

Armidale and District Junior Cricket Association Inc.

2010-2011 Season

TWENTY/20 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 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 A Team must use the same ball for the entire match. Damaged or misplaced balls must be replaced with ball of similar age.

2 A team, if it chooses to, may use one two-piece leather Kookaburra ball (156g) for a maximum of two games.

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 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 20 overs and finishes when team is bowled out, or after 20 overs or at 10.30am (5.30pm), whichever is earliest. The team batting second is entitled to face 20 overs except if they are dismissed.

8. RESTRICTIONS: Any bowler may bowl a maximum of three overs, with a maximum of three 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. A "free hit" ball is to be bowled for a front foot No-Ball only. Run-out is the only legal dismissal off a "free hit". If the "free hit" ball is deemed an illegal delivery, the "free hit" must be bowled again. Normal rules apply to the illegal "free hit" 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 in 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 but passes over or outside the return crease on the off side, or passes over or outside a mark 25cm from the leg stump.

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 (Free-Hit ball follows a front foot No-Ball).
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:

Teams must both face a minimum of 8 overs in weather shortened matches for a result to be attainable. Otherwise the game is declared a draw.

If the second innings is shortened due to weather, bad light etc., the team batting second must receive a minimum of 8 overs to achieve a result. The team with the most number of runs scored at the corresponding over will be declared the winner.

13. 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. Results are to be entered on to Sportstatz by 6pm on the Wednesday following the game or points will be deducted.

14. POINTS: Win 4; Loss 1; draw or washout 2.5; tie 3; bye 4; forfeit (win), equal to the highest points awarded to any team in that round; forfeit (loss) 0.

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

16. 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.

17. 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 EVERY DAY IT IS NOT DONE. PENALTY POINTS WILL BE DEDUCTED FROM THE TEAMS POINTS.

ADJCA Rules committee: John Croft, Grant Uphill