

Armidale District Cricket Association

2017/18 Season

ONE-DAY MATCHES FOR UNDER 12 YEARS

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

Rules are to be glued into the back of the scorebook

Unless stated otherwise, matches will be played under the rules adopted by the NSW Cricket Association.

1. **AGE:** Players must be under 12 years (U12) on 1st September.
2. **ATTIRE:** Whites are to be worn and **all players are to wear hats and sunscreen.** Players may NOT wear representative shirts. Abdominal protectors are to be worn when batting. It is compulsory that helmets are worn when batting. UMPIRES MUST NOT ALLOW A BATTER TO TAKE STRIKE UNLESS THIS RULE IS COMPLIED WITH.
3. **PLAYERS:** Teams shall comprise 11 players per side, with a minimum of 7 players ready to bat or bowl as required. Where there are 7 players in a team, the opposing captain selects 4 bowlers to bowl 4 overs, where there are 8 players in a team the opposing captain selects one bowler to bowl 4 overs, (selection prior to commencement of play). A missing batsman is to be classed as a wicket lost.

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

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

4. **SUPERVISION:** Teams must be supervised by two people 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:**
 - 5.1 Teams are to use synthetic balls (142g)
 - 5.2 A team must use the same ball for the entire match. Damaged or misplaced balls must be replaced with a ball of similar age.
6. **PLAYING TIMES:** Teams are to be ready to bowl the first ball at 9.00am after tossing at 8.50am. Matches should conclude at noon, although a game may

extend to no later than 12.10pm to complete an innings or make up for time lost. There is a five minute interval between innings.

7. THE GAME: The game shall be limited to 25 six ball overs per team. The team scoring the most runs in its 25 overs shall have won the game.

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

9. RESTRICTIONS:

9.1 Every player must bowl a minimum of two overs and a maximum of three overs. Bowlers may bowl underarm but are not to throw the ball.

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

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

9.4 If more than one batsman has retired early then the order of resumption of batting is from the lowest score to the highest score.

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

The umpire shall call WIDE if the ball:

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

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

The umpire shall call NO-BALL if the ball:

1. Pitches and passes over the height of the batsman's shoulder
 2. Is fast and passes the batsman over waist height on the full
 3. Is delivered by the bowler in contravention of the front foot rule (subject to rule 10A)
 4. Bounces wide of the pitch and then bounces back within the batsman's reach
 5. Bounces more than twice before reaching the batsman (eg mulligrubber)
5. Is an unfair delivery as defined in Rule 11
- 11. 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.
- 12. LBW:** There will be no LBW except in blatant infringements. In such cases a warning shall be given prior to invoking the LBW rule.
- 13. INTERRUPTION OF PLAY:** In the event of loss of playing time for any reason (late start, weather, state of the ground etc) the match should be reduced in overs by one over per three minutes of lost play, eg a six minute loss of playing time would reduce the game to 24 overs per side. If, however, both teams do not receive 13 overs each, the match shall be drawn.

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

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

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

- 15. POINTS:** 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.
- 16. PREMIERSHIP:** In Under 10s and 11s the team with the most points at the end of the competition will be awarded the premiership. If teams have equal points, joint premiers will be declared. There will be no semi-finals or finals in this age group. In Under 12s the two leading teams will play a final.
- 17. CHANGES TO FIXTURES:** Any variation to fixture times or grounds (eg completing a game during the week) must be agreed between both team managers and the Vice President - Juniors before the start of the match, and take into account the availability of the ground.
- 18. REPRESENTATIVE CRICKET:** To be eligible for Junior Representative cricket a player must be registered with a club affiliated with the ADCA and be an active player for a junior team.
- 19. RESULTS:** The match result is to be entered into My Cricket, by either team, by 6pm on Saturday evening, or in the case of rescheduled games, six hours after completion. It is the responsibility of the "home" side (ie the team that appears first in the draw) to ensure the match result is entered by this time. Each team must enter their player scores by 6pm on the Monday following the game.

Failure to enter the results into MyCricket on time will result in a penalty of one point for every day it is not done. Penalty points will be deducted from the team's points.

Matches will be locked at 6pm on the Wednesday following the game. Results and player scores will not be able to be entered after this time. Teams that have not entered results by this time will incur a penalty as above, and forego the opportunity to enter their individual players' scores for that match.

ADCA Rules Committee: Mike Porter, John Croft, Andrew Page