

YEAR 7 A

- 1. Team Composition**

Maximum 11 on the field.

Players should be in school Year 7 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 for 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**

Full length – 22 yards.
- 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, but cannot 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 20 minutes between innings.

A bowling rate of 18 overs per hour should be maintained.

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

The LBW Law applies but the batsman cannot be given out when offering a shot and playing forward. If they are not playing a shot they can be given out LBW under the normal Laws of Cricket, even if they are playing forward. See LBW guidelines for definition of playing forward.

17. Uneven Team Numbers

A team may bat a player twice if it has less than 11 players. Batsmen must be returned in ascending order i.e. the lowest scoring (dismissed or retired) batsman must return first and so on.

A dismissed batsman may only return after any lower-scoring retired batsmen have returned. If requested, the batting team must provide up to 2 players to assist with fielding and 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 5 overs per player.

Minimum of 10 players must bowl 2 overs. No player may bowl their third over until 10 players have bowled 2 overs.

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

22. Retirement of Batsmen / Batsmen Returning

Compulsory retirement of batsmen at the end of the over they reach 50 runs. Retired batsmen may only return at the end of the innings, in the order of the lowest scoring batters first.

Batsman cannot be retired early unless injured. Returning batsman cannot be retired a 2nd time once returned to the crease.

Note: Manipulating batting so that batters deliberately get out (batting side) to bring back "better" batters or deliberately not getting batters out (bowling side) to stop "better" batters coming back, are both against the spirit of cricket.

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

7A - 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.

7B - Coaches should not umpire unless agreed with the opposition coach prior to the start of play.

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 interests of player development, coaches should direct their advice to the captain.

28. Championship Grade

Both divisions are Championship grades,

Year 7A teams play for the **Bombay Cup** and Year 7B teams play for the **Jag Logistics Plaque**.

Match Points:

Win = 3 points

Tie or No Result = 1.5 Points

Loss: 0 Points

29. EDCA Challenge Trophy

EDCA teams (Grafton, Parnell and University clubs) play for the following trophies on a challenge basis:

Year 7A - McMillan Cup

Year 7B - Coltman Cup

Please acquaint yourself with the rules for these challenge games and bring the Cup to the ground whenever playing another EDCA team.

30. Competition Format

The competition format for 2017 / 2018 **CEJL season** is as follows:

2 Pools. 16 Week Competition

9 weeks of qualifying then split into top 8, bottom 14.

Top 8 play all teams once in their pool.

Bottom 14 will play round robin tournament for 7 weeks.

For **NHJC 7A** please see "7B Playing Conditions" Booklet.

