

A&EH Colts Cricket **Under 16's Cricket Rules**

1. SPIRIT OF THE GAME

1.1. COACHES CODE OF CONDUCT

- 1.1.1. Remember that children participate for pleasure and winning is only part of the fun.
- 1.1.2. Be reasonable in your demands on young player's energy and enthusiasm.
- 1.1.3. Teach players to follow rules.
- 1.1.4. Whenever possible, group players to ensure that everyone has a reasonable chance of success.
- 1.1.5. Avoid over playing the talented players. The just average players need to deserve equal time.
- 1.1.6. Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of players.
- 1.1.7. Develop team respect for the ability of opponents and for the judgement of officials and opposing coaches.
- 1.1.8. Keep up to date with the latest coaching practices and the principals of growth and development of children.
- 1.1.9. Never ridicule or scold a child for making a mistake. Positive comments are motivational.
- 1.1.10. Remember children play sport for their enjoyment, not yours.

1.2. PLAYERS CODE OF CONDUCT

- 1.2.1. Play by the rules
- 1.2.2. Never argue with an official. If you disagree with a ruling have your coach approach the official during a break or after the match has been completed.
- 1.2.3. Control your temper. Verbal abuse of officials or other players, deliberately distracting or provoking an opponent is not acceptable or permitted.
- 1.2.4. Work equally hard for yourself and/or your team. Your team performance will benefit. So will you.
- 1.2.5. Be a good sport. Applaud all good plays whether they are by your team or an opponent. Shake hands with opposition teams after the end of a match regardless if you win or lose.
- 1.2.6. Treat all players as you would like to be treated. Do not interfere with; bully or take unfair advantage of another player.
- 1.2.7. Co-operate with your coach, team- mates and opponents. Without them there would be no competition.
- 1.2.8. Place in proper perspective the isolated incidents of unsporting behavior rather than make such incidents the highlight of the event.

1.3. PARENTS CODE OF CONDUCT

- 1.3.1. Do not force an unwilling child to participate in cricket.
- 1.3.2. Remember, children are involved in cricket for their enjoyment, not yours.
- 1.3.3. Encourage your child to play by the rules.
- 1.3.4. Focus on the child's efforts and performance rather than winning or losing.
- 1.3.5. Never ridicule or yell at a child for making a mistake or losing a game.
- 1.3.6. Remember that children learn best by example. Appreciate good performances and skillful plays by all participants.
- 1.3.7. Support all efforts to remove verbal and physical abuse from sporting activities.
- 1.3.8. Respect official's decisions and teach children to do likewise.
- 1.3.9. Show appreciation for volunteer coaches, officials and administrators. Without them, your child could not participate.
- 1.3.10. Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

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2. GAME STRUCTURE

- 2.1. Matches are played for premiership points.
- 2.2. Clothing must be predominantly white. Shorts are permitted.
- 2.3. For players to be eligible for this grade they must be under 16 years of age as at the 1st of September of the current season. Permits may be granted for any persons over the age limit who has limited cricket ability/experience or access to a suitable age grading by the A&EH Junior Committee or by agreement between the President and Secretary, or other persons approved annually by the committee. The said committee, upon request of one or more A&EH club, reserves the right to review, modify or revoke any individual permit during the Christmas/ New Years break. Permits after this time to be reviewed by full colts committee.
 - 2.3.1. Players may be registered on the morning of the match. The scorecard is to be signed by both captains or coaches. The registration is to be entered into the www.mycricket website
 - 2.3.2. For clubs with two or more teams in the same grade of competition, a list of 6 players per team shall be nominated to association score secretary after the 3rd game. These players cannot alternate between teams as the remainders are permitted to do.
 - 2.3.3. If a team requires an inter-club exchange of player(s) the coach is to notify the opposing coach as soon as possible. Personal runs and wickets go to the player and percentage points go to the club they play for on the day.
 - 2.3.4. "Replacement of players" is allowed as per senior rules – as per by laws clause 7.
- 2.4. Size of the cricket ball to be used is 156g size.
- 2.5. T20, One day & Two day are to commence at 9:00 am and continue to 11:30 am unless otherwise agreed by both coaches. Match conditions as per A&EHCA Constitution.
 - 2.5.1. A maximum of 15 minutes late starting time may be added to the starting time. A team not ready to commence play by 9:15am, can on complaint be deemed to have forfeited.
- 2.6. Two day matches are to be played over two Saturdays unless otherwise stipulated. Matches are to be played on the main ovals of each club where appropriate.
- 2.7. Play will consist of a maximum of 40 overs per Saturday, with a maximum of 80 overs per two-day match. An Equal number of overs to be available to the side batting second unless innings completed. A five minute drinks break is to be taken at the completion of 20 overs, or by mutual agreement of both captains/coaches, preferably organized prior to the commencement of play.
 - 2.7.1. In the event of there being no play on the first of a two day match, then the match shall be played on the second day with a 9:00am start still under the two day rules. Each side will bowl 20 overs with 40 overs to be bowled for the day. If however there is time lost on the day due to weather conditions, then the total number of overs possible in the match shall be divided by 2, each team having equal number of overs. For an odd number add one over and divide by 2. If more than 20 minutes of play is lost due to bad weather conditions, stumps are still to be drawn at 11:45am on both days.
 - 2.7.2. One-Day games are to commence at 9:00am and be a maximum of 20 overs per team. These matches consist of one innings only per team.
 - 2.7.3. In event of the team batting second not having it's full batting allocation due to weather conditions and therefore failing to reach opponents total, the match is regarded as a draw.
 - 2.7.4. T20 matches are to commence at 9 am and be for a maximum of 20 overs per team. These matches consist of one innings only per team with T20 fielding, bowling and batting restrictions to apply.
 - 2.7.5. Any junior match which is fixture to be played at an oval which will be utilized for the A@EHCA seniors T20 annual competition on the same date will be scheduled to start and finish 30 minutes earlier ie start time 8.30 am and finish time 11am
- 2.8 Whenever practical a player shouldn't have his/her family member umpiring at the bowlers end.
- 2.9 Match results are to be recorded on the official www.mycricket website after the completion of a round by Monday 5 pm, naming players involved in catches, runouts, stumpings batting and bowling figures. Fielding votes for the best two fielders on the opposition team are to be included in the captains report section.
- 2.10 Trophies - bowling aggregate, batting aggregate, fielding and all rounder. (from minor round matches only) Fielding votes to be given by the opposing captains on a 2 vote, 1 vote system and recorded as per rule 2.9 above. Also to be presented – a perpetual premiership trophy and junior cricketer of the year.
- 2.11 Points scoring as per A&EHCA Constitution 18(a)

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3. WEATHER POLICY

- 3.1 Hot weather policy: If the estimated temperature for Adelaide on the ABC, Channel 2 News/Weather forecast (currently delivered at approx. 7:25pm on the Friday evening immediately prior to Saturday's scheduled play (i.e. the next day), is 40°Celsius or above, then the next days play shall be immediately abandoned. This policy also applies to games programmed at different time ie if forecast temperature is 40°Celsius for the day of play or above on the day prior to play then play shall be abandoned.

4. BATTING

- 4.1. Full protective clothing, including helmets must be worn – unless parent or guardian gives written permission not to do so.
- 4.2. Batsmen shall retire when they have made 34 runs plus one scoring shot. They may bat again in that innings after all other players have batted – to return in ascending order of the score made. E.g. Retiring N/O batsmen have scores in order of retirement 30, 15, 6, 23, 8, 17. They are permitted to return in the following order - the batsman who has scored 6, followed by the batsmen who have made 8, 15, 17, 23, and 30. A second retirement will end a batsman's innings.
- 4.3. For one day games, batsmen may make 21 runs plus one scoring shot and then retired batsmen may return under the same conditions as per the example in Section 4.2 of these rules.
- 4.4. A team may nominate 12 Batsmen. All 12 Batsmen must bat, & before the retirees return. When 10 wickets fall, innings is over. Batsmen must be nominated on score sheets before start of play.
- 4.5. For T 20 matches batsmen may make 25 runs and then retired. Batsmen may return under the same conditions as per the example in section 4.2 of these rules.
- 4.6. Batsmen on permit who are paying under scoring restrictions are not permitted to bat again following their initial retirement.

5. BOWLING

- 5.1. Each bowler may bowl a maximum of 6 overs any innings. Coaches are to make a genuine attempt to dedicate at least 20% of the total overs to spin bowling.
- 5.2. For one day games, bowlers may bowl a maximum of 3 overs.
- 5.3. Unfair bowling and short pitched deliveries: "If a ball passes, or would have passed the shoulder height of the striker standing upright, either umpire must call and signal "No Ball". (S.A.C.A Grade cricket by-laws 1997/1998 item D15.4) The bowling of high full-pitched balls is unfair. A high full-pitched ball shall be defined as a ball that passes, or would have passed, on the full above waist height of the batsman standing upright at the crease. Should a bowler bowl a high full-pitched, either umpire shall call and signal "No Ball" (S.A.C.A Grade Cricket by-laws 1997/1998 item D14{D14 has further details})
- 5.4. Wides and no-balls are to count as one run (plus additional runs scored). Wides and no-balls are to be debited against the bowlers figures.
- 5.5. The L.B.W rule does apply as per rules of cricket – Umpires to show leniency if the batsman is playing forward, and playing through the line of the bowling – in contrast to back and across the line.
- 5.6. For T20 matches bowlers may bowl a maximum of 3 overs.
- 5.8. In T 20 matches wides and no balls are to count as one run(plus additional runs scored). Maximum of eight balls to be bowled an over(except in the last over of each innings and to allow a free hit front foot no ball)

6. FIELDING

- 6.1. In U16 and U14 matches, no fieldsman may field within 10 metres of the batsman on strike, other than in an arc from the wicket keeper point, unless wearing a helmet with a face mask as well as a protector (S.A.C.A Grade cricket by-laws 1997-1998 item D15.3[b]. Fielders within 10m of batters end stumps, except slip and gully to wear protective equipment – helmets (and protectors for boys). (ACB May 2003).
- 6.2. There must be no more than 11 fielders on the oval at any given time. Fielders may be alternated. Teams may nominate 12 players per day of play

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6.3. The wicket keeper may only be changed once during play (unless injured) and this to be during the drinks break after 20 overs.

6.4. It is recommended that wicket keepers wear a mouth guard.

7. FINALS

7.1. Neutral umpires shall be appointed for all finals where possible.

7.2. Finals: Semi's 1 vs. 4 and 2 vs. 3. Winners play off in the Grand Final.

7.3. A player must play three games to qualify to play in any finals match or make an appeal to the permits and disputes committee.

7.4. If available spare days may be programmed for the Grand Final. Any decisions regarding this are to be handled by a committee of the President, Vice President and Secretary.

8. PENALTIES

8.1. Player Send off - It is recommended that a player(s) sent off, be sent off for periods of time that are multiples of 15 minutes.

8.2. 5 run penalty – An umpire may apply a “5 run penalty” for any breach of “The Players Code of Conduct” – Section 1.2 of these rules – the 5 runs to be added to the oppositions score (penalty sundries)

9. DISPUTES RESOLUTION

9.1. All disputes involving junior cricket shall be adjudicated upon by the junior committee – prior to being heard (if necessary) by the A&EH senior permits and disputes committee.

9.2. If any questions arise which cannot be dealt with under these rules, the matter shall be in the hands of the colts committee.

10. T20 Rules

10.2 Matches will be played as per regular rules apart from the following conditions

10.3 Any ball which passes outside the leg stump will be called and signaled “Wide” except those passing between the batsmen and leg stump. Normal offside wide rules will apply. Maximum of eight balls per over apart from the last over of each innings and to allow front foot no ball free hit to be bowled

10.4 No more than three fielders may be placed outside the 25m ring for the first six overs and not more than five fielders may be placed outside the 25m for the remaining overs. No ball to be called if not complied with.

10.5 There is to be no more than 5 fielders placed on the leg side at any time. No ball to be called if not complied with.

10.6 No bowler may bowl more than 3 overs. Permit player conditions will remain the same as determined by the junior committee.

10.7 For T 20 matches batsmen may make 25 runs and then retired. Batsmen may return under the same conditions as per the example in section 4.2 of these rules. Permit player conditions will remain the same as determined by the junior committee

10.8 Batsmen will have a free hit for any front foot no ball. Fielders are to stay in the same position as when the no ball was bowled.

10.9 To reduce the time wasted between overs, 5 consecutive overs are to be bowled from one end and then 5 consecutive overs are to be bowled from the other end, and so on.

10.10 If the team batting second passes the target score the innings will continue to the end of 20 overs.

10.11 Home teams to mark a 25 m ring around the pitch. If line marking equipment is unavailable, light weight plastic markers are to be placed in a 25 m ring around the pitch.

10.12 A copy of the these rules should be made available to coaches of teams