



**NEWCASTLE JUNIOR
CRICKET ASSOCIATION**



**City of
Newcastle**

2024 U11 RON ARENDTS SHIELD - PLAYING CONDITIONS

The NSW Youth Championship Playing Conditions and MCC Laws of Cricket (2022) shall apply to this competition, except where mentioned in these Playing Conditions. Where there is a conflict, these Playing Conditions shall take precedence.

The Players and Coach

- All male players **MUST BE** under the age of 11 as at 1st September, 2023. All female players **MUST BE** under the age of 13 as at 1st September, 2023.
- Teams may consist of up to 13 players, however only 11 players may bat and only 11 players may field at any one time. The 12 & 13th players **MUST** be given the opportunity to bowl or wicket-keep. No player can play as 12 or 13th player for more than one match.
- The team Coach may provide guidance to the players but only at the fall of a wicket or at the change of overs. Such guidance must not impact on the pace of the match and must be given from the sideline (the coach is **NOT** to enter the field of play unless invited to do so by the official umpire).
- Protective equipment must be worn in accordance with Cricket Australia guidelines during the match and during training sessions. This includes the wearing of helmets at all times whilst batting & wicket-keeping.

The Field of Play

- All teams are to supply their own “spring back” stumps (metal ferrule stumps **NOT** permitted) and boundary markers and share the responsibility of marking the boundary at 40 meters from the centre of the pitch.
- The pitch length shall be 18m, with “spring back” stumps placed on the existing popping crease at either end of the pitch. A temporary popping crease shall be marked in thick white chalk or white tape, at a distance of 1.2m from either set of stumps.
- No fielder shall field within a 10m arc in front of the batter extending from point to square leg. No other fielding restrictions will apply.

The Scorers

- Each team is to supply its own scorer and score book or electronic equipment for PlayHQ live scoring.
- At least one paper score book shall be used during each match. The “home” team (team listed first in fixture) shall have preference to utilise PlayHQ live scoring and must finalise the match in PlayHQ by 6pm on the same day.

The Umpires

- One Cricket Australia accredited umpire will be appointed to each 20 over and regular 40 over match, who shall control the match at all times. The square leg umpire role will be performed by an adult representative of the fielding team.
- Two Cricket Australia accredited umpires will be appointed to the 2 semi finals and the final match. All other matches on day 3 and 4 will have one Cricket Australia accredited umpire.
- Where only one officially appointed umpire is present at the match, that umpire has jurisdiction to over-rule any decision made by a person acting as square leg umpire, including stumping, hit wicket, run outs and no balls.

The Ball

- A red two piece Kookaburra 142gm leather ball shall be used in all matches (provided by NJCA). Please ensure that all balls are returned to the Umpire at the conclusion of the match.
- Use of saliva on the ball is not permitted.

The Bowler

- Any ball which bounces more than twice before reaching the popping crease shall be called a no ball.
- Any ball which pitches off the wicket surface shall be called a no ball.
- In T20 format only the delivery following any No Ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball) then the next delivery will become a free hit for whichever batter is facing it, unless it was the eighth ball of the over, in which case it is the end of the that over and the free hit no longer applies. For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball.
Field changes are not permitted for free hit deliveries unless there is a change of striker.
The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.
- A delivery which in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a wide.
- Overs shall be of 6 legal balls with a maximum of 8 deliveries per over in total, including no balls and/or wides, except in the last over of each innings where all no balls and wides shall be re-bowled.
- Maximum number of overs per bowler shall be 20% of the total expected number of overs (4 overs in a 20 over match; 8 overs in a 40 over match), with a maximum of 4 overs per spell.

The Batter

- Batters must compulsorily retire "Not Out" upon reaching 25 runs (20 over match) or 50 runs (40 over match) and may resume once all other batters in the team (apart from the one not out batter) have completed their innings.

Non-Striker Leaving His/Her Ground Early

- The non-striker cannot be dismissed run out by the bowler by a "Mankad" dismissal.
- If the non-striker is out of his/her ground at the instant when the bowler releases the ball (or would normally have been expected to release the ball), the umpire shall, when the ball becomes dead:
 - o in the first instance, issue the non-striker with a first and final warning, and
 - o in all subsequent instances, award five penalty runs to the fielding side
- If the ball has been delivered it shall count as a normal delivery in the over and any consequences arising from that delivery shall count except that any runs scored by the batting side shall not count, and the batters shall be instructed to return to their original positions.

Hours of play

	20 Over Matches		40 Over Matches	
	Morning	Afternoon	Regular Games	Grand Final
1 st Innings	9.30am	1.10pm	9.00am	9.30am
Innings Break	10.45am	2.25pm	11.35am	12.05pm
2 nd Innings	10.55am	2.35pm	12.15pm	12.45pm
Close of Play	12.10pm	3.50pm	2.50pm	3.20pm
Drinks	After 10 overs, on the field of play		After 13 and 26 overs, on the field of play	
Presentations				3.30pm

Innings Break

The team batting first shall declare at the end of the over in progress at the scheduled innings break if the allotted overs have not already been delivered. The team batting second shall receive the same number of overs as in the first innings. For 40 over games only, if the team batting first is dismissed within 30 minutes of the scheduled innings break, then lunch shall be taken immediately with playing times adjusted accordingly.

Interruptions to play during the first innings

If the condition of the pitch, ground, weather or light causes the loss of playing time prior to or during the innings of the team batting first, the number of overs to be received by each team will be reduced by one over for each whole seven minutes lost. For an ongoing delay this calculation shall continue until each team is unable to receive at least 10 overs. At this point the match shall be abandoned and declared a draw.

Interruptions to play during the second innings

If the condition of the pitch, ground, weather or light causes the loss of playing time in the second innings, resulting in the second team being unable to receive the same number of overs as the first team then the match shall be decided by a comparison of the run rate of both teams, provided that the second innings is at least 10 overs duration; otherwise the match shall be declared a draw.

These run rates are calculated by dividing the total number of runs scored by the number of overs bowled. If the first team was dismissed before completing its innings, its run rate shall be calculated by dividing the total number of runs scored by the quota number of overs it should have received.

Results

- All matches are based only on 1st innings results.
- A 40 over match shall be deemed a Tie if scores are equal. The number of wickets lost by each team is not relevant in this situation.
- If a T20 ends in a tie the winner shall be determined by the playing of a one over "super over". If the "super over" ends in a tie then the match shall be declared a draw. Refer to Appendix 7 in '40 over playing conditions Youth Champs 2022' for the application of a "super over".
- Points are awarded as follows: WIN = 3 points, DRAW/ABANDONED = 2 points, LOSS = 1 point.

Disputes

All disputes must be submitted to the Carnival Coordinator, Sharon Dare (0437 127706) no later than 5.00pm on the day of the match in dispute. The Disputes and Disciplinary Committee will consider the dispute and make a final ruling prior to the following day's play. Matters which can be disputed include player eligibility and scoring errors which have affected the match result.

Disputes and Disciplinary Committee

This committee will consist of the Carnival Coordinator, an NJCA Committee member and a representative of a team not involved in the matter under consideration. The Committee shall have the power to warn or suspend a player or a team if it finds that an offence has occurred in relation to the Code of Conduct, after inviting and considering evidence from individuals. The burden of proof shall be "beyond reasonable doubt". Refer to separate Code of Conduct document.