

2021/22 Season

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

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

<b>Description</b>	A format that looks to further develop the cricket skills of kids that are playing their 2nd or 3rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 3-hour window.
<b>Age</b>	Players must be under 13 years old (U13) on 1 <sup>st</sup> September.
<b>Game Type</b>	20 overs maximum per team.
<b>Attire</b>	Whites are to be worn and <b>all players are to wear hats and sunscreen.</b>
<b>Supervision</b>	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). <b>All coaches must have a Working With Children Check.</b>
<b>Playing Times</b>	Teams are to be ready to bowl the first ball at 9.00am after tossing at 8.50am. Matches should conclude when both teams have faced 25 overs each. There is a five minute interval between innings.
<b>Ball</b>	<b>142gm Kookaburra ball.</b>
<b>Equipment</b>	<ul style="list-style-type: none"> <li>• 2 sets of portable stumps (with base and bails)</li> <li>• Boundary markers</li> </ul>
<b>Protective Equipment</b>	<ul style="list-style-type: none"> <li>• Helmet (including the Wicket Keeper) must be worn at all times.</li> <li>• Pads</li> <li>• Gloves</li> <li>• Protector (males)</li> </ul> <p>* additional safety equipment is available based on match conditions and/or personal preference</p>
<b>Boundary</b>	45m (maximum) measured from the middle of the wicket.
<b>Pitch Type &amp; Length</b>	Hard wicket surface - 18m length <ul style="list-style-type: none"> <li>• Move stumps in at each end to the crease lines. (17.7m)</li> </ul>
<b>Team</b>	9 Players per team. (maximum of 9 players on the field)

<p><b>Batting</b></p>	<ul style="list-style-type: none"> <li>• All batters retire at 20 balls. (If not already dismissed)</li> <li>• Any retired batters can return when all others have batted, in the order they retired.</li> <li>• All balls (regardless of whether wides/no balls) will be included in the batter's ball count.</li> <li>• The innings is deemed as closed after 8 wickets have fallen or the batting team has completed their allotted overs.</li> </ul>
<p><b>Bowling</b></p>	<ul style="list-style-type: none"> <li>• 6 balls per over (maximum of 6 balls to be bowled)</li> <li>• All players are to bowl. (each wicketkeeper must bowl at least 1 over)</li> <li>• eg 9 Players – 7 Players x 3 overs, 2 Players x 2 overs</li> <li>• Bowlers bowl from one end and change ends at 12 overs.</li> </ul>
<p><b>Fielding</b></p>	<ul style="list-style-type: none"> <li>• To ensure players experience all fielding positions, rotation of fielders is recommended.</li> <li>• No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket keeper).</li> <li>• If more than 9 players are present at a match, they should rotate onto the field each over.</li> <li>• Each team is required to use two wicket keepers.</li> </ul>
<p><b>Dismissals</b></p>	<p>All modes of dismissal count.</p>
<p><b>Wides</b></p>	<p>The umpire shall call WIDE if the ball:</p> <ol style="list-style-type: none"> <li>1. Pitches on the edge or off the pitch and passes out of reach of the batsman</li> <li>2. Pitches on the pitch and passes out of reach of the batsman</li> </ol> <p>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.</p>
<p><b>No Balls</b></p>	<p>No-balls that are not hit score ONE RUN to the batsman on strike and NO additional ball is to be bowled. If the batsman scores any runs from a No-Ball, these runs plus 1 are credited to the batter eg, if the batsman hits a No-Ball for 4 runs, the batsman receives 5, all against the bowler.</p> <p>The umpire shall call NO-BALL if the ball:</p> <ol style="list-style-type: none"> <li>1. Pitches and passes over the height of the batsman's shoulder</li> <li>2. Is fast and passes the batsman over waist height on the full</li> <li>3. Is delivered by the bowler in contravention of the front foot rule</li> <li>4. Bounces wide of the pitch and then bounces back within the batsman's reach</li> </ol>
<p><b>Byes &amp; Leg Byes</b></p>	<p>The number of byes run is credited to the batsman on strike.</p>

<b>Scoring</b>	<p>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 decision of the Association's Vice President – Juniors will be final.</p> <p>The result of the game is to be written on the score sheet for the game and signed by both team managers.</p>
<b>Interruption of Play</b>	<p>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 match to 36 overs, that is 18 overs per side. If, however, both teams do not receive 8 overs each, the match shall be drawn.</p> <p>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 8 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 8 overs, the match is drawn.</p>
<b>Points</b>	<p>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.</p>
<b>Premiership</b>	<p>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.</p>
<b>Representative</b>	<p>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.</p>
<b>Changes to Fixtures</b>	<p>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.</p>
<b>Results</b>	<p>The match result is to be entered into My Cricket, by either team, by Midnight on Sunday 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 Tuesday following the game.</p> <p>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.</p> <p><b>Matches will be locked at 6pm on the Tuesday 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.</b></p>