

# **BOX HILL REPORTER DISTRICT CRICKET ASSOCIATION**



**Registered No: A 0032112 P**  
**Australian Business No: 87 914 990 602**

## **JUNIOR COMPETITION RULES**

**CODES and POLICY DOCUMENTS TO ACCOMPANY THESE RULES**  
*“Code of Behaviour”, Injury Code”, “Extreme Conditions Policy”, ANKYLBYTR Development Cricket Rules  
And Under-18 Twilight Competition Rules, Attire Policy, Split Innings Rules*

**Confirmed by the Committee of Management 17/9/2014**  
**Contains all amendments up to and including those approved**  
**by the Junior Rules Sub-Committee on 15/9/2014**

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# **RULES**

## **PREAMBLE**

These Rules apply to the Junior Section of the Box Hill Reporter District Cricket Association (BHRDCA).

As these Rules cannot cover all situations that may arise during a match, it is the responsibility of all players, officials and parents to ensure that matches are played in the right spirit, and respect is shown to opponents, team-mates, umpires and officials.

Team managers must foster participation and development at training and in matches. All players must be given a "fair go" so that they do not become disillusioned and lost to cricket through a lack of opportunities to bat and bowl.

**NOTE: For the purposes of these Rules, the terms 'Batsman' or Batsmen' refers to the historic recognition of the striker/non striker and is non gender specific.**

## **1. GENERAL**

- 1.1. These Rules supersede all versions dated before the date shown in the footer.
- 1.2. Matches are to be played in accordance with these Rules, the BHRDCA Senior Rules and The Laws of Cricket (2000 Code 2nd Edition – 2003), except that the following Laws will not apply:
  - (a) Law 2.6 which states that 5 penalty runs will be awarded to the batting team if a player returns to the field without the umpire's permission;
  - (b) Law 8.4 which specifies the dimensions of pitches, stumps and bails in junior cricket;
  - (c) Laws 16.6, 16.7 and 16.8 which specify the number of overs to be bowled in the last hour of a match;
  - (d) Law 24.6 which states that a No Ball is to be called if the ball bounces more than twice or rolls along the ground (not applicable to match's below B Grade); and
  - (e) Laws 42.4 and 42.5 which state that 5 penalty runs will be awarded to the batting team if a member of the fielding team attempts to distract either batsman.
- 1.3. The Junior Section will be divided into five age groups – Under 18, Under 16, Under 14, Under 12, AnklBytr (Under 10) and/or as may be determined from time to time.
- 1.4. Each age group will be subdivided into grades as determined by the Junior Section Manager.
- 1.5. In these rules, Team A is the team that bats first, and Team B is the team that bats second.

## **2. MANAGEMENT OF TEAMS**

- 2.1. Each club must have a Junior Coordinator who will be the contact for all liaison and communication with the BHRDCA and other clubs in relation to the junior competition.
- 2.2. Each team must have a Team Manager/Coach who:
  - (a) will be responsible for the conduct and safety of players; and
  - (b) will ensure that matches are played in the right spirit at all times.
- 2.3. Unless an official umpire or an official BHRDCA representative is appointed to a match, the team managers are to be responsible for all decisions regarding the conduct of the match.
- 2.4. The Junior Coordinator must ensure that team managers have read and understood these Rules, and that all team managers have a copy of the rules in their possession on match days.
- 2.5. Each club must have associated with its junior teams a minimum of 1 person who is accredited by Cricket Australia as a Level 1 Coach.-
- 2.6. The names and telephone numbers of each club's Junior Coordinator, team managers and nominated Level 1 coach must be submitted to the Junior Section Manager by the end of September and preceding the first round.

### **3. PLAYER ELIGIBILITY (Age requirements)**

1. A male player must be less than the age limit for his team prior to 1 September preceding the start of the season.
2. A female player may be up to two years older than the age limit for her team.
3. A player is to play in the youngest age group that the player is eligible to play in, unless the player's parent or guardian has given written permission allowing the player to play in an older age group.
4. The Junior Section Manager may grant a player permission to play in a younger age group under special circumstances. This will be on a case by case situation following a written request by that players club supported by any relevant documentation.
5. Substitute Players may be used from time to time subject to the Laws of Cricket except that -
  - (a) Discretionary authority afforded umpires under Law 2 is transferred to the opposing team manager unless an umpire duly appointed by the Association is officiating.
  - (b) Prior to a substitute player participating in any match, the team manager seeking the substitution must declare to the opposing team manager (or appointed umpire as appropriate) any lack of eligibility to otherwise play in the team that relates to the substitute player.
    - (i) If the substitution is permitted then a notation must be made on the team sheet (or in the score book) confirming any such declaration and be signed by the manager/umpire giving the permission.
6. FINALS ELIGIBILITY (Minimum Games Played) - Unless a permit has been granted by the Permit and Clearance Committee, a player must have played a minimum of three matches during the current "Home and Away" season with that team, to be eligible to participate in that teams final series.

### **4. REGISTRATION**

- 4.1. An official BHRDCA Registration Form signed by the player's parent or guardian must be held by the players club and be available for sighting by the Association from time to time as required.
- 4.2. All players must be registered by their club in the MyCricket system by close of business on the Tuesday following that player's first game with the club.
- 4.3. MyCricket registrations must include Full Name, Address, correct Date of Birth, Email Address and Contact Number(s) at a minimum.
- 4.4. Any club found to have breached any of the above conditions i.e. played an unregistered player, will forfeit all points obtained in matches in which that player played. (Also Refer BHRDCA Senior Rules 10a (iv.)
- 4.5. Previously registered players must be reconfirmed at the start of each season

### **5. CLEARANCES**

- 5.1. All requests for a clearance, or permit in relation to transfer of players between Clubs and/or Associations, will be applied for in accordance with relevant provisions of the open Competition Rules, MyCricket protocols, respective procedures and By-Laws.

### **6. PERMITS**

- 6.1. Following the first round after Christmas, unless a permit has been granted by the Permit and Clearance Committee, a player may not play in a team in a younger age group or in a lower grade in the same age group (e.g. from U14B to U14C), if that player has played in four or more matches in teams that are in older age groups or higher grades than the team that the player wishes to play in.
- 6.2. Applications for permits must be provided in the approved manner to the Chairman of the Permit and Clearance Committee no later than 24 hours prior to the match commencing.

### **7. TEAM SHEETS**

- Before the toss of the coin, the names of the players in each team must be listed on a team sheet handed to the team manager of the opposing team-
- 7.1. The nominated team may be changed up to one (1) hour after the start of the match, but only with the consent of the team manager of the opposing team, who shall initial any such change in the scorebook.
  - 7.2. A substitute player who is not in the nominated team may field, but must not bat, bowl or wicket keep.

## **8. BREACHES OF RULES**

- 8.1. If a team breaches Rules 3, 4, 5, 6 or 7:
- (a) the team shall be deemed to have forfeited the match in which such infringement took place, and/or
  - (b) Shall be dealt with as the Junior Executive Committee may think fit.

## **9. NUMBER OF PLAYERS**

- 9.1. A team must have at least seven players to commence a match.
- 9.2. There is no limit on the maximum number of players in a team.
- 9.3. A club with a team that has more than 15 players should consider making arrangements for one or more players to play with another club on a permanent or rotation basis or combine to form an amalgamated team. Clubs may not enter into any such arrangements without the approval of the Junior Section Manager.
- 9.4. Each player may bat, bowl or keep wicket, regardless of the number of players in the team.
- 9.5. If a team has 7 to 9 players to field, the opposition must supply sufficient substitute fielders to allow the fielding side to have ten (10) players, in accordance with the "Spirit of Cricket".

## **10. ATTIRE (Refer Attachment 6)**

### **11. BALLS**

- 11.1. A 142 gram two-piece leather ball is to be used in Under 12 grades.
- 11.2. A 156 gram two-piece leather ball is to be used in Under 14, Under 16 and Under 18 grades.
- 11.3. The ball used must be approved by the Committee of Management.
- 11.4. A new ball must be used at the start of each team's first innings.
- 11.5. A used ball may be used for second innings.
- 11.6. For Twilight Competitions the recommended ball for use should be coloured Pink

### **12. PLAYING CONDITIONS**

- 12.1. The ground is considered unfit for play when it is so wet or slippery as to deprive the bowlers of a reasonable foothold, the fielders of the power of free movement, or the batsman's of the ability to play their strokes or to run between the wickets. Play should not be delayed or suspended merely because the grass and the ball are wet and slippery.
- 12.2. If an official umpire has been appointed to a match, decisions about whether conditions are fit for play to commence, resume or continue are the responsibility of the official umpire.
- 12.3. If an official umpire has not been appointed to a match, the team managers are responsible for decisions about the fitness of conditions. In such cases, play will not commence, continue or resume unless the team managers agree.
- 12.4. If a total of 60 minutes or less has been lost due to extreme conditions delaying the start of play or interrupting play on one or more occasions, play may not be called off unless both team managers agree to do so.
- 12.5. If a total of more than 60 minutes has been lost due to extreme conditions delaying the start of play or interrupting play on one or more occasions, either team manager is be entitled to call off play.
- 12.6. The BHRDCA "Extreme Conditions Policy" is to be observed at all times.
- 12.7. If less than 10 overs are bowled on the first day of a Two Day match, unless Team A has been dismissed, that day's play is to be cancelled and the match is to be played as a One Day match the following week.
- 12.8. Grounds are to be measured with a rope for placement of boundary markers, when not using the boundary fence, and where oval dimensions allow; (Under 12: 45 metres, Under 14/16 and 18: 60 metres)

### **13. DATES AND DURATION OF MATCHES**

- 13.1. Matches are to be played on dates set by the Junior Section Manager subject to ratification and/or amendment by the Committee of Management.

#### **14. START OF PLAY**

14.1. During the season including finals:

- (a) Matches on Saturdays will start at 8.30 am;
- (b) Twilight matches will start at 5.00pm, or earlier if previously agreed to by the team managers of the competing teams

#### **15. END OF PLAY**

15.1. Giving due regard to the provisions of rule 15.2, play will end when the following numbers of overs have been bowled regardless of the time:

- (a) Saturday Competition - All Grades – 50 overs less two overs for every seven minutes delay to the start of play or interruption to play;
- (b) Twilight Competition - All Grades – 44 overs less two overs for every seven minutes delay to the start of play or interruption to play;

15.2. The number of overs to be bowled is not reduced if there is a change of innings.

- (a) No match will continue beyond 11.45am (8.15pm for twilight matches) unless a result or a second innings reversal of one is imminent (and there are overs remaining.) Play may continue to 12noon only

Further:

- (b) Team Managers (and appointed umpires) are responsible for keeping the rate of overs at an appropriate level.
- (c) If a late start occurs, play is interrupted or delayed due to weather etc, or for exceptional circumstances then overs are to be reduced accordingly (2 overs for every 7 minutes lost)

Failure to complete the required overs within the allowed time could be deemed a breach of the rules and expose offending teams/clubs to a penalty.

#### **16. COMPULSORY CLOSURE - ONE DAY MATCHES**

16.1. If the start of play is not delayed, and if Team A's first innings is not interrupted, Team A's first innings is to be compulsorily closed after Team A has received:

25 overs (22 overs for Twilight matches)

16.2. If the start of play is delayed, or if Team A's first innings is interrupted, Team A's first innings is to be compulsorily closed after Team A has received:

- (a) Saturday Competition: All Grades – 25 overs less one over for every seven (7) minutes delay to the start of play or interruption of play (a minimum of 17 overs in an innings must be bowled to constitute a match);
- (b) Twilight Competition: All Grades – 22 overs less one over for every seven (7) minutes delay to the start of play or interruption of play (a minimum of 15 overs in an innings must be bowled to constitute a match)

16.3. Team B's first innings is to be compulsorily closed after it has received the same number of overs as Team A was entitled to receive before compulsory closure.

16.4. For the purposes of this rule, an over that has not been completed will count as a completed over.

16.5. In one day match's, Team B does not receive the unbowled overs where Team A is dismissed in less than the scheduled overs allocation.

#### **17. COMPULSORY CLOSURE - TWO DAY MATCHES**

17.1. If the start of play on the first day is not delayed and if Team A's first innings is not interrupted, Team A's first innings is to be compulsorily closed at the earlier of 50 overs or 11.45am (45 Overs or 8.00 p.m. for Twilight competitions).

17.2. If Team A's first innings was compulsorily closed, Team B's first innings is to be compulsorily closed after it has received the same number of overs as Team A received.

17.3. If on day one the start of play is delayed and/or team A's first innings is interrupted then team A can complete its first innings on the second day. Completion of team A's innings shall be when it has received half the total number of overs on the first day added to the number of overs to be bowled on the second day.

Example: Team A receives 45 overs on the first day, it is therefore entitled to receive a further two overs on day two before team B bats.  $45+50=95/2=47.5$  or 47. Team B is to face 47 overs.

- 17.4 If on Day 1 Team A receives less than 10 overs, the match is deemed abandoned and shall be played as a one day match the following week.

### **18. INTERVALS BETWEEN INNINGS AND DRINKS BREAKS**

- 18.1. There will be a maximum of 10 minutes interval between innings in all matches.
- 18.2. Unless there has been an interval between innings less than 15 minutes beforehand, a 5 minute maximum drinks break is to be taken at the completion of the over in progress:
- (a) for Saturday matches starting at 8.30 am - at 10.00 am (or at 25 overs whichever occurs first)
  - (b) for Twilight matches starting at 5.00pm – at 6.30pm (or at 22 overs whichever occurs first)
- 18.3. In hot weather, extra drinks breaks may be taken at times agreed by the team managers before the start of play and in accordance with the BHRDCA's "Extreme Conditions Policy."
- 18.4. If a wicket falls during the last over before a scheduled drinks break, the drinks break is to be taken immediately upon the fall-of-wicket.

### **19. ABANDONMENT OF ROUND**

- 19.1 Where 50% or more of scheduled Two Day games have been cancelled within a grade, on Day 1 due to extreme conditions, then the whole round for that grade will be played as One Day games on Day 2.
- 19.2 Where 50% or more of One Day games have been cancelled within a grade due to extreme conditions, the whole round for that shall be deemed as abandoned and no match points will be allocated.

NOTE: This rule does not apply to Semi-Final or Final matches where reserve days apply.

### **20. FOLLOW ON**

- 20.1. Team B may be compelled to follow on if its first innings score is 50 runs or more behind Team A's first innings score.

## 21. BATTING

- 21.1. The Batsman in all grades must wear a helmet with a grille.
- 21.2. Each team must have at least three helmets available for the duration of each match.
- 21.3. More than 11 players may bat, but a team will be dismissed when it has lost ten wickets.
- 21.4. A batsman may be non-compulsorily retired by the team manager -
  - (a) in the Under-18, Under 16 and Under-14 grades at any time.
  - (b) in the Under-12 grades:
    - (i) Two day matches - after the batsman has been at the crease for a minimum of 8 overs or any lesser number being as nearly as practicable to an equal share of scheduled overs between available batsmen.
    - (ii) One day matches - after the batsman has been at the crease for a minimum of 4 overs.
- 21.5. A batsman is to be compulsorily retired at the ball of the over in which the batsman's score reaches:
  - (a) in Under 12 A & B grades – 40 runs in two day matches, 20 runs in one day matches;
    - (i) below B grade - 30 runs in two day matches, 15 runs in one day matches;
  - (b) in Under 14 grades - 60 runs in two day and 30 runs in one day matches;
  - (c) in Under 16 and Under 18 grades - 100 runs in two day matches, 50 runs in one day matches.
- 21.6. A batsman who was retired may not return to bat ahead of a player who has made less runs.
- 21.7. If a batsman who was compulsorily or non-compulsorily retired fails to return to bat, the batsman will be deemed to be dismissed unless the failure to return to bat is due to injury, illness or unavoidable absence.
- 21.8. In Under 12C grade, a batsman:
  - (a) may not be given out on the first legal ball faced;
  - (b) may not be given out "stumped" unless one of the umpires has given the batsman a warning about the possible consequences of moving outside of the crease; and
  - (c) may not be given out "lbw".
- 21.9. In Under 12B and Under 12C grades, if a team has less than 11 players and all batsmen except for one have been dismissed, a batsman who has been dismissed may return to bat as follows:
  - (a) batsmen are to return to bat in the order of lowest to highest score, or in the order listed in the scorebook in instances where two or more batsmen have made the same score;
  - (b) the batsman is to be treated as a new batsman for the purposes of compulsory retirement and non-compulsory retirement;
  - (c) separate entries are to be made in the scorebook for players who bat twice;
- 21.10. If a batsman who has temporarily retired hurt is unable to return after the fall of the second last wicket, the batsman will be deemed Retired Hurt (not out) and the innings of the batting team will be closed.
- 21.11. If a batsman involved in the last wicket partnership is injured:
  - (a) a maximum of ten minutes is to be allowed for the batsman to recover;
  - (b) if the injury occurs within ten minutes of a scheduled break, the break is to be taken immediately;
  - (c) if the batsman is unable to resume within the ten minute time limit or at the end of the break, the batsman will be deemed Retired Hurt (not out) and the innings of the batting team will be closed.
- 21.12. No batsman in any grade may be dismissed by "Mankad" mode of dismissal. Coaches are to warn batsmen as to their obligations not to use this rule as an opportunity to "steal runs". Subsequent breaches are to result in a "dead ball" call, no run recorded and the ball re-bowled.



## 22. BOWLING

### 22.1. In Under 12 grades:

- (a) a player must not bowl-
  - (i) more than 3 overs in an innings in a One Day match,
  - (ii) more than 5 overs in an innings in a Two Day match or a final, NOTE: Maximum overs to be increased as necessary, where a team has less than 11 players
- (b) all players except one must have bowled two overs before any player may bowl a third over;
- (c) the over is to end -
  - (i) in Under 12A and Under 12B grades - after eight deliveries have been bowled, regardless of the number of No Balls and Wides called,
  - (ii) in Under 12C grades - after six deliveries have been bowled, regardless of the number of No Balls and Wides called;
- (d) a player may be exempted from bowling if-
  - (i) the player is injured during a match and the injury prevents the player from bowling, or
  - (ii) the player has a pre-existing medical condition that prevents the player from bowling

### 22.2. In Under 14 grades, a player must not bowl:

- (a) more than 5 overs within the first 35 overs of an innings of a Two Day match;
- (b) more than 5 overs in an innings in a One Day match;
- (c) more than 9 overs in an innings in a Two Day match or a final;
- (d) in C grades, there will be a maximum of 8 deliveries per over

### 22.3. In Under 16 grades, a player must not bowl:

- (a) more than 6 overs within the first 30 overs of an innings of a Two Day match;
- (b) more than 6 overs in an innings in a One Day match;
- (c) more than 10 overs in an innings in a Two Day match or a final;
- (d) in C grades, there will be a maximum of 8 deliveries per over

### 22.4. In Under 18 grades, a player must not bowl:

- (a) more than 6 overs within the first 30 overs of an innings of a Two Day match;
- (b) more than 6 overs in a One Day match;
- (c) more than 12 overs in a Two Day match or a final

### 22.5. Twilight Matches - All Grades

To assist with light and time restrictions, bowling in Twilight Match's will occur in alternating blocks of 5 overs from one end before swapping to the other end for the next block of 5 overs

## 23. WICKET KEEPING

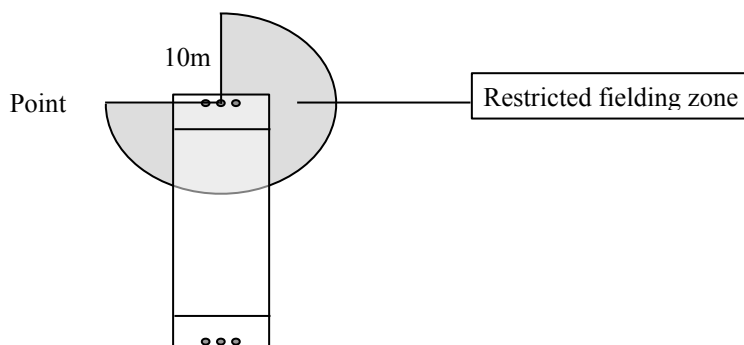
23.1. Players in Under 12 grades must wear a helmet with a grille when wicket keeping.

23.2. Team managers are to encourage players in Under 14 grades to wear a helmet with a grille when wicket keeping.

23.3. All wicket keepers in all grades, when keeping up to the stumps are required to wear a helmet with a grille.

## 24. FIELDING

- 24.1. If a team has more than 11 players, all players may field provided that not more than 11 players from the bowling team are on the field at any time.
- 24.2. A restricted fielding zone is to be used in Under 12 grades and Under 14 grades. The restricted fielding zone extends from the middle stump at the batting end in a straight line for 10 metres to point, then in an arc with a radius of 10 metres to the pitch, to square leg, to a point directly behind the stumps, and then back to the middle stump.
- 24.3. The umpire at the bowler's end is to prevent the ball being delivered if a player other than the wicketkeeper is in or enters the restricted fielding zone before the ball is delivered.



## 25. NO BALLS

- 25.1. Subject to Rule 1.2 (d) with regard to whether or not a delivery is a No Ball, except as provided for herein, umpires shall make their determination in accordance with relevant provisions of the open Competition Rules and where applicable, the Laws of Cricket.
- (a) Either umpire is to call and signal No Ball if, regardless of pace, the ball bounced and reached, or would have reached, the striker above shoulder height when the striker standing upright at the crease;
- (b) Either umpire is to call and signal No Ball if, regardless of pace, the ball passes the batsman on the full, i.e. a full toss, or would have reached, the striker above waist height when the striker is standing in his normal batting stance at the crease

## 26. WIDES

- 26.1. Subject to Rule 1.2, with regard to whether or not a delivery is Wide umpires shall make their determination in accordance with relevant provisions of the open Competition Rules and where applicable, the Laws of Cricket.

## 27. SCORES REPORTS

- 27.1. The "Home" team must lodge a Scores Report by calling the BHRDCA telephone answering service on 9877 4438 before 8.00 pm on each day of the match or as otherwise directed by the Junior Section Manager, even if play is totally washed out.
- 27.2. The Scores Report is to include:
- (a) the grade, names of the competing teams, and the round number;
- (b) the wickets lost and runs scored in each innings; and
- (c) the name and performance details of any player who scored 30 or more runs, or took 3 or more wickets. For under 12C grades only: 25 runs or 3 wickets or more performance details to be provided.
- 27.3. A club will be liable for a fine in accordance with the Schedule of Fines in the Senior Rules for a breach of Rule 27.1 or 28.1

## **28. MATCH SCORES / REPORTS**

28.1. All requirements for reporting of progress scores, match results, player performances, umpires' performance etc shall be in accordance with such requirements for open Competitions (as applicable) and any such complementary procedures as determined by the Committee of Management from time to time.

## **29. MATCH RESULTS AND MATCH POINTS**

29.1. Matches where an outright win or outright tie is not achieved will be classed as a first innings tie, a first innings win, or a draw as follows:

- (a) a first innings tie will occur if Team B's first innings score is equal to Team A's first innings score, regardless of the number of overs Team B has received;
- (b) Team B will be awarded a first innings win if Team B's first innings score is greater than Team A's first innings score, regardless of the number of overs Team B has received;
- (c) Team A will be awarded a first innings win if Team A's first innings score is greater than Team B's first innings score, and Team B has been dismissed or its first innings has been compulsorily closed;
- (d) a draw will occur if Team B's first innings score is less than Team A's first innings score, and Team B has not been dismissed and has not received the number of overs it was entitled to receive before compulsorily closure.

29.2. Points will be awarded in all grades as follows:

- (a) 10 points for an outright win if ahead on first innings;
- (b) 8 points for an outright win if a tie on first innings;
- (c) 6 points for an outright tie if ahead on first innings;
- (d) 6 points for an outright win if behind on first innings;
- (e) 5 points for an outright tie if a tie on first innings;
- (f) 6 points for a first innings win if no outright win or outright tie;
- (g) 4 points for a first innings win if beaten outright;
- (h) 4 points for a first innings tie if no outright win or outright tie;
- (i) 3 points for an outright tie if behind on first innings;
- (j) 2 points for a first innings tie if beaten outright;
- (k) 3 points for a draw.

29.3. If a team has a bye or receives a forfeit, the team will be awarded:

- (a) Three points if all matches in that grade in that round are drawn; or
- (b) six points in all other cases except that
- (c) Six points will be awarded if all teams have an equal number of byes during the home and away season.

## **30. SEMI FINALS AND GRAND FINALS**

30.1. Semi finals are to be played:

- (a) between the teams that finished in first place and fourth place on the ladder; and
- (b) between the teams that finished in second place and third place on the ladder.

30.2. If a semi final finishes without at least a first innings result, the team that finished higher on the ladder at the end of the "Home and Away" season will be declared the winner.

30.3. Grand finals are to be played between the winners of the semi finals.

30.4. If a grand final finishes without at least a first innings result, the premiership will be shared between the two teams.

### **31. UMPIRES**

- 31.1. In matches during the “Home and Away” season, each team (below Under 16) is to provide an umpire who may help the players with field settings and bowling changes. All Under 18 and Under 16 fielding and bowling changes should be determined by the on field Team Captain.
- 31.2. Failure to nominate a person to act as a neutral umpire will result in the club being liable for a fine in accordance with the Schedule of Fines in the Senior Rules.
- 31.3. The Junior Section Manager will advise the nominated person of the names of the competing clubs and the venue.
- 31.4. If a neutral umpire has been appointed to a semi final or a grand final, either by the manner prescribed herein or by the Umpires’ Appointment Committee, the competing teams must pay the umpire an amount specified by the Annual General Meeting and in the manner prescribed.
- 31.5. If one neutral umpire has been appointed to a semi final or a grand final, the square leg umpire is to be provided by the batting team.
- 31.6. An umpire appointed in the above manner to officiate at Junior semi final or a grand final match is not required to be a member of the Box Hill Reporter District Cricket Umpires’ Association (BHRDCUA). However, those appointed by the Umpires’ Appointments Committee are required to be a current financial member of the BHRDCUA.

### **32. TROPHIES**

- 32.1. Trophies will be awarded for the highest batting average and the lowest bowling average at the end of the “Home and Away” matches, and for any other individual or team performances at the discretion of the Junior Section Manager.
- 32.2. To be eligible for a trophy, a player must meet the following qualification requirements:
  - (a) Under 12 grades-
    - (i) batted in at least six innings and scored at least 120 runs,
    - (ii) bowled at least 20 overs and taken at least 10 wickets;
  - (b) Under 14 grades-
    - (i) batted in at least six innings and scored at least 150 runs,
    - (ii) bowled at least 30 overs and taken at least 15 wickets;
  - (c) Under 16 and Under 18 grades
    - (i) batted in at least six innings and scored at least 200 runs,
    - (ii) bowled at least 40 overs and taken at least 20 wickets.
- 32.3. If no player meets the qualification requirements, they may be lowered at the discretion of the Junior Executive Committee to ensure that one or more players do qualify.

### **33. FORFEITURE OF MATCHES**

- 33.1. A club that is unable to field a team on any day of a match must inform the Junior Section Manager and the Junior Coordinator of the opposing club by 8.00 pm on the day before the match is due to start or continue.
- 33.2. Failure to comply with this rule will result in the club being liable for a fine in accordance with the Schedule of Fines in the Senior Rules.

### **34. MEETINGS**

- 34.1. Meetings of Junior Delegates will be held on dates specified by the Junior Section Manager.
- 34.2. Each club must be represented at each meeting by a nominated delegate or a proxy.
- 34.3. Failure to comply with this rule will result in the club being liable for a fine in accordance with the Schedule of Fines in the Senior Rules.

### **35. PROTESTS**

35.1. All protests must be:

- (a) made in writing on official Club letterhead paper;
- (b) signed by the Club's Junior Coordinator, and the President or Secretary; and
- (c) submitted to the Junior Section Manager by 8.00 pm on the Tuesday immediately following the completion of the match which is the subject of the protest.

35.2. The club making the protest must lodge a deposit of \$100.00 which will be forfeited to the BHRDCA if the Junior Section Manager considers that the protest is frivolous.

35.3. The Junior Section Manager will provide a copy of the protest to the club against which the protest is lodged.

35.4. Protests will be considered by a panel comprising the Junior Section Manager, Junior Competition Manager, and Junior Records Secretary.

35.5. All decisions about protests will be final, and there will not be any right of appeal.

35.6. Any club that wishes to Dispute a match in MyCricket, should make contact with the Section Manager prior to committing to the Dispute option on the match concerned.

### **36. MATCH DAY REQUIREMENTS FOR TEAM MANAGERS/COACHES**

36.1. All clubs must ensure that Team Managers and Coaches are provided with a copy of the Junior Rules, appropriate scorebook and umpire's counter.

### **37. REGRADING**

37.1. The Junior Section Manager in concert with the BHRDCA CoM reserves the right to regrade a team or teams if it believes it is in the best interests of the Junior Competition and affiliated Clubs to do so.

37.2. The Junior Section Manager is responsible for advising competing Clubs after what Round this determination, if required, is made.

37.3. His decision shall also encompass whether any match points earned, or batting and bowling averages achieved move with any regraded team.

# **ATTACHMENTS**

## **Attachment 1**

### **CODE OF BEHAVIOUR**

It is hoped that all matches will be conducted in the true spirit of the game of cricket. Cricket is a game of skill associated with knowledge of the rules. However, skills and knowledge are only part of the pleasure to be derived from playing the game.

## **Attitude and sportsmanship are vital ingredients.**

To achieve this, team managers are to adopt and enforce the following Code of Behaviour...

1. In-going and out-going batsmen are to cross on the field of play.
2. Bowlers will return to the start of their run-up quickly, and be ready to bowl without wasting time.
3. Players will maintain a standard of dress commensurate with the game's traditions, and team and individual equipment will be serviceable and well maintained.
4. Players will respect the umpires by accepting decisions without dissent, and if possible, honestly assist the umpires in the making of difficult decisions.
5. Team managers will co-operate with each other in the "running" of the game, including preparation of the pitch and surrounds for play.
6. Team managers will thoroughly brief their teams regarding what is expected of them in terms of behaviour both on and off the field.
7. Fielders will move quickly between overs and whenever required to change position.
8. Team managers, umpires and captains will ensure that the setting and changing of the field is undertaken without wasting time.
9. Team managers, players and persons associated with junior teams will be courteous at all times to the umpires, and must not dispute or react in a disapproving manner, either towards an umpire, his decision, or generally, after an umpiring decision is given. When given out, a batsman will walk quickly from the crease, and will not dawdle off the field or indulge in any ill-mannered tantrums.
10. Team managers, players and persons associated with junior teams will not make unnecessary or uncomplimentary remarks towards opponents.
11. Remember that the visiting team and umpires are guests and should be treated as such.

**Good cricket is an attitude of mind.**

**Good sportsmanship is a part of the game of cricket.**

## **Attachment 2**

### **INJURY CODE**

1. Where a player suffers an injury which causes bleeding, the player will immediately retire from the game and First Aid will be administered to prevent further bleeding. The player will not resume playing unless the bleeding has stopped or the wound has been securely covered.
2. All home teams will provide a First Aid Kit which will be available to both teams. The First Aid Kit will contain as a minimum - bandages, cotton wool, gauze, adhesive plaster, bandaids, butterfly closures, scissors, tweezers, antiseptic, disposable gloves, disposable plastic bags, and an ice pack.
3. The names, addresses and telephone numbers of a number of local medical clinics available to give emergency treatment during the course of a match will be included in each team's scorebook.

### **Attachment 3**

#### **EXTREME CONDITIONS POLICY**

Revised 30/9/2014

The BHRDCA Extreme Conditions Policy shall be implemented by the Committee of Management when the temperature for **Melbourne** is forecast by the Bureau of Meteorology (**Phone 1196**) to reach **40°C** during normal hours of play in the respective section...

Senior Grades: 1.00 – 6.00 p.m.,  
Twilight Grades: 5.00 – 8.15 p.m.  
Junior Grades: 8.30 – 11:45 a.m., and

**38°C** for Veterans Grades: 1 – 6 p.m.

The decision to cancel any play will be made at or before **7.00 a.m.** for Saturday/Sunday morning matches, **10.00 am** on the morning of Saturday/Sunday afternoon matches and **1.00 p.m.** for Twilight matches

Should the policy be implemented, notification shall be via the BHRDCA SMS Text Service, posted on the BHRDCA Website and via announcements on the BHRDCA Social Media network.

**Drinks** – Umpires, Captains (where Umpires are not present) for Senior and Veterans Grades; Team Managers and Coaches for Junior Grades may allow additional drink breaks without concern as to the extra time beyond the scheduled playing time. Any participant may call for additional drink breaks whilst batting, fielding or umpiring, although every effort should be taken to minimise when this occurs.

Bowlers may have drinks placed on the boundary line, which can be consumed at the completion of an over without disrupting play. It is recommended that when the Temperature exceeds 34°C that a minimum of two drinks breaks per session are taken.

**Tea Break** – Umpires, Captains (where Umpires are not present), Team Managers & Coaches in Junior Grades may schedule a longer break and play additional make up time after the scheduled time for stumps. This is entirely at the Umpires', Captains' and or Team Managers/Coaches discretion, but a consensus decision must be reached.

**Slow Play** – Where the required number of overs is not bowled within the scheduled time Umpires, Captains (where Umpires are not present), Team Managers & Coaches in Junior Grades are to show appropriate leniency where delays are attributable to extreme conditions affecting the team. Play can be extended in Senior Grade matches until 7.00 p.m. If no result is achieved by 7.00 p.m. the match shall be drawn.

**Player Rotation** – After notifying his Captain and an Umpire (if present), a player may remove himself from the field at any time for reasons of heat stress. If a team has more than the named eleven players, they may, after notifying the umpire, rotate fieldsman to rest players in extreme conditions.

Umpires and Captains in afternoon matches are to pay particular attention to juniors who have played cricket earlier in the day, for signs of heat stress.

**Heat Stress** - Any player observed to suffering from heat stress is to be sent from the field by the Umpire, Captain or Team official immediately.

**Shade** – Clubs should provide shaded areas where the batting team, spectators and scorers may shelter.

**Sun Protection** – Players are reminded of the need for frequent applications of sunscreen and the use of long sleeved shirts to reduce exposure to the sun. Hats are an essential item and wide brimmed style is recommended, particularly on sunny days.



**Lightning** – Where an Umpire or Captain (where Umpires are not present) or a Team Official believes that lightning poses a threat to the safety of participants, play will be suspended and safe shelter taken. Any time lost for lightning shall be treated in the same manner as for extreme conditions i.e. play can be extended to 7:00 p.m.

**Umpires** – Where an Umpire feels that his health or judgment may suffer because of extreme conditions, he may take a break from his duties, after arranging an appropriate substitute.

**First Aid** – Club First Aid Kits must include aids for the treatment of heat affected participants. Every endeavour should be made to have a club member, who is properly skilled in the treatment of heat affected people, at home games.

A notice should be prominently included in or displayed near the first aid kit, explaining treatment of heat affected patients.

**Early Finish** – If the trying conditions exist in Senior or Veterans matches, both Captains, by agreement may call the game off early after there has been a first innings result, however, both Captains must agree to such an early finish.

## **Attachment 4**

### **ANKLBYTR DEVELOPMENT CRICKET RULES**

#### *Junior Cricketers' Code*

*Cricketers should be people who do not boast; nor quit; nor make excuses when they fail. They should be cheerful losers, and quiet winners. They should play fairly and as well as they can. They should enjoy the pleasure of risk. They should give their opponents the benefit of the doubt and value the game itself more highly than the result.*

#### **PROGRAMME GUIDELINES**

(Last updated: 1 July 2014)

These guidelines have been developed to encourage active participation in all elements of the game by all players as well as significant involvement from parents.

#### **GENERAL**

1. The game should be able to be completed within 2 hours of playing time.
2. The ground should be marked approximately 80m in diameter around the pitch.
3. Only Kookaburra balls are to be used with their Softball in Junior size recommended.
4. Players play on a three quarter length pitch, batting only from the marked end. **NOTE: The length of the pitch can be varied depending on the ability of the players or even of individual players.**
5. The umpire(s) (including those officiating at square leg) should include parents from the bowling team and they should actively encourage, advise and direct all players on the field.
6. Runs can only be scored off the bat (i.e. Wides, Byes do not count).
7. Run outs are recorded as a 'dot ball' against the hitter.
8. If a batsman is dismissed (e.g. bowled, caught, etc), that dismissal is recorded as a ball received by the batsman who shall continue batting until the end of his/her calculated number of 'hittable' deliveries (see below).
9. Sides need not be even in number as each batsman faces a similar number of balls. The number of fielders on the ground should be fairly consistent throughout. The ideal team size is 10 players however the game works equally well with between 8 and 12 (see also 'notes' below).
10. It is recommended that players in a team 'take a number out of a hat' to determine the batting line up and that the bowling order be the reverse of the batting order. Managers may also like to allocate the captaincy to a given number (e.g. number 8) and the first wicket-keeping role to another number (e.g. number 3).
11. AnklBytr Cricket is a non-competition development game with no losers and while scoring is not essential it is recommended to help ensure that all players are fully involved.

#### **BATTING**

1. As a guide, it is recommended that each team bat for 100 balls, with the number of 'hittable' balls faced by each batsman calculated by dividing 100 by the number of batsmen on the team (e.g. in a 10 player side each batsman faces 10 'hittable' deliveries) - some players may get a few extra deliveries to take the team tally to 100 balls.
2. If teams present with notably disparate numbers then calculations for 'hittable' deliveries received by each batsman should include those from both teams. **NOTE: This will ensure all that batsmen receive a similar share of 'hittable' deliveries regardless of their team size.**
3. Each batsman should face the calculated number of 'hittable' deliveries with wides and no balls not being counted as a ball faced.
4. Batsmen wear full protective cricket equipment (this replicates the batting conditions for competitive 'hard ball' Under-12 cricket).
5. The batsmen must run if the ball is hit (i.e. tippity run cricket), however a run out is only recorded as a 'dot ball' against the batsman who hit the ball. e.g. if either batsman is run out, regardless of who hit the ball or how many runs have been completed from the shot, no runs are scored.

*Note: The tippity run rule keeps play moving by getting the fielders actively involved every time the ball is hit. This rule actually advantages the batting team as batsmen who would not otherwise take a risky run 'go for it' without the risk of getting out although they can't gain advantage from suicide running for a second or third. Furthermore they often get runs next to their name as a result of missed throws at the stumps.*

6. Two batsmen should always be padded up to come in ensuring that the game moves smoothly.

### **BOWLING**

1. The bowling team must rotate the bowling throughout the team, with each player bowling one over at a time.
2. Each bowler should be given the opportunity to bowl six 'hittable' deliveries in an over,

*NOTE: In the case of a bowler being unable to bowl 6 hittable deliveries (e.g. after 10 attempts) the umpire should call over. The emphasis here should be on keeping the play moving. There is no disadvantage to the batting or bowling sides by calling an over early as wides do not count to the score and the batsmen still face the calculated number of 'hittable' deliveries. One option to keep play moving in the face of wide bowling is to allow the batsman to opt for a free hit from a batting cone instead of receiving another delivery for each wide.*

### **FIELDING**

1. It is recommended that fielders be placed in a grid like formation around the pitch (e.g. 3 fielders down each side of the pitch, 1 at long on, 1 at third man). At the end of each over fielders should run to the position of the fielder on the opposite side of the pitch or rotate to the next position in a clockwise direction. *NOTE: This approach replicates a change of ends in an Under-12 game and gives the fielders the chance to continuously move and view the game from a different angle.*
2. With the exception of the wicket keeper fielders should be at least 10m (half a pitch length) from the stumps at the batsman's end.
3. Fielders must throw at the stumps or to a player behind the stumps in order to effect a run out. *NOTE: This requires players to use their throwing and catching skills to run a player out and avoids the situation of a fielder simply running in to take the bails off.*
4. The umpires should actively encourage, advise and direct the bowlers and fielders. *NOTE: To keep the game flowing quickly the umpires and parents should advise a given player that they are to bowl the next over and direct the bowlers after each over to their new fielding positions. They should also encourage and teach fielders when and how to 'back up' when the ball is being thrown in from the field.*
5. The wicket keeper's role should be regularly rotated (e.g. every 3 or 4 overs). The wicket keeper should wear full protective equipment including a helmet. *NOTE: To keep the game flowing quickly it is recommended that one of the fielders leave the field to pad up, enabling a quick changeover at the end of an over.*

### **NOTES:**

If one team presents with insufficient players don't call it quits and go home, play a game anyway in the style of "pair's cricket".

Encourage brothers, sisters and friends that may have come along as spectators to join in for the day.

Take the opportunity to gather contact details from their parents for future mail-outs and invite them back for the next game.

Be sure to register all participants for insurance purposes.

These guidelines should be considered flexible and team managers are encouraged to work together with parents to ensure that all players have a positive experience.

## **Attachment 5**

### **UNDER-18 TWILIGHT COMPETITION RULES**

#### **AUSPICES**

Except as otherwise provided for in these Rules, Under-18 Friday Twilight Cricket will be conducted on Friday evenings as one or two day fixtures drawn by the BHRDCA Junior Executive.

#### **ATTIRE**

Participants must comply with requirements of Junior Competition Rule 10

#### **MATCH BALL**

The ball must be a Kookaburra HiViz (2-piece leather) match ball of 156 grams weight, Orange or Pink in colour.

#### **PLAYING CONDITIONS**

1. In these Rules a reference to “Team A” is a reference to the team batting first while “Team B” is the team batting second.
2. Any team must have at least seven players with a maximum of 13 players.
3. The ground is considered unfit for play when it is so wet or slippery as to deprive the bowlers of a reasonable foothold, the fielders of the power of free movement, or the batsman’s of the ability to play their strokes or to run between the wickets. Play should not be delayed or suspended merely because the grass and the ball are wet and slippery.
4. An official (BHRDCUA) umpire will be appointed to each match; decisions about weather conditions allow for play to commence, resume or continue are the responsibility of the official umpire.
5. If a total of 60 minutes or less has been lost due to extreme conditions, bad light or exceptional circumstances delaying the start of play or interrupting play on one or more occasions, play may not be called off unless both team captains agree to do so.
6. Play is to be cancelled as required in accordance with provisions of the BHRDCA “Extreme Conditions Policy”. Match.
7. If less than 10 overs are bowled on the first day of a Two Day match during the “Home and Away” season, unless Team A has been dismissed, that day’s play is to be cancelled and the match played as a One Day fixture on day two.

#### **PLAYER ELIGIBILITY**

1. Male players must not have attained the age of 18 years [20 years for female players] prior to 1 September preceding the current playing season.
2. Players’ registration, clearance, permit and other relevant eligibility requirements will be in accordance with the relevant Junior Competition Rule.
3. Under-18 players [i.e. under-18 at 1 Sep] may interchange freely between Premier or Sub District cricket and the BHRDCA Under-18 Competition without need of a permit.
4. Inclusion of ineligible player(s) will result in the offending team being deemed to have forfeited.

#### **START OF PLAY**

1. All matches are scheduled to commence at 5:00pm EDT but later [or earlier] start times are permissible giving due regard to the time of sunset and projected duration of the match. Such varied start times are to be arranged by agreement between competing Clubs at least 24 hours in advance.
2. Notice of any such agreement must be advised by the home Club to the Junior Section Manager no later than 8pm on the evening prior to game-day. Should a dispute arise during negotiations between participating Clubs then the Junior Section Manager is authorized to render a determination.

## **TWO DAY GAMES**

1. If the start of play on the first day is not delayed and if Team A's 1st innings is not interrupted, Team A's 1st innings is to be compulsorily closed at the end of 45 overs play on day one, unless dismissed beforehand.
2. If the start of play on day one is delayed and/or Team A's first innings is interrupted, Team A's first innings is to be compulsorily closed on day two after Team A has received one over for every 3.5 minutes lost on the first day less one over for every 3.5 minutes delay or interruption on day two before compulsory closure.
3. If Team A's first innings was compulsorily closed, Team B's first innings is to be compulsorily closed after it has received the same number of overs as Team A received.
4. If team A's first innings is subject to loss of time on day one it can be completed on the second day. Completion of team A's first innings shall be when it has received half 'the total number of overs on day one added to the number of overs to be bowled on day two'. Team B is entitled to face the remaining overs unless dismissed or the overs are further reduced by interruption.

Example: Team A receives 35 overs on the first day, it is therefore entitled to receive a further four overs on day two before Team B bats.  $35+45=80/2=40$ . Team B is entitled to face the remaining 40 overs.

## **ONE DAY GAMES**

1. If the start of play is not delayed, and if Team A's first innings is not interrupted, Team A's first innings is to be compulsorily closed after Team A has received 22 overs.
2. If the start of play is delayed, or if Team A's innings is interrupted it is to be compulsorily closed on receiving half the total number of overs calculated to remain after reducing the day's scheduled 40 overs by one for every full 3½ minutes of playing time lost.
3. Team B's innings is to be compulsorily closed after it has received the same number of overs as Team A was entitled to receive before compulsory closure.
4. Overs are to be bowled along twenty20 lines consecutively from one end alternating only every five overs to reduce playing time and avoid poor light conditions later in the evening.
5. For the purposes of this rule, an over that has not been completed will count as a completed over.

## **SEMI FINALS AND GRAND FINALS**

Semi-Finals and Grand-Finals are to be played as Two Day Games and conducted under the same Rules as Home and Away fixtures.

## **DRINKS BREAKS AND INTERVALS BETWEEN INNINGS**

1. There will be a 10 minute interval between innings in all matches.
2. Unless there has been an interval between innings less than 15 minutes beforehand, a 10 minute drinks break is to be taken at the completion of the over in progress at 6:30pm EDT [or at a comparable and mutually agreeable stage of the evening for games with a start time varied].
3. In hot weather, extra drinks breaks may be taken at times agreed by the team managers/captains before the start of play.
4. If a wicket falls during the last over before a scheduled drinks break, the drinks break is to be taken immediately.

## **FOLLOW ON**

Team B may be compelled to follow on if its first innings score is 50 runs or more behind Team A's first innings score.

## **BATTING**

1. A batsman is to be compulsorily retired immediately their score reaches 100., (50 in a one day game)
2. A batsman may be non-compulsorily retired by the team manager/captain at any time (i.e. Retired not-out).
3. A batsman may be non-compulsorily retired twice, but the second non-compulsory retirement will be deemed to be a dismissal (i.e. Retired out).
4. A batsman who was compulsorily retired -
  - a. May not return to bat ahead of a player who has not batted; and
  - b. May not return to bat ahead of a player who was non-compulsorily retired.
5. A batsman who was non-compulsorily retired may not return to bat ahead of a player who has not batted.
6. If two or more batsmen were compulsorily retired, they are to return to bat in the order of their retirement irrespective of their score
7. If two or more batsmen were non-compulsorily retired, they are to return to bat in the order of lowest to highest score, or in the order listed in the scorebook where two or more of them made the same score.
8. If a batsman who was compulsorily or non-compulsorily retired fails to return to bat, they will be deemed to be dismissed unless the failure to return to bat was due to injury or illness in which case the player is "Retired Hurt".

## **BOWLING**

1. No player may bowl -
  - a. More than 6 overs within the first 30 overs of an innings,
  - b. More than 5 overs in an innings in a One Day match,
  - c. More than 12 overs in an innings in a Two Day match.
2. Bowlers will alternatively bowl 5 overs sets from one end before changing

## **NO BALLS & WIDES**

The "Laws of Cricket" [Law 24] apply except as varied under Rule 8 of the BHRDCA *Open* "Competition Rules".

## **AWARDS**

1. Pennants are to be awarded for the Premiers in each grade.
2. Trophies may be awarded for the highest batting average and the lowest bowling average at the end of "Home and Away" matches.
3. To be eligible for an average trophy, a player must have -
  - a. Batted in at least six innings and scored at least 200 runs,
  - b. Bowled at least 40 overs and taken at least 20 wickets.
4. Umpires will cast 3-2-1 best player votes after each match. All votes shall be tallied at the end of season Presentation Night and the highest vote scorer will be awarded the "Doug Rickarby" Medal for the Competition Player of the Year.

## **JOINT TEAM**

To aid with growth of the competition beyond a single grade, subject to appropriate approval and under terms specified from time to time, Clubs may combine resources to enter a team jointly.

## **Attachment 6**

### **ATTIRE POLICY**

Revised 30/9/2014

#### **CLOTHING**

- Players should wear predominantly white shirts, white pullover, white (cream) trousers, white socks and predominantly white shoes (In Junior matches players may wear white shorts or alternate clothing approved by the BHRDCA CoM)
- Club or Sponsorship/Promotional logos must not exceed community standards of appropriateness as displayed for Senior and Junior sport
- Any such designed clothing or advertising display that may reasonably be considered a distraction to the batsman, when worn by a bowler will not be approved by the CoM
- Names (specifically first names and/or Surnames) and numbers are permitted on clothing
- Nick names are not permitted

#### **COLOURED CLOTHING**

- Teams wishing to wear coloured clothing for shortened forms of the game, i.e. T20, One Day matches, Junior matches etc., may do so only after the proposed clothing is approved by the BHRDCA CoM
- A design (Front & back) of any proposed coloured clothing must be approved by the CoM before a club or team can take the field in any such proposed clothing
- All team members must be attired in the same or similar styled clothing i.e. a few players in 'whites' and the rest in coloured clothing is not permitted

**NOTE:** Juniors who play in coloured clothing must not wear this clothing when playing in senior matches if the senior attire standard is white clothing

#### **ADVERTISING**

- Permissible advertising on player's shirts is of minimal size with no more than five displays allowed
- No more than one (1) of these is to be located on each sleeve and/or breast pocket position (Additional advertising is permitted across the back of the shirt describing a panel at shoulder level, no more than 10 cm high and 30 cm wide)
- Where an unobtrusive manufacturer's logo is normally included on the shirt (as purchased), it shall not be considered a component of the advertising allowance
- A Club logo or promotional display shall constitute advertising
- The dimensions of each sleeve/breast pocket display shall not exceed 65 square cm in area, nor 10 cm in height (sleeve) or width (sleeve & breast pocket position)
- Design and dimensions for additional advertising/sized display will only be approved by the CoM as it sees fit

#### **SHOES**

- It is recommended that shoes shall be predominantly white
- No player shall wear metal spikes or similar protrusions in his footwear

#### **HEADWEAR**

- Players in Shield grades wishing to use headwear excluding protective helmets must wear either their recognised club cap, BHRDCA Representative cap or an approved white/club coloured hat. Players in all other senior grades wishing to use headwear excluding protective helmets must wear their recognised club cap, BHRDCA cap, approved white hat or baseball style club cap. (Superseded Club caps are also permissible)
- The BHRDCA recommends that, in extreme conditions, all players must wear a cap or hat.
- Any player eligible to play Junior cricket must wear a helmet with a face grille when batting in Senior teams.

**BREACHES**

- No player is permitted to take the field in incorrect attire. The Club responsible shall be fined in accordance with Rule 16 for each player incorrectly attired and on each occasion on which a player offends (except as recommended in the Umpires report).



## **Attachment 7**

### **SPLIT INNINGS RULES**

From season 2013-14, it was passed by the Junior Delegates that the split innings format will be used in all Saturday U14C, U12B and U12 C grades and all Friday Twilight U12B and U12C grades.

The split-innings format is simply where the first innings of each team is split across the two days play. *(Note: any split innings match washed out on day 2, will be a draw unless one team was previously dismissed on day 1 and their score has been passed before the match called off)*

The side batting first will bat for half of their allocated overs which means for 22 overs on a Friday night and 25 overs on a Saturday morning. Once they have faced their allotted overs, the opposition goes in and bats the same number of overs before close of play.

On day 2, Team 2 continues their innings through to their 44/50 overs as normal or until they are dismissed whereupon Team 1 resumes their innings at the point that they were on Day 1 and the game would continue as normal.

***Rules pertaining to maximum overs per bowler, retirement scores for batsmen and the follow on still apply per the current Two Day match rules.***

If Team 1 is bowled out before reaching their allotted overs, Team 2 batting second can add the number of completed overs not faced to their allotted number when they bat. Similarly if Team 2 is dismissed before reaching their allotted 50 overs, Team 1 is entitled to bat the extra overs not faced. *(Note: there is no loss of overs for an innings changeover)*

For example

1. Team 1 is dismissed in 21.2 overs batting first on day 1 – Team 2 are then entitled to bat 28 overs to see out day 1 and their normal 25 overs on the morning of day 2 (or until dismissed)
2. Team 1 bats their 25 overs and Team 2 are dismissed on day 2 after 41.4 overs (25 on Day 1 and 16 on Day 2), Team 1 then are entitled to bat for 33 overs to complete their innings when they resume.

#### ***NOTE:***

After the end of each batting session on Day 1, the scorebook must be notated to show

1. Score at the end of the allotted split (22 or 25 overs) e.g. 3 / 92
2. Not out batsmen and their score e.g. Jones 22\* - Thomas 3\*
3. What end the last over was bowled from and by whom and which batsman was on strike e.g. Pavilion end/Bowler Green / Striker Jones.

These details will be important on Day 2 ensuring bowling commences from the correct end with the correct batsman on strike.

***Friday Night teams should note that all grades shall bowl 5 overs from the one end before a change of end, to save time against fading light.***