

SECTION V

**JUNIOR PLAYING
CONDITIONS**

1. PLAYING CONDITIONS

- 1.1.** The game of cricket shall be played under the MCC rules of cricket with modifications as defined in these Playing Conditions or as recommended by the Junior Committee and passed at a subsequent Board Meeting of CLV.
- 1.2.** The purpose of our junior cricket program shall always be to promote the participation of younger players and the development of their skills as they transition from junior to senior cricket. They should be encouraged to abide by the rules and play the game with appropriate conduct, sportsmanship and respect for umpires, coaches and the opposition.
- 1.3.** Unless provided for under the Junior Playing Conditions, all other rules of the Association shall apply.
- 1.4.** Clubs must provide a competent umpire and scorer at all matches.

2. PLAYING ATTIRE

- 2.1.** Players must appear in correct cricket attire – white pants, white shirt, and appropriate footwear which may be coloured. Teams can wear coloured shirts which represent the club colours providing all players in the team wear the same style and colour of shirt.

3. HOME TEAM RESPONSIBILITIES

- 3.1.** The home team (or first named team where the game is played at a neutral venue) is responsible to provide stumps, and ensure creases and boundaries are marked.

4. OVERAGE PLAYERS

- 4.1.** Clubs may apply for permission to play overage players, but only where that individual's ability is assessed that they are significantly incapable of playing at their proper age level and they will not have an unreasonable impact on the competition. Such players will be reviewed following this to ensure these guidelines continue to be satisfied. Permits can be revoked where it is assessed that they are having an unreasonable impact on the competition.
- 4.2.** Where a club wishes to apply for permission for an overage player they need to lodge a submission with Director of Junior Cricket, who will consider the application and provide a response within 7 days.

5. FINALS ELIGIBILITY

- 5.1.** To be eligible to play in a semi-final or grand final the player must have played at least four days for the club in the junior competition in the current season. For the purpose of this By Law a two day game shall count as two days played.
 - 5.1.1.** Overage players must participate (Bat or Bowl) in a minimum of half the matches in the grade which they received an overage pass to be eligible for finals in that grade.
 - 5.1.2.** For the purposes of 5.1.1, it is considered a match as per the parameters in by law 26.2.4, Section II.
- 5.2.** All players participating in the junior final, including substitute fielders, must be qualified in accordance with this requirement.

6. AWARDS

- 6.1.** The minimum qualification for batting and bowling awards shall be:
 - 6.1.1.** Batting: the player must have batted in a minimum of four innings;
 - 6.1.2.** Bowling: the player must have bowled a minimum of 120 balls.
- 6.2.** Overage players shall not be eligible for any awards in the junior competition.

6.3. The Board of Management may revise and change the minimum qualifications should it be considered that the season has been significantly affected by adverse weather conditions or other reasons that limit the available playing days. Any decision made will apply to all players.

7. FAST BOWLING INJURY PREVENTION

7.1. BOWLING TYPE DEFINITION

7.1.1. These guidelines shall apply to any bowler of medium pace or faster, broadly defined as any bowler who is not a spinner, and for whom the wicket keeper would normally stand back.

7.2. The Players age shall be determined as that on 1 September preceding the cricket season and the limitations apply to that player for the entire season in all levels of competition.

7.3. Bowlers shall be limited to a maximum number of consecutive overs in any one spell and to a maximum daily quota as follows:

AGE GROUP	CONSECUTIVE OVERS	DAILY QUOTA
Under 16	6 overs	16 overs
Under 14	4 overs	12 overs
Under 12	2 overs	8 overs

7.4. BREAK BETWEEN SPELLS OF BOWLING

7.4.1. Bowlers who complete a spell must not resume bowling until the same number of overs have been bowled from the same end (i.e. If a bowler bowls 5 consecutive overs, then another 5 overs must be bowled from that end before the player may commence another spell of bowling).

7.5. CHANGE OF BOWLING TYPE

7.5.1. If a bowler begins with medium pace or faster and changes to slow bowling during play the limitations of this rule remain in place throughout the days play.

7.5.2. If a bowler begins with slow bowling and changes to medium pace or faster then this playing condition applies from the time of the change, and any overs bowled prior to the change shall not be taken into account in either the current spell or the daily limit.

7.6. PENALTIES FOR NON-COMPLIANCE WITH THIS RULE

7.6.1. Penalties for bowling in excess of the number of overs permitted by underage players will be considered by the Board of Management. Regardless of the competition level, penalties could include fines, suspension or loss of points.

UNDER 16 COMPETITION RULES & PLAYING CONDITIONS

1. AGE QUALIFICATION

1.1. To be eligible a male player must have their sixteenth birthday on or after 1st September at the start of the season. Female players must have their eighteenth birthday on or after 1st September of the year in which the season commences.

2. MATCH DURATION

2.1. All one day games in U16 grade shall consist of a maximum of 40 overs per match.
 2.2. All two day games in U16 grade shall consist of a maximum of 80 overs per match.

3. SESSION TIMES (unless otherwise approved):

3.1. Friday 5.00pm – 7.30pm
 3.2. Sunday 10.00am - 12.30pm 12.45pm – 3.15pm.
 3.3. All U16 games played on a Sunday will be played under the two day game conditions.

4. TEAM SELECTION

4.1. An under 16 team may include up to 14 players in any match. All players are able to bat and bowl, but only 11 players may be on the field at any time.
 4.2. The batting team’s innings will be concluded after 10 wickets have been lost (or less if the team is made up of less than 11 players).

5. GROUND DIMENSIONS

5.1. The ground shall be marked with a boundary a minimum of fifty metres in radius from the stumps at each end, where ground dimensions allow.

6. MATCH BALL

6.1. Only cricket balls approved by the CLV Board of Management shall be used for the Under 16 competition matches. The ball type will be determined prior to the season and advised to all clubs (see CLV By Law 8).

7. DELAYED START

7.1. TWO DAY GAME

7.1.1. If a two day game is delayed in starting then the number of overs required to be bowled in each innings shall be reduced as set out in the following table:

Time lost	Overs	Time lost	Overs	Time lost	Overs
1-7	1	31-37	5	61-67	9
8-15	2	38-45	6	68-75	10
16-22	3	46-52	7		
23-30	4	53-60	8		

7.1.2. If the start is delayed by more than 75 minutes on day one then the match will be played under one day game conditions on day two.

7.2. ONE DAY GAME

7.2.1. If a one day game is delayed in starting then the number of overs required to be bowled in each innings shall be reduced as set out in the following table:

Time lost	Overs	Time lost	Overs	Time lost	Overs
1-7	1	16-22	3	31-37	5
8-15	2	23-30	4	38-45	6

If the start of the game is delayed by more than 45 minutes then the game will be abandoned.

8. INTERRUPTIONS TO PLAY

8.1. Where the match is commenced and the total time lost to interruptions is 30 minutes or less the match shall be played until the required number of overs have been bowled.

8.2. Where a match is commenced and the total time lost to interruptions is more than 30 minutes the match shall be played with the following variations:

8.2.1. The team batting first shall be entitled to bat for the maximum number of overs determined at the commencement of the match.

8.2.2. There shall be a minimum of 16 overs bowled in the final hour of play. In the event of an innings change in the last hour then 3 overs shall be deducted. The match will conclude at the scheduled time provided 16 overs have been bowled in the last hour.

9. DURATION OF INNINGS

9.1. The innings of the batting team, if not previously completed shall be compulsorily closed at the completion of the 20th over in a one day game, or at the completion of the 40th over in a two day game, unless the numbers of overs has been reduced due to a delayed start (see rule 4).

9.2. TWO DAY GAME (TEAM BATTING SECOND ON DAY ONE)

9.2.1. Where the team batting first is dismissed or declares before the 40th over is completed, there shall be a break between innings of ten minutes. Three overs will be deducted from the maximum number of overs to be bowled on that day and the innings of the team batting second shall begin.

9.2.2. The innings of the team batting second shall continue on day two, if not previously dismissed. The innings duration must not exceed 40 overs, or where there is a delayed start, the maximum number of overs per innings determined at the commencement of the match.

9.3. SECOND INNINGS IN A TWO DAY GAME

9.3.1. Where the team batting second in a two day game faces their maximum number of overs, is dismissed or declares more than 30 minutes prior to the scheduled finish then a second innings may be commenced. There shall be a break between innings of ten minutes.

9.3.2. Where the team batting first in the first innings leads by 75 runs or more the team batting second may be asked to follow on.

9.3.3. Ordinary conditions apply as soon as the second innings commences and play shall cease at the scheduled finish time. Teams may by mutual agreement cease play up to 20 minutes earlier than the scheduled finish time where a result has been achieved.

10. BATTING RESTRICTIONS

- 10.1.** In one day matches a player must retire after scoring 30 runs, however they may return after the dismissal of all other batsmen and in order of retirement where the team has not lost ten wickets.
- 10.2.** In two day matches a player must retire after scoring 50 runs, however they may return after the dismissal of all other batsmen and in order of retirement where the team has not lost ten wickets.

11. BOWLING RESTRICTIONS

- 11.1.** In one day matches a player may bowl up to four overs in an innings.
- 11.2.** In two day matches a player may bowl up to eight overs in an innings, unless the number of overs has been reduced due to a delayed start, in which case the bowling restriction is $\frac{1}{5}$ th of the reduced over limit. Where a fraction results then the number is raised to the next whole number (e.g. In a 32 over game, $\frac{1}{5}$ th = 6.4. The next whole number is 7).
- 11.3.** Please ensure the Fast Bowling Injury Prevention rules is followed and spells of bowling are limited accordingly.

12. SHORT PITCHED BOWLING

- 12.1.** A short pitched ball is defined as one which passes or would have passed above the shoulder height of the batter standing upright at the crease.
- 12.2.** A bowler is limited to one ball short pitched ball per over. Where there is more than one short pitched ball bowled in the over, the umpire shall call and signal "no ball" for all additional short pitched balls in the over.

13. FREE HIT AFTER NO BALL

- 13.1.** Free hits shall apply in all U/16 games as follows:
 - 13.1.1.** Where a delivery is called no ball for a foot fault, the delivery following shall be a free hit for the batter facing it.
 - 13.1.2.** A free hit shall apply to all high non pitching deliveries (above waist height) in breach of MCC Law 41.7.
- 13.2.** Please note this rule applies only to foot fault (front & back foot) and high non-pitching no balls.
- 13.3.** The umpire at the bowler's end will signal a free hit after the no ball is called, by extending one arm upwards and moving it in a circular motion.
- 13.4.** For a free hit, the striker can only be dismissed under the circumstances that apply for a no ball. If the delivery for the free hit is not a legitimate delivery (i.e. wide, no-ball) then the free hit continues to apply until a legitimate ball is bowled.
- 13.5.** Changes to fielding positions for the free hit delivery are not permitted where the same batter is on strike. Fielding positions may be altered for the free hit only where a different batter is on strike for the free hit than for the previous delivery.

14. FIELDING – RESTRICTED AREA

- 14.1.** The restricted area is the area formed by draw a circle with a radius of ten metres (half a pitch length) from the middle stump at the strikers' end.
- 14.2.** Only the wicketkeeper and orthodox slips fieldsmen can take up fielding positions in the restricted area.
- 14.3.** All other fielders are not permitted to enter the restricted area until the ball has been struck by the batter, hit the batter or passed the stumps at the strikers' end.

15. HELMETS

- 15.1.** The use of helmets with full face grilles is compulsory for all batsmen in the under 16 competition and wicketkeepers keeping up to the stumps. Whilst the use of helmets is optional when the wicketkeeper is standing back, the use of the helmet is strongly encouraged as the skill level of the wicketkeeper, bowler and fielders may place the player at greater risk of injury from the ball.

16. PREMIERSHIP POINTS

- 16.1.** First innings or outright win 6 points
16.2. Drawn, tied or abandoned games 3 points
16.3. Please note there are no additional points awarded for an outright win.
16.4. Where an outright result is achieved then the result of the first innings is not considered when awarding premiership points.

17. MATCH RESULTS

- 17.1.** Captains, coaches and umpires are responsible for the verification and accuracy of scores. Match results must be entered into the PlayHQ system by the home team within the specified timeframes.

18. PLAYER OF THE YEAR

- 18.1.** Matches shall not count and votes shall not be allowed for the purposes of the Player of the Year award unless at least one innings has been completed or a minimum of thirty overs have been bowled.

UNDER 16 SEMI FINAL PLAYING CONDITIONS

1. MATCH DURATION

1.1. The under 16 semi-finals shall consist of a maximum of 80 overs per match.

2. SESSION TIMES (unless otherwise approved):

2.1. Sunday 10.00am - 12.30pm 12.45pm – 3.15pm.

3. DELAYED START

3.1. Playing time may be extended by up to 90 minutes where there are interruptions due to weather or other factors that do not allow play to commence at the scheduled time. Tea breaks and finish times will need to be adjusted in accordance with delayed start time. The scheduled finish time must be no later than 5.45pm.

3.2. Where play has not commenced within 90 minutes of the scheduled start time, it will be considered that the match has officially commenced at this time.

4. INTERRUPTIONS TO PLAY

4.1. Where the match is commenced, or deemed to have commenced, and the total time lost to interruptions is 30 minutes or less the match shall be played until the required number of overs have been bowled.

4.2. Where a match is commenced and the total time lost to interruptions is more than 30 minutes the match shall be played with the following variations:

4.2.1. The team batting first shall be entitled to bat for 40 overs, or until they are dismissed or declare their innings closed.

4.2.2. There shall be a minimum of 16 overs bowled in the final hour of play. In the event of an innings change in the last hour then 3 overs shall be deducted. The match will conclude at the scheduled finish time (or adjusted finish time) provided 16 overs have been bowled in the last hour.

5. DURATION OF INNINGS

5.1. The innings of the batting team, if not previously completed shall be compulsorily closed at the completion of the 40th over.

5.2. TEAM BATTING SECOND

5.2.1. Where the team batting first is dismissed or declares before the 40th over is completed, there shall be a break between innings of ten minutes. However, where the innings concludes within 15 minutes of the lunch break, then the lunch break shall be taken immediately and play shall recommence after 20 minutes.

5.2.2. The innings of the team batting second shall continue in session two, if not previously dismissed. The innings duration must not exceed 40 overs.

5.3. SECOND INNINGS

5.3.1. Where the team batting second faces their maximum number of overs, is dismissed or declares more than 30 minutes prior to the scheduled finish then a second innings may be commenced. There shall be a break between innings of ten minutes.

5.3.2. Where the team batting first in the first innings leads by 75 runs or more the team batting second may be asked to follow on.

5.3.3. Ordinary conditions apply as soon as the second innings commences and play shall cease at the scheduled finish time. Teams may by mutual agreement cease play earlier than the scheduled finish time where a result has been achieved.

6. BATTING, BOWLING & FIELDING RESTRICTIONS

6.1. These are applied in the same manner as the home and away playing conditions for the under 16 competition.

6.2. The only exception to 6.1 is that batters are **not** required to retire in semi-finals.

7. ABANDONED, DRAWN or TIED GAME

7.1. If the team batting second does not receive its full entitlement of overs, is not dismissed and does not pass the opposition score then the match shall be declared a draw.

7.2. In the event of an abandoned, drawn or tied match, the higher placed team on the ladder at the end of the home and away season shall advance to the Grand Final.

UNDER 16 GRAND FINAL PLAYING CONDITIONS

1. MATCH DURATION

1.1. The under 16 grand final shall consist of a maximum of 80 overs for the match.

2. SESSION TIMES (unless otherwise approved):

2.1. Sunday 10.00am - 12.30pm 12.45pm – 3.15pm.

3. DELAYED START

3.1. Playing time may be extended by up to 90 minutes where there are interruptions due to weather or other factors that do not allow play to commence at the scheduled time. Tea breaks and finish times will need to be adjusted in accordance with delayed start time. The scheduled finish time must be no later than 5.45pm.

3.2. A reserve day shall be scheduled and may be used to play or continue the match where a result is not achieved on the first scheduled day of play. Where play has not commenced prior to the lunch break on the first scheduled day, play will be abandoned for that day and rescheduled to the reserve day.

3.3. The Friday evening (playing time 5.00pm to 7.30pm) following the Sunday Grand Final is the only reserve day. This reserve day is set aside if no play is available on the scheduled Sunday Grand Final, or if the match is incomplete on the Sunday due to lost time.

3.4. A maximum of 40 overs of play are available on the reserve day and shall be played under ordinary conditions. Ordinary conditions mean the match is played out with no division of time or overs, but with a requirement for 40 overs to be completed or until a result is reached.

4. INTERRUPTIONS TO PLAY

4.1. Where the match is commenced, and the total time lost to interruptions or delays is 90 minutes or less the match shall be played until the required number of overs have been bowled.

4.2. Where a match is commenced and the total time lost to interruptions or delays is more than 90 minutes the match shall be played with the following variations:

4.2.1. The team batting first shall be entitled to bat for 40 overs, or until they are dismissed or declare their innings closed.

4.2.2. The team batting second shall also be entitled to bat for 40 overs, or until they are dismissed, declare their innings closed, or a result is achieved. Where delays on the first scheduled day of play do not allow a result to be achieved then play may continue on the reserve day.

4.2.3. On the reserve day there shall be a minimum of 16 overs bowled in the final hour of play. The match will conclude at the scheduled finish time (or adjusted finish time) provided 16 overs have been bowled in the last hour.

5. DURATION OF INNINGS

5.1. The innings of the batting team, if not previously completed shall be compulsorily closed at the completion of the 40th over.

5.2. TEAM BATTING SECOND

5.2.1. Where the team batting first is dismissed or declares before the 40th over is completed, there shall be a break between innings of ten minutes. However, where the innings concludes within 15 minutes of the lunch break, then the lunch break shall be taken immediately and play shall recommence after 20 minutes.

5.2.2. The innings of the team batting second shall continue in session two, if not previously dismissed. The innings duration must not exceed 40 overs.

5.3. SECOND INNINGS

5.3.1. Where the team batting second faces their maximum number of overs, is dismissed or declares more than 30 minutes prior to the scheduled finish then a second innings may be commenced. There shall be a break between innings of ten minutes.

5.3.2. Where the team batting first in the first innings leads by 75 runs or more the team batting second may be asked to follow on.

5.3.3. Ordinary conditions apply as soon as the second innings commences and play shall cease at the scheduled finish time. Teams may by mutual agreement cease play earlier than the scheduled finish time where a result has been achieved.

6. BATTING, BOWLING & FIELDING RESTRICTIONS

6.1. These are applied in the same manner as the home and away playing conditions for the under 16 competition.

6.2. The only exception to 6.1 is that batsmen are **not** required to retire in grand finals.

7. ABANDONED, DRAWN or TIED GAME

7.1. If the team batting second does not receive its full entitlement of overs, is not dismissed and does not pass the opposition score then the match shall be declared a draw.

7.2. In the event of an abandoned, drawn or tied match after the reserve day is used, the higher placed team on the ladder at the end of the home and away season shall be declared the Premier.

UNDER 14 COMPETITION (MIXED) RULES & PLAYING CONDITIONS

1. AGE QUALIFICATION

1.1. To be eligible a male player must have their fourteenth birthday on or after 1st September at the start of the season. Female players must have their sixteenth birthday on or after 1st September of the year in which the season commences.

2. MATCH DURATION

2.1. All one day games in U14 grade shall consist of a maximum of 40 overs per match.
 2.2. All two day games in U14 grade shall consist of a maximum of 80 overs per match.
 2.3. All games are one innings games and therefore no outright decisions are possible.

3. SESSION TIMES (unless otherwise approved):

3.1. Wednesday 5.00pm – 7.30pm
 3.2. Sunday 10.00am - 12.30pm 12.45pm – 3.15pm.
 3.3. All U14 games played on a Sunday will be played under the two day game conditions.

4. TEAM SELECTION

4.1. An under 14 team may include up to 14 players in any match. All players are able to bat and bowl, but only 11 players may be on the field at any time. The batting team’s innings will be concluded after 10 wickets have been lost (or less if the team is made up of less than 11 players).

5. GROUND DIMENSIONS

5.1. The ground shall be marked with a boundary fifty metres in radius from the stumps at each end.

6. MATCH BALL

6.1. Only cricket balls approved the CLV Board of Management shall be used for the under 14 competition matches. The ball type will be determined prior to the season and advised to all clubs. See CLV By Law 8.

7. DELAYED START

7.1. TWO DAY GAME PLAYED ON WEDNESDAY NIGHTS

7.1.1. If a two day game played on two weeknights is delayed in starting on either day one or day two then the number of overs required to be bowled in each innings shall be reduced as set out in the following table:

Time lost	Overs	Time lost	Overs	Time lost	Overs
1-7	1	29-35	5	57-63	9
8-14	2	36-42	6	64-70	10
15-21	3	43-49	7		
22-28	4	50-56	8		

7.1.2. If the start is delayed by more than 70 minutes on day one then play on day one will be abandoned and the match will be played under one day game conditions on day two.

7.1.3. Where play is possible on day one, if the start is delayed by more than 70 minutes on day two then further play in the match will be abandoned. The match will be deemed a draw unless a first innings results was achieved on day 1. Where each team

has not faced a minimum of 14 overs or been dismissed before their over entitlement was bowled then the match is declared a draw.

7.2. TWO DAY GAME PLAYED ON SUNDAY

7.2.1. If a two day game played on a Sunday is delayed in starting then the number of overs required to be bowled in each innings shall be reduced as set out in the following table:

Time lost	Overs	Time lost	Overs	Time lost	Overs
1-7	1	50-56	8	99-105	15
8-14	2	57-63	9	106-112	16
15-21	3	64-70	10	113-119	17
22-28	4	71-77	11	120-126	18
29-35	5	78-84	12	127-133	19
36-42	6	85-91	13	134-140	20
43-49	7	92-98	14		

7.2.2. If the start is delayed by more than 140 minutes the match will be abandoned.

7.3. ONE DAY GAME

7.3.1. If a one day game is delayed in starting then the number of overs required to be bowled in each innings shall be reduced as set out in the following table:

Time lost	Overs	Time lost	Overs	Time lost	Overs
1-7	1	16-22	3	31-37	5
8-15	2	23-30	4	38-45	6

7.3.2. If the start is delayed by more than 45 minutes the match will be abandoned.

8. INTERRUPTIONS TO PLAY

8.1. Where the match is commenced and the total time lost to interruptions is 30 minutes or less the match shall be played until the required number of overs have been bowled.

8.2. Where a match is commenced and the total time lost to interruptions is more than 30 minutes the match shall be played with the following variations:
The team batting first shall be entitled to bat for the maximum number of overs determined at the commencement of the days play.

8.3. There shall be a minimum of 16 overs bowled in the final hour of play. In the event of an innings change in the last hour then 3 overs shall be deducted. The match will conclude at the scheduled time provided 16 overs have been bowled in the last hour.

9. BOWLING PROCEDURES

9.1. Overs are bowled in five over blocks from alternating ends i.e. Overs 1-5 are bowled at one end and overs 6-10 are bowled at the other. Batsmen change ends after the over when the bowling end is not changed.

10. DURATION OF INNINGS

10.1. The innings of the batting team, if not previously completed shall be compulsorily closed at the completion of the 20th over in a one day game, or at the completion of the 40th over in a two day game, unless the numbers of overs has been reduced due to a delayed start (see rule 6).

10.2. BATTING INNINGS – TWO DAY GAMES

10.2.1. Under 14 two day games are played in four quarters. Each team bats and bowls on each day of the match.

10.2.2. Day 1 – Team A bats first

Team B bats second

10.2.3. Day 2 – Team A bats first

Team B bats second

10.2.4. The first innings of the team batting first (Team A) is concluded on Day 1 when it has faced its allocated 20 overs for that day OR the team is dismissed. There is a ten minute break between innings and then the team batting second on Day 1 (Team B) commences their innings. The time allowed to bowl 20 overs is 70 minutes.

10.2.5. In the event that Team A is dismissed prior to receiving its allocated twenty overs on Day 1 then Team B shall be able to bat for its allocation of twenty overs plus the remaining overs of Team A's allocation for Day 1.

10.3. DAY TWO

10.3.1. The first innings of Team A shall be continued at the commencement of the second day's play (day two), or the second session of a two day game played on Sunday. The innings recommences with the not out batsmen from day one, or should either of these players not be in attendance by a player who is yet to bat.

10.3.2. The first innings of Team A is concluded when the team is dismissed, or it has received the maximum overs allocation for the match.

10.3.3. The first innings of Team B shall be continued at the conclusion of Team A's innings, providing the team was not dismissed on day one. The innings recommences with the not out batsmen from day one, or should either of these players not be in attendance by a player who is yet to bat.

10.3.4. The first innings of Team B is concluded when the team is dismissed, or it has received the maximum overs allocation for the match.

11. BATTING RESTRICTIONS

11.1. In one day matches a player must retire after scoring 20 runs, however they may return to bat when all other nominated batters on team sheet have been marked as dismissed (not including retired) or have also retired at 20 runs, after the dismissal of all other batsmen and in order of retirement where the team has not lost ten wickets.

11.2. In two day matches a player must retire after scoring 50 runs, however they may return after the dismissal of all other batsmen and in order of retirement where the team has not lost ten wickets.

12. BOWLING RESTRICTIONS

12.1. In one day matches a player may bowl up to four overs in an innings.

12.2. In two day matches a player may bowl up to eight overs in an innings, unless the number of overs has been reduced due to a delayed start, in which case the bowling restriction is 1/5th of the reduced over limit. Where a fraction results then the number is raised to the next whole number (e.g. In a 32 over game, 1/5th = 6.4. The next whole number is 7).

12.3. For player development purposes, all players are strongly encouraged to bowl at least one over per innings.

12.4. Whilst wides and no balls will result in additional runs to the batting team, the maximum number of deliveries in an over is limited to eight balls, except for the final over of the innings, which must contain 6 legal deliveries.

12.5. Please ensure the Fast Bowling Injury Prevention rules as followed and spells of bowling are limited accordingly.

12.6. SHORT PITCHED BOWLING

12.6.1. A short pitched ball is defined as one which passes or would have passed above the shoulder height of the batsman standing upright at the crease.

12.6.2. Short pitched bowling is not permitted in the under 14 competition. Where a short pitched ball bowled, the umpire shall call and signal a "no ball".

13. FIELDING – RESTRICTED AREA

- 13.1.** The restricted area is the area formed by draw a circle with a radius of ten metres (half a pitch length) from the middle stump at the strikers' end.
- 13.2.** Only the wicketkeeper and orthodox slips fieldsmen can take up fielding positions in the restricted area.
- 13.3.** All other fielders are not permitted to enter the restricted area until the ball has been struck by the batter, hit the batter or passed the stumps at the strikers' end.

14. HELMETS

- 14.1.** The use of helmets with full face grills is compulsory for all batsmen and wicketkeepers in the under 14 competition.

15. PREMIERSHIP POINTS

- 15.1.** First innings or outright win 6 points
- 15.2.** Drawn, tied or abandoned games 3 points
- 15.3.** Please note there are no outright results in the under 14 competition. In the event that both teams have completed their innings before the scheduled finish, the scorebooks shall be closed for the purposes of averages and percentages and the remainder of the game may be used for coaching purposes. Under these circumstances teams can agree to cease play as a result has been achieved.

16. MATCH RESULTS

- 16.1.** Captains, coaches and umpires are responsible for the verification and accuracy of scores. Match results must be entered into the PlayHQ system by the home team within the specified timeframes.

UNDER 14 (MIXED) SEMI FINAL PLAYING CONDITIONS

1. MATCH DURATION

1.1. The under 14 semi-finals shall consist of a maximum of 80 overs per match.

2. SESSION TIMES (unless otherwise approved):

2.1. Wednesday or other weekdays 5.00pm – 7.30pm

2.2. Sunday 10.00am - 12.30pm 12.45pm – 3.15pm.

2.3. The preferred day for under 14 semi-finals will be Sunday, but this may be varied to Wednesday & Thursday or other weekdays where competing teams also have under 16 teams playing on the same day and will be unable to field a full team as a result.

3. DELAYED START

3.1. Playing time may be extended by up to 30 minutes on each weekday or 90 minutes on a Sunday where there are interruptions due to weather or other factors that do not allow play to commence at the scheduled time. Tea breaks and finish times will need to be adjusted in accordance with delayed start time. The scheduled finish time must be no later than 8.00pm on a weekday or 5.45pm on a Sunday.

3.2. Where play has not commenced within 90 minutes of the scheduled start time, it will be considered that the match has officially commenced at this time.

4. INTERRUPTIONS TO PLAY

4.1. DAY ONE (WEEK DAYS) OR SESSION ONE (SUNDAY GAMES)

4.1.1. Where the match is commenced, or deemed to have commenced, and the total time lost to interruptions is 30 minutes or less the match shall be played until the required number of overs have been bowled.

4.1.2. Where a match is commenced and the total time lost to interruptions is more than 30 minutes the match shall be played with the following variations:

4.1.3. The team batting first (Team A) on day one/session one shall be entitled to bat for 20 overs, or until they are dismissed. After a ten minute break between innings Team B will commence batting and cease at the scheduled finish time.

4.2. DAY TWO (WEEK DAYS) OR SESSION TWO (SUNDAY GAMES)

4.2.1. Where the match is commenced, or deemed to have commenced, and the total time lost to interruptions is 30 minutes or less the match shall be played until the required number of overs have been bowled.

4.2.2. Where a match is commenced and the total time lost to interruptions is more than 30 minutes the match shall be played with the following variations:

4.2.3. The team batting first (Team B) on day two/session two shall be entitled to bat until they have received their match allocation of 40 overs, or until they are dismissed, or declare their innings closed. After a ten minute break between innings, Team A will commence batting and cease at the scheduled finish time, or when they have received their maximum over allocation.

4.2.4. There shall be a minimum of 16 overs bowled in the final hour of play. In the event of an innings change in the last hour then 3 overs shall be deducted. The match will conclude at the scheduled finish time (or adjusted finish time) provided 16 overs have been bowled in the last hour.

DURATION OF INNINGS

4.3. The innings of the batting team, if not previously completed shall be compulsorily closed at the completion of the 40th over.

5. BATTING, BOWLING & FIELDING RESTRICTIONS

5.1. These are applied in the same manner as the home and away playing conditions for the under 14 competition.

6. ABANDONED, DRAWN or TIED GAME

6.1. If the team batting second on day two/session two (Team A) does not receive its full entitlement of overs, is not dismissed and does not pass the opposition score then the match shall be declared a draw.

6.2. In the event of an abandoned, drawn or tied match, the higher placed team on the ladder at the end of the home and away season shall advance to the Grand Final.

UNDER 14 (MIXED) GRAND FINAL PLAYING CONDITIONS

1. MATCH DURATION

1.1. The under 14 grand final shall consist of a maximum of 80 overs for the match.

2. SESSION TIMES (unless otherwise approved):

2.1. Sunday 10.00am - 12.30pm 12.45pm – 3.15pm.

2.2. The preferred day for under 14 semi-finals will be Sunday, but this may be varied to Wednesday & Thursday or other weekdays where competing teams also have under 16 teams playing on the same day and will be unable to field a full team as a result.

2.3. Monday (Labour Day Public Holiday) 10.00am – 12.30pm, 12.45pm – 3.15pm

2.4. Wednesday (reserve day) 5.00pm – 7.30pm

2.5. The under 14 grand final may be on the Monday Labour Day Public Holiday.

3. DELAYED START

3.1. Playing time may be extended by up to 30 minutes on each weekday or 60 minutes on the Monday where there are interruptions due to weather or other factors that do not allow play to commence at the scheduled time. Tea breaks and finish times will need to be adjusted in accordance with delayed start time. The scheduled finish time must be no later than 8.00pm on a weekday or 4.15pm on a Sunday.

3.2. A reserve day/s shall be scheduled on the Wednesday following the Monday Grand Final and may be used to play or continue the match where a result is not achieved in the first scheduled week of play. Where play has not commenced prior to the lunch break on the first scheduled day, play will be abandoned for that day and rescheduled to the reserve day/s.

3.3. A maximum of 40 overs of play are available on the reserve day and shall be played under ordinary conditions. Ordinary conditions mean the match is played out with no division of time or overs, but with a requirement for 40 overs to be completed or until as result is reached.

4. INTERRUPTIONS TO PLAY

4.1. Where the match is commenced, and the total time lost to interruptions or delays is 90 minutes or less the match shall be played until the required number of overs have been bowled.

4.2. Where a match is commenced and the total time lost to interruptions or delays is more than 90 minutes the match shall be played with the following variations:

4.3. The team batting first (Team B) on day two/session two shall be entitled to bat until they have received their match allocation of 40 overs, or until they are dismissed, or declare their innings closed. After a ten minute break between innings, Team A will commence batting and cease at the scheduled finish time, or when they have received their maximum over allocation.

4.4. The team batting second shall also be entitled to bat for 40 overs, or until they are dismissed, declare their innings closed, or a result is achieved. Where delays on the scheduled day/s of play do not allow a result to be achieved then play may continue on the reserve day/s.

4.5. On the final reserve day there shall be a minimum of 16 overs bowled in the final hour of play. The match will conclude at the scheduled finish time (or adjusted finish time) provided 16 overs have been bowled in the last hour.

5. DURATION OF INNINGS

5.1. The innings of the batting team, if not previously completed shall be compulsorily closed at the completion of the 40th over.

6. BATTING, BOWLING & FIELDING RESTRICTIONS

6.1. These are applied in the same manner as the home and away playing conditions for the under 14 competition.

7. ABANDONED, DRAWN OR TIED GAME

7.1. If the team batting second does not receive its full entitlement of overs, is not dismissed and does not pass the opposition score then the match shall be declared a draw.

7.2. In the event of an abandoned, drawn or tied match after the reserve day is used, the higher placed team on the ladder at the end of the home and away season shall be declared the Premier

UNDER 14 (FEMALE) COMPETITION RULES & PLAYING CONDITIONS

1. AGE QUALIFICATION

1.1. To be eligible a player must have their fourteenth birthday on or after 1st September at the start of the season.

2. MATCH DURATION

2.1. All one day games in the U14 female grade shall consist of a maximum of 20 overs per team.

3. SESSION TIMES (unless otherwise approved):

3.1. Friday 5.00pm – 7.30pm

4. TEAM SELECTION

4.1. An under 14 team may include an unrestricted number of players, but only 8 players may be on the field at any time.

4.2. All players are able to bat and bowl. The batting team's innings will be concluded after 7 wickets have been lost (or less if the team is made up of less than 8 players).

5. PITCH LENGTH

5.1. The length of the pitch used for under 14 matches shall be eighteen (18) metres, with portable stumps to be used at the bowlers end.

6. GROUND DIMENSIONS

6.1. The ground shall be marked with a boundary approx.. forty (40) metres in radius from the stumps at each end.

7. MATCH BALL

7.1. Only cricket balls approved the CLV Board of Management shall be used for the under 14 competition matches. The ball type will be determined prior to the season and advised to all clubs. See CLV By Law 8.

8. DURATION OF INNINGS

8.1. Each team shall bat for a maximum of 20 overs, or until dismissed, unless the number of overs has been reduced under rule 10.

9. DELAYED START

9.1. If a match is delayed in starting then the number of overs required to be bowled in each innings shall be reduced as set out in the following table:

Time lost	Overs	Time lost	Overs
1-7	1	31-37	5
8-15	2	38-45	6
16-22	3	46-52	7
23-30	4	53-60	8

9.2. If the start is delayed by more than 60 minutes then the game will be abandoned.

10. INTERRUPTIONS TO PLAY

- 10.1.** Where the match is commenced and the total time lost to interruptions is 30 minutes or less the match shall be played until the required number of overs have been bowled.
- 10.2.** Where a match is commenced and the total time lost to interruptions is more than 30 minutes the match shall be played with the following variations:
The team batting first shall be entitled to bat for the maximum number of overs determined at the commencement of the match.
- 10.3.** There shall be a minimum of 16 overs bowled in the final hour of play. In the event of an innings change in the last hour then 3 overs shall be deducted. The match will conclude at the scheduled time provided 16 overs have been bowled in the last hour.

11. BATTING RESTRICTIONS

- 11.1.** In under 14 matches a player must retire after facing 20 deliveries, however they may return after the dismissal of all other batsmen and in order of retirement where the team has not lost seven wickets.
- 11.2.** A coach may retire a batter before they have faced 20 deliveries, all retiring batters must have faced the same number of deliveries.
- 11.3.** A batter cannot be dismissed under the LBW rule in under 14 matches.

12. BOWLING RESTRICTIONS

- 12.1.** In under 14 matches a player may bowl up to three overs in an innings. Every player must bowl a minimum of two overs per innings, with the exception of one wicket keeper.

13. BALL BOUNCING TWICE OR MORE (before the batting crease)

- 13.1.** Should a batter be dismissed by a ball that bounces twice or more before reaching the batting crease, the batter shall be "not out" and the ball called a dead ball. The ball shall be recorded as a dot ball for scoring purposes.
- 13.2.** Where a ball bouncing twice or more does not result in the batter being dismissed, any runs scored shall count towards the team total, and are credited to either the batter or extras.

14. SHORT PITCHED BOWLING

- 14.1.** A short pitched ball is defined as one which passes or would have passed above the shoulder height of the batter standing upright at the crease.
- 14.2.** Short pitched bowling is not permitted in the under 14 competition. Where a short pitched ball bowled, the umpire shall call and signal a "no ball".
- 14.3.** Whilst wides and no balls will result in additional runs to the batting team, the maximum number of deliveries in an over is six balls, except for the last over of the innings which must contain six legal deliveries.

15. FIELDING – RESTRICTED AREA

- 15.1.** The restricted area is the area formed by draw a circle with a radius of ten metres (half a pitch length) from the middle stump at the strikers' end.
- 15.2.** Only the wicketkeeper and orthodox slips fieldsmen can take up fielding positions in the restricted area.
- 15.3.** All other fielders are not permitted to enter the restricted area until the ball has been struck by the batter, hit the batter or passed the stumps at the strikers' end.

16. HELMETS

- 16.1.** The use of helmets with full face grills is compulsory for all batsmen and wicketkeepers in the under 14 competition.

17. PREMIERSHIP POINTS

- 17.1.** First innings win 6 points
17.2. Drawn, tied or abandoned games 3 points
17.3. Please note there are no additional points awarded for an outright win. Where an outright result is achieved then the result of the first innings is not considered when awarding premiership points.

18. MATCH RESULTS

- 18.1.** Captains, coaches and umpires are responsible for the verification and accuracy of scores. Match results must be entered into the PlayHQ system by the home team within the specified timeframes.

UNDER 12 COMPETITION RULES & PLAYING CONDITIONS

1. AGE QUALIFICATION

1.1. To be eligible a male player must have their twelfth birthday on or after 1st September at the start of the season. Female players must have their fourteenth birthday on or after 1st September of the year in which the season commences.

2. MATCH DURATION

2.1. All one day games in U12 grade shall consist of a maximum of 20 overs per team.

3. SESSION TIMES (unless otherwise approved):

3.1. Monday 5.00pm – 7.30pm

4. TEAM SELECTION

4.1. An under 12 team may include an unrestricted number of players, but only 9 players may be on the field at any time.

4.2. All players are able to bat and bowl. The batting team's innings will be concluded after 8 wickets have been lost (or less if the team is made up of less than 9 players).

5. PITCH LENGTH

5.1. The length of the pitch used for under 12 matches shall be eighteen (18) metres, with portable stumps to be used at the bowlers end.

6. GROUND DIMENSIONS

6.1. The ground shall be marked with a boundary forty (40) metres in radius from the stumps at each end.

7. MATCH BALL

7.1. Only cricket balls approved the CLV Board of Management shall be used for the under 12 competition matches. The ball type will be determined prior to the season and advised to all clubs. See CLV By Law 8.

8. DURATION OF INNINGS

8.1. Each team shall bat for a maximum of 20 overs, or until dismissed, unless the number of overs has been reduced under rule 10.

9. DELAYED START

9.1. If a match is delayed in starting then the number of overs required to be bowled in each innings shall be reduced as set out in the following table:

Time lost	Overs	Time lost	Overs
1-7	1	31-37	5
8-15	2	38-45	6
16-22	3	46-52	7
23-30	4	53-60	8

9.2. If the start is delayed by more than 60 minutes then the game will be abandoned.

10. INTERRUPTIONS TO PLAY

- 10.1.** Where the match is commenced and the total time lost to interruptions is 30 minutes or less the match shall be played until the required number of overs have been bowled.
- 10.2.** Where a match is commenced and the total time lost to interruptions is more than 30 minutes the match shall be played with the following variations:
The team batting first shall be entitled to bat for the maximum number of overs determined at the commencement of the match.
- 10.3.** There shall be a minimum of 16 overs bowled in the final hour of play. In the event of an innings change in the last hour then 3 overs shall be deducted. The match will conclude at the scheduled time provided 16 overs have been bowled in the last hour.

11. BATTING RESTRICTIONS

- 11.1.** In under 12 matches a player must retire after facing 20 deliveries, however they may return after the dismissal of all other batsmen and in order of retirement where the team has not lost eight wickets.
- 11.2.** A coach may retire a batter before they have faced 20 deliveries, all retiring batters must have faced the same number of deliveries.
- 11.3.** A batter cannot be dismissed under the LBW rule in under 12 matches.

12. BOWLING RESTRICTIONS

- 12.1.** In under 12 matches a player may bowl up to three overs in an innings. Every player must bowl a minimum of one over per innings, with the exception of one wicket keeper.

13. BALL BOUNCING TWICE OR MORE (before the batting crease)

- 13.1.** Should a batter be dismissed by a ball that bounces twice or more before reaching the batting crease, the batter shall be “not out” and the ball called a dead ball. The ball shall be recorded as a dot ball for scoring purposes.
- 13.2.** Where a ball bouncing twice or more does not result in the batter being dismissed, any runs scored shall count towards the team total, and are credited to either the batter or extras.

14. SHORT PITCHED BOWLING

- 14.1.** A short pitched ball is defined as one which passes or would have passed above the shoulder height of the batter standing upright at the crease.
- 14.2.** Short pitched bowling is not permitted in the under 12 competition. Where a short pitched ball bowled, the umpire shall call and signal a “no ball”.
- 14.3.** Whilst wides and no balls will result in additional runs to the batting team, the maximum number of deliveries in an over is six balls, except for the last over of the innings which must contain six legal deliveries.

15. FIELDING – RESTRICTED AREA

- 15.1.** The restricted area is the area formed by draw a circle with a radius of ten metres (half a pitch length) from the middle stump at the strikers’ end.
- 15.2.** Only the wicketkeeper and orthodox slips fieldsmen can take up fielding positions in the restricted area.
- 15.3.** All other fielders are not permitted to enter the restricted area until the ball has been struck by the batter, hit the batter or passed the stumps at the strikers’ end.

16. HELMETS

- 16.1.** The use of helmets with full face grills is compulsory for all batsmen and wicketkeepers in the under 12 competition.

17. PREMIERSHIP POINTS

- 17.1.** First innings win 6 points
17.2. Drawn, tied or abandoned games 3 points
17.3. Please note there are no additional points awarded for an outright win. Where an outright result is achieved then the result of the first innings is not considered when awarding premiership points.

18. MATCH RESULTS

- 18.1.** Captains, coaches and umpires are responsible for the verification and accuracy of scores. Match results must be entered into the PlayHQ system by the home team within the specified timeframes.

UNDER 12 SEMI FINAL PLAYING CONDITIONS

1. MATCH DURATION

1.1. The under 12 semi-finals shall consist of a maximum of 20 overs per team.

2. SESSION TIMES (unless otherwise approved):

2.1. Monday 5.00pm – 7.30pm

3. DELAYED START

3.1. Playing time may be extended by up to 30 minutes where there are interruptions due to weather or other factors that do not allow play to commence at the scheduled time. The scheduled finish time must be no later than 8.00pm.

3.2. Where play has not commenced within 60 minutes of the scheduled start time, it will be considered that the match has officially commenced at this time.

4. INTERRUPTIONS TO PLAY

4.1. An interruption occurs after play has commenced, or is deemed to commence.

4.2. Where the match is commenced, or deemed to have commenced, and the total time lost to interruptions is 30 minutes or less the match shall be played until the required number of overs have been bowled.

4.3. Where a match is commenced and the total time lost to interruptions is more than 30 minutes the match shall be played with the following variations:

4.4. The team batting first shall be entitled to bat for 20 overs, or until they are dismissed or declare their innings closed.

4.5. There shall be a minimum of 16 overs bowled in the final hour of play. In the event of an innings change in the last hour then 3 overs shall be deducted. The match will conclude at the scheduled finish time (or adjusted finish time) provided 16 overs have been bowled in the last hour.

5. DURATION OF INNINGS

5.1. The innings of the batting team, if not previously completed or declared, shall be compulsorily closed at the completion of the 20th over.

6. BATTING, BOWLING & FIELDING RESTRICTIONS

6.1. These are applied in the same manner as the home and away playing conditions for the under 12 competition.

7. ABANDONED, DRAWN or TIED GAME

7.1. If the team batting second does not receive its full entitlement of overs, is not dismissed and does not pass the opposition score then the match shall be declared a draw.

7.2. In the event of an abandoned, drawn or tied match, the higher placed team on the ladder at the end of the home and away season shall advance to the Grand Final.

UNDER 12 GRAND FINAL PLAYING CONDITIONS

1. MATCH DURATION

1.1. The under 12 grand final shall consist of a maximum of 20 overs per team.

2. SESSION TIMES (unless otherwise approved):

2.1. Monday 5.00pm – 7.30pm

2.2. Tuesday (reserve day) 5.00pm – 7.30pm

3. DELAYED START

3.1. Playing time may be extended by up to 90 minutes where there are interruptions due to weather or other factors that do not allow play to commence at the scheduled time. The scheduled finish time must be no later than 8.00pm.

3.2. A reserve day shall be scheduled on the Tuesday following the Monday Grand Final and may be used to play or continue the match where a result is not achieved on the first scheduled day of play. Where play has not commenced within 90 minutes of the scheduled start time on the first scheduled day, play will be abandoned for that day and rescheduled to the reserve day.

4. INTERRUPTIONS TO PLAY

4.1. An interruption occurs after play has commenced, or is deemed to commence.

4.2. Where the match is commenced, or deemed to have commenced, and the total time lost to interruptions is 30 minutes or less the match shall be played until the required number of overs have been bowled.

4.3. Where a match is commenced and the total time lost to interruptions is more than 30 minutes the match shall be played with the following variations:

4.3.1. The team batting first shall be entitled to bat for 20 overs, or until they are dismissed or declare their innings closed.

4.3.2. The team batting second shall also be entitled to bat for 20 overs, or until they are dismissed, declare their innings closed, or a result is achieved. Where delays on the first scheduled day of play do not allow a result to be achieved then play may continue on the reserve day.

4.4. On the reserve day there shall be a minimum of 16 overs bowled in the final hour of play. The match will conclude at the scheduled finish time (or adjusted finish time) provided 16 overs have been bowled in the last hour.

5. DURATION OF INNINGS

5.1. The innings of the batting team, if not previously completed or declared, shall be compulsorily closed at the completion of the 20th over.

6. BATTING, BOWLING & FIELDING RESTRICTIONS

6.1. These are applied in the same manner as the home and away playing conditions for the under 12 competition.

7. ABANDONED, DRAWN OR TIED GAME

7.1. If the team batting second does not receive its full entitlement of overs, is not dismissed and does not pass the opposition score then the match shall be declared a draw.

7.2. In the event of an abandoned, drawn or tied match after the reserve day is used, the higher placed team on the ladder at the end of the home and away season shall be declared the Premier.

UNDER 10 COMPETITION RULES & PLAYING CONDITIONS

1. COMPETITION PURPOSE

1.1. All under 10 games in CLV are aimed at encouraging player participation and skills development.

2. AGE QUALIFICATION

2.1. To be eligible a male player must have their tenth birthday on or after 1st September at the start of the season. Female players must have their twelfth birthday on or after 1st September of the year in which the season commences.

3. MATCH DURATION

3.1. All one day games in U10 grade shall consist of 16 overs per team.

4. SESSION TIMES (unless otherwise approved):

4.1. Tuesday 5.00pm – 7.30pm

5. TEAM SELECTION

5.1. An under 10 team may include an unrestricted number of players, but only 8 players may be on the field at any time.

6. PITCH LENGTH

6.1. The length of the pitch used for under 10 matches shall be sixteen (16) metres, with portable stumps to be used at the bowlers end.

7. GROUND DIMENSIONS

7.1. The ground shall be marked with a boundary forty (40) metres in radius from the stumps at each end.

8. MATCH BALL

8.1. Only cricket balls approved by the CLV Board of Management shall be used for the under 10 competition matches. The ball type will be determined prior to the season and advised to all clubs. See CLV By Law 8.

9. DURATION OF INNINGS

9.1. Each team shall bat for a maximum of 16 overs, regardless of the number of wickets that fall.

10. BOWLING PROCEDURES

10.1. Overs are bowled from the same end. The use of portable stumps at the bowlers end, due to the shorter pitch length, limits the opportunities to change ends when bowling. This procedure is also designed to allow for quicker completion of the match.

10.2. In under 10 matches a player may bowl up a maximum of two overs in an innings. The only exception to this rule is where the team has less than eight players, and all other players have bowled at least two overs – in this instance the player may bowl one additional over (maximum of three).

10.3. For player development purposes, all players must bowl at least one over per innings.

11. ILLEGAL BOWLING

11.1. A short pitched ball is defined as one which passes or would have passed above the shoulder height of the batter standing upright at the crease.

11.2. Short pitched bowling is not permitted in the under 10 competition. Where a short pitched ball bowled, the umpire shall call and signal a “no ball”.

11.3. Any ball which leaves the pitch during the act of bowling the ball shall be called a no ball.

11.4. When the umpire signals a no ball (off the pitch, waist high full toss, bouncing over the head of the batsman), the batter will be entitled to 1 swing at a ball already placed on a cone beside the pitch.

11.4.1. For the purpose of bylaw 11.4, A cone will be place on the popping crease either side of the pitch, with a ball perched on top of each cone.

12. BALL BOUNCING TWICE OR MORE

12.1. Should a batter be dismissed by a ball that bounces twice or more before reaching the batting crease, the batter shall be “not out” and the ball called a dead ball. The ball shall be recorded as a dot ball for scoring purposes.

12.2. Where a ball bouncing twice or more does not result in the batter being dismissed, any runs scored shall count towards the team total, and are credited to either the batter or extras.

13. MAXIMUM BALLS IN AN OVER

13.1. Whilst wides and no balls will result in additional runs to the batting team, the maximum number of deliveries in an over is six balls.

14. BATTING RESTRICTIONS

14.1. In under 10 matches batters bat in pairs for a maximum of four overs.

14.2. A batter cannot be dismissed under the LBW rule in under 10 matches.

15. BONUS RUNS

15.1. For every wicket taken the bowling team shall have five (5) runs added to their score (e.g. If the bowling team take six wickets then thirty (30) runs will be added to their batting score).

16. FIELDING – RESTRICTED AREA

16.1. The restricted area is the area formed by draw a circle with a radius of ten metres (half a pitch length) from the middle stump at the strikers’ end.

16.2. Only the wicketkeeper and orthodox slips fieldsmen can take up fielding positions in the restricted area.

16.3. All other fielders are not permitted to enter the restricted area until the ball has been struck by the batter, hit the batter or passed the stumps at the strikers’ end.

17. MATCH RESULTS

17.1. Captains, coaches and umpires are responsible for the verification and accuracy of scores. Match results must be entered into the PlayHQ system by the home team within the specified timeframe. There are no finals or individual awards in the under 10 competition.