



## Albany and Districts Cricket Association (ADCA) Junior Competition

### U14 T20 Rules and Playing Conditions 2023-2024

#### Innings

# of Overs	1 <sup>st</sup> Innings Start	Game 1			# of Overs	1 <sup>st</sup> Innings Start	Game 2		
		Innings Change	2 <sup>nd</sup> Innings Start	Stumps			Innings Change	2 <sup>nd</sup> Innings Start	Stumps
20	12:00 pm	1:15pm – 1:25pm	1:25 pm	2:40 pm	20	3:00 pm	4:15pm – 4:25pm	4:25 pm	5:40 pm

- Lunch – 20 minutes
- Start times may vary

#### Players Attire

- Players must be dressed in normal cricket attire (ie white or cream long pants, Club playing shirt, predominately white shoes, cream or white socks, white / Club caps or hats and predominately white jumpers)
- Players are asked to wear spikes when playing on a turf wicket
- Players must NOT wear spikes when playing on a hard wicket

#### Team

- No unregistered player may take any part in a game.
- Each team to play with eleven (11) players
- Substitute Players will be assigned to teams playing in that round by the U14 Coordinator
- A request for a Substitute Player must be made to the U14 Coordinator by Thursday at 6:00pm prior to the Sunday game. No late requests will be accepted.

#### Ground Marking

- Ground to be marked and cones placed at **50 metres** to keep a consistency for all games played at all grounds. Both Coaches are responsible for and MUST ensure accuracy of the boundary.

#### Batting

- Players MUST wear a helmet at all times when batting.
- The wearing of a box and thigh pad is strongly recommended.
- A Batsman must Retire Not Out after scoring fifty (50) runs.

- Incoming batsmen are expected to be ready to make their way to the crease as soon as a wicket falls and are expected to jog out to the pitch.
- If a batsman retires prematurely, not Retired Hurt, the batsman is considered Retired Out and cannot bat again.
- It is expected that each player will be given the opportunity to bat in the top six (6) in either of the two (2) games played on the day.

## Bowling

- 156g ball to be used The same ball is to be used for both games each round.
- Each bowler may bowl a maximum of four (4) overs in each game.
- Each player must bowl a minimum of three (3) overs over the two (2) games played on the day.
- Wicketkeepers are not required to bowl.
- Normal six (6) ball over with wides and no balls to be re-bowled.

## Fielding

- At the time of delivery there shall not be more than five (5) fieldsmen on the leg side.
- For the first 6 overs of each innings, known as the Fielding Restriction Overs (FROs), only two (2) fieldsmen are permitted to be outside the fielding restriction circle (approx. 30 metres).
- For the remaining overs of each innings, only five (5) fieldsmen are permitted to be outside the fielding circle at time of delivery.
- Normal restrictions as per the Laws of Cricket (Law 41).
- The wicketkeeper MUST wear a helmet if playing on a hard wicket, or if standing up to the stumps on a turf wicket.
- Fielders at short cover and short leg within seven (7) metres of the wicket must wear a helmet.

## Umpiring

- An independent central Umpire will officiate at each game.
- The **fielding** team must supply the square leg umpire.

## No Balls

- A no ball will be called when the bowler's front foot doesn't land with some part of the foot, whether grounded or raised, behind the popping crease
- In the opinion of the Umpire, any fast, short pitched ball, that passes over the shoulder of the striker standing upright at the crease, shall be called a 'no ball'
- Any fast, full toss, passing above waist height of the striker standing upright at the crease, shall be called a 'no ball'
- Any slow, full toss, passing above waist height of the striker standing upright at the crease, is deemed a fair delivery.
- Any slow, full toss, passing above shoulder height of the striker standing upright at the crease, shall be called a 'no ball'.
- A 'no ball' shall be given if the ball bounces more than once before reaching the batsman
- As a result of a 'no ball' being given, the next ball shall be a Free Hit. For this ball, the batsman is not given out in any way unless run out. Fielders must not change positions on the field unless the batsmen have crossed.
- No Ball penalty shall be 1 run.

## Wides

- Law 25 of the Laws of Cricket shall apply

## LBW

- Umpires must be familiar with the Leg Before Wicket - Law 36 in the Laws of Cricket

## Interruptions to Play

- Player's safety (slippery pitch etc) should be the prime factor in determining whether play can commence or continue.
- A minimum of five (5) overs each team shall constitute a match

## Penalties

- In circumstances where the team bowling first has not completed their allotted number of overs by the scheduled or rescheduled finish time for the first innings, the team bowling second will bowl the same number of overs as completed in the first innings
- A penalty of six (6) runs per over shall be awarded to the batting side for each over short of the required number at the scheduled, or rescheduled, finish time. The over in progress at the finish time shall count as a complete over. The penalty will be applied at the completion of the innings.

## Ladder

- Points are allocated as: 6 points for a win, 3 points for a draw, 0.3 points for each wicket taken, and 0.01 points for each run scored.
- If one team forfeits, the maximum points achieved in the U17s competition THAT round, including incentive points, will be allocated.
- 0 points are allocated for a Bye.
- For a washout, or if the game is not played, or if there is no result, 3 points are allocated to each team.

## Finals

- The team finishing first (1<sup>st</sup>) will play the team finishing second (2<sup>nd</sup>) on the ladder. The winning team of this match will be the T20 Premiers.
- The team finishing third (3<sup>rd</sup>) will play the team finishing fourth (4<sup>th</sup>) on the ladder.
- Substitute players must be requested of, and will only be allocated at the discretion of, the U17 Coordinator, should regular team players not be available for any reason (eg injury)
- In the case of a washout in the Finals, or the game is not played for any other reason, then the highest ranked team will be awarded the win.
- The Grand Final will be umpired by two (2) independent Umpires, as allocated by the ADCA Junior Umpire Coordinator.

## Scoring

- Each team MUST provide a scorer.
- The team mentioned first in the fixture will be responsible for LIVE scoring.
- The team mentioned second in the fixture will be responsible for book scoring.
- Each team will receive a Team Login for LIVE scoring, issued prior to the first game being played.
- Each scorebook is to be completed fully by the scorers immediately after the game. Scorers must ensure that catches taken and run outs (including assists) are accurately recorded (points are awarded to players for these as well as the bowling and batting statistics).
- The winning side is responsible for ensuring the white copy of the scorebook is complete and legible.

- The original copy (white) of each innings is to be placed in the ADCA black letterbox near the Cricket Storeroom at the Pavilion by early Saturday afternoon.

## Breaches

**Any breach of the Rules and Playing Conditions by a Team  
WILL RESULT IN A LOSS OF ALL MATCH POINTS  
for that Team for the Round in which the breach occurred.  
Coaches, Team Managers, Scorers and Parents  
are advised to read and understand the Rules and Playing Conditions**

Please Note: a breach of the Ground Marking rule will result in a loss of match points for BOTH teams.

## SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1. There are two Laws which place responsibility for the team's conduct firmly on the captain. **Responsibility of captains.** The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

**Player's conduct** In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decision of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

2. Fair and unfair play According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

3. The umpires are authorised to intervene in cases of: Time wasting, Damaging the pitch, Dangerous or unfair bowling, Tampering with the ball, Any other action that they consider to be unfair

4. The Spirit of the Game involves RESPECT for: Your opponents, Your own captain, The roles of the umpires, The game's traditional values

5. It is against the Spirit of the Game: To dispute an umpire's decision by word, action or gesture To direct abusive language towards an opponent or umpire To indulge in cheating or any sharp practice, for instance: (a) to appeal knowing that the batsman is not out (b) to advance towards an umpire in an aggressive manner when appealing (c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

6. Violence. There is no place for any act of violence on the field of play.

7. Players, Captains and Umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution towards this.

© Marylebone Cricket Association Accessed 16 June 2013 <http://www.lords.org/mcc/mcc-spirit-of-cricket/what-is-mcc-spirit-of-cricket/spirit-of-cricket-preamble-to-the-laws/>