

These rules are to be read in conjunction with Sunraysia Cricket By-Laws and the MCC Laws of Cricket

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## 1. AGE GROUPS

- a. Under 14s
  - i. Players are to be under the age of 14 years on the 1<sup>st</sup> September of each year to play in the U14 competition. Player's reaching the age of 14 years on 1<sup>st</sup> September WILL BE ELIGIBLE to play for the current season.
- b. Under 16s
  - i. Players are to be under the age of 16 years on the 1<sup>st</sup> September of each year to play in the U16 competition. Player's reaching the age of 16 on 1<sup>st</sup> September WILL BE ELIGIBLE to play for the current season.
- c. Under 17 Girls
  - i. Players are to be under the age of 17 years on the 1<sup>st</sup> of September of each year to play in the U17 Girls competition. Player's reaching the age of 17 on 1<sup>st</sup> September WILL BE ELIGIBLE to play for the current season.
- d. Should a dispute regarding a player's age arise, the date of birth as registered at the last school attended is acceptable or a copy of their Birth Certificate should be presented should the Competition Management Platform (CMP) date of birth be deemed incorrect.
  - i. Penalty - Teams will be fined \$100 and loss of match points for each occasion.
- e. Overage Player exemptions
  - i. Any player that is older than the designated age group may be approved by the SCA to play in that grade providing the club is short on numbers and that player is of a standard suitable for that grade. Clubs are required to submit an application for an overage player via email to the SCA Administration Manager and wait for its approval prior to that player commencing with the team.
  - ii. Girls shall be eligible to play two (2) years outside of their age group in open competition (not female only) as per Cricket Australia recommendations.
  - iii. Permits for disabled players to play below their age group may be granted by the SCA Board. Clubs must submit an application to the SCA prior to that players first match for approval.
  - iv. All approved Overage Exemptions will be subject to review and may be revoked at any time by the Sunraysia Cricket Board.
  - v. Players granted an overage exemption are not permitted to play 1st or 2nd Division Senior Men's matches.

## 2. PLAYER TRANSFERS, PERMITS AND REGISTRATIONS

- a. All players must nominate their Sunraysia Cricket Association(SCA) home club as their Primary Club when registering on the PlayHQ platform.
- b. SCA registered players wishing to play outside of the SCA competition may do so at any time. These players are eligible to return to the SCA and play in finals matches providing they have qualified with the minimum number of matches required in the grade they are eligible to play.

### 3. DURATION OF MATCHES AND DAYS OF PLAY

- a. All matches to be at the discretion of the SCA draw committee. Where the first day of an allotted 2-day match is abandoned due to inclement weather in which case the match shall revert to a 20/20 match as provided for in these rules.
- b. Match times:
  - i. Two Day Matches shall commence at 8.30am on Saturdays and be concluded by 11.00 am
  - ii. 20/20 Matches shall commence at 8.20am with a compulsory first innings closure of 9.50am. The second innings shall commence at 10.00am and conclude once the equivalent number of overs have been bowled (this should be completed by 11.30am)
  - iii. Matches shall commence at 8am on a day deemed to be an “Extreme Weather Day”
  - iv. The SCA Adverse Conditions Committee may cancel a day’s play due to heat related policies and advice.
- c. Competition Match Program.
  - i. Teams must be entered into the CMP prior to the start of play
  - ii. The match must be updated by the host club by 8pm on the day of play

### 4. JUNIOR PLAYING CONDITIONS

#### Cancellation of Play

- i. If the temperature for Mildura is forecast to be 43 degrees Celsius or above for Junior cricket on a scheduled match day the Administration Manager will advise clubs that play has been cancelled for that scheduled day.
  - ii. The decision to cancel play for the scheduled day will be based on the Bureau of Meteorology’s temperature forecast as published on its website at 4.30pm the day prior to the scheduled match day.
    1. However, where two or more consecutive days immediately prior to the scheduled match day have reached 43 degrees or higher (in accordance with the Bureau of Meteorology website at 4.30pm), the cancellation temperature for the scheduled match day will be adjusted to a forecast 39 degrees based on the Bureau of Meteorology’s temperature forecast as published on its website at 4.30pm on the day prior to play.
- a. The following Kookaburra balls are to be used in all Junior matches.
    - i. Under 17 Girls – 4-piece 142g Kooka Colt White Ball.
    - ii. Under 16’s Two-Day Matches- 4-piece 156g Kooka Senator Red Ball.
    - iii. Under 16’s 20/20 Match 4 -piece 156g Kooka Senator Ball.
    - iv. Under 14’s 4-piece 142g Kooka Senator Red Ball.

SUNRAYSIA CRICKET ASSOCIATION INCORPORATED A0009413A  
 COOMEALLA CLUB SUNRAYSIA CRICKET  
 Rules for Junior Matches

b. Match formats and overs

Age Group	Two Day	One Day
Under 17 Girls		20/20
Under 16s Open	40	20/20
Under 14s Open	40	20/20
Under 14s Div 2	40	20/20

c. Under 16 & Under 14 Games will be conducted under the “laws of cricket” with the following local additions in all match types:

- i. Any ball passing the striker above shoulder height shall be deemed as a “no-ball”
- ii. Any delivery, which passes or would have passed on the full above waist 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 shall be deemed as a “no-ball”.
- iii. The use of helmets for all batters is compulsory
- iv. Teams shall consist of a maximum of thirteen players. There is no requirement to

nominate batters or bowlers

1. Only eleven players may bat in any one innings. The eleven batters in each innings may differ from that in the first innings but must come from the squad of thirteen.
2. A maximum of eleven players are permitted to bowl in any one innings. Teams should aim to ensure that every player in the match squad bats or bowls in each innings of the match.
- v. Bowlers will be restricted to a maximum of 1/5th of the allocated overs in an ordinary innings, with no more than 6 overs in any one spell. A spell is defined as a consecutive string of overs regardless if there is a break in play during that spell.
- vi. Should there be additional overs to an innings then the additional overs may only be bowled once the normal allocated overs for that match have been completed. Each bowler may only bowl 1/5<sup>th</sup> of the additional overs allocated to a match.
- vii. Batters retire on the delivery in which they reach:
  1. Two Day Matches – 50 runs
  2. 20/20 Matches – 30 runs
  3. The first retired batter may return after all other batters have been dismissed, the second retired batter can return should the batting side

have 9 players and all other retired batters may return should they have 11 players.

- viii. A batter shall be deemed “out” if they are not able to recommence the innings on day 2 where they were the not out batter after a cessation of play.
- ix. Fielding Restrictions
  - 1. Fielding restrictions shall be used in all junior matches as per match type conditions of play
- x. Coaching during play
  - 1. Junior Team Managers/Coaches are permitted to assist their team captains with fielding & bowling changes during normal breaks in play (ie: - change of over’s, fall of wickets, drinks break, etc.). Such coaching should not interrupt/delay match play. Coaches are also expected to encourage their captains to learn how to make these decisions themselves.
- xi. Hard wicket – pitching of ball
  - 1. In matches played on hard wickets (including matting), any ball pitching off, on the edge of (inc strap or hem of matting), or where an overgrowth of grass exists on the pitch, shall be called ‘NO BALL’ with all normal provisions for scoring and dismissal to apply.
- xii. Any person, player or unofficial umpire whilst he is officiating as an umpire, has the same control over the game and players as the official appointed umpire
- xiii. Compulsory substitutes
  - 1. Compulsory substitutes are to be provided to the opposition teams in SCA Junior cricket providing, that the substitute player is eligible to play under the age limits set out in Rule 3, for the first hour of each days play with a maximum of Two (2) substitutes being provided.
  - 2. No compulsory substitutes will apply in finals matches.
- xiv. A club fielding two teams in the same grade
  - 1. Any Club which fields two teams in the same grade in this Association may use any of its players in either team for up to five (5) days of cricket in each season. When a player has played six (6) days with either team he/she shall be tied to that team for the remainder of the season.
  - 2. A player is eligible to play in final matches only with the team they have played the greater number of games with during the season.
  - 3. Any player competing in multiple teams for which they are not qualified, shall be subject to penalties in accordance with Rule 3 (c-xiv) - Playing Unqualified Player

xv. Playing unqualified player

1. Any Club playing a Player not possessing the requisite qualifications will lose all points and percentages for each match in which such player takes part.

LEVEL 1 Penalty

2. In finals series matches, the defaulting team shall lose the game, however, in the event that opposing teams' default, the SCA Board shall decide penalties and match result.

xvi. Finals

1. No player shall play for a club in the semi-finals or finals matches unless that player has played with their club during the current season in at least 4 matches of cricket.
2. Any person that plays more games in a higher division than they are eligible to play are able to return to their eligible playing division at any time including all finals matches.
  - a. The 4 matches of cricket will be reduced pro rata on days lost for heat/adverse weather over the whole season. For example, if the season is projected as 12 matches of cricket & 3 matches are lost then the 4 matches are then reduced by 25% to 3 matches. This will be clarified by the SCA Board prior to the commencement of finals.
3. J1 or J2 players can play "up" for finals matches.
4. All turf pitches will be covered for home and away finals series matches in accordance with club rules for use of covers

**5. TWO DAY MATCHES**

a. Compulsory closures

- i. The innings of the side batting first, if not otherwise completed, shall be compulsorily closed on the completion of bowling the allotted overs for the age group or 11.00am, whichever occurs first.
- ii. If the first innings of the side batting first is compulsorily closed, the side batting second, if it is not dismissed, shall be entitled to bat for the same number of over's as has been bowled to the side batting first.
- iii. If the innings of the side batting first has been completed before its allocated overs, then the team batting second, if it is not dismissed, shall be entitled to bat to its full allocation of overs plus the remaining overs from the side batting first.(Less 3 overs for a change of innings if required) For Example: U/16 side batting first is dismissed after 35 overs then the remaining 5 overs from that innings will be added to the side batting second. They will be entitled to bat for 40 overs plus an additional 5 overs.
- iv. If both teams have completed an innings before the scheduled time of completion, then the match shall be continued under ordinary conditions until 11.00 a.m. on the second day.

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b. Fielding Restrictions

- i. A player shall be deemed to be “outside” the circle when they are within 5 metres of the boundary at the point of delivery

- i. Powerplay Restrictions

PowerPlay	40 Over Matches	Minimum Outside Circle	Maximum Outside Circle
1	1-10	2	2
2	11-30	3	4
3	31-40	0	4

c. Adverse conditions:

- i. Day one

- 1. If the game be interrupted by adverse weather conditions for more than 15 minutes during the first innings of the side batting first, then the total available batting overs for the whole match is to be divided equally and the equal over’s rule as outlined above will still apply.
- 2. Should play on the first day of any scheduled TWO (2) day match be entirely prevented by adverse weather conditions, the game shall resolve into a 20/20 match and played under those conditions.

- ii. Day two

- 1. On the second day any time lost up to 30 minutes shall be made up by playing beyond 11.00am. until lost time is made up for a first innings decision only.
- 2. If more than 30 minutes is lost on the second day, play reverts to ordinary conditions and shall cease at 11.00am.

- iii. Match result

- 1. If the side batting second receives at least the same number of overs as the side batting first prior to the schedule finishing time, the side scoring the most runs shall be declared the winner.
- 2. If the side batting second is not dismissed, does not pass the score of the side batting first and does not receive the same number of balls as the side batting first, the match shall be declared a draw.

d. Follow on:

- i. The follow on may be enforced should a team trail by more than 50 runs on the completion of an innings.

**6. 20/20 MATCHES**

a. Compulsory closures

- i. If the innings of the side batting first is compulsorily closed then the side batting second, if it is not dismissed, shall be entitled to bat ONLY for the same number of overs which have been bowled to the side batting first.

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- ii. If the innings of the side batting first has been completed other than by compulsory closure, then the side batting second, if not dismissed, shall be entitled to bat to a MAXIMUM of twenty (20) overs.

b. Time lost

- i. If any time is lost due to adverse weather or any other legitimate reason during the first innings of the match, then the number of overs to be bowled shall be reduced by one for every four minutes lost from the scheduled overs for the match, with the remaining overs to be divided equally between the two teams.
- ii. A 10 minute interval shall be taken at the conclusion of the innings of the side batting first.
- iii. Bowling restrictions shall be reduced in proportion to the maximum overs available.
- iv. Any time lost, up to 30 minutes occur during the second innings, then the time lost can be made up by playing beyond the scheduled finish time.
- v. If time does not permit a minimum of 12 overs per side to be bowled, then the match shall be abandoned as a draw.

c. Special playing conditions

- i. Under 17s Girls
  - 1. The pitch shall be marked with a wide line both off & leg stump (same as per women’s competition).
- ii. Under 16s Open
  - 1. Any ball bowled down the leg side will be called a wide
- iii. Under 14s
  - 1. The pitch shall be marked with a wide line at both off & leg stump.
- iv. Fielding Restrictions
  - 1. A player shall be deemed to be “outside” the circle when they are within 5 metres of the boundary at the point of delivery.
  - 2. 20 Over Matches Power Play:

PowerPlay	Over	Minimum Outside Circle	Maximum Outside Circle
1	1-6	2	2
2	7-14	3	5
3	15-20	0	5

**7. PLAYERS CODE OF CONDUCT**

- a. Abide by the rules of the game and rules set down by your coach, club and Association.
- b. Never argue with an Official or umpire. If you disagree, have your captain, coach or manager approach the official during a break or at the end of play.
- c. Control your temper – Verbal or physical abuse of officials, umpires, spectators or other players, deliberately distracting or provoking an opposition player is not acceptable or permitted.
- d. Work equally hard for yourself and your team. Your team's performance will benefit, so will you.
- e. Be a good sport. Applaud all good plays whether they be by your own or opposition team players. Be proud to walk off the ground after each game knowing that you have given your best effort and never involve yourself in an argument with opposition team players, umpires or officials.
- f. Treat all players as you would like to be treated. Do not interfere with, bully or take unfair advantage of another player. Your involvement to play is for fun and enjoyment and that winning is only part of it.
- g. Co-operate with your coach and team mates, and respect the ability of your opposition team players – without them there would be no game.
- h. Play for the "fun of it" and not just to please parents and coaches.
- i. Avoid use of derogatory language based on gender or race.

**8. COACHES CODE OF CONDUCT**

- a. Be familiar with the Laws of Cricket and abide by the Association's Sunraysia Junior Cricket Rules for Junior Matches and Integration Cricket.
- b. Teach your players that rules of the game are mutual agreements which no player should evade or break.
- c. Group players according to age, height, skill and physical maturity whenever possible in any competitive practice session.
- d. Avoid over-playing the talented players. The "just average" players need and deserve equal time, if not more.
- e. Remember that the players involved play for fun and enjoyment and that winning is only part of it. Emphasise the importance of the learning and development of skills and positive attitudes. Never ridicule or yell at your players for making mistakes or losing a game or competition.
- f. Ensure that equipment and facilities meet safety standards and are appropriate for the age and ability of the players.
- g. The scheduling and length of practice times and competitions should take into consideration the maturity level of the player.
- h. Develop team respect for the ability of opposition team players, as well as for the judgement of umpires and opposing coaches.
- i. Follow the advice of a qualified person when determining when an injured player is ready to play or train again.
- j. Make a personal commitment to keep yourself informed of sound junior coaching principles and developments. Endeavour to attain and maintain coaching accreditation levels in accordance with Sunraysia Cricket's accredited coaches policy.
- k. Avoid the use of derogatory language based on gender or race.

**9. PARENTS & SPECTATORS CODE OF CONDUCT**

- a. Encourage children to participate if they are interested; however, if a child is not willing do not force them.
- b. Focus upon the child's efforts and performance rather than the overall outcome of the event. This assists the child in setting realistic goals related to their ability by reducing the emphasis on winning.
- c. Teach your child that honest effort is as important as victory so that the result of each game is accepted without undue disappointment.
- d. Encourage your child always to play by the rules.
- e. Never ridicule or yell at your child for making a mistake or losing a game or competition.
- f. Remember your child should be involved in cricket for their enjoyment, not yours.
- g. Remember your child learns best by example. Applaud good plays whether they be by your own or opposition team players.
- h. If you disagree with an official or umpire, raise the issue through the appropriate channels rather than questioning the official's judgement and honesty in public. Remember, most officials, give their time and effort for your child's involvement.
- i. Support all efforts to remove verbal and physical abuse from junior sporting activities.
- j. Recognise the value and importance of volunteer coaches. They give of their time and resources to provide recreational activities for your child and deserve your support.
- k. Support your club officials in maintaining the highest standard of behaviour both on and off the field for the betterment of the Association and your family. Offer your assistance to the team that your child is playing in so that every opportunity is being provided for the very best supervision and support. Your involvement will give both yourself and your child far more satisfaction.
- l. Avoid the use of derogatory language based on gender or race.

**10. SOCIAL MEDIA CODE OF CONDUCT**

- a. Code of conduct for all members of cricket includes the playing field to off-field including all members of cricket including players, coaches, umpires, spectators, parent/guardians, media and administrators.
- b. The use of social media sites and electronic media including but not limited to Facebook, Myspace, Twitter and Email are all forms of public domain communication. As such, users are responsible and liable for anything they say and represent on these sites.
- c. The proliferation of information spreads very quickly through status updates, linked in friend communities and so on.
- d. As a person required complying with this By-law, individuals must meet the following requirements in regard to conduct during a community cricket affiliated forums sanctioned by a Community Cricket Peak Body, a Region, an Affiliated Association or an Affiliated Club.
- e. All affiliated individuals have an important responsibility to not say or communicate anything untoward with respect to Affiliated Community Cricket and its members.
- f. This includes but is not limited to umpires, competing clubs, committee members or anyone associated in the conduct of playing, officiating, promoting or administering cricket.
- g. This includes racist or vilifying comments, bad language, insulting comments, religious connotations, personal attacks or slander, personal comments relating to family or associated friends within the cricket community.
- h. Any reported or discovered breaches relating to social and electronic media communication will be managed in accordance with this By-law.