



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

### U12 Rules and Playing Conditions 2023-2024

#### Innings

# of Overs	Team A 1 <sup>st</sup> Innings Start	Innings Change	Team B 1 <sup>st</sup> Innings Start	Innings Change	Team A 2 <sup>nd</sup> Innings Start	Innings Change	Team B 2 <sup>nd</sup> Innings Start	Team B 2 <sup>nd</sup> Innings Finish
30	8:30am	9:15am – 9:20am	9:20am	10:05am – 10:10am	10:10am	10:55am – 11:00am	11:00am	11:55am

- Stumps no later than 12:00 noon

#### Players Attire

- Players MUST be dressed in normal cricket attire.  
This means: white or cream long pants, ADCA / DCC / PJCC playing shirt, predominately white shoes, cream or white socks, white caps / hats and predominantly white jumpers
- No ADCA Senior Club clothing / caps / baggie caps / broad brims are permitted to be worn EXCEPT by players from DCC and MBCC.
- Players in the Association teams (ie Scorchers, Heat and Bushrangers) must wear the ADCA playing shirt.
- To assist scorers, numbers ONLY are permitted on the back of playing shirts of players, to aid in identification.
- Team shirts may be worn prior to the start of the game, and after completion of the game, but must not be worn as playing shirts.
- Team caps / baggies / broad brims are permitted.
- Players are encouraged to wear broad brim hats and sunscreen.

#### Player / Coach / Parent Behaviour

- Behaviour is governed by the Code of Conduct. All players, parents and coaches must read, acknowledge and accept their respective Code of Conduct. Penalties apply for breaches incurred.

#### Team

- No unregistered player may take any part in a game.
- Each team to be comprised of a maximum of nine (9) players.
- Albany based players are assigned to Association teams by the U12 Coordinator. Teams cannot add additional players to the team, above the original players allocated, without the consent of the U12s Coordinator.

## Ground Marking

- Ground to be marked and cones placed at **45 metres** to keep a consistency for all games played at all grounds. Both Coaches are responsible for and **MUST** ensure accuracy of the boundary.
- Pitch length is 18m from wicket to wicket. Stumps set up at the preferred bowling end. Use chalk or cones to mark a popping crease. Play half the game at one end, then swap ends, or if Coaches agree, play entire game from same end.

## Batting

- Players to wear helmets at all times when batting.
- Wearing of a box and thigh pad is strongly recommended.
- All modes of dismissal are applicable.
- Every player must bat.
- Batsmen must Retire Not Out after facing a maximum of thirty-five (30) balls but may be Retired Not Out on facing twenty-five (25) balls at the Coach's discretion.
- All Retired Not Out batsmen may come back in after ALL batsmen have batted AND after the last batsman is out or retired.
- When a retired batsman returns to the crease, they are permitted to face ten (10) balls before again Retiring Not Out (if not out in those ten (10) balls), unless there are no more batsmen remaining, in which case they remain at the crease until out or no more overs remain in the innings. This rotation continues for all Retired Not Out batsmen. Coaches must monitor the batsman's progress and have the next batsman on the boundary ready for a quick and timely changeover. Batsmen must jog on and off the field of play. There are NO exceptions to the ten (10) balls faced ie a batsman does not face less than 10 balls or more than 10 balls
- If there are more than one retired batsman, they must come back in the same order as they retired
- If the batting team is dismissed before completion of thirty (30) overs, then the remaining overs are to be batted out but are NOT scored. The innings is complete and must be finalised in preparation for the other team's innings, or if this ends the game, then the game is finalised.

## Bowling

- 142g ball to be used.
- Every player must bowl at least three (3) overs each (except if there are 11 players available, see table below):

Total Balls	Bowling Equation
180 (30 overs)	11 players: 8 players bowl 3 overs each, 3 players bowl 2 overs each
180 (30 overs)	10 players: all players bowl 3 overs each
180 (30 overs)	9 players: 6 players bowl 3 overs each, 3 players bowl 4 overs each
180 (30 overs)	8 players: 6 players bowl 4 overs each, 2 players bowl 3 overs each

- No more than six (6) balls are to be bowled per over regardless of how many wides or no balls are bowled in the six (6) balls.
- A maximum of four (4) overs may be bowled by any player.
- No bowler may bowl more than three (3) overs in a spell.
- No bowler may commence a 2<sup>nd</sup> spell unless all players have bowled one (1) over each.

## Fielding

- Only nine (9) players are to take the field at any one time.
- If a team has ten (10) or eleven (11) players, they **MUST** be rotated onto the field after each three (3) overs. **Every** player **must** be included in this rotation of fielders to give all players an equal amount of on-field game time throughout the game and the season. There are no exceptions. Players must be ready on the boundary and the rotation must not delay play.
- Normal restrictions as per the Laws of Cricket (Law 41).
- The wicketkeeper **MUST** wear a helmet.
- A Wicketkeeper is permitted to keep for a maximum of fifteen (15) overs with the change of wicketkeeper occurring at the innings change.
- No fielder (except wicketkeeper, slips or gully) may field closer than ten (10) metres from the bat.

## Umpiring

### No Balls

- No front foot 'no ball' – warning only.
- 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'.
- Any short pitched ball 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.

### Wides

- If a ball is bowled off the pitch it is a 'wide' - dead ball ie no further runs can be taken and batsmen cannot cross.
- Coaches to agree on tolerance prior to commencement of each game

### LBW

- Umpires must be familiar with the Leg Before Wicket - Law 36 in the Laws of Cricket. A warning is to be given in the first instance, along with advice, to help the batsman understand the decision made, and then given out in the second instance.

## Interruptions to Play

- Player's safety (slippery pitch etc) should be prime factor in determining whether play can commence.

## 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 Association team will receive a Team Login for LIVE scoring, issued prior to the first game being played. DCC and MBCC are to provide their own.
- Each scorebook is to be fully completed by the scorers immediately after the game.

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

## Ladder and Finals

### Ladder

- Points are allocated as: 10 points for a win, 5 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 U14s competition THAT round, including incentive points, will be allocated to the team scheduled to play the team that forfeited.
- 0 points are allocated for a Bye.
- For a washout, or if game not played, or if there is no result, 5 points are allocated to each team.

### Finals

#### **In a four team competition:**

- The teams finishing first and second on the ladder will progress directly into the Grand Final.

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#### **In a five or six team competition:**

- The team finishing first (1<sup>st</sup>) on the ladder will progress straight through to the Grand Final.
- The teams finishing second (2<sup>nd</sup>) and third (3<sup>rd</sup>) on the ladder will play in the Preliminary Final, with the winner progressing to the Grand Final. The loser will be eliminated from the competition.

#### **In a seven or more team competition:**

- Teams finishing 1<sup>st</sup> through 4<sup>th</sup> on the ladder will progress to semi-finals
- Semi-finals will be 1<sup>st</sup> v 4<sup>th</sup> and 2<sup>nd</sup> v 3<sup>rd</sup>. Winners of the semi-finals will progress to the Grand Final
- Players must have played two (2) matches in the qualifying rounds, for that team, to be eligible to play in the Preliminary Final or Grand Final.
- Substitute players must be requested of, and will only be allocated at the discretion of, the U12 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 at least one (1) independent Umpire, as allocated by the ADCA Junior Umpire Coordinator.

### 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, Parents and Players 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.

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