spell, 8 over rest and so on.

Fast Bowler - For the purpose of this rule, a fast bowler will be deemed as such if the wicket keeper would usually stand back from the stumps.

Slow Bowler - For the purpose of this rule, a slow bowler will be deemed as such if the wicket keeper would usually stand up to the stumps.

10. There is a retirement score of 100 runs. In the absence of injury, a batsman can only retire after facing a minimum of 6 legal deliveries (excluding wides and no balls). Batsmen retired may resume their innings after all other players have batted in the strict order of their retirement.

If retired hurt/injured, a batsman may resume play at the fall of any wicket.

11. Premiership and bonus points are applicable in this age group - refer Rule 11 for specific points details. Finals will be played: format to be announced.
12. A Gabba Junior or Gabba 4-piece Special 156g ball is to be used.
13. Ten minutes between innings is a maximum break.
14. Recommended field size – senior boundary.
15. Refer also Rules of play as per the Conditions of Play (2-day fixtures) which follow the Under 15/17 rules.

**On-field coaching or coaching from the boundary is prohibited in competition games for U13's and above**

### **UNDER 15's & Under 17's (1-day fixtures)**

1. Hours of Play: 8.15am to 11.45 am (sharp)
  1. Team one: 8.15 am to 9.55 am
  2. Team two: 10.05 am to 11.45 am
2. Overs per Innings: 28
3. A team shall consist of a maximum of 12 players all of whom may bat and bowl, but eleven fieldsmen only shall be allowed on the field of play at any one time. Ten (10) wickets must fall for a side to be all out.
4. Bowlers to bowl from alternate ends as per normal Laws of Cricket.
5. All games are subject to Compulsory Closure. Provided that no time has been lost through conditions, compulsory closure will occur at the allotted time of play. Should the team batting first, having not been dismissed, not receive the required number of overs in the time allotted and have its innings compulsorily closed, the team batting second shall be entitled only to the same number of overs as that faced by the team which batted first (Examples 1a and 1b).

The team batting second **MUST** receive the same number of overs bowled to them as they bowled to the opposition within the allotted time of play (subject to there being no interruptions to play). In the event of there being a shortfall of overs bowled, the team batting second will receive penalty runs (added to sundries) in the amount of 6 runs per over not bowled (Example 2). **ONLY** can be applied by an **OFFICIAL** umpire, if present (not the coaches).

*It is the responsibility of both coaches to ensure that overs are bowled as efficiently as possible to ensure the 28 overs are bowled within the time allotted, e.g. a minimum of 18/19 overs should be bowled in the first hour including a drinks break.*

#### **Example 1a**

Team A batting first receives 26 overs from Team B in the allotted time 8.15 a.m. to 9.55 a.m. and scores 120 for the loss of 5 wickets – innings compulsorily closed.

Team B batting second **MUST** then receive 26 overs from Team A in the allotted time 10.05 a.m. to 11.45 a.m.

#### **Example 1b**

Team A batting first is dismissed in 20 overs within the allotted time 8.15 a.m. to 9.55 a.m.

Team B batting second **MUST** then receive the full complement of 28 overs from Team A in the remaining allotted time 10.05 a.m. to 11.45 a.m.

**Example 2**

Team A batting first receives 25 overs from Team B in the allotted time 8.15 a.m. to 9.55 a.m. and scores 120 for the loss of 5 wickets – innings compulsorily closed. Team B batting second then receives only 22 overs from Team A in the allotted time 10.05 a.m. to 11.45 a.m. and scores 110 for the loss of 7 wickets – innings compulsorily closed.

Team B receives 18 penalty runs (3 overs x 6 runs), which when added to the actual runs scored of 110 makes a total of 128. Team B is declared the winner of the game. ONLY can be applied by an OFFICIAL umpire, if present (not the coaches).

6. At least 6 bowlers must be used, with a maximum of 5 overs each.

In the event of a match being limited to less than the allocated overs, the sum total of overs available shall be divided by 5 and no bowler shall bowl more than the result, e.g. if the number of allocated overs has been reduced to 20, the maximum number of overs to be bowled by each bowler is 4.

Umpires are instructed to apply a very strict and consistent interpretation of the law to prevent negative bowling. As a guide, on the leg side a ball landing clearly outside the leg stump going further away should be called a wide. The same provisions do not apply if the striker makes contact with the ball.

7. There is a retirement score of 100 runs.
8. In the absence of injury, a batsman can only retire after facing a minimum of 6 legal deliveries (excluding wides and no balls). Batsmen retired may resume their innings after all other players have batted in the strict order of their retirement.

If retired hurt/injured, a batsman may resume play at the fall of any wicket.

9. The winner shall be the side that scores the most runs irrespective of wickets lost. There are no outright results in one day fixtures.

The team batting second should complete the innings regardless of whether a result has been achieved, e.g.

Team A – all out for 75 after 20 overs

Team B – should bat for a maximum of 28 overs unless dismissed earlier

NOTE – If BOTH teams agree, the game may finish once a result has been achieved.

10. Premiership and bonus points are applicable in this age group - refer Rule 11 for specific points details. Finals will be played: format to be announced.

11. If play is delayed and/or interrupted (by weather or other considerations) the number of overs allocated to each team shall be reduced by 1 over for every 3 minutes of time lost.

If play is not possible, the match shall be declared a draw.

Each team must receive a minimum of 15 overs for there to be a match.

12. A Gabba Junior or Gabba 4-piece Special 156g ball is to be used.
13. Ten minutes between innings is a maximum break.
14. Recommended field size - senior boundary.

**On-field coaching or coaching from the boundary is prohibited in competition games for U13's and above**

## **Conditions of Play (2-day fixtures Under 15s and Under 17s)**

### **Interruptions to Play**

If play does not commence on the first scheduled day of a match, then the second scheduled day will be conducted as a one-day game. In this instance, outright results may still be achieved i.e. only in a one-day game that is as a result of the first day being washed out. **THERE ARE NO OUTRIGHT RESULTS IN SCHEDULED ONE-DAY GAMES.**

**Table 1: LESS THAN 30 MINUTES LOST**

<b>Playing Time Lost (in minutes)</b>	<b>Minimum Reached Overs</b>	<b>Reached Finishing Time</b>
1.0 - 3.5	54	11.45 a.m.
3.5 - 7.0	53	11.45 a.m.
7.0 - 10.5	52	11.45 a.m.
10.5 - 14.0	51	11.45 a.m.
14.0 - 17.5	50	11.45 a.m.
17.5 - 21.0	49	11.45 a.m.
21.0 - 24.5	48	11.45 a.m.
24.5 - 28.0	47	11.45 a.m.
28.0 - 30.0	46	11.45 a.m.

**Table 2: MORE THAN 30 MINUTES LOST**

<b>Playing Time Lost (in minutes)</b>	<b>Minimum Reached Overs</b>	<b>Reached Finishing Time</b>
31 - 36	40	11.45 a.m.
37 - 42	39	11.45 a.m.
43 - 48	38	11.45 a.m.
49 - 54	37	11.45 a.m.
55 - 60	36	11.45 a.m.
61 - 66	35	11.45 a.m.

67 - 72	34	11.45 a.m.
73 - 78	33	11.45 a.m.
79 - 84	32	11.45 a.m.
85 - 90	31	11.45 a.m.
91 - 96	30	11.45 a.m.
97 - 102	29	11.45 a.m.
103 - 108	28	11.45 a.m.
109 - 114	27	11.45 a.m.
115 - 120	26	11.45 a.m.

### Notes

1. The rescheduled number of overs is a minimum figure. More overs must be bowled before the scheduled finishing time if time allows (Example 4).

#### Example 4

Team A is batting on day 1 and 29 minutes of play is lost. As per Table 1, minimum overs now to be bowled are reduced to 46. If this number of overs is bowled at say 11.20 a.m., Team A will continue to bat until 12.00 p.m. or the completion of 55 overs (50 for under 12 and 13), whichever comes first.

Team B will then receive the same number of overs the next Saturday.

2. On the first day, in matches where the number of overs is rescheduled, if the side batting first has been dismissed or declared, the side batting second shall be entitled to receive a maximum of 55 overs (50 for under 12 and 13) (Example 5).

#### Example 5

Team A is batting on day 1 and 29 minutes of play is lost. As per Table 1, minimum overs now to be bowled are reduced to 46. Team A is dismissed or declares its innings closed prior to 12.00 p.m.

Team B will then be entitled to receive the maximum of 55 overs (50 for under 12 and 13) on the following Saturday of the match.

3. On the first day, less than 45 overs have been completed, the first innings of each team will be shortened so that the same number of overs is bowled to each team. The first innings of each team will be limited to the number of overs completed on the first day, plus 55 (50 for under 12 and 13), divided by 2 and rounded down (Example 6).

**Example 6**

Team A is batting on day 1 and receives 30 overs before the remainder of play on that day is washed out. The weather on the following Saturday suggests that the full 55 overs (50 overs for 12 and 13) will be bowled.

Total overs for the match will be 85, with this figure then divided by 2 and rounded down, meaning that each team should face 42 overs each.

Team A therefore receives a further 12 overs on day 2 of the match prior to Team B commencing its innings, in which it must receive 42 overs.

4. If play commences and due to time lost, more than 45 overs, but less than 55 overs, have been bowled to the team batting first, and providing that team is not all out, nor has it declared its innings closed, at the conclusion of the days play the innings shall be deemed to have been completed and the team batting second cannot receive for its first innings any more overs than that bowled to the opposition (Example 7).

**Example 7**

Team A is batting on day 1 and 29 minutes of play is lost. As per Table 1, the minimum number of overs now to be bowled is reduced to 46. At close of play on day 1 (i.e. 12.00 noon), Team A has received 46 overs and has not been dismissed nor has it declared its innings closed.

Team B will then be entitled receive a maximum of 46 overs the following Saturday.

5. Regardless of the amount of time lost, each team must receive a minimum number of 15 overs (U12's to U14's) or 20 overs (U15's to U17's) to constitute a match. In the event that the number of overs received by each team is different, the team having scored the most runs at the comparable number of overs, regardless of wickets lost, will be declared the winner (Examples 8, 9 and 10).

**Example 8**

Team A is dismissed on day 1, having received 38 overs. Team B then receives 13 overs on day 1 as at close of play (i.e. 12.00noon). The following Saturday is washed out – match drawn.

**Example 9**

Team A is dismissed on day 1 after 35 overs, having been 2 for 43 off 15 overs. Team B then receives 15 overs on day 1 as at close of play (i.e. 12.00 noon), with a score of 4 for 46. The following Saturday is washed out – Team B is the winner and awarded first innings points.

**Example 10**

Team A receives 55 overs on day 1 and has its innings compulsory closed at 7 for 267. Team B then receives 23 overs on the following Saturday before play is washed out for the day. Team B scored 8 for 135. After 23 overs on day 1, Team A was 2 for 128. Therefore Team B is declared the winner and awarded first innings points.

## SCORER'S GUIDE

The scorers job is one that requires considerable concentration and it is essential that scorers sit side by side. In this way they can compare scores, change of bowlers, incoming batsman, name of fieldsman who took catches etc.

Obtain a list of your team from the Captain and keep it handy for both of you to see.

Every ball must be recorded. If no runs or sundries occur then record a dot in the bowlers column.

When runs occur they have to be recorded against the batsman, added to the total score and recorded in the bowlers column.

When sundries occur, they must be recorded in the appropriate sundries column, added to the total score and shown in the bowlers column.

At the end of each over, total the runs in the bowlers column.  
Time in and time out for a batsman is handy to keep if you have time.

### ***Wides***

A wide is shown a **W** in the bowling column (meaning one run is added to the bowlers figures, one run is recorded in the sundries column against wides and one run is added to the total). Any byes from a wide are all scored as wides. For more than one wide (example - Umpire signals byes) it is to be recorded as either W2, W3 or W4 depending on how many runs the batsman takes.

Do not forget that if the batsman runs 2 then three (3) runs are recorded (2 byes plus penalty one run for wide) in Wides column in sundries, 3 added to total score and W3 (3 runs) credited against bowler.

**An over which contains a wide cannot be a maiden over.**

### ***No Balls***

When a no ball is bowled and no other runs are scored, enter a **N** in the bowling column, enter 1 in the no ball column under sundries and add 1 to the progressive run total. Don't forget at the end of the over, that the N represents one run against the bowler and must be added to his progressive score. When runs are scored from a no ball enter the runs against the batsman with a circle around them, enter the runs in the bowlers column with a circle around them and add total runs to the progressive score. e.g. If 4 runs scored, show 4 against the batsman, 1 in the no ball column, add 5 to the total score (4 runs plus 1 penalty) and 4 against the bowler (the circle means that 5 runs are added to the bowlers tally). The reason to show only 4 in a circle is so if there is a dispute in the runs scored it is easier to find all the 1s, 2s, 3s, 4s and 6s on a scoresheet than trying to remember that a 5 in the bowlers column is really a 4 plus 1 penalty run.

The byes and leg byes are only signalled to show that they were not to go to the batsman.

To help clarify this point, the **FIRST** call the Umpire makes is the one shown in the scorebook. If a wide and no ball are called for the one ball, then it is recorded as a no ball because in most cases it is the no ball error that would have occurred first.

**AN OVER WHICH CONTAINS A NO BALL CANNOT BE A MAIDEN OVER.**

	<b>WIDES (W)</b>	<b>NO BALLS (N)</b>
Counted as runs to the Batsman	No	No
Counted as fair ball faced by Batsman	No	Yes
Counted on Total Score	Yes	Yes
Counted as runs against the Bowler	Yes	Yes
Counted as Legal Ball bowled	No	No

**Byes**

Byes are recorded as B. This is shown as one in the Bye column in sundries, 1 to the total score and shown as B1 in the bowlers column. Two, three and four byes are shown as B2, B3 and B4 respectively.

**Leg Byes**

Leg byes are shown as L. This is shown as 1 in the leg bye column in sundries, 1 to the total score and shown as L1 in the bowlers column, but not added to the bowlers figures. 2, 3 and 4 leg byes are shown as L2, L3 and L4 respectively. **THE REASON BYES AND LEG BYES ARE SHOWN AS EITHER B or L IS SO THEY CAN BE TRACED IN CASE THE BOOK DOES NOT TOTAL AT THE END OF THE GAME.**

	<b>BYES (B)</b>	<b>LEG BYES (B)</b>
Counted as runs to the Batsman	No	No
Counted as fair ball faced by Batsman	Yes	Yes
Counted on Total Score	Yes	Yes
Counted as runs against the Bowler	No	No
Counted as Legal Ball bowled	Yes	Yes

### ***Fall of Wickets***

Fall of wickets are shown as **X** in the bowler's analysis. When a wicket falls, complete the time the batsman was out, how the batsman was out, name of the bowler and how many runs the batsman has made. Score at fall of wicket, name of batsman out, name of batsman not out plus his score in brackets.

### ***Catches***

Catches should always be shown with the name of the person who took the catch. This is most important for trophies at the end of the season. If the name of the catcher is not known, scorers should check with the Captain of that team at the first break. If the catch has been taken by a substitute fielder, then his name shall be recorded as Ct J. Bloggs (sub). When a wicketkeeper takes a catch, by putting a small w-k above his name denotes him as the wicketkeeper. This is important for the trophies at the end of the season.

### ***Law 32***

If a batsman is caught, no run is scored under any circumstances.

### ***Dead Ball***

When a dead ball is called by the Umpire and the batsmen have run, no runs are to be recorded and the batsmen will return to their respective ends.

### ***Run Outs***

When a player is run out going for his first run, no runs are recorded and he is shown as RUN OUT. The wicket is **not** credited to the bowler. When a player is run out going for his second or third run, only the **completed** runs are credited to the batsman added to the total score and shown against the bowler. If runout on his third run only 2 runs are completed and counted, 2 runs added to the total score and 2 recorded against the bowler.

### ***End of Bowling Spell***

When a bowler is taken off, a thick vertical line beside the over he last completed will indicate the end of his spell.

### ***Maiden Overs***

When a maiden over is bowled, show a large **M** for that over - this makes it easier to add up number of maidens bowled.

### **Bowling Analysis**

**NO BALL**    *N*    If the batsman runs the runs are circled and credited to the batsman plus penalty of 1 run for no ball is added to total score and also against the bowler.

**WIDE**        *W*    If more than one wide is run, add runs plus 1 penalty run to total and credited against bowler.

**LEG BYE**    *L*    One leg bye is shown as L1, two shown as L2 etc. Runs are recorded in sundries column, added to total score and shown as B1, B2 etc in bowlers analysis but not included in bowler's figures.

**FALL OF WICKET**  
                   *X*    Shown in bowlers analysis, but not if the bowler is not credited with the wicket such as run out.

**RUN OUT**    *R*    Can only be recorded as R runs have not been made.

**MAIDEN OVER**  
                   *M*    Shown where no runs are recorded in the bowlers analysis.

1	2	3	4	5	6	7	8
1.4..	(W1)..1...	.(B2)....	...(L1) X 1	N 4 3....	... R@..	443X . 1	X.....
0.5	0.8	M	1-9	1-17	1-24	2-36	3-36

Over 1 5 runs = 0/5  
 Over 2 Wide plus penalty one run = 0/8  
 Over 3 Maiden over (byes are not recorded against bowler)= M  
 Over 4 1 leg bye, wicket, 1 run = 1/9  
 Over 5 No ball (1 penalty run), 7 runs = 1/17  
 Over 6 Run out, 6 runs off no ball (include one penalty run)= 1/24  
 Over 7 12 runs, wicket = 2/36  
 Over 8 Wicket maiden = 3/36

### **Completion of Innings**

When an innings is declared closed and the entire team has not batted, still fill in the names of all the batsmen who would have batted. The reason for this is that at the end of the season the selectors will want to know who has played during the year.

Total your book by adding the batsmen's runs to total sundries. Extend the bowling analysis for each bowler (total overs, maidens, wickets, runs). Add total bowling runs to leg byes and byes to arrive at the total score.

Whenever play is interrupted due to rain or bad light, make a note of time lost for recalculation of overs.

It is important to become familiar with Umpires signals, they are as follows:

Boundary Four	By waving the arm from side to side across the body
Boundary Six	By raising both arms above the head
Bye	By raising an open hand above the head
Leg Bye	By touching the raised knee with the hand
Wide Ball	By extending both arms horizontally
Dead Ball	By crossing and re-crossing below the waist (no runs)
No Ball	By extending one arm horizontally
Short Run	By bending the arm upwards to touch the nearest shoulder with the tips of the fingers. One less run is put to the score. If the batsman run 2 and short run is signalled, the batsman who struck the ball has only 1 run recorded against his name.
Revoking A Call	By crossing arms across chest. Used when Umpire has signalled a six then realised it was only a four.

These signals should be acknowledged promptly by the scorers by waving an arm or hat above your head.

*Judy Harris*  
*QLD Cricket and ACB Scorer.*

## PROTESTS AND DISPUTES

**A.** A special Sub-Committee of the Board comprising the Executive plus one other elected member shall constitute the Disputes Committee. The mechanism for dealing with disputes and protests during competitions shall be as follows:-

- (i) Any dispute or protest may be lodged by a member in writing with the Secretary.
- (ii) Such written protest or notice of dispute must be lodged within 48 hours of the alleged incident.
- (iii) The Secretary shall immediately publish the complaint to the other party by providing that other party or club (as the case may be) with a copy of the complaint.
- (iv) The other party or club shall have 24 hours to respond in writing to the complaint by notice to the Secretary.
- (v) The Disputes Committee shall consider the complaint and the response and, at its absolute discretion shall be entitled to call for the personal appearance before it any persons likely to have evidence touching the matter in dispute.
- (vi) After consideration of all the evidence, the Committee shall make a decision of the complaint and notify each party of their decision in writing with brief reasons for decision.
- (vii) The Disputes Committee shall have authority to:
  - (a) Dismiss the complaint
  - (b) Uphold the complaint and censure the other party and/or club in respect of such conduct.
  - (c) Uphold the complaint and impose a penalty upon any member or affiliated club by either a loss of points for the team involved in such an incident and/or a fine not exceeding \$250.00.
  - (d) Refer matters deemed serious enough to the Coordinator who may refer it to the Disciplinary Committee.
- (viii) Any fine imposed by the Disputes Committee is to be paid within 14 days of its imposition and failing payment, if the fine is levied against the club, any points or other benefits which the club and its teams in current competition are entitled to receive shall be suspended until payment.

**B.** Members aggrieved by a decision of the Committee shall have a right of appeal to the next General Meeting of the Company. Such an appeal must be in writing and delivered to the Secretary at least 7 days prior to the date of the meeting. The decision of the members in General Meeting shall be binding and final.