

# ATCA UNDER 10 JUNIOR FORMAT COMPETITION RULES

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#### 1. GENERAL PLAYING CONDITIONS

##### 1.1 Team Numbers

- 1.1.1. Team consists of seven players
- 1.1.2. The maximum number of players in any one game is nine players.
- 1.1.3. The minimum number of players for a game to commence is five.

##### 1.2 Players Age

- 1.2.1. All players playing in the U10 competition must be aged Under 10 as of September 1<sup>st</sup> of the current season, unless a special permit (see rule 1.5) has been approved by the Executive Officer.

##### 1.3 Registration

- 1.3.1 All new players must be registered as per ATCA Bylaws.

##### 1.4 Clearances

- 1.4.1 ATCA Bylaw C4 apply for all players seeking a clearance

##### 1.5 Permits

- 1.5.1 If it is deemed the players development necessitates a permit to play as an overage player an application in writing can be made to the Executive Officer

##### 1.5 Dress Code

- 1.5.1 White or cream coloured shirts with a collar (club shirts are permitted)
- 1.5.2 White or cream coloured trousers or shorts with white socks and cricket shoes.
- 1.5.3 Caps or hats and sunscreen are strongly recommended.

##### 1.7 Safety Equipment

- 1.7.1 It is compulsory that all players wear a helmet when batting, no exceptions.
- 1.7.2 All wicketkeepers must wear a helmet at all times.

##### 1.8 The Balls

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- 1.8.1 All teams participating in the ATCA U10 Competition must use a Kookaburra Commander 142g Cricket Ball

## 1.9 Size of the Ground

- 1.9.1 It is recommended that the minimum size of the boundary is 35m and the maximum size of the boundary is 40 metres.

## 1.10 Pitch Type and Length

- 1.10.1 Hard Wicket surface or outfield cut strip must be 16m length

## 1.11 Weather Policy

### 1.11.1 Wet Weather

- 1.11.1.1 In the event of wet weather the Emergency Committee is empowered, after inspection of various grounds, to call off play for the day in any or all matches. Such a decision shall be announced over the ATCA website and will be available on 1900 950 598 by 8.00am on the day of the match.

### 1.11.2 Hot Weather

- As per Appendix 1

## 1.12 Match Results and Player Stats

- 1.12.1 Match result must be entered into MyCricket as per ATCA Bylaw B10. The entry of individual player stats is not required for this age group

## 1.13 Finals

- 1.13.1 No finals are played in this grade and no premiership table is published.

## 2. ONE DAY MATCHES – 20 OVERS

### 2.1 Playing Hours

- 2.1.1 Sunday morning matches 9:00am to 11.40am  
2.1.2 Friday afternoon matches 5.00pm to 7.40pm  
2.1.3 Club wanting to play double headers on Sunday, would first require approval from the Executive Officer  
2.1.4 Both Team Managers/Coaches should agree upon extra drink breaks prior to the match if required

### 2.2 Overs

- 2.2.1 Matches shall be a maximum of 20 overs per side.  
2.2.2 Coaches/Team Managers need to be aware, and not allow slow over rates.  
2.2.3 Overs must all be bowled from the same end.

### 2.3 Bowling

- 2.3.1 An over is to be no more than six deliveries except:
- A dead ball is called as per rule 2.3.4 & 2.6.3.
- 2.3.2 Any ball passing outside the reach of a player in his normal stance that does not bounce off the pitch should be called a wide. Wides are not to be re-bowled, with one run being added to the team score
- 2.3.3 A No Ball shall be called, with one run being added to the team score when:
- A full toss above waist high of the batsman in an upright position
  - A short pitched ball above shoulder height of the batsman in an upright position
  - Any ball that bounces more than ONCE before reaching the popping crease (Law of Cricket- 21.7).
  - Any ball that lands or bounces off the pitch.

No-balls are not to be re-bowled.

- 2.3.4 A Dead Ball is to be called if the ball deviates from the edge of the wicket matting, concrete or a raised turf pitch, with the ball being re-bowled
- 2.3.5 Teams with seven players:
- Three players bowl four overs each

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- Two players bowl three overs each
  - Two players (Wicket Keepers) bowl one over each
- 2.3.6 Teams with eight players:
- Six players bowl three overs each
  - Two players (Wicket Keepers) bowl one over each
- 2.3.7 Teams with nine players:
- Four players bowl three overs each
  - Three players bowl two overs each
  - Two players (Wicket Keepers) bowl one over each
- 2.3.8 Teams with six players:
- Four players bowl four overs each
  - Two players (Wicket Keepers) bowl two overs each
- 2.3.9 Teams with five players:
- All players bowl four overs each
- 2.3.10 No Batsman are to be dismissed LBW
- 2.3.11 The pitch may be shortened if it deems a bowler requires assistant in bowling the full length of the pitch

### 2.4. Batting

The team objective should be to bat for 20 overs, with encouragement given to the batters to value their wicket.

- 2.4.1 All players must face the required number of balls, irrespective of the amount of times they are dismissed.
- 2.4.2 Batters are required to compulsorily retire after:
- Seven players: facing seventeen balls
  - Eight players: facing fifteen balls
  - Nine players: facing thirteen balls
  - Six players: facing twenty balls
  - Five players: facing twenty four balls
- 2.4.3 All deliveries faced, including wides and no balls, to be included in the batsman's ball count.
- 2.4.4 **The scorers shall add four runs to the fielding teams score each time a batsman is dismissed**
- 2.4.5 Batter to swap ends following a dismissal. If there is a run out the not out batter should face the next delivery
- 2.4.6 If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7= 119)

### 2.5 Wicket Keepers

- 2.5.1 All wicket keepers must wear a helmet, pads and protection at all times
- 2.5.2 There will be two wicket keepers per innings
- 2.5.3 Wicket keepers will keep for ten overs each.

### 2.6 Fielding

- 2.6.1 There must be a maximum of 7 players on the field at any one time, but other players may be rotated through the field whilst the innings is in progress.
- 2.6.2 No fielder may take up a position in front of, or parallel with, the striker's popping crease closer than 15 metres from the batter or within 15 metres behind square on the leg side
- 2.6.3 No player may enter this restricted area until the ball:
- is hit by the batter, or
  - strikes the body/equipment of batter, or
  - passes through to the wicket-keeper
- Any infringement will result in 'Dead Ball' being called by the umpire, and the ball being re-bowled.

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- 2.6.4 Where a team is short on players the opposition may lend players to the fielding team for a maximum of 7 players on the field

### 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**

