

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.

JUNIOR WEATHER POLICY:

Wet Weather

In the event of wet weather the ATCA Emergency Committee 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.

Hot Weather

AS PER APPENDIX 1

U14 PLAYING CONDITIONS: ONE DAY MATCHES

- Playing Hours 8.30am to 12.30pm
- A team can consist of a maximum of 12 players
- 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

- 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 be given the opportunity to bowl at least 1 over within the first 20 overs of the innings. Only then can any player bowl their 4th and 5th over*

Batting Conditions

- All players must bat for 2 overs minimum unless dismissed beforehand.
 - *The above minimum batting requirement is not based on the number of balls faced but the number of overs*
- All batsmen are allowed to bat a maximum of 10 overs before compulsory retirement will be enforced unless;
 - *Such batsman has reached 50 runs before the 10 over cut off.*
- Upon reaching 50 runs the batsman is retired immediately even if the 50 run target is achieved mid-way through the over. Players retired at 50 runs cannot bat again unless all other players are dismissed and wickets remain
- Players retired under the 50 run target may resume their innings if wickets remain using the original batting order

U14 PLAYING CONDITIONS: TWO DAY MATCHES

- Playing Hours 9.00am to 12.00pm
- A team can consist of a maximum of 12 players
 - Clubs may use a 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 days 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.
- Each team permitted a **maximum of 45 overs per innings** unless dismissed prior.
 - If the innings of the team batting first is compulsory closed and time remains on day 1 the team batting second may commence its first innings
 - 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

- Maximum of 6 overs per bowler per innings
- Every player must be given the opportunity to bowl at least 2 overs within the first 30 overs of the innings
 - *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 amount 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 must bat for 2 overs minimum unless dismissed beforehand.
 - *The above minimum batting requirement is not based on the number of balls faced but the number of overs*

- All players are allowed to bat a maximum of 15 overs before compulsory retirement will be enforced unless;
 - *Such batsman has reached 50 runs before the 15 over cut off.*
- Upon reaching 50 runs the batsman is retired immediately even if the 50 run target is achieved mid-way through the over. Players retired at 50 runs cannot bat again unless all other players are dismissed and wickets remain
- Players retired under the 50 run target may resume their innings if wickets remain using the original batting order

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 deemed a No Ball.

NO BALL: (Short Pitched)

Either 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

- | | |
|-----------------------------|-----------|
| • Win on First Innings | 10 points |
| • Outright Win (additional) | 5 points |
| • Loss | Nil |

2) Draw (to be read in conjunction with ATCA Bylaw B5)

- Where only one team has batted 5 points
 - Where neither team has batted in a one day match 5 points
 - Where neither team has batted in a two day match 8 points
- 3) Tie (to be read in conjunction with Bylaw B6)
- On First Innings 5 points
 - On First Innings and subsequent outright loss 5 points
 - On First Innings and subsequent outright win 10 points
 - On First and Second Innings 7.5 points
 - Loss on the First Innings and subsequent outright tie 2.5 points
 - Win on the First Innings and subsequent outright tie 12.5 points
- 4) **Forfeit. A team receiving a forfeit under ATCA bylaw B7 shall be awarded the following:**
- Two Day Match 18 points
 - One Day Match 15 points
- 5) **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:

- The Top 2 teams will play off in a grand-final to determine the premiers.
- All other teams will play in order of the premiership ladder a game that will determine final ladder positions.
- If the competition has an odd number of teams the team finishing in bottom position will not be involved in the final game

APPENDIX 1

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 and 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
Grounds	Brighton No 1	Cabra College	Goodwood Oval	Kingswood Oval	Marion No 1	Reynella Oval
	Brighton No 2	Bailey Reserve	Park 23	Unley HS	Marion No 2	Woodcroft College
	Brighton PS	Westbourne Park PS	Adelaide HS	Scotch College	Marion No 3	Woodend PS
		Edwardstown PS		Mitcham PS		

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 (section 4.6) and Extreme Heat Guide available on the ATCA website (ATCA Policies Page) highlighting important guidelines for clubs and individuals

