

**GLADESVILLE & DISTRICT JUNIOR CRICKET ASSOCIATION INC.
(GDJCA)**

(INAUGURATED 1923)

JUNIOR COMPETITION BY-LAWS

2004/2005

“All batsmen shall wear a protective helmet whilst batting”

“No fieldsman may field closer than 10m from the batsmenwithout a protective helmet except for the wicket keeper and slips fieldsmen”

.....from GDCA Rules for players in teams aged Under 10 & above



ACTION INDOOR SPORTS GLADESVILLE

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COMPETITIONS**

SIR DONALD BRADMAN'S CREED

You do well to love cricket, for it is more free from anything sordid, anything dishonourable than any game in the world.

To play it keenly, generously, self-sacrificingly is a moral lesson in itself, and the classroom is the air and sunshine.

Foster it my brothers so that it may attract all who find the time to play it, protect it from anything that will sully it, so that it may grow in favour with all.

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EXPLANATION OF THE CODE OF CONDUCT

PLAYERS

- Play by the rules and to the spirit of the rules. Cricket is a sport and should be played in a sportsmanlike manner
- Never argue with an official. They are volunteers giving their time willingly for the players' enjoyment. If you disagree, have your captain, coach or manager approach the official during a break or after the competition
- Control your temper. Verbal or physical abuse of officials or other players, or deliberately distracting or provoking (sledging) an opponent is neither acceptable nor permitted
- Abuse of equipment in displays of bad temper is neither acceptable nor permitted
- Be a good sport. Acknowledge good play by your team or your opposition and cooperate with your coach, manager, team mates and opponents. Without them there would be no game
- Treat all players as you would like to be treated. Do not interfere with, bully or take unfair advantage of another player
- Approved cricket attire must be worn on the field of play at all times
- The Captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws

COACHES

- Remember that children participate for pleasure and that winning can be only part of the fun. Be reasonable with your demands on their efforts and enthusiasm
- Never ridicule or yell at a child for making a mistake
- Teach your players to follow the rules and teach them that the rules are mutual agreements which no one should evade or break
- Avoid "over-playing" talented players. All players deserve equal time
- Ensure that equipment and facilities meet Association and common safety standards and are appropriate to the age and ability of the players. Exercise a Duty of Care
- Develop team respect for the ability of opponents and for the judgement of officials and opposing coaches.
- Eliminate physical and verbal abuse

PARENTS

- Remember that children play sport for their enjoyment, not yours. Encourage children to participate but don't force them
- Focus on the child's efforts rather than whether they win or lose
- Encourage children to always participate according to the rules
- Never ridicule or yell at a child for making a mistake or losing a game
- Remember that children learn by example. Applaud good play by all teams
- Support all efforts to remove verbal and physical abuse from sporting activities

UMPIRES

- Compliment and encourage all participants
- Be consistent, objective and courteous when making decisions
- Emphasise the spirit of the game rather than errors
- Encourage and promote rule changes which will make participation more enjoyable
- Learn the Laws of Cricket and the Association By Laws and rules
- Be a good sport. actions speak louder than words. Remember, you set an example. Your behaviour and comments should be positive and supportive

1. **General**

1.1 These Competition Rules cover the Junior Competitions of the Gladesville & District Junior Cricket Association Inc (Under 8 to Under 16).

1.2 The Senior Competition Rules of the Gladesville & District Junior Cricket Association Inc shall be the guide for the management of the Junior Competition except as set out in the following rules.

1.3 In these rules, except in so far as the context or subject matter otherwise indicates or requires

"the Association" or "G.D.C.A." means the Gladesville and District Junior Cricket Association Inc.

"club" means any club affiliated therewith and can include one or more teams.

"delegates" means a member of the Junior Cricket Council representing affiliated clubs or bodies.

"G.U.L." means Gladesville Umpires League.

"junior cricket" refers to all cricket involving players aged 16 years and under.

"M.C.C." means Marylebone Cricket Club.

"N.S.W.D.C.A." means the New South Wales Districts Cricket Association

"official" refers to any person acting in the capacity of coach or manager for any team.

"season" means the cricket season of the then current and ensuing year.

"senior cricket" refers to the open age competitions and to all cricket involving players aged 16 years and over.

"umpire" means a qualified person who is appointed by the Association or G.U.L. to officiate in a particular match.

1.4 In these rules a reference to a gender includes both male and female genders, except in so far as the context of Junior Competition Rule 9.5 otherwise indicates.

2. Junior Cricket Council

(Quorum shall be eight [8] including three [3] office bearers)

Vice President (Chairman)

President

Honorary Secretary

Honorary Treasurer

Honorary Junior Competition Secretary

Honorary Assistant Junior Competition Secretary

Publicity Officer (Junior Competition)

Life Members

Delegate from G.U.L.

One delegate from each junior cricket team of each affiliated club

3. Junior Competition Executive Committee

(Quorum shall be four [4])

Vice President (Chairman)

Honorary Junior Competition Secretary

Honorary Assistant Junior Competition Secretary

Publicity Officer (Junior Competition)

Delegate from G.U.L.

Two members of Junior Cricket Council who shall be elected by the Junior Cricket Council at the first meeting following the A.G.M.

4. Junior Competition Executive Committee: Member Vacating His Seat

Should any elected delegate to the Junior Competition Executive Committee absent himself from three (3) consecutive meetings without valid reason, he shall be deemed to have vacated his seat.

5. Duties of Junior Cricket Council

The Junior Cricket Council shall meet at times and places it may determine (normally monthly). Unless specifically required there shall be no Junior Cricket Council meetings during the months of January, May, June and July each year.

5.1 The management of the Junior Competition shall be vested in the Junior Cricket Council.

5.2 In the absence of the Vice President or President at any such meeting a chairperson for that meeting shall be elected from the members present.

- 5.3 Each member of the Junior Cricket Council including the Chairperson, shall have one vote.
- 5.4 The Junior Cricket Council will deal with all correspondence and matters raised concerning Junior Cricket at the particular meeting with the exception of those matters that are required to be carried out by the Junior Competition Executive Committee or Management Committee.
- 5.5 Notwithstanding the powers and duties of the Management Committee, the Junior Cricket Council may at any time appoint special sub-committees should the necessity therefore arise, such sub-committees to be directly responsible to the Junior Cricket Council as to direction.
- 5.6 The Honorary Junior Competition Secretary shall convene a special meeting of the Junior Cricket Council upon receipt of instructions therefrom or upon receipt of a requisition so to do, signed by the appointed delegates of at least three of the affiliated clubs. In such requisition the object of the proposed meeting is to be clearly set forth with and each affiliated club to be given at least three (3) days notice of such meeting.

6. Duties of Junior Competition Executive Committee

The Junior Competition Executive Committee shall, at a time and place determined by the Committee or as required by the Junior Cricket Council, convene a special meeting. The Honorary Junior Competition Secretary shall be empowered to summon a special meeting thereof upon receipt of a requisition signed by not less than three (3) members thereof. The Junior Competition Executive Committee shall:

- 6.1 investigate and make rulings of all the defaults and complaints and other matters referred to it for consideration by the Junior Cricket Council;
- 6.2 be empowered to hear all appeals against decisions of the Junior Cricket Council;
- 6.3 be empowered to hear all protests and disputes relating to the Junior Competition;
- 6.4 deal with all correspondence and matters concerning Junior Cricket requiring attention between the meetings of the Junior Cricket Council;
- 6.5 organise and conduct such junior cricket competitions as appear to the Committee to be necessary or desirable;
- 6.6 fix time of starting and cessation of play in all junior cricket competition matches with power to vary same should the necessity arise, provided seven (7) days notice be given to the secretary of the clubs concerned in such variation of playing time;

- 6.7 arrange junior inter-association and representative teams and appoint managers, coaches and selectors thereof;
- 6.8 select players when required to be nominated for junior teams and training squads organised by N.S.W.D.C.A., N.S.W.C.A., Balmain D.C.C. and other appropriate bodies;
- 6.9 have the power to accept or reject applications by clubs or teams to enter the junior competition.
- 6.10 reserve the right to refuse the registration of any player submitted by an affiliated club.
- 6.11 in the absence of the Vice President at any such meeting, elect a chairperson from the members present.

7. Change of Rules

- 7.1 Each affiliated club with junior teams shall have the right to apply for variation of these Rules.
- 7.2 The Junior Cricket Council shall have the power to deal with such variations or amendments.
- 7.3 Notices of Motion for such variation shall be in writing to the Honorary Junior Competition Secretary.
- 7.4 These Rules shall only be varied by a majority vote of those persons in attendance and entitled to vote at the first Junior Cricket Council meeting after the A.G.M. in each season, or by a two thirds majority at any other Junior Cricket Council meeting.

8. Age Groups

- 8.1 The competitions shall be open to players under the respective ages of 16, 15, 14, 13, 12, 11, 10, 9 and 8 years.
- 8.2 Players taking part in all competitions must be under the respective age group listed as at midnight on 31st August of the cricket season in question, except as provided in Junior Competition Rule 9.5.
- 8.3 In the event of there being insufficient nominations for any age group, the Junior Cricket Council shall attempt to form a combined competition with another Association in that age group, or resolve to combine two age groups.

9. Team Registrations

- 9.1 All players shall be registered on the official registration forms which shall be handed to the Junior Competition Secretary no later than the date of commencement of the second rostered game in each competition.

- 9.2 Additional registrations can be made after this date and up to 15th February, providing the player is registered prior to or at the first Junior Cricket Council meeting after his/her first match.
- 9.3 Registrations shall include the players' birth date. Clubs are to ensure the player is eligible to play in proper age groups including obtaining documented proof.
- 9.4 Team managers are responsible for ensuring that ages of all players comply with this rule and any team found playing a player below his age group will lose all points gained in matches in which the offending player participated, except as provided in Junior Competition Rule 9.5. The respective opponents will receive points as allocated by the Junior Competition Executive Committee.
- 9.5 Girls may be registered one year below their age group. In special circumstances, clubs may apply to the Junior Competition Executive Committee for boys to be registered one year below their age group.
- 9.6 The register of player registrations shall be available for inspection at all Junior Cricket Council and Junior Competition Executive meetings. The Honorary Junior Competition Secretary shall have charge of the register.

10. Team Registration Fees

The Association fees per team shall be determined by the Management Committee of the Association. Fees are payable by 31st October in each cricket season.

11. Transfer of Players Between Clubs

- 11.1 Players desiring to transfer from one club to another may do so provided a clearance from the player's original team is lodged with the application for transfer and the transfer is approved by the Junior Cricket Council.
- 11.2 Any team which has reserves may play these reserves in the opposition team of the day but only with the approval of both managers.

12. Transfer of Players Within a Club

- 12.1 Any club playing two or more teams in the Junior Competition shall be allowed to play players registered in a lower age group three times in a higher age competition before approval is to be sought from the Junior Cricket Council for that player to participate again in the lower age group.
- 12.2 All players registered in the Junior Competition shall be entitled to be registered in an afternoon Senior Competition conducted by the Association. Any junior player shall be entitled to be registered with any club within the Association's Senior Competition and shall be entitled to

play unlimited matches. A Junior Competition player participating in the Association's Senior Competition is not affected by Junior Competition Rule 12.1.

12.3 Any club with a player registered in a higher age group may not drop this player back to the lower age group without the approval of the Junior Cricket Council, even if the player is qualified by age.

12.4 Any club playing two or more teams in an age competition cannot interchange players except as for Junior Competition Rule 11.2.

13. Players Participating in a N.S.W.D.C.A. Affiliated Senior Competition

All players registered in the Junior Competition shall be entitled to be registered in an afternoon Senior Competition conducted by another association affiliated with the N.S.W.D.C.A. in accordance with the N.S.W.D.C.A. rules.

14. Players Participating in S.C.A. Competitions

Players who have participated in competition matches controlled by the Sydney Cricket Association Inc (including Grade, Municipal & Shire, and A.W. Green Shield competitions) shall not be ineligible to participate in the Junior Competition of the Association, provided that they participated in at least one Junior Competition match prior to their first S.C.A. Competition match during the season.

15. Wet Weather

In case of wet weather, the Junior Competition Secretary has the right to call all matches off in an age competition and shall notify a delegate from each club prior to 7.30am on the day. If no advice is received, Junior Competition Rule 16 is to apply.

16. Fitness of Ground, Weather and Light

The captains/managers are the sole judges of the fitness of the ground and if they disagree the umpire shall decide. Without an umpire and where the captains/managers disagree, the actual state of the match shall continue.

Where the captains/managers are in disagreement as to the fitness of the ground prior to commencement of play on any day, and no umpire is present, both teams shall wait sixty (60) minutes after the scheduled starting time of play for all matches before a final decision is made.

17. Team Sheets

Prior to tossing, the team captains will exchange signed Team Sheets. It is the responsibility of the opposing managers/delegates to forward all team sheets

received to the Junior Competition Secretary prior to or at the next Junior Cricket Council meeting.

18. Results

18.1 Results of matches are to be phoned by both teams to the Publicity Officer of the Junior Cricket Competition by 7pm Saturday or, failing this, by 9am Sunday following completion of the match.

18.2 A written GDCA result sheet is to be submitted to the Junior Competition Recorder or appointee within two (2) weeks of the completion of each match. When a result is not submitted a warning will be issued and a fine as specified under Junior Competition Rule 24 may be imposed.

19. Forfeits and Conceding a Match

19.1 A team which fields fewer than six (6) players at the ground allocated by half an hour after the official commencing time on the first scheduled day shall be deemed to have forfeited the match.

19.2 A team which refuses to commence a match at any time after commencement of play for any other reason other than not having six (6) players shall be deemed to have conceded the match.

19.3 The responsibility for attending the correct ground shall rest with the team concerned and a team failing to attend the allocated ground shall be deemed to have forfeited.

19.4 The start of a match should not be delayed whilst a team waits for players. The offending side will be penalised one over for every three and three-quarter (3.75) minutes or part thereof that the start is delayed.

19.5 The non offending side does not receive a penalty under Junior Competition Rule 31.2.5 or 32.2.5 provided that the adjusted number of overs are completed.

19.6 The Result Sheets must clearly outline the conditions under which a forfeit is claimed.

20. Equipment

20.1 All teams shall carry at least six (6) flags or markers and the setting of the boundary is to be left in the hands of the managers. The boundaries shall be the straight line between markers unless boundary fences are in place. M.C.C. Law 19.2 (Boundary allowance of six [6] runs for all hits pitching over and clear of the boundary line or fence) shall apply on all grounds whether enclosed or unenclosed.

20.2 All teams shall carry at least three (3) stumps and two (2) bails, or in the case of the Under 9 Competition the stumps described in Junior

Competition Rule 33.10 (b), or in the case of the Under 8 Competition the stumps described in Junior Competition Rule 34.11 (b).

21. Protests and Disputes

- 21.1 Any protests must be lodged within seventy-two (72) hours of the completion of the match concerned, in writing to the Junior Competition Secretary accompanied by a fee of fifty dollars (\$50) which shall be forfeited if the protest is deemed by the Junior Competition Executive Committee to be frivolous.
- 21.2 Either party not satisfied by the ruling shall have the right to appeal to the Management Committee of the Association.
- 21.3 Where a protest is being considered or an investigation is being made by the Junior Competition Executive Committee, any members of the Junior Competition Executive Committee who are connected with any club or party under protest or investigation shall after hearing of all evidence, without being requested, retire from such meeting.

22. Scorebooks, Averages and Outstanding Performances

Scorebooks shall be submitted to the Junior Competition Secretary not later than three (3) weeks after the completion of the season together with all averages and qualifying performances plus any outstanding performance.

Qualifying performances are:

	<i>Batting (min)</i>	<i>Bowling (min)</i>
U/10	125 runs	15 wickets
U/11- U/16	150 runs	20 wickets

Outstanding performances are:

- 75 runs or more in one innings
- 7 wickets or more in one innings (U/11+)
- 5 wickets or more in one innings (U/10)
- a "Hat-Trick"

23. Cricket Attire

- 23.1 All players appearing in a competition match must wear proper cricketing uniform: Predominantly white or cream shirt (with sleeves and collar) must be worn. Either white or cream long or short trousers may be worn. In the event of short trousers being worn, ALL white long socks or ALL cream long socks must be worn. In the event of long trousers being worn, ALL white socks or cream socks or predominantly white socks must be worn. Boots or shoes must be predominantly white. Shoes and socks with stripes are permitted, but not for inter-Association matches. Where head covering is worn it shall be a cricketing cap or baseball style cap or cricketing helmet or cream hat or white hat or cricket style sunhat. No player may bat or bowl in a coloured jumper. In extreme circumstances, a player may field in a coloured jumper.
- 23.2 Spiked or studded footwear is NOT PERMITTED on any synthetic, malthoid or coir matting surface under any circumstances. Such players are not allowed to bowl and shall be deemed to be improperly attired.
- 23.3 The playing shirt may contain a club or sponsor logo or badge, subject to prior approval from the Junior Cricket Council. As a guide, such badges or logos shall not be longer than 10cm in any dimension.
- 23.4 The playing shirt may contain a club's colours, subject to prior approval from the Junior Cricket Council. As a guide, the playing shirt should be predominantly white.

24. Fines and Penalties

- 24.1 The Junior Competition Executive Committee shall have the power to impose a fine not exceeding ten dollars (\$10) per offence for the following breaches of the rules:
- (a) Club not represented at a Junior Cricket Council meeting
 - (b) late submission of results
 - (c) late submission of team sheets
 - (d) late submission of averages

Explanatory Notes:

- Where a club fails to attend at least 75% of Junior Council meetings between August 1 and December 31 each year the Junior Competition Executive Committee shall have the power to increase by 25% the team fees for all teams entered by the relevant club in Association competitions.

- Results will be deemed to be late when they are not received by the first Junior Council meeting following a warning issued under Junior Competition Rule 18.2

24.2 The Junior Competition Executive Committee shall have the power to impose a fine not exceeding three hundred dollars (\$300) for any club found guilty of having spectators, officials or players consuming alcohol at the ground during a Junior cricket competition fixture.

24.3 Any affiliated club with junior teams, or registered players of such club, shall be censured, penalised competition points, fined, suspended together with the forfeiture of such matches as the Junior Competition Executive Committee may decide, in the event of such affiliated club or player violating the rules of the Junior Competition or neglecting to comply with its directions, except where special provision is made in the rules herein.

25. Representative Teams

25.1 Each August the Junior Competition Executive Committee shall determine which Inter-Association Competitions conducted by the N.S.W.D.C.A. teams will be entered into.

25.2 Written nominations for the positions of Team Manager, Team Coach, and Selectors shall be submitted to the Honorary Junior Competition Secretary by the first Junior Cricket Council Meeting in September. Nominations shall include details of the applicant's experience and qualifications.

25.3 In the absence of written nominations for a particular position, nominations shall be accepted from the floor at the first Junior Cricket Council meeting in September.

25.4 All team officials shall be appointed by the Junior Competition Executive Committee.

25.5 Coaches and managers shall have a term of office until the first Junior Cricket Council meeting in the succeeding season. They shall be entitled to conduct coaching activities after the conclusion of the last representative match.

25.6 The Junior Competition Executive Committee shall determine any other competitions in which a junior representative team is fielded.

25.7 Any player selected for a junior inter-association or representative match failing to appear without notifying the Honorary Junior Competition Secretary seventy-two (72) hours prior to such match shall be liable to fine and/or suspension at the discretion of the Junior Competition Executive Committee. All players as selected are to be informed of their position in the team.

26. Approved Balls

26.1 Balls used in Junior Competition matches of the Association shall be of a make and quality approved by the Junior Competition Executive Committee.

26.2 The following cricket balls are currently approved:

(a) *Under 16, 15 and 14*

156g (5-1/2 oz) two-piece red leather balls
Kookaburra "Tuf Pitch"
Steeden "Hardwicket"
Kookaburra "Special Test"
Steeden "Special Crown"

(b) *Under 13 and 12*

156g (5-1/2 oz) two-piece red leather balls
County "Hardwick"
Platypus "Club Special"
County "Special Crown"
Platypus "Googly Longlife"
Kookaburra "Tuf Pitch"
Platypus "Googly"
Kookaburra "Special Test"
Steeden "Hardwicket"
Kookaburra "Red King"
Steeden "Special Crown"
Norstar "Special Crown"

(c) *Under 11*

142g (5 oz) two-piece red leather balls
Balls approved as for Under 13 and 12.

(d) *Under 10* (See Junior Competition Rule 26.7)

142g (5 oz) two-piece red leather balls
Kingsport "Academy"
Platypus "Club Special"
Kookaburra "Red King"
Other balls subject to availability in 142g size
142g (5oz) red composition balls (PVC plastic)
County "Century"
Steeden "Century"
Kookaburra "Commander"

(e) *Under 9*

142g (5oz) Red PVC Soft centred balls
County/Steeden "Eclipse" Junior

(f) *Under 8*

142g (5oz) Red PVC Soft centred balls
Platypus "Ply-a-Ball"
Easton "Incrediball" (Merv Hughes)

26.3 Clubs wishing to utilise balls other than those approved must apply in writing to the Honorary Junior Competition Secretary prior to the match concerned.

26.4 In Under 13 to Under 16 Competition matches either captain may demand the use of a new ball at the start of the first innings of both teams.

26.5 The captain of the batting side may not demand the use of a new ball at the commencement of its second innings.

26.6 Either new or used balls may be used in all innings of Under 8 to Under 12 competition matches. The team managers/captains shall agree on the condition of the ball to be used.

26.7 In Under 10 Competition matches played on synthetic wickets, leather balls should be used. However in damp conditions the team managers may agree to use composition balls in both innings. In Under 10 Competition matches played on concrete wickets composition balls must be used.

27. Laws of Cricket

All matches shall be played under the M.C.C. Laws of Cricket (2000 Code,) as amended by:

- (a) N.S.W.D.C.A. (see Appendix 2)
- (b) G.D.C.A. Management Committee (see Appendix 1 & 3)
- (c) G.D.C.A. Junior Cricket Council (see Appendix 5 & 6)
- (d) The awarding of penalty runs will only apply in matches that are controlled by umpires appointed by the Junior Competition Executive Committee.

28. Appointment of Umpires

The Junior Competition Executive Committee in conjunction with the G.U.L. shall appoint umpires where required to:

- (a) Junior Competition fixtures
- (b) Junior Representative fixtures

29. Responsibilities of Coaches and Managers

It is the responsibility of coaches and managers of teams to ensure that the matches are played in the correct spirit, at all times meeting the regulations as set out in this set of rules.

Particular attention should be given to the starting time, including ensuring field is ready for play, over rates, time wasting by batsmen, bowlers or fieldsmen as well as behaviour both on and off the playing field.

Should either coach or manager not be satisfied with behaviour of the opposing team, this behaviour including all aspects listed above is to be drawn to the attention of the opposing coach or manager at the earliest opportunity. See also Junior Competition Rule 35 (Code of Conduct).

30. Captains

The captain of the team is to be allowed to have full control of his team at all times. Managers or Umpires are asked to try to correct faults in techniques, as far as possible, but not to interfere with the conduct of the match by the captain. The captain is, however, to be permitted to ask advice from an Umpire at any time. Managers and Coaches in the U/11, U/10, U/9 and U/8 competitions shall have the privilege of instructing and advising players, within reason (without causing any delays).

31. U/16, U/15, U/14, U/13, U/12 and U/11 Competition Rules

31.1 PROGRAMME OF MATCHES

31.1.1 Match Duration

Unless determined by the Junior Competition Executive Committee, all preliminary matches wherever possible will be played over two Saturday mornings.

31.1.2 The Players

Each team may nominate up to a maximum of fourteen (14) players to participate in each match. The team may have no more than eleven designated batsmen and no more than eleven designated bowlers chosen from this fourteen (14), with some players only batting or bowling. Team sheets are to reflect this, and are to be exchanged prior to the toss, and no alterations without the opposing Captains/Managers consent. Only eleven players can field at any one time.

31.2 TWO DAY MATCHES - 52 OVERS PER SIDE

31.2.1 Matches Played Under this Competition

All U/11 to U/16 Competition matches scheduled over two mornings will be played under this rule.

31.2.2 Playing Hours

- (a) scheduled playing time is from 8.30am to 11.45am;
- (b) play continues on both scheduled days until the minimum quota of overs has been completed; and
- (c) if the minimum quota of overs has been completed prior to 11.45am, play still continues to 11.45am
- (d) if for some unavoidable reason, start of play is delayed, the finishing time may advance by the time of the delay, or up to 15 minutes, provided that the Umpires are in agreement at the commencement of play.
- (e) where a wicket falls part way through an over at the end of the first scheduled day's play, that over shall be completed even if it goes beyond the normal finishing time.

31.2.3 Loss of Entire First Day's Play

Where, for any reason, there is no play on the first scheduled day, the match is played under Junior Competition Rule 31.3.

31.2.4 Intervals

- (a) A Break of no more than 10 minutes is to be taken between innings.
- (b) At the fall of a wicket the incoming batsman shall enter the field of play without delay, crossing on the field with the outgoing batsman.
- (c) One drink break may be taken within the scheduled hours of play on the field for an interval not exceeding five (5) minutes provided it is required by the fielding captain at any time not prior to one (1) hour after commencement of the session on a particular day. The time taken for drinks does not affect the calculation of any overs quota.

31.2.5 Quota of Overs for Each Day

- (a) The minimum quota for each day is fifty-two (52) overs, provided there is no interruption to the scheduled playing time. Play continues after the scheduled close of play, if necessary, to achieve the quota.
- (b) If the commencement of play on either scheduled day is delayed, or there is any interruption(s) to that day's play, the minimum quota is reduced by one over for each whole three and three-quarter (3.75) minutes of scheduled playing time lost.
- (c) Change of innings results in reduction of two overs from the minimum quota for the day.
- (d) Incomplete, or fractions of, overs are ignored.
- (e) If the quota of overs is not bowled by 12.00 noon, this fact is to be reported by both teams on the Result Sheet. Such comments will be assessed by the Junior Competition Executive Committee with a view to reassessing the result as necessary (or deduction of Competition points under Junior Competition Rule 24).

31.2.6 First Innings Declaration Requirement

- (a) Each team will declare its first innings closed at the completion of fifty-two (52) overs if not dismissed first.
- (b) The team batting second shall commence its innings on the first scheduled day, if the minimum overs requirement has not already been met, or there is time remaining once the change of innings has been taken into account.
- (c) The team batting first will not bat beyond the first scheduled day unless time is lost through unfit ground, weather or light.
- (d) In such circumstances, the team may continue to bat on the second scheduled day until their total innings time equals half the available batting time, less ten minutes for the change over of innings, at

which point the team is forced to declare its innings closed at the end of the over in progress.

(e) For any time lost prior to the actual commencement of play on the first scheduled day or during the innings of the team batting first, the number of overs to be received by each team is reduced at the rate of one over for each whole seven and half (7.5) minutes of scheduled playing time lost. This calculation provides the agreed number of overs at which each team will declare their first innings closed if not dismissed first.

(f) Should it be necessary for the team batting first to continue into the second scheduled day, it is the responsibility of the team batting first to ensure that the team batting second receive exactly the same number of overs provided weather does not further interfere.

(g) It is the responsibility of both sides to ensure that the batsmen do not contribute to any delays.

(h) A team can however declare its innings closed at any time, except that the team batting first shall not declare the innings closed until the side has batted for at least one hour.

(i) Provided unfit ground, weather or light does not interfere, the team bowling second must complete the fifty-two (52) overs or the adjusted number of overs as received when batting.

(j) Provided the match does not proceed to a position where an outright result occurs, the team with the most runs at the completion of the fifty-two (52) allotted first innings overs or adjusted number, shall have been deemed to have won on the first innings.

31.2.7 Late Starts

Managers must show on the Result Sheet the time the match started and, if a late start is recorded, an explanation must be given. Any protest against late starts which could affect the result of the match must be lodged in writing according to Junior Competition Rule 21.

31.2.8 Extension of Play on First Day

Play may be extended if there is a likelihood of an outright result on the first scheduled day of a two day match by 15 minutes on agreement by the two managers/captains. This time must be taken off the end of the second scheduled day's play if no result is achieved.

31.2.9 Limit On Bowlers

(a) No bowler shall bowl more than eight (8) six-ball overs in an innings.

- (b) In a delayed or interrupted match, where the overs are reduced for both teams or for the team bowling second, the limit in Junior Competition Rule 31.2.9 (a) shall still apply.
- (c) Medium pace and fast bowlers shall not bowl more than four (4) consecutive overs.
- (d) Medium pace and fast bowlers shall have a break between spells of the equivalent number of overs bowled from the same end as the bowler's immediately concluded spell.
- (e) Where play is interrupted by unfit ground, weather or light, each whole four minutes shall count as an over bowled.
- (f) Medium pace and fast bowlers shall be defined as those to whom the wicket keeper would normally stand back.

31.2.10 Interruptions on Second Day

Where play is interrupted by unfit ground, weather or light on the second scheduled day, the match will be a draw if the side batting second is not dismissed at the end of the second scheduled day and has not reached the score of the side batting first and has not received the required number of overs, or the equal batting time of the side batting first.

31.2.11 Batsman Retiring for Reasons Other Than Illness or Injury

- (a) In U/11 Competition matches played under Rule 31.2 each batsman must be compulsory retired after the scoring stroke which has taken his/her score to 50 or more, but may resume and continue their innings under conditions set out in 31.2.11 (c).
- (b) In U/11 and U/12 Competition matches played under Rule 31.2 a batsman may be retired to enable other players to bat in a particular match, but may resume and continue their innings under conditions set out in 31.2.11 (c).
- (c) Retired batsmen may return to the crease and continue their innings in the same order that they retired, but only at the fall/compulsory retirement (U/11) of the last wicket. Non compulsory retired batsmen must return to the crease and complete their innings prior to compulsory retired batsmen. U/11 batsmen retired in rule 31.2.11 (b) above are still subject to rule 31.2.11 (a).
- (d) For the purpose of average calculations in the Competition, batsman retired under Junior Competition Rules 32.2.11 (a) and 32.2.11 (b) and do not return to the crease, shall be recorded in the scorebook as "Retired, Not Out".

31.3 One Day Matches - 26 Overs per side

31.3.1 Matches Played Under This Competition Rule

- (a) Matches in the U/11 to U/16 Competitions in which no play took place at all on the first scheduled day of a two-day match; and
- (b) matches scheduled by the Junior Competition Executive Committee to be played on one morning will be played under this Competition Rule.

31.3.2 Playing Hours

These matches are from 8.30am to 11.45am provided that play continues until:

- (a) the team batting second has:
 - (i) been dismissed, or
 - (ii) received its quota of overs, or
 - (iii) declared its innings closed, or
- (b) a result has been achieved.

31.3.3 Limited Overs

Each team shall bat for twenty-six (26) six-ball overs.

31.3.4 Limit on Bowlers

- (a) No bowler shall bowl more than four (4) six-ball overs in an innings.
- (b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, the limit in Junior Competition Rule 31.3.4 (a) shall still apply.
- (c) This restriction shall only apply to the first innings of each team.

31.3.5 Late Starts and Interruptions to Play

If the commencement of play is delayed, or there is an interruption(s) to play, the quota of overs to be bowled is calculated as follows:

- (a) For any time lost prior to the actual commencement of play or during the innings of the team batting first, the number of overs to be received by each team is reduced at the rate of one over for each whole seven and half (7.5) minutes of scheduled playing time lost. This calculation provides the agreed number of overs.
- (b) For any time lost after the completion of the innings of the team batting first, the number of overs to be received by the team batting second is reduced, or further reduced, at the rate of one over for each whole three and three-quarter (3.75) minutes of scheduled playing time lost. This calculation provides the agreed number of overs.

- (c) Incomplete, or fractions of, overs are ignored.
- (d) The finishing time is adjusted by the period of time lost up to a maximum of 15 minutes.
- (e) A result can be achieved only if both teams have had the opportunity of batting for at least twenty (20) overs, unless one team has been all out in less than twenty (20) overs or unless the team batting second scores enough runs to win on the first innings in less than twenty (20) overs.
- (f) All matches in which both teams have not had an opportunity of batting for a minimum of twenty (20) overs, shall be declared a draw.

31.3.6 The Result

A result is obtained as follows:

- (a) In matches in which both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs is the winner. If the scores are equal, the result is a tie, and no account is taken of the number of wickets which have fallen.
- (b) The match concludes when either:
 - (i) the team batting second scores more than the total runs of the team batting first, and so wins; or
 - (ii) the team batting second is dismissed within the agreed number of overs for less than the total number of runs scored by the team batting first, and so loses; or
 - (iii) the agreed number of overs for the team batting second has been reached, and the total score of the team batting first has not been passed, in which case the team with the higher run rate wins.
- (c) Run rates
 - (i) Run rates are calculated by dividing the total runs scored by the total number of overs bowled. The team with the higher run rate is the winner.
 - (ii) For the purposes of run rate calculations, each fair delivery bowled counts as one sixth of an over. In the U/12 and U/11 Competition any over consisting of less than six (6) fair deliveries under Junior Competition Rule 31.7 counts as a full over.
 - (iii) Where a team is dismissed, or declared its innings closed, before receiving its full agreed number of overs, its run rate

is calculated by dividing the total runs scored by the quota of overs it should have received.

31.3.7 Play Extending Into a Second Innings

- (a) Once a first innings decision has been reached the match shall revert to the normal rules of cricket. However, the team batting second must declare at the maximum number of overs in its first innings.
- (b) Play shall not extend beyond the first innings result in a scheduled one day match.

31.3.8 Batsman Retiring for Reasons Other than Illness or Injury

- (a) In U/11 Competition matches played under Rule 31.3 each batsman must be compulsory retired after the scoring stroke which has taken his/her score to 25 or more, but may resume and continue their innings under conditions set out in rule 31.3.8. (c).
- (b) In U/11 and U/12 Competition matches played under Rule 31.3 a batsman may be retired, to enable other players to bat in a particular match, but may resume and continue their innings under conditions set out in rule 31.3.8 (c).
- (c) Retired batsmen may return to the crease and continue their innings in the same order in which they retired, but only at the fall/compulsory retirement (U/11) of the last wicket. Non compulsory retired batsmen must return to the crease and complete their innings prior to a compulsory retired batsman. U/11 batsmen retired in rule 31.3.8 (b) above are still subject to rule 31.3.8. (a).
- (d) For the purpose of average calculations in the Competition, a batsman retired under Junior Competition Rules 31.3.8 (a) and 31.3.8 (b) and does not return to the crease shall be deemed to be "Retired, Not Out".

31.4 ALL DAY MATCH - 52 OVERS PER SIDE

- (a) The Junior Competition Executive Committee may schedule matches to be played as an all day match.
- (b) Scheduled playing time is from 9.30am to 4.45pm with a luncheon interval from 12.45pm to 1.30pm.
- (c) The rules for such matches will be determined by the Junior Competition Executive Committee using Junior Competition Rule 31.2 as the guide.
- (d) In the event of a final or semi-final being played under this rule, a minimum number of forty (40) overs per side will be required to make a match.

31.5 THE FOLLOW ON

- (a) Under 16, 15, 14 and 13

A team can be asked to follow on if it is seventy-five (75) runs or more behind on the first innings. If any of these teams are required to play normal competitive hours of less than two and half hours, the follow on shall be fifty (50) runs or more.

- (b) Under 12 and 11

A team can be asked to follow on if it is forty (40) runs or more behind on the first innings.

31.6 UMPIRES

31.6.1 An Umpire is any individual entrusted with the duties of an Umpire either at the bowler's or striker's end. Except as provided in Junior Competition Rule 31.6.2 umpires must alternate between the bowler's end and striker's end each over.

31.6.2 The Junior Competition Executive Committee however may appoint an umpire(s) to officiate at any particular match. In the event of only one appointed umpire being available, he shall officiate continuously at the bowler's end.

31.7 THE OVER

In the U/12 and U/11 Competitions, the over shall not extend beyond eight (8) balls.

31.8 HELMETS

31.8.1 All batsman shall wear a protective helmet whilst batting.

31.8.2 No fieldsman may field closer than 5 metres from the batsman, at the instant of delivery, without a protective helmet except for the wicket keeper and slips fieldsman.

31.8.3 It is the responsibility of the umpires to move any fieldsman contravening Rule 31.8.2 before the bowler releases the ball.

31.9 SPECIAL PLAYING CONDITIONS FOR U/11 COMPETITION

The boundary shall measure a minimum of 40 metres radius, measured from each set of stumps to form an oval. The boundary may be shortened to conform to local ground conditions. The boundary for U/12 and over ages shall measure a minimum of 50 metres as described above.

31.9 COMPETITION POINTS (U/11 TO U/16)

Win Outright	10 points
Win on 1st Innings	7 points
Tie on played out match	7 points
Loss outright after leading on 1st Innings	7 points
Tie on 1st Innings when match not played out	5 points
Draw (including washout)	4 points
Loss on 1st Innings	1 points
Loss Outright	0 points
Bye	0 points
Loss by Forfeit or Conceding	0 points
Win by Forfeit or Opponents Conceding Match will be determined by Junior Competition Executive Committee	
2nd Round Byes: to be determined by Junior Competition Executive Committee	

32. U/10 Competition Rules

32.1.1 PROGRAMME OF MATCHES

The competition will consist of a series of one day limited over matches.

32.1.2 THE PLAYERS

Each team may nominate up to a maximum of fourteen (14) players to participate in each match. The team may have no more than eleven designated batsmen and no more than eleven designated bowlers chosen from this fourteen (14), with some players only batting or bowling. Team sheets are to reflect this, and are to be exchanged prior to the toss, and no alterations without the opposing Captains/Managers consent. Only eleven players can field at any one time.

32.2 LIMITED OVERS MATCHES (U/10)

32.2.1 Matches Played Under This Competition

All matches in the U/10 Competition will be played under this competition rule.

32.2.2 Playing Hours and Conditions

- (a) These matches are from 8.30am to 11.45am, provided that play continues until:
 - (i) the team batting second has:
 - (A) been dismissed, or
 - (B) received its quota of overs, or
 - (C) declared its innings closed, or
 - (ii) a result has been achieved.
- (b) The boundary shall measure a minimum of 40 metres radius, measured from each set of stumps to form an oval. The boundary may be shortened to conform with ground conditions.

32.2.3 Limited Overs

Each team shall bat for twenty-six (26) six-ball overs.

32.2.4 Limit On Bowlers

- (a) No bowler shall bowl more than four (4) six-ball overs in an innings.
- (b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, the limit in Junior Competition Rule 32.2.4 shall still apply.

32.2.5 Late Starts and Interruptions to Play

If the commencement of play is delayed, or there is any interruption(s) to play, the quota of overs to be bowled is calculated as follows:

(a) For any time lost prior to the actual commencement of play or during the innings of the team batting first, the number of overs to be received by each team is reduced at the rate of one over for each whole seven and half (7.5) minutes of scheduled playing time lost. This calculation provides the agreed number of overs.

(b) For any time lost after the completion of the innings of the team batting first, the number of overs to be received by the team batting second is reduced, or further reduced, at the rate of one over for each whole three and three-quarter (3.75) minutes of scheduled playing time lost. This calculation provides the agreed number of overs.

(c) Incomplete, or fractions of, overs are ignored.

(d) The finishing time is adjusted by the period of time lost up to a maximum of 15 minutes.

(e) A result can be achieved only if both teams have had the opportunity of batting for at least twenty (20) overs unless one team has been all out in less than twenty (20) overs or unless the team batting second scores enough runs to win on the first innings in less than twenty (20) overs.

(f) All matches in which both teams have not had an opportunity of batting for a minimum of twenty (20) overs, shall be declared a draw.

32.2.6 The Result

A result is obtained as follows:

(a) In matches in which both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs is the winner. If the scores are equal, the result is a tie, and no account is taken of the number of wickets which have fallen.

(b) The match concludes when either:

(i) the team batting second scores more than the total runs of the team batting first, and so wins; or

(ii) the team batting second is dismissed within the agreed number of overs for less than the total number of runs scored by the team batting first, and so loses; or

(iii) the agreed number of overs for the team batting second has been reached, and the total score of the team batting first has not

been passed, in which case the team with the higher run rate wins.

- (c) (i) Run rates are calculated by dividing the total runs scored by the total number of overs bowled. The team with the higher run rate is the winner.
- (ii) For the purposes of run rate calculations, each delivery bowled counts as one sixth of an over.
- (iii) Where a team is dismissed, or declared its innings closed, before receiving its full agreed number of overs, its run rate is calculated by dividing the total runs scored by the quota of overs it should have received.

M.C.C. Law 36 (Leg Before Wicket) shall not apply in the U/10 Competition.

32.4 HELMETS

- 32.4.1 All batsmen shall wear a protective helmet whilst batting.
- 32.4.2 No fieldsman may field closer than 5 metres from the batsman, at the instant of delivery, without a protective helmet except for the wicket keeper and slips fieldsman.
- 32.4.3 It is the responsibility of the umpires to move any fieldsman contravening Rule 32.4.2 before the bowler releases the ball.

32.5 BATSMAN RETIRING FOR REASONS OTHER THAN ILLNESS OR INJURY

- 32.5.1 Each batsman must be compulsory retired after the scoring stroke which takes his/her score to 25 or more, but may resume and continue their innings under conditions set out in rule 32.5.3
- 32.5.2 A batsman may be retired at score other than 25 to enable other players to bat in a particular match, but may resume and continue their innings under conditions set out in rule 32.5.3.
- 32.5.3 Retired batsmen may return to the crease and continue their innings in the same order in which they retired, but only at the fall/compulsory retirement of the last wicket. Non compulsory retired batsmen must return and complete their innings prior to compulsory retired batsmen. Players retired in rule 32.5.2 above are still subject to rule 32.5.1.
- 32.5.4 For the purpose of average calculations in the U/10 Competition, a batsman retired under Junior Competition Rules 32.5.1 and 32.5.2 and does not return to the crease, shall be recorded in the scorebook as "Retired, Not Out".

32.6 NO BALLS

- 32.6.1 No additional ball shall be bowled when a no-ball is called.
- 32.6.2 No-balls include balls bowled off the wicket or out of reach of the batsman and shall count as sundries scored.
- 32.6.3 The no-ball rule in relation to bowlers overstepping will not apply. However managers shall instruct players on the rules of cricket and endeavour to have the players bowl correctly.

32.7 UMPIRES

- 32.7.1 The manager, or his representative, of the fielding side shall officiate as the umpire at the bowler's end for the duration of that innings.
- 32.7.2 The manager, or his representative, of the batting side shall officiate as the umpire at the striker's end for the duration of that innings.
- 32.7.3 The Junior Competition Executive Committee however may allocate an umpire(s) to officiate at any particular match. In the event of only one appointed umpire being available, he shall officiate continuously at the bowler's end.

32.8 THE PITCH

Matches to be played on a full length concrete or synthetic pitch. Managers may agree on a shorter length if pitch conditions can be improved.

32.9 COMPETITION POINTS (U/10)

Win	5 points
Tie	3 points
Draw (including wash out)	3 points
Loss	1 point
Forfeit Loss	0 points
Bye (1st Round)	0 points
Second Round Byes	To be determined by Junior Competition Executive Committee.

33. U/9 Competition Rules

33.1 AIM

To introduce a transition game between mini-cricket and current U/10 modified rules. No point score or competition is conducted at this age group.

33.2 TEAMS

The teams consist of eight players, under nine years as at midnight on 31st August. Extra players may be registered as reserves but must be played on a rotating basis each week.

33.3 PLAYING CONDITIONS

- (a) The hours of play are 8.30am to 11.30am.
- (b) The ball to be used shall be a 142g red soft centred ball [see Rule 26.2 (e)].
- (c) The boundary shall measure 35 metres radius, measured from each set of stumps to form an oval. The boundary may be shortened to conform with ground conditions.
- (d) The pitch shall measure 18 metres from stump to stump.
- (e) The no-ball rule in relation to bowlers overstepping will not apply however managers shall instruct players on the rules of cricket and endeavour to have the players bowl correctly.
- (f) As in indoor cricket, bowling is from one end only.
- (g) No-balls include balls bowled off the wicket or out of reach of the batsman.
- (h) A no-ball shall be reckoned as one of the over. A penalty of one run shall be scored for each no-ball if no runs are made otherwise.
- (i) An over shall consist of six (6) deliveries.
- (j) The "No-Ball" rule in relation to throwing will not apply however managers shall instruct their players on the difference between a 'bowl' and a 'throw' and endeavour to have the players bowl correctly. It is the responsibility of the striker's end umpire to alert the fielding team's manager of any suspect bowling actions.
- (k) No fieldsman may field closer than 10 metres from the batsman except for the wicket keeper and slips fieldsman.
- (l) M.C.C. Law 36 (Leg Before Wicket) shall not apply.

- (m) A match shall consist of one (1) innings per team consisting of twenty-four (24) overs.
- (n) Play is to cease for the day as soon as both innings have been completed.
- (o) A minimum of eight (8) players shall bowl in an innings and no player may bowl more than three (3) overs, except as provided in Junior Competition Rule 33.5.(d).
- (p) The base of the stumps are classed as not part of the wicket.
- (q) All players must be registered with the Association.
- (r) The M.C.C. Laws of Cricket as amended by the N.S.W.D.C.A. and the Management Committee and Junior Cricket Council of the Association apply in matters not covered in these rules.

33.4 BATTING SIDE

- (a) Each team shall bat eight (8) players, with each pair of batsmen to face six (6) overs.
- (b) If a batsman is given out, the loss of a wicket is recorded on the score sheet as a minus three (-3) runs from the team score but the batsman continues batting for the full allotment of overs.
- (c) There is no limit to the number of times a batsman can be given out.
- (d) Batsmen to change end upon dismissal and at the completion of overs, or at the coach's discretion to equalise batting time.
- (e) If a team is short of players the opposing team or another team with reserves, may supply a substitute player who may bat, bowl or field for the opponents.
- (f) A team may not declare its innings closed.
- (g) If the ball does not go past the line of the stumps, the batsman is allowed one (1) free swing at the ball. Failure to score a run is classed as a no-ball.

33.5 FIELDING SIDE

- (a) The fielding side shall provide a wicket keeper and seven (7) fieldsmen.
- (b) If a team has more than eight (8) players, the reserve players may take turns fielding in place of any of the team members but may not bat or bowl.
- (c) A bowler may overarm or underarm but a leaning towards overarm bowling should be encouraged.

- (d) All eight (8) players bowl in the innings and no player shall bowl more than three (3) overs, unless as a substitute bowler, where four (4) overs will be the maximum.
- (e) No bowler shall bowl more than two (2) consecutive overs.
- (f) It is considered desirable, but not essential, that the fieldsmen be rotated in various fielding positions during the match. Plastic discs may be placed on the ground to assist in fielding allocations.
- (g) It is envisaged that after approximately twelve (12) overs, a five (5) minute drink break be taken to allow a change of wicket keeper.
- (h) Until the ball has passed the line of the striker's wicket, no fieldsmen is to field the ball. The fieldsmen must remain in their positions until the batsman has had one free hit or swing.

33.6 METHOD OF SCORING

- (a) A special score sheet is provided, with printing on both sides to accommodate one (1) complete match.
- (b) Each team shall keep score and compare details progressively.
- (c) Before the start of play, write the names of the players from both teams on the score sheet (surname and first initial).
- (d) The squares to the right of the batsman's name indicate the deliveries faced.
- (e) After each ball is bowled, record immediately in the square the following:
 - (i) A dot if no run is scored
 - (ii) If a ball is hit, and a run or runs are scored, enter the number of runs
 - (iii) If the batsman is dismissed, place how out in the square (see legend on score sheet).
 - (iv) If a catch is taken, record the fieldsmen's initials in the bowler's grid either above or below.
 - (v) All sundries to be recorded as such, and not to the batsman (byes, leg byes or no-balls).

33.7 UMPIRES

- (a) The manager, or his representative, of the fielding team shall officiate as the umpire at the bowler's end for the duration of that innings.
- (b) The manager, or his representative, of the batting team shall officiate as the umpire at the striker's end for the duration of that innings.
- (c) The Junior Competition Executive Committee however may allocate an umpire(s) to officiate at any particular match. In the event of only

one appointed umpire being available, he shall officiate continuously at the bowler's end.

33.8 RESULTS

- (a) The team with the highest score wins the match.
- (b) A tie occurs when both teams have the same score.
- (c) A draw can only be caused by a cancellation due to unfit ground or weather or abandonment due to unfit ground, weather or light (see Junior Competition Rules 15 and 16).
- (d) Result shall be submitted in accordance with Junior Competition Rule 18.

33.9 LATE STARTS AND INTERRUPTIONS TO PLAY

In the event of unfit ground, weather or light during the innings of the team batting second, or the team batting second's innings is reduced to allow for another match on the same ground, a minimum of eight (8) overs must be bowled to constitute a match. In the event of an interruption due to unfit ground, weather or light during the innings of the team batting first, or a late start due to ground, weather or light conditions, all eight (8) players must bowl at least one (1) over and bat at least two (2) overs. See also Junior Competition Rules 15 and 16.

33.10 EQUIPMENT

- (a) All players are to wear appropriate protective equipment (when batting - gloves, protector and two pads should be worn).
- (b) Stumps are to be of similar construction to indoor cricket stumps (650mm high). Each team is to supply one (1) set of stumps.
- (c) Masking tape or chalk can be used for marking the creases on the pitch.
- (d) Each team shall provide at least six (6) boundary flags or markers.
- (e) Four sets of pads and gloves will help speed up play when changing batsmen (on completion of overs).

34. U/8 Competition Rules

34.1 AIM

To introduce boys and girls aged 5-8 years to cricket. The game has been modified to ensure every child has equal opportunity with both bat and ball with the emphasis being on participation, enjoyment and to learn basic skills.

34.2 COMPETITION

No point score of competition is conducted in mini-cricket. It is felt the children are too young and can do without the associated pressures.

34.3 TEAMS

The teams consist of eight players, under eight years at midnight on 31st August. Extra players may be registered as reserves but must be played on a rotating basis each week.

34.4 PLAYING CONDITIONS

- (a) The hours of play are either 8.30am to 10.30am or 10.30am to 12.30pm.
- (b) The ball to be used shall be a 142g red soft centred ball (see Rule 26.2 (f)).
- (c) The boundary shall measure 30 metres radius, measured from each set of stumps to form an oval. The boundary may be shortened to conform with ground conditions.
- (d) The pitch shall measure 15 metres from stump to stump.
- (e) If the bowler is having problems reaching the other end of the pitch, the crease line for the front foot may be moved forward at the discretion of both coaches. The no-ball rule in relation to bowlers overstepping will not apply however managers shall instruct players on the rules of cricket and endeavour to have the players bowl correctly.
- (f) As in indoor cricket, bowling is from one end only.
- (g) No-balls include balls bowled off the wicket or out of reach of the batsman.
- (h) A no-ball shall be reckoned as one of the over. A penalty of one run shall be scored for each no-ball if no runs are made otherwise.
- (i) An over shall consist of six (6) deliveries.
- (j) The "No-Ball" rule in relation to throwing will not apply however managers shall instruct their players on the difference between a

'bowl' and a 'throw' and endeavour to have the players bowl correctly. It is the responsibility of the striker's end umpire to alert the fielding team's manager of any suspect bowling actions.

- (k) No fieldsman may field closer than 10 metres from the batsman except for the wicket keeper and slips fieldsman.
- (l) M.C.C. Law 36 (Leg Before Wicket) shall not apply.
- (m) A match shall consist of one (1) innings per team consisting of sixteen (16) overs.
- (n) Play is to cease for the day as soon as both innings have been completed.
- (o) A minimum of eight (8) players shall bowl in an innings and no player may bowl more than two (2) overs, except as provided in Junior Competition Rule 34.6.(d).
- (p) The base of the stumps are classed as not part of the wicket.
- (q) All players must be registered with the Association.
- (r) The M.C.C. Laws of Cricket as amended by the N.S.W.D.C.A and the Management Committee and Junior Cricket Council of the Association apply in matters not covered in these rules.

34.5 BATTING SIDE

- (a) Each team shall bat eight (8) players, with each pair of batsmen to face four (4) overs.
- (b) If a batsman is given out, he loss of a wicket is recorded on the score sheet as a minus three (-3) runs from the team score but the batsman continues batting for the full allotment of overs.
- (c) There is no limit to the number of times a batsman can be given out.
- (d) Batsmen to change end upon dismissal and at the completion of overs, or at the coach's discretion to equalise batting time.
- (e) If a team is short of players the opposing team or another team with reserves, may supply a substitute player who may bat, bowl or field for the opponents.
- (f) A team may not declare its innings closed.
- (g) If the ball does not go past the line of the stumps, the batsman is allowed one (1) free swing at the ball. Failure to score a run is classed as a no-ball.

34.6 FIELDING SIDE

- (a) The fielding side shall provide a wicket keeper and seven (7) fieldsmen.
- (b) If a team has more than eight (8) players, the reserve players may take turns fielding in place of any of the team members but may not bat or bowl.
- (c) A bowler may overarm or underarm but a leaning towards overarm bowling should be encouraged.
- (d) All eight (8) players bowl in the innings and no player shall bowl more than two (2) overs, unless as a substitute bowler, where three (3) overs will be the maximum.
- (e) No bowler shall bowl more than two (2) consecutive overs.
- (f) It is considered desirable, but not essential, that the fieldsmen be rotated in various fielding positions during the match. Plastic discs may be placed on the ground to assist in fielding allocations.
- (g) It is envisaged that after approximately eight (8) overs, a five (5) minute drink break be taken to allow a change of wicket keeper.
- (h) Until the ball has passed the line of the striker's wicket, no fieldsmen is to field the ball. The fieldsmen must remain in the positions until the batsman has had one free hit or swing.

34.7 METHOD OF SCORING

- (a) A special score sheet is provided, with printing on both sides to accommodate one (1) complete match.
- (b) Each team shall keep score and compare details progressively.
- (c) Before the start of play, write the names of the players from both teams on the score sheet (surname and first initial).
- (d) The squares to the right of the batsman's name indicate the deliveries faced.
- (e) After each ball is bowled, record immediately in the square the following:
 - (i) A dot if no run is scored
 - (ii) If a ball is hit, and a run or runs are scored, enter the number of runs
 - (iii) If the batsman is dismissed, place how out in the square (see legend on score sheet).
 - (iv) If a catch is taken, record the fieldsmen's initials in the bowler's grid either above or below.
 - (v) All sundries to be recorded as such, and not to the batsman (byes, leg byes or no-balls).

34.8 UMPIRES

- (a) The manager, or his representative, of the fielding team shall officiate as the umpire at the bowler's end for the duration of that innings.
- (b) The manager, or his representative, of the batting team shall officiate as the umpire at the striker's end for the duration of that innings.
- (c) The Junior Competition Executive Committee however may allocate an umpire(s) to officiate at any particular match. In the event of only one appointed umpire being available, he shall officiate continuously at the bowler's end.

34.9 RESULTS

- (a) The team with the highest score wins the match.
- (b) A tie occurs when both teams have the same score.
- (c) A draw can only be caused by a cancellation due to unfit ground or weather or abandonment due to unfit ground, weather or light (see Junior Competition Rules 15 and 16).
- (d) Result shall be submitted in accordance with Junior Competition Rule 18.1.

34.10 LATE STARTS AND INTERRUPTIONS TO PLAY

In the event of unfit ground, weather or light during the innings of the team batting second, or the team batting second's innings is reduced to allow for another match on the same ground, a minimum of eight (8) overs must be bowled to constitute a match. In the event of an interruption due to unfit ground, weather or light during the innings of the team batting first, or a late start due to ground, weather or light conditions, all eight (8) players must bowl at least one (1) over and bat at least two (2) overs. See also Junior Competition Rules 15 and 16.

34.11 EQUIPMENT

- (a) All players are to wear appropriate protective equipment (when batting - gloves, protector and two pads should be worn).
- (b) Stumps are to be of similar construction to indoor cricket stumps (650mm high). Each team is to supply one (1) set of stumps.
- (c) Masking tape or chalk can be used for marking the creases on the pitch.
- (d) Each team shall provide at least six (6) boundary flags or markers.
- (e) Four sets of pads and gloves will help speed up play when changing batsmen (on completion of overs).

34.12 SUMMARY

It must be remembered that mini-cricket is a game specifically for the enjoyment of small children, so a lot of patience and initiative must be shown by all concerned. Your reward will be watching these children having fun and the improvement in their ability to become better sportsmen and women. Their future is in your hands so give it your best shot.

34.13 DIVISIONS

Where applicable the Junior Competition Executive Committee can decide to split the competition into divisions.

Division 1 will consist mainly of older children and most players from the previous season.

Division 2 will be mostly new players and some of the younger players from the previous season (depending on ability).

Additional divisions may be created depending on numbers.

35. Code of Conduct

35.1 APPLICATION

35.1.1 Applies to all players, officials, office bearers, and members of Clubs that participate in any Association Junior Competition fixture or Association Junior Representative team.

35.1.2 Applies to all officials, office bearers and members of all affiliated Umpire's Associations.

35.1.3 Applies to any person in 35.1.1 and 35.1.2 whether they are on or off the field or taking part in the match or not.

35.2 RULES OF THE CODE

35.2.1 If the Code applies to a person he or she must not:

- (a) assault or attempt to assault an umpire, another player or a spectator; or
- (b) abuse, either orally or physically, another player, umpire or a spectator; or
- (c) dispute, as distinct from question, an umpire's decision or react in an obviously provocative or disapproving manner towards an umpire, his decision or generally following an umpire's decision; or

- (d) use crude or abusive language, or engage in any form of conduct detrimental to the spirit of the game, or likely to bring the game into disrepute; or
- (e) use crude and abuse hand signals or other gestures; or
- (f) refuse to supply his full name and registered address, if any, when required by a person eligible to lodge a report.

35.2.2 The captain of a team may be held responsible for any continuing breaches of the Code by a player in his team and may be reported for failure to control his team.

35.3 WHO CAN LODGE A REPORT

A breach of the Code may be reported by:

- (a) any person in Clause 35.1.1 and 35.1.2
- (b) any person who sees or hears the conduct that breaches the Code.

35.4 BREACHES OF THE CODE

35.4.1 A breach of the Code may be reported to the Honorary Junior Competition Secretary of the Association and any such report must be in writing setting out the full details of the breach.

35.4.2 If the breach is reported by a person in 35.1.1 and 35.1.2:

- (a) The Honorary Junior Competition Secretary must be informed as soon as possible after the breach; and
- (b) not later than seventy two (72) hours after the end of play for the day on which the said breach occurred, a written report setting out the full details of the alleged breach, must be given to the Honorary Junior Competition Secretary of the Association; and
- (c) the person who reports the breach, must inform the person who has breached the Code that he or she is being reported and inform a member, official, or office-bearer of the offender's club, that the person is being reported.
- (d) if the person who is the subject of the report is informed by the Association under Clause 35.4.2 (e) below, failure to comply with 35.4.2 (c) above, does not invalidate proceedings before the Judiciary.
- (e) If a report of a breach of the Code has been received by the Honorary Junior Competition Secretary, he must -
 - (i) give the person who is the subject of the report, a copy of that report
 - (ii) give that person's Club a copy of that report; and

- (iii) give the person who is the subject of the report, a written notice to appear before the Judiciary
- (iv) the time and place of such Judiciary hearing must be set out in that notice and must be at least seventy two (72) hours after the person received such notice. Any notice sent by post is deemed to have been received two (2) working days after the date of posting.
- (v) if the Association deems it appropriate, it may ask the person who reported the breach to appear at the Judiciary hearing, by giving notice in accordance with 35.4.2 (e) (iv) above.
- (vi) the Association should use its best endeavours to convene the Judiciary hearing before the next playing date of the competition which is the subject of the report.
- (f) if a person who was given notice under 35.4.2 (e) (iii) above, does not appear at the hearing, the Judiciary may, if it is satisfied that the person did not receive that notice, set aside any order made in the absence of that person.

35.5 THE JUDICIARY COMMITTEE

- (a) The Junior Competition Executive Committee shall be the Judiciary Committee. No person on the Junior Competition Executive Committee shall sit on a hearing which involves a person connected with the Club of which that person is a member.
- (b) If the Constitution and By-Laws of the Association allow and the Judiciary is satisfied that a person has breached the Code then, without limiting the range of penalties it may impose, the Judiciary may:
 - reprimand that person; or
 - fine that person; or
 - suspend that person; or
 - fine and suspend that person; or
 - suspend the operation of any penalty on any terms it thinks fit.
- (c) the Judiciary Committee must report any action taken under 35.5 (b) to the Management Committee of the Association.

35.6 HEARINGS

Providing that Clause 35.4.2 (e) has been complied with, the Judiciary may conduct the proceedings in the absence of the person who has been reported for a breach of the Code, and in the absence of the person who lodged the report.

As soon as practicable after the hearing, the Judiciary must tell the person who is the subject of the report its decision as well as giving written notice of its decision to:

- (a) the person who is the subject of the report; and
- (b) that person's Club; and
- (c) the person who lodged the report.

35.7 APPEALS

All appeals will be heard by the Management Committee of the Association.

Any person who is found guilty of a breach of the Code by the Judiciary or any person who lodged the report under Clause 35.4 may appeal against the decision of the Judiciary.

Any appeal must be made in writing and must be lodged with the Honorary Secretary of the Association within seven (7) days of being notified by the Judiciary of its decision and must set out fully the grounds on which the appeal is being made.

The Management Committee of the Association must consider the appeal as soon as possible and may, if it deems fit,:

- (i) confirm; or
- (ii) amend

the Judiciary's decision.

The Management Committee of the Association must, in writing, inform the delegates at the next Junior Cricket Council of its decision.

The decision of the Management Committee of the Association is final in all matters concerning the Code. However a further appeal may be made to the N.S.W.D.C.A.

If an appeal has been lodged, a person suspended by the Judiciary must not take part in any match until the appeal has been determined.

A person other than a person who is an employee of the Association who has been suspended or fined or dealt with otherwise by the Judiciary and not completely exonerated on appeal;

- (i) is prohibited from acting in any administrative position of his Club or Association; and
- (ii) is prohibited from acting as captain of any team taking part in any fixture conducted by the Association or the N.S.W.D.C.A.; and

(iii) is ineligible to act as a delegate to or as an office-bearer of the Association or the N.S.W.D.C.A.

until the first A.G.M. of the Association that is held after the expiration of any suspension or after any fine imposed has been paid.

35.8 FINES APPLICABLE

Any fine must be paid to the Association within seven (7) days of the person fined being notified that a fine has been imposed.

A person is ineligible for selection in or appointment to any fixture set down by the Association or the N.S.W.D.C.A. until any fine imposed on him/her has been paid.

If the person who lodged the report is not a member of the G.U.L. or the N.S.W. Cricket Umpire's Association Inc., who officiated at the match, the Judiciary must give written notice to the Honorary Junior Competition Secretary of the Association. A written notice under this clause must set out the details of the report and the Judiciary hearing including its decision.

35.9 JUDICIARY RECORDINGS OF PROCEEDINGS

The Association shall keep a register in which are to be recorded summaries of all proceedings, including decisions, which have been dealt with by the Judiciary and copies of such proceedings shall be submitted to the Honorary Secretary of the N.S.W.D.C.A. without fail.

GROUND LOCATION GUIDE

WICKET	ADDRESS	SUBURB	ENTRY & DESCRIPTION
Arthur Walker Reserve	Nullawarra Ave	Concord West	Opposite Concord RSL Club
Bill Mitchell 1	Morrison Road	Gladesville	Ground closest to river
Bill Mitchell 2	Morrison Road	Gladesville	Ground closest to road
Boronia Park 2	Park Road	Hunters Hill	Off Park Road
Boronia Park 3	High Street	Hunters Hill	Through gates at east end of High Street
Bremner Park	Morrison Road	Putney	Own access road off Morrison Road
Callan Park	Balmain Road	Rozelle	Entry opposite Cecily Street – follow road to water's edge
Campbell Park 1.	Parkview Road	Chiswick	To left of canteen.
Campbell Park 2.	Parkview Road	Chiswick	In front of canteen.
Cleeves Park	Douglas Street	Putney	1 st block north of Parramatta river.
Cohen Park-Whites Creek	Gray Street	Annandale	Corner Gray Street and Young Street – Entry Piper Street
Concord West Primary School	Queen Street	Concord West	Concord Road and Queen Street – entrance Queen Street.
Easton Park	Burt Street	Rozelle	Also bounded by Lilyfield Road
Five Dock Oval	Barnstaple Road	Five Dock	Look for Grandstand
Gannan Park	Buna Court	Ryde	Off Buna Crescent which runs off Quarry Road
Gladesville Hospital	Punt Road	Gladesville	Enter through Hospital gates, which are first left off Punt Road, drive slowly through hospital grounds to River.
Gladesville Reserve	Huntleys Point Road	Gladesville	Off Huntleys Point Road opposite old Riverside High.

GLADESVILLE & DISTRICT JUNIOR CRICKET ASSOCIATION INC

WICKET	ADDRESS	SUBURB	ENTRY & DESCRIPTION
Hammond Park	Frederick Street	Ashfield	Corner of Henry Street.
Holy Cross Oval	Frank Street	Ryde	Top Oval next to Rear Car Park
Meadowbank 8	Adelaide Street	Meadowbank.	Southern end of Adelaide Street (Right towards river)
Monash Park	Ryde Road	Gladesville	Corner of Westminster Road
Morrison Bay 2	Frances Road	Putney	Ground on other side of canal to the canteen
Morrison Bay 5	Frances Road	Putney	Ground facing the canteen
Morrison Bay 7	Frances Road	Putney	Ground adjoins Phillip Road
North Ryde Park	Pittwater Road	North Ryde	Off Cressy Road
North Ryde RSL	Magdala Road	North Ryde	Entry Rear Car Park - Behind RSL Club
Rudd Park 3	Clarence Street	Belfield	No. 3 wicket is next to houses.
Ryde East Public School	Badajoz Road	East Ryde	Two entrances off Badajoz Road
Ryde Park 3	Princes Street	Ryde	Corner Princes Street & Argyle Avenue
St Lukes	Stanley Street	Concord	East off Burwood Road.
Timbrell Park	Henley Marine	Five Dock	Off Henley Marine Drive
Tyagarah Park	Curtis Street	Putney	Off Curtis Street
Weil Park	Woolwich Road	Woolwich	Off Woolwich Road or Prince George Parade
Westminster	Ryde Road	Gladesville	Opposite Monash Park.
White Creek Valley Park- Cohen Park	Gray Street	Annandale	Corner Gray Street and Young Street, entry via Piper Street