**Western Districts Schoolchildren’s Cricket Association**

**PLAYING CONDITIONS – JUNIOR 1 DAY**

**On Field Coaching**

Coaches may only provide coaching advice between overs to ensure that the match is not unduly delayed, and must be no more than 1 min of advice given. At no stage during the match should the coach be on the field, unless he/she is umpiring. In the interests of player development, coaches should direct their advice to the captain.

The aim of the game is to encourage a long lasting love of sport in general and cricket in particular. Participants should strive to win but not at the expense of good character and skill development.

**Eligibility**

The Junior 1 Day Grade is restricted to teams consisting of any players (girls or boys) up to and including Year 6.

**Competition Format**

The Season commences in October and concludes in March and consists of two separate competitions, Pre Christmas and Post Christmas. There will be recognition of winners and runners up for each grade by western SCCA. This will be in the form of certificates and given at school or individual club prize giving.

**Match Format**

Matches are one (1) innings each per team with the maximum of 25 overs per innings.

Innings are limited by overs and time. The innings break shall be from 9.55am to 10.05am.

Each match consists of a (3) hours duration, commencing at 8.30 (toss at 8.15am, game will be forfeited if not started by 9am) and concluding by 11.30am.

If twenty-five (25) overs have not been completed by this time, to end the innings (see ‘Compulsory Declaration’ below), five (5) runs shall be added to the batting team’s score for each over not completed. This shall apply for either weather delays or due

 to a slow over rate, (Umpires must make an effort to move the overs along) but not if due to a team being late to commence the match.

**Compulsory Declaration**

The team that bats first shall have up to half the available playing time for its innings, at which time it shall declare (allowing ten (10) minutes between innings). If no time has been lost (eg weather, ground conditions, opposition team not ready to start on time) during this innings, the compulsory declaration shall be at 9.55am.

If any time has been lost prior to the declaration, the remaining available time for the whole match is to be halved and a further adjustment made to allow for the ten (10) minutes between innings. The match must end at the end of the over being bowled at 11.30.

**Balls per Over**

There shall be six (6) balls per over.

**Over Rate**

The expected minimum over rate is eighteen (18) overs per hour. This has been set in an attempt to encourage fair play.

**Pitch Length**

The Length of pitches for Juniors is eighteen (18) metres. On full size (20.12m) pitches, the location of the stumps and crease shall be adjusted to create an 18m pitch. One metre in front of return crease. Freestanding stumps are recommended, chalk, flat cones, tape, etc can be used to create crease, etc.

**Bowling Restrictions**

All players MUST bowl two (2) overs before any other player commences a third over (2nd spell), including wicket keeper. In an effort to achieve this, no bowler shall bowl more than two (2) overs per spell.

**No Balls and Wides**

Normal cricket Laws apply.

Any delivery which passes (or would have passed) above the batsman’s shoulder, or any full-toss which passes (or would have passed) above the batsman’s waist, shall be called a no ball. Umpires must agree wide-lines before the start of play.

Maximum of two (2) wides or two (2) no balls per over. Umpire should be encouraging and teaching the players at this level. The umpire must make the bowler aware of the no ball action, including chucking.

The umpire shall not adjudge a ball as being wide if the striker, by moving from his guard position, causes the ball to pass out of his reach.

NOTE: The TV one day cricket rule for leg side does NOT apply.

Junior bowlers are to be encouraged to concentrate on their bowling action, rather than the position of their feet in relation to the crease. Therefore, “No Balls” will NOT be called for foot faults but the bowler may be advised of his foot position.

**LBW**

The LBW law is NOT applied. However, coaches and umpires MUST explain the LBW law to Juniors. Let the bowler know if a particular delivery would have been a LBW.

**10 Metres Rule (Fielding restrictions)**

The ONLY players allowed within ten (10) metres of the batsman are the wicket keeper and slips fielders. (This is a New Zealand Cricket Council recommendation for Under 16 Grades and below.)

**The rule IS TO BE STRICTLY OBSERVED in the interests of safety for the children.**

**Retired Batsmen**

Compulsory retirement of batsman at the end of the over that they reach 30 runs. Batsmen may also be retired before they reach 30 runs but retired batsmen may only return at the end of the innings, in the order of the lowest scoring batters first. Returning batsmen cannot be retired again until they reach a further 30 runs.

**Batting Restrictions**

Full protective gear must be worn, including pads, box and gloves. A helmet is recommended, but must be worn by wicket keepers.

A maximum of 3 players can be used as replacements during the game. Batting 11 must be named in the score book before the start of play. Replacement players may bowl, field and keep wicket.

**Dismissal**

First dismissal is the only dismissal that counts. A batsman must face a minimum of 10 fair deliveries before they depart the wicket. Any batsman dismissed once in his first ten deliveries should remain at the crease until he has faced 10 fair deliveries and then depart the wicket.

However, any batsman dismissed a second time in his first ten deliveries must depart the wicket after his 2nd dismissal irrespective of the number of deliveries faced.

**Points**

Win 5 points

Tie/Bye 3 points

Loss 0 points

**Drinks Intervals**

A drinks interval may be taken in each innings, at intervals not less than 40 minutes. (It is recommended that these be every 45 minutes.) A change of innings shall be counted as a drinks interval. This is compulsory by the end of the 13th over.

Drinks must not take more than five (5) minutes from the end of one over to the commencement of the next. Players are incouraged to have their drinks break on the field of play.