

# Club of Origin Boys Years 5/6 Cricket Playing Conditions



All Clubs are invited to enter one Club of Origin team made up of players who play in year 5 or 6 ACA competitions for the club.

- 2 Sunday T20 days of cricket with 4 Games Prior to Christmas
- 2 Day Tournament with 4 games over Summer School Holidays

## **Competition details:**

- Four teams per regional pool, with each team playing each other once (3 games) with a final regional game with 1 v 2 and 3 v 4 before Christmas.
- Top 8 and bottom 8 go into separate competitions at the Tournament played over 2 days during Summer School Holidays. Top 8 comprises top two from each pool and bottom 8 are the bottom two from each pool. There will be two T20 games per day.
- Morning games will start at 9.30am to conclude by 12.30pm. Afternoon games will start at 1.30pm to conclude by 4.30pm
- The tournament will have 3 round robin games, then a final game - 1 v 2, 3 v 4, 5 v 6, 7 v 8 in both the top 8 and bottom 8 competitions.
- All teams must sign agreement with the code of conduct and agree to attend the end of competition prizegiving.



## 1. Team Composition

Maximum 8 on the field. Players should be in school Year 6 or younger at the beginning of the season.

## 2. Toss

Made no later than 10 minutes before play starts. If a team is not available, they will be deemed to have lost the toss.

## 3. Hours of Play & Over Rate

- **Morning 9.30am – 12.30pm.** The first innings should conclude by 10.55am. If not completed by 11.05am no break will be taken between innings and the second innings will be reduced by 1 over for every 4 minutes required to complete the innings. If the second innings is not concluded by 12.40pm, the number of full overs not completed will be multiplied by 6 runs and added to the second innings score i.e. if innings is in 17th over at 12.40pm, 12 runs will be added to the score (2 complete overs multiplied by 6) and if possible, the remaining overs will be completed.
- **Afternoon 1.30pm – 4.30pm.** The first innings should conclude by 2.55pm. If not completed by 3.05pm no break will be taken between innings and the second innings will be reduced by 1 over for every 4 minutes required to complete the innings. If the second innings is not concluded by 4.40pm, the number of full overs not completed will be multiplied by 6 runs and added to the second innings score i.e. if innings is in 17th over at 4.40pm, 12 runs will be added to the score (2 complete overs multiplied by 6) and if possible, the remaining overs will be completed.

Times are to be recorded and agreed by the two scorers at the start and end of each innings. Scorers to also consider any delays for injury or scoring problems at the time they occur and jointly agree to add extra minutes before penalties are imposed. Should a penalty be required in either innings, scorers are to advise the umpires/coaches at the point where the penalties begin to be incurred and at the completion of the innings apply the appropriate penalties.

## 4. Coaches

All Coaches are to have completed the [Advanced Foundations Coaching Course](#).

## 5. Length of Innings

Maximum 20 overs. The second innings shall consist of the same number of overs bowled in the first innings (or 20 overs if the team batting first has been dismissed in less than 20 overs), providing that a result is not reached beforehand.

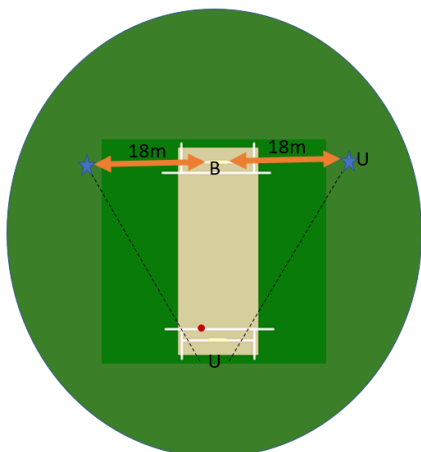
Please Note: Umpires should remind teams about pace of play as the innings progresses. If required umpires can require shorter run ups and other measures to speed up play.

## 6. Pitch Length

16m. Use marked lines at one end and measure 4.12m from the other end and mark line for stumps and a further 1.22m for the popping crease. Spray landscape chalk, available from Bunnings, is ideal to mark lines.

## 7. Boundaries

40m circle from the middle of the pitch and marked by cones or flags.



### Fielding Exclusion Zone

Markers are placed 18m square either side of the stumps at both ends. The square leg umpire is to position at the 18m marker. The fielding exclusion zone is deemed to be from the umpire behind the stumps at the bowler's end, to the markers either side of the stumps at the batter's end. Excluding the bowler, fielders may only enter the exclusion zone after the batter has played their shot. If players encroach early, the umpire will signal and call a 'no ball'.

*Fielders should field in proper cricket fielding positions outside of the fielding exclusion zone. The exclusion zone exists to encourage quick singles and active fielding.*

### **8. Ball**

A 142gm ball is to be used. Hardball Kookaburra Crown Pink Ball or equivalent. A new ball can only be taken at the beginning of each innings.

### **9. Replacement Players**

A max of 2 players can be used as replacements during a game. Batting 8 must be named in the scorebook before the start of play. Replacement players may field and bowl only.

### **10. Declarations**

Not allowed.

### **11. Weather Affected Matches**

Declared a draw if 5 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 20.

If an interruption occurs in the innings of the team batting second, its target score shall be calculated using the D/L method.

### **12. Intervals**

Maximum of 10 minutes between innings. One drinks break, not exceeding 4 minutes, may be taken midway through each innings.

### **13. Dismissals**

Batters are out when out.

### **14. Stumpings**

Yes.

### **15. LBWs and Mankads**

No LBWs or Mankads.

### **16. No balls / Wides**

- Normal cricket laws apply.
- Any delivery which passes (or would have passed) above the batter's shoulder, or any full-toss which passes (or would have passed) above the batter's waist, shall be called a no-ball.
- If a bowler, in the two umpire's opinions, bowls two dangerous deliveries within an over, the umpires can instruct the bowler to finish the over bowling slower deliveries.
- 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.

- No Balls and Wides are worth 2 runs.

### **17. Double Bounce Rule**

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

### **18. Length of Overs**

Maximum 8 deliveries, including any no balls or wides.

### **19. Bowling Restrictions**

- Maximum 4 overs per player.
- All players must bowl a minimum of 2 overs.
- No player may bowl their third over until all players have bowled two overs.
- Where there are more than 8 players, any player who is not named in the batting 8 must bowl 2 overs.

### **20. Retirement/Batters Returning**

Compulsory retirement of batters after 30 balls faced. Retired batters may only return at the end of the innings in the order they first retired (i.e. first retired batter returns first, next retired batter returns next and so on). Batters cannot be retired early unless injured. Returning batter 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.*

### **21. Fielding**

No player may field within the marked fielding exclusion zone.

### **22. Wicket keeper**

Two wicket keepers are to be used during an innings. Wicket keepers must be changed at the 10 over point to ensure that the match is not unduly delayed. Each wicket keeper must bowl two overs. Wicket keepers must wear helmets.

### **23. Umpiring**

All umpires to have completed minimum free online [Foundations coaching course](#) and have registered and completed [Umpiring Online modules](#). We encourage the same umpires remain throughout the game to ensure consistency. Umpires should provide guidance to both sides to assist with game development. All on field coaching should be done quickly to ensure no delays. Only umpires, coaches or managers can provide on field coaching.

### **24. 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.

### **25. Music**

The batting side is permitted to play music for the batters to walk on and off the field and during any breaks of play e.g. drinks break, innings break. This should not delay the game.

### **26. Spirit of Cricket Rating**

Both sides must complete a spirit of cricket rating for the opposition.



## **27. Separation of Players and Supporters Areas Before and During Games**

All supporters are encouraged to attend games, however, to aid with development of players, supporters viewing areas are to be setup at least 20m away from the players area. Before and during games, all supporters, are encouraged to stay away from the players area where only players/coaches/managers/scorers can enter. Only umpires, coaches or managers should provide any before or during game advice.