



Junior Gala Day Competition Rules

(10 Overs per Team)

1 AIMS

- (a) The Gala Day is aimed as a “**fun day**” with the emphasis on “**enjoyment and participation**”.
- (b) All teams are encouraged to play within the spirit of the rules and enjoy the day.
- (c) The best endeavours will be taken to ensure all teams play an equal number of games in the round robin competition. (This will be subject to number of teams entered).

2 CONDUCT OF MATCHES

The competition will be played in their respective age groups under the following competition rules:

- (a) All teams to arrive 30 minutes before first matches.
- (b) The first matches will commence at 8.30 am sharp or as listed on the draw.
- (c) The time to complete each innings will be 35 minutes. Teams are encouraged to complete their overs within the time allocated to keep the day progressing to schedule.
- (d) Teams will provide the coordinator with their nominated team members in batting order prior to their first game. Team members are numbered 1 to 11 (replacements 12, 13, etc)
- (e) Teams are to be ready to start in their particular matches as soon as the preceding game is completed.
- (f) All teams are responsible for the supply of their own playing equipment. (Example: 2 balls minimum).
- (g) The appointed competition coordinator (or host club) shall handle all disputes and protests and the coordinator’s decision will be final.

3 UMPIRING

- (a) All teams are to provide an umpire and will be asked share the umpiring duties in either a neutral or non-neutral umpire role during the day.
- (b) The draw will list and detail the required umpiring method.

4 SCORING

- (a) Score sheets will be provided and only 1 score sheet is required for any particular match by both teams.
- (b) Each team is to provide a scorer who will sit together during the match.
- (c) Prior to each match both teams are to record on the score sheet their team players in their nominated batting order.
- (d) All batting deliveries are to be recorded as scored including balls faced. (Example: - 1 - 2 4 } representing no runs, 1 run, no runs, 2 runs, 4 runs, batsman dismissed).
- (e) All bowling details are to be recorded, bowling order number and all deliveries as bowled. (Example: - 4 L X - W representing no runs, 4 runs, leg bye, wide, no runs, wicket).
- (f) At the end of each match, complete all relevant score sheet information, take note of any players batting details continuing into next match and return to the official coordinators area.

5 PROTECTIVE EQUIPMENT

- (a) All players must wear a protective helmet (with a face guard) when batting. Wearing batting and wicket-keeping pads (on both legs), batting gloves and protectors (for males) whilst batting or wicket keeping is compulsory.
- (b) All players (under 12 and below) must wear a protective helmet when wicket keeping and standing up to the stumps. (i.e. within 2 metres).

6 COMPETITION RULES

- (a) Each game is played between two teams of 11 players, consisting of 10 by 6 ball overs bowled by each side from one end of the wicket and once 11 wickets are lost a team is deemed all out.
- (b) Teams with less than 8 players in attendance at the start of the game shall be deemed to have forfeited.
- (c) Should a batting team have less than the nominated 11 players, the batting players shall bat in their nominated order until 11 wickets have fallen in any particular innings.
- (d) Each member of the fielding side bowls 1 over with the exception of the wicket keeper. The wicket keeper cannot be changed during the game unless they are injured. The substitute wicket keeper, who cannot bowl, must complete the innings.
- (e) Should a fielding team have less than the nominated 11 players, the batting side will select the other bowlers to complete the allocated overs.
- (f) All runs and extras are scored according to the accepted laws of cricket with the following exceptions:
 - (i) Any over shall have a maximum of 6 balls (including wides and no balls) except for the last over of an innings, which must have 6 legal deliveries.



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- (ii) Any "wide" delivery shall count as 2 extras to the batting side.
 - (iii) Any "no ball" shall count as 2 extras to the batting side plus any actual runs scored off the delivery. (Example: off the bat, bye or leg bye).
 - (iv) A ball called wide by the umpire will be considered a dead ball. 2 runs only will be scored and the batsmen cannot be dismissed. Two lines will be drawn at right angles to the crease, 75 cm from middle stump, to assist umpires. Any ball that passes outside these lines will be called a wide unless it strikes the bat or any part of the batsman below the shoulders.
 - (v) Any ball delivered by the bowler reaching the batsman, which either passed or would have passed on the full above waist height or after pitching above shoulder height of the batsman in their normal batting stance shall be called a "No Ball" (medium pace or faster). This rule does **NOT** apply to spin bowlers
- (g) Underarm bowling is not permitted.
 - (h) When the ball is bowled no fielder may stand closer than 10 metres from the striker's wicket on leg side or in front of point on the off side.
 - (i) When the ball is bowled the fielding side will be limited to 5 fielders on the leg side and if exceeded a "no ball" will be called.
 - (j) The bowler's approaches shall be limited to 10 metres defined by appropriate markers.
 - (k) The batsmen will change ends at the completion of each over.
 - (l) A batsman must retire not out after whichever of the following occurs first. After facing 15 deliveries (including wides and no balls) or on reaching a personal score of 20 (or the total they achieve if their last scoring shot takes them beyond this score. Example $18 + 4 = 22$).
 - (m) Retired batsmen may return in order in which they retired, if one of the last pair of batsmen is out before the completion of the 10 overs. If 10 wickets fall before the 10 overs are completed, the last remaining batsman can bat on with the 10th dismissed batsman. The remaining batsman is the only one who can score runs and must return to the striker's end each time he scores a 1, 3, or 5. If either of these last two batsmen is run out the innings will be ended.
 - (n) Team members will bat in their nominated order. In the round robin competition players must continue to rotate to ensure every player is given maximum opportunity to bat. (For example, if batsmen 5 and 6 were batting at the completion of their team's innings in Game 1, they would continue batting in Game 2 until each batsman's individual total reached 20 runs or 15 balls faced. Any replacements that come into the game would be required to bat before any player who has previously batted).
 - (o) If the team batting second passes the required score before its 10 overs are completed, it will continue to bat until dismissed or the 10 overs are completed.

7 THE RESULT

The winner of the game will be declared in the following manner:

- (a) The team with the highest score at the end of the game.
- (b) If the totals of both teams are equal, the side losing the least number of wickets.
- (c) If the result cannot be decided by (a) or (b) the side which bowled the least number of wides and no balls.
- (d) If the result cannot be decided by (c) the side, which scored the most boundaries combined and if still equal then the most 6s then 4s.

8 ROUND ROBIN PLACING

To determine the placings at the completion of the round robin section of the competition the following criteria in order will be used:

- (a) The teams in order of winning the most games. (Byes are classed as wins)
- (b) If two or more teams are equal in (a) then the teams in order of best average.

The average will be determined by using the following method: $(\text{Total runs scored} / \text{total wickets lost}) / (\text{Total runs against} / \text{total wickets taken})$

9 FINAL SERIES

If semi finals and finals are played the above rules will apply with the following amendments:

- (a) If semi finals are played the top four teams from the various pools will participate. Team ranked 1 plays team ranked 4; team ranked 2 plays team ranked 3.
- (b) If finals are played the top two teams from the various pools will participate.
- (c) Teams may nominate new batting orders in both the semi final and final.
- (d) The team ranked higher shall toss the coin.