

C A P I T A L C H E M I S T

ACT Junior Cricket

2010–2011 Competition Rulebook



MAJOR SPONSOR



SUPPORT SPONSOR



more cricket, more choice, more fun!

MAJOR SPONSOR



SUPPORT SPONSORS



CONTENTS

Foreword.....	3	41. Progressive cricket overview.....	45
Mission and Objectives.....	5	42. Quarter cricket.....	45
General Rules.....	7	43. Follow on.....	47
1. Preamble.....	7	44. Number of Players.....	47
2. Competitions and Age groups.....	7	45. Slip Rule for representative players.....	48
3. Competition Design.....	7	46. Forfeits.....	48
4. Eligibility to Play.....	8	47. Ground arrangements.....	49
5. Scorers.....	10	48. Equipment.....	50
6. Umpires.....	10	49. Runs scored and retirements.....	50
7. Match Times.....	11	50. Bowling Restrictions.....	51
8. Competition Cancellation and Wet Weather.....	12	51. Restrictions on Dismissals.....	52
9. Interruptions to Play.....	12	52. Fielding Restrictions.....	53
10. Intervals for Innings Completion and for Drinks.....	14	53. No Ball, Wide Ball and Dead Ball.....	53
11. Slow Play and Over Rates.....	15	54. Substitution of Players.....	54
12. Disputes.....	16	55. Coaching on the field during play.....	55
13. Reporting of match results and ground conditions.....	17	56. Results and Scoring.....	55
General Guidelines.....	19	57. Points Allocation and Competition Position.....	56
14. Safety.....	19	58. Finals and Premierships.....	57
15. Heat Injury.....	19	59. Interruptions to play and rescheduling of finals.....	58
16. Conduct.....	21	T20 Competition Rules.....	59
17. Code of Ethics.....	22	60. General.....	59
18. Racial and Religious Vilification.....	22	61. Hours of play.....	60
19. <i>The Child Protection (Prohibited Employment) Act 1988</i>	24	62. The toss.....	61
20. Smoking and Drinking at Junior Cricket Matches.....	24	63. Length of innings.....	61
21. Dress.....	24	64. Restrictions on the placement of fielders.....	63
22. Grounds.....	25	65. Number of overs per bowler.....	63
23. Player or Participant Injury.....	25	66. No balls and Wides.....	64
24. Cricketer of the Week and Year Awards.....	25	67. The ball.....	65
25. Champion Club.....	27	68. The Result.....	65
26. Codes of Behaviour.....	28	69. Boundaries.....	66
27. Division 1 Guidelines.....	33	70. Underarm bowling.....	66
28. Guide to Player Development.....	33	71. Helmets.....	66
Under 9 and Under 10 Age Group Rules.....	35	72. The Fielder (Law 41).....	66
29. Preamble.....	35	73. Coloured Clothing.....	66
30. Game Formats.....	35	Six-a-Side Competition Rules.....	68
31. Ground Arrangements.....	37	74. Preamble.....	68
32. Equipment.....	38	75. Side Composition.....	68
33. Number of Players and Forfeits.....	38	76. Forfeiture.....	68
34. Batting Restrictions.....	38	77. Order of Play.....	68
35. Bowling restrictions.....	40	78. Conduct.....	68
36. No Ball, Wide Ball and Dead Ball.....	40	79. Batsmen.....	68
37. Fielding Requirements.....	42	80. Bowling.....	69
38. Results and Scoring.....	42	81. Fieldsmen.....	69
Under 11 to Under 18 Age Group Rules.....	44	82. Sundries.....	69
39. Preamble.....	44	83. Outcome.....	69
40. Game Formats.....	44	84. Ground Controller.....	70
		85. Special Requirements of Sides.....	70
		Ground Locations.....	71

Good health matters.



That's why, at Capital Chemist, we support ACT Junior Cricket.

Capital Chemist has been caring for the Canberra community since 1976 and can help with all your pharmaceutical needs.

At Capital Chemist we:

- give 10% discount to Seniors Card holders (excluding prescriptions, specials and photo processing)
- offer personalised professional service and care
- support your community

We can help you at Wanniasa until 9pm and at O'Connor until 11pm, 7 days.

For store locations and opening hours visit

www.capitalchemist.com.au



we know what matters

FOREWORD

Coaches, Managers, Administrators, Umpires and Cricketers, I urge all of you to read the Junior Council Mission and Objectives set out later in this manual and keep them in mind during the whole season.

Remember the rules may be copied or downloaded from the Cricket ACT website located at www.cricketact.com.au

During the season remember the following:

- a. We want all players to enjoy the game and come back next season
- b. Safety at practice as well as at games
- c. Dress standards need to be maintained
- d. Behaviour on and off the field needs to be of the appropriate standard
- e. Communication is critical to the success of the competition.

Club/School delegates remain the central points of contact between the council and all coaches, managers and players. Please ensure that information and inquiries to and from the Junior Council are passed through your Club/School delegate to Anna Baker.

Please make the effort to file match results on time and notify poor ground conditions on time.

We thank our major sponsor, Capital Chemist, our support sponsor, ActewAGL and all other sponsors of junior cricket in the ACT.

Finally, on behalf of all junior cricketers I thank coaches, managers, administrators and umpires for volunteering to make junior cricket possible for season 2010–2011.

JA Harvey
Chairman
Junior Council
18 August 2010



Today's talent,
tomorrow's stars.

For over a decade ActewAGL
has partnered with Cricket ACT
to keep cricket powering ahead in
the region.

Let's power ahead.

Supporting
OUR 
Community



ActewAGL
Always.

CCA810/54

ActewAGL Retail ABN 46 221 314 841 actewagl.com.au

Travel supplier of Cricket ACT

Jetset 
the world is yours, use it

MISSION AND OBJECTIVES

The Mission of the Cricket ACT Junior Council is:

1. To develop in all players, a positive attitude towards sport in general, the game of cricket in particular, and to provide for long term appreciation of, and participation in, the game of cricket.
2. To cater for the needs of players and to encourage development, confidence and self-esteem through participation at a level of activity, appropriate to the individual's stage of development.

The Objectives of the Cricket ACT Junior Council are:

1. To attract as many young people as possible to cricket.
2. To foster the enjoyment of cricket for all junior players.
3. To provide every young person who wants to play cricket an opportunity to play cricket at their appropriate level.
4. To provide competition at the highest possible level for the more talented junior cricketers.
5. To provide coaching resources to develop all junior cricketers to their capacity.
6. To provide a managed flow of young cricketers through junior cricket to senior cricket.
7. To provide the administration and infrastructure at the highest possible level to support the above.

'NOTHING CAN JUSTIFY A WIN-AT-ALL COSTS APPROACH'

1. When coaching juniors the coach must develop aims that are meaningful for players who are setting out to learn and enjoy the game.
2. Think of yourself as a cricket educator. You are trying to interest a young person in something which may become a life long pursuit.
3. When players come to believe your sincerity; when they know that winning is not your only, nor your ultimate goal; when they know that your interest in each of them is greater than winning a premiership; when they accept that you want them to learn and improve for their sake, a side will play to the best of its ability and become a winning side in the true sense.

'WINNING COMES AS A BY-PRODUCT OF MORE IMPORTANT AIMS'



Making healthy choices easy choices

The ACT Government encourages partnerships that strengthen the capacity of people and communities to make healthy choices. Health is more than the absence of illness: it is created by people, communities and the environment interacting.

Cricket ACT is sponsored by the ACT Government under the ACT Health Promotion Grants Program to promote the health message of smoking reduction. Cricket ACT also actively promotes water as the drink of choice, physical activity and healthy nutrition.

If your community group or school is seeking funding for a health promotion project please visit

www.health.act.gov.au/hpgrants

SmokeFreeACT

GENERAL RULES

1. PREAMBLE

- 1.1 Games are to be conducted within *The Laws of Cricket (2000 Code 4th Edition–2010)* unless otherwise specified in these Rules.
- 1.2 The definition of the word batsman, and its plural form, is used to specify a player's role in the game and applies equally to either gender.

2. COMPETITIONS AND AGE GROUPS

- 2.1 Competitions are arranged for boys and girls in the Under 9, 10, 11, 12, 13, 14, 15, 16 and Under 18 age groups.
- 2.2 **Under 9 and Under 10**
- 2.3 The Under 9 and Under 10 age groups play a modified form of the game called 'positive cricket'. While the basic format of the game of cricket is followed, the laws are varied considerably to ensure close to equal participation by all players.
- 2.4 No competition points are allocated nor finals played.
- 2.5 **Under 11 to Under 18**
- 2.6 Games are played under the Laws of cricket with some variations to format and some variations to encourage participation.
- 2.7 Competition points are allocated for all matches scheduled and a final is played in all age groups and divisions except Under 11 Ungraded.

3. COMPETITION DESIGN

3.1 Draws

- 3.1.1 Draws for each age group will be made available for distribution as early as possible before the start of the season. An interim draw may be necessary initially.
- 3.1.2 All draws and updates will be distributed to club delegates and published to www.cricketact.com.au
- 3.1.3 As far as practicable, the competitions will be played as 'home-and-away'. A home match will generally be located within a Club/School zone but each side is not necessarily designated a 'home' ground.
- 3.1.4 Within each age group sides are arranged by the Cricket ACT Junior Council's Executive (hereafter called 'the Executive') into draws. Priority will be given to establishing eight side draws. The next preferred alternative number of sides in a draw is six. However, only a maximum of eight sides may be included in the draws for the Division 1 competition from and including the Under 13 age group.

GENERAL RULES

3.2 Grading and Divisions

In the Under 12 to Under 18 age groups, sides are arranged into graded divisions with Division 1 being the highest, Division 2 the next highest and so on. In Under 11 there is only a Division 1 competition, with the remaining teams divided into ungraded competitions based on location. Grading of players into sides is the responsibility of Clubs/Schools.

3.3 Competition Points

Competition points are allocated for all matches scheduled and premierships are awarded in the Under 11 Division 1 competition and Under 12 to Under 18 age groups. Under 9, 10 and Under 11 Ungraded have no competition points or finals.

4. ELIGIBILITY TO PLAY

4.1 **To be eligible to play in the Competition**, a player must be registered with a Club or School (being a student of that School or accepted for entry to that School) affiliated with the Cricket ACT Junior Council (hereafter called 'the Council') or other organisation approved by the Council.

4.2 For a different Club/School

4.2.1 The Competitions are Club and School based and as such no player may be registered, nor play, with more than one Club or School at any one time in the Competition during the same season.

4.2.2 Players who are members of a combined side retain their original Club or School registration and as such may only substitute to play in sides from their own Club or School.

4.2.3 Any transfer of player registration from one Club or School to another during the same season shall be advised to the Executive. The Club or School for which the player is currently registered may refuse a transfer to another club, whether within or between seasons. This may be overruled by the Executive if the refusal is deemed unreasonable.

4.2.4 Clubs/Schools should be aware of the impact of deliberately inducing players away from their existing Clubs/Schools whether during or outside the playing season. The poaching of players will not be accepted by the Executive as it detracts from the ideals under which the Competition operates.

4.2.5 In special circumstances the Executive may approve alternatives to these arrangements.

4.3 In an age group

- 4.3.1 The eligible under age group for a player is determined by the player's age on 1 September in the year the season commences (for example if the player turns 10 on 31 August the eligible age group is Under 11. If the player turns 10 on 1 September, the eligible age group is Under 10).
- 4.3.2 Girls participating in the mixed competition are permitted to be up to two years older than the relevant age group qualifying age.
- 4.3.3 In special circumstances the Executive may approve in writing that a player or side can play in a lower age group. The Executive's written approval must be made available to the coach/manager of the opposing side, on request, prior to the start of a match.
- 4.3.4 A player is eligible to play in a higher age group but Clubs/Schools should carefully assess the benefits for the player.

4.4 For a different side

A player may play for two different sides for the same club. The following provisos apply:

- 4.4.1 Players may not play more than one game within the same playing window on any given day. That is a player may not play in two matches where the playing times for those matches overlap.
- 4.4.2 Players are only permitted to play for more than one team in the same age group in the same round, if they are a regular player in a lower division playing in higher division. The player in question must have played more games in the lower division than the higher division in the current season.
- 4.4.3 If a team has a bye on a round or forfeits a match, no player from that team may play for a team in a lower division in the same age group for that round, except if the player has played more games in the current season for the lower graded team.
- 4.4.4 A player graded in a higher division may not play in a lower division of the same age group without the permission of the Junior Cricket Operations Officer. A player is deemed to be graded in the higher division once he/she has played 3 games in that grade, unless he/she has played more games in the lower division.
- 4.4.5 In special circumstances the Executive may approve alternatives to these arrangements.



GENERAL RULES

5. SCORERS

- 5.4.1 Each side in a match must provide a scorebook and a scorer.
- 5.4.2 In Under 9 and Under 10 age groups Cricket ACT will supply a special score book. In other age groups clubs will supply their own score books.

6. UMPIRES

- 6.1 Each side will provide an umpire. Umpires should be adults however teenagers with a Level 1 umpiring accreditation are acceptable.
- 6.2 The umpire cannot also score.
- 6.3 During finals matches, wherever possible neutral umpires may be allocated by Cricket ACT.

**Major Sponsor of
Junior High Performance Cricket**



7. MATCH TIMES

7.1 Start and finish times

Following are the scheduled times for matches for the 2010–11 season.

Age Group	Day	Times
Under 9	Friday	5.30pm to 8.00pm*
Under 9	Saturday	9.00am to 11.30am
Under 10	Friday	5.30pm to 8.00pm*
Under 10	Sunday	9.00am to noon
Under 11 Division 1	Sunday	9.00am to noon
Under 11 Ungraded	Saturday	9.00am to noon
Under 11 Friday Ungraded	Friday	5.30pm to 8.00pm*
Under 12 Division 1	Saturday	9.00am to noon
Under 12 Division 2 and 3	Sunday	9.00am to noon
Under 13 All Divisions	Saturday	9.00am to noon
Under 14 Division 1	Saturday	9.00am to noon
Under 14 Division 2 and 3	Sunday	9.00am to noon
Under 15 Division 1	Saturday	8.45am to noon
Under 15 Division 2	Saturday	2.00pm to 5.15pm
Under 15 Division 3	Saturday	2.00pm to 5.00pm
Under 16	Sunday	8.45am to noon
Under 18	Sunday	8.45am to noon
Under 16/18 Colts	Sunday	8.45am to noon

* May be adjusted with the agreement of both sides due to light conditions.

T20 match scheduled times for the 2010–11 season are set out in the

T20 Competition Rules section of this handbook.

7.2 General Adjustments to Playing times

Playing times may be adjusted by the Executive in special circumstances such as excessively hot weather. If this occurs all clubs will be notified and a notification placed on the Cricket ACT web site www.cricketact.com.au at least 24 hours prior to that round of matches.

GENERAL RULES

7.3 Rescheduling specific matches

- 7.3.1 With the permission of the Executive and the agreement of both sides, a match may be scheduled to a different time or date to that specified in the draw. Notification of the change and the reason for the change should be advised to the delegates of all clubs in the relevant age group and division prior to the game commencing.
- 7.3.2 For matches involving points, sides which do this should in no way gain any points advantage over sides whose matches were played when scheduled, but due to weather intervening, a result was not obtained.
- 7.3.3 If all other matches during that round that are not re-scheduled are abandoned due to weather, only four points will be allocated to the winning side in any rescheduled match from that round.

8. COMPETITION CANCELLATION AND WET WEATHER

- 8.1 The Executive may cancel Competition matches due to wet weather, heat or other special circumstances. If there is a decision made by the Executive to cancel Competition matches, the Executive will:
 - 8.1.1 Notify a representative of every club of the cancellation (usually the delegate).
 - 8.1.2 Arrange for an announcement to be made on 1053 2CA and other radio stations as early as possible prior to the scheduled commencement of play.
 - 8.1.3 Put an announcement on the www.cricketact.com.au web site.
 - 8.1.4 When there has been rain in the local area and play is to proceed then similar announcements will be made.
 - 8.1.5 It is important to note that as there are different scheduled commencement times on each weekend for different age groups, each playing window may be the subject of separate decisions and announcements.
 - 8.1.6 The default position is, unless otherwise notified, teams should proceed to the ground with the intention of commencing play with coaches and managers to assess the conditions at the ground.
 - 8.1.7 Lost play during matches is covered under age group specific rules.

9. INTERRUPTIONS TO PLAY

9.1 Late starts

- 9.1.1 Coaches or captains may agree on a later scheduled close of play, up to a maximum of 15 minutes, equal to the time lost by delays in starting.

9.2 Under 30 minutes

- 9.2.1 If there are interruptions to play other than for intervals between innings and normal drinks intervals of less than 30 minutes in total, time equivalent to

that loss is added to the scheduled close of play. The time lost due to each interruption is to be recorded in the scorebook and signed by both umpires.

- 9.2.2 In a two day match such time lost on the first day is added to that day's play. If this is not possible, play can commence up to 30 minutes early on the second day or be extended on the second day.

9.3 **Between 30 minutes and 60 minutes**

- 9.3.1 If there are interruptions to play of between 30 to 60 minutes to the innings of a side batting first in a one day match or the first innings of a side batting first in a two day match:

- 9.3.2 The number of overs deducted from the innings batting entitlement of both sides in a one day match and the first innings batting entitlement of both sides in a two day match is calculated as the whole number represented by two times the minutes interrupted in excess of 30 minutes, divided by seven e.g. for an innings interrupted by 40 minutes, $[2 \times (40 - 30)] \text{ divided by } 7 = 2$, that is, 2 overs.

- 9.3.3 30 minutes is added to the scheduled close of play, or added to the start of the second day, or a combination of the two.

9.4 **More than 60 minutes**

If there are interruptions (including a General Cancellation on Day 1) to play of more than 60 minutes:

In a One day match:

- 9.4.1 If the innings of the side batting first is interrupted, the match is abandoned.
- 9.4.2 If the innings of the second side is interrupted by 30 minutes or more, the match is played until the scheduled close of play (including extensions because other rules apply) and is deemed to be abandoned if that side has not received its entitlement of overs or a result is not otherwise obtained.

In a Two day match:

- 9.4.3 If the innings of the side batting first is interrupted, the match is played as a one day match on the second day.
- 9.4.4 If play on any second day of a match is interrupted by more than 30 minutes, play must continue to the scheduled close of play (including extensions because other rules apply) unless both coaches/captains agree that further play is not possible in which case the match is deemed abandoned. Unless a result is achieved on the day in which case the result will stand.
- 9.4.5 If there are interruptions to play of more than 60 minutes on the second day of a match (after the team batting first has completed their first innings) the total number of overs the team batting second shall receive will be reduced in accordance with the formula in Rule 9.3.2. If the reduction in overs means that the team batting second will receive 50 per cent or more of their nominal

GENERAL RULES

overs (25 or 27 as appropriate to the age group) the target for first inning points shall be determined based on the following formula:

9.4.6 (Runs scored by team batting first divided by the maximum number of overs available to team batting first) multiplied by number of overs to be bowled plus 1 run. For example:

- On week 1, Side A is dismissed for 180 in 48 overs, out of a total possible of 50 overs.
- On week 2, rain shortens the innings to 30 overs. The target for Side B is therefore $(180/50)$ multiplied by $30 + 1 = 109$.

10. INTERVALS FOR INNINGS COMPLETION AND FOR DRINKS

10.1 Innings Completed

An interval of ten minutes only is taken when an innings is completed during play but if the innings is completed within ten minutes of the scheduled close of play, the game finishes at that time. The interval is included in the scheduled playing time.

10.2 Drinks Breaks

10.2.1 A drinks interval is to be taken each hour, but is not taken when an innings is completed within the previous hour, nor are drinks breaks to be taken within 30 minutes of the close of play. The interval is included in the scheduled playing time and must be no longer than five minutes.

10.2.2 In the case of one day matches and quarter cricket, where usually the interval of play is 90 minutes, drinks are taken at the 45 minute mark rather than on the hour.

10.2.3 Any drinks breaks, including change of innings, in addition to the normal 2 per scheduled session time are considered as interruptions to play for the purposes of Rule 9 Interruptions to Play.

10.2.4 In extremely hot conditions coaches/captains can agree to further drinks intervals of two minutes duration which are considered as interruptions to play for the purposes of Rule 9 Interruptions to Play.

10.2.5 In such cases, drinks should be brought onto the field rather than players leaving the field.



11. SLOW PLAY AND OVER RATES

11.1 Responsibility

- 11.1.1 Umpires are responsible for monitoring the time taken by the bowling side to complete its overs, taking account of legitimate interruptions and the fall of wickets. Umpires are encouraged to monitor the rate of overs in 15 minute segments and confer with the fielding Captain (and coach in younger age groups or lower divisions) to ensure that the appropriate rate of overs is maintained.
- 11.1.2 Umpires should not allow the situation to compound to a point where a bowling side has to make up a significant numbers of overs towards the very end of an innings. Consistent monitoring and feedback to the fielding Captain and coach is the preferred mode of operation and is the responsibility of both Umpires.
- 11.1.3 Umpires, coaches and captains are responsible for ensuring that matches finish within scheduled match times as set out in Rule 7.1 Start and finish times. It is not acceptable to extend matches past the scheduled finish time, unless an extension is provided for Under Rule 9 Interruptions to Play. Extension past the scheduled finish time is not permissible to allow a fielding side to complete its allotted overs.

11.2 Timing

The match times allow about 3.5 minutes for each over to be completed in the case of Under 12 to 18 age groups, 3.2 minutes for Under 10s and 11s. Based on these allowances, sides are expected to complete **17 overs per hour** and **18–19 overs per hour**, respectively. This allows for an innings of 50 overs to be completed within two and three quarter hours. When these over rates are achieved, there is no requirement to proceed past the scheduled finish time.

11.3 Reporting Slow Play

- 11.3.1 Sides are encouraged to report slow play by an opposing side as part of their match report.
- 11.3.2 The Club/School of a side which is reported for slow play will be called to account by the Executive and, if the side is found by the Executive to have engaged in slow play without reasonable cause:
- In the case of Under 12 to 18 age groups competitions, any points awarded to that side for the match may be forfeited.
 - In the case of other age groups, the Executive may take such action as it considers appropriate.

GENERAL RULES

12. DISPUTES

12.1 Avoiding disputes

- 12.1.1 It is the duty of coaches, umpires and captains, to become familiar with these Competition Rules and the Laws of Cricket. Disputes will rarely arise if this is done and play is conducted within the correct spirit of the game.
- 12.1.2 Umpires should discuss any concerns they may have in regard to the interpretation of these Rules as well as the conduct of a match before the commencement of play.
- 12.1.3 It is important that umpires/coaches/players always try and resolve a matter on the field when it happens—it is very difficult for third parties to decide matters later, particularly if the facts are then disputed.

12.2 Recording disputes

Any disputes occurring during the course of play, that are unable to be resolved by the umpires, coaches or captains at the time of the incident, should be entered into the scorebook. Scorers should annotate the scores and times at which the incident occurred, as well as any other relevant information, so as to better assist the Delegates and, if necessary the Executive, with any resolution process it must make after the game.

12.3 Club delegates

If umpires/coaches/managers cannot resolve a dispute it should be referred, at the end of the game or after the first day's play of a two day match, to the respective Club/School Delegates for resolution. Any dispute forwarded directly by umpires/coaches/managers to the Junior Cricket Operations officer or other members of the Executive will be redirected to the respective Club/School Delegate.

12.4 Executive Decision

If Delegates cannot resolve a dispute, it shall be forwarded by email to the Junior Cricket Operations officer for the Executive to resolve.

12.5 Appeals

If a club/school is unhappy with a decision of the Executive, it may appeal in writing. The appeal will be heard by a meeting of club delegates. A majority decision of club delegates is final.

13. REPORTING OF MATCH RESULTS AND GROUND CONDITIONS

- 13.1 **At the end of each match**, the scorers for each side will complete the scorebook and the scorebook should be signed by each umpire (or the relevant coach or manager) as representing the correct result of the match. Unless any qualifications or disputes concerning the result of the match are recorded on the scorebook, Clubs/Schools will not be permitted to question the results as recorded on the scorebook. Every attempt should be made by both sides to resolve any disputes before signing the Scorebook.
- 13.2 **Full match results are to be submitted** by Club/School Results Co-coordinators in the form approved for this purpose by the Executive. Results Co-coordinators should submit the match results of all matches in which their sides have played to the Junior Cricket Operations officer by 9.00am on the Monday following the completion of matches.
- 13.3 **Results are to be submitted** to the Junior Cricket Operations officer **by email** to the address notified to Club/School Delegates.
- 13.4 **If match results are not submitted in time**, in accordance with the preceding rule, Clubs/Schools will receive a written warning on the first occasion. Thereafter that side will only be awarded one competition point for a result submitted late, unless the opposing side has claimed a forfeit, in which case, no competition points will be credited.

Media Partners of Cricket ACT





**TRAVEL OUR GREAT COUNTRY
SATURDAYS 5.30PM**



www.wintv.com.au

GENERAL GUIDELINES

14. SAFETY

- 14.1 In order to instruct young players in the art of cricket and build up cricket skills and confidence, it is essential that a safe environment is provided at all times. Coaches are urged to ensure that the first training session of the season deals with all aspects of safety both in the nets and on the field of play.
- 14.2 Those responsible for very young age groups are to inform them about this most important aspect before and during every training session and match.
- 14.3 Players should be taught that the basic rule of safety is the basic rule of cricket itself i.e. players should watch the ball at all times whether batting, bowling, fielding or preparing to take the field.
- 14.4 Attention is especially drawn to the Competition Rules regarding the position of close-in fieldsmen and the use of equipment. Accidents may still happen and all properly registered players are to be covered by insurance (details are available from Clubs/Schools). Coaches should inform parents of insurance arrangements covering players so that they can decide if additional cover is necessary.
- 14.5 All players must wear helmets whilst batting and the Council strongly recommends that helmets also be used during batting practice.

15. HEAT INJURY

- 15.1 Precautions are to be taken to ensure player safety in hot weather. Additional water and drinks breaks should be taken to satisfy the conditions of the day. Players should always bring adequate water in anticipation of hot weather.
- 15.2 It is the responsibility of coaches/managers on the day (as with wet weather) to determine if conditions are suitable for play to continue. It is strongly recommended that if the temperature exceeds 34 degrees Celsius, play be suspended. Notwithstanding this, matches should continue with players being made to understand the need to be well hydrated before taking the field. All coaches and managers should address the following with their players—player safety must be a priority, they should be mindful of precautions to be taken in hot weather and talk to players and parents about them.

Media Partner of Cricket ACT



16. CONDUCT

16.1 Coaches are to ensure that players are aware that:

- Distracting the striker or any other player is unfair play.
- Bad or obscene language or other misbehaviour is not to be tolerated either on or off the field of play.
- Articles of clothing or equipment are not to be left on the field of play. They are to be handed to an umpire or removed from the field of play.
- There is to be only one captain at any one time.
- Players are to be polite to umpires.

16.2 It is the policy of the Council that abusive language, racial remarks or personal remarks concerning the striker is unfair play. While talk on the field is allowable, and indeed may be encouraged, remarks which are intended to demean a striker are not to be tolerated. On the other hand, remarks which are intended to lift the efforts of the fielding side or the bowler are permissible, notwithstanding that this may add to the pressure faced by the striker. All talk or action on the part of the fielding side must cease when the striker is in the act of receiving the ball—this usually commences when the bowler starts his run up.

GENERAL GUIDELINES

17. CODE OF ETHICS

- 17.1 People who provide coaching and administrative leadership are in an ideal position to help the development of desirable values and attitudes towards the game of cricket. Coaches and leaders, by their attitudes and behaviour, can play an important part in the way young cricketers develop in relation to the playing of cricket.
- 17.2 It is essential that adults should be aware that the participants play to satisfy themselves and not parents or other adults.
- 17.3 Parents and other spectators are not to argue over disputes in the presence of any players. The following code of ethics is recommended for the sport at under age and school levels. This code has been designed to cater for healthy, controlled competition and participation. Junior cricket should provide a source of fun and satisfaction for all. It should:
- Be reasonable on the demands that are made on the young players' time, energy and enthusiasm. (Parents are to be discouraged from forcing an unwilling young person to play cricket.)
 - Teach the players that rules are mutual agreements which no one should evade or break. Always play by these Rules and the Laws of Cricket.
 - Try to group players according to size, age and skill whenever possible.
 - Do not over play talented players.
 - Remember that young people play for fun and enjoyment and that winning is only part of it.
 - Never ridicule or yell at a young person for making mistakes or losing a competition.
 - The playing conditions, provisions in these Rules regarding equipment, pitch and ground dimensions are designed to be appropriate to the various ages of players. Ensure that they are followed.
 - Develop respect for Umpires and the ability of opponents.
 - Remember that young people need a coach they can respect. Be generous with praise when it is deserved.

18. RACIAL AND RELIGIOUS VILIFICATION

- 18.1 Cricket is a game where polite interaction between participants and with spectators has always been an essential component. It is part of each coach and/or manager's role to ensure that the behaviour of all players in the team meet the expectations of the community generally and the cricket community in particular. The cricket community is anxious to ensure that people of all ethnic backgrounds enjoy playing and watching the game of

cricket. No person who is participating in a match under the jurisdiction and auspices of Cricket ACT or its affiliates shall engage in any conduct, act towards all speak to any other person in a manner which offends, insults, humiliates or vilifies such person on the basis of that person's race, religion, colour, descent or ethnic origin.

18.2 Procedures following an allegation

Any allegation of a breach of this clause made against a player should be directed by the complainant either verbally or in writing to the team coach and/or manager who shall:

- Immediately request the player/s involved to apologise to the complainant, or
- If the allegation is not admitted, undertake an investigation of the matter at the conclusion of the match

18.3 Any person found to be in breach of this clause as a result of an investigation by the team coach and/or manager will be required to apologise to the complainant before being permitted to play in any future match

18.4 Where a breach of this clause is alleged against a player who has previously breached this clause, the team coach and/or manager will again attempt to resolve the matter. However, if the team coach and/or manager regards the **allegation** to be more serious than the earlier incident, they shall, through their affiliated club report the matter to the Junior Executive

18.5 Where a complainant has alleged a breach of this clause to the team coach and/or manager and is not satisfied with the outcome, the complainant is entitled to lodge a complaint and report to Cricket ACT.

18.6 The report of complaint shall be dealt with under the Cricket ACT Code of Conduct.

GENERAL GUIDELINES

19. **THE CHILD PROTECTION (PROHIBITED EMPLOYMENT) ACT 1988**

Under the Act:

- 19.1 It is an offence for a prohibited person to apply for or remain in child related employment (including acting as a volunteer).
- 19.2 Within one month of its commencement, all employees (including volunteers) must inform the association if they are a prohibited person.
 - Within six (6) months of its commencement the association must ask existing employees (including volunteers) and applicants for employment (including acting as a volunteer) whether or not they are a prohibited person. The existing employees (volunteers) have one (1) month to respond to the association.
 - Penalties are imposed on the prohibited person, the association and existing employees (volunteers) for non-compliance.

20. **SMOKING AND DRINKING AT JUNIOR CRICKET MATCHES**

- 20.1 Clubs/Schools are asked to encourage the following guidelines by counseling their member families accordingly.
- 20.2 To meet our obligations to some of our sponsors and purely from a socially accepted point of view the following guidelines should be followed at all times.
- 20.3 An adults' right to smoke is accompanied by their obligations to others, especially children. No adults should smoke within the vicinity of children at any time. Team officials should be strongly encouraged not to smoke in public during the course of a match. Smoking by umpires on the field is not acceptable.
- 20.4 Drinking alcohol during the course of a junior match is to be strongly discouraged at all times. It does not set an appropriate example for young athletes.

21. **DRESS**

- 21.1 Cricket is a team game and players who dress uniformly are more likely to feel and function as a team. All players must wear 'whites' in all Competition matches. Coloured clothing is permitted as long as all players in the team wear the coloured uniform, and the uniform is a club uniform approved by the Executive. Players may wear the official competition hat OR their Club cap OR helmet. ACT Representative Squad players participating outside of their representative responsibilities are not to wear any representative apparel in Junior Competition matches.

22. GROUNDS

- 22.1 The majority of grounds are hired through the ACT Government Sportsground Office and are required to be paid for in advance by Cricket ACT. If coaches find the ground they are using is deficient in any way, report the matter with the match results for that week. This also applies to all other grounds used from other sources.
- 22.2 All coaches, managers and players are asked to leave their respective match grounds tidy and free from litter. It is ultimately a 'home' side responsibility.
- 22.3 All requests for training grounds by Clubs are to be booked and paid for by Clubs with the ACT Sportsgrounds.

23. PLAYER OR PARTICIPANT INJURY

- 23.1 When a player sustains an injury, the player's name and the nature of the injury must be advised to the club secretary as soon as practicable by the team manager or coach.
- 23.2 Should the player wish to lodge an insurance claim details can be obtained on the internet www.jltsport.com.au or by contacting their club secretary.
- 23.3 Cricket ACT shall accept no insurance liability for injury or incident beyond that provided for under the national club insurance scheme.

24. CRICKETER OF THE WEEK AND YEAR AWARDS

- 24.1 Awards are made to a Cricketer of the Week each week during the season and at seasons end, a Cricketer and Junior Cricketer of the Year, a Junior Women's Cricketer of the Year and a Junior Encouragement Award.
- 24.2 The Cricketer of the Week will be awarded having regard to the best performance in the relevant round. The Cricketer of the Week will be chosen by the Executive taking into account any nominations submitted by Clubs/ Schools. The reasons for nominations are to be stated.
- 24.3 At the end of the season, the Executive will call for nominations from clubs/ schools for a number of individual awards. These awards, and the selection criteria follow:

Cricketer of the Year

The Cricketer of the Year Award will be presented to that player who is considered by the executive to have performed at the highest level and made a significant contribution to the efforts of their team in the Under 14 through Under 18 Cricket ACT junior age competition throughout the season.

This contribution can either be in batting, bowling or fielding (or a combination of all three). The Executive will consider supporting material

GENERAL GUIDELINES

including batting or bowling aggregates and averages, number of games played, leadership qualities, conduct on the field and respect of teammates.

Should the Executive believe that two or more nominations have equal claims to the award, performance outside of the Cricket ACT junior competitions may be taken into consideration. Performance may cover representative and/or Grade cricket performances.

Junior Cricketer of the Year

The Junior Cricketer of the Year Award will be presented to that player who is considered by the executive to have performed at the highest level and made a significant contribution to the efforts of their team in the Under 10 through Under 13 Cricket ACT junior age competition throughout the season.

This contribution can either be in batting, bowling or fielding (or a combination of all three). The Executive will consider supporting material including batting or bowling aggregates and averages, number of games played, leadership qualities, conduct on the field and respect of teammates.

Should the Executive believe that two or more nominations have equal claims to the award, performance outside of the Cricket ACT junior competitions may be taken into consideration. Performance may cover representative and/or Grade cricket performances.

Junior Women's Cricketer of the Year

The Junior Women's Cricketer of the Year Award will be presented to that player who is considered by the executive to have performed at the highest level and made a significant contribution to the efforts of their team in any age group Cricket ACT junior competition throughout the season.

This contribution can either be in batting, bowling or fielding (or a combination of all three). The Executive will consider supporting material including batting or bowling aggregates and averages, number of games played, leadership qualities, conduct on the field and respect of teammates.

Should the Executive believe that two or more nominations have equal claims to the award, performance outside of the Cricket ACT junior competitions may be taken into consideration. Performance may cover representative and/or other relevant cricket performances.

Encouragement Award

The Encouragement Award will be presented to that player who is considered by the Executive to have made a significant contribution through their involvement in junior cricket. Players in all Cricket ACT junior age competitions are eligible for nomination.

The Executive will consider the type of contribution nominees have made to the game, their team and club/school. While performances on the field may be considered, more general contributions to the game, team and club/school and their profile as role models will have greater weighting.

The Encouragement Award is intended to recognize standout contributions and act as an incentive for continued good work into the future.

25. CHAMPION CLUB

- 25.1 To be eligible for the Club Championship, Clubs/Schools must commence the season with more than four sides represented in three different Age Groups in the Under 12 to Under 18 age groups and Under 11 Division 1. The Award is made to the Club or School attaining the highest Club Champion points average. Such average is calculated in accordance with the following method:
- 25.2 For each Division within each Age Group, moderate the points received by each side in the Competition Points Table following the completion of the Home-and-Away Series. This is done by dividing 100 by the number of points received by the side finishing first in the Division in question (rounded to two decimal places). The result is the 'moderating factor'. The side finishing first is given 100 Club Champion points. The Competition points for each other side are multiplied by the 'moderating factor' (and then rounded to two decimal points). The resulting value is a side's Club Champion points score For example—in a competition where the top side receives 45 points, the second side gets 43 and the last side receives 13, the resulting 'moderating factor' is 2.22 (100 divided by 45 ie 2.22). The Club Champion points will be:
- First side—100.
 - Second side—95.46 (43 multiplied by 2.22).
 - Last side 28.86—(13 multiplied by 2.22).
- 25.3 For Division 1 sides multiply their Club Champion points score by 1.3.
For Division 2 sides multiply their Club Champion points score by 1.2.
For Division 3 sides multiply their Club Champion points score by 1.1.
- 25.4 Sum the Club Champion points for a Club/School sides ('Sum Points') but, where a Club/School fields two sides in the same Division of a particular Age Group, the points of that Club/School's side having the least Club Champion points is disregarded for this purpose.
- 25.5 Divide each Club/School's 'Sum Points' by the number of sides fielded by that Club/School (except any sides disregarded under (iii) above) to get a Club Champion points average for that Club/School.

GENERAL GUIDELINES

26. CODES OF BEHAVIOUR

26.1 Coaches Code of Behaviour

- Remember that young people participate for pleasure and winning is only part of the fun.
- Never ridicule or yell at a young player for making a mistake or not coming first.
- Be reasonable in your demands on players' time, energy and enthusiasm.
- Operate within the rules and Spirit of Cricket and teach your players to do the same.
- Ensure that the time players spend with you is a positive experience.
- Avoid overplaying the talented players; all young players need and deserve equal time, attention and opportunities.
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of players.
- Display control and respect to all those involved in cricket. This includes opponents, coaches, umpires, administrators, parents and spectators. Encourage your players to do the same.
- Show concern and caution towards sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
- Obtain appropriate qualifications and keep up to date with the latest cricket coaching practices and principles of growth and development of young people.
- Any physical contact with a young person should be appropriate to the situation and necessary for the players' skill and development.
- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

Adapted by Cricket Australia from the Australian Sports Commission *Codes of Conduct*.

26.2 Players Code of Behaviour

- Play by the rules.
- Never argue with an umpire. If you disagree, have your captain, coach or manager approach the umpire during a break or after the game.
- Control your temper. Verbal abuse of officials and sledging of other players, deliberately distracting or provoking an opponent are not acceptable or permitted behaviour in cricket.

- Work equally hard for yourself and your teammates. Your team's performance will benefit and so will you. Be a good sport. Applaud all good plays whether made by your team or the opposition.
- Treat all participants in cricket as you like to be treated. Do not bully or take unfair advantage of another competitor.
- Cooperate with your coach, teammates and opponents. Without them there would be no competition.
- Participate for your own enjoyment and benefit, not just to please parents and coaches.
- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

Adapted by Cricket Australia from the Australian Sports Commission *Codes of Conduct*.

26.3 **Parents Code of Behaviour**

- Do not force an unwilling child to participate in cricket.
- Remember, children are involved in cricket for their enjoyment, not yours.
- Encourage your child to play by the rules.
- Focus on the child's efforts and performance rather than winning or losing.
- Never ridicule or yell at a child for making a mistake or losing a game.
- Remember that children learn best by example. Appreciate good performance and skilful plays by all participants.
- Support all efforts to remove verbal and physical abuse from sporting activities.
- Respect officials' decisions and teach children to do likewise.
- Show appreciation for volunteer coaches, officials and administrators. Without them your child could not participate.
- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

Adapted by Cricket Australia from the Australian Sports Commission *Codes of Conduct*.



At Sportsman's Warehouse, we know the many benefits enjoyed by kids who play cricket – they're keeping active, they're making friends and they're having lots of fun while they're at it.

That's why we've been supporting ACT Cricket and supplying quality cricket gear to players and clubs since 1983. It's just another way Sportsman's Warehouse is helping to foster fitness in our community.

Good luck to all involved with ACT Cricket – we hope you have a great season!

sportsmanswarehouse.com.au
FYSHWICK • BELCONNEN • CIVIC

SPORTSMANS
WAREHOUSE
SERIOUS ABOUT SPORT

GREY120388

26.4 **Umpires Code of Behaviour**

- Place the safety and welfare of participants above all else.
- In accordance with Cricket Australia guidelines, modify rules and regulations to match the skill levels and needs of young people.
- Compliment and encourage all participants.
- Be consistent, objective and courteous when making decisions.
- Condemn unsporting behaviour and promote respect for all opponents.
- Emphasise the spirit of the game rather than the errors.
- Encourage and promote rule changes which will make participation more enjoyable.
- Be a good sport yourself—actions speak louder than words.
- Keep up to date with the latest available resources for umpiring and the principles of growth and development of young people.
- Remember, you set an example. Your behaviour and comments should be positive and supportive.
- Give all young people a ‘fair go’ regardless of their gender, ability, cultural background or religion.

Adapted by Cricket Australia from the Australian Sports Commission *Codes of Conduct*.



The Lord's Taverners



KONICA MINOLTA

Change.



It's nothing new to business.

The technology of business is ever-evolving, and for good reason. The same goes for your document management solutions. Konica Minolta's bizhub is designed to change the way you do business. Scan, store, share and present your documents in high-quality colour or distribute as lightweight Compact PDFs. Use bizhub's Finishing Function to create dynamic brochures, reports and booklets in-house. Collaborate better – with bizhub, you can access and distribute your important documents anytime.

With features like these, the bizhub is sure to change the way you do business - and the way you educate. To find out more, visit www.konicaminolta.com.au or contact us on 1800 789 389.



bizhub

Change the way you do business

27. DIVISION 1 GUIDELINES

27.1 What is Division 1 cricket?

Division 1 in each Age Group is the highest skill grade and requires greater interest and commitment by players—players aspiring to Junior Representative cricket are usually selected from this Division. Accordingly, the Junior Council has a responsibility to provide a level of competition which will test the skills of the better players in the Junior Competition so that proper transition to first class cricket is achieved.

27.2 What is expected of Coaches?

Coaches need to recognise the new era cricket in the ACT has entered and the new responsibilities and challenges they face. Junior Council policy is that, as a minimum, Division 1 coaches have current Level 1 accreditation. Coaches are expected to play their part in helping our young players realise their aspirations and equipping them with the training and skills necessary to make the ACT competitive at all levels of representative cricket.

27.3 What is expected of Players?

Young players need to be made aware of the ‘career path’ which has now become available. Players need to understand that Division 1 cricket is enjoyed at a higher plane than other Divisions and that more is expected of them—in particular, they need to be aware that they will not always get a bat and a bowl—this will depend on how they have been selected (batsman, bowler, all rounder etc)—but, because they are part of a side, their particular contribution is always important.

28. GUIDE TO PLAYER DEVELOPMENT

28.1 Under 11–12

While the main emphasis is on developing fundamental skills, players should be given a ‘fair’ chance to bat at different levels in the batting order and to develop their bowling skills. In the second half of the season, the process of player specialisation should begin—coaches should seek to develop a top and middle batting order; develop a bowling order and look at encouraging wicket-keepers/captaincy etc. There should be no wholesale rotation of players (e.g. moving a batsman from No 10 one week to No 1 the next week) but coaches should consider rotating players within an order to give players an opportunity to develop and test their skills.

GENERAL GUIDELINES

28.2 Under 13–14

It is important that players who are developing batting, bowling and other skills are given appropriate opportunities to display those skills. As in Under 12s there should be no wholesale rotation of players and players should not be retired simply to give every player a bat in each match. However, there is a need to ensure that coaches do not use individual players in such a way that they unduly dominate in every match. For example, if a player were to achieve the maximum allowable runs in two matches in succession in such a manner as to diminish the opportunities available to other players, coaches may consider rotating the batting within the relevant order for the next match.

28.3 Under 15–16

Most players will by now have specialised and emphasis should be on developing each player's skill levels to enable the transition to senior grade cricket and higher representative honours. The guidelines applying to Under 13–14s concerning rotation and retiring of players and players unduly dominating also apply.

UNDER 9 AND UNDER 10 AGE GROUP RULES

29. PREAMBLE

- 29.1 The Under 9 and Under 10 age groups play a modified form of the game called 'positive cricket'. While the basic format of the game of cricket is followed, the laws are varied considerably to ensure close to equal participation by all players.
- 29.2 The competition and rules are designed to allow players to learn the skills required to play cricket, rather than just winning. The spirit and skills of the game, and playing in a team should be the highest priority for parents and coaches.
- 29.3 No competition points are allocated nor are finals played.

30. GAME FORMATS

30.1 Positive Cricket overview

Positive Cricket format varies from the Rules of Cricket as follows:

- Each player bats for a set number of overs in a pair, whether they get out or not. If dismissed batsmen simply swap ends. There is no LBW.
- Scores are multiplied by 4 if a player is not dismissed, by 3 for one dismissal, by 2 for 2 dismissals, by 1 for 3 or more dismissals
- Each player bowls a set number of overs
- Wicket keeping is usually rotated.

30.2 Number of Overs

All matches are played as one day matches with a single innings per side.

The number of overs per side is as follows:

Age Group	Number of Overs
Under 9	20
Under 10 Friday	20
Under 10 Weekend	25

**MEDIA PARTNER OF
CRICKET ACT**

2010–2011



30.3 Scheduled Breaks

- 30.3.1 A maximum of ten minutes break should occur between innings.
- 30.3.2 In the middle of an innings a short drinks break may be taken which must not exceed three minutes. In 20 over matches, particularly night matches, coaches may agree for neither side to have a drinks break. In cases of hot weather coaches may agree to have a larger number of short drinks breaks. Drinks should be brought onto the field to keep such breaks to a minimum.

30.4 Interruptions to play

- 30.4.1 Overs may be reduced if play is interrupted due to wet weather, over rates are slow due to excessive heat, or there is an early dusk in the case of night matches. Overs should be reduced proportionately so that each side receives the same number of overs.
- 30.4.2 If an interruption occurs during the innings of the team batting second, play may be extended by up to 15 minutes beyond the scheduled finishing time.

31. GROUND ARRANGEMENTS

- 31.1 It is a 'home' side's responsibility to place the stumps and set the boundary markers for the match. The 'home' side is the side nominated first on the draw. If the home side has insufficient equipment then the away team should provide one set of stumps and additional boundary markers.
- 31.2 Each side in a match is to have a full cricket kit that includes at least one set of stumps and adequate and sufficient boundary markers to indicate at least half the boundary of the field of play.
- 31.3 Boundaries are to be marked by the home team. Boundaries are represented by markers placed at regular intervals that represent an imaginary line joining the points. Distances of boundaries from the pitch are as follows and should ideally be set using a length of string:

Age Group/Division	Boundary
Under 9	30m
Under 10	35m

- 31.4 The length of the pitch is from popping crease to popping crease on a full length pitch. Portable stumps are placed on existing popping creases at each end of the pitch and new popping creases established 1.22 metres (4 feet) in front of the stumps at each end. Bowling creases and popping creases are then to be re-enforced with chalk markings.

UNDER 9 AND UNDER 10 AGE GROUP RULES

32. EQUIPMENT

- 32.1 The stumps to be used are the portable free standing junior 63.5 cm by 22.86 cm (25 inches by 9 inches) type. Ideally spring loaded (Indoor cricket style) stumps should be used. *in2CRICKET* plastic stumps are also acceptable.
- 32.2 All batsmen must wear a helmet including a grill.
- 32.3 Wicket-keepers must wear a helmet with a grill.
- 32.4 Subject to any changes authorized by the Executive, competition balls for Cricket ACT Junior Positive Cricket will be:

Age Group/Division	Brand	Size
Under 9	Kookaburra Softa Ball	142g
Under 10	Kookaburra Special Test	142g

Teams are not required to use a new ball in each match. Used balls are allowed subject to the balls not being damaged in the opinion of the umpires.

33. NUMBER OF PLAYERS AND FORFEITS

33.1 Number of players

The minimum number of players in a team is six. The maximum number of players is 10 in 20 over matches and 12 in 25 over matches. Teams should be in the range of 8 to 10 players to provide maximum participation.

33.2 Forfeits

As there are no points at stake, every effort should be made for a game to proceed, including swapping/lending of players if required.

33.3 Team lists

Both team scorers must be able to provide players names to the other team in order to help administer the match.

34. BATTING RESTRICTIONS

34.1 Batting pairs

Players bat in pairs for a limited number of overs, regardless of how many times they are dismissed.

The following matrix indicates the number of overs faced for a 20 or 25 over match.

UNDER 9 AND UNDER 10 AGE GROUP RULES

Number of players	7–8	9–10	11–12
20 Over match	4 pairs for 5 overs	5 pairs for 4 over	Not applicable
25 Over match	3 pairs for 6 over 1 pair for 7 over	5 pairs for 5 over	5 pairs for 4 over 1 pair for 5 over

If a side has an uneven number of players, one or two players may bat again in the final pair. Coaches are to ensure, as far as practicable, that players are not sent in to bat twice in a match on more than one occasion in a season if there are other players in the side who have not previously batted twice.

34.2 **Methods of Dismissal**

- Bowled
- Caught
- Stumped
- Run out
- Hit wicket

34.3 **The following methods of dismissal do not apply:**

- LBW
- Handled the ball
- Obstructing the field
- Hit the ball twice
- Timed out

34.4 **Change ends on dismissal**

When a dismissal occurs batsmen may need to change ends to ensure the batsman not dismissed faces the next ball bowled – whether in the same over or first ball of the following over. This will also depend on the type of dismissal.

This rule may be overridden by Rule 34.5 Rotating the strike.

34.5 **Rotating the strike**

Batsmen who face three consecutive dot balls (balls where runs are not scored off the bat) may be swapped to the non-strikers end, after the third dot ball, at the discretion of the coach or another nominated representative of the batting team. This will only be done so that batsmen face approximately the same number of balls as their partner during the innings. It should not be used to gain a scoring advantage for either team.

UNDER 9 AND UNDER 10 AGE GROUP RULES

34.6 Striking a stationary ball

Batsmen are permitted to strike a stationary ball that has come to rest either on or off of the pitch. The ball may not be struck after it has passed the line of the stumps. The batsman is only allowed one attempt to hit a stationary ball, and should return to his crease should he miss the ball.

35. BOWLING RESTRICTIONS

35.1 Overs

Bowling should be divided between players as evenly as possible. Unless a player has been a wicket-keeper, no player should bowl two less overs than another player. The following matrix gives a guide.

Number of bowlers	7	8	9	10	11	12
20 Over match	6 players bowl 3 overs 1 player bowl 2 overs	4 players bowl 3 overs 4 players bowl 2 overs	2 players bowl 3 overs 7 players bowl 2 overs	10 players bowl 2 overs	not applicable	not applicable
25 Over match	4 players bowl 4 overs 3 players bowl 3 overs	1 player bowl 4 overs 7 players bowl 3 overs	7 players bowl 3 overs 2 players bowl 2 overs	5 players bowl 5 overs 5 players bowl 2 overs	8 players bowl 2 overs 3 players bowl 3 overs	11 players bowl 2 overs 1 player bowl 1 over

35.2 An over shall be six balls. Wides and No balls are not re-bowled.

35.3 For evening games, overs may be bowled from the same end to save time. This should be agreed by coaches before the game commences, and players should be encouraged to change fielding positions between overs.

36. NO BALL, WIDE BALL AND DEAD BALL

36.1 No ball—off the pitch

A delivery that bounces off, or on the edge of, the concrete or synthetic surface of a pitch in front of the line of the bowling crease shall be called and signalled No ball. This also applies if the first bounce is on the pitch and a subsequent bounce is off the pitch.

36.2 **Bounced more than twice—Legitimate ball**

A delivery that bounces more than twice or rolls along the ground is a fair delivery. If the ball was accidentally dropped a dead ball should be called and the ball should be re-bowled.

36.3 **No ball—Full Pitched Delivery**

Any delivery other than a slow paced one, which passes or would have passed on the full above the waist height of the striker standing in an upright position at the crease is deemed a No ball. For slow bowlers, a full pitched delivery above the shoulders is a No ball.

36.4 **No ball—Short Pitched Bowling**

A ball that pitches and then passes above the batters shoulder level, whilst standing upright at the batting crease, is considered dangerous and shall be signaled a No Ball. An exception is allowed for bowlers deemed to be slow (i.e. broadly defined as those to whom the wicket-keeper would normally stand up to the stumps).

36.5 **Wides**

For balls that bounce on the pitch, but are so wide that, in the opinion of the umpire, they have passed out of the reach of the striker, standing in a normal guard position, and that is not struck by the batsman, shall be called and signaled a Wide ball. This rule should not be interpreted in the same manner as it would be in a One Day International or List A 50 Over Match. Allowance needs to be made for the environmental and developmental situation in which a match is being played. A ball passing down the leg side of a batsman is not necessarily a Wide.

36.6 **Throwing**

Illegal actions should not be called No ball. Players should be coached to correct an illegal action. If an illegal action presents a danger to the batsman the bowler should be asked to slow down or removed from the attack.

If a bowler deliberately throws the ball, a No ball shall be called. If a bowler repeatedly deliberately throws the ball umpires may remove the bowler from the attack, particularly if it presents a danger to the batsman.

36.7 **Pitch Centre Division**

Where a concrete or synthetic pitch has a centre division, a delivery that pitches on the centre division shall be called and signaled a Dead ball and the bowler is allowed an additional ball. This situation could be extended to damage to the pitch should both coaches agree before the commencement of play. Any pitch damage should be reported to the Junior Cricket Operations officer as part of results submission.

UNDER 9 AND UNDER 10 AGE GROUP RULES

37. FIELDING REQUIREMENTS

37.1 No more than 10 players may be on the fielding side at one time in Under 9, and 11 players in Under 10.

37.2 Position of fielders

37.2.1 When the ball is delivered:

- There shall be not more than two fielders, other than the wicket-keeper, behind the popping crease on the on-side.
- No fielder may field within half a pitch length circle from the striker's wicket except a wicket-keeper or in slips/gully positions.

In either case a dead ball shall be called and the ball re-bowled.

37.2.2 Fielders are to remain stationary whilst a batter is attempting to have a free hit for a ball that has stopped off of the pitch. Fielders should move away should they believe that they are now within half a pitch length of the ball

37.3 Umpire helper

Teams should be encouraged to have an umpire and a helper to assist the fielding side set fielding positions, bowling orders and keep play moving at a reasonable rate. The helper assists the players on where they are fielding, what they should be doing and where they should go for the next over. They should not disrupt play. The helper should be positioned in the outfield, at least one pitch length from both batsmen and not near any fielders.

38. RESULTS AND SCORING

38.1 Score sheets

The score sheets are specially designed and provided to Clubs/Schools by the Executive.

38.2 Runs off bat

38.2.1 The total runs scored by the batsman, excluding sundries shall be multiplied by a number being the multiplier. The multiplier is determined by the number of dismissals of the batsmen during an innings. To obtain the adjusted score for each batsman the multiplier is determined as follows:

- If the batsman is NOT OUT, the score is multiplied by four.
- If the batsman is dismissed once, the score is multiplied by three.
- If the batsman is dismissed twice, the score is multiplied by two.
- If the batsman is dismissed three or more times, total bat score stands.

- 38.2.2 If a batsman bats a second time, his score is recorded as a separate batsman. If two batsmen combine to complete a pair batting a second time, they are treated as a single batsman.
- 38.3 **Dismissals**
All dismissals of each batsman count towards the total number of dismissals in a side's innings.
- 38.4 **Total Score**
All adjusted batting scores, plus the number of sundries (unadjusted) are combined to make the total score for each side.

<p style="text-align: center;">▼</p> <p style="text-align: center;">Phone 02 6291 3340</p> <p style="text-align: center;">Mobile 0409 048 357</p> <p style="text-align: center;">Email gi_allsport@optusnet.com.au</p> <p style="text-align: center;">Fax 02 6291 3340</p> <p style="text-align: center;">16 Mehaffey Cres Theodore ACT 2905</p> <p style="text-align: center;">ABN 33 708 229 840</p>	<div style="display: flex; justify-content: space-between; align-items: center;"><div style="flex: 1;"><h1 style="margin: 0;">Allsport Synthetic Surfaces</h1><p style="font-size: small; margin: 0;"><i>Incorporating GI Sports Services</i></p></div><div style="flex: 0 0 80px; text-align: center;"></div></div> <p style="margin-top: 20px;">Greg Irvine—Specialist in CRICKET facilities Design, Construction and Refurbishment of Cricket Facilities</p> <p>Synthetic Grass; centre and practice pitches soft netting (curtains and roof netting), run ups and repairs</p> <p>Synthetic Lawns for landscape areas (Drought proof your front or backyard)</p> <p>Consultancy available on all Cricket and synthetic grass/lawn needs, soccer and more.</p>
--	--

UNDER 11 TO UNDER 18 AGE GROUP RULES

UNDER 11 TO UNDER 18 AGE GROUP RULES

39. PREAMBLE

39.1 Games are to be conducted within *The Laws of Cricket (2000 Code 4th Edition–2010)* unless otherwise specified in these Rules.

40. GAME FORMATS

40.1 Matches are either played as one day matches, or two day matches (usually over two weekends). Mixtures of one day and two day matches are played in the various age groups as follows:

Age Group/Division	Format
Under 11 Ungraded	1 day matches only
Under 11 Division 1	1 day and 2 day matches
Under 12 to Under 18	2 day matches (1 day matches played in the event of wet weather) and T20 matches

40.2 One Day Matches

One day matches have a single innings for each side in progressive format. The number of overs per side is as follows:

Age Group	Number of Overs
Under 11 (Friday Ungraded)	20
Under 11 (Division 1 and Saturday Ungraded) to U14	25
Under 15 to Under 18	27

UNDER 11 TO UNDER 18 AGE GROUP RULES

40.3 Two day matches

Two day matches are played in either quarter cricket format or progressive innings format. Two innings may be played with first innings being played on a fixed overs basis. Two-day matches cannot be played out to a draw. The format and number of overs per side in the first innings is as follows:

Age Group/Division	Format	Number of Overs
Under 11 and Under 12 Division 1, Under 12, 13 14 Divisions 2 and 3, Under 15 Division 3	Quarter	50
Under 13 to Under 14 Division 1	Progressive	50
Under 15 Divisions 1 and 2, Under 16 and Under 18	Progressive	55

40.4 There are no limitations to the number of overs a side can face in its second innings in a two day match.

40.4.1 If the Executive schedules a two day match consisting of 50 or 55 first innings overs on the one day, the match shall be treated for all purposes as a two day match and there shall be two sessions of play with each session being treated as a single day.

41. PROGRESSIVE CRICKET OVERVIEW

41.1 Progressive Cricket format varies from the Rules of Cricket as follows:

41.2 Batsmen are to be retired upon reaching certain milestones (see Rule 49.2 Mandatory Retirements for numbers for each age group).

41.3 Batsmen voluntarily retired can return to bat in the order that they were retired.

41.4 A prescribed number of bowlers must bowl in any innings, and there are limits as to the number of overs each player can bowl.

42. QUARTER CRICKET

42.1 Quarter Cricket format is as for Progressive Cricket except the format of innings differs as follows:

42.2 If both teams bat their fully allocated 50 overs, each team bats 25 over groups on each day (quarters), so that there is more opportunity for participation.

42.3 The team batting first (Team A) bats for 25 overs, or less if dismissed. After a 10 minute break, the team batting second (Team B) then bats for the remainder of day one or until they are dismissed. This would usually be 25 overs.

UNDER 11 TO UNDER 18 AGE GROUP RULES

- 42.4 If Team A is dismissed in less than 25 overs, Team B bats until the close of play or for a minimum of 25 overs.
- 42.5 If Team B is dismissed in less than 25 overs, Team A may resume its innings on day one if there is sufficient time. If not it will resume its innings on day two.
- 42.6 **On day two**, Team B bats first to complete their first innings, unless they were dismissed on day one. After Team B has completed their first innings, Team A completes their first innings, unless already dismissed on day one.
- 42.7 If both teams first innings are completed before the close of play on day two, a second innings may be played. Team A commences their second innings first, unless Team A forces Team B to follow on. No second innings is to commence unless both sides have completed their first innings.
- 42.8 As in any game of cricket, which includes the possibility of a second innings, declarations may be made but coaches/managers should carefully consider whether any such action is contrary to the policy intention behind the scheduling of matches in 25 over quarter format. That is, to provide a more participative game in which each team gets to bat and bowl on each day.
- 42.9 **Quarter Cricket Examples:**
- a) Day 1: Team A bats for 25 overs and loses 6 wickets. Team B bats for 25 overs and loses 7 wickets. Day 2: Team B resumes at 7 wickets down and completes their innings. Team A resumes their innings at 6 wickets down and completes their innings. The team with the higher total wins on first innings.
 - b) Day 1: Team A is dismissed in 20 overs. Team B bats until the close of play (30 overs). Day 2: Team B completes its innings (20 more overs). Team A commences a second innings. Team B can commence a second innings only if Team A is dismissed or declares.
 - c) Day 1: Team A bats for 25 overs and loses 6 wickets. Team B bats and is dismissed in 15 overs. Team A resumes its innings and may bat to the close of play (approx 5 overs). Day 2: Team A completes its innings (approx 20 overs). Team A then commences its second innings (unless Team A is able to force a follow-on).

43. FOLLOW ON

- 43.1 In two day matches, where circumstances allow, the side which bats first and leads the other side at the end of the first innings shall have the option of requiring the other side to follow their innings provided that the following minimum required leads are achieved:

Age Group/Division	Follow on
Under 11 to Under 14	75 runs
Under 15 to Under 18	100 runs

44. NUMBER OF PLAYERS

- 44.1 The minimum number of players that can play in a side is seven and sides can be unequal in size.
- 44.2 More than 11 players may be nominated to form a side however a side which exceeds 11 players may bat all its nominated players on the basis that an innings is completed at the fall of the tenth wicket. A side which exceeds 11 players may bowl all its nominated players provided that only 11 fielders remain on the field at any one time. If it is proposed that more than ten wickets should constitute an innings, both coaches/captains must agree.
- 44.3 Under 11 Friday Ungraded games are modified to 8 players a side instead of the usual 11. An innings is completed on the fall of the 7th wicket, and only 8 fielders may be on the field at one time.
- 44.4 The following maximum numbers of players may be nominated for a match:

Age Group/Division	Maximum Number of Players
Under 11 Friday Ungraded	10
Under 11 Division 1 and Saturday Ungraded	14
Under 12 to Under 18 Division 1	12
Under 12 to Under 15 Division 2 and 3	14
Under 16 and Under 18 Division 2	13

- 44.5 No permission from the opposing side is needed to bat and bowl any number of nominated players (up to the maximum allowed) if the fall of ten wickets constitutes a completed innings.
- 44.6 Team lists recording the given and surname of all registered players in a match must be exchanged between coaches before the toss. A side cannot be changed after the toss without the consent of the opposing coach/captain.

UNDER 11 TO UNDER 18 AGE GROUP RULES

- 44.7 A substitute fielder cannot bat, bowl or keep wickets without the consent of the opposing captain/coach.

45. SLIP RULE FOR REPRESENTATIVE PLAYERS

- 45.1 In any match, a side may nominate a special substitute player (nominated representative player) as a substitute player for a nominated representative player who is unable to play because of conflicting representative commitments. A Club/School may in turn nominate another substitute player to play in place of the special substitute player and so on.
- 45.2 For example, in a Division 1 side, Player A (who is normally in Division 2) is nominated as a substitute for Player R (the rep player); Player B (who is normally in Division 3) is nominated as a substitute for Player A (in Player A's Division 2 side) and Player C (who normally plays in a lower age group) is nominated a substitute for player B (in Player B's Division 3 side).
- 45.3 If during the course of a match, the nominated representative player is able to commence playing in a match, the representative player is entitled to play in substitution for the nominated player. Similarly, any other nominated player may play in place of the player who was nominated a substitute for that player. Any score credited to a nominated player shall be credited to the representative player or relevant nominated player (as the case may be); similarly any bowling restrictions apply to a representative players or relevant nominated player as if he had bowled the same number of overs as the substitute player—the only exception being the rules applying to medium pace or above bowlers as regards overs bowled **consecutively**.
- 45.4 For example, assuming Player A scores 20 not out in the first week and is still at the crease at the beginning of the second week, Player R may substitute for Player A and bat as if he had scored the 20 runs—this same rule applies down the line of substitute players.
- 45.5 Any nominations under this rule must be made at the time team lists are exchanged.

46. FORFEITS

- 46.1 A side forfeits a game if it is not ready to commence a game 15 minutes after the scheduled start of play.
- 46.2 Reasons for forfeit include an inability to field the minimum number of players or there not being a coach or manager in charge of a particular side.
- 46.3 Before claiming a forfeit the team must try to contact the operations manager to outline the situation. A forfeit must be recorded in the score book of the team claiming a forfeit, and if possible counter signed by a representative of the opposition side. Notification should be sent to the Executive when results are submitted.

UNDER 11 TO UNDER 18 AGE GROUP RULES

- 46.4 Coaches/managers may agree to play a practice or modified game but such a game does not count for Competition points.
- 46.5 The Executive may determine that a match is not forfeited if it accepts that there were reasonable grounds for a side believing that the match was scheduled at another location or another time.
- 46.6 Sides claiming a forfeit will be entitled only to the maximum points allocated for that round in the relevant age group and division.
- 46.7 Any notification by a side that it intends to forfeit a match prior to the scheduled start of that match is conditional upon the Competition not being officially cancelled under Rule 8 Competition Cancellation and Wet Weather. If all matches are cancelled then the match is not forfeited.

47. GROUND ARRANGEMENTS

47.1 Ground Setup

- 47.2 It is a 'home' side responsibility to place the stumps and set the boundary markers for the match. The 'home' side is the side nominated first on the draw. If the home side has insufficient equipment then the away team should provide one set of stumps and additional boundary markers.
- 47.2.1 Each side in a match is to have a full cricket kit that includes at least one set of stumps, bails and adequate and sufficient boundary markers to indicate at least half the boundary of the field of play.
- 47.3 Boundaries are to be marked by the home team. It is recommended that a sized rope or tape measure be used rather than pacing. A representative of the away team should verify boundary markings before play commences. It is important that both sides ensure that boundary markings are consistent on both days of a two day match, and that landmarks are agreed on the first day to ensure this.
- 47.4 Boundaries are represented by markers placed at regular intervals that represent an imaginary line joining the points. On some grounds boundaries are already marked on the ground and markers are placed on these boundaries in which case the markers reinforce the location of the boundary only and the boundary is taken to be the boundary already marked. Distances of boundaries from the pitch are as follows and should ideally be set using a length of string.

Age Group/Division	Boundary
Under 11	40m
Under 12	45m
Under 13 and Under 14	50m
Under 15 to Under 18	55m

UNDER 11 TO UNDER 18 AGE GROUP RULES

48. EQUIPMENT

- 48.1 All batsmen must wear a helmet including a grill.
- 48.2 Wicket-keepers must be equipped with pads, gloves and a protector at all times. The wearing of helmets including a grill is compulsory for keepers in Under 11. Keepers are encouraged to wear a helmet in all age groups, particularly when keeping up at the stumps.

48.3 Balls

Age Group/Division	Brand	Size
Under 11 to Under 13	Kookaburra Special Test	142g
Under 14 to Under 18	Kookaburra Tuf Pitch	156g

- 48.4 At the commencement of an innings a new or rejuvenated ball, one that is suitably impressed, may be used. A new or rejuvenated ball is NOT required for each bowling innings and used balls are allowed, subject to the balls not being damaged in the opinion of the umpires.

49. RUNS SCORED AND RETIREMENTS

49.1 Retirements

49.2 Mandatory Retirements

Batsmen must retire immediately upon reaching the following scores in the first innings, unless there are no other players left to bat (including players previously retired):

Age Group/Division	One Day Match	Two Day Match
Under 11, Under 12 Division 2 and 3, Under 13 Division 2 and 3, Under 14 Division 2 and 3 and Under 15 Division 3.	25	50
Under 12 and Under 13 Division 1	50	75
Under 14 Division 1	50	100
Under 15 Division 1 and 2, Under 16 and Under 18	75	100

UNDER 11 TO UNDER 18 AGE GROUP RULES

49.3 Voluntary retirements

Batsmen can be voluntarily retired by coaches if they have been at the crease for the following number of full overs, plus any part over in which a batsman's innings commences:

- One day match—three (3) full overs.
- Two day match—six (6) full overs.

Voluntary retirements are designed to enable all coaches to give all batsmen in a team a bat. It is NOT designed to hasten the return of batsmen who have been retired earlier due to scoring the maximum number of runs.

49.4 Returning to bat

In all cases, batsmen who so retire can return to bat, in the order they retired, for unlimited runs if all other batsmen are dismissed or retired. All nominated team members must bat before retirees return to the crease.

50. BOWLING RESTRICTIONS

50.1 Minimum number of bowlers

A minimum number of bowlers must bowl at least one over in a full innings.

Age Group/Division	Minimum number of bowlers
Under 11 to Under 13	7 (6 if the team has 7 players)
Under 14 to Under 18 Division 1	6
Under 14 to Under 18 Division 2 and 3	7 (6 if the team has 7 players)

50.2 Medium pace and above bowlers

Limits on the number of overs outlined in Rule 50.3 Over limits in some cases differ for medium pace and above bowlers (broadly defined as those to whom the wicket-keeper would normally stand back) and slow bowlers. If a bowler bowls one ball of medium pace and above they are defined as a medium pace and above bowler.

UNDER 11 TO UNDER 18 AGE GROUP RULES

50.3 Over limits

All bowlers have limits to the number of overs they can bowl as follows:

Age Group/ Division	One Day Match	Two Day Match Medium Pace and Above	Two Day Match Slow Bowlers
Under 11 and Under 12, Under 14 Division 2 and 3 and Under 15 Division 3	5	8	8
Under 13 and Under 14 Division 1	5	8	10
Under 15 Division 1 and 2, Under 16 and Under 18	5	10	10

50.4 Spell limits

Medium pace and above bowlers have limits to the number of overs they can bowl in a single spell. This is to prevent injury and therefore the count restarts when there is a break between days of a two day match. The break between spells (including where a follow on is enforced) is to be at least the equivalent of the number of overs bowled from the same end as the bowler's immediately concluded spell. Again this does not apply when there is a break between days of a two day match. Spell limits do not apply to slow bowlers.

Age Group/Division	Spell Limit
Under 11 to Under 13	4
Under 14 and Under 15	5
Under 16 and Under 18	6

51. RESTRICTIONS ON DISMISSALS

All forms of dismissal apply as per the rules of cricket except as follows.

51.1 There is no LBW in Under 11 Ungraded.

52. FIELDING RESTRICTIONS

52.1 Distance from batsman

52.2 In Under 11 and Under 12, no fielder may field within half a pitch length from the striker's wicket except a wicket-keeper or in slips/gully positions and, in this event, either umpire may call and signal No ball.

52.3 In Under 13 to Under 18, any fieldsman within half a pitch length from the striker's wicket must wear a helmet and protector. If a fieldsman does not, either umpire may call and signal No ball. The purpose of this rule is to ensure the safety of fieldsmen.

53. NO BALL, WIDE BALL AND DEAD BALL

53.1 Ball Off the pitch

A delivery that bounces off, or on the edge of, the concrete or synthetic surface of a pitch in front of the line of the bowling crease shall be called and signaled No ball. This applies equally if the first bounce or any subsequent bounce is off, or on the edge of, the pitch. A ball that returns to the pitch after bouncing off the pitch is still a No ball.

53.2 Wide Ball notes

Umpires are to note that Law 25 applies for Wides, notably 'passing wide of the striker unless it is sufficiently within his reach for him to be able to hit it with his bat by means of a normal cricket stroke'. It should not be interpreted in the same manner as it would be in a One Day International. Allowance needs to be made for the environmental and developmental situation in which a match is being played. A ball passing down the leg side of a batsman is not necessarily a Wide.

53.3 Pitch Centre Division

Where a concrete or synthetic pitch has a centre division, a delivery that pitches on the centre division shall be called and signaled a Dead ball and the bowler is allowed an additional ball.

53.4 Re-bowling of Wides and No Balls

In the following age groups and divisions, an additional ball is bowled provided the maximum number of deliveries does not exceed eight. However, for the scheduled final over of an innings, six legitimate balls must be bowled.

- Under 11
- Under 12 to Under 14 Division 2
- Under 12 to Under 16 Division 3

In all other divisions, six legitimate balls must be bowled.

UNDER 11 TO UNDER 18 AGE GROUP RULES

53.5 Bowling of fast short pitched balls

53.6 Any delivery which, after pitching, passes or would have passed over shoulder height of the striker standing upright at the crease, regardless of whether it has been struck is to be considered dangerous, and either umpire shall call and signal a No ball. This provision does not apply when a ball bowled by a slow or spin-bowler passes above the line of the shoulder after pitching.

53.6.1 For Division 1 in Under 13 to Under 18, one such delivery is allowed per over. Upon the delivery of such a ball the umpire is to advise the bowler about the nature of the delivery. Any similarly delivered balls in the same over shall be called and signaled No ball.

53.7 Bowling of high full pitched balls

53.7.1 Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be called as a No ball by either umpire.

53.7.2 A slow delivery which passes or would have passed on the full above shoulder height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker, and should be called a No ball by either umpire.

53.8 Throwing

53.8.1 Illegal actions should not be called No ball. Players should be coached to correct an illegal action. If an illegal action presents a danger to the batsman the bowler should be asked to slow down or removed from the attack.

53.8.2 Suspected illegal actions should be reported to Cricket ACT via club delegates. A Cricket ACT representative will make a ruling on the legality of the action and proposed remedial steps.

53.8.3 If a bowler deliberately throws the ball, a No ball shall be called. If a bowler deliberately throws the ball a second time umpires shall remove the bowler from the attack.

54. SUBSTITUTION OF PLAYERS

54.1 Frequency

Time must not be wasted in the substitution of fielders.

54.2 Substitute fielders

54.2.1 Registered players not included in a side for a match can field as a substitute for a player who is incapacitated at any time during a match. Replacement fielders must be eligible to play for that team in terms of age and club registration. Opposing coaches/captains should be consulted but their agreement is not necessary.

- 54.2.2 Opposing coaches/captains cannot object to the placement of a substitute fielder except as wicket-keeper.

55. COACHING ON THE FIELD DURING PLAY

- 55.1 For Under 11 and 12 coaching on the field of play by the umpire during a match is allowed. Coaches that are not umpiring may not enter the field of play except between overs. The design during these age groups should be for the coach to impart to young cricketers the skills of captaincy. Players can only learn captaincy by being given the chance to exercise their responsibilities during play, and every effort should be made by coaches to reduce the coaching levels incrementally to ensure that by the start of Under 13 coaching will no longer be required.
- 55.2 For all age groups Under 13 and above, coaching, whether on the field by the umpire or from the boundary, is to be kept to a minimum. It is to be restricted to the intervals between overs and during breaks. Any coaching performed is not to waste time or delay the game. Coaches are not to undertake the role of a captain in these age groups.

56. RESULTS AND SCORING

56.1 More than 11 players (8 players for Under 11 Friday Ungraded)

Scores made by all eligible players are to count towards a team's score; however the fall of 10 wickets indicates the conclusion of an innings. In an Under 11 Friday Ungraded game, 7 wickets indicate the conclusion of an innings.

56.2 One day match

The side with the highest score in the first innings wins the match. For the purposes of points allocation such a win is deemed to be a first innings win. No second innings are played therefore outright results are not possible.

- 56.2.1 The side batting second is entitled to receive its maximum overs even if it has passed the score of the side batting first. Coaches are encouraged to come to arrangements for unofficial play if significant playing time still remains after a result has been obtained.

56.3 Two day match

- 56.3.1 Two day matches are to continue play until the scheduled close of play on the second day, even if a first innings result has occurred, because extra Competition points are awarded for an outright result. Play may cease earlier at the agreement of both sides. Such an agreement is to be recorded in both score books and signed by both sides.

UNDER 11 TO UNDER 18 AGE GROUP RULES

57. POINTS ALLOCATION AND COMPETITION POSITION

57.1 Points Allocation

Competition points are allocated on the following basis for each Competition match in the Under 12 to 18 age groups and the Under 11 Division 1 competition.

Result – 2 day and 1 day matches	Points
Outright win—irrespective of first innings result	10
Outright loss—after leading on first innings	7
Outright loss—after being level on first innings	5
Outright loss—after trailing on first innings	1
Outright tie—after leading on first innings	7
Outright tie—after being level on first innings—each side	5
Outright tie—after trailing on first innings	5
First innings win—if no outright result	7
First innings loss—if no outright result	1
First innings tie—if no outright result—each side	5
Match abandoned due to weather, ground condition etc unless a result has already been achieved, in which case points for the result will be awarded.	4
Bye	7
Forfeit win	Maximum points achieved in that round by any other team in that age group/division
Forfeit loss	0
Result – T20 matches	Points
Win	4
Draw or tie (including match abandoned or no result)	2
Loss	1
Forfeit win	4
Forfeit loss	0

57.2 **Competition position**

If two or more sides in the same draw are level on points at the end of Competition matches, their respective positions on the Competition ladder for their division are determined on the following count-back basis:

- 57.2.1 If two sides are equal, the team which achieved the most points in the match(es) between the two teams is placed higher. Abandoned matches are not included.
- 57.2.2 If more than two sides are equal, the team which achieved the most points in all matches played between those sides is placed higher. Abandoned matches are not included.
- 57.2.3 If sides are still equal, the side with the most Competition wins during the season is placed higher.
- 57.2.4 If sides are still equal, the following formula is used and the side with the highest average is the highest placed while the side with the lowest average is the lowest placed: Total of 'runs for' divided by 'wickets lost' (First Innings only) divided by Total of 'runs' against divided by 'wickets taken' (First Innings only) = Average.

58. **FINALS AND PREMIERSHIPS**

- 58.1 All age groups/divisions where competition points are allocated shall play a final to decide a premiership.
 - 58.1.1 Finals will be played between the side finishing first and the side finishing second on the Competition ladder.
 - 58.1.2 Finals matches are played over two days. Notwithstanding Rule 9 Interruptions to Play, where there are interruptions to play of more than 60 minutes on the first day of a final match, every reasonable endeavor should be made to play the match over the full 50 or 55 first innings overs (as the case may be) on the following day, subject to the availability of grounds.
 - 58.1.3 Notwithstanding Rule 9 Interruptions to Play, in a finals match, the match is deemed to be abandoned unless each side receives a minimum of 40 overs in its first innings unless, in the case of the side batting first, it is dismissed or makes a declaration beforehand or, in the case of the side batting second, it is dismissed or passes the total of the side batting first.
- 58.2 **Eligibility to play in the finals round**

A player must have played a minimum of three matches with a side in a particular division to be eligible to play in a finals match with that side.

 - 58.2.1 If 12 eligible players are not available, players from a lower Division or Age Group may play, with the written permission of the Executive.

UNDER 11 TO UNDER 18 AGE GROUP RULES

58.2.2 In special circumstances, the Executive may approve alternative arrangements in writing.

58.3 Premierships

58.3.1 Finals matches are played out to the scheduled close of play on the second day (plus any extensions provided for in these rules). The match may be decided by forfeit or by an outright win. If an outright win is not obtained, a first innings win will determine the result of the match and hence the winner of the premierships. Play may stop after a first innings result has been achieved with the agreement of both sides.

58.3.2 If a win by forfeit, an outright win, a first innings win, or a Tie is not obtained, the side which finished highest on the Competition ladder finishes highest in the premierships.

58.3.3 In the event of a Tie, Joint Premierships will be awarded.

59. INTERRUPTIONS TO PLAY AND RESCHEDULING OF FINALS

59.1 For the 2010–11 season there is no reserve day for the final.

59.2 Where games are interrupted by inclement weather all efforts should be made to recommence the game in accordance with Rule 9 Interruptions to Play.

59.3 In the event of inclement weather having a major impact without a general cancellation being implemented, the Executive will review the situation taking into account results achieved/not achieved and time lost, etc and advise what action will be taken.

59.4 Finals Umpires

59.5 Neutral umpires shall officiate, where available, in finals matches under arrangements approved by the Executive.

59.6 In matches where only one umpire is appointed or available, the batting side is to provide the square leg umpire.

59.7 Cricket ACT will call for volunteer umpires prior to the finals commencing. As a general rule an effort will be made to remunerate volunteers.

T 2 0 C O M P E T I T I O N R U L E S

60. GENERAL

60.1 Teams

Each game will be played between two teams of up to 12 players (in Division 1) and up to 14 players (in Division 2 and 3).

For each game—in each team, five players will be nominated as batters, five nominated as bowlers and one nominated as wicket-keeper (who shall remain as wicket-keeper throughout the game, unless injured).

Players will not be permitted to alternate between batter and bowler nominations during any given game. The nominated wicket-keeper may also bat in any position in the batting order.

Players nominated as batters will fill the first five batting spots in the batting order (first six if the wicket-keeper bats in the top five). The remaining players may bat in any order.

Players nominated as bowlers will be the first five bowlers used in the fielding innings. The remaining players will only be permitted to bowl once all the nominated bowlers have bowled at least two overs each.

Only 11 players are permitted on the field at any time. Fielders can be rotated on and off the field at the end of any over, provided no playing time is lost. The umpires must be notified of any field substitutions.

60.2 Game length

The match will consist of one innings per team of 20 x 6 ball overs.

60.3 Batting—retirement

A batter must retire upon reaching a personal score of 30 runs (or the scoring shot that takes the player past 30 runs).

In Division 1—batters may not be retired, except for injury, prior to reaching 30 runs.

In Division 2 and 3—batters **may** be retired, at the discretion of the coach, at any time after they have been at the crease for four overs and prior to reaching 30 runs.

Retired batters may return to the crease (in the same order in which they were retired) after all 11 batters have had an opportunity to bat, and up to the fall of 10 wickets.

T20 COMPETITION RULES

60.4 **Timed out**

The incoming batter and the not-out batter must be in position to receive the next ball within 60 seconds of the fall of the previous wicket.

61. **HOURS OF PLAY**

61.1 **Length of innings—Division 1 (midweek)**

Each team shall have 1 hour to complete their 20 overs.

Innings 1: 5.30–6.30pm

Interval: 6.30–6.40pm

Innings 2: 6.40–7.40pm

In the event that a Division 1 T20 game is played on the weekend times shall be:

Innings 1: 9.00–10.00am

Interval: 10.00–10.10am

Innings 2: 10.10–11.10am

Start times may vary by mutual prior agreement by the teams involved.

61.2 **Length of innings—Division 2 and 3 (weekend)**

Each team shall have 1 hour and 10 minutes to complete their innings

Morning matches

Innings 1: 9.00–10.10am

Interval: 10.10–10.20am

Innings 2: 10.20–11.20am

Afternoon matches

Innings 1: 2.00–3.10pm

Interval: 3.10–3.20pm

Innings 2: 3.20–4.30pm

61.3 **Intervals and drinks breaks**

The interval between innings shall be 10 minutes.

No drinks break shall be permitted during the innings, however individual players may be given a drink on the boundary or at the fall of a wicket, provided there is no disruption to play.

In the case of extreme heat, the umpires and coaches may jointly decide to permit a drinks break after the tenth over.

61.4 **Bowling ends (all divisions)**

In order to facilitate the rapid completion of the match, 10 overs are to be bowled consecutively from one end, followed by 10 overs from the other end.

At the end of each over in the consecutive block of overs, the batters are required to change ends.

The fielding team will decide from which end to bowl first.

In a delayed or shortened match, the number of overs to be bowled from each end consecutively shall be half of the overs (rounded up if necessary) allocated to the fielding team.

62. THE TOSS

The captains shall toss for choice of innings no less than 10 minutes prior to scheduled start of play.

63. LENGTH OF INNINGS

63.1 Uninterrupted matches

Each team shall bat for 20 overs unless dismissed earlier.

If the team fielding first fails to bowl the required number of overs by the scheduled completion of the first innings, play shall continue until the required overs have been bowled.

The innings of the team batting second shall be limited to the same number of overs as were bowled by the scheduled completion time to the team batting first (the over in progress at the scheduled completion time is counted as a completed over for the purpose of this rule).

As an example: At the scheduled completion time, Team A has bowled only 18.2 overs (considered as 19 overs) to Team B. Team A then has only 19 overs in which to achieve the target score set by Team B in their full 20 overs.

If the team fielding second fails to bowl the required number of overs by the scheduled completion time, play shall continue until the team fielding second has bowled their full complement of overs PLUS extra overs equivalent to the number of overs not bowled by scheduled completion time. (The over in progress at the scheduled completion time is counted as a completed over).

As an example: At the scheduled completion time, Team B bowling second has bowled 17.3 overs (considered to be 18 overs for this rule). They then continue bowling to complete the 20 overs PLUS another 2 overs on top of that (22 in total) to compensate the batting team for slow bowling rates. The team batting second then has 22 overs to achieve the target score.

T20 COMPETITON RULES

63.2 **Delayed or interrupted matches**

General

- (a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. Each team must have the opportunity to face at least five overs to constitute a match.
- (b) If the team fielding first or second fails to bowl the required number of overs by the scheduled cessation time, play shall be extended until the overs have been bowled or a result achieved (as per Rule 63.1).
- (c) Fractions are to be ignored in all calculations regarding the number of overs.

63.3 Delay or Interruption to the Innings of the Team Batting First.

- (a) If there is a delay in the innings of the team batting first, there is to be no alteration in the time agreed to for the interval. This will lead to a reduction in the number of available overs at the rate of three minutes per over per team for Division 1 and 3.5 minutes per over per team for Division 2 and 3.

As an example: In Division 1 (60 minutes/innings plus 10 minute interval). If the match is delayed at the start by 30 minutes, then that leaves 100 minutes of which 90 minutes is playing time. Each team therefore receives 45 minutes of batting time and 45 minutes divided by 3 minutes/over gives 15 overs of batting for each team.

As an example: In Division 2 and 3 (70 minutes/innings plus 10 minute interval). If the match is delayed at the start by 30 minutes, then that leaves 120 minutes, of which 110 minutes is playing time. Each team therefore receives 55 minutes of batting time and 55 minutes divided by 3.5 minutes gives 15.7 overs. This is rounded UP to 16 overs per team of batting.

- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until required number of overs has been bowled (as per Rule 63.2).

63.4 **Delay or Interruption to the Innings of the Team Batting Second**

If there is a suspension in play during the Second innings, there shall be no changes to the agreed finishing time for the second innings.

The overs shall be reduced at a rate of 1 over per 3 minutes for time lost (for Division 1) or 1 over per 3.5 minutes of playing time lost (for Division 2 and 3) except that when the innings of the team batting first has been completed prior to the scheduled time for the interval between innings, the reduction of

overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

If it is not possible for both teams to receive the same number of overs, but if there is sufficient time for the team batting second to receive at least five overs, then a target score shall be set using the modified Duckworth Lewis table included in Appendix 1. Examples of calculations are also included.

64. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

- 64.1 An imaginary semi-circle will radiate **in front of the wicket** from a line from square leg to point and 10m from the batter in their normal batting position. No fielders will be allowed inside this semi-circle in front of the wicket at the instant of delivery. This field restriction area will not necessarily be marked on the ground but will be identified at the discretion of the umpires.
- 64.2 At the instant of delivery, there may not be more than five fielders on the leg side.
- 64.3 At the instant of delivery, there must be two (2) fielders in 'Catching positions' during the entire innings—eg slip, gully, short cover, short mid-wicket (while fulfilling the obligations in 64.1 above).
- 64.4 In the event of an infringement of any of the above fielding restrictions either umpire shall call and signal 'No ball'.

65. NUMBER OF OVERS PER BOWLER

- 65.1 Each bowler can bowl a maximum of four overs in an innings of an uninterrupted match.

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, the following bowling restrictions shall apply.

Total allocated overs in innings	Maximum overs for each bowler	Minimum number of bowlers to be used
5 overs	1	5
6–10 overs	2	5
11–15 overs	3	5
16–20 overs	4	5

In the event of a bowler being injured or otherwise unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

66. NO BALLS AND WIDES

- 66.1 **Scoring**—one run shall be awarded for each No ball or Wide, plus any runs scored.
- 66.2 Each No ball and Wide in an over shall be re-bowled up to a maximum of eight total deliveries (legitimate deliveries and No balls/Wides) in any one over. The third and all subsequent No balls/Wides in each over shall still be called as such by the umpire with Rule 51.1 still to apply.
- 66.3 Rule 66.2 shall not apply for the last scheduled over of each innings with six legal deliveries required, regardless of the number of No balls or Wides.
- 66.4 **Fast Short Pitched Bowling**
In Division 1 (U14, U15, Colts)—A bowler shall be allowed to bowl one fast short pitched delivery per over (not being a Wide or a No ball).
In all Division 2 and 3 (U12–U18) and in Division 1 (U12 and U13)—NO fast short pitched bowling is permitted
A fast short pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the striker standing upright at the crease. Such deliveries shall be signaled and called No Ball.
- 66.5 **Full Pitched Bowling**
If a full pitched ball passes or would have passed above the waist height of the striker standing upright at the crease regardless of the speed of the bowler, either Umpire shall call and signal No ball.
Law 42.8 shall remain in the event of deliberate full pitched bowling.
- 66.6 **Free Hit after a Foot Fault No Ball**
The delivery following a No ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball.
Field changes are permitted for free hit deliveries.
- 66.7 **Wide Bowling**
Any delivery that in the opinion of the umpire does not offer the batter a reasonable opportunity to strike the ball shall be called 'Wide'.

67. THE BALL

A new ball or a ball in good condition may be used for each innings. Either umpire may inspect the ball prior to the innings and at the completion of each over if required.

A white ball shall be supplied by Cricket ACT and used in all Division 1 T20 matches.

68. THE RESULT

68.1 A result can be achieved only if both teams have had the opportunity of batting for at least five overs, unless one team has been all out in less than five overs or unless the team batting second scores enough runs to win in less than five overs.

All matches in which both teams have not had an opportunity of batting for a minimum of five overs, shall be declared 'No Result' and two points awarded to each team.

68.2 Tie

In matches where both teams have had the opportunity of batting for the agreed number of overs, and if the scores are equal, the result shall be decided by:

- the team that hits the most boundaries (4s and 6s combined) shall be declared the winner.
- If the result still cannot be determined, the side losing the least number of wickets will be declared the winner.
- If the result cannot be decided by the above means the side that has bowled the least number of Wides and No balls combined, shall be declared the winner.
- If the result still cannot be determined teams will compete in a 'Bowl Off'.

68.3 Bowl Off

A bowl off will be conducted ONLY if no result is possible by the above means.

Teams will line up and bowl ball for ball (like a penalty shoot out) at one stump in the ground at the batters end. A best of five score will count and in the event that scores are tied each member of the nominated team must bowl a ball until there is a winner.

T20 COMPETITION RULES

68.4 Points awarded

- 4 points will be awarded for a win
- 2 points for a draw (match abandoned or no result)
- 1 point for a loss
- 4 points for a win by forfeit
- 0 points for a team who forfeits

69. BOUNDARIES

Boundaries are to be 45 metres for U15, U16 and U18.

Boundaries are to be 40 metres for U12, U13 and U14.

70. UNDERARM BOWLING

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the Umpire shall call and signal dead ball, and the ball is to be re-bowled over arm.

71. HELMETS

The following will apply to the batter: Each batter must wear a helmet at all times when batting. If an incoming batter refuses to wear a helmet, the adjudicating Umpire will decree that batter be automatically dismissed.

72. THE FIELDER (LAW 41)

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the Umpires do not consider that it constitutes a waste of playing time. A batsman may only change other items of protective equipment (e.g. batting gloves, etc.) provided that there is no waste of playing time.

73. COLOURED CLOTHING

Coloured shirts are permitted, provided all team members are similarly attired.

In Division 1 games where white balls are being used, players should wear a coloured shirt.

APPENDIX 1

MODIFIED DUCKWORTH LEWIS TABLE FOR RULE 63

Overs Left	Wickets Lost										
		0	1	2	3	4	5	6	7	8	9
20		56.6	54.8	52.4	49.1	44.6	38.6	30.8	21.2	11.9	4.7
19		54.4	52.8	50.5	47.5	43.4	37.7	30.3	21.1	11.9	4.7
18		52.2	50.7	48.6	45.9	42.0	36.8	29.8	20.9	11.9	4.7
17		49.9	48.3	46.7	44.1	40.6	35.8	29.2	20.7	11.9	4.7
16		47.6	46.3	44.7	42.3	39.1	34.7	28.5	20.5	11.8	4.7
15		45.2	44.1	42.6	40.5	37.6	33.5	27.8	20.2	11.8	4.7
14		42.7	41.7	40.4	38.5	35.9	32.2	27.0	19.9	11.8	4.7
13		40.2	39.3	38.1	36.5	34.2	30.8	26.1	19.5	11.7	4.7
12		37.6	36.8	35.8	34.3	32.3	29.4	25.1	19.0	11.6	4.7
11		34.9	34.2	33.4	32.1	30.4	27.8	24.0	18.5	11.5	4.7
10		32.1	31.6	30.8	29.8	28.3	26.1	22.8	17.9	11.4	4.7
9		29.3	28.9	28.2	27.4	26.1	24.2	21.4	17.1	11.2	4.7
8		26.4	26.0	25.5	24.8	23.8	22.3	19.9	16.2	10.9	4.7
7		23.4	23.1	22.7	22.2	21.4	20.1	18.2	15.2	10.5	4.7
6		20.3	20.1	19.8	19.4	18.8	17.8	16.4	13.9	10.1	4.6
5		17.2	17.0	16.8	16.5	16.1	15.4	14.3	12.5	9.4	4.6
4		13.9	13.8	13.7	13.5	13.2	12.7	12.0	10.7	8.4	4.5
3		10.6	10.5	10.4	10.3	10.2	9.9	9.5	8.7	7.2	4.2
2		7.2	7.1	7.1	7.0	7.0	6.8	6.6	6.2	5.5	3.7
1		3.6	3.6	3.6	3.6	3.6	3.5	3.5	3.4	3.2	2.5
0		0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

Duckworth Lewis examples

Example 1: T20 match Team A bats for their 20 overs and makes 8-112.

11 overs of 2nd innings was played before rain forced abandonment of play. (Team B made 4-49 off 11)

Result?

9 overs left 4 wickets down

Resources Remaining (RR) = 26.1% (from table)

∴ Resources available to Team B = 56.6 – 26.1 = 30.5%

Par Score = (30.5 x 112) / 56.6 = 60.4 = 60 (rounded down)

∴ Team B are 11 behind Par Score and Team A win by 11 runs

Example 2: T20 match Team A bats for 20 overs and makes 7-101

17.3 overs into 2nd innings play was abandoned (Team B made 5-92 off 17.3)

Result?

2.3 overs left 5 wickets down

Resources Remaining (RR) = 8.4% (by interpolation from table – half way between 2 and 3 overs)

∴ Resources available to Team B = 56.6 – 8.4 = 48.2%

Par Score = (48.2 x 101) / 56.6 = 86.01 = 86 (rounded down)

∴ Team B are ahead of Par Score and Team B win by 6 runs

SIX - A - SIDE C O M P E T I T I O N R U L E S

74. PREAMBLE

74.1 Six-a-Side cricket is not based on division groupings. The Rules of the Junior Competition apply as modified in this section. Six-a-Side cricket is Clubs and Schools based and as such players may not be swapped between Clubs and Schools. However, the Executive may make changes to the Rules for specific purposes and these will be notified at the appropriate time.

75. SIDE COMPOSITION

75.1 Each side is to comprise six players. A side may play with five players but no fewer.

76. FORFEITURE

76.1 A side forfeits a match if it is not ready to commence play ten minutes after the scheduled start of play. In the case of a forfeit, the remaining side accrues a positive run difference' being the average score of the winning sides of that round.

77. ORDER OF PLAY

77.1 When two games are scheduled for play together (e.g. A v B and C v D), sides toss to determine which side bats first in their respective games (eg A and D win their respective toss) and sides then bat in the order A, D, B and C.

78. CONDUCT

78.1 Each side is to have one innings of six overs. (Exception: If the match starts more than five minutes late, the match is reduced to five overs per innings).

79. BATSMEN

79.1 A batsman, who is not dismissed, must be retired after batting for two full overs, excluding a part over, in which the player came in to bat. (i.e. If a player came in to bat at the fall of a wicket in the first over, he would retire at the completion of the third over.

79.2 A batsman thus retired may resume their innings after all players have batted.

79.3 Retired batsmen resume batting in the order in which they were retired. They do not have to retire again.

79.4 At the end of an over the batsmen **MUST** change ends.

80. BOWLING

- 80.1 A side's innings is completed if it loses five wickets (four if it has only five players). The remaining batsman does NOT bat on.
- 80.2 At least five bowlers must be used.
- 80.3 A bowler cannot bowl consecutive overs.
- 80.4 Bowlers bowl from the same end for the entire innings (no changeovers).
- 80.5 The choice of end from which to bowl is made by the fielding side.

81. FIELDSMEN

- 81.1 No more than three fieldsmen (excluding wicket-keeper) can field on the one side of the wicket.

82. SUNDRIES

- 82.1 A Wide or No ball counts as two runs and an extra delivery is bowled.
- 82.2 Leg side Wide: A ball passing down the batsman's leg side, and on the leg side of the stumps, not making contact with either the bat or the batsman, is to be called a Wide.
- 82.3 If byes are run on either a Wide or No ball, the score is advanced by two runs plus the number of byes run.
- 82.4 If runs off the bat are made off a No ball, the score is advanced by two runs plus the number of runs made off the bat.

83. OUTCOME

- 83.1 The side scoring the higher number of runs wins. In the preliminary rounds sides are to play out their allocated overs so that any count back can be made.
- 83.2 In semi finals/finals a match is over once the second side has passed the total of the first side or is dismissed.
- 83.3 If scores are tied after each completed innings, the side losing the least number of wickets excluding retirements is the winner. If scores are still even, each side is to play one extra over (two in the final) to determine the winner (as above). If a winner still cannot be decided after the extra overs, the match is decided by a coin toss by the captains.
- 83.4 Semi finals contestants are to be determined initially by the side achieving the most wins, otherwise the following count-back procedure is to be used: Based on 'run difference' (e.g. 2/45 v 4/27 = ±18 runs)
- 83.5 The side with the highest total from the preliminary rounds is chosen for the semi finals. If sides are equal then the 'difference in wickets taken' is used, the greater difference is the winner. If scores are still equal, a coin toss is to decide the outcome.

SIX-A-SIDE COMPETITION RULES

83.6 Note: In the case of a forfeit, the 'run difference' is the average score of the winning sides of that round.

84. GROUND CONTROLLER

84.1 The Ground Controller shall determine all disputes which arise in respect of any matches played at the ground to which the Controller has been appointed, including matters of rules interpretation, conduct and match results. After due consideration of any submissions made by any interested parties, the Ground Controller's decision shall be final.

85. SPECIAL REQUIREMENTS OF SIDES

85.1 Where a four side (two match) round is scheduled, and where otherwise practicable, matches should be umpired by independent umpires.

85.2 Each side is to have a manager to umpire. The batting side is to score if required.

85.3 Each side is to supply its own kit (including match ball, stumps, bails and boundary markers).

85.4 Score sheets will be provided by the Council.

85.5 Winning sides are responsible for reporting immediately their win to the Ground controller. Sides should consult their draw for the time and place of their next match.

85.6 Note: Six-a-Side competitions are budgeted entirely by the Junior Council and include the use of grounds and presentation of awards. Sides may be penalised the cost of their participation contribution if they fail to attend the competition after accepting to do so—subsequent offers to the relevant Clubs and Schools to join such a competition in future will be carefully considered by the Executive. Specific dates and timings of the competitions will be advised separately when known.

GROUND LOCATIONS

Amaroo 2–03	Burdekin Ave Amaroo
Blundell Park	cnr Blundell St and Ford St Queanbeyan
Bungendore	Kings Hwy (opp Primary School) Bungendore
Burgmann	cnr The Valley Ave and Gungahlin Dr Gungahlin
Campbell 1–01	Vasey Cr Campbell
Chapman 1–01	Tauchert St Chapman
Conder 1–03	cnr Box Hill Ave and Tom Roberts Ave Conder
Curtin 2–03	Carruthers St Curtin
Curtin 1–10	Dunstan St Curtin
Deakin 2–05	Makin Pl (closest to carpark) Deakin
Deakin 2–11	Makin Pl (away from carpark) Deakin
Deakin 1–05	Denison St (in front of Mint) Deakin
Dickson 1–10	Anthill St Dickson
Dickson 1–11	Anthill St (closest to Dickson College) Dickson
Duffy 1–01	Tantangara Cr Duffy
Garran 1–01	Kitchener St Garran
Gordon 1–03	Midge St Gordon
Gowrie 1–15	Castleton Cres (top end carpark) Gowrie
Gowrie 1–16	Castleton Cres (near Bugden Ave) Gowrie
Gowrie 1–06	Castleton Cres (near buildings) Gowrie
Grammar 1 (Flinders Oval)	cnr Flinders Way and Monaro Cres Griffith
Grammar 2 (Junior School)	cnr Mugga Way and Alexander St Griffith
Grammar P&F	Mugga Way Griffith
Hackett 1–03	Madigan St Hackett
Harrison 2–03	Wimmera St Harrison
Hughes 1–03	Webster St Hughes
Jerrabomberra (Alan McGrath Oval)	Silky Oak Cr Jerrabomberra
Kaleen 1–09	Turon Pl Kaleen
Kaleen 1–10	Birie Pl Kaleen
Kaleen 3–04	Ashburton Cct Kaleen
Kambah 1–08	Chirnside Cct (near carpark) Kambah
Kambah 1–09	Chirnside Cct (away from carpark) Kambah
Kambah 1–10	Reynell Pl Kambah
Latham 1–04	Macrossan Cr Latham

CAPITAL CHEMIST AND ACT EDEN MONARO CANCER SUPPORT GROUP

The ACT Eden Monaro Cancer Support Group has been assisting the Canberra/Queanbeyan community for 25 years. The group financially and emotionally assists people from our community who are undergoing treatment for cancer. The group is very unique, and as to our knowledge, we are the only charity who handles all types of cancers and of all ages. The assistance that the group provides is food and petrol vouchers, payment of medication including chemotherapy, electricity and gas accounts and hire of equipment.

The group is a standalone charity and relies heavily on Community Partners and donations from the general public. The group currently assists around 1700 families from our community. Some of our major fundraising events include: Hawaiian Theme Night, Convoy for Cancer Families, Hawaiian Shirt Day, Charity Golf Day and Bachelor of the Year.

Capital Chemist and the ACT Eden Monaro Cancer Support Group have been community partners for nearly 10 years. Through the longevity of this partnership, many friendships have been formed. Capital Chemist provides financial and in-kind support to our group and our families and without this support; we would not be in a position to support the numbers of families in our community. Capital Chemist is a community minded organisation and are a vital part of our organisation along with various other organisations that they support.

Capital Chemist was on hand with our group in 2009 when Australian Wicketkeeper, Brad Haddin was inducted as the Group's Ambassador and we were thrilled that Brad chose a local charity.



Capital Chemist meets Brad Haddin.

Pictured (left to right): Roger Tall, Melita Flynn, Brad Haddin and Peter Downing

Lyneham 2–13	Mouat St (corner of Northbourne Ave) Lyneham
Lyneham 2–14	Mouat St (middle ground—netball carpark) Lyneham
Lyneham2–15	Northbourne Ave (behind netball centre) Lyneham
Marist	Athllon Dr Pearce
Mawson 3–03	Mawson Dr (nr Ainsworth St) Mawson
Melba 1–04	Verbrugghen St (near tennis courts) Melba
Narrabundah 2–03	Sturt St Narrabundah
Narrabundah 2–04	Captain Cook Cres Narrabundah
Ngunnawal 1–03	Unaipon Ave Ngunnawal
Nicholls 3–01	Clarrie-Hermes Dr (enclosed oval) Nicholls
Nicholls 2–03	Clarrie-Hermes Dr (near school and nets) Nicholls
O'Connor 3–01	Pedder St (enclosed oval) O'Connor
O'Connor 2–03	Macarthur Ave O'Connor
Page 1–03	Burkitt St Page
Palmerston 1–03	Kosciusko Ave Palmerston
Pearce 1–03	Hodgson Cres Pearce
Phillip 2–03	Ainsworth St (near Kitchener St) Phillip
Radford P&F	College St Bruce
Rivett 1–04	Bangalay Cr Rivett
Scullin 1–03	Broadsmith St Scullin
St Edmunds 1 (Loneragan Oval)	Canberra Ave Griffith
Taylor Park	High St Queanbeyan
Wanniassa 1–04	Sternberg Cres Wanniassa
Waramanga 1–09	Badimara St Waramanga
Wright Park—Lower	Ellerton St Queanbeyan
Wright Park—Upper	Ellerton St Queanbeyan
Yarralumla 1–04	Mueller St Yarralumla