

Junior Boys Playing Conditions

YEAR 6 A

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 should conclude 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.
Please Note: Umpires should remind teams about pace of play as the innings progresses. If required umpires can require shorter run ups and other measures to speed up play. If 28 overs are not bowled by 10.10am play should continue with time made up by not having a break between innings. Should the first innings not be completed by 10.20am, the second innings will be reduced by 1 over for every 4 minutes past 10.20am that is required to complete the first innings.
7. **Pitch Length**
17.7 – 18 Metres.
8. **Boundaries**
Yes, 35m and marked by cones or flags.
9. **Ball**
The approved 142g, 2-piece balls are as follows; Kookaburra Menace and Dukes Top Line (or a higher standard ball). 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.

14. Dismissals

All batsmen get **ONE** life within the first **6** balls. If a batsman is dismissed a 2nd time they are out. Batsman swap ends after first dismissal within **6** balls and the delivery is treated as a penalty -3. When scoring in **CricHQ** you select "**Extras**" then "**P3**" then "**Action**" then "**Switch facing batsmen**" then finally record a "**Dot**" ball.

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

ACA strongly recommends retirement of batsmen at 18 balls for this grade.

Compulsory retirement of batsmen at the end of the over they reach 30 runs. Retired batsmen may only return at the end of the innings in the order of the lowest scoring retired batsmen (e.g. 1st retired batsman who scored least runs returns 1st, 2nd retired batsman who scored 2nd lowest retired total returns 2nd).

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

Please Note: As to the above Coaches must advise the scorers prior to match commencement whether they will be using the 18 balls **OR** the 30 run retirement option. This option cannot be changed during the match. Teams do not have to agree on the same retirement option.

ACA believes the 18 balls retirement option is the best option for all teams to ensure maximum development of all players.

Also 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. This fielder is to be stationary and is not allowed to walk in with the bowler.

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 only from coaches. 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. Championship Grade

Points:

Win = 3 points

Tie or No Result = 1.5 points

Loss = 0 points

29. 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.

30. Competition Format

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

CEJL

8 Weeks round robin qualifying

Split into top 8, bottom 12.

Top 8 play all teams once for 7 weeks then a finals week.

Bottom 12 play a round robin format for 8 weeks.

NHJC

14 Weeks round robin. 1 Week Semi Finals, 1 Week of Finals.