

# Junior Boys Playing Conditions

## YEAR 6 PREMIER

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- 1. Team Composition**  
Maximum 11 on the field. Players should be in school Year 6 at the beginning of the season.
- 2. Boy/Girls**  
Mixed teams allowed.
- 3. Graded**  
Yes. Grading of teams to be determined by each Club/School.
- 4. Toss**  
Made at 8.15am. If a team is not available to toss at 8.15am, they will be deemed to have lost the toss.
- 5. Hours of Play & Over Rate**  
8.30am – 12 noon. Coaches are to ensure that their side aims to maintain a bowling rate of 18 overs per hour.
- 6. Length of Innings**  
Maximum 28 overs. The first innings must conclude at the end of the over in progress at 10.10am, which should allow 28 overs to be bowled. The second innings shall consist of the same number of overs bowled in the first innings (or 28 overs if the team batting first has been dismissed in less than 28 overs), providing that a result is not reached beforehand.
- 7. Pitch Length**  
17.7 – 18 Metres.
- 8. Boundaries**  
Yes, and marked by cones or flags.
- 9. Ball**  
The approved 142g, 2-piece balls are as follows; Kookaburra Crown and Dukes Top Line. The match ball does not have to be new, but umpires must agree that it is fit for play. A new ball can only be taken at the beginning of each innings.
- 10. Replacement Players**  
A max of 3 players can be used as replacements during a game. Batting 11 must be named in the scorebook before the start of play. Replacement players may bowl and field only, and may not keep wickets.
- 11. Declarations**  
Not allowed.
- 12. Weather Affected Matches**  
Declared a draw if 15 overs in each innings is not possible due to weather conditions. If weather interferes with play, the number of overs in the match shall be reduced by one over for each complete four minutes of playing time lost, counting back from 28.  
  
If an interruption occurs in the innings of the team batting second, its target score shall be calculated by multiplying the reduced number of overs available to be played by the average runs per over scored by the team batting first.
- 13. Intervals**  
Maximum of 10 minutes between innings. One drinks break, not exceeding 5 minutes, may be taken midway through each innings. Players should not leave the field of play during a drinks break.
- 14. Dismissals**  
Batsman is out when dismissed.

- 15. Stumpings**  
Yes.
- 16. LBWs**  
No LBWs. However umpires can insist that batsmen take stance on middle and leg.
- 17. Uneven Team Numbers**  
A team may bat players twice if they have less than 11 players but returning batsmen must be returned in ascending order i.e. the lowest scoring batsman (dismissed or retired) must return first and so on.  
A dismissed batsman may only return after any lower-scoring retired batsmen have returned.  
The batting team must provide up to 2 players if requested to assist with fielding. These players may be rotated as the need arises.
- 18. No balls / Wides**  
Normal cricket laws apply.  
Any delivery which passes (or would have passed) above the batsman's shoulder, or any full-toss which passes (or would have passed) above the batsman's waist, shall be called a no-ball.  
Umpires must agree wide-lines before the start of play.  
There shall be no restriction on the number of wides or no-balls which may be called in an over, but maximum 8 deliveries per over.
- 19. Double Bounce Rule**  
Called a no ball if the ball, without having touched the bat or person of the striker, bounces **more** than twice, or rolls along the ground, before reaching the popping crease.
- 20. Length of Overs**  
6 Fair deliveries or a maximum of 8 deliveries per over (including wides/no balls).
- 21. Bowling Restrictions**  
Maximum 4 overs per player.  
Minimum of 10 players must bowl 2 overs.  
No player may bowl their third over until all players have bowled two overs.  
Where there are more than 11 players, any player who is not named in the batting 11 must bowl and it is encouraged that all players present bowl 2 overs.
- 22. Retirement/Batsmen Returning**  
Compulsory retirement of batsmen at the end of the over they reach 30 runs. Batsmen may also be retired before they reach 30 runs but retired batsmen may only return at the end of the innings, in the order of the lowest scoring batters first. Returning batsmen cannot be retired again until they reach 30 runs.
- 23. Fielding**  
No player may field within 10 metres of the bat except between 'point' and the wicket keeper.
- 24. Wicketkeeper**  
No more than two wicket keepers are to be used during an innings to ensure that the match is not unduly delayed. Wicket keepers can only be changed during a scheduled drinks break. If a wicket keeper fields then he/she must also bowl the minimum number of overs.
- 25. Appointment of Umpires**  
Coaches are not permitted to umpire except in exceptional circumstances – i.e. there is no parent, player, or other person present on the day who can act as umpire.
- 26. Exchange of Umpires**  
Allowed but umpires must umpire at least half an innings to ensure some consistency for the players, unless agreement to do otherwise has been reached between the coaches.

**27. On Field Coaching**

Allowed but coaches may only provide advice between overs to ensure that the match is not unduly delayed. At no stage during the match should the coach be on the field, unless he/she is umpiring.

In the interest of player development coaches should direct their advice to the captain.

**28. Competition Format**

The competition format shall be based on the number of team entries.

ACA will circulate confirmation of the competition format prior to the commencement of the competition.

**29. Championship Grade**

Championship Grade - teams play for the **Jag Logistics Cup**.

**Points:**

Win = 3 points

Tie or No Result = 1.5 points

Loss = 0 points

**30. EDCA Challenge Trophies**

EDCA teams (Grafton, Parnell and University clubs) play for the **Peebles Cup** on a challenge basis. Please acquaint yourself with the rules for these challenge games and bring the Cup to the ground whenever playing another EDCA team.

## YEAR 6 A

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**1. Team Composition**

Maximum 11 on the field. Players should be in school Year 6 at the beginning of the season.

**2. Boy/Girls**

Mixed teams allowed.

**3. Graded**

Yes. Grading of teams to be determined by each Club/School.

**4. Toss**

Made at 8.15am. If a team is not available to toss at 8.15am, they will be deemed to have lost the toss.

**5. Hours of Play & Over Rate**

8.30am – 12 noon. Coaches are to ensure that their side aims to maintain a bowling rate of 18 overs per hour.

**6. Length of Innings**

Maximum 28 overs. The first innings must conclude at the end of the over in progress at 10.10am, which should allow 28 overs to be bowled. The second innings shall consist of the same number of overs bowled in the first innings (or 28 overs if the team batting first has been dismissed in less than 28 overs), providing that a result is not reached beforehand.

**7. Pitch Length**

17.7 – 18 Metres.

**8. Boundaries**

Yes, and marked by cones or flags.

**9. Ball**

The approved 142g, 2-piece balls are as follows; Kookaburra Crown and Dukes Top Line. The match ball does not have to be new, but umpires must agree that it is fit for play. A new

ball can only be taken at the beginning of each innings.

**10. Replacement Players**

A max of 3 players can be used as replacements during a game. Batting 11 must be named in the scorebook before the start of play. Replacement players may bowl and field only, and may not keep wickets.

**11. Declarations**

Not allowed.

**12. Weather Affected Matches**

Declared a draw if 15 overs in each innings is not possible due to weather conditions. If weather interferes with play, the number of overs in the match shall be reduced by one over for each complete four minutes of playing time lost, counting back from 28.

If an interruption occurs in the innings of the team batting second, its target score shall be calculated by multiplying the reduced number of overs available to be played by the average runs per over scored by the team batting first.

**13. Intervals**

Maximum of 10 minutes between innings. One drinks break, not exceeding 5 minutes, may be taken midway through each innings. Players should not leave the field of play during a drinks break.

**14. Dismissals**

All batsmen should face a minimum of 10 fair deliveries before they depart the wicket.

Any batsman dismissed once in his first 10 should remain at the crease until he has faced 10 fair deliveries and then depart the wicket.

However, any batsman dismissed a second time in his first 10 must depart the wicket after his 2nd dismissal irrespective of number of deliveries faced.

**15. Stumpings**

Yes.

**16. LBWs**

No LBWs. However, umpires can insist that batsmen take stance on middle and leg.

**17. Uneven Team Numbers**

A team may bat players twice if they have less than 11 players but returning batsmen must be returned in ascending order i.e. the lowest scoring batsman (dismissed or retired) must return first and so on.

A dismissed batsman may only return after any lower-scoring retired batsmen have returned.

The batting team must provide up to 2 players if requested to assist with fielding. These players may be rotated as the need arises.

**18. No balls / Wides**

Normal cricket laws apply.

Any delivery which passes (or would have passed) above the batsman's shoulder, or any full-toss which passes (or would have passed) above the batsman's waist, shall be called a no-ball.

Umpires must agree wide-lines before the start of play.

There shall be no restriction on the number of wides or no-balls which may be called in an over, but maximum 8 deliveries per over.

**19. Double Bounce Rule**

Called a no ball if the ball, without having touched the bat or person of the striker, bounces more than twice, or rolls along the ground, before reaching the popping crease.

**20. Length of Overs**

6 Fair deliveries or a maximum of 8 deliveries per over (including wides/no balls).

**21. Bowling Restrictions**

Maximum 4 overs per player.

Minimum of 10 players must bowl 2 overs.

No player may bowl their third over until all players have bowled two overs.

Where there are more than 11 players, any player who is not named in the batting 11 must bowl and it is encouraged that all players present bowl 2 overs.

**22. Retirement/Batsmen Returning**

Compulsory retirement of batsmen at the end of the over they reach 30 runs. Batsmen may also be retired before they reach 30 runs but retired batsmen may only return at the end of the innings, in the order of the lowest scoring batters first. Returning batsmen cannot be retired again until they reach 30 runs.

**23. Fielding**

No player may field within 10 metres of the bat except between 'point' and the wicket keeper.

**24. Wicketkeeper**

No more than two wicket keepers are to be used during an innings to ensure that the match is not unduly delayed. Wicket keepers can only be changed during a scheduled drinks break. If a wicket keeper fields then he/she must also bowl the minimum number of overs.

**25. Appointment of Umpires**

Coaches are not permitted to umpire except in exceptional circumstances – i.e. there is no parent, player, or other person present on the day who can act as umpire.

**26. Exchange of Umpires**

Allowed but umpires must umpire at least half an innings to ensure some consistency for the players, unless agreement to do otherwise has been reached between the coaches.

**27. On Field Coaching**

Allowed but coaches may only provide advice between overs to ensure that the match is not unduly delayed. At no stage during the match should the coach be on the field, unless he/she is umpiring.

In the interest of player development coaches should direct their advice to the captain.

**28. Competition Format**

The competition format shall be based on the number of team entries.

ACA will circulate confirmation of the competition format prior to the commencement of the competition.

**29. Championship Grade**

**Points:**

Win = 3 points

Tie or No Result = 1.5 points

Loss = 0 points

**30. EDCA Challenge Trophies**

EDCA teams (Grafton, Parnell and University clubs) play for the **F.E. Hemmingson Cup** on a challenge basis. Please acquaint yourself with the rules for these challenge games and bring the Cup to the ground whenever playing another EDCA team.

## YEAR 6 B

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1. **Team Composition**  
Maximum 10 on the field. Players should be in school Year 6 at the beginning of the season.
2. **Boy/Girls**  
Mixed teams allowed.
3. **Graded**  
Yes. Grading of teams to be determined by each Club/School.
4. **Toss**  
Made at 8.15am. If a team is not available to toss at 8.15am, they will be deemed to have lost the toss.
5. **Hours of Play & Over Rate**  
8.30am – 12 noon. Coaches are to ensure that their side aims to maintain a bowling rate of 18 overs per hour.
6. **Length of Innings**  
25 overs with each batting pair batting for 5 overs.
7. **Pitch Length**  
17.7 – 18 Metres.
8. **Boundaries**  
Yes, and marked by cones or flags.
9. **Ball**  
The approved 142g, 2-piece balls are as follows; Kookaburra Crown and Dukes Top Line. The match ball does not have to be new, but umpires must agree that it is fit for play. A new ball can only be taken at the beginning of each innings.
10. **Replacement of Players**  
Teams may use any number of replacement players, but all players present on the day must bat, bowl and field.
11. **Declarations**  
Not allowed.
12. **Weather Affected Matches**  
Declared a draw if 15 overs in each innings is not possible due to weather conditions. If weather interferes with play, the number of overs in the match shall be reduced by one over for each complete four minutes of playing time lost, counting back from 28.  
If an interruption occurs in the innings of the team batting second, its target score shall be calculated by multiplying the reduced number of overs available to be played by the average runs per over scored by the team batting first.
13. **Intervals**  
Maximum of 10 minutes between innings. One drinks break, not exceeding 5 minutes, may be taken midway through each innings. Players should not leave the field of play during a drinks break.
14. **Dismissals**  
The batting team loses 3 runs for each dismissal. Players swap ends after a dismissal, unless the last ball of the over.  
Total number of runs lost to be deducted from total team score at the end of the innings.
15. **Stumpings**  
Yes.
16. **LBWs**  
No LBWs. However, umpires can insist that batsmen take stance on middle and leg.
17. **Uneven Team Numbers**

Where a team has less than 10 players, the coach should re-arrange the batting line-up so that all players bat for approximately the same number of overs.

The batting team must provide up to 2 players if requested to assist with fielding. These players may be rotated as the need arises.

**18. No balls / Wides**

Normal cricket laws apply.

Any delivery which passes (or would have passed) above the batsman's shoulder, or any full-toss which passes (or would have passed) above the batsman's waist, shall be called a no-ball.

Umpires must agree wide-lines before the start of play.

There shall be no restriction on the number of wides or no-balls which may be called in an over, but maximum 8 deliveries per over.

**19. Double Bounce Rule**

Called a no ball if the ball, without having touched the bat or person of the striker, bounces **more** than twice, or rolls along the ground, before reaching the popping crease.

**20. Length of Overs**

6 Fair deliveries or a maximum of 8 deliveries per over (including wides/no balls).

**21. Bowling Restrictions**

Maximum 3 overs per player.

Every player (with the possible exception of the wicket keeper) must bowl 2 overs.

No player may bowl their third over until all players have bowled two overs.

**22. Fielding**

No player may field within 10 metres of the bat except between 'point' and the wicket keeper.

**23. Wicketkeeper**

No more than two wicket keepers are to be used during an innings to ensure that the match is not unduly delayed. Wicket keepers can only be changed during a scheduled drinks break. If a wicket keeper fields then he/she must also bowl the minimum number of overs.

**24. Appointment of Umpires**

Coaches are permitted to umpire.

**25. Exchange of Umpires**

Allowed but umpires must umpire at least half an innings to ensure some consistency for the players, unless agreement to do otherwise has been reached between the coaches.

**26. On Field Coaching**

Allowed but coaches may only provide advice between overs to ensure that the match is not unduly delayed. At no stage during the match should the coach be on the field, unless he/she is umpiring.

In the interest of player development coaches should direct their advice to the captain.

**27. Competition Format**

The competition format shall be based on the number of team entries.

ACA will circulate confirmation of the competition format prior to the commencement of the competition.

**28. Championship Grade**

Non-Championship Grade