

Application

- a) South Coast Cricket & Cricket Illawarra Combined Junior Competition – Stage 3 Format
 - Level 4 – Under 17A
- b) All matches are played in accordance with the Association Competition Administration rules (ACAR); the Junior General Competition rules (JPC-GC) and the Codes & Policies.
- c) The MCC Laws of Cricket provide the basis & structure to the below rules. Unless there are conditions specified differently in this document, the MCC Laws of Cricket should be adhered to at all times. To view & download MCC Laws of Cricket, please [click here](#).
- d) All reference documents can be found on the website.

Contents

Application	1	Law 16 – The Result	8
The Laws of Cricket: The Preamble - The Spirit of Cricket	2	Law 17 – The Over	10
Law 1 – The Players	2	Law 18 – Scoring Runs.....	10
Law 2 – The Umpires	3	Law 19 – Boundaries	10
Law 3 – Scorers.....	3	Law 20 – Dead Ball	11
Law 4 – The Ball.....	3	Law 21 – No Ball.....	11
Law 5 – The Bat	4	Law 22 – Wide Ball.....	11
Law 6 – The Pitch.....	4	Law 23 – Bye and Leg Bye	11
Law 7 – The Creases	4	Law 24 – Fielder’s Absence; Substitutes	12
Law 8 – The Wickets	4	Law 25 – Batsman’s Innings	12
Law 9 – Preparation and Maintenance of the Playing Area.....	4	Law 26 – Practice on the Field	12
Law 10 – Covering the Pitch	4	Law 27 – The Wicket-Keeper	12
Law 11 – Intervals.....	5	Law 28 – The Fielder	12
Law 12 – Start of Play; Cessation of Play	5	Law 29 to Law 40 – Types of Dismissals	13
Law 13 – Innings.....	6	Law 41 – Unfair Play.....	13
Law 14 – The Follow-On	8	Law 42 – Players Conduct	14
Law 15 – Declaration and Forfeiture	8	Appendix.....	16

The Laws of Cricket: The Preamble - The Spirit of Cricket

(see JPC-GC-The Preamble - The Spirit of Cricket)

The Preamble applies to all members of the Association affiliates, and makes team captains, coaches & managers responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Law 1 – The Players

A. Players Age

1. (Level 4) - Under 17 age category at the start of the season for players aged 16, 15, 14 & 13 years old.

B. Nomination of Team

1. Team consists of 11 players.
2. Maximum 11 players in any one game can bat or bowl.
3. Minimum 7 players for a game to commence. (see JPC-GC-Forfeit)
4. Team Lists –
 1. Exchanged prior to the toss containing the player names participating in the game.
 2. Players participating above (or below) their age – list to be clearly marked with their age to assist in the monitoring of the applicable young bowler restrictions.
 3. More than 11 players – an 11 player Batting Squad and an 11 player Bowling Squad is to be identified. No player can be nominated as both non-bat and non-bowl. First choice wicket-keeper to be nominated and included in the batting squad.
 4. Failure to exchange lists may result in no points being awarded to either side.

C. Player Participation Opportunities

1. Batting – see Law 25-Batsman's Innings.
2. Bowling – see Law 13(E)-Bowling & Maximum Overs.
3. Any team found in breach of the player participation rule will be handled by the JPC-GC-Players rule.

D. Replacement / Representative Player – (50 Over game)

1. A replacement player is defined as a player with full playing status for a team used to interchange with another player on the second day of a 50 Over game.
2. Two general replacements may be used in cases of injuries or unavailability. In addition players on approved representative duty can be replaced one for one.
3. A replacement will
 1. Be a qualified player.
 2. Be initially selected from the original team nomination sheet (if available and as listed in order).
 3. Not have played in any other match during the current match period (except replacing a representative player and coming up from a lower division).
 4. Have the same rights as those of the interchange player.
 5. Bat in the place of the interchange player if currently batting.
 6. Not be permitted to bat in an innings in which the interchange player has already been dismissed.
 7. Not be allowed under any circumstance in any of the final series matches (except replacing a representative player).
4. The opposition coach must be notified prior to the commencement of play of any replacement.

E. Clothing

1. Minimum Standard – Players are required to observe the dress standards at all times. Dress standards being wearing predominately white attire (long pants, shirt, socks and enclosed footwear) with a Club coloured cap or white hat.

2. 20 Over game – approved coloured playing shirts is optional; provided all players in the team are wearing the same shirt design.

F. Safety Equipment

1. Helmets must be worn at all times whilst batting and at times when wicket-keeping.
2. Only helmets that display the Australian Standards Approval should be worn (BS7928:2013).
3. Although at times it is taken for granted, it is essential that when batting and wicket-keeping, all cricketers use correct leg pads, gloves and protectors when playing with cricket balls.
4. Additional protection may be worn based on match conditions and/or personal preference.

Law 2 – The Umpires

Law 2 shall apply. (also see JPC-GC-The Umpires)

A. Law 2.7 Fitness for play (2.7) shall apply subject to

1. Weather Conditions
 1. Unless matches have been cancelled (Association or by Team official agreement prior to start) all teams must attend the allocated venue (see JPC-GC-Wet Weather).
 2. Teams to remain at venue for at least 1 hour (from scheduled start time) to evaluate the possibility of play starting and continuing (see JPC-GC-Fitness for Play).
2. Changing ground conditions
 1. Teams are allowed to work on the pitch or ground prior to the scheduled starting time on any day. All work done after the scheduled starting time must be done under the supervision of the umpires.
 2. No sand, sawdust or other foreign material is to be used on the field or wicket unless under the direction of the groundsman
3. Synthetic Pitch Surface

Pitch surface may be swept during the course of the match at the captains or umpires discretion
4. Lightning – (see JPC-GC-Junior Lightning Safety Code)

Law 3 – Scorers

Law 3 shall apply. (also see JPC-GC-Scorers & Scoring)

A. Scoring

1. Complete match & player information is to be recorded and maintained throughout the game.
2. Scorers at the start of each over shall signal the umpires confirming their readiness for play to continue.

B. MyCricket Detail Requirements

1. Complete match & player information must be entered in MyCricket after each game. (see Law 16)
2. Mandatory MyCricket information is;
 1. Match summary details – all types of extras itemised
 2. Player batting – full score card with dismissal details – itemised 4s & 6s, FOW, balls faced (time optional)
 3. Player bowling – itemised overs, maidens, wickets, runs (wides & no-balls optional)
 4. Player fielding – itemised number of catches, wicket-keeper catches, stumping (Run outs optional)

Law 4 – The Ball

Law 4 shall apply.

A. Approved Brand, Type & New Ball (4.1, 4.2.1, 4.3)

1. Size – two-piece 156 gram leather covering, Red in colour must be used.
2. Approved brand and type – Kookaburra – Tuf pitch, Special Test, Red King
3. New ball to be used at the start of each innings.

B. Damaged Ball (50 Over game) (4.5)

1. In the innings of each team, a ball damaged by moisture (dew or weather) may be replaced at the option of the fielding team after the first 25 overs of play with a used second hand ball of similar age.
2. The intended exchange ball must
 1. Be displayed and shown to the opposition & umpire prior to the commencement of the innings.
 2. Have umpire agreement on the condition of the used second ball.
 3. Be left with the scorers / umpires until required for use.
 4. Be taken only at the completion of the 25th over, otherwise the option will be forfeited.

Law 5 – The Bat

Law 5 shall apply.

- a) Recommended Bat size – Size 6 (weight <2.2lb or <1000g)

Law 6 – The Pitch

Law 6 shall apply subject to matches may be scheduled on either turf or synthetic surface pitch.

A. Area of pitch (6.1) – artificial covered pitch

Pitch width – determined by the width of the artificial covering

B. Fitness of pitch for play (6.2) – artificial covered pitch

Pitch surface may be swept during the course of the match at the captains or umpires discretion.

Law 7 – The Creases

Law 7 shall apply.

A. Return Creases (7.4) – Synthetic pitch

For the purpose of determining a bowler's back foot placement, the edge of a synthetic pitch will be regarded as the inside edge of a return crease.

B. Additional Crease Markings

As a guideline to the umpires for the calling of Wides, the crease markings detailed in Law 22 – Wides shall be marked at each end of the pitch.

Law 8 – The Wickets

Law 8 shall apply.

Law 9 – Preparation and Maintenance of the Playing Area

Law 9 shall apply.

Law 10 – Covering the Pitch

Law 10 shall apply.

Law 11 – Intervals

Law 11 shall apply except 11.5, 11.6, 11.7 shall NOT apply.

A. Drinks (11.8)

1. Drink breaks per session
 - (50 Over game) – 2 off at conclusion of overs 17 & 34. Length = maximum 3 minutes (short as possible)
 - (20 Over game) – None in either session.
2. Extreme heat conditions – an extra drinks break can be taken by agreement.
3. Irregular playing times – the drink breaks should occur mid-way through the session by agreement.

Note:

- All drinks breaks are included as part of the allocated batting time.
- Overs must not be reduced as a result of any longer than normal or unscheduled drink breaks otherwise slow play penalties may apply.

Law 12 – Start of Play; Cessation of Play

A. Playing Times (12.1, 12.2)

Details	50 Over Game			20 Over Game		
	Start	Finish	Minutes	Start	Finish	Minutes
Match Day	8:00	11:00	180	8:00	10:40	160
Session 1	8:00	11:00	180	8:00	9:15	75
Break (innings change)						10
Session 2	8:00	11:00	180	9:25	10:40	75
Cut-off / Add-on Time		11:00	0		11:00	20

1. Scheduled Times
 1. Subject to interruptions.
 2. Laws 12.6, 12.7, 12.8 shall NOT apply.
2. Session Times
 - Duration – time from its commencement.
 - Next Session – commences immediately after the previous session concludes.
 - Team batting first – bats during session 1 (50 Over game normally whole of Day1).
 - Second batting team – bats during session 2 (50 Over game normally whole of Day2).
3. Cut-off / Add-on Time

Time is added to the end of each day to the maximum Cut-off time should

 1. Lost ball or injury occurs.
 2. Interruptions and Lost time occur.

B. Loss Time

1. Objective
 1. Rearrange the time remaining and overs, so both teams have the opportunity of batting for the same duration and number of overs.
 2. All Add-on time available from each day to be utilised before any reduction in time and overs occurs.
 3. Cut Off time on each day not to be exceeded.
2. Lost Time – (Day 1 / Session 1) – Before, or During, the Innings of the Team Batting First
 1. Add-on time provision will be used first to extend play.
 2. Less than allowed for game length, only that lost time to be made up on day.
 3. Greater than allowed for game length, remaining match time is shared and overs reduced.

4. (50 Over game) – greater than allowed for game length, 10 minute innings change to be added into any lost time calculation.
3. Lost Time – (Day 2 / Session 2) – After the Innings of the Team Batting First
 1. All time remaining including Add-on time provision (if any available) will be used first before overs are reduced.
4. Lost Time – (50 Over game) – Entire Day 1 Abandoned
 1. Abandoned without a ball being bowled the match will be played as a 20 Over game on Day 2.
5. Calculation of the time and number of overs to be bowled
 1. Follow Appendix-Lost Time tables.
 2. Any recalculation must not cause the match to be rescheduled to finish earlier than the original finishing time. That time may be extended to allow for one extra over for both teams to be added if required.
 3. A fixed cut-off time specified for the completion of the innings of the team batting first must be determined and advised.
 4. Incomplete or fractions of overs are ignored.

C. Final Series Times

1. Semi-final
 1. Dates & Days – weekend 1 played on the Saturday & Sunday.
 2. Lost Time – NO Add-on time available, overs reduce as per (B)-Lost Time for each innings.
2. Final
 1. Dates & Days
 - Weekend 2 played on the Saturday & Sunday, plus additional
 - Reserve weekend 3 – Saturday & Sunday.
 2. Lost Time
 1. Objective – enable both teams to receive an opportunity for maximum overs & result.
 2. Reserve Days
 - May be used to make up any lost time from weekend 2.
 - Each innings continues into next day(s) available to receive an opportunity for the full overs, until a point when not enough time remains available, meaning overs then start to reduce.
 3. Match Result Likely – should playing conditions prevail and a result looks achievable on the day, with a common sense approach, play may be continued past the Cut-off time. (Not day 4)

Law 13 – Innings

A. Number of Innings (13.1)

1. Both teams will each receive 1 innings, limited to a maximum batting time & quota of overs.
 - Maximum batting time = see Law 12-Playing Times table
 - Maximum Quota of Overs
 - (50 Over game) = 50 overs
 - (20 Over game) = 20 overs
 - Draw will highlight game length
2. Both teams must each receive a minimum number of overs to constitute a match.
 - Re- calculated maximum batting time = see Law 12-(B) Lost Time
 - Minimum Quota of Overs
 - (50 Over game) = 15 overs
 - (20 Over game) = 5 overs

B. Completed Innings (13.3)

1. A teams innings will be deemed completed (whichever occurs sooner)
 1. at the end of its designated batting session time (not All out) or
 2. after the agreed allotted overs have been bowled (not All out) or
 3. is dismissed (All out)
2. Law 13.3.3, 13.3.4 shall not apply.
3. A completed innings will be deemed a team has received its maximum quota of overs.

C. The Toss (13.4)

1. How – the captains shall toss for the choice of innings, on the field of play and in the presence of the umpires. (Home captain to toss, Away captain to call)
2. When –
 - No later than 15 minutes (or earlier than 30 minutes), before the scheduled or rescheduled match start time.
 - Not until the minimum number of players per team are in attendance.
3. Notification – the captain winning the toss must immediately notify the opposing captain and umpires of his decision to bat or bowl. Note the provision of Law 1.3 (Captain).

D. Length of Innings

1. Each team will bat for a maximum length of time or quota of overs, unless dismissed earlier.
2. Where the team batting first innings is deemed completed under (B), the team batting second is entitled to bat for its allotted session time and receive its maximum quota of overs.
3. Lost Time
 1. Team batting second shall not bat for a greater time or overs than the team batting first, unless the team batting first innings is completed under (B).
 2. Constitute a Match – an opportunity for the minimum quota of overs to both teams, unless the innings is completed under (B).
4. Slow Over Rates – fielding team failure to bowl overs by scheduled session finish time
 1. Session 1 – Team bowling first
 1. will dictate the maximum number of overs to be received in each innings, and
 2. if penalised for slow over rates, will when batting in session 2, only receive the same number of overs as it actually bowled.
 3. Player opportunities will remain the same.
 2. Procedure each innings
 1. Play ceases after the over in progress at scheduled session finish time. **NO FURTHER OVERS ARE BOWLED** in that innings.
 2. Slow Over Rate penalty is applied – see (F).

E. Bowling & Maximum Overs

1. Bowling Opportunities
 1. Maximum of 11 players can bowl.
2. Maximum overs per bowler
 1. No bowler shall bowl more than a specific proportion (divisor) of the total overs allowed in an innings
 - (50 Over game) – 8 overs Divisor = 1/6th minimum 6 bowlers
 - (20 Over game) – 4 overs Divisor = 1/5th minimum 5 bowlers
3. Lost Time
 1. In all cases the maximum overs for each individual bowler are proportionally reduced to the new agreed quota team overs. (see Appendix-Player Participation guides)
 2. Limit Reached or Exceeded – no further deliveries allowed when reached or exceeded a re-calculated limit, except to complete an over previously commenced.

F. Slow Over Rate Penalty

1. Unless determined otherwise by the Umpires, in each innings, if the fielding team fails to bowl the allotted overs within the session batting time (including any matches with lost time), a penalty of **10 runs per over** shall be awarded to the batting side for each over short of the required number at the required session finishing time.

Definition of Slow Play – time wasting by the fielding bowling causing slow over rates. The average over rate of 3.6 minutes per over (including all drinks breaks) must be maintained over the course of the innings.

Note: Umpires are expected to discourage time wasting by either the batting or fielding team. Incoming and outgoing batters are required to cross on the field of play. Batters must be in position when the fielding team is ready to bowl.

2. All penalties in this regard shall be imposed at the end of the over in progress at the required session finishing time. (That over is considered as completed). **NO FURTHER OVERS ARE BOWLED IN THAT INNINGS.**
3. If the team batting second is credited with runs in this way and this takes their score past that of the team batting first, then the match shall be deemed won by the team batting second.

G. Final Series

1. Conditions – played as per normal rounds including Slow Over Rate penalties. Divided time applies.
2. Lost Time (Final Only) – Each innings continues into next day(s) available to receive an opportunity for the full overs, until a point when not enough time remains available, meaning overs then start to reduce.
3. Lost Time Match Result – overs have been reduced, determined by Law 16 (A)-Determining the Result.
4. Match Result Achieved – once a team records more runs than its opposition the game may terminate by agreement.

Law 14 – The Follow-On

Law 14 shall not apply. No follow-on in Stage 3 Junior Formats.

Law 15 – Declaration and Forfeiture

Law 15 shall not apply. No declaration in Stage 3 Junior Formats.

Law 16 – The Result

A. Determining the Result

1. A team will be deemed the winner if
 1. it has scored more runs than its opposition when each team has received the designated number of overs.
 2. in an interrupted match (which has been constituted) where the team batting second does not receive the designated number of overs – determined by the ‘Duckworth Lewis’ method MyCricket App.
2. A match will be deemed a
 1. ‘Draw’ if either one or both of the teams is prevented from receiving their allocated number of overs and a result has not been achieved. (Match not constituted)
 2. ‘Abandoned’ when the match did not commence from an interruption. (total wash out)
 3. ‘Tie’ in accordance with the Laws of Cricket when at the completion of the match; both teams have scored the same number of runs.

3. Final Series

- Should a draw, abandoned or tie occur, the higher ranked team at that point of final series will be declared the winner.

B. Entering Results into MyCricket

1. Match results and player statistics – must be submitted into MyCricket after the completion of each match (including washouts) by the stipulated time. (see Law 2 for minimum information required)
2. The nominated team list for a match must only contain only players who actually participated in the game. All other players must be removed from the list.
3. Details & timing required see JPC-GC-Submission of MyCricket Results.

C. Competition Points

<i>MyCricket Result Code</i>	<i>Points</i>
Won with 1 Bonus Point	6
Lost (Opposition 1 Bonus Point) <i>(50 Over game only - see Bonus Point Victory)</i>	0
Won First Innings	5
Lost First Innings	1
Tie First Innings	3
Match Drawn Match Abandoned	2
Won On Forfeit	Max points in round
Lost On Forfeit	0
Bye	5
Bye (round complete wash out)	2

1. Bonus Point Victory (50 Over Game only)
 1. To gain one bonus point, victory must be achieved (after both team innings are completed)
 1. Batting first – with a run-rate 1.25 times that of the opposition.
 2. Batting second – has scored 1.25 times more runs than that of the opposition.

Examples:

Calculation - End of team batting first innings

Team batting first scores 200 off its 50 overs it must dismiss or restrict its opposition to less than $(200/1.25) = 160$ (i.e. 159) to obtain one bonus point.

Calculation - End of match

Team batting first is dismissed for 161 (=innings completed 50 overs) and the team batting second scores 200 (when its innings is completed).

Run-rate ratio = $200/161 = 1.24$. Therefore is less than 1.25 and NO bonus point is awarded.

2. Where matches are shortened and targets revised through the Duckworth/Lewis method, bonus run-rates and bonus defensive targets are derived as a function of the revised target score and maximum overs.
3. Duckworth/Lewis Result Adjustment
 1. Where a match is abandoned, but a result is achieved under Result Adjustment Duckworth/Lewis, for quotients purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2.

2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

H. Final Series Structure

1. Final Ladder position ranking – ordered by Points then Net Run Rate
2. Game Length = 50 Over game format
3. Number of Contesting Teams = top 4
4. Structure Type = 2 Stage type
 - Semi-finals – (SF1) Team 1 v Team 4, (SF2) Team 2 v Team 3
 - Final – SF1 winner v SF2 winner

Law 17 – The Over

Law 17 shall apply.

A. Restrictions on Underage Bowlers

1. Adherence & Application – all pace bowler restrictions (overs; in a spell, daily limit and rest periods) for their own age must be adhered to. (see JPC-GC-Restrictions on Underage Bowlers for conditions and process).

Underage Bowler Over Restriction Table

Own Age Level (CA Age Group)	Pace Max overs in spell	Pace Max overs in a day
16 (U17)	6	16
15 (U17)	6	16
14 (U15)	5	12
13 (U15)	5	12
12 (U13)	4	8

2. (50 Over game) Bowling spell over two days – Should an innings continue into day 2, a bowler's spell and rest break will continue on Day 2 as though it was part of a complete innings during one day's play. Overs bowled on the Day 1 are to be considered part of the overs bowled in the innings.

Example: (Own Age Level = 15)

If a player bowled 3 overs on Day 1 before play ceased, that player could continue to bowl a further 3 overs starting on Day 2, at which time the compulsory bowling break of 12 overs is then taken.

Also if a player finished a 6 over spell on Day 1, that player 12 over compulsory bowling break would continue on Day 2 before that player could bowl again.

Law 18 – Scoring Runs

Law 18 shall apply.

Law 19 – Boundaries

Law 19 shall apply. (also see Appendix-Boundary Setup)

- a) Boundary size
 - (Level 4) – 55 metres (recommended & minimum), 60 metres (maximum).
- b) Boundary is to be measured from the middle of the pitch.

Law 20 – Dead Ball

Law 20 shall apply.

Law 21 – No Ball

Law 21 shall apply.

A. Free Hit after a No-Ball (20 Over game only)

1. The delivery following any No-ball shall be a free hit for whichever batter is facing it.
2. If the delivery for the free hit is not a legitimate delivery (any kind of No-ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.
3. For any free hit, the striker can only be dismissed under the circumstances that apply for a No-ball even if the delivery for the free hit is called a Wide.
4. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.
5. The bowler's end Umpire shall signal a free hit by (after the normal No-ball signal) extending one arm straight upwards and moving it in a circular motion.

Law 22 – Wide Ball

Law 22 shall apply.

A. Judging a Wide (22.1)

1. Umpires to apply a consistent interpretation in order to prevent negative bowling wide of the wicket.

Definition: Any Off-side or high or Leg-side delivery that, in the opinion of the Umpire, does not give the batter a reasonable opportunity to score.

2. Guidelines (strictly as a guide only)
 - Guideline agreement – umpires / coaches prior to game are to meet and 'agree' on both Off-side and Leg-side distances.
 - Off-side – any delivery passing the striker at a point wider than 'agreed' from off stump (~900 mm).
 - Leg-side – a delivery that passes behind the legs of the batter and outside the leg stump at a point wider than 'agreed' without making any contact with the striker's bat or person, unless the ball passes between the striker and the stumps (~400 - 450 mm).
3. Pitch Guide Markings
 - Pitch creases to be suitably marked (and remarked as necessary) at the 'agreed' distances to assist in the judging the guidelines
4. Reverse Sweep or Switch Hit – when played or attempted
 - Off-side guideline now applies on both sides of the stumps,
 - Leg-side guideline interpretation is no longer in play.

B. Delivery not a Wide (22.4)

Under Law 22.4 the above provisions do not apply if

- the striker by moving either causes the ball to pass wide of him/her or
- brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

Law 23 – Bye and Leg Bye

Law 23 shall apply.

Law 24 – Fielder’s Absence; Substitutes

Law 24 shall not apply. Only an eligible player may act as a sub fielder (see JPC-GC-Substitute fielder).

Law 25 – Batsman’s Innings

Law 25 shall apply subject to;

A. Player Opportunities

1. Maximum 11 players are permitted to bat per innings.
2. Retirement limits are based on the assumption that players will be dismissed.

B. Batsman Retiring (25.4)

1. Batters must compulsorily retire (unless dismissed beforehand) after facing;
 - (50 Over game) – 60 balls
 - (20 Over game) – 40 balls
2. Any compulsorily retired batters can return when all others have batted, in the order they retired.
3. All balls faced (including no-balls only) to be included in the batter’s ball count.

C. Lost Time

Should lost time occur and team overs are reduced, the player opportunities (balls faced) will be adjusted according to the Appendix-Player Participation guides.

D. Protective Equipment – The Batsman

Players must wear protective equipment at all times while batting. (Helmet with grille fitted, protector, leg guards & batting gloves).

Law 26 – Practice on the Field

Law 26 shall apply.

Law 27 – The Wicket-Keeper

Law 27 shall apply.

A. Protective Equipment – The Wicket-Keeper (27.1)

1. Wicket-keepers must wear leg guards, protector & keeping gloves.
2. Players must wear a helmet with grille fitted, at all times when wicket-keeping up to the stumps.

Law 28 – The Fielder

Law 28 shall apply subject to;

A. Number of Fielders

Maximum of 11 fielders on the field at any one time; however other players may be rotated through the field whilst the innings is in progress without restriction.

B. Field Restrictions

1. At the instant of a delivery, no more than 5 fielders maximum on the leg-side and of which only 2 fielders, other than the wicket-keeper, behind the popping crease on the leg-side. A fielder will be considered to be behind the popping crease unless the whole of his/her person whether grounded or in the air is in front of this line.
2. Any infringement either umpire will call a ‘No-ball’.

C. Safety

1. At the instant of delivery, No fielders within 10 metres of the batter stumps (except regulation off-side slips, gully & wicket-keeper) for safety.
2. No player may enter this restricted area until the ball:
 1. is hit by the batter, or
 2. strikes the body, or
 3. strikes the equipment of the batter, or
 4. passes through to the wicket-keeper.
3. Umpires will be the sole judges of the restricted area and any encroachment by a fielder; the bowlers end umpire shall call and signal 'No-ball'.

Law 29 to Law 40 – Types of Dismissals

Law 29 to Law 40 shall apply.

- Law 29 – The Wicket Is Down
- Law 30 – Batsman Out Of His/Her Ground
- Law 31 – Appeals
- Law 32 – Bowled
- Law 33 – Caught
- Law 34 – Hit The Ball Twice
- Law 35 – Hit Wicket
- Law 36 – Leg Before Wicket
- Law 37 – Obstructing The Field
- Law 38 – Run Out
- Law 39 – Stumped
- Law 40 – Timed Out

Law 41 – Unfair Play

Law 41 shall apply subject to;

A. Bowling of dangerous and unfair short pitched deliveries (41.6) – delivery height amended

41.6.1 The bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him/her. The fact that the striker is wearing protective equipment shall be disregarded.

41.6.2 The bowler's end umpire may consider that the bowling of short pitched deliveries, although not dangerous under 41.6.1, is unfair if they repeatedly pass ***or would have passed above***

- a) ***shoulder height (local)*** – (see any allowances below)
- b) ***head height (MCC)*** – (no allowance)

of the striker standing upright at the crease. See also Law 21.10 (Ball bouncing overhead height of striker).

Note: shoulder height allowance

- *is between shoulder height and head height limited to*
 - ❖ ***(50 Over game) – 2 deliveries per over***
 - ❖ ***(20 Over game) – 0 deliveries per over***
- *once any allowance is completed, above shoulder height becomes the no allowance level*

41.6.3 As soon as the umpire decides that the bowling of short pitched deliveries has become dangerous under 41.6.1, or unfair under 41.6.2, he/she shall call and signal No-ball.

41.6.4 Caution process amended – see (C) below, Action by the umpire – Deliberate dangerous & unfair deliveries

41.6.5 shall apply independently of (B)

B. Bowling of dangerous and unfair non-pitching deliveries (41.7)

41.7.1 Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.

If the bowler bowls such a delivery the umpire shall immediately call and signal No-ball.

41.7.2 Caution process amended – see (C) below Action by the umpire – Deliberate dangerous & unfair deliveries

41.7.3 shall apply independently of (A)

41.7.4 shall not apply – see (C) below Action by the umpire – Deliberate dangerous & unfair deliveries.

C. Action by the umpire – Deliberate dangerous & unfair deliveries

1. In the event of dangerous or unfair bowling as defined above, **if deemed deliberate** by a bowler, in the first instance the bowler's end umpire shall
 - call and signal No-ball
 - when the ball is dead, caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.

This caution shall continue to apply throughout the innings.

2. If there is a second instance of such delivery by the same bowler in that innings, the bowler's end umpire shall repeat the above procedure and indicate to the bowler that this is a final warning.

This warning shall also apply throughout the innings.

3. Should there be a further instance by the same bowler in that innings, the umpire shall
 - call and signal No-ball
 - when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
 - inform the other umpire for the reason for this action.

If applicable, the over shall be completed by another bowler, who shall neither have bowled the previous over, nor be allowed to bowl the next over.

The bowler thus taken off shall not be allowed to bowl again in that innings.

Additionally the umpire shall

- report the occurrence to the other umpire, the batsmen and, as soon as practicable, the captain of the batting side.

The umpires together shall report the occurrence, with the other umpire, as soon as possible to the Competition Manager, who shall take such action as is considered appropriate against the captain and bowler concerned.

Law 42 – Players Conduct

Law 42 shall not apply, replaced with;

- a) Teams, players and officials must adhere to the Associations' 'Codes of Behaviour' as adopted.
- b) Law 42.1 – Unacceptable conduct – all breaches shall be reported and handled in accordance with the Associations' Junior Code of Behaviour document.

Appendix

LOST TIME CALCULATION – OVER REDUCTION GUIDE

TABLE 1 – LOST TIME IN SESSION 1 – 50 OVER GAME

- For time lost PRIOR to play and or DURING INNINGS of the TEAM BATTING FIRST, reduce innings by 1 over per team for each WHOLE 7.2 minutes lost.
- PLUS also include extra 10 minutes for change of innings on Day 2. (if further interruptions, exclude change of innings already taken previously)

<i>Minutes Lost</i>	<i>Overs Lost</i>	<i>Minutes Lost</i>	<i>Overs Lost</i>	<i>Minutes Lost</i>	<i>Overs Lost</i>	<i>Minutes Lost</i>	<i>Overs Lost</i>	<i>Minutes Lost</i>	<i>Overs Lost</i>
7	1	58	8	108	15	158	22	209	29
14	2	65	9	115	16	166	23	216	30
22	3	72	10	122	17	173	24	223	31
29	4	79	11	130	18	180	25	230	32
36	5	86	12	137	19	187	26	238	33
43	6	94	13	144	20	194	27	245	34
50	7	101	14	151	21	202	28	252	35

LOST TIME – Calculation Example

Total actual session time is 300 minutes, 50 overs each over 2 days.

Assume Team A is batting first and a total of 65 minutes lost time on Day 1.

- No Add-on time is available.
- Batting continues to 11:00 am Cut-off time each day.
- Playing Time Lost = 65 minutes plus 10 minute change of innings break = 75 minutes
- Overs Lost per Team = Playing Time Lost / minutes per over
= $75 / 7.2 = 10.416$ overs (10 overs fraction ignored)
- Session Duration per Team = (Days 1+2 duration - Day 1 Lost time - Innings Break) / 2
= $(360 - 65 - 10) / 2 = 142.5$ minutes (143 minutes rounded)

Therefore Team A

- Revised Innings Overs = 50 overs max - 10 overs lost = 40 overs
- Revised Session 1 batting time on Day 2 = Day 1 max time - Session Duration - Innings break
= $180 - 143 - 10 = 27$ minutes
- Session 1 Innings end Time = bat until 8:27 am on Day 2

Therefore Team B

- Innings Overs = 40 overs
- Session 2 - Start time = 8:37 am. Duration = 143 minutes. End time = 11:00 am.

The lost time calculations apply to the first innings of each team. The minimum number of overs is required to constitute a match (unless the slow play penalty has been applied).

TABLE 2 – LOST TIME IN SESSION 2 – 50 OVER GAME

- Time lost DURING INNINGS of the TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE 3.6 minutes lost.

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
4	1	25	7	47	13	68	19	90	25
7	2	29	8	50	14	72	20	94	26
11	3	32	9	54	15	76	21	97	27
14	4	36	10	58	16	79	22	101	28
18	5	40	11	61	17	83	23	104	29
22	6	43	12	65	18	86	24	108	30

TABLE 3 – LOST TIME – 20 OVER GAME

- All Add-on time to be used before reduction in overs.
- For time lost PRIOR to play and or DURING INNINGS of the TEAM BATTING FIRST, reduce innings by 1 over per team for each WHOLE 7.5 minutes lost.
- Time lost DURING INNINGS of the TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE 3.75 minutes lost.

Session 1				Session 2			
Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
8	1	68	9	4	1	34	9
15	2	75	10	8	2	38	10
23	3	83	11	11	3	41	11
30	4	90	12	15	4	45	12
38	5	98	13	19	5	49	13
45	6	105	14	23	6	53	14
53	7	113	15	26	7	56	15
59	8			30	8		

TABLE 4 – LOST TIME – PLAYER PARTICIPATION GUIDE – BATTING LIMITS BREAKDOWN

50 Over Game						20 Over Game			
Team Overs	Balls Faced	Team Overs	Balls Faced	Team Overs	Balls Faced	Team Overs	Balls Faced	Team Overs	Balls Faced
40 - 50	60	30	45	20	30	20	40	12	24
39	59	29	44	19	29	19	38	11	22
38	57	28	42	18	27	18	36	10	20
37	56	27	41	17	26	17	34	9	18
36	54	26	39	16	24	16	32	8	16
35	53	25	38	15	23	15	30	7	14
34	51	24	36	14	21	14	28	6	12
33	50	23	35	13	20	13	26	5	10
32	48	22	33	12	18				
31	47	21	32	11	17				
				10	15				

LOST TIME – PLAYER PARTICIPATION GUIDE – BOWLING LIMITS BREAKDOWN

1. No bowler shall bowl more than the specific proportion (divisor) of the total overs allowed in an innings.
2. If the total overs allowed are not equally divisible, the fraction is ignored.

Example: 50 over game reduced to 38 overs per team (Divisor = 6)

Max overs per bowler = $38 / 6 = 6.33$ overs = 6 overs (fraction ignored)

Example: 20 over game reduced to 18 overs per team. (Divisor = 5)

Max overs per bowler = $18 / 5 = 3.6$ overs = 3 overs (fraction ignored)

BOUNDARY SET UP

1. **Boundary size** – sizes may be modified in part or whole, to compensate for varying ground sizes however recommendations should be adhered to.
2. **Boundary definition** –
 - Marked by the use of plastic PVC cones or domes no more than 20 metres apart;
 - Determined by the inside edge of the markers and is a straight line from marker to marker (not an imaginary curve) unless ground is permanently marked;
 - All aspects to be agreed to by both coaches and/or captains.
3. **Boundary obstacles** – any obstacles within the boundary must be allotted run scored prior to the start of play and be appropriately sectioned off.

