

Armidale District Cricket Association

2017-18 Season

ONE-DAY MATCHES FOR UNDER 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.

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 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.** Players may NOT wear representative shirts. Abdominal protectors are to be worn when batting. It is compulsory that helmets are worn when batting against a fast bowler. 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. 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.

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 A team must use the same ball for the entire match. Damaged or misplaced balls must be replaced with a ball of similar age.
 - 5.2 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 after tossing at 8.50am. Matches may extend to no later than 12.10pm to complete an innings or make up for time lost. There is a five minute interval between innings. Changes to playing times or dates for the convenience of either side must be agreed between the managers of both teams and notified to the Vice President - Juniors three days before the start of the game.

- 7. THE GAME:** The innings of the team batting first shall be limited to 25 overs and finishes when that team is bowled out, or after 25 overs, or at 10.30am, whichever is earliest.

The innings of the team batting second is limited to 25 overs or until they are dismissed or at 12.10 pm whichever is the earliest.

If the team batting first has not been bowled out and has not started its 25th over by 10.30am then the team batting second is limited to the same number of overs that the team batting first faced.

The innings of the team batting second must cease immediately at the completion of the over in progress at 12.10pm. In those circumstances the team with the most number of runs scored at the corresponding over will be declared the winner.

- 8. RESTRICTIONS:** A bowler may bowl a maximum of five overs and may bowl all his or her overs in the 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 (eg helmets and protectors for boys).

- 9. WIDES AND NO-BALLS:** Wides and No-balls score ONE RUN to SUNDRIES. One additional ball is to be bowled for every Wide or No-ball. If the batsman scores runs from a No-Ball they are credited to the batter and 1 run added to Sundries 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 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 height on the full
3. Is delivered by the bowler in contravention of the front foot rule
4. Bounces wide of the pitch and then bounces back within the batsman's reach
5. Is an unfair delivery as defined in Rule 10.

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

11. DEAD BALL: A ball that pitches between the mats is a "dead ball" and is bowled again with no addition to the score.

12. INTERRUPTION OF PLAY: Teams must both face a minimum of 13 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 13 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 scoresheets that do not correspond, the matter should be resolved before leaving the ground after the match. Failing this, the scoresheets and scorebook should be lodged with the Association's Vice President – Juniors by 6pm on the Tuesday 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.

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

16. REPRESENTATIVE: 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.

- 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 Association Vice President - Juniors before the start of the match, and take into account the availability of the ground.
- 18. 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