

Gisborne and District Cricket Association



Junior Competitions Rules & Playing Conditions

UPDATED: October 14th, 2024

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APPENDIX 1 CODES OF BEHAVIOUR

The Board may recommend to a General Meeting of members, the drawing up of any necessary By-Law or By-Laws and, on acceptance by a two-thirds majority of the members present, all members shall abide by those By-Laws.

JUNIOR BY-LAWS

- B1: All coaches of GDCA Junior teams must be accredited to at least Community Coach (Level 1) standard and have a current Working With Children Check (or exemption under the Act). Persons not accredited as coaches, must not independently perform the role of a team coach. Coaches may be responsible for more than one team and may delegate assistants or managers to supervise individual teams on their behalf. However, these persons must also have a current Working With Children Check.
- B2: Team contacts – All teams must have a nominated team coach and club coordinator listed on the GDCA website prior to the commencement of the season. Failure to do so will result in the team being unable to commence in the competition until this is completed and will forfeit all points.
- B3: If age groups are played in one division of more than 12 teams, then teams finishing 1st to 8th at the end of the regular season shall play off for the premiership in a series over 3 weekends. In the first weekend of qualifying finals, 1 v 8, 2 v 7, 3 v 6 and 4 v 5. The second weekend of semi-finals will see the two highest placed winners play the two lowest placed winners. The two winners of the semi-finals will then play off in the Grand Final.
- B4: The GDCA Pennant Committee shall fixture matches for competition during the season. Where there are insufficient ovals for any round, in which case Sunday matches or twilight matches, will be scheduled where there is no clash with Representative commitments.
- B5: Varying of the playing times to suit teams and to facilitate evening or picnic atmospheres is supported. For all but the last scheduled match of each season, clubs may vary the playing times for any or all matches, including matches likely to be impacted by predicted bad weather, to be played at any time between the scheduled completion date of the previous round and the scheduled commencement date of the next round.
- B5.1: Re-scheduling may only be undertaken by agreement between the two respective team coaches. Where a proposal for re-scheduling any match does not have agreement from either coach then the match shall be played at the fixtured time, weather permitting.
- B5.2: Any agreement to reschedule matches due to poor weather when fixtured must be made prior to the teams leaving the designated oval on the fixtured day. Matches are to be played at any time between the scheduled completion date of the previous round and the scheduled commencement date of the next round.
- B5.3: Final round matches may be commenced after the scheduled date of the previous round but must be completed by the fixtured date.
- B5.4: To assist with association records and administrative issues the home team shall advise the GDCA Pennant Committee Chairman by email of any agreed re-scheduling prior to the commencement of the match.
- B6: The Cricket Australia “Community Cricket Codes of Conduct” are adopted by the GDCA Juniors Competition as the policy for the conduct of junior games within our Association. See Appendix 1 and refer to the GDCA website for details of the Codes of Behaviour for Coaches/Umpires/Parents and Players or at this link: <https://www.community.cricket.com.au/clubs/protecting-your-club/codes-of-conduct>
- B7: All Cricket Victoria recommendations related to junior player safety will become a Rule of the GDCA Junior Competition at the commencement of the next match following the recommendation being received by the secretary of the GDCA and passed on to the individual clubs, and will not be required to be put before an AGM. Failure to play within these rules will incur a loss of premiership points for one

game, regardless of the outcome of the game in which the infringement occurs and the matter must be referred to the GDCA Tribunal for action against the offending club.

- B8: The GDCA Pennant Committee reserves the right to grant a special dispensation to allow over age players to play in under age competition subject to the agreed condition and player performance. This primarily relates to where a player will benefit from an additional year in a lower age group to further develop skills and confidence in their ability.

As a condition, all applicants must submit a request on the Association's Special Dispensation Form to be lodged with the GDCA Secretary. If the special dispensation is granted, the club must provide periodic performance reports to the GDCA Pennant Committee for monitoring. The Committee reserves the right to reverse this decision during the season based on the submitted performance results.

- i. All special dispensation players must retire at 30 runs and shall not return.
- ii. All special dispensation players on taking 2 wickets shall retire from bowling for the remainder of the match (player is able to complete the over in which the second wicket was taken).
- iii. All special dispensation players are ineligible to participate in the averages at the end of the season.
- iv. A maximum of two special dispensation players will be allowed per team unless there are exceptional circumstances or alternatively a team may have an unlimited number of special dispensation players but the team would be ineligible to play in finals.
- v. Should a player who is granted a special dispensation play in either a McIntyre Cup Firsts or Johnstone Shield Firsts match in the senior competition, then the dispensation may be revoked.

- B9: HEAT POLICY:

The GDCA Junior Competition will adopt the extreme heat guidelines issued by Cricket Victoria, available at www.cricketvictoria.com.au/support/laws-and-policies and this policy will be applied to all grades. The GDCA Secretary will publish if matches are to be cancelled or modified due to forecast adverse weather conditions on the GDCA website www.gdca.au and social media by:

- 8pm on the Thursday night prior to Friday night matches;
- 8pm on the Friday night prior to Saturday morning matches; and
- 8pm on the Monday night prior to Tuesday evening matches.

ELECTRICAL STORMS (The 30/30 Rule):

If thunder follows a lightning flash by thirty (30) seconds or less, play must cease immediately.

Players and officials must leave the field immediately and must not return until thirty (30) minutes after the initial lightning flash. If during the suspension of play thunder follows a lightning flash by thirty (30) seconds or less, the thirty (30) minute suspension period is to recommence.

JUNIOR RULES OF PLAY

(Applying to all age groups)

RULE 1 GENERAL PROVISIONS

1.1 POWERS OF THE BOARD OF MANAGEMENT

The Board of Management shall have the right to add, remove or amend any Rule of Play so long as any changes are notified in writing to all affiliated clubs within 7 days of the change occurring.

The Board of Management shall have the power to decide all questions arising out of matches not provided for in these Rules.

1.2 LAWS OF CRICKET - the Laws of Cricket (2017 Code) shall apply in all cases except as hereafter modified in these playing rules and conditions.

1.3 The "Senior Rules and Playing Conditions" (of the GDCA) applies, except where modified by these "Junior Rules".

1.4 The number of onside fielders shall not exceed 5 of whom no more than 2 may be behind the popping crease at the instant of the bowler's delivery. In the event of an infringement the Umpire shall call and signal "No Ball".

1.5 All players are deemed to be available for Association selection unless otherwise advised to the GDCA Junior Coordinator.

RULE 2 AFFILIATION

2.1 Affiliation fees for the 2023/24 season shall be \$150 for each U17, U15 and U13 team entered in the association. For U11 Boys and all Girls competition teams, the affiliation fee shall be \$100 for each team entered in the association. All fees are to be paid by 1st November each season.

RULE 3 PLAYER REGISTRATION

3.1 Players must be under the age required of the relevant age group as at 1st September of the season in which competitions are played. In the case of girls participating in the GDCA Junior Boys age groups, their age eligibility shall be adjusted by two years in all cases. For example, a girl must be Under 15 on the 1st of September to play in the Under 13 competition of that season.

For the Under 11 competition, players must be born on or after 1st March prior to the particular season to qualify for their age group.

3.2 Team managers/coaches shall be responsible for playing players in the correct age groups.

3.3 Players names, addresses and dates of birth must be registered on the competition management platform prior to the player participating in any GDCA match. Failure to register a player may result in the forfeiture of the match and incur a fine of \$25.

3.4 To be eligible to play in GDCA Junior representative teams for a particular season, a player must be a registered and competing player of the GDCA Juniors and not a member of another Junior Association.

3.5 No zoning shall apply to players in the Association.

RULE 4 PLAYER ATTIRE

4.1 Players in all junior age groups (male and female) are permitted to wear coloured playing shirts in their club's colours and may include shirt numbers and the player's name (located above the numbers on the back of the shirt). All other apparel is to be predominately white, i.e. pants, jumper, shoes.

- 4.2 For junior female teams, players have the option of wearing black or dark-coloured pants or leggings so long as ALL playing members of the team are wearing the same coloured apparel.

RULE 5 TEAM NOMINATION & RESULTS

- 5.1 Teams are to be nominated prior to the commencement of the game on PlayHQ. Only those nominated on the competition management platform may bat, bowl or keep wickets in the match.

- 5.2 Following the completion of matches in all age groups, the following must be adhered to:

Match Scores: All scores for all age groups must be entered on the competition management platform by 10.00am of the morning following each day's play (Note: For two-day matches, scores entered after each first day's play are to be recorded as "Match in Progress"). A fine of \$25 will be incurred to the home team if scores are not entered on the competition management platform in the required timeframe.

Player Scorecards are to be posted on the competition management platform within 48 hours following the completion of the match. A fine of \$25 will be incurred by either team if scores are not entered on the competition management platform in the required timeframe.

Teams for all matches are to be posted on the competition management platform either before the commencement of the match.

The following items are to be completed for EACH team:

Home Team: Match scores and result. Toss won by, Team batted first, Match Scores and Match Result. Your own players Batting, Bowling and Fielding Figures.

Away Team: Confirmation of match scores and result. Your own players Batting, Bowling and Fielding figures.

Note: Batting figures must include batting order number, how out, runs scored, opposition fielder who dismissed the batsman, opposition bowler who dismissed the batsman and fall of wicket score. Bowling figures must include bowling order number, overs, maidens, wicket and runs. Fielding figures must include catches and stumpings.

- 5.3 In the final round of matches, and in Finals, results and player scorecards must be entered on the competition management platform by 5pm Sunday to enable the calculation of player averages and to develop finals fixtures. If not submitted by this time, players may be excluded from GDCA awards and clubs will be fined \$50

RULE 6 MATCH DAY PROVISIONS

- 6.1 Prior to the commencement of play in all junior matches, the match-day check list, as provided by current Insurers, Marsh Insurance, is to be signed by an authorised representative (Coach, Team Manager or Club Secretary) from each team. Completed copies are to be retained on file by the home club for a minimum of seven (7) years from the date of the match. Alternatively, teams may utilise the Marsh Match Day Inspection to lodge assessments electronically using the following link:

<https://info-pacific.marsh.com/acton/media/44357/cricket-check-list-marsh>

- 6.2 Each Club shall be in the possession of at least 40 markers to mark the boundary, such markers must be placed in position prior to the commencement of the match each day. The first named team in the draw shall place the markers in position on each day of play. The markers must be placed in position in a circle for the relevant age group (see below) from the centre of the pitch, not more than 10 metres apart and 3 metres in front of any football goal/behind posts that are inside the boundary.

- Under 17: Full senior boundary. Where the venue is defined by a fence, boundary markers at no more than 10 metres apart are to be placed at least 3 metres away from any field hazards including but not limited to fencing, concrete perimeters, football goal posts, trees and any other solid structures that may cause injury to fielders. Where there is no fence, a minimum of 60m radius from the centre of the pitch.
- Under 15: a circle of 50m radius from the centre of the pitch.
- Under 13: a circle of 45m radius from the centre of the pitch.
- Under 11: a circle of 40m radius from the batters end of the pitch.

RULE 7 FINALS

- 7.1 Where more than one team represents an age group from the same club (i.e. U17, U15, U13) then players become tied to a team after having played three games with that team. This rule only applies for the purposes of finals and any player may play any number of games with any team in his/her club during the home and away rounds of the season.
- 7.2 In the interests of fairness and recognised standard pitch surfaces, finals will be moved from teams playing on “all-weather” pitch surfaces to an agreed neutral venue with an appropriate pitch.
- 7.3 To be eligible to compete in finals matches, a player must have played in three matches with his/her team for that season.
- 7.4 No player who has played with higher junior grades in four matches shall be allowed to play in finals matches in a lower grade. This rule does not apply to lower age players who play in Under 17 matches on Tuesday evenings and then Under 13 and Under 15 matches on other days.
- 7.5 Only players who have qualified for the finals (as per Rule 6A) may bat or bowl. Substitute fielders may be used to bring the total number of fielders to the prescribed number for each age group, providing that they are members of the club and play in a lower age group. If a team is unable to field 11 players in a final and the club has no lower grades, then they may borrow substitute fielders from a lower age team of any club in the Association.
- 7.6 INDEPENDENT UMPIRES
- 7.6.1 An independent umpire is to be provided by each team competing in finals matches. An independent umpire is not to include the coach, team manager or a parent of the child playing in the team in the final. The person should be currently playing senior cricket or have played senior cricket and or has umpired before.
- 7.6.2 Team managers/coaches in all finals matches must have agreed on the umpiring arrangements prior to the final being played and no further appeal in this regard will be possible if agreement is arrived at.
- 7.6.3 If a breach of these conditions occurs i.e. the conditions in Rule 7.6.1 regarding independent umpires, the team breaching the rule will incur a fine of \$100 and will forfeit the match.
- 7.6.4 If possible, the GDCA Umpires Appointment Panel should be approached to find out if senior umpires from the association are available for junior Grand Final matches. Payment for umpires is the shared responsibility of the teams involved in the Grand Final.

RULE 8 TIMES OF PLAY

8.1 TIMES OF PLAY:

- Under 11 Mixed: 5.00pm – 7.30pm Friday evenings
- Under 13, Under 15 Girls & Under 18 Girls: 5.30pm – 8.00pm Friday evenings
- Under 13 & Under 15 Boys: 8.45am – 11.30am Saturday mornings
- Under 17 Boys: 5.30pm – 8.00pm Tuesday evenings

Except for designated twilight matches or where altered by agreement of coaches as per By-Law 5.

- 8.2 To ensure the timely completion of matches in Under 15 and Under 17 age groups, coaching and assistance with field placements by the team supplied umpires during the match is strongly discouraged. Five minute drinks breaks are recommended after 11, 22 and 33 overs for Under 15 matches and 20 overs for Under 17 matches to allow coaching and assistance to the captain from team coaches.

RULE 9 PLAYER AWARDS & AVERAGES

9.1 For the purposes of association averages for batting, no wicket lost is the same as one wicket lost. If it should be necessary to apply this rule then all other batters will have one more lost wicket applied to formulate the average winner in that age group.

9.2 For the purposes of association awards for batting averages the following table applies:

Boys Competition	Under 17	Under 15	Under 13
Minimum Runs	150	100	100
Minimum Innings	5	5	5
Girls Competition	Under 18	Under 15	Under 13
Minimum Runs	100	100	100
Minimum Innings	5	5	5

9.3 Wides and No Balls are counted against the bowler for purposes of averages. Run outs shall not be not credited to the bowler when determining averages.

9.4 To qualify for the competition average a bowler must bowl a minimum number of overs, subject to weather conditions and an executive decision in the event that the complete fixture for the season is not played. For the purposes of association awards for bowling averages the following table applies:

Boys Competition	Under 17	Under 15	Under 13
Minimum Overs	30	20	20
Minimum Matches	5	5	5
Girls Competition	Under 18	Under 15	Under 13
Minimum Overs	20	20	20
Minimum Matches	5	5	5

RULE 10 NO-BALL RULE

10.1 Any ball which bounces above the shoulder height of the batter when in the normal batting stance is deemed a "No Ball" except in the U17s (refer Rule 29 for application of this rule in U17 play).

10.2 Any full pitched delivery which passes above the batter's waist when in the normal batting stance is deemed a "No Ball".

10.3 A "No Ball" for Rule 10.1 or 10.2 may be called by either umpire.

RULE 11 DISPUTES

11.1 Where an incident occurs between two sides, the representatives of each of the clubs involved should discuss the matter and attempt to resolve the issue between them on the day of the incident.

Note: Club support is required before actioning any official appeal process.

11.2 The GDCA Junior Coordinator or GDCA Secretary must be advised (verbally) of such incident, discussion and resolution by the secretaries of the clubs involved by the Monday following the completion of the game.

11.3 Should the representatives be unable to reach resolution of the matters in Rule 11.1, the matter must be referred to the GDCA Junior Management Committee by the secretaries of the clubs involved by the Wednesday following the completion of the game.

11.4 Should the Junior Management Committee, after discussing the information provided as Rule 11.2 and/or 11.3 above, feel that disciplinary actions may be relevant to the issues and circumstances, the matter(s) shall be referred to the GDCA Tribunal for a hearing.

- 11.5 If a member of the GDCA Junior Management Committee or the member's club is involved, the member shall stand aside from the investigation and discussion.

RULE 12 HELMETS

- 12.1 In all Gisborne and District Cricket Association sanctioned Junior Competitions and training sessions, it is **MANDATORY** that all players wear helmets when batting, wicket-keeping and when fielding in a position closer than seven (7) metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side. All helmets must be **British Standard 7928:2013 compliant**. Wicket keepers shall, **at all times whilst keeping**, wear a helmet including a face guard. A list of compliant helmets to be worn from the start of the 2019/20 season is available on the GDCA website.

Helmets should be replaced immediately in accordance with the manufacturer's recommendation following a significant impact.

12.2 RESPONSIBILITY

- 12.2 The match umpires shall be responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant with **British Standard 7928:2013**.

- 12.3 In matches with association appointed umpires, the umpires shall not allow the match to continue during any period in which any batter, wicket keeper or fielder within the prescribed area fails to wear a helmet when required.

- 12.4 In matches without association appointed umpires, the coaches or team managers of both batting and bowling teams are responsible for compliance of these clauses. The coaches or team managers of both batting and bowling teams shall not permit the match to continue during any period in which any batter, wicketkeeper or fielder within the prescribed area fails to wear a helmet when required.

RULE 13 RULES APPLYING TO UNDER 15 AND UNDER 17 COMPETITIONS

13.1 MATCH BALLS

- 13.1.1 A new GDCA stamped Kookaburra 156g red, two-piece leather ball (Kooka Colt) shall be used in Under 15 matches.

- 13.1.2 A new GDCA stamped Kookaburra 156 g orange, two-piece leather ball (Kooka Crown) shall be used in Under 17 matches.

- 13.2 Eleven, though not necessarily the same eleven, shall be permitted to participate as batters while the team is batting. The bowling / keeping eleven and the batting eleven must be nominated prior to the commencement of the game. Those not nominated in the fielding team may substitute in the field, however eleven fielders only are permitted to field at any given time.

13.3 BOWLING RESTRICTIONS

- 13.3.1 In Under 15's, a bowler can only bowl a maximum of 7 overs in an innings. Maximum 5 overs per spell (does not apply to spin bowlers).

- 13.3.2 In Under 17's, a bowler can only bowl a maximum of 7 overs in an innings. Maximum 6 overs per spell (does not apply to spin bowlers).

NOTE: For Under 15 & 17 one day matches, the restrictions are a maximum of four overs in an innings.

13.4 NUMBER OF OVERS IN INNINGS

- 13.4.1 **UNDER 15's:** Each two-day match shall consist of 44 overs, with a compulsory closure at the end of the 44 overs for the side batting first (a one-day match shall consist of 20 overs for each side).
- 13.4.2 **UNDER 17's:** Each two-day match shall consist of 40 overs with a compulsory closure at the end of 40 overs for the side batting first (a one-day match shall consist of 20 overs for each side).
- 13.5 Once the nominated overs for the day's play have been bowled then play ceases. If, however, the side batting first is dismissed prior to 44 overs in an U15 match or 40 overs in an U17 match being bowled, the side batting second is entitled to the remaining overs of the side that batted first less 3 overs for the changeover of innings. The side batting second is entitled to receive the entire 44 overs in an U15 match or 40 overs in an U17 match on the second day, i.e. batting side bowled out in the 35th over on day one, side batting second will receive an additional 6 overs (U15) or 2 overs (U17) on day one and 44 overs (U15) or 40 overs (U17) on day two. Normal bowling restrictions, listed in Rule 20, apply on day 2 until 44 overs (U15) or 40 overs (U17) have been bowled, After the completion of 44 overs (U15) or 40 Overs (U17), the bowling restrictions reset as if it was a new innings.
- 13.6 In the event of play being interrupted by rain, bad light, etc, the number of overs to be bowled shall be reduced in proportion to the time lost, in the ratio of one over for every three and a half minutes lost. In a 2 day match a minimum of 22 overs (U15) or 20 overs (U17) must be bowled on the first day for the match to continue as a 2 day fixture. On Day 2, the Team Managers will calculate the remaining overs so that each team receives the same number of overs (eg. If the team batting first receives 22 overs then that team shall bat for 11 overs on day 2 and the opposing team shall then receive 33 overs.) Should 22 overs (U15) or 20 overs (U17) not be bowled on the first day the match shall revert to a 1 day fixture on day 2.
- 13.7 **FINALS**
- 13.7.1 Under 15 finals are played over the two weekends (Saturday and Sunday mornings) immediately following the completion of the season fixture, even if this includes the Labour Day long weekend. Under 17 finals are to be played on Tuesday and Thursday evenings. If the first day's play is washed out then the match reverts to a one day match on the second day. In the event of a tie, draw or abandonment without play, the leading team as at the end of the home and away matches shall be declared the winner.
- 13.7.2 For Under 15 semi-finals, where the first day is completed but rain interrupts play on the second day more than half an hour in total, then the match shall revert from a 44 over match to an 11.30am finish. If at that time a result has not been achieved, then the winner shall be the team finishing higher on the ladder.
- 13.7.3 For Under 17 semi-finals, where the first day is completed but rain interrupts play on the second day more than half an hour in total, then the match shall revert from a 40 over match to an 8.00pm finish. If at that time a result has not been achieved, then the winner shall be the team finishing higher on the ladder
- 13.7.4 For Grand Finals, the Saturday following the scheduled Grand Final weekend shall be used as a reserve day, only to be used if play is interrupted by weather conditions. On the Reserve day, playing conditions and bowling restrictions remain the same as if it was a continuation of day 2.
- 13.7.5 If at the end of the reserve day there is still no result, the match is tied or play is abandoned due to bad weather conditions, then the premiership will be awarded to the team that finished higher on the ladder.

RULE 14**RECRUITMENT OF JUNIOR UMPIRES FOR THE UNDER 17 COMPETITION**

- 14.1 Junior Umpiring positions are open to any person of any of age that is over 16 years on the 1st September of the current season and has completed Cricket Australia Community Officiating Accreditation (formerly Level 1). The Junior Umpire must demonstrate good knowledge of the Laws of Cricket, and be supervised by a GDCA nominated umpire or club official in their first match officiating.

The GDCA will reimburse the costs of the junior umpire's Cricket Australia Community Officiating course (currently \$40) after they have officiated in two matches of GDCA Under 17 cricket matches.

14.2 **PAYMENT**

\$70 for the umpire for each day of umpiring, held on Saturday mornings or Tuesday evenings. Each team that has a Junior Umpire adjudicating at their Under 17 match will pay \$35 per team, prior to the start of play. Clubs who fail to pay the \$35 to the umpire prior to start of play will be fined \$50. In the case where a washout is not able to be declared at least one hour prior to the start of the game, the Umpire attends the ground and subsequently adjudicates that there can be no play on the day, the Umpire shall be paid \$40.00 on the day

14.3 **UMPIRE ALLOCATION**

The GDCA is responsible for umpire allocation – there is a preference to allocate umpires to games that do not involve their current club, however transport restrictions may result in the umpire adjudicating the Under17 team of their senior club.

For non-finals, only one GDCA Junior Umpire is allocated where available. The Junior Umpire will adjudicate as the central umpire for all overs, with an appropriate club representative from the batting team adjudicating at square leg. The square leg umpire cannot over-rule the central umpire, and would be expected to support the central umpire's decisions.

For finals, two GDCA umpires are allocated. If Junior Umpire numbers are insufficient, senior umpires may be appointed requiring a higher rate of payment by each club.

14.4 **CLUB EXPECTATIONS**

- Respect the GDCA Code of Conduct – ensuring all parents, team officials, and players respect the umpire and the decisions made on the day.
- Home team must mark the pitch, cone the boundary, set up stumps, and perform the Cricket Game Day Checklist as usual.
- Clubs are encouraged to submit an umpire's assessment at the completion of all matches to the Junior Coordinator, for feedback and professional development.

RULE 15**SPECIAL RULES APPLYING TO UNDER 17 MATCHES**

15.1 **MATCH TIMES/OVERS**

Matches are to be played on Tuesday evenings with a commencement time of 5.30pm and completion time of 8.00pm. The number of overs per innings may be reduced (minimum 30 overs) should matches played early in the season be affected by fading light. Overs are to be bowled in blocks of five overs from alternating ends. Batters will change ends at the end of each over in the five-over block.

- 15.2 There will be no outright results in this competition. If the first innings result is achieved prior to 7.00pm on the second day then a second innings shall commence, however this will have no bearing on the result of the match.

The intention of this rule is to give more opportunities to the lower order batters and bowlers. Individual performances are to be taken into account for the calculation of association averages. The aggregate of second innings runs and wickets will not be used for the calculation of the team percentages. If a win is achieved on Day 1, then both sides are expected to attend on Day 2 to allow the team batting second to complete its overs of batting, or to allow a second innings to commence. If one

team fails to attend on Day 2, without the mutual agreement of both teams or approval from the Junior Coordinator, this shall result in a fine equivalent to the team affiliation fee.

15.3 COMPULSORY RETIREMENT OF BATTERS

15.3.1 Batters shall retire immediately upon reaching 50 runs in a two-day game regardless of which ball in the over this occurs. Retired batters are permitted to return to the crease upon the fall of the last wicket and in the order in which they retired.

15.3.2 Where a player has been retired prior to reaching 50 runs in Under 17's prior to the team passing the opposition score, the retired player cannot return in that innings and it will be deemed as a lost wicket as per standard rules of cricket, however the player will be deemed to be not out when calculating individual batting averages for association purposes.

15.3.4 Where a player has been retired prior to reaching 50 runs in Under 17's after the team has passed the opposition score, then the retired player can return in that innings following the last wicket to fall and, if more than one, in order of retirement.

15.3.5 Where a player has been retired prior to reaching 50 runs in Under 17's after the team passing the opposition score, such retired player will be considered not out for the purposes of both team percentage calculation and individual batting averages for association purposes.

15.3.6 Batters shall retire immediately upon reaching 30 runs in a one-day match but are then able to return once all other batters are either out or retired. Batters retired before reaching 30 runs cannot return. Where a player has been retired prior to reaching 30 runs in Under 17's after the team passing the opposition score, such retired player will be considered not out for the purposes of both team percentage calculation and individual batting averages for association purposes.

15.4 More than one delivery in any over which bounces above shoulder height of the batter when in the normal batting stance is deemed a "No Ball" and shall be called and signalled by either umpire. (This is the second delivery which bounces above shoulder height for the over and not the second delivery which bounces above shoulder height to the same batter.) Any ball which bounces over the head of the batter (when in the normal batting stance) is deemed a "No Ball".

15.5 Any fielder positioned within 4 metres of the batter and fielding between fine leg and silly point must wear a helmet (with a face guard) and a protector.

RULE 16 SPECIAL RULES APPLYING TO UNDER 15 MATCHES

16.1 COMPULSORY RETIREMENT OF BATTERS

16.1.1 Batters shall retire immediately upon reaching 50 runs in a two-day game regardless of which ball in the over this occurs. Batters shall retire immediately upon reaching 30 runs in a one-day game regardless of which ball in the over this occurs.

16.1.2 Retired batters having reached 50 runs in a two-day game or 30 runs in a one day game are permitted to return to the crease upon the fall of the last wicket. Batters shall return in the order in which they were retired.

16.1.3 When a batter is retired having reached 50 runs in a two-day game or 30 runs in a one-day game this shall be treated as not out for the purposes of association averages.

16.2 When a batter is retired having reached 50 runs in a two-day game or 30 runs in a one-day game this shall be treated as not out for the purposes of association averages.

16.3 Where a player has been retired prior to reaching 50 runs in a two-day game or 30 runs in a one-day game, prior to the team passing the opposition score, the retired player cannot return in that innings and it will be deemed as a lost wicket as per standard rules of cricket, however the player will be deemed to be not out when calculating individual batting averages for association purposes.

- 16.4 Where a player has been retired prior to reaching 50 runs in a two-day game or 30 runs in a one-day game after the team has passed the opposition score the retired player can return in that innings following the last wicket to fall and, if more than one, in order of retirement.
- 16.5 Where a player has been retired prior to reaching 50 runs in a two-day game or 30 runs in a one-day game after the team has passed the opposition score, such retired player will be considered not out for the purposes of both team percentage calculation and individual batting averages for association purposes.
- 16.6 There will be no outright results in this competition. If the first innings result is achieved prior to 11.00am on the second day then a second innings shall commence, however this will have no bearing on the result of the match. The intention of this rule is to give more opportunities to the lower order batters and bowlers. Individual performances are to be taken into account for the calculation of association averages. The aggregate of second innings runs and wickets will not be used for the calculation of the team percentages. If a win is achieved on Day 1, then both sides are expected to attend on Day 2 to allow the team batting second to complete its overs of batting, or to allow a second innings to commence. If one team fails to attend on Day 2, without the mutual agreement of both teams or approval from the Junior Coordinator, this shall result in a fine equivalent to the team affiliation fee.
- 16.7 An over shall consist of 6 balls bowled legitimately. Should an over consist of re-bowled no-balls and wides, a maximum of 8 balls (including the 6 legitimately bowled) will be bowled before over is called.
- 16.8 No fielder EXCEPT the wicket keeper, and catchers in the 90 degree arc between point and the wicket keeper, may be positioned within 10 metres radius of the striker before the ball reaches the striker.
- 16.9 Batters shall be given out LBW if, in the opinion of the umpire, the batter is adjudged to meet the criteria of the Law regarding LBW.

RULE 17 SPECIAL RULES APPLYING TO UNDER 13 MATCHES

The Under 13 competition shall be split into geographical divisions dependant on the number of nominated teams. Under13 Coaches/Team Managers should ensure that ALL players have every opportunity for maximum participation in a match – whether batting, bowling or fielding. Players will quickly lose interest and will be lost to the game if the same players are continually favoured to bat higher in the order or bowl at the start of every innings. Coaches MUST conduct matches accordingly and are encouraged to continually rotate players through the different batting, bowling and fielding positions on a game and week basis to develop experiences. Skill development, fun and catering for players of all abilities should be the focus of all coaches in any junior competition.

Except for the following rules, all Under 13 matches will be played under the rules of Cricket Australia's Junior Competition Format – Under 13 Stage 2 (refer to GDCA website for format rules or download [HERE](#)).

- 17.1 A batter is to be given one verbal warning only by an umpire if they are deemed to meet the criteria for LBW. In the event of any subsequent appeal for LBW, the batter shall be given out LBW if, in the opinion of the umpire, the batter is adjudged to meet the criteria of the Law regarding LBW.
- 17.2 A new GDCA stamped Kookaburra 142 gram “Kooka Colt” two-piece leather ball shall be used in all matches.
- 17.3 A coach or mentor is allowed on the oval at any time to assist individuals with coaching, etc.
- 17.4 The team which scores the most runs after the completion of both first innings is the winner of the match.
- 17.5 The boundary is to be marked by suitable markers. The 45 metre measurement shall be a circle from the middle of the pitch.

- 17.6 The batters crease for a shortened pitch shall be marked in chalk or tape, not paint.
- 17.7 Two-day matches may be scheduled in the second half of the season to assist players in preparation for two-day matches at Under 15 level the following season. Two-day matches will be played using the 30 over format of the Stage 2 Rules. Each team bats for one innings only and coaches are reminded to follow the guidelines for batting and bowling limits for the minimum and maximum number of players in an innings.

RULE 18 SPECIAL RULES APPLYING TO UNDER 11 MATCHES

These rules are designed specifically to give all players an opportunity to participate in and learn all aspects of the game of Cricket while also having the feel of a proper competition. Coaches MUST conduct matches accordingly and are encouraged to continually rotate players through the different batting, bowling and fielding positions on a game and week basis to develop experiences.

Except for the following rules, all Under 11 matches will be played under the rules of Cricket Australia's Junior Competition Format – Under 11 Stage 1 (refer to GDCA website for format rules or download [HERE](#)).

- 18.1 The season will consist of one-day matches commencing on the first Friday night after the Melbourne Cup. Matches are to be played on Friday nights and commence at 5.00pm.
- 18.2 A new or used Kookaburra modified match ball (120-140g) as permitted in the Stage 1 Format, are to be used in each match. The same ball may not be used after two consecutive matches.
- 18.3 A coach or mentor is allowed on the oval at any time to assist individuals with coaching, etc.
- 18.4 There will be unlimited dismissals (each player will face the nominated number of balls each).
- 18.5 The team which scores the most runs after the completion of both first innings is the winner of the match.
- 18.6 The boundary is to be marked by suitable markers. The 40 metre measurement shall be a circle from the batter's end stumps.
- 18.7 The batters crease for a shortened pitch shall be marked in chalk or tape, not paint.
- 18.8 There will be no outright results in this competition.
- 18.9 Scores and results are to be recorded on PlayHQ and no finals matches will be played. There will be no association individual awards for this age group.

RULE 19 SPECIAL RULES APPLYING TO JUNIOR GIRLS AGE GROUPS

- 19.1 Junior girls competitions shall be played using the Cricket Australia Junior Format Rules for the following age groups:-
- Under 18 – [STAGE 2](#) Twenty/20 Rules with 9 players per team.
 - Under 15 – [STAGE 2](#) Twenty/20 Rules.
 - Under 13 – [STAGE 1](#) Twenty/20 Rules

APPENDIX 1

All participants in the game of cricket should be aware and abide by the various Codes of Conduct in force to ensure everyone is protected and safe. The Vic Sport – Fair Play Code and other policies are available on the GDCA website at <https://gdca.au> including:-

CRICKET AUSTRALIA WELL PLAYED PUBLICATION

CODES OF BEHAVIOUR

General Code of Behaviour
Appropriate Behaviour with Children
Administrator Code of Behaviour
Coach Code of Behaviour
Junior Player Code of Behaviour
Senior Player Code of Behaviour
Umpire Code of Behaviour
Parent/Guardian Code of Behaviour
Spectator Code of Behaviour
Media Code of Behaviour

CHILD SAFE STANDARDS

COMMUNITY CRICKET CONCUSSION AND HEAD TRAUMA GUIDELINES

MEMBER PROTECTION POLICY