

ATCA SUB-JUNIOR U14 PLAYING CONDITIONS

AGE RESTRICTION:

Players must be under their age limit on 1st September of the current season. Girls may play 2 years older in any age group.

Note! *Unless the laws of cricket have been specifically modified in this document the normal laws of cricket will apply to all games played in this competition.*

PLAYER REGISTRATION:

- Players must be registered as per ATCA Bylaws.

INCLEMENT WEATHER POLICY:

Wet Weather

In the event of wet weather, the ATCA is empowered, to call off play for the day in any or all matches. Such a decision shall be announced over the ATCA website by 8.00am on the day of the match.

Any games abandoned on the day for any reason other than inclement weather will not be replayed unless prior approval of the Executive Officer is granted.

Any request for the game to be replayed/completed will need to be lodged within 72 hours of the scheduled game. This may include the request to complete Day 2 of a scheduled two-day game.

In making such decision the Executive Officer will consider the fairness of the competition is not compromised and at least 2 other games will need to be completed in that round.

If permission is granted for a game to be replayed that game will need to be completed by the end of the next round.

A player cannot play in a rescheduled game if they have already played in that same round of the ATCA junior competition without prior permission of the association.

Any games not completed in the final minor round will not be replayed

Hot Weather

AS PER APPENDIX 1

U14 PLAYING CONDITIONS: ONE DAY MATCHES

- Playing Hours 8.30am to 12.30pm (30 overs)
- A team can consist of a maximum of 12 players
- Prior to tossing for the choice of innings, both Captains shall exchange a completed and signed team-sheet clearly detailing the names, initials of all players in the team.
- Each team permitted a maximum of 30 overs unless dismissed prior.
- If the innings of the team batting first is not compulsory closed and the 30 overs are not completed by 10.25am the change of innings will take place with the team batting second only entitled to receive the same number overs bowled in the innings of the team batting first unless dismissed prior.
- Drinks break are taken at the completion of 15 overs

Bowling Conditions

- An over is to be no more than six deliveries except: -
 - Where the first two wides or no balls are to be re-bowled for a maximum of eight balls in an any one over.
 - Any subsequent wides or no balls in the over result in one run being added to the team score, however are not re-bowled.
 - The final over of an innings where six legal deliveries must be bowled to complete the over.
- Maximum of 5 overs per bowler
- No bowler may bowl more than three (3) overs in a spell without taking a break
 - *Every player must bowl at least 1 over within the first 20 overs of the innings. Only then can any player bowl their 4th and 5th over*
 - *If wicket keeping duties are shared then both players will be required to bowl the minimum requirement of overs*

Batting Conditions

- All players unless dismissed beforehand must be given the opportunity to face a minimum of 12 balls before they can be retired.
- 40 balls are the maximum a batsman is allowed to face before compulsory retirement will be enforced unless;
 - *Such batsman has reached 50 runs before the 40- ball limit even if the 50-run target is achieved midway through the over.*
 - *Coaches must be aware the minimum number of 12 balls for each batsman can be achieved within the 30 overs limit.*
 - *In order to achieve the required minimum number of balls for each batsman the maximum 40 ball limit for top order batsman may need to be reduced in their first visit to the crease*
 - *If wickets remain players retired without facing the maximum 40 balls or having reached 50 runs will be the first to resume their innings using the original batting order.*
 - *In calculating the minimum or maximum number of deliveries balls adjudged as a dead ball do not form part of that calculation*

U14 PLAYING CONDITIONS: TWO DAY MATCHES

- Playing Hours 9.00am to 12.00pm (45 Overs per Day)
- If the team batting second has an opportunity to commence its first innings on Day 1 the overs to be completed on Day 1 will be determined on the basis that the daily allocation of 45 overs allowing the overs already bowled in the day minus the 3 overs for change of innings. See example below;

Example 1

- *Team batting first is dismissed on Day 1 after facing 30 overs meaning 15 overs remain to be completed for Day 1*
- *Minus 3 overs for the change of innings means a further 12 overs remain to be bowled prior to the close of play on Day 1*
- On Day 2 the maximum number of overs any team may face where its innings has commenced on Day 1 is 50 overs before that innings is compulsorily closed. See Example below;

Example 1

- *Team batting second has an opportunity to receive 12 overs on Day 1 a further 38 overs on Day 2 is maximum overs allowed before the innings is compulsorily closed.*
- *If time remain a second innings may commence.*
- A team can consist of a **maximum of 12 players**
 - Prior to tossing for the choice of innings, both Captains shall exchange a completed and signed team-sheet unambiguously detailing the names, initials of all players in the team.
 - Both captains after exchanging the team sheets will pass them to the umpires who will then pass on the sheets to the respective scorers
 - Clubs may use one slash/sub player but must first inform the opposing coach before the toss of the coin
 - At that time of the match the coach may note on the player list one player who will be absent for day two and another player who shall replace them from the conclusion of the first day's play.
 - The replacement player shall take part in the match as if he were the replaced player, completing his innings or any over in progress if necessary.
 - No player other than those named, except substitute fieldsmen, shall be allowed to participate in the match.
 - If the replaced player is not out at the conclusion of Day 1 he/she shall be recorded as not out for the purpose of MyCricket statistics.
- In the first innings, the team batting first shall, unless the innings is terminated beforehand, bat until it has received the innings allocation of forty-five (45) overs at which time the innings is compulsorily closed. When the first innings of the team batting first is compulsorily closed, the team batting second shall receive in its first

innings (unless the innings is terminated beforehand), the same number of overs as the team which batted first received, at which time the innings shall be compulsorily closed.

- Drink breaks are taken at the completion of 15 and 30 overs
- Match days where the temperature exceeds 30 degrees coaches are requested to use commonsense in regards to drinks break

Bowling Conditions

- An over is to be no more than six deliveries except: -
 - Where the first two wides or no balls are to be re-bowled for a maximum of eight balls in an any one over.
 - Any subsequent wides or no balls in the over result in one run being added to the team score, however are not re-bowled.
 - The final over of an innings where six legal deliveries must be bowled to complete the over.
- Maximum of 6 overs per bowler per innings
- Every player must bowl at least 2 overs within the first 30 overs of the innings
 - *If wicket keeping duties are shared then both players will be required to bowl the minimum requirement of 2 overs.*
 - *No other bowler may bowl more than four (4) overs in a spell without taking a break from bowling for a period of eight (8) overs.*
 - *A bowler who bowls less than 4 overs in a spell and then has a break of 8 overs may subsequently commence a new spell subject to his innings limit*
 - *A bowler who has bowled a spell of less than 4 overs may resume bowling prior to the lapse of 8 overs but this will be considered a continuation of the same bowling spell and the limit of 4 overs in that spell shall still apply.*
 - *Following the completion of the spell the normal requirement for a break of a period of 8 overs shall apply. **See Example 1 below***
 - **Example 1**
 - *Bowler bowls 4 overs he cannot bowl again for a period of 8 overs*
 - *Bowler bowls 2 overs and taken off, if he is brought back on within a period where less than 8 overs have elapsed since his earlier spell, he can only bowl a further 2 overs.*
 - *He then cannot bowl again for a period of 8 overs.*
 - *Bowler bowls 4 overs and taken off, he is brought back after 8 overs have elapsed he then is eligible to bowl a fresh spell of 2 overs*
- This rule shall include the number of overs bowled between a first and second innings where a team has been made to follow on. **See Example 2 below**
 - **Example 2**
 - *Bowler bowls 2 overs at end of innings and team is dismissed and forced to follow on.*
 - *If bowler commences to bowl at beginning of the second innings he can only bowl a spell of 2 overs. He then cannot bowl again for a period of 8 overs*
 - *Team B commences innings late on day one and 4 overs are bowled between 2 bowlers. Both bowlers, if they bowl at the commencement of play on day two are only entitled to bowl 2 overs and then cannot bowl again for a period of 8 overs*

Batting Conditions

- All players unless dismissed beforehand must be given the opportunity to face a minimum of 20 balls before they can be retired.
- 50 balls are the maximum a batsman is allowed to face before compulsory retirement will be enforced unless;
 - *Such batsman has reached 50 runs before the 50- ball limit even if the 50-run target is achieved midway through the over.*
 - *Coaches must be aware the minimum number of 20 balls for each batsman can be achieved within the 45 overs limit.*
 - *In order to achieve the required minimum number of balls for each batsman the maximum 50 ball limit for top order batsman may need to be reduced in their first visit to the crease*

- *If wickets remain players retired without facing the maximum 50 balls or having reached 50 runs will be the first to resume their innings using the original batting order.*
- *In calculating the minimum or maximum number of deliveries balls adjudged as a dead ball do not form part of that calculation*

BALLS PERMITTED:

Two-piece 156-gram Kookaburra balls to be used.

BOUNDARIES:

Where boundaries are defined by markers or flags. Such boundaries, unless an obstacle or obstacles prevent, shall be 40 metres radius from the midpoint of the end of the pitch area at each end

LBW: Laws of Cricket apply

NO BALL: Full Toss

Any full toss above waist height of the striker standing upright shall be called a No Ball.

NO BALL: (Short Pitched)

The umpire shall call and signal No ball for any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the popping crease

WIDE BALL:

Where no official umpires are present it is recommended that both coaches agree on a sensible leg-side wide interpretation prior to the toss of the coin.

Any leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called wide. As a guide, on the leg side a ball landing clearly outside the leg stump going further away should be called wide.

DEAD BALL: Hard Wickets

If a ball pitches on a strap, hem of the matting, between two pieces of the mat, or on the edge of the pitch it shall be deemed "dead". No runs or extras shall be recorded and the ball must be re-bowled. The umpire at the bowler's end must call "dead ball" promptly signal to the scorers.

Fielding:

No fielder may take up a position in front of or parallel with the popping crease closer than 10 metres to the batter. No player may enter this restricted area until the ball has been hit by the batter or strikes the body or equipment of the batter or passes through to the wicket keeper. An infringement of this will result in 'Dead Ball' being called by the umpire and the ball being re-bowled.

Helmets:

Wearing of helmets is compulsory whilst batting and wicket keeping up to the stumps.

Points - How Awarded

1) Match Points

- Awarded as per Bylaw B8

2) Incentive Points

- Batting First Innings .015 per run
- Bowling First Innings .30 per wicket
- Batting Second .010 per run
- Bowling Second Innings .20 per wicket

Finals Qualifications:

- The Top 2 teams will play off in a grand-final to determine the premiers.
- All other teams will play an additional match in order of the premiership ladder
- If the grade has an odd number of teams the bottom placed team will not partake.
- Players that play in the ATCA U14 competition that also play in the U15 competition may play finals for both competitions if they qualify as per bylaw C5 (2)
- The U15 competition will be considered the higher competition
- The 50% criteria as per C5 (2) (2) apply for players wanting to play in U14 finals where the U15 team don't make finals

Excessive Heat Policy for Sub Junior Competition

The Executive Officer of the association shall have the power to cancel play in all sub junior grades, if the day before any match the Bureau of Meteorology’s afternoon forecasted temperature for Adelaide is recorded as 40 degrees or more for the following match day. The association shall reserve the right to cancel play if it feels the extended heat periods within the Adelaide metropolitan area has exceeded 38 degrees or more for 3 or more consecutive days leading up to match day.

On all Sunday morning match days, it is the sole responsibility of the club to nominate one person per team to dictate playing conditions as identified in this policy while using the below Bureau of Meteorology’s App. **No other Weather App can be used.**

On match days scheduled for Sunday mornings, 30 minutes before the scheduled commencement of play both coaches (together) will use the BOM App to check the actual temperature for the nominated suburb as per below table and if the temperature reading is,

- 34 degrees or greater the game will be considered abandoned for U10 matches
- 35 degrees or greater the game will be considered abandoned for U12 matches
- 36 degrees or greater the game will be considered abandoned for U14 matches

If for some reason both coaches have a different temperature reading it will automatically default to the higher of the two readings

If the temperature dictates the game is to proceed, at each agreed drinks break, both coaches will again check the temperature and if below the agreed cut off temperature applicable to each grade the match will continue.

Matches scheduled as Friday afternoon fixtures will revert to the association’s decision to abandoned matches where the temperature as forecasted on the morning of the match is 38 degrees or more.

NOMINATED SUBURBS							
	Brighton	Cumberland Park	Goodwood	Kingswood	Marion	Reynella	Camden Park
Grounds	Brighton No 1	Cabra College	Goodwood Oval	Kingswood Oval	Marion No 1	Reynella Oval	Immanuel College
	Brighton No 2	Bailey Reserve	Park 23	Unley HS	Marion No 2	Woodcroft College	
	Brighton PS	Westbourne Park		Scotch College		Woodend PS	
	Marymount College	Edwardstown PS		Mitcham PS			
				Ridge Park			

Important Note

The ATCA does not compel an individual to participate in any sanctioned match; it’s their own personal choice/decision. Clubs and Players are encouraged to reference the SACA Affiliates and Club Protection Policy and Extreme Heat Guide available on the ATCA website (ATCA Policies Page) highlighting important guidelines for clubs and individuals

