

# JUNIOR RULES



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## SEASON 2025-2026

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# RDCA Junior Competition

## Rules Changes 2025-26

Registration	Rule updated to cover PlayHQ and remove obsolete clauses
15.6 Fill in Players	New rule added covering Fill In Players
22.2 Bowling Restrictions for U12	Min overs per bowler per split innings or one day game -2 (increase from 1 over) <ul style="list-style-type: none"><li>• Before a bowler can bowl their 3<sup>rd</sup> or 4<sup>th</sup> overs, all bowlers must have bowled their minimum 2 overs. Note these restrictions reset for each half of the split innings</li></ul>
25 Girls Match Rules	Stage 2 – number of overs per team increased to 23 Stage 3 – number of overs per team increased to 25
25 Girls Rules	Rewritten to be more user friendly

## 1 TITLE

The Competition shall be known as the Ringwood & District Cricket Association (Inc) Junior Competition.

## 2 RINGWOOD AND DISTRICT CRICKET ASSOCIATION RULES APPLY

The RDCA Junior Competition operates under the constitution of the RDCA.

The Rules of the RDCA Constitution and Senior Competition shall apply except where varied by the Rules of the RDCA Junior Competition.

## 3 JUNIOR COMMITTEE

- (a) The Competition shall be administered by the Junior Committee and shall be under the control of the RDCA Board of Management.
- (b) The Junior Committee shall consist of a President, Vice President, Secretary, Assistant Secretary, Records Secretary and other members, all elected in accordance with Senior Rule 2. ("Junior Secretary" shall replace the reference to "Administration Manager"). Ex-Officio members may be elected to serve on the committee and shall have normal voting rights at any Executive Meeting. (c) Not more than two (2) members of any one affiliated club shall be on the Junior Committee.
- (d) The elected President of the Junior Committee shall be the Chairman of all its meetings and in his absence the meeting shall elect a chairman for that meeting.
- (e) The Chairman at all meetings shall be entitled to a casting vote as well as a deliberative vote.
- (f) The Committee will meet as required and the Junior Secretary shall convene meetings.
- (g) Four members shall form a quorum and business shall not be proceeded with unless such a quorum is present.
- (h) Any member absent, without leave, from three consecutive meetings of the Junior Committee shall forfeit their seat.
- (i) The Committee will issue directives in order to enforce and administer the rules of the competition. If any direction of the Junior Competition has not been complied with, within the specified time, the Junior Committee is empowered to take such action as it deems fit.
- (j) The Junior Committee, in the absence of any set penalty for the breach of a rule, will determine the penalty which shall be in the form of a fine and or the loss of match points.
- (k) Clubs may appeal a decision made by the Junior Committee to the Junior Independent Tribunal.

## 4 JUNIOR COORDINATORS

- (a) Each club shall nominate a Junior Coordinator (other than the Senior Club Secretary) who shall receive correspondence from the Junior Committee.
- (b) Each club may also nominate one other person to act as their second delegate.

- (c) All Junior Coordinators and Delegates must complete a Junior Coordinators / Delegates Registration form, as defined by the Junior Committee, and must be submitted to the Junior Secretary.
- (d) Where the details of a Junior Coordinator / Delegate change, a new Junior Coordinators / Delegates Registration form must be completed and submitted to the Junior Secretary.
- (e) Until such time the Junior Secretary is advised of any changes to a Club's Junior Coordinator and or Delegate, through the submission of a Junior Coordinators / Delegates Registration form, the existing registered details will be those recognised by the Junior Committee and all correspondence will be sent to those currently registered details.

## **5 GENERAL MEETINGS**

- (a) Annual General Meeting shall be held on the first week in August each year.
- (b) Proposed alterations, additions or deletions of Rules must be lodged in writing with the Junior Secretary three (3) weeks prior to the Annual Junior Rules Meeting each year.
- (c) The Junior Coordinator, plus one other person nominated by the club shall be the Junior Competition delegates of that club and shall attend and be entitled to vote at all General Meetings of the Junior Competition (proxy delegates may be appointed).
- (d) A Club not represented at any meeting shall be fined \$20.

## **6 ANNUAL SUBSCRIPTION AND REGISTRATION FEES**

The annual subscription for each team shall be an amount determined by the RDCA Board of Management, which shall be paid to the Finance Manager on request..

## **7 JUNIORS PLAYING IN SENIOR MATCHES**

Junior players may play in senior grades of this association, provided they are registered in accordance with Senior Rules.

## **8 REGISTRATION**

- a) At the time of registration, a copy of a birth certificate or statutory declaration (or equivalent) maybe requested.
- b) All players must be registered in PlayHQ with their respective clubs, within 48 hours of completion of the match.
- c) No player shall be eligible to play unless registered as above, unless they play as a fill in player for one game as per Rule 15.6.
- d) The Junior Committee may, at its discretion, audit any club at any time during the season and request documentary evidence as described in Junior Rule 8(a) to prove correct registration of players

## **9 GRADING TEAMS**

The Junior Competition shall comprise age groups of Mini Bash, U/12, U/14, and U/16 and Girls Stages 1, 2 and 3 and grades within those age groups shall be assigned a number or name.

- (a) Teams shall be graded in numerical order according to strength, with the number one indicating the strongest grade, the number two the next strongest grade and so on.
- (b) The Junior Committee shall determine the grading of all teams entered in the Junior Competition.
- (c) Where a club has more than one team in the same age division, that club is to grade their individual players to ensure that the highest graded players' play in the highest graded team in that age division.
- (d) A minimum of six (6) teams will be generally required to constitute a grade within an age division.

## **10 FORFEITS AND WITHDRAWALS**

- (a) Every club unable to field a competition team, in any fixtured competition, shall inform the Junior Secretary by 8:00pm on the Thursday before the match.
- (b) In the event of a club forfeiting a match or withdrawing a team from competition, that club must withdraw its lowest grade team in the division.
- (c) The penalty for non-compliance with this rule shall be a fine in line with that of senior rule 72.

## **11 OVER AGE OR UNREGISTERED PLAYERS**

- (a) Any team playing an unregistered, over-age or ineligible higher-grade (as defined in Junior Rule 15.1(a)) player, shall lose all points earned in that game and those points shall be awarded to the non-offending team.
- (b) A further penalty may be applied in the form of a fine of no more than \$40 for each ineligible player.

## 12 TEAM MANAGERS

- (a) Each team shall appoint a senior person (16 years of age or over) as Team Manager who shall be responsible for the conduct of the team and for the provision of liquid refreshments as required.
- (b) Each team shall have at least two (2) senior persons (16 years of age or over, 18 years of age or over for Under 18's) in attendance at all times during matches, one to umpire, the other to supervise the scoring.
- (c) Team Managers must ensure that a copy of the current season Junior Rules are available for the duration for the match.
- (d) Team Managers are responsible for:
  - i. The team displaying high sportsmanship and abiding by the Code of Conduct (Rule 46).
  - ii. If playing at home that the ground is in order, flags (if required) are in the correct position, ground markings are in place and stumps are in position at least 15 minutes before the start of play on each day.
  - iii. The team is ready to play at the scheduled time.
  - iv. A competent scorer is available.
  - v. With the opposing Team Manager complete the Match Day Checklist prior to the commencement of play on each day of a match.
  - vi. Ensure that both scorebooks (or PlayHQ and scorebook if online scoring is being used) are correct at the end of each innings and at the conclusion of each day's play. Sign the opposing team's scorebook at the end of the day's play.
  - vii. Ensure that officially appointed umpires are paid their fees at the tea interval.
  - viii. Having a good knowledge of the rules and laws of cricket and the rules of the Association.
- (e) Failure to fulfil any of the above requirements may incur a fine of not more than \$20.00 for each offence.

## 13 TEAM LISTS, SCORING AND RESULT SHEETS

- (a) Teams have the option to score games online. At each game scoring must be done by at least one score book. The home team has the preference to use a scorebook or score online. Should the home team decide to use a score book, the away team can score online. In the event that online scoring is interrupted (temporarily or permanently), both teams agree that the score as recorded in the scorebook shall prevail.
- (b) In all matches team managers must record their full list of players in the score book or on PlayHQ, if online scoring is being used, in accordance with the RDCA player registration database or player registration form, prior to the start of play on the first day.
- (c) When less than thirteen (13) players are listed and the responsible team is unable to fill in the blanks then the other team may draw a line clearly through the blank spaces and no further players may take part in the match other than those listed in the score book.
- (d) At the conclusion of the match, the short result of each innings is to be recorded in any score books being used, across the page of the last innings of the match, together with the match points claimed and any score book must be signed by both the team managers, signifying the correctness of: \* All player names of both teams \* Short result of each innings
- (e) The registrar from each team shall complete and lodge the required match details on PlayHQ the day following the completion of the match, by such time as shall be determined by the Junior Committee and subsequently notified to the Clubs.
- (f) The home team registrar shall lodge the short result figures of the match on PlayHQ by such time as shall be determined by the Junior Committee and subsequently notified to the Clubs.
- (g) A team shall consist of a minimum of seven (7) players registered with that club; otherwise it must forfeit the match. For games with only 9 players, the minimum players required will reduced to six (6).
- (h) Failure to lodge correctly completed short results by the set deadline, subject to Junior Committee consideration, may result in a fine of no more than \$40 and or the loss of no more than 4 match points for each late short result.
- (i) Official match results must be completed for forfeits received with players' names listed by the club receiving the forfeit.
- (j) When a game is washed out (other than when the whole round is abandoned by the Junior Committee) and no play takes place, the official match result with names is still required.
- (k) Where players in a match are not correctly identified, the team has two days after the completion of the match to resolve the matter otherwise these players will be deemed to be unregistered and Junior Rule 11 will apply.

## **14 AGE ELIGIBILITY**

- (a) To be eligible to play in an age division, players must be under the nominated age prior to the first day of September in the year in which the season commences.
- (b) In the event of a protest regarding the age of any players:
  - (1) The team whose player is being queried shall produce a Certified Copy of Birth Entry (or equivalent); and,
  - (2) In the event of a protest being dismissed upon the production of the Certified Copy, the club which protested shall be liable to pay the expenses incurred in obtaining the said Certified Copy.
- (c) The Junior Committee will examine exceptional circumstances regarding the eligibility of any player.
- (d) Girls are eligible to play for two (2) years outside the age groups in mixed teams specified.

## **15 ELIGIBILITY OF PLAYERS**

### **15.1 Two or More Teams in Junior Competition**

If a club has two or more teams in the Junior Competition of the Association:

- (a) No player may play in a lower grade or division without an Approval from the Junior Committee if the player has played in MORE than four (4) matches (including forfeits received) in higher grades or divisions during the home and away season. Permits are only required for grades and divisions played on the same day.
- (b) In U/12-4 and below players can play 6 games before an Approval is required to play in a lower grade.
- (c) A player may transfer to a team in a higher grade or division at any time without an Approval

### **15.2 Eligibility to Play in Finals**

- (a) A player, to be eligible to play in semi-final and/or final matches of a particular grade, must have played in at least three (3) matches of this Association in THAT grade or in lower grades or divisions during the home and away season with their club.
- (b) A team receiving a forfeit may use that match to qualify players to play in semi-final and/or final matches provided that player has been named in the team sheet for the match which was forfeited. (refer to Rule 13.(h))
- (c) A match that is not completed due to adverse weather or playing conditions may also be used to qualify players to play in semi-final and/or final matches unless the entire round is cancelled under Junior Rule 26.
- (d) The Junior executive have the power to amend the number of games played that are required to qualify for finals.
- (e) The requirements of Junior Rules 14, 15.1 & 15.4 must be observed when using Junior Rules 15.2(b) and 15.2(c) to qualify players.

### **15.3 Approvals**

- (a) A club may apply to the Junior Committee for a special approval for a player to play in a grade or division for which the player is ineligible under Junior Rule 14(a) or 14(b), if it considers that valid reasons exist for the player's exemption from the Rules. Approvals may be granted for one (1) match or more than one match.
- (b) All applications for approvals must be lodged, in writing on the Junior Permit form containing full particulars, with the Junior Secretary not later than 7:00pm on the Wednesday preceding the match.
- (c) Special approvals may be issued to any Junior Player to play in a lower age group at the discretion of the RDCA Junior Committee. A club may request a special approvals for a player in writing, using the Junior Approval Form. An approval can be revoked at any stage during the season at the discretion of the Junior Committee and with consultation with the Club. These players will be ineligible for any RDCA competition awards.

### **15.4 Players Interchanging / Player Numbers**

- (a) If one of the competing teams has at least seven (7) players, but less than eleven (11) players available, then registered players from another RDCA Junior Club may be used to make up the number, provided that the following points are observed:
  - (1) The players concerned have written approval of their own club or Team Manager. The Club Permit Form is to be used for this purpose.



- (2) The completed Club Permit Form shall be submitted to the Junior Records Secretary within such time as may be advised by him.
- (3) The players will be eligible to play finals for that team provided that they have played at least three (3) matches for that team throughout the home and away season.
- (4) The lending Club has "first call" on all players on loan to other Clubs should the need arise.
- (5) No player may be borrowed from a team with a current forfeit or bye in that round.
- (b) A team may use up to thirteen (13) players in a match provided all players are registered and provided that no more than eleven (11) players shall field at any one time.
- (c) Any or all of the 13 players may bowl or field in any position, in an innings.
- (d) ALL players must be listed on the team sheet as prescribed under Junior Rule 13.

### 15.5 Substitutes

Persons called upon to act as substitutes MUST be registered players of the Association and must comply with the eligibility requirements in Junior Rules 14, 15.1 and 15.2.

#### 15.5.1 Failure to Observe Player Eligibility Rules

Failure to observe any of Junior Rules 14, 15.1(a), 15.2(a), 15.4(a) (all points) and 15.4(b) will result in those players becoming ineligible and Senior Rule 76(d) (Classification of Players – Loss of Points for Team Winning with Unregistered or Ineligible Players) will apply.

### 15.6 Fill in Players

A fill-in player is a non-registered player within the current season being played who is being used to fill-in for 1 match only.

NOTE: The fill-in players record does not link or connect game statistics to any existing PlayHQ profile. You will need to replace a fill-in record with a player's actual record after they have registered through PlayHQ. This can be completed in GameDay section of the Admin Portal

- a) A fill-in player may be used where a shortage of players exists in a team in a match.
- b) The player being used as a fill-in player must not be registered with or have any other club in the RDCA or any other association as a fill-in player in the current season.
- c) The player can fill-in only once in a season for one competition anywhere in Australia, then the player must be registered with the club if required to play in any other match that season under this rule a second time.
- d) A player playing a second fill-in is deemed to be an ineligible / unregistered player if they haven't registered. Rule 11 will then be enforced
- e) When adding a player in as a fill-in player the following must be completed fully whether completing this in the admin portal or the e-scoring portal on match day. Failure to do this may result in the removing match points and or a fine or the RDCA Juniors having the right to other consequences.

Requirements for adding in a fill in player

- a. Full legal name
- b. Player's email (do not put in a club email, or the person entering the information email or a false email.)
- c. Player's full and correct date of birth
- f) Any breach of the fill-in rules may incur match point penalties and or a fine or the RDCA Juniors having the discretion to decide other consequences.
- g) A fill-in must not be used for any player who is on suspension in any competition within Australia, or due to a transfer or permit not been completed and/or approved.
- h) A player who is already registered on another competition within the season cannot be used as a fill in player.

## 16 GENERAL RULES OF CONDITIONS OF PLAY

- (a) Home and Away matches will be conducted on days nominated by the Junior Committee between the times specified in Junior Rule 17 or other days and times that are agreed between both clubs and approved by the Junior Committee.

- (b) Should adverse weather result in cancellation of a full round of matches the Junior Committee shall have the power to reallocate dates for those matches.
- (c) Replacing a Match Ball - in circumstances where there is dew that is likely to effect the ball, the bowling team can use a replacement ball of similar condition (i.e similar in the number of overs the ball has been used) at the start of the 11th over and every 10 over mark after that if necessary. The teams must provide the replacement balls at the beginning, to be taken out to the wicket with umpires to avoid time delays. Both Coaches and Umpires must sight the replacement balls and agree that they are of satisfactory standard. The replacement ball must not be a new ball.

## 17 TIMES OF PLAY

### 17.1 Two-Day / Split Innings Games

All entries in [brackets] refer to evening matches.

- (a) Play shall commence at 8:15am (5:00pm) and, except as provided hereafter, shall cease at the completion of the over in progress at 11:30 AM (8:20pm).
- (b) A ten (10) minute adjournment is to be taken for drinks at 10:00am (6:45pm) on each day, except that is if a team is dismissed after 9:50am (6:35pm) and before 10:00am (6:45pm) drinks shall be taken between innings.
- (c) A break of ten (10) minutes shall be taken between innings.
- (d) Play may continue for a further 30 minutes if time is lost during the innings but must cease at the completion of the over in progress at 12 noon (8:50pm or where the light becomes unsafe).
- (e) The Junior Executive have the power to amend start and finish times.

### 17.2 Limited-over Games

All entries in [brackets] refer to evening matches.

- (a) Play shall commence at 8:15am (5:00pm) and, except as provided hereafter, shall cease at the completion of the over in progress at 11:30 AM (8:20pm). Girls games will start at 9am.
- (b) A break of ten (10) minutes shall be taken between innings.
- (c) The break between innings shall be taken at the completion of the allocation of overs per innings as specified in the table in Junior Rules 22.2, 23.4 and 24.2 for Limited-over Games or at the completion of the over in progress at 9:55am [6:35pm], whichever occurs earlier, unless the side batting first has been dismissed.
- (d) Play may continue for a further 30 minutes if time is lost during the innings but must cease at the completion of the over in progress at 12 noon (8:50pm or where the light becomes unsafe).
- (e) The Junior Executive have the power to amend start and finish times

### 17.3 Extension of Play

Where the allocated number of overs for the day for two-day games, or the allocated overs for the innings of the side batting second in a limited-overs game have not been bowled by the scheduled time, play may be extended for a maximum of 30 minutes in order to complete the overs provided that::

- (a) The team managers agree, except in semi-finals and finals, or where an official umpire has been appointed, where the umpires shall decide.
- (b) The ground is free for such an extension.

In cases of disputed continuation an RDCA official **MUST** be contacted immediately to give a ruling

### 17.4 Late Start

Should a team not arrive at the ground designated for the match by 9:30am [5:50pm for evening games] on either day, then that team shall forfeit the match

## 18 DURATION OF MATCHES

### 18.1 Two-day Games

- (a) All matches shall consist of the "Allocated overs per game" as defined in the tables under Match Rules for the different age groups.
- (b) The team batting first if it is not dismissed shall have its innings compulsorily closed after the "Allocated overs per day" have been bowled.

- (c) The team batting second shall then be entitled to bat for the remaining overs, ie. Half the allocated overs per game unless they declare or are dismissed.
  - (1) Where a team batting first is dismissed on the first day and where five or less overs remain to be bowled, the team batting second may choose not to bat the remaining overs, the remaining overs are then forfeited.
- (d) A decision has been reached when a side leads after the first innings regardless of the number of wickets lost, however play may continue to allow an outright decision to be reached within the allocated overs per game.
- (e) For any time lost refer to Rule 26

## **18.2 Limited-over Games**

- (a) All matches shall consist of one innings for each side as defined by "Allocated overs per innings" in the table Under Match Rules for each age group.
- (b) The team batting first if it is not dismissed shall have its innings compulsorily closed after the "Allocated overs per innings" have been bowled, or at the completion of the over in progress at 9:55am [6:40pm for evening games], whichever occurs first.
- (c) The team batting second shall then be entitled to bat for the "Allocated overs per innings", except as provided for in Junior Rule 18.2(d), unless they are dismissed.
- (d) Where the side batting first receives less than the "Allocated overs per innings" as specified in the table under Match Rules the side batting second shall only be entitled to the same number of overs.
- (e) When the team batting second is prevented from receiving its over entitlement, the game shall be drawn unless, in the available time, a decision is reached.
- (f) For any time lost refer to Rule 26.

## **19 BOWLING OF SHORT-PITCHED DELIVERIES**

- (a) In all matches except as varied in Junior Rule 19(b), a fast ball that in the opinion of either umpire passes the striker at greater than shoulder height of the striker in the upright standing position, shall be called a No Ball.
- (b) In two-day games only, Under 14-1, 14-2, and all Under 16 teams bowlers may bowl a maximum of one short-pitched delivery per over (including a No Ball or Wide) that in the opinion of either umpire passes the striker at greater than shoulder height of the striker in the standing position. The umpire shall immediately inform the bowler and the other umpire that the bowler has bowled the one permitted short-pitched delivery for that over. Any further such deliveries in that over are to be deemed dangerous and unfair shall be called a No Ball by either umpire.
- (c) If a second short pitched delivery is bowled in the over, the umpire shall warn the bowler and signal No Ball and tell the Team Manager/Captain that this is the players first warning and if it happens again the umpire would again signal No Ball and inform the Team Manager/Captain and the bowler will be removed from bowling and would not be allowed to bowl any more overs in that particular innings.

## **20 BOWLING OF HIGH FULL-PITCHED DELIVERIES**

- (a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair and called No Ball by either umpire.
- (b) If a second high pitched delivery is bowled in the over, the umpire shall warn the bowler and signal No Ball and tell the Team Manager/Captain that this is the players first warning and if it happens again the umpire would again signal No Ball and inform the Team Manager/Captain and the bowler will be removed from bowling and would not be allowed to bowl any more overs in that particular innings.

## **21 MATCH DAY RULES MINI BASH (NON COMP)**

The non-competitive grades are intended as a training ground for younger players or those whose ability has not yet developed to the state where they can play in competitive grades.

The aim is to provide these players with an enjoyable game of cricket under conditions more appropriate to their level of development.

- a) Games to be played with only 7 fielders on the ground at the one time. If clubs have extra players these can be rotate on and off the ground. All players are to bat and bowl
- b) Each game to consist of around 40 overs. Prior to the start of the game team managers should agree on the number of overs for each team, based upon the number of players participating.
- c) Each batter to face 17 balls (based on 20 overs and 7 players in a team) than retire (includes legal and illegal balls). Should teams have more than 7 players they should all get to bat. If this is the case,

divide the number of players by the number of balls per innings. For example if there are 11 players, and if has been agreed to bowl 22 overs, all batter to face 12 balls.

- d) Batter continue to bat the number of balls agreed at the start of the game regardless of the number of times they have been dismissed.
- e) To minimise delays between overs, all overs to be bowled consecutively from one end with the batter changing ends at the end of each over.
- f) All players should bowl at least two overs and a maximum of 4 overs.
- g) All overs are of a maximum six (6) deliveries regardless of the number of wides or no balls bowled. Any wides, no balls, byes and leg byes should be awarded to the batter.
- h) Boundaries to be maximum of 35 metres
- i) Length of the wicket to be 16 metres
- j) Where the number of players on each team differs, player interchange should occur to even up the numbers.

## 21.1 Player Safety

- a) All batter and wicketkeepers must wear approved protective headgear.
- b) No fieldsman, other than the wicketkeeper, shall field within ten (10) metres of the batters stumps.
- c) No fieldsman shall field within ten (10) metres of the batters stumps on the leg side or forward of the gully on the off side or within six (6) metres of the batters stumps between gully and the wicketkeeper (ie. slips area).
- d) Any fieldsman fielding within ten (10) metres of the batters stumps in the area behind the wicket between gully and the wicketkeeper must wear protective headgear.
- e) No fielder is allowed to be positioned directly behind the wicket keeper. The fielder at fine leg or 3<sup>rd</sup> man must be at least 7 metres to either side of the middle stump. A large round dot should be marked approximately 20 metres from the stumps to help fielders and umpires ensure that no fielders encroach into this protected space.

## 21.2 Player Registration

The registration of players in non-competitive grades is compulsory.

Free interchange of players between Clubs is permitted.

Games played in non-competitive grades will not qualify a player to play in a semi-final and/or final match of any competitive grade.

## 21.3 Ball

A synthetic ball of Australian manufacture is to be used as approved by the RDCA Junior Committee.

For Under 10 the ball to be used is a Kookaburra Softball Junior or equivalent.

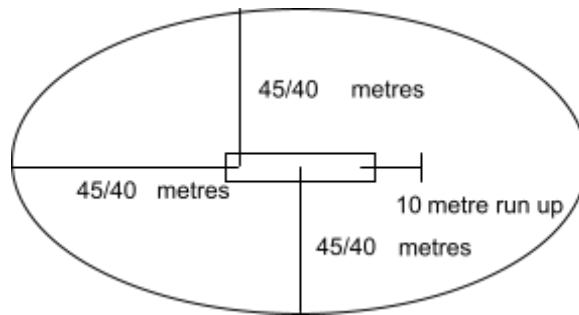
## 21.4 Player Eligibility

This non competitive grade is a player's first introduction into playing games of cricket prior to moving into competitive grades. As a general guideline players should be under 10 as at the first day of September in the year in which the season commences. However if club's assessment of a player is that they don't have the ability to play in an U/12 competitive grade, they can elect to play them in this non competitive grade.

# 22 Match Day Rules Boys U/12

## 22.2 Ground

The radius of the boundaries for Under 12 division are to be no greater than 45 metres for grades U/12- 1 to 3 and 40 metres for U/12-4 and below, taken from the middle stump from each end and following the straight line between the two stumps.

**MAXIMUM RUN UP**

A bowler's approach to the wicket is to be no more than 10 metres. A clearly marked line must be marked at each end of the wicket.

**22.3 Batting and Bowling Restrictions**

All 2 day games are played as split innings.

	U12/ 1 -3	U12/ 4 & below
Allocated overs per two day game	92	N/A
Allocated overs per one day game	46	46
Allocated overs per split innings	23	N/A
Allocated overs per innings one day game	23	23
Max overs per Bowler (split inning game only)	8	N/A
Max overs per bowler per split innings	4	N/A
Min overs per Bowler per split innings or one day game	2	2
Max overs per innings one day game	4	4
Min No. of Bowlers per split innings or one day game	All players in the team (except the wicket keeper)	
Batter restrictions (balls faced, excluding wides) 2 day game	40	N/A
Batter restrictions (balls faced, excluding wides) one day game	20	15
Overs per end -2 day game	46	N/A
Overs per end – one day game	23	23

Under 12-1 to 3 Grades

(1) Games to be played with a maximum of 13 players, but only 11 players can field at one time. All players can bat and bowl

(2) Length of the wicket to be 18 metres, with all overs bowled from the same end

**(3) Bowlers**

- Where a team has less than 11 players, the minimum number of overs per bowler as specified in the table above is to apply until all bowlers have bowled. The remaining overs are to be then shared around equally with all players (except the wicket keeper)
- Before a bowler can bowl their 3<sup>rd</sup> or 4<sup>th</sup> overs, all bowlers must have bowled their minimum 2 overs
- When a retired batter returns to the crease, the bowling restrictions will still apply, except in Rule 22.2(a) (3).(c)
- If either side batting is dismissed before the allocated number of overs have been bowled, the other team is entitled to bat the reminding overs. In this case, should a team bat more than 23 overs in the last split of their innings, then after the 23<sup>rd</sup> over, the bowling restrictions per split are reapplied
- If a bowler commences an over that exceeds the limit of overs bowled as specified in the table above the delivery(ies) is/are to be declared null and void and a replacement bowler will re-bowl the over
- Maximum deliveries per over- No over is to continue beyond 7 deliveries bowled regardless of the number of no balls or wides

**(4) Batters**

- Batters are free to make as many runs as they can in their permitted legal deliveries. Their innings shall be recorded as RETIRED, NOT OUT unless they later return to the crease.

- (b) Retired batters may resume their innings at the fall of the final wicket and would then bat in 20 ball faced (excluding wides) blocks. Batters must return to the crease in the order they retired. After 20 balls are faced, the next retired batter comes in to bat. If there are no other retired batters, the innings continues until the fall of the final wicket or the last over is completed.
- (c) Should a team have 12 or 13 players, the 12<sup>th</sup> and 13<sup>th</sup> player **must** bat during an innings but only when a batter has retired during the innings. The 12<sup>th</sup> and 13<sup>th</sup> player must bat before any retired batter can return to resume their innings. Once 10 batters have been dismissed the innings is closed.
- (d) A batter may retire at any time due to injury, illness or commitment that requires them to be elsewhere in which case their innings shall be recorded as RETIRED, NOT OUT or RETIRED HURT as the case may be, unless he later returns to the crease. If a batter has a commitment that requires them to be elsewhere the opposing team must be advised prior to the start to the days play
- (e) A batter who retires for reasons other than those shall be recorded as RETIRED OUT, unless he/she later returns to the crease under Junior Rule 22.2(a)(3) (f).
- (f) A batter not compulsory retired or retired hurt in accordance with Junior Rule 22.2(a)(3)(e) may only return to the crease with the agreement of the opposing captain and/or team manager.
- (g) A batter retired hurt or retired for retired due to a commitment that requires them to be elsewhere may return may return to the crease at the fall of any wicket.
- (h) If both teams are dismissed in the first innings, the team that fielded last will bat first in the second innings

**(5) Fielders**

- (a) No fielder is allowed to be positioned directly behind the wicket keeper. The fielder at fine leg or 3<sup>rd</sup> man must be at least 7 metres to either side of the middle stump. A large round dot should be marked approximately 20 metres from the stumps to help fielders and umpires ensure that no fielders encroach into this protected space.
- (b) In one day games there must be 4 fielders within a 30m ring of the wicket (or circle if marked on the ground).

**(6) Spilt Innings Games**

These are two day games where the first innings of both teams are split into 23 overs each.

The general sequence of events is as follows:

- Day 1 (1st Split)
  - Team A bats for 23 overs
  - Team B bats for 23 overs
- Day2 (2<sup>nd</sup> Split)
  - Team B continues to bat for 23 overs
  - Team A – continues its innings from day 1 for 23 overs
- Should a team be dismissed (i.e. all out) in either split, the opposing team can bat the remaining overs of the game.
- There are no splits innings when either team starts a second innings

**(7) Going for an Outright**

- (a) In two day split innings games, if a team has been dismissed and the other team is batting or about to commence to bat in their 2<sup>nd</sup> split, they can declare their innings and request the opposing team to bat. The team that has declared will bat last in the second innings.
- (b) If a team that is batting and has been dismissed and are 60 runs or more behind on the first innings, the opposing team can enforce the team dismissed to follow on.
- (c) In semi-final and final matches, the follow-on shall be 100 runs

**(a) Under 12-4 Grades and below**

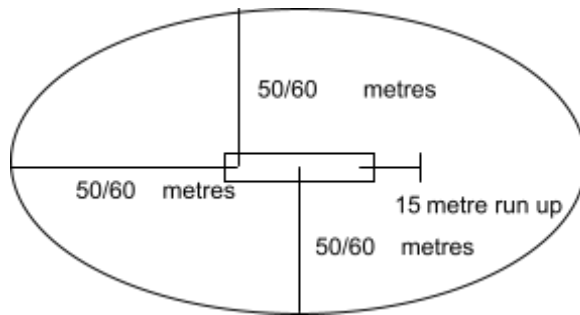
- (1) All games are one day games
- (2) Games to be played with a maximum of 12 players, but only 9 players can field at one time. All players can bat and bowl
- (3) Length of the wicket to be 18 metres, with all overs bowled from the same end.
- (4) **Bowlers**

- (a) Where a team has less than 9 players, the minimum number of overs per bowler as specified in the table above is to apply until all bowlers have bowled. The remaining overs are to be then shared around equally with all players (except the wicket keeper)
- (b) Before a bowler can bowl their 3<sup>rd</sup> or 4<sup>th</sup> overs, all bowlers must have bowled their minimum 2 overs
- (c) When a retired batter returns to the crease, the bowling restrictions will still apply, except in Rule 22.2(b) (4) (c)
- (d) If either side batting is dismissed before the allocated number of overs have been bowled, the other team is entitled to bat the remaining overs. In this case, should a team bat more than 23 overs in their innings, then after the 23<sup>rd</sup> over, the bowling restrictions per split are reapplied
- (e) If a bowler commences an over that exceeds the limit of overs bowled as specified in the table above the delivery(ies) is/are to be declared null and void and a replacement bowler will re-bowl the over
- (f) Maximum deliveries per over- No over is to continue beyond 6 deliveries bowled regardless of the number of no balls or wides
- (5) **Batters**
  - (a) Batters are free to make as many runs as they can in their permitted deliveries. Their innings shall be recorded as RETIRED, NOT OUT unless they later return to the crease.
  - (b) No LBW dismissals to be given in these grades
  - (c) Retired batters may resume their innings at the fall of the final wicket and would then bat in 15 balls (excluding wides) blocks. Batters must return to the crease in the order they retired. After 15 balls are faced, the next retired batter comes in to bat. If there are no other retired batters, the innings continues until the fall of the final wicket or the last over is completed.
  - (d) Should both teams agree before the start of the game, the legal ball count before a batter retires can be reduced below 15 so all batters are given an opportunity to bat.
  - (e) Should a team have more than 9 players, the 10<sup>th</sup>, 11<sup>th</sup> and 12<sup>th</sup> players **must** bat during an innings but only when a batter has retired during the innings. The 10<sup>th</sup>, 11<sup>th</sup> and 12<sup>th</sup> players must bat before any retired batter can return to resume their innings. Once 8 batters have been dismissed the innings is closed.
  - (f) A batter may retire at any time due to injury, illness or a commitment that requires them to be elsewhere in which case their innings shall be recorded as RETIRED, NOT OUT or RETIRED HURT as the case may be, unless he later returns to the crease. If a batter has a commitment that requires them to be elsewhere the opposing team must be advised prior to the start to the days play
  - (g) A batter who retires for reasons other than those shall be recorded as RETIRED OUT, unless he/she later returns to the crease under Junior Rule 22.2(b)(5) (h).
  - (h) A batter not compulsory retired or retired hurt or retired for other unavoidable reasons in accordance with Junior Rule 22.2(b)(5)( f) may only return to the crease with the agreement of the opposing captain and/or team manager.
  - (i) A batter retired hurt or ill or retired due to a commitment that requires them to be elsewhere may return for some other unavoidable reason may return to the crease at the fall of any wicket.
- (6) **Fielders**
  - (a) No fielder is allowed to be positioned directly behind the wicket keeper. The fielder at fine leg or 3<sup>rd</sup> man must be at least 7 metres to either side of the middle stump. A large round dot should be marked approximately 20 metres from the stumps to help fielders and umpires ensure that no fielders encroach into this protected space.

## 23 Match Day Rules Boys U/14 and U/16

### 23.2 Ground

The radius of the boundaries for all games in the Under 14 division are to be no greater than 50 metres, and for U/16 divisions no greater than 60 metres taken from the middle stump from each end and following the straight line between the two stumps.



#### MAXIMUM RUN UP

A bowler's approach to the wicket is to be no more than 15 metres. A clearly marked line must be marked at each end of the wicket.

### 23.3 Two Day Game- battings and bowling restrictions

	Under 16	Under 14
Divisions	1-3	1-4
Allocated overs per game	100	100
Allocated overs per day	50	50
Max overs per bowler	10	8
Max overs in 1 <sup>st</sup> 25 overs	5	5
Max overs in a spell	6	6
Minimum No. of bowlers	8	8
Batter restrictions (Runs)	100	
Batter restrictions (balls faced, excluding wides)		50
Overs per end	5	5

### 23.4 One Day Games -battings and bowling restrictions

	Under 16	Under 14
Divisions	1-3	1-4
Allocated overs per innings	25	25
Minimum No. of bowlers	8	8
Max overs per bowler	4	4
Batter restrictions (balls faced, excluding wides)	25	25
Overs per end	5	5

#### Follow rules apply to U16/1 to 3 and U14/1 to 4

##### (a) Bowlers

- (1) Where a team has less than the specified number of minimum bowlers, the minimum number of overs per bowler is to apply until all bowlers have bowled. The remaining overs are to be then shared around equally with the specified minimum number of bowlers.
- (2) If the side batting first is dismissed before the allocated number of overs for the day have been bowled and the team batting second commences its innings on the first day, then, within the third block of 25 overs, a bowler is limited to the same number of overs to be bowled in the first 25 overs.
- (3) In U/16s if a retired batter returns to the crease, any bowler may be used without any of the bowler limitations specified.
- (4) In U/14s if a retired batter returns to the crease bowling restrictions increase to a maximum of 10 per bowler. The minimum number of bowlers must be used before a player bowls their 9<sup>th</sup> over..



- (5) If a bowler commences an over that exceeds the limit of overs bowled as specified the delivery(ies) is/are to be declared null and void and a replacement bowler will re-bowl the over
- (6) Maximum deliveries per over-  
U/16- to 3 and U/14-1 to 4 -No over is to continue beyond 9 deliveries bowled regardless of the number of no balls or wides.

(b) **Batters**

- (1) In games where the batting restriction is based on runs scored, a batter shall be compulsorily retired at the end of the over in which the player reaches the number of runs indicated in the "Batter restrictions (runs)" in the table. His/her innings shall be recorded as RETIRED, NOT OUT unless he/she later returns to the crease.

When all available players in the team have batted, NOT OUT RETIRED batters may return in order of retirement and bat until dismissed or until the close of the innings

- (2) In games where the batting restriction is based on balls faced, batters are free to make as many runs as they can in their permitted deliveries.

Retired batters may resume their innings at the fall of the final wicket and would then bat in 20 ball blocks faced (excluding wides). Batters must return to the crease in the order they retired. After 20 balls are faced, the next retired batter comes in to bat. If there are no other retired batters, the innings continues until the fall of the final wicket or the last over is completed.

When a retired batter returns to the crease, the bowling restrictions cease (U/16 only), but only when the minimum bowling requirements have been reached for the team.

- (3) In U/16 should a team have 12 or 13 players, the 12<sup>th</sup> and 13<sup>th</sup> player may bat (this is optional) during an innings but only when replacing a batter who has retired not out. Once 10 batter have been dismissed the innings is closed.
- (4) In U/14 if a team has 12 or 13 players, these must bat before any other compulsory retired batsman can return to the crease.
- (5) A batter may retire at any time due to injury, illness or a commitment that requires them to be elsewhere in which case their innings shall be recorded as RETIRED, NOT OUT or RETIRED, HURT as the case may be, unless he/she later returns to the crease. If a batter has a commitment that requires them to be elsewhere the opposing team must be advised prior to the start to the days play
- (6) A batter who retires for reasons other than those in Junior Rule 23.4(b)(4) shall be recorded as RETIRED OUT, unless he/she later returns to the crease.
- (7) A batter not compulsory retired or retired hurt or retired for other unavoidable reasons may only return to the crease with the agreement of the opposing captain and/or team manager.
- (8) A batter retired hurt or retired due to a commitment that requires them to be elsewhere may return may return to the crease at the fall of any wicket.

(c) **Fielders**

- (1) No fielder is allowed to be positioned directly behind the wicket keeper. The fielder at fine leg or 3<sup>rd</sup> man must be at least 7 metres to either side of the middle stump. A large round dot should be marked approximately 20 metres from the stumps to help fielders and umpires ensure that no fielders encroach into this protected space.
- (2) In one day games there must be 4 fielders within a 30m ring of the wicket (or circle if marked on the ground)

## 23.5 U16/4 and below -Split Innings games and One day games- batting and bowling restrictions

Two day games are to be played as split innings

	U16-4 & below
Allocated overs per two day game	100
Allocated overs per one day game	50
Allocated overs per split innings or one day game	25
Max overs per Bowler (two day game only)	10

Max overs per bowler per split innings	6
Max overs per one day innings	4
Min No. of Bowlers per split/one day innings	8
Batter restrictions -2 day game (balls faced, excluding wides)	50
Batter restrictions – 1 day game (balls faced, excluding wides)	25
Overs per end	5

### 23.6 All U/14-5 and below grades are to play one day games

	U14-5 and below
Allocated overs per one day game	50
Allocated overs per innings	25
Max overs per bowler	4
Min No. of Bowlers per innings	8
Batter restrictions – (balls faced, excluding wides)	25
Overs per end	5

The following rules apply to U16/4 and below and U14/5 and below

(a) **Bowlers**

- Where a team has less than the specified number of minimum bowlers, the minimum number of overs per bowler is to apply until all bowlers have bowled. The remaining overs are to be then shared around equally with the specified minimum number of bowlers.
- In U/16s if a retired batter returns to the crease, any bowler may be used without any of the bowler limitations specified.
- In the case of Split Innings matches the reference to block will be treated as the allocated overs per split.
- If a bowler commences an over that exceeds the limit of overs bowled as specified the delivery(ies) is/are to be declared null and void and a replacement bowler will re-bowl the over
- Maximum deliveries per over-  
U/16-4 and below -No over is to continue beyond 9 deliveries bowled regardless of the number of no balls or wides.  
U/14-5 and below - No over is to continue beyond 7 deliveries bowled regardless of the number of no balls or wides.

(b) **Batters**

- Batting restriction is based on balls faced. Batters are free to make as many runs as they can in their permitted deliveries.  
Retired batters may resume their innings at the fall of the final wicket and would then bat in 20 ball blocks faced (excluding wides). Batters must return to the crease in the order they retired. After 20 balls are faced, the next retired batter comes in to bat. If there are no other retired batters, the innings continues until the fall of the final wicket or the last over is completed.  
When a retired batter returns to the crease, the bowling restrictions cease (U/16 only), but only when the minimum bowling requirements have been reached for the team.
- In U/16 should a team have 12 or 13 players, the 12<sup>th</sup> and 13<sup>th</sup> player may bat (this is optional) during an innings but only when replacing a batter who has retired not out. Once 10 batter have been dismissed the innings is closed.
- In U/14 if a team has 12 or 13 players, these must bat before any other compulsory retired batsman can return to the cease.
- A batter may retire at any time due to injury, illness or a commitment that requires them to be elsewhere in which case their innings shall be recorded as RETIRED, NOT OUT or RETIRED, HURT as the case may be, unless he/she later returns to the crease. If a batter has a

commitment that requires them to be elsewhere the opposing team must be advised prior to the start to the days play

- e. A batter who retires for reasons other than those in Junior Rule 23.4(b)(4) shall be recorded as RETIRED OUT, unless he/she later returns to the crease.
- f. A batter not compulsory retired or retired hurt or retired for other unavoidable reasons may only return to the crease with the agreement of the opposing captain and/or team manager.
- g. A batter retired hurt or retired due to a commitment that requires them to be elsewhere may return may return to the crease at the fall of any wicket.
- h. In split innings if both teams are dismissed in the first innings, the team that fielded last will bat first in the second innings.

c) **Fielders**

- a) No fielder is allowed to be positioned directly behind the wicket keeper. The fielder at fine leg or 3<sup>rd</sup> man must be at least 7 metres to either side of the middle stump. A large round dot should be marked approximately 20 metres from the stumps to help fielders and umpires ensure that no fielders encroach into this protected space.
- b) In one day games there must be 4 fielders within a 30m ring of the wicket (or circle if marked on the ground)

## 23.7 Split Innings Games -U/16-4 and below

These are two day games where the first innings of both teams are split into 25 overs each.

The general sequence of events is as follows:

- Day 1 (1st Split)
  - Team A bats for 25 overs
  - Team B bats for 25 overs
- Day2 (2<sup>nd</sup> Split)
  - Team B continues to bat for 25 overs
  - Team A – continues its innings from day 1 for 25 overs
- Should a team be dismissed (i.e. all out) in either split, the opposing team can bat the remaining overs of the game.
- There are no splits innings when either team starts a second innings

### Going for an Outright (Split innings)

- (a) If a team batting has been dismissed and are 60 runs or more behind on the first innings, the opposing team can enforce the team dismissed to follow on.
- (b) In two day split innings games, if a team has been dismissed and the other team is about to commence to bat in their 2<sup>nd</sup> split, they can declare their innings and request the opposing team to bat. The team that has declared will bat last in the second innings.
- (c) In semi-final and final matches, the follow-on shall be 100 runs

## 24 Match Rules T20

### 24.2 Start time

- (a) Play shall commence at 5:00pm
- (b) Matches commencing after 5:30pm shall require each innings to be reduced by 1 over for each 6 minutes lost.
- (c) A break of ten (10) minutes shall be taken between innings.
- (d) Ground size should be 50m for U18, U16 and U14 and 45m for U12

### 24.3 Batting and Bowling Restrictions

T20 Games	U/18 & U16 1&2	U14 1&2	U12 1&2
Allocated over per innings	20	20	20
Min No. of Bowlers	8	8	8

Min over per Bowler	1	1	1
Max overs per Bowler	3	3	3
Batter restrictions (balls faced, excluding wides)	20	20	20
Overs per end	5	5	5

A retired batter may return to the crease and face a further 10 deliveries, at the fall of the last wicket, at which time the batter retires again and is replaced by the next retired batter. If there are no other retired batter, the retired batter may continue the innings until a dismissal, or the 20th over is completed.

The side batting second is to complete the 20 overs, unless the side is all out, even if a result has been reached.

#### 24.4 Exception to playing conditions

- Less than 10 overs each = no game, unless team/s are dismissed within 10 overs.
- The delivery following a no ball called for a foot fault shall be a free hit for whichever batter is facing it. If the delivery for a free hit is not a legitimate delivery (any kind of no ball or wide ball), then the next delivery will become a free hit for whichever batter is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called a wide ball. Field changes will only be permitted for free hit deliveries if a different batter is on strike for the free hit delivery.
- In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

## 25 Match Day Rules – Girls

### Rules and playing conditions by stage

Rule/Condition	Stage 1	Stage 2	Stage 3
Ball	Stars grade - White or pink leather 142g; Spirit grade – White or pink synthetic 120-140g	White or pink leather 142g	White or pink leather 142g
Pitch length	16 metres (stump to stump)	18 metres (stump to stump)	20.1 metres (stump to stump – full pitch)
Max. boundary size (measured from stumps at each end)	40 metres	45 metres	50 metres
Allocated overs per innings	20	23 maximum (first innings to end at completion of over in progress at 9:55am – second innings to consist of same maximum number of overs as first innings)	25 maximum (first innings to end at completion of over in progress at 9:45am – second innings to consist of same maximum number of overs as first innings)
Overs per end	20	23	10 / 10 / 5
Min. balls per over	6	6	6
Max. balls per over	6 (including extras)	7 (including extras)	7 (including extras)
Last over of innings	6 (including extras)	No max. – must bowl 6 legal balls	No max. – must bowl 6 legal balls
Team size (Max. players on field)	7	9	9
Min. players to constitute match	5	6	7

Max. players per team	10	11	11
Min. number of bowlers	All players	8 (reduced if fewer than 9 players)	8 (reduced if fewer than 9 players)
Min. overs per bowler	2 (except wicketkeepers)	2 (except wicketkeepers)	2
Max. overs per bowler	4	4	5
Min. overs bowled by each player before any player can start second spell	1 over each player (excluding wicketkeeper) before any player bowls a second	2 overs each player (excluding wicketkeeper) before any player bowls a third	2 overs each player (excluding wicketkeeper) before any player bowls a third
Batter retirement	Equal share of 120 deliveries (as equal as numbers allow – all deliveries count)	20 balls (including no balls)	25 balls (including no balls)
Retired batters return	No	In order of retirement, for further 10 balls at a time	In order of retirement, for further 12 balls at a time
LBW dismissals	Not applicable	Applicable after first warning (repeated deliberate blocking of stumps may result in a warning prior to first dismissal)	Applicable as per laws of cricket
Wickets lost for team to be all out	n/a (multiple dismissals allowed per batter)	Maximum 8 (or equal to number of players present – see last batter's tucker rules)	8 (or one less than number of batters present)
Last batter's tucker / continuation (Note last batter's tucker in Stage 2 applies only where fewer than 9 batters are present)	Last batter to face all their remaining deliveries with non-striker if all other batters have faced their full ball counts	Yes – if fewer than 8 wickets have fallen and only one batter remains not out, they may continue batting with a non-striker until dismissed	No
Conditions while last batter batting with non-striker	The non-striker is to be the last player retired (i.e. shall remain at the wicket); not out batter will face all deliveries; if non-striker is dismissed again in any way (e.g. run out) the striker will be deemed to have been dismissed in that manner	The non-striker is to be the last player dismissed (i.e. shall remain at the wicket); not out batter will face all deliveries; if non-striker is dismissed again in any way (e.g. run out) the striker will be deemed to have been dismissed in that manner	N/A
Game start times	9am	8.30am	8.15am
Innings break	10mins	10mins	10mins strictly
Uniform	Top - Club Shirt Pants - club pants or black/navy pants/leggings Pads – white or coloured	Top - Club Shirt Pants – preferably club coloured pants or black pants or leggings Pads – white or coloured (strongly recommend coloured pads for Stars grade*)	Top – Club Shirt Pants – Club coloured pants Pads – coloured pads to match pants*

\*Players can purchase coloured clads to put on white pads if needed.

## Contacts;

### RDCA Girls Coordinator

Cherie Howland – 0479 196 435 E: RDCAgirls@gmail.com

### RDCA Girls Cricket Representative and Development Coordinator

Dave Sykes – 0419 388 196 E: girlsreprdca@outlook.com

## 25.1 Stage 1 competition;

- a. Equipment – Helmets must be worn at all times whilst batting and wicket keeping

- b. Batting - Pads, gloves and protector must be worn whilst batting and wicket keeping  
All balls (including wides/no balls) will be included in the batter's ball count  
Batter to swap ends following a dismissal. If there is a run out the not out batter should face the next delivery  
As there is an allowance for varying team sizes, the following retirement rules apply:  
-5 player team – batters retire at 24 balls  
-6 player team – batters retire at 20 balls  
-7 player team – 6 batters retire at 17 balls, 1 batter at 18 balls  
-8 player team – batters retire at 15 balls  
-9 batter team – 6 batters retire at 13 balls, 3 batters at 14 balls  
Batters are to retire as soon as they face their allocated balls, not at the end of the over.
- c. Bowling- LBW is not applicable in Stage 1 cricket  
6 balls per over maximum, including wides and no balls  
Maximum overs bowled by a player is 4.  
All players must bowl a minimum of two overs except the wicket keepers who must bowl at least one over (unless more than 10 players in which case as many players as possible except the wicket keepers must bowl two overs).  
Bowlers must rotate: no player shall bowl a second over until each player (except the first wicket keeper) has bowled one over, no bowler shall bowl a third over until each player except the wicket keepers has bowled a second over.  
Bowlers are to bowl from one end for entire game.
- d. Fielding- Rotation of fielders is required to ensure all players experience all positions.  
No fielders to be within 15 metres of batter or each other (except wicket keeper) to encourage singles and safety.  
No fielder is allowed to be positioned directly behind the wicket keeper. The fielder at fine leg or third must be at least 7 metres to either side of the middle stump. A large round dot should be marked approximately 20 metres from the stumps to help fielders and umpires ensure that no fielders encroach into this protected space.  
Each team is required to use two (2) wicket keepers (10 overs each)  
If more than 7 players are present at a match, they should rotate onto the field after each over
- e. Dismissals- Unlimited dismissals (each batter will face the nominated number of balls)  
For each dismissal, 4 runs will be added to opposition (bowling team) total at the end of the innings  
Net run rate will be used instead of percentage to determine ladder positions in Stage 1 Stars  
Note: When using metal-based spring stumps, the regular laws of cricket apply: the wicket is broken only when at least one bail is completely removed from the stumps.

## 2.2 Girls Stage 2 – suggested ages between 11 and 14

- a. Equipment – Helmets must be worn at all times whilst batting and wicket keeping  
Pads, gloves and protector must be worn whilst batting and wicket keeping
- b. Batting-teams Maximum ball count is 20 balls faced (including wides and no balls),  
may agree on lower ball counts.  
The innings is deemed closed after 8 wickets have fallen or the team has completed their allocated overs.  
If 8 wickets have not fallen and overs remain the 10<sup>th</sup> and 11<sup>th</sup> players (if present) must bat before any retired player returns to the crease.  
Retired batters may return when all others have batted, in the order in which they retired. When a retired batter returns to the wicket, they may not face a ball unless and until the batter they join at the wicket has completed their initial innings through retirement or dismissal.  
Retired batters returning to the crease shall retire again after facing a further 10 balls (excluding wides) unless there is no other batter to return to the crease in which case the batter's innings may continue until dismissed or the team's innings is closed.  
'Last Batter's Tucker' rule applies only when a team has fewer than 9 players.  
With 8 players or fewer, to ensure participation all players may bat until their initial innings is completed. If all but one wicket has fallen, the remaining undischarged batter may bat until they are dismissed.  
This batter must be accompanied by a runner; should the runner be run out or dismissed in any other way the batter is deemed to be dismissed by that method

- c. Bowling- 6 balls per over (maximum of 7 balls per over, except the last over where 6 legal overs must be bowled)  
Maximum overs bowled by a player is 4.  
No bowler shall bowl a third over until each player has bowled a second over, with the exception of the wicket keeper/s: if using more than one wicket keeper each wicket keeper shall bowl 1 over before any player bowls a third over.  
All players must bowl at least 2 overs (excluding the wicket-keeper who must bowl at least one over)
- d. Fielding- The entire match shall be bowled from one end  
To ensure all players experience all fielding positions, fielding rotations can be implemented at the discretions of the Coach  
No fielders to be within 10 metres of batter (except regulation off-side slips, gully and wicket keeper)  
Teams have the option to change wicket keeper after 10 overs  
If more than 9 players are present at a match, they should rotate onto the field after each over.  
No fielder is allowed to be positioned directly behind the wicket keeper. The fielder at fine leg or 3rd man must be at least 7 metres to either side of the middle stump. A large round dot should be marked approximately 20 metres from the stumps to help fielders and umpires ensure that no fielders encroach into this protected space.
- e. Dismissals- All modes of dismissal count  
LBW is applicable after a warning has been given.  
The first time a batter is adjudged LBW in any innings they shall be warned that a second such successful appeal will result in dismissal. The opposition umpire must be made aware of this warning. The warning is applicable for a batter's entire innings. If warned before retirement, the batter will be dismissed upon the first successful LBW appeal after they return to the crease.  
Repeated deliberate blocking of stumps may result in a warning prior to first dismissal.  
When using metal-based spring stumps, the regular laws of cricket apply: the wicket is broken only when at least one bail is completely removed from the stumps

### 25.3. Girls Stage 3 - Suggested ages between 13 and 17

- a. Equipment – Helmets must be worn at all times whilst batting and wicket keeping Pads, gloves and protector must be worn whilst batting
- b. Batting - batter Batter retires after facing 25 balls (excluding wides) unless there is no further to return to the crease in which case the batter's innings continues until dismissed or the team's innings is closed.  
All players in the team may bat. Unless 8 wickets have already fallen, the 10<sup>th</sup> and 11<sup>th</sup> players must bat before any retired player may return to the wicket Retired batters can return when all others have batted, in the order they retired.  
Retired batters returning to the crease shall retire again after facing a further 12 balls (excluding wides) unless there is no other batter to return to the crease in which case the batter's innings may continue until dismissed or the team's innings is closed.
- c. Bowling- 6 balls per over - maximum of 7 balls per over, except the last over where 6 legal balls must be bowled)  
Maximum overs bowled by a player is 5. A minimum of 8 players must bowl at least 2 overs where at least 9 players are present. Where 8 players are present a minimum of 7 players must bowl 2 overs, where 7 players are present a minimum of 6 players must bowl 2 overs.  
No player may bowl a third over until the minimum number of players have bowled 2 overs. Bowlers change ends after 10 overs. If both teams agree 5 or 10 overs can be bowled from one end at a time
- d. Fielding- To ensure all players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach. No coaching is permitted from off-field or by the umpires. Captains and team members shall be responsible for setting fields and making bowling changes. Coaches and/or scorers may intervene only to advise captains that bowling minimum or maximum

- requirements may be breached or fielders need to rotate. No fielders within 10 metres of batter (except regulation off side slips, gully and wicket keeper)
- e. Dismissals- All modes of dismissal count

## 2 Adverse Weather

- (a) The Junior Executive may cancel a days play if, in its judgement, conditions are unsuitable. The Junior Secretary will notify clubs at the earliest opportunity.
- (b) Should adverse weather result in the cancellation of a full round of matches the Junior Committee shall have the power to reallocate dates for these matches

### 2.2 Disagreement to start play

- (a) At any time before or during the match, if there is a disagreement as to the Weather or Ground Conditions being unfit to play, the match cannot continue until such time as there is agreement between the two Team Managers.
- (b) The aggrieved team manager has the right to immediately obtain the opinion of a Junior Committee member, whose decision on the conditions will be final and binding.
- (c) If a Junior Committee Member is not available the aggrieved team manager may report the matter to the Junior Committee under Junior Rule 38. Such a report must be lodged with the Secretary of the Junior Committee in writing within 30 hours from 12:00pm following the last day of the match giving rise to a protest, charge or report.
- (d) Any Club, Team Manager and/or Individual found Guilty of deliberately causing a match to stop or become abandoned without sufficient reason may incur a penalty as determined by the Junior Committee.
- (e) Any Club, Team Manager and/or Individual found Guilty of failing to make sufficient effort to commence a match or to keep a match progressing, without sufficient reason may incur a penalty as determined by the Junior Committee.

### 2.2 Hot Weather

The temperature for Scoresby is to be used for determining the actual or forecasted temperature across the RDCA.

The forecasted or actual temperature is to be confirmed by umpires and team managers by accessing the Bureau of Meteorology by phone on 1196 or through the website [www.bom.gov.au](http://www.bom.gov.au) (Victoria, Melbourne CBD). This forecast is updated at 5:05 am each morning

The RDCA Junior Committee reserves the right to abandon any match when the weather is extreme.

In the event of any disputes, the matter is to be referred to the Junior Executive for a ruling.

#### 26.2.1 Games played in the morning

If the forecast, for any given day is forecast to exceed 36 degrees (i.e. 36.1) Celsius, matches will commence at 8.00am and conclude not later than 11.30am (irrespective of any other rule allowing for extension of playing times). Team Managers will ensure that the appropriate drinks breaks are taken.

If the forecast, on the day, exceeds 36 degrees (i.e. 36.1+), Team Managers must, at the scheduled drinks break check the current temperature by telephoning 1196 (Scoresby). If the temperature at the drinks break is 36.1 degrees or more, play is not to resume unless the temperature falls.

In such a case, or in any case where the temperature is below 36 degrees but expected to rise, the Team Managers should check the current temperature every 15 minutes and play is to cease if the temperature reaches 36.1 degrees.

Play can be abandoned for the day, at 10.30am or at any time thereafter if the Team Managers agree that the temperature is unlikely to fall.

#### 26.2.2 Games played at night

If the forecast, for any given day is forecast to exceed 38 degrees (i.e. 38.1+) Celsius at 5pm, matches will be called off at 9.00am.



If the forecast, for any given day is forecast to exceed 36 degrees (i.e. 36.1+) Celsius at 5pm, matches will be called off at 2.00pm.

Any games should not start if the temperature is above 36 (i.e. 36.1+) degrees. Team managers can check the current temperature by telephoning 1196 (Scoresby).

In one day games that are delayed, matches can be shortened to 20 overs per innings. In two day games split innings for the day can be reduced to 20 overs per split.

If games are not started by 6pm, play can be abandoned for the day.

## 2.2 Thunderstorms

In the event of acute thunderstorm activity in the immediate vicinity of the playing area, play is to cease immediately and all players, umpires and officials are to find shelter without delay. A detailed policy document is on the RDCA website [rdca.com/Juniors/Documents](http://rdca.com/Juniors/Documents).

## 2.2 Time Lost – Two Day Game (not split innings)

Refer Flow chart Appendix 1

- (a) If play has not started within 90mins of the start time, the day is abandoned and becomes a one day game on Day 2
- (b) If more than 30 minutes of play is lost on the first day of play, then the allocated number of overs for the whole match is reduced by one (1) over for each 3.5 minutes of time lost, rounded up to the next even number of overs. Then divide by 2 to obtain the overs per innings. For example – 65 mins is lost.  $65/3.5=18.6$ , round up to 20. Therefore a 100 over game will be reduced to 80 overs with each team receiving 40 overs.
- (c) If there has been less than 25 overs bowled on Day 1 (or there is insufficient time to bowl 25 overs), the game is abandoned and becomes a one day game on Day 2
- (d) Where time is lost on the second day of play, the game is to continue until a result is reached, subject to an extension under Junior Rule 17.3.
- (e) To obtain a result, the team batting second must receive the same overs as the team batting first, or the team batting second has been dismissed or scored more runs than the team batting second. Otherwise the match will be a drawn result.

## 2.2 Time Lost – Two day game Split innings

Refer to Flow chart Appendix 2. Figures in brackets refer to night games

- (a) If play has not started within 90mins of the start time, the day is abandoned and becomes a one day game on Day 2.
- (b) If there has been less than 25 (23) overs bowled on Day 1 (or there is insufficient time to bowl 25 (23) overs), the game is abandoned and becomes a one day game on Day 2
- (c) If more than 30 minutes of play is lost on the first day of play (i.e during Split innings 1 and 2), then the allocated number of overs for the whole match is reduced by one (1) over for each 3.5 minutes of time lost, rounded up to the next even number of overs. Then divide by 2 to obtain the overs per innings. For example – 65 mins is lost.  $65/3.5=18.6$ , round up to 20. Therefore a 100 over game will be reduced to 80 overs with each team receiving 40 overs. Any reduction of overs are to be deducted from Split innings 3 and 4.

**Note: The maximum overs the game can be reduced by is 20. Each team must receive a minimum of 40 overs spread across the two split innings.**

- (d) If there is any time loss in the 3<sup>rd</sup> Split of the innings, deduct one over per 7 minutes (round up to whole number) of time lost from Splits 3 and 4. For example 40minutes of time loss  $40/7 = 5.7$ , deduct 6 overs from Splits 3 and 4
- (e) Unless a result is achieved, there must be a minimum of 20 overs bowled on Day 2
- (f) Where time is lost in the 4<sup>th</sup> Split, the game is to continue until a result is reached, subject to an extension under Junior Rule 17.3.
- (g) To obtain a result, the team batting last must receive the same overs as the other team, or the team batting last has been dismissed or scored more runs than the other team. Otherwise the match will a drawn result.

## 2.2 Time Lost – One Day Game (includes teams that play in Split innings grades)

Refer Flow chart Appendix 3

- (a) If play has not started within 90mins of the start time, the game is abandoned and the match result is a drawn game.
- (b) If more than 30 minutes of play is lost in the first innings, then the allocated number of overs for the whole match is reduced by one (1) over for each 3.5 minutes of time lost, rounded up to the next even number of overs. For example – 65 mins is lost.  $65/3.5=18.6$ , round up to 20. Therefore a 50 over game will be reduced to 30 overs with each team receiving 15 overs.
- (c) If the team batting first receive less than 15 overs, the game is abandoned and the match result is a drawn game.
- (d) If there time is lost in the second innings, the game is to continue until a result is reached, subject to an extension under Junior Rule 17.3.
- (e) To obtain a result, the team batting second must receive the same overs as the team batting first, or the team batting second has been dismissed or scored more runs than the team batting second. Otherwise the match will be a drawn result.

## 3 SEMI-FINAL AND FINAL MATCHES

*(Figures in brackets relate to U12's only)*

- (a) The dates, grounds, times and the general arrangements for all semi-final and final matches are to be determined by the Junior Committee and notified to all clubs via email.
- (b) Where a spare (reserve) day is available, there will be NO over reduction for change of innings or time lost due to adverse weather or ground conditions.
- (c) Semi-final and/or final matches may be terminated after a first innings decision has been reached if requested by the Captain of the team that has lost on the first innings.
- (d) A decision has been reached when a side leads on the first innings, however play may continue, to allow an outright decision to be reached within the scheduled overs of play.
- (e) In a semi-final, in the event of no decision, or a drawn game, the team higher on the premiership ladder at the end of the home and away matches shall be deemed to have won the match.
- (f) In a final, in the event of no decision, or a drawn game, the team higher on the premiership ladder at the end of the home and away matches shall be deemed premiers.
- (g) In a final, in the event of a tied score on the first innings or outright, the premiership shall be shared.
- (h) All batting and bowling restrictions for each grade and division as listed under Match Rules for each age group shall apply for all semi-final and final matches.
- (i) The umpires are in complete control of the match; if there is no official umpire then Junior Rule 30 shall apply.
- (j) There is to be NO coaching from the sidelines in any finals match, except where the Junior Committee has made an exemption. Any individual found to be coaching shall be issued a warning by the officiating Umpires (or a member of the Junior Committee). In the event of any subsequent occurrences the individual will be asked to leave the venue. The match will stop until the individual has left the venue.
- (k) Clubs are responsible for the conduct and behaviour of their members, supporters, players and match officials at all Final matches.
- (l) One new ball may be used in each innings of each side.

### 3.2 Grand Finals Reserve Day

If a reserve day has been allocated, no overs are deducted on any day for time lost due to adverse weather.

Refer Appendix 4. In brackets refer to split innings

- (a) If play has not started within 90mins of the start time, the day is abandoned and becomes a one day game on Day 2
- (b) If there has been less than 25(23) overs bowled on Day 1 (or there is insufficient time to bowl 25 (23) overs), the game is abandoned and becomes a one day game on Day 2
- (c) If the game has been scheduled a One Day game due to Rule 26 (a) and (b) and If play has not started within 90mins of the start time, the day is abandoned and becomes a one day game on the Reserve Day

- (d) If time is lost during Day 1 and Day 2 and the days were not abandoned and a result has not been achieved by the end of day 2, the Reserve Day is to be used.
- (m) If a Reserve Day is used and further time is lost and no result has been obtained, the team higher on the premiership ladder at the end of the home and away matches shall be deemed to be the premiers.

## 4 MATCH DAY CHECKLIST

- (a) Prior to the commencement of each day's play of a match, BOTH sides must complete a "Match Day Check" list form as defined by the Junior Committee.
- (b) This form must be signed by both Team Managers and stored in the scorebook of the Home Team and available for inspection on request.
- (c) Failure to comply may result in a penalty as determined by the Junior Committee.

## 5 INTERPRETATION OF RULES

Where any ambiguity in a rule may exist or any interpretation is required, then the Junior Committee (or its delegated Representative) shall make a ruling. Any decision made by the Junior Committee (or its delegated Representative) shall be binding.

## 6 CONTROL OF MATCH

Except where an official umpire is in attendance the opposing team managers shall be in control of the match.

## 7 FOLLOW ON

- (a) A team who batted first and ultimately leads by not less than 60 runs on the first innings shall have the option of requiring the opposing team to follow on.
- (b) In semi-final and final matches, the follow-on shall be 100 runs.

## 8 BALL

- (a) In all matches, each team shall provide and use for the duration of the match (while opponents are batting) one approved ball.
- (b) An approved ball shall:
  - (1) be a colour approved by the Junior Committee
  - (2) be made of leather
  - (3) be stamped to show ball weight, "RDCA" or "BHDCA" approved and be of Australian manufacture;
  - (4) be two-piece.
- (c) In all semi-final and final matches, each team shall supply and may use one approved new ball for each innings.
- (d) Before commencement of each innings, the team manager of the batting team shall check that the ball to be used is an approved ball; the innings shall not commence without an approved ball being used.
- (e) Colour and sizes of balls:
  - Mini Bash –soft ball-white
  - Boys U/12 , Stage 1 -Stars, Stage 2 and 3 -Pink - 142gm,
  - Girls Stage 1 – Spirit - soft ball - white
  - Boys U/14 – 142gm red
  - Boys U/16– 156gm red
  - T20 – Boys U/12 and U/14 – 142gm pink. Boys U/16 and U/18 -156gm white

## 9 CRICKET ATTIRE

- (a) All players must appear on the field in proper cricket attire.
- (b) Any team/club wanting to wear coloured clothing must be approved by the Junior Executive.
- (c) No player shall be permitted to wear a coloured pullover (or other non-regulation dress) whilst bowling, batting or fielding, unless so agreed by the opposing Team Manager.
- (d) Bandages or other devices worn on a bowler's bowling arm for medical reasons must be white or cream in colour or be covered with a white or cream bandage, tape or other similar material.
- (e) A batter or team manager of a batting side has the right to require that a member of a fielding team remove any non- regulation apparel or equipment.

- (f) The Junior Committee may impose a fine of \$5.00 on a club for each player contravening this rule.
- (g) All Competitive and Non-competitive grades must have a wicket keeper with gloves and pads. All batter must wear a set of pads.

## 10 PLAYER SAFETY

### 10.2 Close in Fielding

- (a) No junior player may field within ten (10) metres of the striker's end stumps except wicketkeeper, slips and gully.
- (b) Circles of ten (10) metres radius centred on each middle stump MUST be marked on the ground by the home team for all Junior Competition games.
- (c) This rule does not prevent the fieldsman from advancing to field the ball after the ball has been struck or after the ball has rebounded from the Striker, Wicketkeeper or Fieldsman.
- (d) Any balls bowled while any player is contravening Junior Rule 34.1(a) shall be called dead ball by either umpire and the balls re-bowled with the offending player(s) repositioned outside the ten (10) metre circle.

### 10.2 Protective Headgear

- (a) Approved protective headgear (minimum of two helmets) must be available for use in all junior matches.
- (b) All players MUST WEAR HELMETS fitted with face guards WHILE BATTING, unless the player's parents or guardian has lodged an application, on a form determined by the Junior Committee, with the Junior Secretary, prior to the commencement of the season. If a player is registered during the season, a copy of any such application must be lodged with the Junior Secretary prior to commencement of the first match in which the player participates.
- (c) All wicketkeepers MUST WEAR HELMETS fitted with face guards WHILE WICKETKEEPING up to the stumps, unless the club has written permission from that player's parents or guardian.
- (d) The club must keep a copy of the approved application with the match scorebook. The club will present such written permission upon request by either an RDCA Junior Committee member or the team manager of the opposing team
- (e) In U/12s and below all wicketkeepers must wear helmets fitted with face guards while wicket keeping at all times.
- (f) Any team or player failing to comply with Rule 34.2 will not be allowed to bat or field until such time that the player/club complies with Rules 34.2 (b), (c), (d) and/or (e) as applicable.

### 10.2 First Aid

- (a) The home team shall have available, on the scorer's table, a First-Aid Kit for use of both teams.
- (b) Each Club's Scorebook shall have the telephone number of the nearest Hospital or Medical Service and Ambulance Service written inside the front cover.
- (c) The host club for semi-finals, finals and representative games shall make available to the visiting teams, the telephone numbers and location of the nearest Hospital or Medical Centre and Ambulance Service.

### 10.2 Infringement of Players Safety Rules

- (a) Any infringement of Junior Rules 34.1, 34.2, or 34.3 will incur a fine of up to \$20.00 and any other penalty that the Junior Committee may deem fit (eg. loss of points OR disqualification of Team Manager).
- (b) Any opposing team that does not report infringements of Junior Rule 34, will be dealt with by the Junior Committee, which may impose a penalty equivalent to that in Junior Rule 34.4(a).

## 11 FINAL UMPIRES

- (a) Each Club playing in the Junior Competition shall provide the names of two suitable persons to officiate as umpires in the semi-final and final series. The Junior Committee may impose a fine equivalent to the cost of an official umpire for each name not supplied for failure to comply with this rule.
- (b) Umpires shall provide themselves with dark trousers, white footwear, white shirt, and white jumper or coat.

## 12 TEAM NOMINATIONS

- (a) Clubs shall advise draft nominations, proposed team grading's and home ground for each team to the Junior Secretary by 1<sup>st</sup> September in each year.

- (b) All amendments must be submitted to the Junior Secretary on the approved forms, highlighting the changes.

### 13 APPOINTMENT OF UMPIRES TO HOME & AWAY MATCHES

- (a) The Junior Committee may appoint a sub-committee, which may at any time throughout the season appoint an umpire to any match under the Junior Committee's control.
- (b) Persons appointed to such a sub-committee must have appropriate experience and knowledge of the game.
- (c) Any umpire appointed by the sub-committee shall have the powers outlined in Senior Rules 105 (Duties and Powers of Professional Umpires) & 113 (Appointment of Amateur Umpires).
- (d) Where such an umpire is appointed as the result of a request from one or both clubs in a match, fees shall be paid to the umpire by the requesting club(s) equivalent to that specified for final fixtures.

### 14 INVESTIGATIONS INTO PROTESTS, CHARGES AND REPORTS

- (a) Any protest, charge or report will be processed as per the rules detailed under the RDCA Constitution
- (b) If a protest, charge or report has been referred to the Investigation Officer and the Investigation Officer's report recommends laying a charge, the Junior Committee Chair and/or his Nominee, may elect after reviewing the recommendation, to refer the matter to the Tribunal or offer the person charged the alternative of accepting or rejecting an appropriate penalty within the guidelines set out in Rule 38 (c)). If the person charged declines to accept the penalty the matter will be referred by the Junior Committee Chair and/or his Nominee to the Tribunal
- (c) In accordance with the decision of the Junior Committee Chair or nominee the Junior Committee Secretary, or his nominee, will advise, within the under-mentioned guidelines, an appropriate penalty that a reported player or person charged may accept in lieu of attending a Tribunal hearing.:

Audible obscenity	Naming
Disputing decision	Naming
Sledging	Naming
Equipment Abuse	2 weeks
Abusive language – to player –	

2 weeks	
Abusive language – to Umpire –	4 weeks
Intentional player contact–	

6 weeks	
Misconduct by spectator/official –	1 Season

If the misconduct recurs these penalties may escalate. If no penalty is automatically accepted then the matter will go before the Tribunal.

Any player named during a season shall, in the first instance, be issued with a warning and, should a second instance occur during the term of the naming, be suspended from playing for two (2) matches in which his team is due to participate.

The Junior Committee have the power to offer alternate penalties detailed above.

Any player suspended during the season may be deemed ineligible for selection in representative teams. Penalties, whether automatically accepted or imposed at a hearing, shall be posted on RDCA website and notification will be forwarded to the Victorian Metropolitan Cricket Association.

**Note:** Where the duration of a player's penalty covers either a finals match or any other match being played over 2 days of the same weekend, then each days play missed will equal 1 weeks penalty

Games that have a paid umpire and where the umpire believes a player has infringed the code of conduct, the umpire will inform the player that an incident report will be submitted. The umpires will follow the process as outlined in Senior Rules, other than the table detailed in Rule 38 (c) will be used as a guideline as an appropriate penalty that a reported player or person charged may accept in lieu of attending a Tribunal hearing.

### 15 JUNIOR TEAM ACCREDITATION

- (a) In order to participate in the RDCA Junior Competition, each side must adhere to the following requirements:

- i. Have at least one (1) individual regularly involved with the side who has attended a Level Zero (0) coaching course in that season or a holds current Level One (1) or greater coaching qualification.
  - ii. Have at least one person regularly involved with the side who has attended the RDCA Team Managers Information night in that season
  - iii. Provide a completed registration form, as defined by the RDCA Junior Committee, for both the coach and team manager of the side to the RDCA Junior Secretary by the Wednesday prior to the commencement of the season. In the event where the Coach and/or Team Manger changes during the season a new registration form must be provided to the RDCA Junior Secretary.
  - iv. ALL persons (18 or older) regularly involved with the team MUST have successfully obtained a Working with Children Check and be able to produce proof of accreditation on request or that they are below the age of 18
  - v. The deadline for points one and two is the Sunday after the conclusion of round 2 in that season.
- (b) Clubs have the right of appeal in writing to the Junior Secretary if they are unable to meet the established criteria.
- (c) Failure to comply will result in a penalty as determined by the Junior Committee.

## 16 AWARDS

### 16.2 Trophies

- (a) The Association shall provide trophies approved by the Junior Committee, to the winners of Batting, Bowling Averages and Encouragement Awards in every grade in the Junior Competition except in the Mini Bash non-competitive grades. The Junior Committee may vary the requirements to qualify for batting and bowling in each grade where no player qualifies by the rules below, if the amount of play during the season is curtailed by adverse weather or ground conditions.

In Girls Stage 1 they have unlimited dismissals. The batting award will go to the girls who has scored the most runs.

- (b) The Junior Committee will call for nominations for all awards and combined with the statistics collated throughout the season will determine the award winners for the season. Every opportunity possible will be provided to clubs to identify errors with the statistics, however once the averages have been decided by the Junior Committee they shall be binding.

### 16.2 Qualification

To qualify for a particular grade:

A batter must play in more than half the matches played in that grade and score at least the number of runs in that grade as per the table below. A bowler must play in more than half the matches played in that grade and bowl at least the number of balls in that grade as per the table below.

In Girls Stage 1

Grade	Batting	Bowling
Under 16 – Divisions 1 & 2	200 runs	240 balls
Under 16 – Divisions 3 and below	200 runs	210 balls
Under 14 – Divisions 1 & 2	200 runs	210 balls
Under 14 – Divisions 3 and below	150 runs	180 balls
Under 12 – Divisions 1 & 2	120 runs	150 balls
Under 12 – Divisions 3 and below	100 runs	120 balls
Girls Stage 2 and 3	100 runs	90 balls
Girls Stage 1	100 runs	90 balls

### 16.2 Club Championship

Bill Stafford Perpetual Club Championship

The team with the most points calculated below wins the award:

1. Grade level points x premiership points divided by games played.

Grade level points are:

- i. 10 points — U/16-1, 14-1, 12-1, Girls S3, Girls Stage 2 Stars, Girls Stage 1 Stars
  - ii. 7 points — U/16-2, 14-2, 12-2, Girls S2 Spirit
  - iii. 5 points — U/16-3, 14-3, 12-3
  - iv. 3 points — U/16-4, 14-4, 12-4
  - v. 2 points — all other grades below- U/16-4, 14-4, 12-4
- Each club is only allowed the 2 highest teams in U/16, 14, and 12 and 1 team in any girls grade

2. Plus 10 points for each Mini Bash team -maximum 2 teams
3. Plus 10 points for a Girls S1 Spirit – maximum 1 team

## 17 PREMIERSHIP POINTS SYSTEM

The following premiership points system shall be adopted:

Outright win if winning team leads on 1 <sup>st</sup> innings	12 points
Outright win where 1 <sup>st</sup> innings is a tie	8 points
Outright win if winning team lost 1 <sup>st</sup> innings	8 points
Outright tie – each team	6 points
1 <sup>st</sup> innings win	8 points
1 <sup>st</sup> innings lead if beaten outright	4 points
1 <sup>st</sup> innings tie – each team	4 points
No play or drawn game – each team	4 points
Outright loss after tie on the first innings	4 points
Team receiving bye	Maximum points
Team receiving a forfeit or walkover	Maximum points

## 18 IDENTIFICATION OF MATCH OFFICIALS

- (a) All umpires officiating in Junior Matches must wear the vest approved by the RDCA Junior Committee. The wearing of the vest is the acknowledgement that they are acting as an independent official.
- (b) Each side must have at least one individual (16 years or over) acting in the role as Team Manager. This individual must wear the vest approved by the RDCA Junior Committee for the duration of the hours of play.
- (c) No individual can act as both a Team Manager and Umpire at the same time.
- (d) No match can commence without both the Umpires and Team Managers wearing the approved vests, unless there has been prior approval by the RDCA Junior Committee or their designated representative.
- (e) Failure to comply will result in a penalty as determined by the Junior Committee.

## 19 TRANSFERS AND PERMITS

Any player who has previously registered with an RDCA club must, through the club they wish to join, apply for a Transfer in the PlayHQ system.

Any player who is registered in PlayHQ and wants to play in competition within the RDCA that they are currently not registered to play in must, through the club they wish to play for apply for a Permit in the PlayHQ system.

The club from which the player is previously registered shall deal with the application within five (5) days of the transfer being lodged in the PlayHQ system.

If no action is taken by the club to which the application for Transfer is made, within five (5) days PlayHQ will automatically approve the Transfer or Permit.

All transfers and associated registrations must be finalised prior to the commencement of the match.

1. Any player unable to obtain a transfer from his club in this Association shall have the right to apply to the Permit Committee, who shall have the power to deal with the application.
2. Any player who has not played in the Association in the two previous seasons may register to play with the club of their choice without requiring a transfer or permit.
3. Disqualified players from any Association must obtain a transfer before playing in this Association.
4. Any player who has played with a club affiliated with another Association during the current season, and desiring to transfer to RDCA Inc must first obtain a transfer from his club, such transfer to be endorsed by the Association he desired to leave. In the event of the club refusing the transfer he may appeal to their Association. Should the club and Association refuse the application for a transfer, they may appeal to the Board of Management of the Ringwood and District Cricket Association Inc., whose decision shall be final and binding on all concerned. To be eligible to play in following rounds, a player must be registered with the club with which they desire to play, prior to the commencement of the match.
5. The Junior Records Secretary of this Association shall have power to grant Interim Permits.

## 20 CODE OF CONDUCT

- (1) The following code of behaviour has been recommended by the Victorian Metropolitan Cricket Union (VMCU) for inclusion in local rules books. The Junior Committee has made slight modifications to make it relevant to the Junior Competition.
- (2) All matches shall be conducted in the true spirit of the game of cricket and club Officials, Coaches, Captains and Players are requested to adopt this code.
- (3) No player or official shall, during any match, whether on or off the field of play, engage in conduct unbecoming to the game of cricket.
- (4) **Players shall:**
  - a. Respect the umpire.
  - b. Not verbally or physically abuse any umpire.
  - c. Not dispute the umpire's decision nor react in a threatening or disapproving manner.
  - d. When given out, move immediately from the field.
  - e. Generally assist the umpire in carrying out his duties.
  - f. Not indulge in "sledging" of opposition players.
  - g. Not verbally or physically abuse opposition players or officials.
- (5) **Clubs shall place all teams under the control of a responsible person.**
- (6) **Captains shall:**
  - a. Instruct all players to avoid time wasting. Incoming and outgoing batter are expected to pass on the field of play.
  - b. Instruct bowlers to return to the start of their run-up quickly and be ready to bowl without time wasting.
  - c. Instruct all fieldsmen to move quickly between overs and whenever required to change position, ie field setting and changes be undertaken without time wasting.
  - d. Ensure that players conduct themselves in a manner that conforms to the traditional image of the game of cricket.
- (7) **Coaches/Team Managers/Match Officials:**
  - (a) Instruct all players to avoid time wasting. Incoming and outgoing batter are expected to pass on the field of play.
  - (b) Instruct bowlers to return to the start of their run-up quickly and be ready to bowl without time wasting.
  - (c) Instruct all fieldsmen to move quickly between overs and whenever required to change position, ie field setting and changes be undertaken without time wasting.
  - (d) Ensure that players conduct themselves in a manner that conforms to the traditional image of the game of cricket.
  - (e) Ensure that their actions serve the best interests of the players from both sides
  - (f) Ensure the match is conducted in manner that serves the best interests of Junior Cricket
  - (g) Instruct Members, Players, Officials, Parents and Spectators from their club, of their obligation to behave in a manner that serves the best interest of Junior Cricket.
  - (h) Make every effort to remove Members, Players, Officials, Parents and Spectators from the venue of the match who are not behaving in a manner that serves the best interests of Junior Cricket.
- (8) No alcohol shall be consumed by players or match officials during the hours of play.
- (9) Players shall maintain a standard of dress consistent with Junior Rule 33.
- (10) Clubs, through their designated Team Manager, will be responsible for the behaviour of their supporters and spectators.
- (11) Persons registered with the Ringwood and District Cricket Association Inc. (RDCA) who post on the RDCA website or on a club website will be subject to the rules of the RDCA.

## 21 Parent/Officials Recommended Code of Conduct

As a parent of a player or an official with a team in the RDCA each parent/official agrees to:

- Appreciate all players efforts win or lose. Positive reinforcement rather than criticism.
- Be objective about your child's sporting capability, their appetite for competition and their sportsmanship.
- Teach children that an honest effort is as important as victory.
- Encourage children to play by the rules.
- Never ridicule or yell at a child who makes a mistake.
- Avoid the use of derogatory language based on race, gender or ability.
- Applaud good play by both teams.



- Remember children are involved in organised sport for their enjoyment.
- If you disagree with an official, raise the issue through the appropriate channels rather than in public. Remember all officials are volunteers and give their time for your child's involvement.
- Support all efforts to remove verbal and physical misconduct from sporting activities.
- Ensure that your child attends training and matches at times and venues as specified by team officials.

## 22 Players Recommended Code of Conduct

As a player in the RDCA each player agrees to:

- Play by the rules of cricket and within the spirit of the game.
- Give their best at all times.
- Treat all players as they would like to be treated. Do not bully, interfere with or take unfair advantage of another player.
- Co-operate with your coach, team mates and opponents.
- Control your temper and not abuse or argue with officials or other players.
- Avoid the use of derogatory language based on gender, race or ability.
- Treat all equipment whether it belongs to the club, our association, another club or player with care and respect.
- Attend training sessions as required remaining within the bounds of the training venue.
- Attend all matches at the venue fixtured and at the time specified by team officials.
- Behave in a manner that reflects positively on the game of cricket, the club and Ringwood and District Cricket Association.

## 23 LAWS OF CRICKET

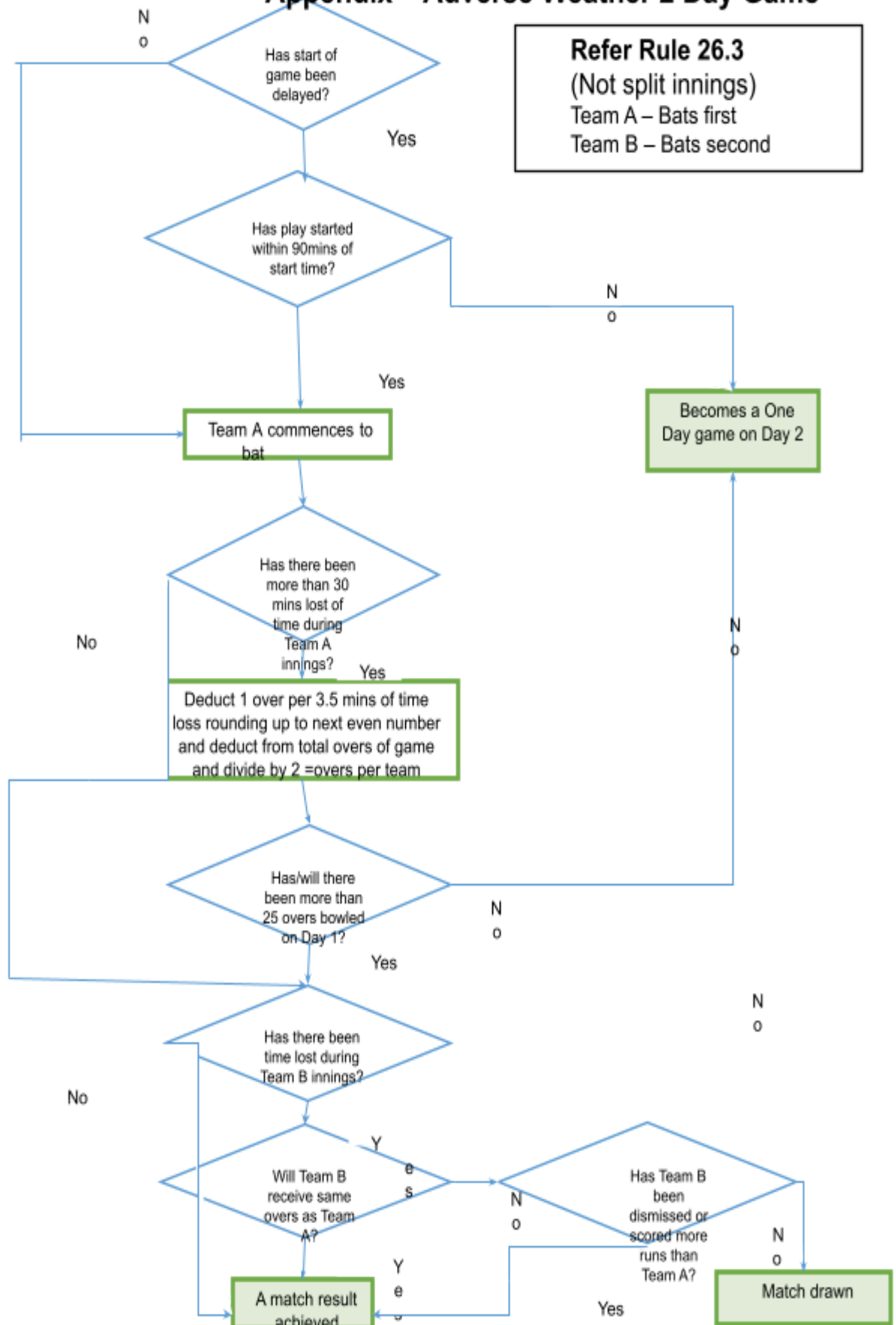
The Laws of Cricket as adopted and interpreted by Cricket Victoria as existing at the date of the Annual General Meeting of this Association in any year shall be observed, except as varied by the current RDCA rules including:

(a) Any law introduced as an experimental law shall be subject to confirmation at the Annual General Meeting or a meeting of the General Committee prior to the commencement of the season.

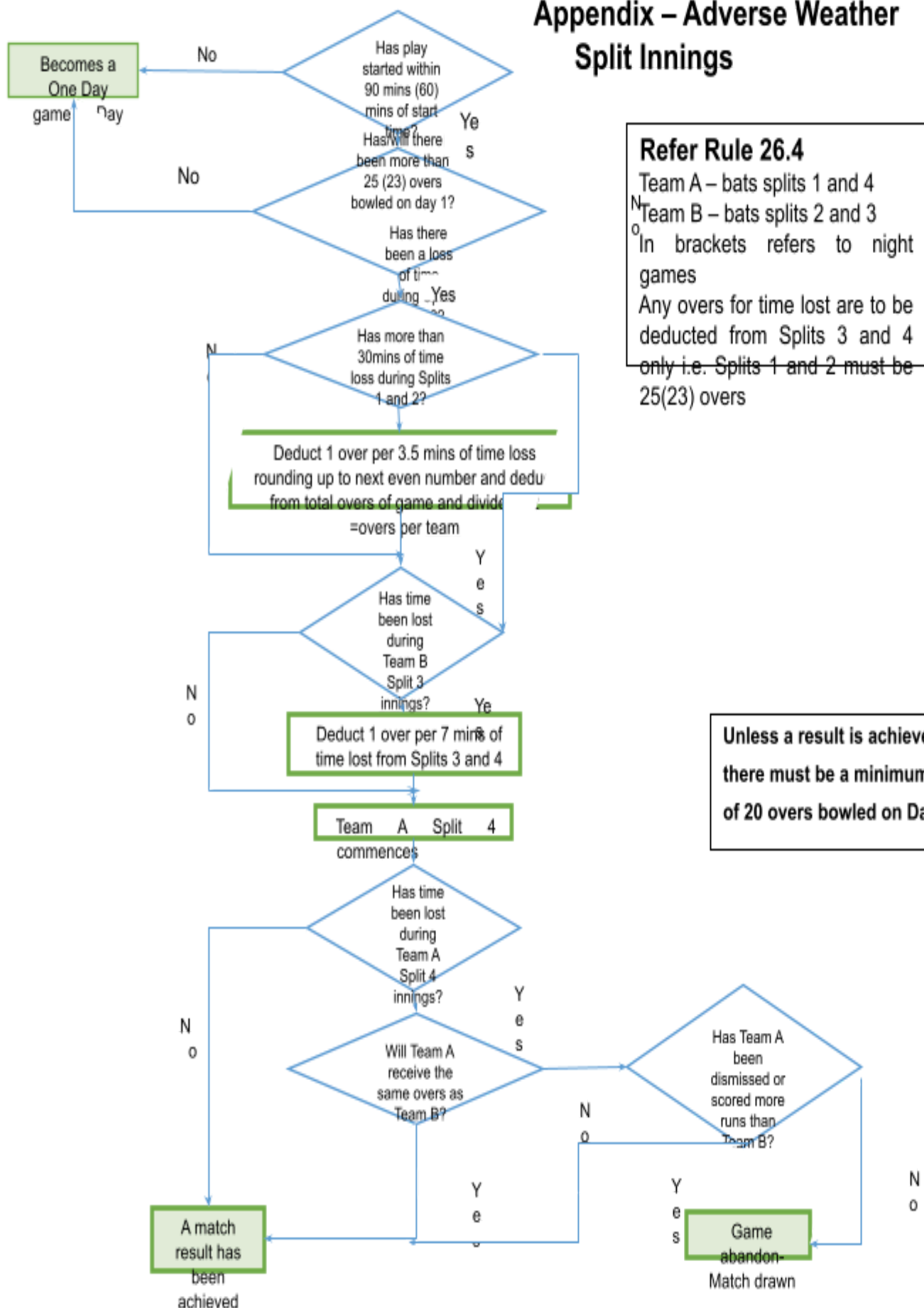
(b)

- (1) A ball pitched off the side of the synthetic shall be called and signalled "No Ball" by the umpire at the bowler's end..
- (2) In one day matches, balls which in the umpire's opinion would pass higher than the height of the batter's shoulder whilst standing in normal guard position shall be called and signalled as a "No Ball" by the umpire at the bowler's end OR by a professional umpire at square leg.
1. Declarations of innings may be made at any stage of a match except when scores are tied.
2. The number of on-side fieldsmen shall not exceed five of whom not more than two may be behind the popping crease at the instant of the bowler's delivery. In the event of an infringement of this rule by the fielding side, the umpires shall call "No Ball".
3. A team shall consist of a minimum of seven (7) players. For games with only 9 players, the minimum players required will reduce to six (6).
4. Waist high full toss which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be called a NO BALL. NOTE! Either umpire may make the call on such deliveries.
5. The lines marked are to be used as a guideline for interpreting wides (off and leg side).

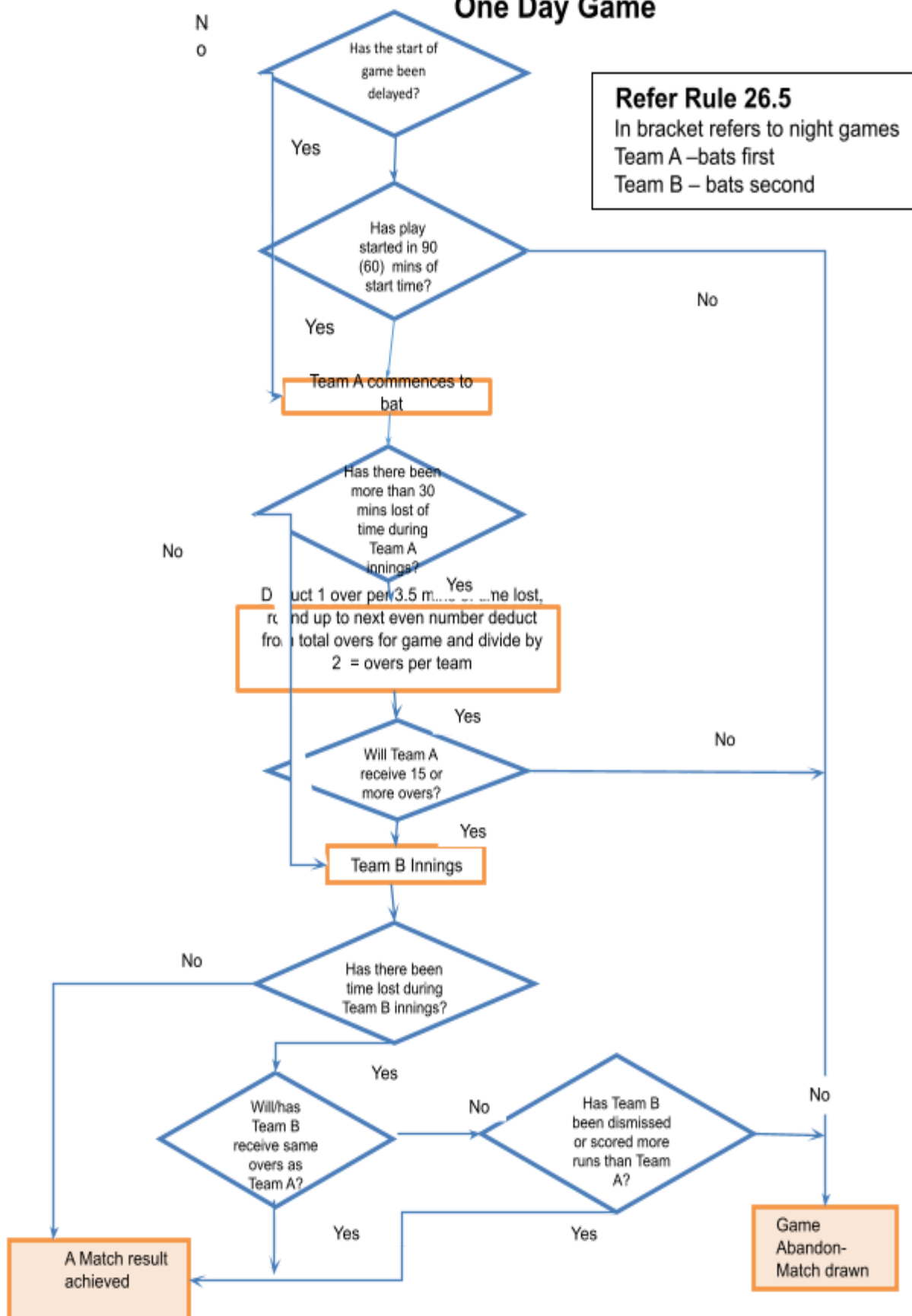
## Appendix – Adverse Weather 2 Day Game



## Appendix – Adverse Weather Split Innings



## Appendix - Adverse Weather One Day Game



## Appendix -Adverse Weather Two Day Games (includes Split Innings) with a reserve day

In brackets refer to Split innings  
No overs are deducted on any day for time lost  
due to adverse weather

