

## **DARLING DOWNS & SOUTH WEST QUEENSLAND CRICKET INC. (JUNIORS)**

### **INTER-CITY RULES 2016-17**

#### **AGE-GROUPS: U12, U14,**

The Zone encourages matches to be played in these age groups whenever possible.

**Male players must play in their correct age group :-**

**U/12 players must be born after 31st August 2004, Female players born after 31 August, 2003**

**U/14 players born after 31 August 2002 to 31 August 2004, Female players born after 31 August 2001 to 31 August 2003**

**These rules have been written to encourage participation in all age groups with modifications to enhance player safety and skill development.**

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**PLAYING RULES** - If rules are not covered, then the normal laws of cricket apply.

#### **GAME**

1. Hours of play:- Start 9.30 a.m. – 12.45 p.m. Lunch 1.30 p.m. – 4.45 p.m.
2. Matches to consist of one innings only – no outright points.
3. Maximum of 50 overs in all age groups. U/12 to play quarters cricket [as per page 2]
4. A minimum of 16 overs per hour must be bowled
5. All age groups to use Platypus Googly Balls U/12 - 142gm leather, Under 14 - 156gm leather.
6. All matches to be played on wickets available at host Association's decision preferably U/14 on turf and Under 12 must play on "synthetic" in all matches including the final. In the event of wet weather the Host Association may allocate alternative playing wickets at their discretion.
7. A badged umpire may officiate any game as appointed by the host association. The umpire will take control of the game, if no umpire, then the 2 Coaches will be responsible.
8. All age groups, a team is permitted to bat and bowl 12 players, but field only 11 at any given time.
9. 11 wickets must fall or team totally dismissed for a side to be all out.
10. If an innings finishes early, lunch may be taken at the discretion of the managers, providing it is within 1 hour of the lunch interval. Play will commence early if the lunch interval is taken early. Where the team batting first is dismissed 1 hour or more prior to the lunch break, then the team batting second is required to bat before the lunch break after the normal 10 minutes break between innings
11. Drinks breaks may be taken each hour or by arrangement with other managers, in extreme conditions.
12. In the event of a late start due to adverse conditions or time lost after the commencement of play, the number of overs lost shall be calculated at the rate of 1 over for every 4 minutes lost. 20 overs must be bowled to constitute a game. Scorers therefore are to record the score of each over per team after 20 overs.
13. Any overs or time lost shall be adjusted equally between both teams.
14. The team batting second shall face at least the number of overs as specified unless dismissed prior to the number of overs being bowled.

15. The team batting second in a rain interrupted match shall have their target set by the managers as follows: - If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out or passed the opponent's score, the following shall apply:-
- a. The result shall be decided on the average run-rate throughout both innings.
  - b. If, due to suspension of play, the number of overs of the side batting second has to be revised, their target score shall be calculated by multiplying the reduced number of overs by the average number of runs per over scored by the side batting first. The side batting second must score this revised total plus 1 run to win

**Quarters Cricket** Under 12 age group to play quarters cricket with a change of innings at the end of each 25 overs. Changeover period will be 10 minutes duration.

- ◆ Team A bats for 25 overs, then Team B bats for 25 overs. Lunch is then taken. Team A resumes its innings where it was at the completion of the first 25 overs before Team B completes its innings.
- ◆ Drinks break after 13 overs of each Quarter
- ◆ The same bowler cannot bowl overs 25 and 26
- ◆ The correct batsman must take strike at commencement of over 26
- ◆ The period between a team's bowling quarters constitutes lapse time for a bowler to start his second spell.

### **BATTING**

Batsman to retire as follows:- **In the Under 12, 14 age groups a batsman may retire after having faced 50 fair balls, but shall retire after having faced 75 fair balls.** All batsmen who have retired "not out" may return to bat again in order of retirement, if all other batsmen are dismissed or retired. If a batsman who retires through sickness, injury, or other unavoidable circumstances they will be deemed "not out" and other retired batsmen may return to bat before them. Any batsman who retires before facing at least 50 fair balls except in the case of injury, illness or unavoidable circumstance must return to bat in the order retired and face up to their minimum 50 balls before any (50-75 ball) retired shall return. be "retired out" and shall constitute the fall of a wicket.

### **BOWLING**

Maximum number of overs is 8 per Bowler in Under 12, and 10 per Bowler in Under 14 and Under 17. Maximum number of overs to be bowled by a medium/fast bowler shall be as follows:-  
 Under 12 a maximum of 4 over spells  
 Under 14 a maximum of 5 over spells

A spinner in one spell may bowl maximum number of overs.

Maximum of 8 balls per over in round robin matches, **FINAL** must include all extras until 6 fair balls have been bowled.

**In all age groups, ANY delivery reaching the batsman above shoulder height when standing in an upright position shall be called a NO BALL.**

### **FIELDING**

No player is to field closer than 10 metres from the popping crease of the batsman on strike, except in an area 90 degrees on the offside from point to the wicket-keeper for age groups Under 12 and Under 14. These distances to apply when a junior cricketer is playing in a higher age group. Players must wear protective gear between 5 and 10 metres, i.e. minimum of helmet and groin protector.

**Wicketkeepers:** - *While standing up at the stumps wicketkeepers **must** wear a helmet complying with the relevant Australian standard. When not in use helmets are to be placed **behind the wicketkeeper.***

**A maximum of five (5) fieldsman are permitted on the leg side.**

### **RESULT**

Points:- Win – 6 points; Loss – 0 points; Tie or Draw – 3 points. Incentive points will be allotted at .01 for each run scored and .20 for each wicket taken. (Washed out matches before a result has

been achieved or even started, are encouraged to play again, if time and venues permit. If not, matches will be classed as a "Draw". Points for a forfeit:- The team receiving the forfeit will receive the maximum number of points awarded to the winning team of that round.

**The winning team must return score sheets to the Co-ordinator for each Age Level by the Tuesday evening following a match.**

**Under no circumstances will sledging and unseemly behaviour be tolerated on or off the field, PLEASE NOTE this applies for all Parents, Players and Officials**

Whilst the Inter-City matches are played in a highly competitive spirit, it should not be forgotten that player development is the real and most important aim for conducting these matches.

Players are to play in their correct age group unless prior approval from Zone Executive through the Association Delegate before the first Inter-City match. If a bye occurs for the player/s age group then they are allowed to fill in if required in the age group above.

**PLEASE NOTE: Toowoomba players are NOT permitted to play in both teams when two teams are entered in that age group**

## **FINALS -**

Finals will be played between the top two teams at the end of the competition draw. The top team has the right to host the final. If points are equal they will be calculated by most runs scored by wickets lost of that team. In the case of the final, if it cannot be played due to adverse conditions the team with most points or best-calculated figures will be declared the winner

- Normal rules apply for overs bowled (6 fair balls + any extras [wides or no balls])
- The zone will appoint official umpires for the finals
- No coaching from the sidelines in the finals
- Zone to have a standby date in case of wet weather
- Boundaries must be marked by a painted line not just cones/markers for the finals
- An adult must score at all times either on ipad and or scorebook in the finals

## **T20 RULES -**

Match to consist of one innings per team, each innings being limited to 20 overs

Minimum of 5 overs constitutes a game.

Field will be marked with a 30 metre circle.

Maximum 3 overs per bowler.

Batsman to retire as follows:- **In the Under 12, 14 age groups a batsman may retire after having faced 20 fair balls, but shall retire after having faced 30 fair balls.** All batsmen who have retired "not out" may return to bat again in order of retirement, if all other batsmen are dismissed or retired. If a batsman who retires through sickness, injury, or other unavoidable circumstances they will be deemed "not out" and other retired batsmen may return to bat before them. Any batsman who retires before facing at least 50 fair balls except in the case of injury, illness or unavoidable circumstance must return to bat in the order retired and face up to their minimum 50 balls before any (50-75 ball) retired shall return. be "retired out" and shall constitute the fall of a wicket.

A batsman that doesn't bat in T20 match must bat in the first 6 batsmen in the following T20 match.

Maximum of 3 fieldsmen permitted outside the circle for the first 6 overs and a maximum of 5 allowed outside of the circle for the remaining overs.

Maximum of 5 fieldsmen on the leg side at any one time.

The delivery following **any no ball** shall be a free hit for the batsman who should be facing. The batsman can only be dismissed under the rules that apply for a no ball.

The team batting first must then calculate their runs per over in case of wet weather interfering with the game. This is done by dividing the TEAM TOTAL at the end of their batting innings (does not matter if the team did not bat their 20 overs) by 20 = runs per over

If the game is washed out after 5 overs then the batting team must score the first teams runs per over multiplied by overs faced and must win by one run example - if team 1 scored 140 runs at 7 runs per over then team 2 must score 5 overs x 7 runs+1 = a win, this is the calculation for the remaining overs.