

Junior Winter Cricket Competition Rules



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General NDCA Junior Winter Playing Conditions

Ideals of Nepean District Junior Cricket

The ideals upon which the competition conducted by the Nepean District Cricket Association (NDCA) is based include:

- A belief that participating in the game of cricket is more important than the result of any game and/or competition.
- An expectation that all players, club officials (that is, coaches, managers, scorers, umpires and any other club representatives), parents and supporters demonstrate exemplary sporting standards and conduct at all games.
- An acknowledgment that every official has a responsibility to nurture and develop all players involved in the game.
- An acknowledgment that every official has a responsibility to encourage players to develop an appreciation and respect for the game of cricket, its history, laws, traditions and spirit of play.
- An acceptance of responsibility for conducting the competition in a fair, equitable, safe and efficient manner.

The NDCA Executive Committee acknowledges its responsibility in supporting coaches and officials to achieve these stated ideals.

Authority of NDCA Executive Committee

As part of the NDCA Executive Committee's responsibility for upholding the stated ideals, it has the authority to take an appropriate course of action considered necessary to ensure these ideals are upheld. This may include the imposition of fines, penalties, suspensions or exclusions as appropriate. Such action/s will be determined after consideration of the merits of each individual situation.

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1. Conduct of Games and Laws of Cricket

1.1 The Competition

It is the responsibility of the NDCA Executive Committee to conduct cricket competitions for girls and boys in age groups Under 9s to Under 16s. The competitions are to be structured and conducted to maximise participation and enjoyment for all players.

All players, parents, supporters, coaches, managers, scorers and club officials MUST observe the Constitution of the NDCA with particular attention paid to the requirements of the Cricket NSW and Cricket Australia Codes of Conduct which can be found on the NDCA website (<http://www.NDCA.com.au>). It is the shared responsibility of everyone to ensure each game is played in the finest spirit of the game of cricket.

1.2 MCC Laws of Cricket

The laws of cricket as laid down by the Marylebone Cricket Club (MCC) shall be observed, unless otherwise stated within this set of playing conditions. The following exceptions apply:

- **Penalty Runs:**
In all age groups, penalty runs as defined by the MCC Laws (2000 Code) will only apply for wides, no-balls and for a ball hitting a helmet placed on the ground by a fielding team.
- **Law 4 – The Ball:**
A new ball cannot be taken after the commencement of an innings.
- **Law 26 – Practice on the Field:**
Practice may be carried out on the field but not on the pitch up to the toss of the coin.
- **Law 40 - Timed out:**
The three-minute requirement shall not apply.
- **Law 36.1 - Leg Before Wicket:**
This rule shall not apply in the U9s, u10s & U11s (Stage 1) competitions.
- **Law 42 - Players Conduct:**
This law may only be applied by an official umpire as appointed to the game by the NDCA.

Only registered coaches and managers may enter the field for drinks or coaching unless the umpire requests otherwise. Parents are not allowed. NDCA will strictly enforce this rule.

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1.3 Local Playing Conditions

- a) A minimum number of players shall constitute a team on the day of play, as follows:
 - Five (5) players for Under 9s (Modified Stage 1)
 - Five (5) players for Under 10s and Under 11s (Stage 1)
 - Seven (7) players for Under 12s to Under 16s (Stage 2 & 3)
- b) The maximum number of players permitted to field on the leg side at any time shall be as follows:
 - Three (3) players for Under 9s (Modified Stage 1)
 - Three (3) players for Under 10s and Under 11s (Stage 1)
 - Four (4) players for Under 12s and Under 13s (Stage 2 & 3)
 - Five (5) players for Under 14s to Under (Stage 3)
- c) A ball delivered in contravention to this Rule shall be called by the umpire as a “No Ball”.
- d) The number of leg side fielders behind the popping crease shall not exceed two, as per MCC Law 41.
- e) Any delivery that bounces off, or on the edge of, the synthetic surface of a pitch in front of the line of the popping crease shall be called and signaled “No Ball” immediately upon the ball bouncing.
- f) A striker shall not leave the pitch to attempt to strike the ball. Should the striker leave the pitch to strike the ball, “Dead Ball” shall be called and signaled. Those deliveries that are off the pitch and not judged to be a wide shall be called “No Ball” according to Rule 1.3e, and then “Dead Ball” if the striker leaves the pitch to attempt to strike the ball.

2. Dress Regulations and Equipment

2.1 Team uniforms

- a) Club/Team may apply to the NDCA Executive Committee for approval for players to wear a club uniform. The uniform should be designed in team colors. The uniform may include sponsor advertising on the front, back and sleeve of any apparel which must be approved by the NDCA Executive Committee.
- b) All players shall play in the approved team uniform.
- c) All players participating in U12s to U16s competitions are required to wear dark-colored batting clads or pads to minimise the possibility of misjudgments regarding LBW decisions.

2.2 Footwear

- a) Players must wear enclosed shoes.
- b) Players shall not use metal sprigs on their footwear in competition games, except where games are played on turf pitches.

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2.3 Protective Equipment

All batters across all age groups are required to wear the following protective equipment: helmet, pads, gloves, and an abdominal protector (mandatory for boys; recommended for girls). Helmets should comply with British Standard Helmet specifications. For further information, visit community.cricket.com.au/clubs/policies/helmets/catalogue.

- a) All wicket keepers in U9s, U10s & U11s and U12s, U13s, U14.2s must wear the following protective equipment: helmet, pads, wicket-keeping gloves, and abdominal protector (for boys). The use of an abdominal protector is also recommended for girls.
- b) All wicket keepers in U14/15s & U15/16s competitions performing the role of wicket keeper must wear pads, wicket-keeping gloves, and an abdominal protector (for boys).
- c) The use of an abdominal protector is also recommended for girls. A helmet is always recommended. A helmet must be always worn when standing up to the stumps at the time the bowler delivers the ball.
- d) All wicketkeepers positioned within two meters of the stumps are required to wear a BS7928:2013 helmet. For age groups U9, U10, U11, U12, and U14.2, wicketkeepers must wear helmets at all times while performing their duties behind the stumps.

2.4 Adherence to dress standards

Players are required to observe the dress standards stated in Sections 2.1 - 2.3 above. With discretion, umpires are empowered to request players be attired correctly.

2.5 Approved balls

- a) Only NDCA-supplied match balls are allowed.
- b) Under 9s to Under 11s must use red Kooka Star balls; a new ball is not needed for each innings if the ball is in good condition and both coaches agree.
- c) U12s and U14.2s use 142g white leather balls by A.G Thompson (Kookaburra); a new ball is required at the start of each innings.
- d) U14/15s & U15/16s use 156g white leather balls by A.G Thompson (Kookaburra); a new ball is required at the start of each innings.

3. Player Qualifications

3.1 Registration

All players must be registered in PlayHQ and with the NDCA prior to playing.

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3.2 Number of Club/teams

Players shall not represent more than one team during the season, except with the permission of the NDCA Executive Committee.

3.3 Age restrictions

Players will qualify for age groups, Under 9s to Under 16s, according to their age as of 31 August of the last summer season. For example, a player who is 10 years old on 31 August would qualify to play Under 11s or higher.

A female player may register for, and play in, a team that is up to two years below her correct age. For example, an 11-year-old female player (correct age group Under 12s) may instead register for an Under 10s or Under 11s team if desired.

3.4 Minimum age qualification

The minimum age qualification is six years of age as of 31st August of the last summer season. This may be varied at the discretion of the NDCA Executive Committee.

3.5 Responsibility for ensuring correct age of players

It is the responsibility of teams to ensure the correct age of all players playing for a club. The Competition Secretary and Coordinator of the NDCA are empowered to call for proof of age for any player competing in the NDCA Junior competition.

4. Team & Player Registrations

4.1 Registration procedure

All clubs/teams must allocate a list of players for each team via PlayHQ, by the due date as determined by the NDCA Executive Committee. The appropriate registration fee is to be paid at the same time.

The minimum number of players constituting a team shall be:

- 5 players for Stage 1 (Under 9s and Under 11s)
- 7 players for Stage 2 & 3 (Under 12s and Under 16s)

4.2 Proof of age

Each club/team is responsible for certifying the date of birth of all players registered with their club/team. Team nomination via PlayHQ shall be considered as certification that proof of age for each player has been sighted by a club official.

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4.3 Two Club teams in same age group

In the event of a club having two or more teams in the same age group, such teams are to be registered separately and play in accordance with those team registrations.

4.4 Late registrations

Late player registrations will only be considered for approval before 6:00pm on the Friday preceding the scheduled commencement of the game in which the player intends to participate.

Clubs/teams nominating a player for late registration must provide to the NDCA Winter Coordinator all particulars of the player. These particulars may be phoned to the NDCA Winter Cricket Coordinator, provided they are also submitted on the approved registration form, within seven days of commencement of the game.

5. Structuring the Competition & Grading of Teams

5.1 Structuring the competition

The NDCA Executive Committee will determine the division of age groups as deemed suitable in the best interests of the competition. The NDCA Executive Committee is to structure the competition and competition draw in a way that maximises cricketing outcomes for Nepean Junior Cricketers.

The teams shall be drawn randomly and placed in order according to the draw.

5.2 Grading of teams

Each team will be graded according to the following criteria (where applicable):

- Recommendation of the club nominating the team.
- Previous performance of the team.
- Changes to the playing personnel of the team.
- Structure of the age division.

5.3 Regrading teams

- a) The NDCA Executive committee may re-grade teams that they believe are inappropriately graded at any time up to the round of games whereby teams are drawn to play each other for the second time. In doing so, Section 1.1 must always be considered.
- b) Teams that are re-graded will receive the average points of teams in the grade that they are joining.

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6. Substitutes & Replacement Players

6.1 A substitute player

A substitute is defined as a player who is acting as a fielder only and is not listed on the official team nomination sheet.

6.2 Qualifications of a substitute player

A substitute must be a registered player with the NDCA and must meet all age qualifications for the team in which he/she is playing.

6.3 Conditions for a substitute player

- a) Substitute players can field in any position.
- b) A substitute is not to be used where a team has available the maximum number of players allowed on the field at one time in the competition for which the team is registered.
- c) The opposing coach, manager, and/or umpire must be notified when a substitute player is being used. If official umpires are appointed, the umpire must also be informed.

6.4 A replacement player

A replacement player is defined as a player with full playing status for a team which otherwise has insufficient playing numbers for a game.

6.5 Qualifications of a replacement player

A replacement must be a registered player with the NDCA and must meet all age qualifications or the team in which he/she is playing.

6.6 Fill in player

No fill-in players are permitted for winter. All players must be registered by 6pm Friday and listed on PlayHQ by 12pm Saturday before the game.

6.7 Conditions for a replacement player in Stage 1 (Under 9s, Under 10s and Under 11s)

- a) Replacements may only be drawn from their own club.
- b) A replacement is not to be used where seven team registered players are available.
- c) The opposing coach, manager, and/or umpire must be notified when a replacement player is being used. If official umpires are appointed, the umpire must also be informed.

6.8 Conditions for a replacement player in Stage 2 & Stage 3 (Under 12s to Under 16s)

- a) Replacement players must be selected exclusively from within the same club.
- b) A replacement is not permitted when a team has 9 available players for U12s & 11 available players for U14.2s, U14/15s, or U15/16s participating in the match.

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- c) The opposing coach, manager, and/or umpire must be informed prior to utilizing a replacement player. If official umpires have been appointed, they must also be notified.

6.9 Finals

- a) In the case of finals, substitute and replacement players must be approved by the NDCA Executive Committee.
- b) A female representative player shall be allowed as a substitute or replacement only in a final when playing to her correct age.
- c) A club wishing to apply for a substitute or replacement should do so in writing through the club's secretary/team coach or manager, outlining details of the need for such a player. In the case of an emergency, approval for a substitute or replacement player may be sought verbally no later than Friday night preceding the game.
- d) The NDCA Executive Committee will assess each application on an individual basis.

7. Umpires

7.1 Qualifications

Unless official umpires are assigned, each team must provide one umpire per game.

7.2 Responsibility of umpires

Umpires have a responsibility to ensure that:

- They have a thorough knowledge and understanding of MCC laws and NDCA local playing conditions.
- Laws/playing conditions are applied with objectivity while officiating.
- The conduct of all participants is of the highest standards; and
- Games are played fairly and in the intended spirit of the game of cricket.

7.3 Appointment of umpires

- a) The NDCA Executive Committee reserves the right to appoint umpires to games as appropriate.
- b) If the appointed Umpire/s is not present at the specified time of commencement, the game may proceed in accordance with these playing conditions.

7.4 Changing umpires

Umpires should only be changed during a break in play or following agreement by coaches and/or captains.

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7.5 Umpires – Stage 1 (Under 9s, 10s & 11s) & Stage 2 (U12s & U13s)

In these competitions, players are to bowl from one end only. However, umpires recommended to rotate between the central umpire and square leg after each over, subject to their qualification according to rule 7.1.

8. Grounds & Pitches

8.1 Assembly at grounds

All teams must assemble, irrespective of weather conditions, at the ground in the draw, where the umpires shall decide as to the fitness of the weather conditions, the pitch and the playing area.

8.2 Fitness for play

a) Pitches and grounds are fit for play unless:

- A ground has been closed by Council,
- A ground has been declared unfit for play by the NDCA Executive Committee, or
- The umpires consider conditions to be a danger to the safety of players.

b) Umpires shall be guided in their decision by the M.C.C. LAW 3 SECTION 9(d) –

Suspension of Play for adverse conditions of ground, weather and light. “If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make. The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the umpires, consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.”

c) Play should only be suspended or delayed where playing conditions are dangerous to either the fielding or batting team. Play shall not be suspended or delayed because either team is disadvantaged by the conditions.

8.3 Disagreement as to fitness for play

a) In the event of either umpire disagreeing as to the fitness of the ground for play, then the state of play existing at the time of disagreement shall continue.

b) Where an appointed official umpire is present or where a member of the NDCA Executive Committee is available, they shall have the power to adjudicate on fitness of the ground for play.

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- c) Where there is no official umpire present and no NDCA Executive available to adjudicate, each coach shall submit a report, in writing, through their Club Secretary to the NDCA Winter Cricket Coordinator within seven days of the game.
- d) The NDCA Executive Committee shall be empowered to award the game to the non-offending team where such suspension of play or delay is not considered to be justified in accordance with this Rule.

8.4 Lightning

Play shall cease immediately, if a lightning flash is followed by thunder less than 30 seconds later. Play shall not resume until 30 minutes after the last lightning flash.

8.5 Change of venues

Venues may only be changed due to damage to a pitch or ground, and only with the consent of the NDCA. Venues will not be changed if a ground is unfit for play due to weather conditions. Teams arriving at a ground that is deemed unfit for play due to damage may contact the NDCA Winter Cricket Coordinator to request a change of venue.

8.6 Ground conditions

- a) No ground is to be interfered with, or altered, in any way except where casual water may be removed.
- b) The maximum boundary dimensions for each age group may be modified in part or whole, to compensate for varying ground sizes. This is not to be interpreted as allowing for ground conditions.

8.7 Wet weather

Coaches or managers can mutually agree to stop play before these times.

9. Administrative Duties at Games

9.1 Team nominations

- a) Submit team lists for U12–U16 groups in PlayHQ by 12pm Saturday.
- b) Before the coin toss, each team must pass the official team sheet on a paper as per nominated to PlayHQ.

9.2 Complying with playing times

- a) It is the responsibility of both teams to be prepared to commence play at the scheduled time.
- b) Each game is to adhere strictly to the specified timings as set out below:
 - Stage 1 (Under 9s, U10s and Under 11s)- 130 minutes, this includes a 10-minute innings break

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- Stage 2 (Under 12s and U13s): 230 minutes total, including a 10-minute innings break, 2 x 5-minute drinks and a wicket change break.
 - Stage 3 (Under 14s, U14.2s, U15s and Under 16s)- 360 minutes, this includes a 30-minute innings break
- c) Play is to conclude after completion of the over in progress at the scheduled finishing time for all innings unless an agreed result of the game has been achieved and both coaches agree to an earlier finish.
- d) Umpires can adjust innings breaks, game times, extend to ensure fair play.

9.3 Team arriving late

Teams shall be required to have the following number of players available at the ground within 15 minutes after the scheduled starting time:

- Stage 1 (Under 9s, Under 10s & Under 11s) - 5 players
- Stage 2 & 3 (Under 12s & Under 16s) - 7 players

Any team with fewer players at the ground at any time following this period, shall be deemed to have forfeited the game, unless otherwise agreed to by the opposing coach and/or captain.

9.4 Time lost in first session due to interruptions

If time is lost during the first session for a period of 10 minutes or more, the change of innings is to be delayed by a period of exactly half the time lost. A team batting throughout the first session is entitled to continue its innings until the delayed change of innings. The team batting second shall be entitled to receive only the same number of overs in its first innings as was bowled by that team.

9.5 Responsibility of scorers

Scorers from both teams are to sit together to regularly check scores. Full details of batting, bowling, progressive run total and scores at each completed over, are to be recorded by scorers of both teams.

Teams are encouraged to live score games using the PlayHQ Live Scoring system; however, 1 hard copy book should always be used as well.

9.6 Scoring disputes

In the event of a dispute as to the scores at the end of play, the umpires or team officials are to check and compare the batting scores. If a dispute still exists, score books and reports are to be forwarded to the Winter Cricket Coordinator of the NDCA via email, by Monday 6.00pm after completion of the game.

If using E-Scoring, please forward a PDF version of the live score to the Winter Cricket Coordinator of the NDCA, by Monday 6.00pm after completion of the game.

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9.7 Recording of game result

The game result along with full details of batting and bowling are to be recorded In PlayHQ system by 11.59pm on the Tuesday after the completion of a game. The result and other details are to be checked by officials from both teams and confirmed In PlayHQ system. Any disputed games are to be referred to the NDCA Winter Cricket Coordinator no later than 9.00pm the day after the game.

The failure to observe these requirements may result in loss of points for offenders.

10. Bowling Restrictions for all Age Groups

10.1 Resting bowlers between spells

- a) Each bowler is required to deliver two overs prior to any bowler commencing their third over, except for wicket keepers during stage 1 (U9s–U11s) and stage 2 (U12s–U13s).
- b) Upon completion of their most recent bowling spell in Stage 3 (U14.2s – U16s), a bowler must observe a minimum rest period of 30 minutes.
- c) For U14.2, U14/15s & U15/16s a bowler may change ends as part of a bowling spell, provided the bowler does not bowl consecutive overs. In this case, overs bowled from both ends are to be part of the same bowling spell.

10.2 Adherence to bowling restrictions

The scorers and umpires of both teams have a responsibility to communicate to ensure adherence to bowling restrictions and rest periods.

10.3 Definitions

- Overs in a bowling spell:
The total number of overs bowled consecutively by the same bowler (also see 10.1b above).
- Overs in a game:
The total number of overs bowled by the same bowler in all spells during a game.

11. Game Results & Competition Points

11.1 Game results

All games consist of one innings per team, and outright wins are not permissible.

11.2 Competition points

- Win- 6 points
- Tie- 3 points
- Abandoned 3 points

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- Loss- 1 point
- Forfeit- 6 points

11.3 Teams forfeiting

Any team forfeiting more than 2 games may be excluded from the competition at the discretion of the NDCA Executive Committee.

11.4 Points for byes

All teams receiving a bye shall be given not be given points in their competition for that round.

12. Finals

12.1 Structure of Finals

For all grades from U9s to U16s, the top four teams based on competition points will advance to the finals. The rest of the teams will be ranked according to their final position on the overall ladder.

12.2 Equal points

Places for teams finishing equal on points will be determined based on highest NRR & Quotients. A quotient is calculated for each team by dividing the team's batting average (runs scored / wickets lost) by the team's bowling average (runs conceded / wickets taken).

12.3 Draws and ties

In the event of a draw or abandoned in a final, the highest placed team will be declared premiers.

12.4 Parents' Responsibilities

- Parents are not permitted to coach, instruct, or relay messages to players at any time. Only the appointed team coaches and managers may provide guidance, and communication with players may occur only through substitute players during the designated drinks break.
- Parents are not allowed on the field during drinks breaks under any circumstances. Access is restricted to coaches and team managers only.
- The NDCA will enforce this requirement and may take disciplinary action in the event of any breach.

12.5 Coaching during finals

In all elimination and final games, team officials, whether umpiring or not, are not permitted to coach or instruct during play. Messages may be conveyed through a substitute player during breaks in play, provided this does not delay play. Players are entitled to be informed of the current score and/or the required run rate.

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13. Records

13.1 Batting and bowling averages & aggregates

- a) It is the responsibility of each club/team officials to ensure individual statistics for batting and bowling are entered into PlayHQ within 3 days of the completion of the final round of the season for each age group.
- b) Statistics from finals performances are not included when considering personal awards for the presentation.

14. Specific Playing Conditions for Stage 1(U9s, U10s & u11s)

14.1 Game Format

- a) A game shall consist of one innings per team only.
- b) Each team shall bowl a maximum of 20 overs of six balls per over.
- c) Strictly parents are not allowed to coach or guide to the players, only registered Coaches or Managers.

14.2 Sessions of Play

- a) Games must start on scheduled time published on PlayHQ.
- a) All games shall commence within 30 minutes of the scheduled starting time due to weather conditions or else the game shall be abandoned.
- b) For Example: games starting at 8:00am:
 - The first session of play is defined as play prior to the change of innings, scheduled for 9:00am.
 - There is a 10-minute break between innings, with no other scheduled drinks breaks.
 - The second session of play is defined as play after the change of innings, scheduled to commence at 9:10am.
 - Games should be completed by 10:10am.

14.3 Ground Requirements – Boundaries and Pitch

- a) The boundary shall be a maximum:
 - U9s- 30 meters
 - U10s- 35 meters
 - U11s- 40 meters
- b) The boundary:
 - is to be marked using cones or domes.
 - is determined by a straight line from marker to marker.
 - is measured as a circle from the middle stump at the batter's end.

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- a) On any ground which is bordered by a fence then the boundary must be marked at least 2.7 meters in from any such fence using markers such as cones or similar.
- b) The game will be played on a shortened pitch length of:
 - U9s- 14m measured stump to stump.
 - U10s & U11s- 16m measured stump to stump
- c) Tape or chalk should be used to mark the popping/bowling crease, which shall be 4 / 1.22m in front of the stumps.
- d) The stumps to be used are portable stumps.

14.4 Balls

The ball to be used is the Kooka star ball red.

14.5 Team Size

- a) Teams shall consist of nine players registered with the Association. A game shall not proceed if a team has less than five players.
- b) Teams may elect to nominate nine players to participate in each game. If more than seven players are to play, the following conditions apply:
 - All nine players are to be recorded on the Team Nomination & Result Sheet before the coin toss.
 - While any of the nine players may field, no more than seven players for a team may participate in the field at any one time. Teams should rotate the additional fielders on/off the field after each over.
 - All nine players must bat and bowl during the game.

14.6 Batting

- a) Each batter shall face their full allocation of prescribed number of deliveries regardless of if they are dismissed based on the following:
 - 5 player team – 5 x batting retirement 24 balls
 - 6 player team – 6 x batting retirement 20 balls
 - 7 player team – 6 x batting retirement 17 balls and 1 x batting retirement 18 balls.
 - 8 player team – 8 x batting retirement 15 balls
 - 9 player team – 6 x batting retirement 13 balls and 3 x batting retirement at 14 balls
- b) Each time a batter is judged to be out by an officiating umpire in accordance with the MCC Laws of Cricket then four penalty runs will be awarded to the bowling team per dismissal. These runs should be tallied and added to their total at the completion of each innings.
- c) The LBW law shall not apply.

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- d) Batters shall change ends upon each dismissal, except where the remaining number of deliveries per batter does not allow this.
- e) For U9s should a batter face 2 x consecutive deliveries that are deemed wides or no-balls, the batter will then have a ball placed on a tee to enable them to hit the ball. This tee-shot will NOT be included in the 6 deliveries in the over.
- f) The emphasis should be on rotation, so every player gets to bat at different positions during the season.

14.7 Bowling

- a) Every player, except the wicketkeeper, must bowl at least 2 overs before the 3rd over starts, and no bowler can bowl more than 4 overs in an innings.
- b) All overs shall be bowled from one end for the entire game.
- c) No-balls and wides are not to be re-bowled with the conditions that a maximum of six balls only may be bowled in any one over.
- d) For U9s following 2 x no balls or wides, the batter receives a “free hit” from the tee. The batter must hit the free hit forward.
- e) The emphasis is on rotation, so every player gets to bowl at different positions during the season.

14.8 Fielding

- a) After each over, Team coaches recommended to rotate the fielding team in a circular formation to ensure an equal turn in each position.
- b) No players shall field closer than 15 meters from the batter.
- c) The maximum number of players permitted to field on the leg side at any time is 3.
- d) Wicketkeepers must be changes after 10 overs.

14.9 Insufficient overs and/or no result achieved

- a) A team batting in the first session shall declare its first innings closed at the scheduled end time of that session, or at the completion of 20 overs, whichever occurs first. In either case, the team batting for the second session is entitled to receive the same number of overs as was bowled during the first session.
- b) Where the team batting second has not received at least the same number of overs as was bowled to the team batting first, the game will be awarded to the team with the highest score at the equivalent completed over, provided a minimum of 15 overs has been received by both teams.
- c) If either team does not receive a minimum of 15 overs, and no result has been achieved, the game shall be deemed a draw.

Also refer to sections 9.2 – 9.4 for general information on playing times and times lost

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16. Specific Playing Conditions for Stage 2 (U12s & U13s)

16.1 Sessions of Play

	Morning Game	Afternoon Game
1st Innings	8:30 am → 10:20 am	12:45 pm → 2:35 pm
Break Between Innings	10:20 am → 10:30 am	2:35 pm → 2:45 pm
2nd Innings	10:30 am → 12:20 pm	2:45 pm → 4:35 pm

A team batting in the first session must end its first innings at the scheduled end time of that session, or at the completion of 30 overs, whichever occurs first. In either case, the team batting for the second session is entitled to receive the same number of overs as was bowled during the first session.

Drinks Break (Both Games)

- a) Drinks Break (Both Games)
 - 5 minutes after 15 overs or half-way through the innings. Drinks taken on the field.
 - Wicketkeeper must change during drinks
- b) All games shall commence within 60 minutes of the scheduled starting time or else the game shall be abandoned.
- c) A change of innings or a significant break in play shall constitute the drinks break. Drinks breaks shall not be taken during the last 20 minutes of scheduled play.
- d) Should the team batting first be dismissed prior to the end of the first session of play, the official change of innings is to be taken immediately. The team batting second is then entitled to receive its full allotment of 30 overs.
- e) Teams are not permitted to declare their innings.
- f) Umpires have the authority to extend the game beyond the designated time limit in the event of any unforeseen restrictions.

16.2 Game format

- a) Each team bowls up to 30 overs of 6 maximum deliveries in one innings per game.
- b) Strictly parents are not allowed to coach or guide to the players, only registered Coaches or Managers convey the messages through a substitute player during breaks in play, provided this does not delay play. Players are entitled to be informed of the current score and/or the required run rate.

16.3 Ground Requirements – Boundaries and Pitch

- a) The boundary shall be a maximum of 45 meters. The boundary: -

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- is to be marked using cones or domes.
 - is determined by a straight line from marker to marker.
 - is measured as a circle from the centre of the pitch.
- a) On any ground which is bordered by a fence then the boundary must be marked at least 2.7 meters in from any such fence using markers such as cones or similar.
- b) Any obstacles within the boundary must be allotted run scores prior to the commencement of a game and boundaries will not be shortened due to water being on the playing area.
- c) The game will be played on a pitch shortened length of 18 meters measured stump to stump.
- If preferred there is also the option to move the stumps in at each end to the 2 crease lines (17.7m).
 - Tape or chalk should be used to mark the popping/bowling crease, which shall be 4 / 1.22m in front of the stumps. (Based on MCC Laws of Cricket – Law 9)
 - To determining a bowler's back foot placement, the edge of a synthetic pitch will be regarded as the inside edge of a return crease.

16.4 Team Size

- a) Teams shall consist of eleven players registered with the Association. A game shall not proceed if a team has less than seven players.
- b) Teams may elect to nominate up to eleven players to participate in each game. If more than nine players are to participate, the following conditions apply:
- All 12 players are to be recorded on the Team Nomination & Result Sheet before the coin toss.
 - While any of the 12 players may field, no more than 10 players for a team may participate in the field at any one time. Teams should rotate the additional fielders on/off the field after each over.
 - Maximum of 10 players can bat during the game.
 - All 12 players must bowl during the game.

16.5 Batting

- a) Each batter shall Retire once they have faced 30 balls, unless dismissed earlier. All balls faced (including wides/no-balls) are counted in this total.
- b) Any Retired batter can return when all other players have played and should return in the order in which he/she Retired.
- c) For the purposes of determining averages, a player having Retired in accordance with these playing conditions shall be regarded as "not out", unless the player is dismissed after he/she returns to the crease.

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- d) A team's innings shall be concluded upon the fall of the eighth wicket (or sooner if the team has fewer than nine players).

16.6 Bowling

- a) Bowling allocations will be as follows based on the number of players available:
- 7 players– 2 players bowl 5 overs; 5 players bowl 4 overs (wicketkeepers to bowl a minimum of 2 overs) not allowed to bowl more than 5 overs.
 - 8 players – 6 players bowl 4 overs, 2 players bowl 3 overs (wicketkeepers to bowl a minimum of 2 overs) not allowed to bowl more than 4 overs.
 - 9 to 12 players - Every player, including wicketkeepers, must bowl at least 2 overs. No bowler can exceed a 4-over limit.
- b) All players, except the wicketkeeper, shall bowl a minimum of two overs before any player bowls a third over in each innings.
- c) No-balls and wides will not be re-bowled. All no-balls and wides delivered in an over shall be recorded against the batter and reflected as sundries in the designated columns of the scorebook.
- d) No free hit shall be awarded for any no-ball.
- e) To enable the required overs to be bowled, players are to bowl from one end only.
- f) The emphasis is on rotation, so every player gets to bowl at different positions during the season.
(Also refer to section 10 for general information on bowling restrictions.)

16.7 Fielding

- a) Each team must use two wicket keepers for 15 overs each.
- b) No player shall field closer than 15m from the batter (except wicketkeeper and slips fielders) at the time of delivery.
- c) The maximum number of players permitted to field on the leg side at any time is 4.

16.8 Insufficient overs and/or no result achieved

- a) Where the team batting second has not received at least the same number of overs as was bowled to the team batting first, the game will be awarded to the team with the highest score at the equivalent completed over, provided a minimum of 15 overs has been received by both teams.
- b) If either team does not receive a minimum of 15 overs, and no result has been achieved, the game shall be deemed a draw.

Also refer to sections 9.2 – 9.4 for general information on playing times and times lost.

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17. Specific Playing Conditions for Under 14.2 only (40 Overs)

17.1 Sessions of Play

- a) Matches will be played from both ends.

Session	Time
1st Innings	10:45 am → 1:25 pm
Break Between Innings	1:25 pm → 1:55 pm
2nd Innings	1:55 pm → 4:35 pm
<ul style="list-style-type: none"> ○ Games must be played between 10:45 am and 4:35 pm ○ Game must start within 60 minutes of the scheduled time, or it is abandoned. ○ Break between innings is 30 minutes 	

- b) Drinks may be taken for two minutes after 20 overs, or the half-way mark of an innings in a shortened game. Drinks are to be taken on the field.
- c) A change of innings or a significant break in play shall constitute the drinks break. Drinks breaks shall not be taken during the last 30 minutes of scheduled play.
- d) Should the team batting first be dismissed prior to the end of the first session of play, the official change of innings is to be taken immediately. The team batting second is then entitled to receive its full allotment of 40 overs unless innings is otherwise completed, or result reached.
- e) Teams are not permitted to declare their innings.
- f) In case weather conditions delay the game, 4 minutes per over must be deducted to ensure the game finishes on time Or Umpires have the authority to extend the game beyond the designated time limit in the event of any unforeseen restrictions.

17.2 Game format

- a) A game shall consist of one innings per team only. Each team shall bowl a maximum of 40 overs of six legal balls per over.
- b) Strictly parents are not allowed to coach or guide to the players, only registered Coaches or Managers convey the messages through a substitute player during breaks in play, provided this does not delay play. Players are entitled to be informed of the current score and/or the required run rate.

17.3 Ground Requirements – Boundaries and Pitch

- a) The boundary shall be a maximum of 45 meters. The boundary:
- is to be marked using cones or domes.

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- is determined by a straight line from marker to marker.
 - is measured from the centre of the pitch.
- c) On any ground which is bordered by a fence then the boundary must be marked at least 2.7 meters in from any such fence using markers such as cones or similar.
- d) Any obstacles within the boundary must be allotted run scores prior to the commencement of a game and boundaries will not be shortened due to water being on the playing area.
- d) The game will be played on a pitch shortened length of 18 meters measured stump to stump
- Tape or chalk should be used to mark the popping/bowling crease, which shall be 4 / 1.22m in front of the stumps. (Based on MCC Laws of Cricket – Law 9)
 - To determining a bowler's back foot placement, the edge of a synthetic pitch will be regarded as the inside edge of a return crease.

17.4 Team Size

- a) Teams shall consist of 11 players registered with the Association. A game shall not proceed if a team has less than seven players.
- b) Teams may elect to nominate up to 13 players to participate in each game. If more than 11 players are to participate, the following conditions apply:
- All 13 players are to be recorded on the Team Nomination & Result Sheet before the coin toss.
 - While any of the 13 players may field, no more than 11 players for a team may participate in the field at any one time.
 - While any of the 13 players may bat, Maximum of 11 players can bat during the game.
 - While any of the 13 players may bowl, Maximum of 11 players can bowl during the game.

17.5 Batting

- a) During the progress of an innings a batter, on reaching 100 runs, shall retire.
- b) If a batters last scoring stroke enables him/her to exceed 100 runs, he/she and the team shall be credited with the extra runs.
- c) If a team is dismissed prior to the completion of a team's allotted overs or batting time, a batter who has retired in accordance with these playing conditions shall be entitled to resume his/her innings.
- d) To determining averages, a player having retired in accordance with these playing conditions shall be regarded as "not out", unless the player is dismissed after he/she returns to the crease.

17.6 Bowling

- a) No player shall bowl more than eight (8) overs in an innings. In a delayed or interrupted match where the overs are reduced for both teams, and for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total number of overs is not

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divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

b) Pace or fast bowlers cannot bowl more than 4 overs in a spell.

Note - Spin bowlers can bowl up to eight (8) consecutive overs without restrictions.

c) Restrictions on Youth Bowlers - Forced Rest Periods: -

1. After completing a spell, restricted bowlers must rest for 30 minutes before bowling again.
2. A bowler who hasn't reached the maximum permitted overs for their age can continue within the same spell but still adheres to the maximum limit. After finishing this extended spell, a 30-minute break is mandatory.
3. If umpires notice a bowler exceeding the allowed overs, they will instruct the captain to replace the bowler mid-over. The replacement cannot have bowled the previous over or bowl the next one.

d) The use of the wicketkeeper as a bowler is at the coach's discretion.

e) All no-balls and wides are to be re-bowled. All no-balls and wides bowled in an over are to count as sundries and are to be recorded in the appropriate columns in the score book.

f) A free hit will be awarded for all No-balls.

17.7 Fielding

a) For All Players fielding within 10 meters of the batters' position to the popping crease on middle stump line (except wicketkeeper and slips fielders) at the time of delivery, must wear a British Standard 7928:2013 compliant helmet.

b) The maximum number of players permitted to field on the leg side at any time is five.

17.8 Insufficient overs and/or no result achieved

a) A team batting in the first session shall declare its first innings closed at the scheduled end time of that session, or at the completion of 40 overs, whichever occurs first. In either case, the team batting for the second session is entitled to receive the same number of overs as was bowled during the first session.

b) Where the team batting second has not received at least the same number of overs as was bowled to the team batting first, the game will be awarded to the team with the highest score at the equivalent completed over, provided a minimum of 20 overs has been received by both teams.

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- c) If either team does not receive a minimum of 20 overs, and no result has been achieved, the game shall be deemed a draw.

Also refer to sections 9.2 – 9.4 for general information on playing times and times lost.

18. Specific Playing Conditions for Stage 3 (U14/15s & U15/16s)

18.1 Sessions of Play

- g) Matches will be played from both ends.

Session	Time
1st Innings	10:45 am → 1:25 pm
Break Between Innings	1:25 pm → 1:55 pm
2nd Innings	1:55 pm → 4:35 pm
<ul style="list-style-type: none"> ○ Games must be played between 10:45 am and 4:35 pm ○ Game must start within 60 minutes of the scheduled time, or it is abandoned. ○ Break between innings is 30 minutes 	

- a) Drinks may be taken for two minutes after 20 overs, or the half-way mark of an innings in a shortened game. Drinks are to be taken on the field.
- b) A change of innings or a significant break in play shall constitute the drinks break. Drinks breaks shall not be taken during the last 30 minutes of scheduled play.
- c) Should the team batting first be dismissed prior to the end of the first session of play, the official change of innings is to be taken immediately. The team batting second is then entitled to receive its full allotment of 40 overs unless innings is otherwise completed, or result reached.
- d) Teams are not permitted to declare their innings.
- g) In case weather conditions delay the game, 4 minutes per over must be deducted to ensure the game finishes on time Or Umpires have the authority to extend the game beyond the designated time limit in the event of any unforeseen restrictions.

18.2 Game format

- a) A game shall consist of one innings per team only. Each team shall bowl a maximum of 40 overs of six legal balls per over.
- b) Strictly parents are not allowed to coach or guide to the players, only registered Coaches or Managers convey the messages through a substitute player during breaks in play, provided this

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does not delay play. Players are entitled to be informed of the current score and/or the required run rate.

18.3 Ground Requirements – Boundaries and Pitch

- a) For U14/15s, the boundary must not exceed 50m, while for 15/16s, max 55m. The boundary:
 - is to be marked using cones or domes.
 - is determined by a straight line from marker to marker.
 - is measured from the centre of the pitch.
- c) On any ground which is bordered by a fence then the boundary must be marked at least 2.7 meters in from any such fence using markers such as cones or similar.
- d) Any obstacles within the boundary must be allotted run scores prior to the commencement of a game and boundaries will not be shortened due to water being on the playing area.
- e) The game will be played on a full-length pitch of 20.12 meters measured stump to stump.

18.4 Team Size

- a) Teams shall consist of 11 players registered with the Association. A game shall not proceed if a team has less than seven players.
- b) Teams may elect to nominate up to 13 players to participate in each game. If more than 11 players are to participate, the following conditions apply:
 - All 13 players are to be recorded on the Team Nomination & Result Sheet before the coin toss.
 - While any of the 13 players may field, no more than 11 players for a team may participate in the field at any one time.
 - While any of the 13 players may bat, Maximum of 11 players can bat during the game.
 - While any of the 13 players may bowl, Maximum of 11 players can bowl during the game.

18.5 Batting

- a) During the progress of an innings a batter, on reaching 100 runs, shall retire.
- b) If a batters last scoring stroke enables him/her to exceed 100 runs, he/she and the team shall be credited with the extra runs.
- c) If a team is dismissed prior to the completion of a team's allotted overs or batting time, a batter who has retired in accordance with these playing conditions shall be entitled to resume his/her innings.
- d) If a team is dismissed prior to the completion of a team's allotted overs or batting time, a batter who has retired in accordance with these playing conditions shall be entitled to resume his/her innings.

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- e) To determining averages, a player having retired in accordance with these playing conditions shall be regarded as "not out", unless the player is dismissed after he/she returns to the crease.

18.6 Bowling

- a) Pace or fast bowlers cannot bowl more than 6 overs in a spell.

Note - Spin bowlers can bowl up to eight (8) consecutive overs without restrictions.

- b) No player shall bowl more than eight (8) overs in an innings. In a delayed or interrupted match where the overs are reduced for both teams, and for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total number of overs is not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.
- c) All no-balls and wides are to be re-bowled. All no-balls and wides bowled in an over are to count as sundries and are to be recorded in the appropriate columns in the score book.
- d) A free hit will be awarded for all No-balls.

Also refer to section 10 for general information on bowling restrictions

1. Fielding

- a) For All Players fielding within 10 meters of the batters' position to the popping crease on middle stump line (except wicketkeeper and slips fielders) at the time of delivery, must wear a British Standard 7928:2013 compliant helmet.
- b) The maximum number of players permitted to field on the leg side at any time is 5.

2. Insufficient overs and/or no result achieved

- a) A team batting in the first session shall declare its first innings closed at the scheduled end time of that session, or at the completion of 40 overs, whichever occurs first. In either case, the team batting for the second session is entitled to receive the same number of overs as was bowled during the first session.
- b) Where the team batting second has not received at least the same number of overs as was bowled to the team batting first, the game will be awarded to the team with the highest score at the equivalent completed over, provided a minimum of 20 overs has been received by both teams.
- c) If either team does not receive a minimum of 20 overs, and no result has been achieved, the game shall be deemed a draw.
- d) Also refer to sections 9.2 – 9.4 for general information on playing times and times lost.

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19 Fielding Restrictions (Applicable to Age Groups: 14.2s, U14/15s, U15/16s)

19.1 Overview

The following fielding conditions are to be adopted for all Nepean District Cricket Association (NDCA) Junior competitions in the following age groups:

- 14.2s
- U14/15s
- U15/16s

All matches in these age groups are to be played as 40 overs per side, unless otherwise reduced for weather or other circumstances.

19.2 Fielding Restrictions by Segment

The match is divided into three segments for the purpose of fielding restrictions:

Segment 1: Overs 1 to 8

- There must be exactly **2 fielders on the boundary** at the point of delivery. No more, no less.

19.3 Segment 2: Overs 9 to 40

- a) There must be exactly **4 fielders in total** (either on the boundary or in a catching position behind the stumps on the offside – i.e., slips/gully).
- b) The wicketkeeper is not counted among these fielders.

The only acceptable fielding combinations for these 4 fielders (excluding the wicketkeeper) are:

- a) 4 fielders in a catching position behind the stumps on the offside, none on the boundary.
- b) 3 in a catching position behind the stumps on the offside, 1 on the boundary.
- c) 2 in a catching position behind the stumps on the offside, 2 on the boundary.
- d) 1 in a catching position behind the stumps on the offside, 3 on the boundary.
- e) No fielders in a catching position behind the stumps on the offside, 4 on the boundary.

During this segment, at the moment the bowler delivers the ball, the five (5) fielders who are not among the four “impacted players” must be positioned within the inner fielding circle (27.50 metres).

19.4 Definitions & Application

19.4.1 On the Boundary

- At the point of delivery, “on the boundary” means fielders must be no more than four (4) metres from the boundary line/fence.

19.4.2 Catching Position Behind the Stumps

- Fielders in a catching position behind the stumps must not be the wicketkeeper.

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- They must be on the offside of the batter and within 10 metres of the batter at the point of delivery.

19.4.3 Inner Fielding Circle

- 25m from the centre of the pitch for U14.2s.
- 27.50m from the centre of the pitch for U14/15s & U15/16s.

19.5 Reduced Over Matches

For matches reduced from 40 overs per side, refer to the below table for the revised segment breakdown and fielding restrictions.

Innings Duration	Segment 1	Segment 2
20	4	16
21	4	17
22	4	18
23	5	18
24	5	19
25	5	20
26	5	21
27	5	22
28	6	22
29	6	23
30	6	24
31	6	25
32	6	26
33	7	26
34	7	27
35	7	28
36	7	29
37	7	30
38	8	30
39	8	31
40	8	32

19.6 Age Group Application

Segment	Restriction	Applies to Age Groups
1 (Overs 1–8)	2 fielders on the boundary	14.2s, U14/15s, U15/16s
2 (Overs 9–40)	4 fielders in total (boundary and/or slips/gully) as per combinations above	14.2s, U14/15s, U15/16s

Notes

- Where any doubt exists regarding segment breakdown in reduced over matches, consult the NDCA Playing Conditions for clarification.
- These restrictions are designed to ensure fair play and skill development across all NDCA junior age groups listed above.

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20. The target score for U14.2s, U14/15s & U15/16s: -

If the match is interrupted after starting and the number of overs in each team's innings needs to be reduced (minimum of 20 overs), a revised target score should be set for the number of overs the team batting second will face. This revised target is calculated using the run rate method. The following rules apply to a run rate determined result:

- a) A team's run rate is calculated by dividing its total score by the total number of overs received.
- b) For run rate calculations, each fair delivery counts as one-sixth of an over.
- c) If a team is dismissed before receiving its maximum number of overs, it is considered to have received that maximum number of overs when calculating its run rate.
- d) If the team batting second has a revised target score with fewer overs than the first team, and it reaches this revised score within its reduced number of overs, the match ends even if there are overs remaining. Examples follow:

Example 1: Team A scores 180 runs off 40 overs at a rate of 4.5 runs per over. Due to a rain delay, Team B's overs are reduced from 40 to 25. The revised target score is 25×4.5 , resulting in 113 runs. The match ends as soon as Team B scores 113 runs.

Example 2: Team A is bowled out in 35 overs for 136 runs. Their total score divided by 40 overs results in a run rate of 3.4. After a rain delay, Team B's overs are reduced from 40 to 29. The revised target score is 29×3.4 , equalling 99 runs. The match ends as soon as Team B scores 99 runs.

- e) If the innings of the side batting second is suspended (with at least 20 overs having been bowled) and the match cannot be resumed, the match result is determined by comparing each team's run rate at the suspension time. If the run rates are identical, the match is a Tie; otherwise, the team with the higher run rate wins.

21. Appendix A: Penalties

Where the NDCA Executive Committee identifies possible breaches of the NDCA Junior Winter Cricket Playing Conditions, the Secretary of the offending team shall be notified, and that team shall have 7 days to respond. Subject to that response the following penalties may apply:

Violation	Penalty	Notes/Definitions
Playing an unregistered player.	Loss of 6 competition points	
Playing an ineligible or fill-in player.	Loss of 6 competition points	An ineligible player: An individual who participates for any team other than the one to which they have been nominated,

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		<p>or who does not comply with the requirements outlined in section 6 of Substitutes & Replacement Players.</p> <p>Fill-in Player: Any player added to a team's roster on game day who was not registered and nominated with NDCA by 6:00 pm on the preceding Friday.</p>
Failing to adhere to batting restrictions rules.	Warning and/or loss of 4 competition points	
Failing to adhere to bowling restrictions.	Warning and/or loss of 4 competition points	
Late lodgment of match results including full scorecard details.	Loss of 0.5 points	
Poor behavior towards an umpire or regarding an umpire's decision.	Warning and/or loss of 6 competition points	
Parents found coaching from the sidelines during a game.	Loss of 4 competition points	
Failure to nominate the team on PlayHQ by 12:00 pm on the Saturday preceding a Sunday game.	Loss of 1 point	
Other breaches (NDCA Constitution, Playing Conditions, poor player behavior).	Discretionary penalties imposed by NDCA Executive Committee, Disciplinary Tribunal, or Appeals Committee	
Teams leaving rubbish on the field.	\$55 penalty	Coaches and managers are responsible for keeping community facilities clean.

22. Complaints and Questions:

Any complaints and questions must be in writing to:

ndcawintercricket@gmail.com