

ATCA SUB-JUNIOR U14 T20 PLAYING CONDITIONS

AGE RESTRICTION:

ALL 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 EXCESSIVE HEAT POLICY:

The Emergency Committee will cancel play games on any match day that the forecasted temperature for Adelaide is recorded as 38°degrees or more. The ATCA will be governed by the BOM Forecast issued at 5.20am of the day of the match.

U14 PLAYING CONDITIONS:

Duration of Match

All matches will consist of one innings per side. Each innings limited to a maximum of 20 overs unless bowled out prior. The game is considered completed once a result is achieved

Hours of Play

- First session 5.00pm – 6.15pm
- Interval 6.15pm – 6.25pm
- Second session 6.25pm – 7.40pm

- A team can consist of a maximum of 11 players
- Match days where the temperature exceeds 30 degrees coaches are requested to use commonsense in regards to drinks break

Bowling Conditions

- Maximum of 2 overs per bowler unless a team is playing with less than 10 players then no Player may bowl a 3rd over until all players have bowled 2 overs
- 8 deliveries are the maximum to be bowled in any one over, except in the last over of an innings, where 6 legal deliveries must be bowled to complete the 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*
 - *Upon reaching 30 runs the batsman is retired immediately even if the 30 run target is achieved mid-way through the over.*
 - *Players retired under the 30 run target may resume their innings if wickets remain using the original batting order*
 - *Players retired at 30+ runs cannot bat again unless all other players are dismissed and wickets remain*
 - *Players that remain retired not out shall be recorded as such for the purpose of MyCricket statistics*

BALLS PERMITTED:

Two piece 156 gram Red 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:

Normal LBW rules apply

NO BALL:

Any full toss above waist height for a fast bowler or spinner shall be deemed a No Ball.

Please Note, free hit for any type of no ball does not apply in this competition

NO BALL: (Short Pitched)

If either umpire considers that the ball passes, or would have passed, over head height of the striker standing upright at the crease, he/she shall call and signal 'no ball'.

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.

Fielding Numbers:

There must not be more than 11 fielders on the oval at any given time.

Points - How Awarded**1) Match Points**

- | | |
|------------------------|-----------|
| • Win on First Innings | 10 points |
| • Loss | Nil |
| • Draw | 5 points |
| • Tie | 5 points |

2) Tied Game

- In the event of tied game during the minor round the premiership points will be shared.
- The winner of a tied game during the knockout/elimination phase of the competition will be determined firstly on the least number of wickets lost. Only in the event of wickets lost being equal will a bowl off be used to decide the win result.

Finals:

- The Top 2 teams from each pool will play off in a semi-final with the 2 winners to play a grand final determine the premiers.
- In the event of two or more teams gaining the same number of points, their relative position shall be determined by averages. For the purpose of ascertaining averages, the following system shall be adopted:
 - *The batting average for a team shall be obtained by dividing the total number of runs scored by the total number of wickets lost.*
 - *The bowling average against a team shall be obtained by dividing the total number of runs scored against it by the total number of wickets taken.*
 - *The former shall be divided by the latter and the team having the higher quotient shall be considered to have the better performance.*