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| This page contains the rules for Junior Grade, one day games. A copy of these should be held by every Junior Grade Coach & Team Manager. It is recommended that players and parents of players also take the time to study and understand these rules.   |
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| **Western Districts Schoolchildren’s Cricket Association****PLAYING CONDITIONS — JUNIOR 1 DAY****On Field Coaching**Allowed but coaches may only provide advice between overs to ensure that the match is not unduly delayed. 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.**Ethos**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, one before the Christmas break and one after Christmas. There will be recognition for the winners of each competition and the final prize-giving after the end of the season in March.**Match Format**Matches are one (1) innings each per team. Innings are limited by overs and time.Each match is of three (3) hours duration, commencing at 8.30 and concluding by 11.30. Each innings has a maximum of twenty-five (25) overs. The innings break shall be from 9.55 to 10.05.If twenty-five (25) overs have not been completed by the 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, 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 9.55 am.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. 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). 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.There shall be no restriction on the number of wides or no-balls which may be called in an over, but maximum of 6 deliveries per over.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.**Double Bounce Rule**Normal cricket Law applies. Called a no ball if the ball, without having touched the bat or person of the striker, **bounces more than twice**, or rolls along the ground, before reaching the popping crease.**LBW**The LBW law is NOT applied. However, coaches and umpires are requested to explain the LBW Law to Juniors. Let the bowler know if a particular delivery would have been a LBW.**10 Metres Rule (Fielding restriction)**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 batsmen 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 30 runs.It is expected that all batsman shall bat. Coaches are required to ensure batsmen are retired in a way that gives all players a fair period in which to bat. Retired batman should only return once all other batsman are out**12th Man/Replacement of Players**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.**Batting Restrictions**Full protective gear must be worn, including pads, box and gloves. A helmet is recommended.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.**Determination of Result***Win:* The team with the highest score, regardless of wickets lost, is the winner.*Tie:* If the score is exactly tied at the end of the match (regardless of the number of wickets lost by either team), the result is a tie.**Points**Win 5 pointsTie 3 points eachLoss 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.Drinks must not take more than five (5) minutes from the end of one over to the commencement of the next.***Junior 1 Day February 2004 Amended: Rule about "No Ball"*** |

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