SEASON 2016/2017

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PARENTS AND SPECTATORS

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GLOSSARY OF TERMS

DELEGATES' MEETINGS 2016/2017

Monday, 29 August 2016 Monday, 10 October 2016

Monday, 5 December 2016 Monday, 6 March 2017 Monday, 17 April 2017 AGM and Rules Compulsory Team Managers' Meeting Delegates' Meeting Delegates' Meeting Presentation Evening

AGM, Rules and Delegates' Meetings: Ashburton Church Hall Y Street Ashburton (entry off Marquis Street) Melway 60 D10

Team Managers' Meeting: St Scholastica's School Hall Burwood Highway, Bennetswood Melway 61 D6

All Meetings will commence at 7:30pm and will endeavor to finish by 9:00pm

CODE OF BEHAVIOUR

The ECA Junior Section has adopted the following code of behaviour to apply to all participants, officials and spectators at our matches. Please ensure all such persons are aware it its contents. Compliance with the code of behaviour is primarily a club responsibility; however, *serious* breaches of the code involving violence, abusive behaviour, racial, cultural or religious discrimination or victimisation, sexual harassment or discrimination should be referred to the ECA Junior Executive.

COACHES AND TEAM MANAGERS

- 1 Remember that young people participate for pleasure and winning is only part of the fun.
- 2 Never ridicule or yell at a young player for making a mistake or not coming first.
- 3 Be reasonable in your demands on each player's time, energy and enthusiasm.
- 4 Know, and operate within, the rules and spirit of cricket and teach your players to do the same.
- 5 Ensure that the time players spend with you is a positive experience.
- 6 Avoid overplaying the talented players; all young players need and deserve equal time, attention and opportunities.
- 7 Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- 8 Display control and respect to all those involved in cricket. This includes opponents, coaches, umpires, administrators, parents and spectators. Encourage your players to do the same.
- 9 Show concern and caution toward sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
- 10 Obtain appropriate qualifications and keep up to date with the latest cricket coaching practices and principles of growth and development of young people
- 11 Remain cognizant of the current Junior Section Rules of the Eastern Cricket Association and the Laws of Cricket.

- 12 Any physical contact with a young person should be appropriate to the situation and necessary for the player's skill development.
- 13 Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
- 14 If asked to officiate as an umpire, scorer or other match official, you should respect the spirit of the game and be consistent, courteous and impartial in all your decision-making.
- 15 Consumption of alcohol and/or tobacco products while in charge of junior players is prohibited.
- 16 Maintain your *Working With Children Check* registration as required by the rules of the Eastern Cricket Association.

PARENTS AND SPECTATORS

- 1 Do not force an unwilling child to participate in cricket.
- 2 Remember, children are involved in cricket for their enjoyment, not yours.
- 3 Encourage your child to play by the rules.
- 4 Focus on the child's efforts and performance rather than winning or losing.
- 5 Never ridicule or yell at a child for making a mistake or losing a match.
- 6 Remember that children learn best by example. Appreciate good performances and skilful plays by all participants.
- 7 Support all efforts to remove verbal and physical abuse from sporting activities.
- 8 Respect every official's decisions and teach children to do likewise.
- 9 Show appreciation for volunteer coaches, officials and administrators. Without them, your child could not participate.
- 10 Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
- 11 If asked to officiate as an umpire, scorer or other match official, you should respect the spirit of the game and be consistent, courteous and impartial in all your decision-making.
- 12 Clubs are responsible for the behaviour of its players' parents and supporting spectators.
- 13 Consumption of alcohol at junior matches is discouraged. Clubs should remain mindful of Council by-laws relating to the consumption of alcohol in public parks.

PLAYERS

- 1 Play by the rules.
- 2 Assist in the smooth running of the match. Do not waste time as a batter, bowler or fielder and move quickly between overs, in the conduct of an over and in changing batters, which should take place on the field.
- 3 Observe all protective measures required by the Laws of Cricket and the Junior Section Rules of the Eastern Cricket Association.
- 4 Ensure that all special rules for the protection and minimization of injury risk to young players are observed.
- 5 Never argue with an umpire. If you disagree, have your captain, coach or team manager approach the umpire during a break or after the match.
- 6 Avoid entering any discussion between the umpire and your opponents.
- 7 Control your temper. Verbal abuse of officials, sledging other players, making unnecessary or disparaging comments to opponents, deliberately distracting or provoking an opponent are not acceptable or permitted behaviours in cricket.
- 8 Work equally hard for yourself and your team mates. Your team's performance will benefit and so will you.
- 9 Be a good sport. Applaud all good plays whether they are made by your team or the opposition.
- 10 Treat all participants in cricket as you like to be treated. Do not bully or take unfair advantage of another competitor.
- 11 Cooperate with your coach, team mates and opponents. Without them, there would be no competition.
- 12 Participate for your own enjoyment and benefit, not just to please parents and coaches.
- 13 Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
- 14 Player consumption of alcohol, tobacco products or illegal substances during a match is prohibited.

ATTITUDE AND BEHAVIOUR TO UMPIRES BY ALL TEAM MANAGERS, COACHES, PARENTS, SPECTATORS AND PLAYERS

- 1 Recognise that the umpire is in charge and has the final say.
- 2 Courtesy and respect must be shown to umpires at all times.
- 3 If, in anyone's opinion, an umpire misinterprets a rule, do not heckle or argue with that umpire or opposition players.
- 4 Any registered player or club official disputing an umpire's decision, using abusive, threatening or language, during or after a match, within or outside the playing field, is liable to be reported.
- 5 Any dissatisfaction with an umpire's performance may only be reviewed on application by the club to the Junior Executive of the Eastern Cricket Association.

ADMINISTRATION RULES

1 SENIOR BODY

1.1 In the event of an emergency or extraordinary circumstance not covered by these rules the competition rules or practice of the Eastern Cricket Association shall apply.

2 ANNUAL APPLICATIONS

2.1 All applications by clubs for admission to the Eastern Cricket Association for each season shall be made in writing on the appropriate forms and lodged with the Junior Section Administrator not later than 15 September.

3 MEETINGS AND DELEGATES

- 3.1 Each club that has entered a team shall be represented at general meetings on the basis of one delegate for each club or that person's appointed proxy.
- 3.2 Each delegate must be one of the persons nominated by that person's club as team manager, Juniors Secretary or the Juniors Co-ordinator of the club.
- 3.3 Ordinary general meetings of the Junior Section shall be held during each season in each of the months of September, October, and February on such day as decided by the Junior Executive and on a day in the week that immediately precedes the commencement of the semi-finals.
- 3.4 Any club not represented at a Junior Section meeting by its delegates as set out in this rule and in clauses 89, 90 and 91 of the Constitution shall be fined, during a season, starting with the annual meeting of the Junior Section, two penalty units for the first offence and four penalty units for the second offence. Provided that the Junior Section Administrator shall have, after the second offence, notified the club of its failure to fulfil its obligations, the fine shall be eight penalty units for the third and any succeeding offences during that season.

4 TEAM MANAGERS AND CLUB OFFICIALS

- 4.1 Each club shall appoint a Juniors Secretary or Juniors Co-ordinator each season.
- 4.2 Each club shall, each season, appoint a non-playing team manager for each of its teams fielded.

- 4.3 Each club shall notify in writing the name, address and *Working With Children Check* details of the officials in rules 4.1 and 4.2 to the Junior Section Administrator by 15 September prior to the commencement of each season. Failure to comply with this rule shall incur a fine of two penalty units. Should such nomination(s) not be lodged by the Tuesday following the first round of matches a further fine of two penalty units shall be imposed.
- 4.4 Each team shall identify to the umpire(s) and the opposition team the team manager, or acting team manager, on the day of the match before the toss. Each team manager shall be responsible during each match for:
 - acting as the point of contact with the ECA official umpire(s) or clubnominated umpires on all matters.
 - the provision of one competent umpire, except when two ECA official umpires are provided by the Junior Section;
 - the lodging of team selections and match details on the *MyCricket* website in accordance with rule 37;
 - the conduct and behaviour of the team;
 - the attire of the team in accordance with rule 28; and
 - the payment of official ECA umpires, where appointed, in accordance with rule 34.
- 4.5 If a club appoints a new official in lieu of one appointed under rules 4.1 and 4.2 above, the club shall notify the Junior Section Administrator and all relevant Age Level Managers in writing within seven days of such appointment.

5 WORKING WITH CHILDREN CHECK POLICY

- 5.1 Clubs will, as a minimum requirement, have the following people obtain a *Working With Children Check*:
 - Juniors Secretary or Juniors Coordinator.
 - In2Cricket Coordinator.
 - Team managers and coaches.
 - Other members of the club who are involved in regular contact with children that are not directly supervised by a person who has completed a *Working With Children Check* (regular contact includes coaching, and/or electronic contact).
- 5.2 The Juniors Secretary or Juniors Coordinator is to maintain a register for recording and sightings of *Working With Children Checks*. The register is also to record individuals holding those exemptions, endorsed by Cricket Victoria policy, from the *Working With Children Checks* legislation.

- 5.3 The Junior Executive will, as a minimum requirement, have the following people obtain a *Working With Children Check*:
 - Representative team managers and coaches.
 - Other members of the Junior Executive who are involved in regular contact with children who are not directly supervised by a person who has completed a *Working With Children Check* (regular contact includes. coaching and/or electronic contact).
- 5.4 The Junior Section Administrator is to maintain a register, provided by each club, of the people within the Association who have been approved under these requirements.

6 **REGISTRATION OF PLAYERS**

- 6.1 Each player who is not on the list of registered players of such player's club shall be registered by entry on *MyCricket* no later than 72 hours after the conclusion of the first match in which that player plays in that season.
- 6.2 Proof of a player's date of birth must be provided upon request from the Age Level Manager or the Junior Section Administrator.
- 6.3 To be eligible to be registered to play in the Under 18 age division a player must:
 - attain the age of 18 years on or after 1 September in the year in which the season commences, and
 - have attained the age of 14 years before 1 September in the year in which the season commences
- 6.4 To be eligible to be registered to play in the Under 16 age division a player must:
 - attain the age of 16 years on or after 1 September in the year in which the season commences, and
 - have attained the age of 12 years before 1 September in the year in which the season commences
- 6.5 To be eligible to be registered to play in the Under 14 age division a player must:
 - attain the age of 14 years on or after 1 September in the year in which the season commences, and
 - have attained the age of ten years before 1 September in the year in which the season commences.

- 6.6 To be eligible to be registered to play in the Under 12 age division a player must:
 - attain the age of 12 years on or after 1 September in the year in which the season commences, and
 - have attained the age of eight years before the first match in which he/she plays.
- 6.7 Girls playing in the competition can play one year below their chronological age.
- 6.8 Age eligibilities for Under 10 cricket are shown at rules 59.1.3 4.

7 CLEARANCES

- 7.1 No player shall play or be registered to play with more than one club in the Section, in any one season, unless that player has a written clearance from the club for which he/she first played during the current season to play with another club in the Section for the remainder of the current season.
- 7.2 The written clearance must be lodged with and approved by the appropriate age level Junior Section Administrator before a player plays with another club during the current season.

8 PLAYING OF UNREGISTERED, OVERAGE OR UNCLEARED PLAYERS

- 8.1 Any club playing an unregistered player in any of its teams shall be fined two penalty units for each match in which such player participates.
- 8.2 A club playing the same unregistered player in two or more matches shall have, in addition to being fined under rule 8.1, two match points deducted from the team of that club for each match in which any such player, while unregistered, took part.
- 8.3 When an overage player is played, or when a player plays without a written clearance having been approved by the Junior Section Administrator, the offending team, in addition to being fined, shall lose all match points gained for each match in which any such overage or uncleared player took part. The opposing team shall receive match points equal to the highest number of match points that would otherwise have been awarded under rule 38 to any team in the same grade for that round. If the match is a semi-final or final match the offending team, in addition to being fined, shall be deemed to have lost that match.

9 GRADINGS

- 9.1 Providing sufficient entries are received for the respective age divisions, teams will be graded Under 18A, Under 18B, Under 16A, Under 16B, Under 16C, Under 14A, Under 14B, Under 14C, Under 12A, Under 12B and Under 12C. If insufficient entries are received, they will simply be Under 18, Under 16, Under 14 and Under 12.
- 9.2 Clubs are requested to supply, with their team entry forms, the grade they would prefer for their teams. The final grading, however, will ultimately be at the discretion of the Junior Executive.

10 FIXTURES

- 10.1 All gradings, fixtures, days of play and grounds for home-and-away matches and the dates for semi-finals and final matches shall be arranged by the Junior Executive.
- 10.2 The Junior Executive shall have the power to alter or vary starting times and hours of play, days or grounds at any time or times during the season should the necessity arise.

11 PLAYING FACILITIES - POLICY

- 11.1 Every club entering a team or teams shall notify the Junior Section Administrator of the location of its ground or grounds for the ensuing year on or before 15 September in each year.
- 11.2 Clubs failing to comply with rule 11.1 shall be fined four penalty units.
- 11.3 Each team shall provide a proper pitch and ground approved by the Junior Executive, provided that where the approved pitch is turf, that team shall also provide a synthetic pitch for the playing of any match which cannot start on the turf pitch, the match being played out on the surface on which it started.
- 11.4 A home club shall provide a pitch and ground approved by the Junior Executive when its regular ground is not available for a complete round and, if unable to provide a ground for the complete round, shall forfeit the match.

12 FAILURE TO FULFIL ENGAGEMENTS

12.1 Any team not completing or failing to play a match for which it is drawn, without the consent of the Junior Executive, may be fined and shall be dealt with by the Junior Executive.

12.2 Any team unable to fulfil a fixture must notify the relevant Grade Manager and the team manager of the opposing club not later than 36 hours prior to the scheduled time for commencement of play.

13 COMPLAINTS, DISPUTES, PROTESTS, REPORTS AND APPEALS

- 13.1 Any dispute of match results is to be lodged through the *MyCricket* website.
- 13.2 A junior player, coach, team manager or supporter may be reported by:
 - an ECA appointed umpire,
 - a member of the Junior Executive, or
 - a club.
- 13.3 Any complaint, dispute, protest, report or appeal is to be resolved in accordance with the provisions of rule 12 of the Senior Body of the Eastern Cricket Association.
- 13.4 For the purposes of the Junior Section and the interpretation of rule 12 of the Senior Body:
 - The responsibilities of the Assistant Operations Manager of the Senior Body will be conducted by the Junior Section Administrator.
 - The responsibilities of the Executive Committee and the Investigations Committee of the Senior Body will be conducted by the Junior Executive.

14 AVERAGES, REPORTS AND TROPHIES

- 14.1 Trophies may be presented to the winners of the batting and bowling averages in each grade of each competition.
- 14.2 For the purpose of averages, only home-and-away matches shall be counted; that is, semi-final and finals performances are not to be included.
- 14.3 To qualify for the batting average trophy, a batter shall:
 - bat in not fewer than half the rounds played by the batter's club in that competition; and
 - score an aggregate of at least the following runs:

Under 12	125 runs
Under 14	150 runs
Under 16	175 runs
Under 18	175 runs

- 14.4 To qualify for the bowling average trophy, a bowler shall:
 - play in not fewer than half the rounds played by the bowler's club in that competition; and
 - bowl at least the following minimum number of overs and take the following minimum number of wickets:

Under 12	25 overs (150 balls)	10 wickets
Under 14	30 overs (180 balls)	10 wickets
Under 16	35 overs (210 balls)	12 wickets
Under 18	35 overs (210 balls)	12 wickets
	22 Overs (210 Dalls)	IZ WICKELS

- 14.5 The Junior Executive may reduce the requirements of rules 14.3 and 14.4 by no more than 20% in any one competition should more than two rounds in that competition, in any season, be completely abandoned owing to adverse ground or weather conditions. Any reduction is to be confirmed at the last ordinary general meeting prior to the commencement of the finals series, provided that if one or more players qualify under the original qualifications, such a player may win the relevant trophy.
- 14.6 Batting and bowling awards will be determined from information drawn by the Junior Section Administrator from statistical input to the *MyCricket* website database.

15 FEES, FINES AND PENALTIES

- 15.1 A fee covering affiliation, fixtures and registration of players will be decided by the ECA Senior Body each season and shall be paid by 1 November in each year.
- 15.2 Clubs incurring fines under these rules shall be notified.
- 15.3 All fines incurred shall be paid to the Treasurer of the Association within 14 days of the date of notice pursuant to the relevant Section of the Constitution.
- 15.4 Should the Junior Executive make a preliminary decision that there has been a breach of any of these rules it shall notify the club concerned, advising the intended penalty. Should the club not dispute this within seven days of despatch of the notification, such decision shall be confirmed. However, if the decision is disputed, a hearing shall be held into the matter.
- 15.5 In respect of any breaches of these rules for which there is no specific penalty set down, the Junior Executive shall impose such fine or other penalty as deemed appropriate.

16 JUNIOR EXECUTIVE DISCRETION

16.1 The Junior Executive may make, at its discretion, directions relating to issues arising but not covered by these rules in the interests of the integrity, fairness and wellbeing of the competition.

17 ALTERATION OF JUNIOR SECTION RULES

- 17.1 Any member who proposes any alteration to the Junior Section Rules shall give notice to the Junior Section Administrator by 30 April in each year.
- 17.2 The Junior Executive may propose any alteration to the Junior Section Rules as it deems fit.
- 17.3 The Junior Section Administrator shall convene a special general meeting of the Junior Section and shall, not less than 28 days prior to the date fixed for such meeting, give notice to all Junior Section members the details of the proposed alterations.
- 17.4 Any alterations, additions or rescissions to the Junior Section Rules shall not become effective until the next following annual meeting of the Junior Section.

Common Match Day Rules

18 LAWS OF CRICKET

- 18.1 Matches shall be played according to the Laws of Cricket, subject to any variation made by these rules.
- 18.2 Law of Cricket 2.5(c) is varied to allow players arriving late to a match to bowl at any time after taking the field. Where Under 16A, Under 14A and Under 12A players who leave the field for 15 minutes or more may not bowl within a period of time less than the period of time that they were off the field. Players in other grades who leave the field may bowl as soon as they resume the field.
- 18.3 Penalty runs penalty runs as outlined in the Laws of Cricket 2.6 and 42.17, with the exception of Law 41.3 (ball striking helmet), will not apply in matches controlled by this Association.

19 DEFINITION OF BATTING TEAM

19.1 In these Junior Section Rules, the team batting first in a match shall be referred to as "Team A" and the team batting second as "Team B".

20 PITCHES AND GROUNDS

- 20.1 Pitches and grounds must be prepared in accordance with rules 20.2 5 below with boundaries defined in accordance with rule 44.1 (Under 18 and Under 16), rule 50.1 (Under 14), rule 56.3 (Under 12) or rule 59.3 (Under 10).
- 20.2 The boundaries of each ground, unless of a permanent nature, must be marked by distinguishing marks, cones or flags. Failure to mark the ground shall incur a fine of two penalty units.
- 20.3 Boundary flags, if used, shall be at least 30cm above the ground. Proprietary brand PVC boundary markers approved for use by the Junior Section may also be used. Boundary flags or markers shall be placed not more than 20 metres apart and the boundary shall be a direct line between them.
- 20.4 Where boundaries overlap, distinguishing markers shall be used for each ground's boundary.
- 20.5 Where a boundary is not permanently defined, the home team shall provide a rope to ensure the boundary is the same on each day's play and such rope shall be handed to the umpires prior to the commencement of play, and except when required for defining the boundary, retained in their possession until the completion of the match.

20.6 The Junior Executive may agree to the use of turf pitches in the Under 18 and Under 16 age groups as detailed at rule 44.7.

21 HEAT POLICY

- 21.1 The Heat Policy is applied for player safety and the rules are nondiscretionary. These rules are not to be ignored or varied by agreement or unilateral decision by team managers or umpires.
- 21.2 Where heat is an issue, temperatures are to be monitored by team managers. Umpires are to be advised immediately when the critical temperatures shown below are reached and play is to stop.
- 21.3 Temperatures are to be obtained from Weather Bureau telephone 1196 or mobile phone/tablet web address <u>c.bom.gov.au/vic/melbourne</u>. The temperature to be used is from the reading for 'Melbourne (Olympic Park').
- 21.4 The Junior Executive, at its discretion, may direct clubs to use temperature readings for Bureau of Meteorology weather stations 'Viewbank' or 'Scoresby'.
- 21.5 The Junior Executive, at its discretion, may declare play abandoned for the day where forecasts predict severely adverse weather conditions.

Morning Matches

- 21.6 Morning matches are matches played under rules 53 and 54 (Under 12) and rule 59.2 (under 10).
- 21.7 No scheduled morning match will commence if the temperature has reached 32 degrees Celsius at or before 8:30am.
- 21.8 Play in any match must cease at any time the temperature reaches 36 degrees Celsius.

Day Matches

- 21.9 Day matches are Sunday matches and Finals played under rules 43 (under 18/16), 49 (Under 14) and 55 (Under 12).
- 21.10 No scheduled day match will commence if the temperature has reached 36 degrees Celsius.
- 21.11 Play in any match must cease at any time the temperature reaches 36 degrees Celsius.

21.12 In the event of a change of conditions being imminent in a day match, commencement or resumption of play may be delayed for a maximum of 60 minutes. If play does not commence or resume play is to be abandoned for the day.

Evening Matches

- 21.13 Evening matches are matches played under rules 41 and 42 (Under 18/16), and rules 47 and 48 (Under 14).
- 21.14 No scheduled evening match will commence if the temperature has reached 36 degrees Celsius.
- 21.15 In the event of a change of conditions being imminent in an evening match, commencement or resumption of play may be delayed for a maximum of 60 minutes. If play does not commence or resume play is to be abandoned for the evening.

22 LIGHTNING POLICY

- 22.1 In the event of an active thunderstorm or electrical storm in the immediate vicinity of the ground, play is to cease *immediately* and all players and umpires are to find safe shelter without delay. (Safe shelters include cars or large substantial buildings with electric or telephone wiring and/or plumbing that provides a safe current to the ground. Players and others should not remain in open areas or take refuge beneath trees.)
- 22.2 Play should not resume less than 30 minutes after the last lightning strike.
- 22.3 The provisions of rule 22 are non-discretionary and may not be ignored or varied by agreement or unilateral decision by team managers or umpires.

23 LATE STARTS

- 23.1 Should play on any day of a match not start at the appointed time by reason of default by either team, the umpire at the bowler's end at the commencement of play shall immediately notify such default to the captain of the offending team. The team or teams in default shall be fined one penalty unit and may, in addition, be otherwise dealt with by the Junior Executive.
- 23.2 Umpires must compare watches prior to the commencement of and at the cessation of play.

24 LIGHT APPEALS, CESSATION OF PLAY, WEATHER AND DRINKS

- 24.1 If an official ECA umpire has been appointed to a match, decisions about whether conditions are fit for play to commence, resume or continue are the responsibility of the official ECA umpire. The official ECA umpire (if appointed) may consult with the team managers in reaching his decisions.
- 24.2 If an official ECA umpire has not been appointed to a match, the team managers are responsible for decisions about the fitness or future fitness of the pitch and/or ground. In such cases, play will not commence, continue or resume unless the team managers agree. When the team managers cannot agree whether to play, wait or not to play one hour after the scheduled time for play to have commenced, there shall be no play.
- 24.3 Before the commencement of play on any day the official ECA umpire (if appointed) and team managers shall see that any necessary steps are taken to improve the ground or pitch, with a view to expediting play, and shall not draw stumps (that is, abandon play for the day) until the hour fixed by these rules for the conclusion of the day's play, unless satisfied there is no possibility for play.
- 24.4 The ground is considered unfit for play when it is so wet or slippery as to deprive the bowlers of a reasonable foothold, the fielders of the power of free movement, or the batters of the ability to play their strokes or to run between the wickets. (Play should not be delayed or suspended merely because the grass and the ball are wet.)
- 24.5 After the commencement of play each day the official ECA umpire (if appointed) or the team managers shall be in sole control of the match. In the absence of an official ECA umpire, team managers may delegate the on-field umpiring functions but, for the purposes of this rule, retain overall responsibility and authority for decisions made.
- 24.6 Play shall continue until the time fixed for ceasing play unless in the opinion of the official ECA umpire (if appointed) or the team managers the conditions are not good enough to continue.
- 24.7 If, during play, the official ECA umpire (if appointed) or the team managers decide that the light is unfit, only the batting side shall have the option of continuing play. After agreeing to continue play in unfit light conditions the captain of the batting side (or a batter at the wicket) may appeal against the light to the official ECA umpire (if appointed) or the team managers who shall uphold the appeal only, if in their opinion, the light has deteriorated since the agreement to continue was made.

- 24.8 Drinks shall not be taken more than once in any session of play, except in unduly hot weather and when the official ECA umpire (if appointed) or the team managers agree.
- 24.9 The umpire shall call "time" and at the same time remove the bails from both wickets on the cessation of play before any arranged interval, at the end of play each day and at the conclusion of the match.
- 24.10 An over shall be started if time has not been reached and shall be completed, irrespective of the fall of wickets.
- 24.11 The over shall be deemed to have started as soon as the umpires are in position.
- 24.12 These rules must be applied in conjunction with rules 41, 47 and 53 (TWO-DAY MATCHES), rules 42, 48 and 54 (ONE-DAY MATCHES), and rules 43, 49 and 55 (SUNDAY MATCHES AND FINALS).

25. SLOW PLAY

- 25.1 Team managers and coaches are to facilitate and encourage continuity of play at all times.
- 25.2 The Junior Executive will investigate allegations of slow play and, where substantiated, may impose sanctions consistent with the findings under the provisions of rule 15.5. Penalties may include loss of points.

26 COMPOSITION OF TEAMS

- 26.1 The number of players fielded in a team shall be subject to this rule and any special conditions.
- 26.2 Each team shall consist of a minimum of six players within 30 minutes after the scheduled commencement time for play on each day of a match before play shall commence.
- 26.3 A team which fields fewer than six players after 30 minutes from the scheduled commencement time for play on each day of a match shall forfeit the match.
- 26.4 Each Under 16A, 14A and 12A team can consist of a maximum of 12 players. All players are allowed to bat, bowl, field and keep wickets. Only 11 players from the fielding team can be on the ground at any one time. Substitutions can be made at the end of the over or at the fall of a wicket. A team can play 11 players if it chooses.

- 26.5 Each Under 18A, Under 16B and 16C, Under 14B and 14C, and Under 12B and 12C team can consist of a maximum of 15 players. All players are allowed to bat, bowl, field and keep wickets. Only 11 players from the fielding team can be on the ground at any one time. Substitutions can be made at the end of the over or at the fall of a wicket. A team can play 11 players if it chooses.
- 26.6 All players are allowed to bat; however, the batting team's innings will conclude when ten wickets are lost. Where a team's innings includes compulsory retirements, that team's innings will be compulsorily closed immediately when the wickets lost and compulsory retirements total ten. Batters compulsorily retired are to be shown in *MyCricket* as 'Retired Not Out'. Where a team's innings is compulsorily closed and includes compulsorily retirements, that team's score is to be shown in *MyCricket* with the number of wickets actually lost.
- 26.7 Where a team employs one or more substitutes in a match that substitute (or those substitutes) must be registered with the ECA and meet the age requirements of rule 6.
- 26.8 Within any one match in all grades where one of the competing teams is unable to field the maximum 11 players (but has the minimum six players) and the opposing team in that match has more players available than the first team, the opposition team may loan (although there is no obligation to do so) one or more players to the first team for that match only. Such loaned player shall be deemed a fully qualified player for the first team for the match provided that:
 - each player so loaned is properly qualified as a registered player under rule 6 (if the player is not so qualified the opposition team that loaned the player may be fined);
 - the actual club with which the player who has been loaned is registered shall note against the player's name on the team sheet and match report (entered as part of the team for which the player actually played) and in the scorebook of each team; and
 - the performance of each player so loaned shall be deemed to have been made as if for that player's own team and club for the purposes of batting and bowling averages reports under rule 14.
- 26.9 Any team with six or more players shall be entitled to substitutes (at least two if nine or fewer players) from the other team to a maximum of 11 fielders, provided that each substitute player must be a registered player with the Junior Section and must qualify under rule 6 for the grade concerned.

- 26.10 A player may not, in any one round, play in more than one match in each age division, including matches from any one round that may be played in advance of, or later than, the fixtured day.
- 25.11 Subject to the provisions of rules 6.3 7, a player may play in more than one age division in any one round.

27 ELIGIBILITY OF PLAYERS TO PLAY IN FINALS

- 26.1 To be eligible to play in semi-final or grand final matches a player must have played with his club as a registered player in the team concerned in at least three matches in that grade in the home-and-away matches prior to the semi-final match. A player who has played at least three matches at the age level, albeit in a higher grade, will be eligible to play in a lower grade if the higher graded team or teams are participating in the same round of semi-final or grand final matches.
 - **Note:** If, under this rule, a player is named to play in a semi-final match with a lower team, he will remain eligible to play with that team in the grand final even if the higher graded team loses the semi-final.
- 27.2 In addition, if a club has more than one team in the relevant grade, the player must have played in at least half of that player's matches in that grade with that particular team during the current season. For the purposes of rule 27, competitions within grades are deemed to be of equal standard.
- 27.3 Matches played by an unregistered player do not count towards that player's qualification for semi-final or grand final matches while that player remains unregistered.
- 27.4 When a forfeit or walkover has been received from the opposition, the team winning the match may submit a team selection and match result to the *MyCricket* website. All players selected shall be credited with a match towards eligibility for finals.
- 27.5 Notwithstanding any of the provisions of rules 27.1 4 inclusive, a player in a lower or younger competition shall be eligible to play in a semi-final or grand final match, provided he has played with his club in the Eastern Cricket Association Junior Section in at least three matches prior to the semi-final in the current season and the player is eligible under rule 6 to play in that older age-group.

- 27.6 Where a club has more than one team participating in semi-finals or grand finals in the same Thursday/Friday/Saturday/Sunday period, that club may not name or allow any eligible player to participate in more than one semi-final or grand final match in that period.
- 27.7 Where a club employs one or more substitutes in a semi-final or grand final that substitute (or those substitutes) must be registered with the ECA and meet the age requirements of rule 6 and be otherwise eligible to play under rules 27.1-5.
- 27.8 The Juniors Secretary or Juniors Coordinator of each participating club shall, prior to 8:00pm on the Tuesday before the commencement of the semi-final match, and also prior to 8:00pm on the Tuesday before the commencement of the grand final match, submit for eligibility check, by input to the MyCricket website, the names of players intended to be selected for each team participating in such a match. Failure to comply with this rule shall incur a fine of four penalty units.
- 27.9 Any club playing an ineligible player or unqualified player in a semi-final or grand final match shall lose that match, whereupon the match shall be awarded to the opposing club.

28 UNIFORM

- 28.1 Players must appear in the usual uniform of white attire (i.e. shirt, pullover, short or long trousers and socks) or coloured clothing that complies with the rules for coloured clothing laid down by the ECA Senior Body. Headgear shall be white or club coloured cap or hat. All players in any side shall all wear either the same coloured uniforms or white attire.
- 28.2 The Junior Executive may designate certain grades or individual matches in which coloured clothing should be worn by players. Such clothing shall comply with the rules laid down by the ECA Senior Body in respect of such clothing.
- 28.3 Clubs must ensure that any sponsorship logos on uniforms of junior players are appropriate in nature to junior sport.
- 28.4 Clubs with players not complying with the requirements of rule 28.1 or rule28.2 shall be dealt with by the Junior Executive.

29 FIRST AID

29.1 Each home club or team shall provide an efficient first-aid kit.

29.2 Every team shall have written in its scorebook the names, addresses and telephone numbers of the Ambulance Service, a local doctor, dentist, hospital or clinic. Failure to comply with this rule shall incur a fine of two penalty units.

30 BALLS

- 30.1 The Senior Executive Council shall determine the type and brand of ball to be used in the Junior Section and each club shall purchase its own supply of approved balls from a supplier of its choice. Teams will provide their own match balls. Failure to comply with this rule shall incur a fine of ten penalty units.
- 30.2 A new ball shall be used only at the commencement of the first innings of each team.
- 30.3 Specifications for balls to be used by age levels are prescribed at rules 44.10 (Under 18 and Under 16), rule 50.8 (Under 14), rules 56.11 and 56.12 (Under 12), and rule 59.4.1 (Under 10).

31 SCOREBOOKS

- 31.1 All teams shall use the Eastern Cricket Association scorebook
- 31.2 In matches of one day's duration the names of players participating shall be entered in both scorebooks prior to the commencement of play.
- 31.3 In two-day matches, at the conclusion of the first day's play, each team manager shall write in the scorebook of the opposing club the missing names of his/her team.
- 31.4 At the conclusion of each day's play the official ECA umpire(s) (if appointed), and/or both team managers shall sign each book, at the same time recording any reports regarding players, ground conditions and teams in such book in accordance with the requirements of rule 13.

32 THE TOSS

- 32.1 In all matches, including semi-finals and finals, the captain of the firstnamed team shall toss in the presence of the umpires. The captain winning the toss shall indicate to the opposing captain his/her intention to bat or otherwise not less than 10 minutes prior to the starting time.
- 32.2 If no play takes place on that day after the captains have tossed, such toss becomes void.

33 TEAM AND PLAYER BEHAVIOUR

- 33.1 Team managers and coaches are responsible for the general behaviour of teams and the specific behaviour of individual players.
- 33.2 Official ECA umpires, where appointed, are to use a system of green, yellow and red cards for the purpose of enforcing a code of discipline. The system is to work as follows:
- 33.2.1 A **green** card is to be shown to a player who is being warned for unacceptable behaviour.
- 33.2.2 A **yellow** card is to be shown for second or subsequent warnings for unacceptable behaviour to any member of a fielding team having already had a player shown a green card. A yellow card will result in the second and subsequent player being sent from the field for a period of five completed overs. A substitute or replacement fielder may not be used during the period of suspension. A batter shown a yellow card for a team's second or subsequent warning will be sent from the field and may not return to bat until the remainder of the team has batted. A dismissed batter who is shown a yellow card must serve the suspension at the commencement of the next innings in which the batter's team participates in the current or next fixtured round including finals. Where a yellow card suspension issued to a dismissed batter cannot be served in the current match, the official ECA umpire must forward a report to the Junior Executive.
- 33.2.3 A **red** card will be shown to a player for serious misbehaviour. The player may not participate for the remainder of the match and is to be reported by the official ECA umpire in accordance with rule 13 and may face further disciplinary action. The showing of a red card need not be preceded by the showing of a yellow card. A substitute or replacement fielder may not be used during the period of suspension. A batter shown a red card before dismissal is deemed to be 'Retired Out'. A dismissed batter who is shown a red card must serve the suspension at the commencement of the next innings in which the batter's team participates in the current or next fixtured round including finals.

- 33.2.4 Team managers, coaches and/or spectators may be shown green, yellow or red cards for unacceptable behaviour or serious misbehaviour.
 - A green card is to be shown to a team manager, coach and/or spectator who is being warned for unacceptable behaviour.
 - A yellow card will be shown for second or subsequent warnings for unacceptable behaviour to a team manager, coach and/or spectator when a green card has already been shown to that team's team manager, coach and/or spectator. A yellow card, if shown to the fielding side, will result in a suspension of five completed overs to be served by the captain of the fielding side. A substitute or replacement fielder may not be used during the period of suspension. If a yellow card is shown to a team manager, coach and/or spectator from the batting side, the batter who is on strike or the 'not out' batter (in the event that a player has just been dismissed) must be sent from the field and may not return to bat until the remainder of the team has batted.
 - A red card will be shown to a team manager, coach and/or spectator for serious misbehaviour. The showing of a red card need not be preceded by the showing of a yellow card. If a red card is shown to the fielding side, the captain of the fielding side is to leave the field and may not participate for the remainder of the match. A substitute or replacement fielder may not be used during the period of suspension. If a red card is shown to the batting side, the batter who is on strike or the 'not out' batter (in the event that a player has just been dismissed) must be sent from the field and may not participate for the remainder of the match. A batter so sent from the field is deemed to be 'Retired -Out'. A team manager, coach and/or spectator who is shown a red card must remove himself/herself from the vicinity of the ground and not approach the ground nearer than 200 metres for the rest of the match. Play will not continue until the individual complies with an official ECA umpire's direction. Where such an individual refuses to comply with an official ECA umpire's direction in this respect, the associated team will forfeit the match. The official ECA umpire must submit a report on the showing of a red card to the Junior Executive which may take further disciplinary action.
- 33.3 For the purposes of rules 33.2.1, 33.2.2, and 33.2.4 'unacceptable behaviour' includes the making of audible obscenities, minor dissent, the throwing of equipment, aggressive or offensive language directed at an opponent or other unsporting behaviour in breach of the ECA Junior Section Code of Behaviour.

- 33.4 For the purposes of rules 33.2.3 and 33.2.4 'serious misbehaviour' is major dissent including the breaking of stumps, actual or threatened physical violence directed towards a player, umpire, official or spectator, serious abuse of a player, umpire, official or spectator or other serious unsporting behaviour in breach of the ECA Junior Section Code of Behaviour.
- 33.5 The send-off rules work in addition to the player reporting and tribunal rules in rule 13 of the ECA Junior Rules.

34 MATCH FEES FOR UMPIRES

- 34.1 Match fees to be paid to official ECA umpires shall be determined yearly by the Association.
- 34.2 Each team, on each playing day, shall pay half the match fees to the umpires.
- 34.3 Match fees shall be paid to official ECA umpires no later than 15 minutes after the end of the day's play. Failure to pay on time shall incur a fine of two penalty units. In the case of non-payment, the offending team's club shall be liable for any amount not paid to the umpires together with an additional fine of four penalty units.
- 34.4 If no play takes place, an official ECA umpire, if in attendance, shall be paid half the match fee (each team to pay half the amount). These fees shall be paid within ten minutes of the cancellation of the day's play.
- 34.5 In the case of the non-payment, or the late payment, of a match fee or an additional fee by a team on any day, the official ECA umpire shall report this to the Umpires' Officer.

35 CLUB-NOMINATED UMPIRES

- 35.1 Where an official ECA umpire is appointed a club-nominated umpire will officiate at square leg while that club's team is batting.
- 35.2 Where an official ECA umpire is officiating, the club-nominated umpire is to assist the official ECA umpire on the matters of stumpings and run outs and on other matters, such as catches or boundaries, as requested by the official ECA umpire. In all decisions and in the conduct of the match the authority of the official ECA umpire will have precedence.
- 35.3 Where no official ECA umpire is appointed each club will nominate an umpire each of whom will officiate alternately at the bowler's end and at square leg while the match is in progress. Club-nominated umpires are expected to be conversant with the Laws of Cricket and the rules of the Junior Section of the Eastern Cricket Association.
- 35.4 A team manager or team coach may act as a club-nominated umpire.

- 35.5 Club-nominated umpires may not apply the provisions of rule 33 (TEAM AND PLAYER BEHAVIOUR).
- 35.6 A club-nominated umpire may not use a mobile telephone or other electronic device on the field while umpiring.
- 35.7 Remuneration of club-nominated umpires is a matter for the individual clubs.

36 FINALS UMPIRES

- 36.1 The Junior Executive will endeavour to arrange for the appointment of official ECA umpires for finals matches.
- 36.2 Each club that will field a team or teams in the final series is to nominate for each team one competent, independent person to act as an umpire should the Association be unable to provide sufficient umpires. A nominated person shall not be the team manager, the team coach or any relative or friend of a player.
- 36.3 Where the nominated person becomes unavailable, a substitute competent, independent person may replace the nominated person. The Junior Section Administrator is to be notified when such a change is to be made.
- 36.4 Where one official ECA umpire is appointed the club-nominated umpire will officiate at square leg while that team is batting.
- 36.5 The nominated person, or competent, independent replacement, shall not engage in coaching while officiating.
- 36.6 Any person appointed by the Junior Executive as a semi-final or grand final umpire under this rule may be paid the prescribed fee by the club and shall have all the normal powers, except the power to show red or yellow cards under rule 33, and duties of an umpire under the Laws of Cricket and these rules.
- 36.7 Notwithstanding the Association's ability or otherwise to appoint sufficient official ECA umpires, the nomination by clubs of competent, independent persons is mandatory.
- 36.8 Clubs will lodge with the Junior Section Administrator the required number of nominated independent, competent persons no later than 8:00pm on the Thursday prior to the commencement of semi-finals and grand finals matches.
- 36.9 Failure of a club to nominate the required number of persons to act as umpires by the designated time shall incur a fine of four penalty units per person not nominated.

36.10 Failure by the nominated person, or a suitable competent, independent replacement, to be present if and when required shall incur for the club a fine of four penalty units. The club may employ a replacement who may umpire at square leg only.

37 TEAM SELECTION AND MATCH RESULTS

- 37.1 The club's Juniors Secretary or Juniors Co-ordinator or nominated person shall be responsible for the input of team selections and match details to the *MyCricket* website for all teams in that club.
- 37.2 Both teams shall be responsible for scores to be submitted to the *MyCricket* website.
- 37.3 At the conclusion of the match the official ECA umpire(s) (if appointed), and/or the team managers, shall sign the scorebooks for the match.
- 37.4.1 The team manager of each team shall lodge with the *MyCricket* website, not later than 9:00pm on the Tuesday following the conclusion of homeand-away matches (noting rule 37.5.1 below), a selected team, match result, player scores, player scores (opposition dismissals) and, in the case of the team reporting second, a confirmation of the match result.
- 37.4.2 Failure by any team to lodge the required input under rule 37.4.1 into the *MyCricket* website shall result in that team's club being fined two penalty units for the first offence. Provided that the relevant Grade Manager shall have, after the second offence, notified the club of its failure to fulfil its obligations, the fine shall be eight penalty units for the third and any further offences by that team during the season.
- 37.5.1 The team manager of each team shall lodge with the *MyCricket* website, not later than 10:00pm on the Saturday following the conclusion of the last home-and-away match, (a selected team, match result, player scores, player scores (opposition dismissals) and, in the case of the team reporting second, a confirmation of the match result.
- 37.5.2 Failure by any team to lodge the required input under rule 37.5.1 into the *MyCricket* website shall result in that team's club being fined four penalty units.
- 37.6.1 For team selection for finals Juniors Secretaries or Juniors Coordinators are to be cognisant of the requirements and timings contained in rule 27.8.
- 37.6.2 The team manager of each team shall lodge with the *MyCricket* website, not later than 10:00pm on the Sunday following the conclusion of semi-finals and grand finals, (a match result, player scores, player scores (opposition dismissals) and, in the case of the team reporting second, a confirmation of the match result.

- 37.6.3 Failure by any team to lodge the required input under rule 37.6.1 into the *MyCricket* website shall result in that team's club being fined four penalty units.
- 37.7 At the request of a club matches may be unlocked at the Age Level Manager's discretion on payment of a fine of one penalty unit per match opened.
- 37.8 In the event that the relevant Grade Manager has notified a club that *MyCricket* input has not been lodged and such input is not to hand within five days after such notification, a further fine of four penalty units shall be imposed and, in addition, the Junior Executive shall deal with the club.
- 37.9 No match input shall be forwarded in the event of a bye. In the case of a forfeit, the non-forfeiting team must make a team selection and match result input to the *MyCricket* website. The forfeiting team must confirm the match result.
- 37.10 In the event of a forfeit or abandonment the home team manager, in addition to completing obligations under rule 37.9, shall advise the relevant Grade Manager within 72 hours of the scheduled conclusion of the match.

38 MATCH POINTS

38.1 In the Under 18, Under 16 and Under 14 grades points shall be awarded as follows:

Outright win if winning team leads on the first innings	10 points
Outright win after a tie on the first innings	8 points
Outright win if winning team behind on the first innings	6 points
Outright tie	5 points
First innings win	6 points
Outright loss after leading on the first innings	4 points
Tie on the first innings	3 points
Outright loss after tie on the first innings	2 points
Abandoned or drawn match	3 points
Bye, walkover or forfeit	6 points
Loss (whether outright or first innings)	0 points
Loss by forfeit	0 points

38.2 In Under 12 grades points shall be recorded as follows:

Win (whether outright or first innings)	6 points
Outright tie	4 points
Abandoned, tie on first innings or drawn match	3 points
Outright loss after leading on the first innings	3 points
Outright loss after tie on the first innings	2 points
Bye, walkover or forfeit	6 points
Loss (whether outright or first innings)	0 points

- 38.3 Where there is an equality in the aggregate number of runs scored by each team in a match in which each team has had two innings, the last of which is not completed, the match shall be decided on the first innings, provided that if the team which has not completed its second innings was not leading on the first innings, the match shall be called an outright tie.
- 38.4 When two or more teams are equal on match points their relative position on that particular competition's ladder shall be determined by the respective averages of those teams; the teams having the higher averages being given the higher positions on the relevant ladder.
- 38.5 For the purposes of ascertaining a particular team's average, 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 batting average against such 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.
 - The overall average of each team shall be calculated by using the following formula:

where:

A = the total number of runs scored by the team.

- B = the total number of wickets lost by the team.
- C = the total number of runs scored against the team.
- D = the total number of wickets taken by the team.

- The team having the higher quotient shall be considered to have the better average.
- 38.6 For the purpose of average calculation, the number of wickets lost in all innings shall not include compulsory, voluntary or injury retirements.
- 38.7 Where a team has been dismissed and has fewer than the maximum number of batters, for average purposes, that team is deemed to have lost ten wickets. That is, the team is all out, provided voluntarily or compulsorily retired players, if any, are not counted as dismissals for the purposes of personal averages.
- 38.8 Rules 38.4 7 shall not apply to Under 12B and Under 12C competitions. Where two or more teams finish equal first on points they shall share the premiership.

39 LADDERS

- 39.1 At the conclusion of the last round of home-and-away matches in the Under 18, Under 16, Under 14 and Under 12A grades, the four leading teams shall play off in their respective grades in semi-final matches, the first team playing the fourth and the second team playing the third. The winners of each semi-final shall play off in the grand final match for the premiership.
- 39.2 Semi-final matches shall be played at a ground provided by the team, and approved by the Junior Section, that finished in the higher position on the ladder at the conclusion of the last round of home-and-away matches.
- 39.3 Grand finals will be played at neutral venues as arranged by the Junior Executive.

UNDER 18 AND UNDER 16 MATCH DAY RULES

40 UNDER 18 AND UNDER 16 AGE DIVISION

- 40.1 The rules specific to Under 18 and Under 16 cricket must be read and applied in conjunction with the common match-day rules detailed at rules 18 39.
- 40.2 Upper and lower age criteria for Under 18 and Under 16 cricket are detailed at rules 6.3, 6.4 and 6.7 (girls).
- 40.3 Under 16A teams may consist of a maximum of 12 players. Under 18, Under 16B and Under 16C teams may consist of a maximum of 15 players (rule 26 refers).

41 TWO-DAY MATCHES

41.1 When play on the first day is entirely prevented by adverse weather conditions, it shall be played as a one-day match on Day Two under the conditions set out in rule 42.

41.2 HOURS OF PLAY

- 41.2.1 Play shall commence at 5:15pm on Friday and cease at 8:05pm (the scheduled finishing time).
- 41.2.2 If play has not commenced by 6:15pm, owing to adverse weather conditions or ground unfit for play, play shall be abandoned for the day. Play may be abandoned earlier if both team managers agree.

41.3 INTERVAL

- 41.3.1 An interval of ten minutes commencing at the conclusion of the over in progress at 6:35pm shall be taken, provided:
 - there has not been an earlier break or breaks exceeding in total five minutes.
 - that should a break in play occur in the 20 minutes prior to the time scheduled for the interval to commence, the interval shall be taken immediately.

41.4 CONDITIONS

Overs Entitlement

- 41.4.1 Both Team A and Team B shall be entitled to receive 45 overs (the 'overs entitlement') in the first innings. At the end of the final over of the overs entitlement, the innings shall end. Play shall continue, weather and light permitting, past the scheduled finishing time in order to complete the overs entitlement.
- 41.4.2 If Team A does not receive the full overs entitlement by the scheduled finishing time on Day One and there has been no interruption to play, or if play ceases due to adverse weather or bad light after 7:35pm and is not able to recommence, the new overs entitlement for Team B will be the number of overs and balls received by Team A.
- 41.4.3 If Team A's innings (by dismissal or declaration) terminates:
 - More than 30 minutes prior to the scheduled finishing time on Day One, then Team B shall commence its first innings on Day One after a 10 minute change in innings, weather and light permitting. Play shall then conclude at the scheduled finishing time irrespective of overs bowled.
 - At or after 30 minutes prior to the scheduled finishing time on Day One, Team B shall have the option to commence its innings on Day Two. Should Team B elect to bat on Day One then the conditions outlined above (in "More than 30 minutes prior ... "), shall be applicable.
 - At or after 10 minutes prior to the scheduled finishing time on Day One, no further play will take place on Day One and Team B shall commence its innings on Day Two.

Play may continue after Team B's first innings with Team A commencing a second innings (unless a follow-on is enforced in which case Team B shall commence a second innings) until the scheduled finishing time on Day Two. Rules pertaining to overs entitlements and batting and bowling restrictions apply in the second innings.

- 41.4.4 If Team A is dismissed or declares before receiving its overs entitlement, Team B shall be entitled to the overs entitlement only. (For clarity, this means the maximum number of overs Team B can receive is 45 no matter how many overs Team A received.)
- 41.4.5 Rules pertaining to overs entitlements and batting and bowling restrictions apply in the second innings.

41.4.6 If a first innings result has been achieved on Day One play will cease at the scheduled finishing time on Day One, weather and light permitting, and recommence on Day Two.

Follow-On

41.4.7 The follow-on may be enforced if Team A leads by 60 or more runs on the first innings.

Delays and Interruptions

- 41.4.8 If Team A's innings is interrupted by adverse weather or bad light prior to 7:35pm and Team A does not receive its full overs entitlement, the overs bowled to Team A are added to the overs entitlement of Team B and divided by 2. This becomes the new overs entitlement for the match. Team A may continue its innings into Day Two in order to receive its new overs entitlement.
- 41.4.9 In the event that play is not possible, or fewer than 20 overs are received by Team A on Day One, the match shall be played as a one-day match under rule 42 on Day Two.
- 41.4.10 If Team B does not receive the overs entitlement (or new overs entitlement as per rule 41.4.2 or 41.4.6) owing to adverse weather or bad light, then the match is drawn unless Team B has passed Team A's score or Team B is dismissed for less than Team A's score.
- 41.4.11 Play shall continue past the scheduled finishing time, weather and light permitting, in order to ensure that the overs entitlement is completed.

End of Match

- 41.4.12 Where a first innings result has been achieved prior to the scheduled finishing time on Day Two, play shall continue on either Day One or Day Two with the teams commencing second innings (if applicable) until either the scheduled finishing time on Day Two, weather and light permitting, or both team managers agreeing that play should cease whichever occurs first. These provisions are subject to the following:
 - in the event of Team B's first innings being completed after 7:05pm on Day Two play shall cease;
 - once a first innings result has been achieved play must cease at the scheduled finishing time on Day Two.
- 41.4.13 Play shall continue past the scheduled finishing time on Day Two, weather and light permitting, in order to ensure that the first innings overs entitlement of Team B may be completed.

41.4.14 Where these rules are used for semi-finals and/or grand finals, and where a first innings lead is achieved, play may continue only at the option of the team that is behind on the first innings.

Match Result

- 41.4.15 Where a team is dismissed in its second innings and has scored in aggregate of its two innings fewer than the aggregate runs of the opposing team then the opposing team shall be awarded outright points. Otherwise, the result of the match shall be determined on the runs scored in the first innings irrespective of wickets lost, provided that Team B has received at least the same number of overs as was received by Team A.
- 41.4.16 Match points are to be awarded in accordance with rule 38.1 and rules 38.3 7.

42 ONE-DAY MATCHES

42.1 HOURS OF PLAY

- 42.1.1 Play shall commence at 5:15pm on Friday and cease at 8:05pm (the scheduled finishing time).
- 42.1.2 If play has not commenced by 6:15pm, owing to adverse weather conditions or ground unfit for play, play shall be abandoned for the day. Play may be abandoned earlier if both team managers agree.

42.2 INTERVAL

- 42.2.1 An interval of ten minutes for change of innings shall be taken commencing at the earlier of:
 - the conclusion of Team A's innings; or
 - the conclusion of the over in progress at 6:35pm (4:00pm where rule 43.1.2 is applied) (however, note rule 42.3.5 below).

42.3 CONDITIONS

Overs Entitlement

- 42.3.1 Both Team A and Team B shall be entitled to receive 21 overs (the 'overs entitlement'). At the end of the final over of the overs entitlement, the innings shall end. If by 6:35pm (4:00pm where rule 43.1.2 is applied) Team A has not received the full overs entitlement, and there has been no interruption to play or an interruption of less than 10 minutes, the innings of Team A shall end upon completion of the over in progress. Team B shall then be entitled to receive the same number overs (the 'new' overs entitlement).
- 42.3.2 Where Team B has not received its overs entitlement play shall continue, weather and light permitting, past the scheduled finishing time in order to complete the overs entitlement
- 42.3.3 If Team A is dismissed or declares before receiving its overs entitlement, Team B shall be entitled to the overs entitlement (or new overs entitlement) only. (For clarity, this means the maximum number of overs Team B can receive is 21 no matter how few overs Team A received.)

Delays and Interruptions

- 42.3.4 Where the innings of Team A is delayed (ie not able to commence), at such time as play is possible the new overs entitlement for Team A (and Team B) will be calculated by dividing the remaining minutes till 8:05pm (5:30pm where rule 43.1.2 is applied) by 4 and dividing the result by 2 rounding down to the nearest whole number.
- 42.3.5 If, at 6:35pm (4:00pm where rule 43.1.2 is applied), the innings of Team A has been interrupted by 10 minutes or more and Team A has not received its full overs entitlement, the remaining minutes in the match until 8:05pm (5:30pm where rule 43.1.2 is applied) are to be calculated and divided by 4. The result is to be added to the overs already bowled to Team A and divided by 2 rounding down to the nearest whole number, giving the new overs entitlement for Team A (and Team B). Play may continue past the scheduled interval for Team A to receive its new overs entitlement.
- 42.3.6 If the calculation in rules 42.3.4 or 42.3.5 results in fewer than 10 overs to be bowled to Team A the match shall be abandoned and the result will be drawn.
- 42.3.7 Play may be abandoned earlier by agreement of **both** team managers or by decision of an ECA appointed umpire.

End of Match

- 42.3.8 Play shall cease when Team B receives its first innings overs entitlement or is dismissed. If both team managers agree, play may cease before the scheduled finishing time and before Team B has received its overs entitlement.
- 42.3.9 Play shall continue past the scheduled finishing time, weather and light permitting, in order to ensure that the overs entitlement of Team B may be completed.
- 42.3.10 If Team B does not receive the overs entitlement (or new overs entitlement as per rules 42.3.1, 42.3.4 or 42.3.5) owing to adverse weather or light then the match is drawn unless Team B has passed Team A's score or Team B is dismissed for less than Team A's score.

Match Result

- 42.3.11 The result of the match shall be determined on the runs scored in the first innings irrespective of wickets lost provided that Team B has received at least the same number of overs as was received by Team A.
- 42.3.12 Match points are to be awarded in accordance with rule 38.1 and rules 38.3 7.

43 SUNDAY MATCHES AND FINALS

43.1 HOURS OF PLAY

- 43.1.1 Play shall commence at 11:00am on Sunday and cease at 5:30pm (the scheduled finishing time).
- 43.1.2 In the event that play is prevented from starting before 12:00pm, the match will revert to a one-day match under rule 42.
- 43.1.3 If play has not commenced by 3:00pm, owing to adverse weather conditions or ground unfit for play, play shall be abandoned for the day. Play may be abandoned earlier if both team managers agree.

43.2 INTERVAL

- 43.2.1 An interval of thirty minutes for change of innings shall be taken commencing at the earlier of:
 - the conclusion of Team A's innings; or
 - the conclusion of the over in progress at 2:00pm (however, note rule 43.3.6 below).

43.3 CONDITIONS

Overs Entitlement

- 43.3.1 Both Team A and Team B shall be entitled to receive 45 overs (the 'overs entitlement'). At the end of the final over of the overs entitlement, the innings shall end. If by 2:00pm Team A has not received the full overs entitlement, and there has been no interruption to play or an interruption of less than 30 minutes, the innings of Team A shall end upon completion of the over in progress. Team B shall then be entitled to receive the same number overs (the 'new' overs entitlement).
- 43.3.2 Where Team B has not received its overs entitlement play shall continue, weather and light permitting, past the scheduled finishing time in order to complete the overs entitlement.
- 43.3.3 If Team A is dismissed or declares before receiving its overs entitlement, Team B shall be entitled to the overs entitlement or new overs entitlement only. (For clarity, this means the maximum number of overs Team B can receive is 45 no matter how few overs Team A received.)
- 43.3.4 Play may continue after Team B's first innings with Team A commencing a second innings (unless a follow-on is enforced in which case Team B commences a second innings) until the scheduled finishing time.

Follow on

43.3.5 The follow on may be enforced if Team A leads by 60 or more runs on the first innings.

Delays and Interruptions

43.3.6 Where the innings of Team A is delayed (ie not able to commence) by 30 minutes or more, at such time as play is possible the overs to be bowled to Team A will be calculated by dividing the remaining minutes till 5:30pm by 4 and dividing the result by 2 rounding down to the nearest whole number.

- 43.3.7 If, at 2:00pm, the innings of Team A has been interrupted by 30 minutes or more and Team A has not received its full overs entitlement, the remaining minutes in the match until 5:30pm are to be calculated and divided by 4. The result is to be added to the overs already bowled to Team A and divided by 2 rounding down to the nearest whole number, giving the new overs entitlement for Team A (and Team B). Play may continue past the scheduled interval for Team A to receive its new overs entitlement.
- 43.3.8 If the calculation in rules 43.3.6 or 43.3.7 results in fewer than 10 overs (20 overs in a finals match) to be bowled to Team A the match shall be abandoned and the result will be drawn.
- 43.3.9 Play may be abandoned earlier by agreement of **both** team managers or by decision of an ECA appointed umpire.
- 43.3.10 If no play is possible on the scheduled day of a grand final, the match may be played on a day determined by the Junior Executive.
- 43.3.11 If fewer than 20 overs have been completed in Team A's first innings, and no further play is possible following an interruption, the match shall be abandoned and a new match may be played on a day determined by the Junior Executive.
- 43.3.12 If 20 overs or more have been completed in Team A's first innings, and after an interruption of 30 minutes or more, no further play be possible, the match may continue on a day determined by the Junior Executive.
- 43.3.13 If the first innings of Team B is delayed or interrupted by 30 minutes or more and no further play is possible, the match may continue on a day determined by the Junior Executive.

End of Match

- 43.3.14 Where a first innings result has been achieved prior to the scheduled finishing time, play shall continue with the teams commencing second innings (if applicable) until either the scheduled finishing time, weather and light permitting, or both team managers agreeing that play should cease whichever occurs first (note: for finals see rule 43.3.16 below). Rules pertaining to overs entitlements and batting and bowling restrictions apply in the second innings. These provisions are subject to the following:
 - in the event of Team B's first innings being completed after 4:30pm play shall cease; and

- once a first innings result has been achieved play must cease at the scheduled finishing time.
- 43.3.15 Play shall continue past the scheduled finishing time, weather and light permitting, in order to ensure that the overs entitlement of Team B may be completed.
- 40.3.16 In a semi-final or grand final, where a first innings lead is achieved, play may continue only at the option of the team that is behind on the first innings.

Match Result

- 43.3.17 Where a team is dismissed in its second innings and has scored in aggregate of its two innings fewer than the aggregate runs of the opposing team then the opposing team shall be awarded an outright win. Otherwise, the result of the match shall be determined on the runs scored in the first innings irrespective of wickets lost, provided that Team B has received at least the same number of overs as was received by Team A.
- 43.3.18 Match points for non-finals matches are to be awarded in accordance with rule 38.1 and rules 38.3 7.
- 43.3.19 In semi-finals, should no decision be reached or a tie result, the winner shall be deemed the team higher on the ladder at the completion of the home-and-away series of matches.
- 43.3.20 In grand final matches, if no decision is reached, the premiership will go to the team that finished higher on the ladder at the end of the homeand-away series of matches. In the case of a tie in a grand final, the premiership will be shared by the participating teams.

44 SPECIAL CONDITIONS FOR UNDER 18 AND UNDER 16 AGE DIVISION

- 44.1 Once a player has played five matches during the current season in the Under 18 competition that player may play only in the Under 18 competition for the remainder of the season.
- 44.2 Once a player has played five matches during the current season in the Under 16A competition that player may play only in the Under 16A competition in the Under 16 age division for the remainder of the season.
- 44.3 An appeal may be lodged with the Junior Executive where a club believes that special circumstances exist that justifies a waiver of these rules."
- 44.4 Penalty for non-compliance loss of points

44.5 For finals rule 27 applies.

Grounds and Equipment

- 44.6 The ground shall be prepared in accordance with rule 20 and shall have a minimum boundary of 55 metres, measured as the radius from each set of wickets with straight lines joining the semi-circles.
- 44.7 In the Under 18 and Under 16 age groups, the Junior Executive may agree to the use of turf pitches provided that both teams shall have agreed to play on turf, if available, and the home team shall also provide a synthetic pitch for that match if it cannot start on the turf pitch. The match shall be played out on the surface on which it started.
- 44.8 Each home team or club shall provide an adequate supply of sawdust.
- 44.9 The use of spikes, sprigs or studs is not permitted except on turf wickets.
- 44.10 In the Under 18 and Under 16 grades a 156 gram white leather ball, which may be a two-piece ball, as determined under rule 30.1, shall be used. Each team will supply its own match ball.

Restrictions on Batters

44.11 The following restrictions, per innings, shall apply to all batters in the various Under 18 and Under 16 grades for all matches including semifinal and grand final matches:

	Grade	Runs
One-day Matches (rule 42)	Under 18A, 16A	60 runs
	Under 18B, 16B	50 runs
	Under 16C	40 runs
Two-day Matches (rule 41),	Under 18A, 16A	100 runs
Sunday Matches and Finals	Under 18B, 16B	80 runs
(rule 43)	Under 16C	50 runs

44.12 Any runs in excess of the number allowed in rule 44.11 shall count where they are scored off the same ball in reaching the maximum number of runs and the batters shall compulsorily retire immediately the ball becomes dead after attaining such runs.

- 44.13 When a batter has retired voluntarily (for reasons other than illness or injury), that batter may resume only at the fall of the last available wicket until either dismissed or that batter's score reaches the compulsorily retirement level, at which time that batter shall be compulsorily retired. Where more than one batter has been so retired, they may resume only in the order in which they retired.
- 44.14 In the event of a compulsory retirement the batter's innings shall be deemed to be 'Retired Not Out' for the purposes of determining personal averages (rule 14 AVERAGES, REPORTS AND TROPHIES).
- 44.15 In the event that a player makes more runs than allowed by these rules, the player's team shall be dealt with by the Junior Executive.

Restrictions on Bowlers

- 44.16 A delivery pitched outside the width of the surface or landing in a hole in the surface shall be called a "no ball" by either umpire.
- 44.17 A ball pitching on the half of the pitch closer to the bowler shall be called a "no ball".
- 44.18 A delivery pitched on the playing surface of a pitch, which passes out of reach of the striker in normal batting position, shall be called a "wide".
- 44.19 Any delivery delivered by the bowler, and deemed to be fast, reaching the batter in his/her normal stance on the full and above the waist shall be called a "no ball".
- 44.20 Any delivery delivered by the bowler reaching the batter, in his/her normal stance, above shoulder height shall be called a "no ball".
- 44.21 The following restrictions, per innings, shall apply to all bowlers in the various Under 18 and Under 16 grades for all matches including semifinal and grand final matches:

	Grade	Overs
One-day Matches (rule 42)	Under 18A, 16A	6 overs
	Under 18B, 16B	5 overs
	Under 16C	4 overs
Two-day Matches (rule 41),	Under 18A, 16A	12 overs
Sunday Matches and Finals	Under 18B, 16B	10 overs
(rule 43)	Under 16C	6 overs

44.22 Under 18 and Under 16 bowlers shall bowl a spell of a maximum number of overs as follows:

Under 18A, 16A	6 overs
Under 18B, 16B	5 overs
Under 16C	4 overs

This applies to each day's play.

- 44.23 Before a bowler returns there must be at least the same number of overs bowled from the end he/she last bowled from as he/she bowled in that previous spell.
- 44.24 Where all members of the fielding team (excluding the wicket-keeper) have bowled their maximum number of overs, the team shall continue bowling in the original order of bowling, one over each per player, in rotation, until the requisite number of overs for the innings is bowled.
- 44.25 In the event that a player bowls more overs than allowed by these rules, the player's team shall be dealt with by the Junior Executive.
- 45 SPECIAL SAFETY CONDITIONS FOR UNDER 18 AND UNDER 16 AGE DIVISION PLAYERS
- 45.1 With the exception of offside fielders backwards of a line square of the striker's wicket, any Under 18 or Under 16 grade player positioned closer to the striker's middle stump than a distance equal to half the length of the pitch is required to wear a helmet. The wicket-keeper shall be required to wear a helmet.
- 45.2 No player without a helmet shall enter this restricted zone until after the ball:
 - is hit by the batter,
 - strikes the body or the equipment of the batter, or
 - passes through to the wicket-keeper.
- 45.3 If a player without a helmet enters the restricted zone before the bowler releases the ball, the umpire shall attempt to prevent delivery of the ball.
- 45.4 If a player without a helmet enters the restricted zone before one of the events in rule 45.2, the umpire at either end shall call and signal "no ball".
- 45.5 The restricted zone shall be marked either by lines or suitably placed fixed discs or markers.

- 45.6 Each club shall ensure that all Under 18 and Under 16 grade batters, players fielding in the restricted zone and wicket-keepers will wear an approved and properly fitting helmet, with full-face visor, for both practice and match conditions.
- 45.7 Each club shall ensure that sufficient helmets are provided for each of its Under 18 and Under 16 teams so that players have the choice of a properly fitting and approved helmet and that each such player is instructed to wear an appropriate helmet for batting and wicket keeping in both practice and match conditions.
- 45.8 The safety caveats of rule 51 (Under 14) will apply to Under 14 players playing in the Under 16 grades. Under 14 players may not play in the Under 18 grades.
- 45.9 Failure to mark the restricted zone, to have an appropriate number of helmets provided or to ensure that all batters, wicket-keepers and players fielding in the restricted zone wear helmets while at practice or match situations shall incur a fine of five penalty units. Thereafter, the Junior Executive will deal with any future misdemeanour.
- 45.10 The provisions of rule 45 are non-discretionary and may not be ignored or varied by agreement or unilateral decision by team managers or umpires..

UNDER 14 MATCH DAY RULES

46 UNDER 14 AGE DIVISION

- 46.1 The rules specific to Under 14 cricket must be read and applied in conjunction with the common match-day rules detailed at rules 18 39.
- 46.2 Upper and lower age criteria for Under 14 cricket are detailed at rules 6.5 and 6.7 (girls).
- 46.3 Under 14A teams may consist of a maximum of 12 players. Under 14B and Under 14C teams may consist of a maximum of 15 players (rule 26 refers).

47 TWO-DAY MATCHES

47.1 When play on the first day is entirely prevented by adverse weather conditions, the match shall be played as a one-day match on Day Two under the conditions set out in rule 48.

47.2 HOURS OF PLAY

- 47.2.1 Play shall commence at 5:15pm on Friday and cease at 8:05pm (the scheduled finishing time).
- 47.2.2 If play has not commenced by 6:15pm, owing to adverse weather conditions or ground unfit for play, play shall be abandoned for the day. Play may be abandoned earlier if both team managers agree.

47.3 INTERVAL

- 47.3.1 An interval of ten minutes commencing at the conclusion of the over in progress at 6:35pm shall be taken, provided:
 - there has not been an earlier break or breaks exceeding in total five minutes.
 - that should a break in play occur in the 20 minutes prior to the time scheduled for the interval to commence, the interval shall be taken immediately.

47.4 CONDITIONS

Overs Entitlement

47.4.1 Both Team A and Team B shall be entitled to receive 45 overs (the 'overs entitlement') in the first innings. At the end of the final over of the overs entitlement, the innings shall end. Play shall continue, weather and light permitting, past the scheduled finishing time in order to complete the overs entitlement.

- 47.4.2 If Team A does not receive the full overs entitlement by the scheduled finishing time on Day One and there has been no interruption to play, an interruption to play of less than 30 minutes, or if play ceases due to adverse weather or bad light after 7:35pm and is not able to recommence, the new overs entitlement for Team B will be the number of overs and balls received by Team A.
- 47.4.3 If Team A's innings (by dismissal or declaration) terminates:
 - More than 30 minutes prior to the scheduled finishing time on Day One, then Team B shall commence its first innings on Day One after a 10 minute change in innings, weather and light permitting. Play shall then conclude at the scheduled finishing time irrespective of overs bowled.
 - At or after 30 minutes prior to the scheduled finishing time on Day One, Team B shall have the option to commence its innings on Day Two. Should Team B elect to bat on Day One then the conditions outlined above (in "More than 30 minutes prior ... "), shall be applicable.
 - At or after 10 minutes prior to the scheduled finishing time on Day One, no further play will take place on Day One and Team B shall commence its innings on Day Two.

Play may continue after Team B's first innings with Team A commencing a second innings (unless a follow-on is enforced in which case Team B shall commence a second innings) until the scheduled finishing time on Day Two. Rules pertaining to overs entitlements and batting and bowling restrictions apply in the second innings.

- 47.4.4 If Team A is dismissed or declares before receiving its overs entitlement, Team B shall be entitled to the overs entitlement or new overs entitlement only. (For clarity, this means the maximum number of overs Team B can receive is 45 no matter how many overs Team A received.)
- 47.4.5 Rules pertaining to overs entitlements and batting and bowling restrictions apply in the second innings.
- 47.4.6 If a first innings result has been achieved on Day One play will cease at the scheduled finishing time on Day One, weather and light permitting, and recommence on Day Two.

Follow-On

47.4.7 The follow-on may be enforced if Team A leads by 60 or more runs on the first innings.

Delays and Interruptions

- 47.4.8 If Team A's innings is delayed or interrupted by 30 minutes or more due to adverse weather or bad light prior to 7:35pm and Team A does not receive its full overs entitlement, the overs bowled to Team A are added to the overs entitlement of Team B and divided by 2. This becomes the new overs entitlement for the match. Team A may continue its innings into Day Two in order to receive its new overs entitlement.
- 47.4.9 In the event that play is not possible, or fewer than 20 overs are received by Team A on Day One, the match shall be played as a one-day match under rule 48 on Day Two.
- 47.4.10 If Team B does not receive the overs entitlement (or new overs entitlement as per rule 47.4.2 or rule 47.4.6) owing to adverse weather or bad light, then the match is drawn unless Team B has passed Team A's score or Team B is dismissed for less than Team A's score.
- 47.4.11 Play shall continue past the scheduled finishing time in order to ensure that the overs entitlement is completed, weather and light permitting.

End of Match

- 47.4.12 Where a first innings result has been achieved prior to the scheduled finishing time on Day Two, play shall continue on either Day One or Day Two with the teams commencing second innings (if applicable) until either the scheduled finishing time on Day Two, weather and light permitting, or both team managers agreeing that play should cease whichever occurs first. These provisions are subject to the following:
 - in the event of Team B's first innings being completed after 7:05pm on Day Two play shall cease; and
 - once a first innings result has been achieved play must cease at the scheduled finishing time on Day Two.
- 47.4.13 Play shall continue past the scheduled finishing time on Day Two, weather and light permitting, in order to ensure that the first innings overs entitlement of Team B may be completed.

Match Result

- 47.4.14 Where a team is dismissed in its second innings and has scored in aggregate of its two innings fewer than the aggregate runs of the opposing team then the opposing team shall be awarded outright points. Otherwise, the result of the match shall be determined on the runs scored in the first innings irrespective of wickets lost, provided that Team B has received at least the same number of overs as was received by Team A.
- 47.4.15 Match points are to be awarded in accordance with rule 38.1 and rules 38.3 7.

48 ONE-DAY MATCHES

48.1 HOURS OF PLAY

- 48.1.1 Play shall commence at 5:15pm on Friday and cease at 8:05pm (the scheduled finishing time).
- 48.1.2 If play has not commenced by 6:15pm, owing to adverse weather conditions or ground unfit for play, play shall be abandoned for the day. Play may be abandoned earlier if both team managers agree.

48.2 INTERVAL

- 48.2.1 An interval of ten minutes for change of innings shall be taken commencing at the earlier of:
 - the conclusion of Team A's innings; or
 - the conclusion of the over in progress at 6:35pm (4:00pm where rule 49.1.2 is applied) (however, note rule 48.3.5 below).

48.3 CONDITIONS

Overs Entitlement

48.3.1 Both Team A and Team B shall be entitled to receive 21 overs (the 'overs entitlement'). At the end of the final over of the overs entitlement, the innings shall end. If by 6:35pm (4:00pm where rule 49.1.2 is applied) Team A has not received the full overs entitlement, and there has been no interruption to play or an interruption of less than 10 minutes, the innings of Team A shall end upon completion of the over in progress. Team B shall then be entitled to receive the same number overs (the 'new' overs entitlement).

- 48.3.2 Where Team B has not received its overs entitlement play shall continue, weather and light permitting, past the scheduled finishing time in order to complete the overs entitlement
- 48.3.3 If Team A is dismissed or declares before receiving its overs entitlement, Team B shall be entitled to the overs entitlement (or new overs entitlement) only. (For clarity, this means the maximum number of overs Team B can receive is 21 no matter how few overs Team A received.)

Delays and Interruptions

- 48.3.4 Where the innings of Team A is delayed (ie not able to commence), at such time as play is possible the new overs entitlement for Team A (and Team B) will be calculated by dividing the remaining minutes till 8:05pm (5:30pm where rule 49.1.2 is applied) by 4 and dividing the result by 2 rounding down to the nearest whole number.
- 48.3.5 If, at 6:35pm (4:00pm where rule 49.1.2 is applied), the innings of Team A has been interrupted by 10 minutes or more and Team A has not received its full overs entitlement, the remaining minutes in the match until 8:05pm (5:30pm where rule 49.1.2 is applied) are to be calculated and divided by 4. The result is to be added to the overs already bowled to Team A and divided by 2 rounding down to the nearest whole number, giving the new overs entitlement for Team A (and Team B). Play may continue past the scheduled interval for Team A to receive its new overs entitlement.
- 48.3.6 If the calculation in rule 49.3.4 or rule 49.3.5 results in fewer than 10 overs to be bowled to Team A the match shall be abandoned and the result will be drawn.
- 48.3.7 Play may be abandoned earlier by agreement of **both** team managers or by decision of an ECA appointed umpire.

End of Match

- 48.3.8 Play shall cease when Team B receives its first innings overs entitlement or is dismissed. If both team managers agree, play may cease before the scheduled finishing time and before Team B has received its overs entitlement.
- 48.3.9 Play shall continue past the scheduled finishing time, weather and light permitting, in order to ensure that the overs entitlement of Team B may be completed.

48.3.10 If Team B does not receive the overs entitlement (or new overs entitlement as per rule 48.3.1, rule 48.3.4 or rule 48.3.5) owing to adverse weather or light then the match is drawn unless Team B has passed Team A's score or Team B is dismissed for less than Team A's score.

Match Result

- 48.3.11 The result of the match shall be determined on the runs scored in the first innings irrespective of wickets lost provided that Team B has received at least the same number of overs as was received by Team A.
- 48.3.12 Match points are to be awarded in accordance with rule 38.1 and rules 38.3 7.

49 SUNDAY MATCHES AND FINALS

49.1 HOURS OF PLAY

- 49.1.1 Play shall commence at 11:00am on Sunday and cease at 5:30pm (the scheduled finishing time).
- 49.1.2 In the event that play is prevented from starting before 12:00pm, the match will revert to a one-day match under rule 48.
- 49.1.3 If play has not commenced by 3:00pm, owing to adverse weather conditions or ground unfit for play, play shall be abandoned for the day. Play may be abandoned earlier if both team managers agree.

49.2 INTERVAL

- 49.2.1 An interval of thirty minutes for change of innings shall be taken commencing at the earlier of:
 - the conclusion of Team A's innings; or
 - the conclusion of the over in progress at 2:00pm (however, note rule 49.3.6 below).

49.3 CONDITIONS

Overs Entitlement

- 49.3.1 Both Team A and Team B shall be entitled to receive 45 overs (the 'overs entitlement'). At the end of the final over of the overs entitlement, the innings shall end. If by 2:00pm Team A has not received the full overs entitlement, and there has been no interruption to play or an interruption of less than 30 minutes, the innings of Team A shall end upon completion of the over in progress. Team B shall then be entitled to receive the same number overs (the 'new' overs entitlement).
- 49.3.2 Where Team B has not received its overs entitlement play shall continue, weather and light permitting, past the scheduled finishing time in order to complete the overs entitlement.
- 49.3.3 If Team A is dismissed or declares before receiving its overs entitlement, Team B shall be entitled to the overs entitlement or new overs entitlement only. (For clarity, this means the maximum number of overs Team B can receive is 45 no matter how few overs Team A received.)
- 49.3.4 Play may continue after Team B's first innings with Team A commencing a second innings (unless a follow-on is enforced in which case Team B commences a second innings) until the scheduled finishing time.

Follow on

49.3.5 The follow on may be enforced if Team A leads by 60 or more runs on the first innings.

Delays and Interruptions

49.3.6 Where the innings of Team A is delayed (ie not able to commence) by 30 minutes or more, at such time as play is possible the overs to be bowled to Team A will be calculated by dividing the remaining minutes till 5:30pm by 4 and dividing the result by 2 rounding down to the nearest whole number.

- 49.3.7 If, at 2:00pm, the innings of Team A has been interrupted by 30 minutes or more and Team A has not received its full overs entitlement, the remaining minutes in the match until 5:30pm are to be calculated and divided by 4. The result is to be added to the overs already bowled to Team A and divided by 2 rounding down to the nearest whole number, giving the new overs entitlement for Team A (and Team B). Play may continue past the scheduled interval for Team A to receive its new overs entitlement.
- 49.3.8 If the calculation in rule 49.3.6 or rule 49.3.7 results in fewer than 10 overs (20 overs in a finals match) to be bowled to Team A the match shall be abandoned and the result will be drawn.
- 49.3.9 Play may be abandoned earlier by agreement of **both** team managers or by decision of an ECA appointed umpire.
- 49.3.10 If no play is possible on the scheduled day of a grand final, the match may be played on a day determined by the Junior Executive.
- 49.3.11 If fewer than 20 overs have been completed in Team A's first innings, and no further play is possible following an interruption, the match shall be abandoned and a new match may be played on a day determined by the Junior Executive.
- 49.3.12 If 20 overs or more have been completed in Team A's first innings, and after an interruption of 30 minutes or more, no further play be possible, the match may continue on a day determined by the Junior Executive.
- 49.3.13 If the first innings of Team B is delayed or interrupted by 30 minutes or more and no further play is possible, the match may continue on a day determined by the Junior Executive.

End of Match

- 49.3.14 Where a first innings result has been achieved prior to the scheduled finishing time, play shall continue with the teams commencing second innings (if applicable) until either the scheduled finishing time, weather and light permitting, or both team managers agreeing that play should cease whichever occurs first (note: for finals see rule 49.3.16 below). Rules pertaining to overs entitlements and batting and bowling restrictions apply in the second innings. These provisions are subject to the following:
 - in the event of Team B's first innings being completed after 4:30pm play shall cease; and

- once a first innings result has been achieved play must cease at the scheduled finishing time.
- 49.3.15 Play shall continue past the scheduled finishing time, weather and light permitting, in order to ensure that the overs entitlement of Team B may be completed.
- 49.3.16 In a semi-final or grand final, where a first innings lead is achieved, play may continue only at the option of the team that is behind on the first innings.

Match Result

- 49.3.17 Where a team is dismissed in its second innings and has scored in aggregate of its two innings fewer than the aggregate runs of the opposing team then the opposing team shall be awarded an outright win. Otherwise, the result of the match shall be determined on the runs scored in the first innings irrespective of wickets lost, provided that Team B has received at least the same number of overs as was received by Team A.
- 49.3.18 Match points for non-finals matches are to be awarded in accordance with rule 38.1 and rules 38.3 7.
- 49.3.19 In semi-finals, should no decision be reached or a tie result, the winner shall be deemed the team higher on the ladder at the completion of the home-and-away series of matches.
- 49.3.20 In grand final matches, if no decision is reached, the premiership will go to the team that finished higher on the ladder at the end of the homeand-away series of matches. In the case of a tie in a grand final, the premiership will be shared by the participating teams.

50 SPECIAL CONDITIONS FOR UNDER 14 AGE DIVISION

- 50.1 Once a player has played five matches during the current season in the Under 14A competition that player may play only in the Under 14A competition in the Under 14 age division for the remainder of the season.
- 50.2 An appeal may be lodged with the Junior Executive where a club believes that special circumstances exist that justifies a waiver of these rules.
- 50.3 Penalty for non-compliance loss of points.
- 50.4 For finals rule 27 applies.

Grounds and Equipment

- 50.5 The ground shall be prepared in accordance with rule 20 and shall have a maximum boundary of 55 metres, measured as the radius from each set of wickets with straight lines joining the semi-circles.
- 50.6 Each home team or club shall provide an adequate supply of sawdust.
- 50.7 The use of spikes, sprigs or studs is not permitted.
- 50.8 In the Under 14 grades a 156 gram white leather ball, which may be a two-piece ball, as determined under rule 30.1, shall be used. Each team will supply its own match ball.

Restrictions on Batters

50.9 The following restrictions, per innings, shall apply to all batters in the various Under 14 grades for all matches including semi-final and grand final matches:

	Grade	Runs
One-day Matches (rule 48)	Under 14A	50 runs
	Under 14B	40 runs
	Under 14C	30 runs
Two-day Matches (rule 47),	Under 14A	80 runs
Sunday Matches and Finals (rule 49)	Under 14B	60 runs
	Under 14C	40 runs

- 50.10 Any runs in excess of the number allowed in rule 50.9 shall count where they are scored off the same ball in reaching the maximum number of runs and the batters shall compulsorily retire immediately the ball becomes dead after attaining such runs.
- 50.11 When a batter has retired for reasons other than illness or injury, that batter may resume only at the fall of the last available wicket until either dismissed or that batter's score reaches the compulsorily retirement level, at which time that batter shall be compulsorily retired. Where more than one batter has been so retired, they may resume only in the order in which they retired.
- 50.12 In the event of a compulsory retirement the batter's innings shall be deemed to be 'Retired Not Out' for the purposes of determining personal averages (rule 14 AVERAGES, REPORTS AND TROPHIES).
- 50.13 In the event that a player makes more runs than allowed by these rules, the player's team shall be dealt with by the Junior Executive.

Restrictions on Bowlers

- 50.14 A delivery pitched outside the width of the surface or landing in a hole in the surface shall be called a "no ball" by either umpire.
- 50.15 A ball pitching on the half of the pitch closer to the bowler shall be called a "no ball".
- 50.16 A delivery pitched on the playing surface of a pitch, which passes out of reach of the striker in normal batting position, shall be called a "wide".
- 50.17 Any delivery delivered by the bowler, and deemed to be fast, reaching the batter in his/her normal stance on the full and above the waist shall be called a "no ball".
- 50.18 Any delivery delivered by the bowler reaching the batter, in his/her normal stance, above shoulder height shall be called a "no ball".
- 50.19 The following restrictions, per innings, shall apply to and bowlers in the various Under 14 grades for all matches including semi-final and grand final matches:

	Grade	Overs
One-day Matches (rule 48)	Under 14A	5 overs
	Under 14B	4 overs
	Under 14C	3 overs
Two-day Matches (rule 47),	Under 14A	10 overs
Sunday Matches and Finals (rule 49)	Under 14B	8 overs
	Under 14C	6 overs

50.20 Under 14 bowlers shall bowl a spell of a maximum number of overs as follows:

Under 14A	5 overs
Under 14B	4 overs
Under 14C	3 overs

This applies to each day's play.

- 50.21 Before a bowler returns there must be at least the same number of overs bowled from the end he/she last bowled from as he/she bowled in that previous spell.
- 50.22 Where all members of the fielding team (excluding the wicket-keeper) have bowled their maximum number of overs, the team shall continue bowling in the original order of bowling, one over each per player, in rotation, until the requisite number of overs for the innings is bowled.

50.23 In the event that a player bowls more overs than allowed by these rules, the player's team shall be dealt with by the Junior Executive.

51 SPECIAL SAFETY CONDITIONS FOR UNDER 14 AGE DIVISION PLAYERS

- 51.1 With the exception of the wicket-keeper and offside fielders backwards of a line square of the striker's wicket, any Under 14 grade player shall not be positioned closer to the striker's middle stump than a distance equal to half the length of the pitch.
- 51.2 No player shall enter this restricted zone until after the ball:
 - is hit by the batter,
 - strikes the body or the equipment of the batter, or
 - passes through to the wicket-keeper.
- 51.3 If a player enters the restricted zone before the bowler releases the ball, the umpire shall attempt to prevent delivery of the ball.
- 51.4 If a player enters the restricted zone before one of the events in rule 51.2, the umpire at either end shall call and signal "no ball".
- 51.5 The restricted zone shall be marked either by lines or suitably placed fixed discs or markers.
- 51.6 Each club shall ensure that all Under 14 grade batters and wicketkeepers will wear an approved and properly fitting helmet, with fullface visor, for both practice and match conditions.
- 51.7 The safety caveats of rule 57 will apply to Under 12 players playing in the Under 14 grades.
- 51.8 Failure to mark the restricted zone, to have an appropriate number of helmets provided or to ensure that all batters wear helmets while at practice or match situations shall incur a fine of five penalty units. Thereafter, the Junior Executive will deal with any future misdemeanour.
- 51.9 The provisions of rule 51 are non-discretionary and may not be ignored or varied by agreement or unilateral decision by team managers or umpires..

UNDER 12 MATCH DAY RULES

52 UNDER 12 AGE DIVISION

- 52.1 The rules specific to Under 12 cricket must be read and applied in conjunction with the common match-day rules detailed at rules 18 39.
- 52.2 Upper and lower age criteria for Under 12 cricket are detailed at rules 6.6 and 6.7 (girls).
- 52.3 Under 12A teams may consist of a maximum of 12 players. Under 12B and Under 12C teams may consist of a maximum of 15 players (rule 26 refers).

53 TWO-DAY MATCHES

53.1 When play on the first day is entirely prevented by adverse weather conditions, the match shall be played as a one-day match on Day Two under the conditions set out in rule 54.

53.2 HOURS OF PLAY

- 53.2.1 Play shall commence at 8:30am on Saturday and cease at 11:30am (the scheduled finishing time).
- 53.2.2 If play has not commenced by 9:30am, owing to adverse weather conditions or ground unfit for play, play shall be abandoned for the day. Play may be abandoned earlier if both team managers agree.

53.3 INTERVAL

- 53.3.1 An interval of ten minutes commencing at the conclusion of the over in progress at 9:55am shall be taken, provided:
 - there has not been an earlier break or breaks exceeding in total five minutes.
 - that should a break in play occur in the 20 minutes prior to the time scheduled for the interval to commence, the interval shall be taken immediately.

53.4 CONDITIONS

Overs Entitlement

53.4.1 Both Team A and Team B shall be entitled to receive 45 overs (the 'overs entitlement') in the first innings. At the end of the final over of the overs entitlement, the innings shall end. Play shall continue, weather and light permitting, past the scheduled finishing time in order to complete the overs entitlement.

- 53.4.2 If Team A does not receive the full overs entitlement by the scheduled finishing time on Day One and there has been no interruption to play, an interruption to play of less than 30 minutes, or if play ceases due to adverse weather or bad light after 11:00am and is not able to recommence, the new overs entitlement for Team B will be the number of overs and balls received by Team A.
- 53.4.3 If Team A's innings (by dismissal or declaration) terminates:
 - More than 30 minutes prior to the scheduled finishing time on Day One, then Team B shall commence its first innings on Day One after a 10 minute change in innings, weather and light permitting. Play shall then conclude at the scheduled finishing time irrespective of overs bowled.
 - At or after 30 minutes prior to the scheduled finishing time on Day One, Team B shall have the option to commence its innings on Day Two. Should Team B elect to bat on Day One then the conditions outlined above (in "More than 30 minutes prior ... "), shall be applicable.
 - At or after 10 minutes prior to the scheduled finishing time on Day One, no further play will take place on Day One and Team B shall commence its innings on Day Two.

Play may continue after Team B's first innings with Team A commencing a second innings (unless a follow-on is enforced in which case Team B shall commence a second innings) until the scheduled finishing time on Day Two. Rules pertaining to overs entitlements and batting and bowling restrictions apply in the second innings.

- 53.4.4 If Team A is dismissed or declares before receiving its overs entitlement, Team B shall be entitled to the overs entitlement or new overs entitlement only. (For clarity, this means the maximum number of overs Team B can receive is 45 no matter how many overs Team A received.)
- 53.4.5 Rules pertaining to overs entitlements and batting and bowling restrictions apply in the second innings.
- 53.4.6 If a first innings result has been achieved on Day One play will cease at the scheduled finishing time on Day One, weather and light permitting, and recommence on Day Two.

Follow-On

53.4.7 The follow-on may be enforced if Team A leads by 60 or more runs on the first innings.

Delays and Interruptions

- 53.4.8 If Team A's innings is delayed or interrupted by 30 minutes or more due to adverse weather or bad light prior to 11:00am and Team A does not receive its full overs entitlement, the overs bowled to Team A are added to the overs entitlement of Team B and divided by 2. This becomes the new overs entitlement for the match. Team A may continue its innings into Day Two in order to receive its new overs entitlement.
- 53.4.9 In the event that play is not possible, or fewer than 20 overs are received by Team A on Day One, the match shall be played as a one-day match under rule 54 on Day Two.
- 53.4.10 If Team B does not receive the overs entitlement (or new overs entitlement as per rule 53.4.2, or rule 53.4.6) owing to adverse weather or bad light, then the match is drawn unless Team B has passed Team A's score or Team B is dismissed for less than Team A's score.
- 53.4.11 Play shall continue past the scheduled finishing time, weather and light permitting, in order to ensure that the overs entitlement is completed.

End of Match

- 53.4.12 Where a first innings result has been achieved prior to the scheduled finishing time on Day Two, play shall continue on either Day One or Day Two with the teams commencing second innings (if applicable) until either the scheduled finishing time on Day Two, weather and light permitting, or both team managers agreeing that play should cease whichever occurs first. These provisions are subject to the following:
 - in the event of Team B's first innings being completed after 7:05pm on Day Two play shall cease;
 - once a first innings result has been achieved play must cease at the scheduled finishing time on Day Two.
- 53.4.13 Play shall continue past the scheduled finishing time on Day Two, weather and light permitting, in order to ensure that the first innings overs entitlement of Team B may be completed.

Match Result

- 53.4.14 Where a team is dismissed in its second innings and has scored in aggregate of its two innings fewer than the aggregate runs of the opposing team then the opposing team shall be awarded outright points. Otherwise, the result of the match shall be determined on the runs scored in the first innings irrespective of wickets lost, provided that Team B has received at least the same number of overs as was received by Team A.
- 53.4.15 Match points are to be awarded in accordance with rule 38.2 and rules 38.3 7 (for Under 12A only).

54 ONE-DAY MATCHES

54.1 HOURS OF PLAY

- 54.1.1 Play shall commence at 8:30am on Saturday and cease at 11:30am (the scheduled finishing time).
- 54.1.2 If play has not commenced by 9:30pm, owing to adverse weather conditions or ground unfit for play, play shall be abandoned for the day. Play may be abandoned earlier if both team managers agree.

54.2 INTERVAL

- 54.2.1 An interval of ten minutes for change of innings shall be taken commencing at the earlier of:
 - the conclusion of Team A's innings; or
 - the conclusion of the over in progress at 9:55am (4:00pm where rule 55.1.2 is applied) (however, note rule 54.3.6 below).

54.3 CONDITIONS

Overs Entitlement

54.3.1 Both Team A and Team B shall be entitled to receive 25 overs (the 'overs entitlement'). At the end of the final over of the overs entitlement, the innings shall end. If by 9:55am (4:00pm for rule 55) Team A has not received the full overs entitlement, and there has been no interruption to play or an interruption of less than 10 minutes, the innings of Team A shall end upon completion of the over in progress. Team B shall then be entitled to receive the same number overs (the 'new' overs entitlement).

- 54.3.2 Where Team B has not received its overs entitlement play shall continue, weather and light permitting, past the scheduled finishing time in order to complete the overs entitlement
- 54.3.3 If Team A is dismissed or declares before receiving its overs entitlement, Team B shall be entitled to the overs entitlement (or new overs entitlement) only. (For clarity, this means the maximum number of overs Team B can receive is 25 no matter how few overs Team A received.)
- 51.3.4 For Under 12B/C matches innings are to be organised with umpires officiating at the bowler's end in five over blocks of play rather than changing at the end of each over. At the end of each individual over the batters will change ends while the field remains in place.

Delays and Interruptions

- 54.3.5 Where the innings of Team A is delayed (ie not able to commence), at such time as play is possible the overs to be bowled to Team A (and Team B) will be calculated by dividing the remaining minutes till 11:30am (5:30pm where rule 55.1.2 is applied) by 4 and dividing the result by 2 rounding down to the nearest whole number.
- 54.3.6 If, at 9:55am (4:00pm where rule 55.1.2 is applied), the innings of Team A has been interrupted by 10 minutes or more and Team A has not received its full overs entitlement, the remaining minutes in the match until 11.30am (5:30pm where rule 55.1.2 is applied) are to be calculated and divided by 4. The result is to be added to the overs already bowled to Team A and divided by 2 rounding down to the nearest whole number, giving the 'new' overs entitlement for Team A (and Team B). Play may continue past the scheduled interval for Team A to receive its new overs entitlement.
- 54.3.7 If the calculation in rule 54.3.5 or rule 54.3.6 results in fewer than 10 overs to be bowled to Team A the match shall be abandoned and the result will be drawn.
- 54.3.8 Play may be abandoned earlier by agreement of **both** team managers or by decision of an ECA appointed umpire.

End of Match

54.3.9 Play shall cease when Team B receives its first innings overs entitlement or is dismissed. If both team managers agree, play may cease before the scheduled finishing time and before Team B has received its overs entitlement.

- 54.3.10 Play shall continue past the scheduled finishing time, weather and light permitting, in order to ensure that the overs entitlement is completed.
- 54.3.11 If Team B does not receive the overs entitlement (or new overs entitlement as per rules 54.3.1, 54.3.5 or 51.3.6) owing to adverse weather or light then the match is drawn unless Team B has passed Team A's score or Team B is dismissed for less than Team A's score.

Match Result

- 54.3.12 The result of the match shall be determined on the runs scored in the first innings irrespective of wickets lost provided that Team B has received at least the same number of overs as was received by Team A.
- 54.3.13 Match points are to be awarded in accordance with rule 38.2 and rules 38.3 7 (for Under 12A only).

55 SUNDAY MATCHES AND FINALS

55.1 HOURS OF PLAY

- 55.1.1 Play shall commence at 11:00am on Sunday and cease at 5:30pm (the scheduled finishing time).
- 55.1.2 In the event that play is prevented from starting before 12:00pm, the match will revert to a one-day match under rule 54.
- 55.1.3 If play has not commenced by 3:00pm, owing to adverse weather conditions or ground unfit for play, play shall be abandoned for the day. Play may be abandoned earlier if both team managers agree.

55.2 INTERVAL

- 55.2.1 An interval of thirty minutes for change of innings shall be taken commencing at the earlier of:
 - the conclusion of Team A's innings; or
 - the conclusion of the over in progress at 2:00pm (however, note rule 55.3.6 below).

55.3 CONDITIONS

Overs Entitlement

- 55.3.1 Both Team A and Team B shall be entitled to receive 40 overs (the 'overs entitlement'). At the end of the final over of the overs entitlement, the innings shall end. If by 2:00pm Team A has not received the full overs entitlement, and there has been no interruption to play or an interruption of less than 30 minutes, the innings of Team A shall end upon completion of the over in progress. Team B shall then be entitled to receive the same number overs (the 'new' overs entitlement).
- 55.3.2 Where Team B has not received its overs entitlement play shall continue, weather and light permitting, past the scheduled finishing time in order to complete the overs entitlement.
- 55.3.3 If Team A is dismissed or declares before receiving its overs entitlement, Team B shall be entitled to the overs entitlement or new overs entitlement only. (For clarity, this means the maximum number of overs Team B can receive is 40 no matter how few overs Team A received.)
- 55.3.4 Play may continue after Team B's first innings with Team A commencing a second innings (unless a follow-on is enforced in which case Team B commences a second innings) until the scheduled finishing time.

Follow on

55.3.5 The follow on may be enforced if Team A leads by 60 or more runs on the first innings.

Delays and Interruptions

55.3.6 Where the innings of Team A is delayed (ie not able to commence) by 30 minutes or more, at such time as play is possible the overs to be bowled to Team A will be calculated by dividing the remaining minutes till 5:30pm by 4 and dividing the result by 2 rounding down to the nearest whole number.

- 55.3.7 If, at 2:00pm, the innings of Team A has been interrupted by 30 minutes or more and Team A has not received its full overs entitlement, the remaining minutes in the match until 5:30pm are to be calculated and divided by 4. The result is to be added to the overs already bowled to Team A and divided by 2 rounding down to the nearest whole number, giving the new overs entitlement for Team A (and Team B). Play may continue past the scheduled interval for Team A to receive its new overs entitlement.
- 55.3.8 If the calculation in rule 55.3.6 or rule 55.3.7 results in fewer than 10 overs (20 overs in a finals match) to be bowled to Team A the match shall be abandoned and the result will be drawn.
- 55.3.9 Play may be abandoned earlier by agreement of **both** team managers or by decision of an ECA appointed umpire.
- 55.3.10 If no play is possible on the scheduled day of a grand final, the match may be played on a day determined by the Junior Executive.
- 55.3.11 If fewer than 20 overs have been completed in Team A's first innings, and no further play is possible following an interruption, the match shall be abandoned and a new match may be played on a day determined by the Junior Executive.
- 55.3.12 If 20 overs or more have been completed in Team A's first innings, and after an interruption of 30 minutes or more, no further play be possible, the match may continue on a day determined by the Junior Executive.
- 55.3.13 If the first innings of Team B is delayed or interrupted by 30 minutes or more and no further play is possible, the match may continue on a day determined by the Junior Executive.

End of Match

- 55.3.14 Where a first innings result has been achieved prior to the scheduled finishing time, play shall continue with the teams commencing second innings (if applicable) until either the scheduled finishing time, weather and light permitting, or both team managers agreeing that play should cease whichever occurs first (note: for finals see rule 55.3.16 below). Rules pertaining to overs entitlements and batting and bowling restrictions apply in the second innings. These provisions are subject to the following:
 - in the event of Team B's first innings being completed after 4:30pm play shall cease; and

- once a first innings result has been achieved play must cease at the scheduled finishing time.
- 55.3.15 Play shall continue past the scheduled finishing time, weather and light permitting, in order to ensure that the overs entitlement of Team B may be completed.
- 55.3.16 In a semi-final or grand final, where a first innings lead is achieved, play may continue only at the option of the team that is behind on the first innings.

Match Result

- 55.3.17 Where a team is dismissed in its second innings and has scored in aggregate of its two innings fewer than the aggregate runs of the opposing team then the opposing team shall be awarded an outright win. Otherwise, the result of the match shall be determined on the runs scored in the first innings irrespective of wickets lost, provided that Team B has received at least the same number of overs as was received by Team A.
- 55.3.18 Match points for non-finals matches are to be awarded in accordance with rule 38.2 and rules 38.3 7 (for Under 12A only).
- 55.3.19 In semi-finals, should no decision be reached or a tie result, the winner shall be deemed the team higher on the ladder at the completion of the home-and-away series of matches.
- 55.3.20 In grand final matches, if no decision is reached, the premiership will go to the team that finished higher on the ladder at the end of the homeand-away series of matches. In the case of a tie in a grand final, the premiership will be shared by the participating teams.

56 SPECIAL CONDITIONS FOR UNDER 12 AGE DIVISION

- 56.1 Once a player has played five matches during the current season in the Under 12A competition that player may play only in the Under 12A competition in the Under 12 age division for the remainder of the season.
- 56.2 An appeal may be lodged with the Junior Executive where a club believes that special circumstances exist that justifies a waiver of these rules.
- 56.3 Penalty for non-compliance loss of points
- 56.4 For finals rule 27 applies.

56.5 In the Under 12A grade the premier team shall be determined by a finals series played under rule 55. In the remaining Under 12 grades the team finishing on top of the ladder at the end of the home-and-away matches shall be deemed the premiers and there will not be a finals series (see rule 38.8).

Grounds and Equipment

- 56.6 The ground shall be prepared in accordance with rule 19 and shall have a maximum boundary of 45 metres, measured as the radius from each set of wickets with straight lines joining the semi-circles.
- 56.7 Home teams must have grounds marked correctly with suitable markers or lines for rule 56.26 to be enforced.
- 56.8 The approved pitch may have a synthetic surface, with the length of the pitch from wicket to wicket being:

Under 12A grade and Under 12B grade:	20.12metres (22 yards)
Under 12C grade:	17.68metres (19 yards 1 foot)

- 56.9 The home team or club shall provide an adequate supply of sawdust.
- 56.10 The use of spikes, sprigs or studs is not permitted.
- 56.11 In the Under 12A grades, a 142 gram red leather ball, which shall be a two piece ball, as determined under rule 30.1, shall be used.
- 56.12 In the Under 12B and Under 12C grades, a 142 gram red composite ball, as determined under rule 30.1, shall be used. With the mutual agreement between team managers Under 12B and Under 12C matches may be played with a red leather 142 gram ball. Where agreement cannot be reached the 142 gram red composite ball must be used.
- 56.13 Each team will supply its own match ball.

Restrictions on Batters

56.14 The following restrictions, per innings, shall apply to all batters in the various Under 12 grades for all matches including semi-final and grand final matches:

	Grade	Runs
One-day Matches (rule 54)	Under 12A	40 runs
	Under 12B	25 runs
	Under 12C	20 runs
Two-day Matches (rule 53),	Under 12A	50 runs
Sunday Matches and Finals (rule 55)	Under 12B	40 runs

- 56.15 Any runs in excess of the number allowed in rule 56.14 shall count where they are scored off the same ball in reaching the maximum number of runs and the batters shall compulsorily retire immediately the ball becomes dead after attaining such runs.
- 56.16 When a batter has retired voluntarily (for reasons other than illness or injury), that batter may resume only at the fall of the last available wicket until either dismissed or that batter's score reaches the compulsorily retirement level, at which time that batter shall be compulsorily retired. Where more than one batter has been so retired, they may resume only in the order in which they retired.
- 56.17 In the event of a compulsory retirement the batter's innings shall be deemed to be 'Retired Not Out' for the purposes of determining personal averages (rule 14 AVERAGES, REPORTS AND TROPHIES).
- 56.18 In the event that a player makes more runs than allowed by these rules, the player's team shall be dealt with by the Junior Executive.

Restrictions on Bowlers

- 56.19 A delivery pitched outside the width of the surface or landing in a hole in the surface shall be called a "no ball" by either umpire.
- 56.20 A ball pitching on the half of the pitch closer to the bowler shall be called a "no ball".
- 56.21 A delivery pitched on the playing surface of a pitch, which passes out of reach of the striker in normal batting position, shall be called a "wide".
- 56.22 Any delivery delivered by the bowler, and deemed to be fast, reaching the batter in his/her normal stance on the full and above the waist shall be called a "no ball".

- 56.23 Any delivery delivered by the bowler reaching the batter, in his/her normal stance, above shoulder height shall be called a "no ball".
- 56.24 In addition to above provisions for no balls and wides (rules 56.19 23), in Under 12B and Under 12C grades, "no ball" shall be called for all deliveries that passed, or would have passed, on the full above waist height of the batter standing upright at the crease.
- 56.25 In Under 12B and Under 12C grades the umpires shall call "over" after eight deliveries if the number of legitimate balls has not earlier totalled six.
- 56.26 The bowler's approach to the wicket in all Under 12 grades shall be limited to inside the restricted circle.
- 56.27 The following restrictions, per innings, shall apply to all bowlers in the various Under 12 grades for all matches including semi-final and grand final matches:

	Grade	Overs
One-day Matches (rule 54)	Under 12A	4 overs
	Under 12B	4 overs
	Under 12C	3 overs
Two-day Matches (rule 53),	Under 12A	8 overs
Sunday Matches and Finals	Under 12B	6 overs
(rule 55)		

56.28 Under 12 bowlers shall bowl a spell of a maximum number of overs as follows:

Under 12A	4 overs
Under 12B	4 overs
Under 12C	3 overs

This applies to each day's play.

- 56.29 Before a bowler returns there must be at least the same number of overs bowled from the end he/she last bowled from as he/she bowled in that previous spell.
- 56.30 Where all members of the fielding team (excluding the wicket-keeper) have bowled their maximum number of overs, the team shall continue bowling in the original order of bowling, one over each per player, in rotation, until the requisite number of overs for the innings is bowled.

56.31 In the event that a player bowls more overs than allowed by these rules, the player's team shall be dealt with by the Junior Executive.

57 SPECIAL SAFETY CONDITIONS FOR UNDER 12 AGE DIVISION

- 57.1 With the exception of the wicket-keeper and offside fielders backwards of a line square of the striker's wicket, any Under 12 grade player shall not be positioned closer to the striker's middle stump than a distance equal to half the length of the pitch.
- 57.2 No player shall enter this restricted zone until after the ball:
 - is hit by the batter,
 - strikes the body or the equipment of the batter, or
 - passes through to the wicket-keeper.
- 57.3 If a player enters the restricted zone before the bowler releases the ball, the umpire shall attempt to prevent delivery of the ball.
- 57.4 If a player enters the restricted zone before one of the events in rule 57.2, the umpire at either end shall call and signal "no ball".
- 57.5 The restricted zone shall be marked either by lines or suitably placed fixed discs or markers.
- 57.6 Each club shall ensure that all Under 12 grade batters and wicketkeepers will wear an approved and properly fitting helmet, with fullface visor, for both practice and match conditions.
- 57.7 Failure to mark the restricted zone, to have an appropriate number of helmets provided or to ensure that all Under 12 batters and wicket-keepers wear helmets while at practice or match situations shall incur a fine of five penalty units. Thereafter, the Junior Executive will deal with any future misdemeanour.
- 57.8 The provisions of rule 57 are non-discretionary and may not be ignored or varied by agreement or unilateral decision by team managers or umpires.

UNDER 10 MATCH DAY RULES

58 UNDER 10 AGE DIVISION

58.1 The rules specific to Under 10 cricket must be read and applied in conjunction with the common match-day rules detailed at rules 18 - 39.

59 SPECIAL CONDITIONS FOR UNDER 10 AGE DIVISION

59.1 PREAMBLE

- 59.1.1 Under 10 Cricket competition is provided to enable maximum participation for all players and to expose young cricketers to all aspects of the game of cricket in a competitive environment. Team managers are encouraged to allow all players to participate in matches.
- 59.1.2 Each team can consist of a maximum of 15 players. All players are allowed to bat; however, the batting team can only lose ten wickets including compulsory retirements. (A compulsory retirement is deemed to be a wicket lost for the purposes of the team score.) All players are allowed to bowl, field and keep wickets. Only 11 players from the fielding team can be on the field at any one time. Substitutions can be made at the end of an over or at the fall of a wicket.
- 59.1.3 To be eligible to be registered to play in the Under 10 age division a player must:
 - attain the age of 10 years on or after 1 September in the year in which the season commences, and
 - have attained the age of eight years by 28 February of the year following the start of the season.
- 59.1.4 Girls playing in the Under 10 competition can play one year below their chronological age.

59.2 PLAYING TIMES

- 59.2.1 Matches are played on Saturday or Sunday mornings commencing at 8:30am and concluding on completion of 25 overs of the innings of Team B. A ten-minute interval shall be taken between innings.
- 59.2.2 If play has not commenced by 9:00am then play shall be abandoned for the day.
- 59.2.3 Rule 21 (HEAT POLICY) and rule 22 (LIGHTNING POLICY) apply to Under 10 cricket.

- 59.2.4 If the innings of Team A is delayed or interrupted by more than 15 minutes, play shall continue if possible until 11:30am. A result can only be obtained by either Team B having exceeded the score of Team A before losing ten wickets (Team B winning), or Team B losing ten wickets for less than the score of Team A (Team A winning), or a tie where Team B loses its tenth wicket on the same score as Team A. All other results will be drawn.
- 59.2.5 No points shall be awarded and there will be no finals matches and no premierships awarded. Ladders will be presented in alphabetical order showing matches won and lost only.
- 59.2.6 Every effort should be made to ensure that the match proceeds so that it can be concluded at or before 11:30am. Unnecessary changing of fielding positions by team managers is discouraged at this level. This comment should not, however, be used to restrict the ability of team managers and coaches to provide an appropriate level of advice and coaching to players during matches. Only one official from each team is to be on the field at any time during play.

59.3 PLAYING FACILITIES

- 59.3.1 The oval shall have a maximum boundary of 30 metres measured as a radius from each set of wickets and then a straight line joining the semi circles.
- 59.3.2 Pitches are to be concrete or, preferably, synthetic.
- 59.3.3 Pitches are to be 17.68m (19 yards 1 foot). Stumps are placed on the popping crease at each end.

59.4 BALL

59.4.1 The ball is to be of synthetic composition of approximately 110 grams of a type approved by the Association.

59.5 CONDITIONS

- 59.5.1 A match consists of one innings per team of 25 overs each (the 'overs entitlement').
- 59.5.2 Umpires should officiate at the bowler's end in five over blocks rather than changing at the end of each over.
- 59.5.3 At the end of each over batters change ends rather than bowlers.

- 59.5.4 The score for determining the result of the match is the score at the fall of the tenth wicket, including compulsory retirements, or the score at the conclusion of 25 overs if fewer than ten wickets are lost. The result is determined by the number of runs scored, irrespective of wickets lost.
- 59.5.5 After the loss of the tenth wicket (including compulsory retirements) the innings should continue until the end of the 25th over. However, such runs scored after the loss of the tenth wicket (including compulsory retirements) do not affect the result but may be recorded for club purposes only.

59.6 RESTRICTIONS ON BATTERS

- 59.6.1 Each batter must retire immediately upon reaching 15 runs. Runs scored by the scoring shot played to reach 15 runs count in full. Thus, a player hitting a four when on 14 runs will score 18 in total and retire. Players so retired (compulsorily) cannot return to bat in the innings. A batter may be voluntarily retired at any time prior to reaching 15 runs.
- 59.6.2 Where all batters have batted and been dismissed or retired, and where 25 overs have not been bowled, batters may return to bat in the same order as they came to the crease and bat until they are dismissed, voluntarily retired or reach 15 runs in total in the innings (ie in all times at bat). For clarity, no player can make more than 15 runs plus any additional runs scored from the last scoring shot immediately before compulsory retirement.
- 59.6.3 A player cannot be dismissed LBW in an Under 10 match.
- 59.6.4 The batter may not leave the pitch to strike, or attempt to strike, a ball that has not landed, or will not land, on the pitch.

59.7 RESTRICTIONS ON BOWLERS

- 59.7.1 Overs shall be shared equally among all players. The maximum spell in Under 10 cricket is two overs. One wicket-keeper per team is not required to bowl.
- 59.7.2 An over shall consist of a maximum of six balls; no balls and wides are not to be re-bowled.
- 59.7.3 A **wide** is any ball landing on the pitch but passing out of reach of the batter in his/her normal batting position.

59.7.4 A **no ball** is any ball that:

- lands off the pitch, or
- first bounces on the bowler's half of the pitch, or
- bounces more than twice before being hit or passing the batter, or
- reaches the batter, in his/her normal stance, above shoulder height, or
- reaches the batter, in his/her normal stance, on the full and above the waist, or
- is delivered where no part of the bowler's front foot is behind the bowling crease at the point of delivery.
- 59.7.5 Umpires shall not call a no ball for throwing, but should encourage bowlers to develop a correct action.
- 59.7.6 The bowler's approach to the wicket shall be no more than ten metres.

60 SPECIAL SAFETY CONDITIONS FOR UNDER 10 AGE DIVISION PLAYERS

- 60.1 No fielder other than the wicket-keeper is to enter a restricted zone, which is a circle centred at the batter's stumps and half the length of the pitch until the ball has been hit or passed the batter.
- 60.2 If a player enters the restricted zone before the bowler releases the ball, the umpire shall attempt to prevent delivery of the ball.
- 60.3 If a player enters the restricted zone before one of the events in rule 60.1, the umpire at either end shall call and signal "no ball".
- 60.4 The restricted zone shall be marked either by lines or suitably placed fixed discs or markers.
- 60.5 Each club shall ensure that all Under 10 grade batters and wicketkeepers will wear an approved and properly fitting helmet, with fullface visor, for both practice and match conditions.
- 60.6 Rule 60.5 shall apply to all players who are Under 10 regardless of the age division in which they are playing.
- 60.7 Failure to mark the restricted zone, to have an appropriate number of helmets provided or to ensure that all Under 10 batters and wicket-keepers wear helmets while at practice or match situations shall incur a fine of five penalty units. Thereafter, the Junior Executive will deal with any future misdemeanour.
- 60.8 The provisions of rule 57 are non-discretionary and may not be ignored or varied by agreement or unilateral decision by team managers or umpires.

GLOSSARY OF TERMS

Adverse weather/	Issues involving adverse weather, light, heat and/or	
Light/Heat/Lightning	lightning shall be administered and resolved in	
	accordance with rules 21, 22 and 23.	
Ago divisions		
Age divisions	ECA junior competitions are divided into U18, U16, U14,	
	U12 age divisions (rule 9.1) and U10 (rule 59.1).	
Age Level Manager	Responsibilities are laid down at para 86 of the ECA	
	Constitution.	
All out	For the purposes of determining a team's final score, a	
	team's innings is compulsorily closed when its wickets lost	
	and compulsory retirements total ten (rule 26.6	
	(Common) and rules 44.14 (U18/U16), 50.12 (U14), 56.17	
	(U12) and 59.5.4 (U10)).	
	For the purposes of averages:	
	 A team whose score contains one or more 	
	compulsory retirements is deemed to have lost only	
	the actual number of wickets fallen (rule 38.6).	
	A team with fewer than 11 players is deemed to have	
	lost ten wickets when that team is dismissed even	
	though fewer than ten wickets have fallen (rule 38.7).	
Averages (team)	See rule 38.5-7.	
Balls	Specifications for balls are laid down at rules 30	
	(Common), 44.10 (U18/U16), 50.8 (U14) 56.11 (U12A),	
	56.12 (U12B/C) and 59.4.1 (U10).	
Bowling spells	A bowling spell is a series of successive alternate overs	
. .	bowled by a single bowler. Bowlers shall bowl a	
	maximum spell of overs as per rules 44.22 (U18/U16),	
	50.20 (U14), 56.28 (U12) and 59.7.1 (U10).	
	A bowler may return to bowl only after at least as many	
	overs have been bowled from the end he/she bowled in	
	his/her previous spell.	
	Spell restrictions apply to each day's play and are not	
	'carried over' to the second day. Spell restrictions are	
	'carried over' lunch and drinks breaks (intervals).	

Card – Red, Yellow	Official ECA umpires may show red, yellow or green cards
and Green	as a result of team or player acts of 'serious
	misbehaviour' (qv) or 'unacceptable behaviour' (qv).
	Details are shown at Rule 33.
Compulsory closure	An innings is compulsorily closed for Team A when it has
compulsory closure	received its overs entitlement (rules 41.4.1, 42.3.1, and
	43.3.1 (U18/U16), rules 47.4.1, 48.3.1 and 49.3.1 (U14),
	rules 53.4.1, 54.3.1 and 55.3.1 (U12) and rule 59.5.1
	(U10)) or, in the case of delays or interruptions, when it
	has received its new overs entitlement (rules 41.4.2,
	42.3.1, and 43.3.1 (U18/U16), rules 47.4.2, 48.3.1 and
	49.3.1 (U14), and rules 53.4.2, 54.3.1 and 55.3.1 (U12).
	Team B's innings will end, if not previously dismissed or
	having declared, when it has received the same number
	of balls as were bowled to Team A.
	An innings will be compulsorily closed when a team's
	wickets lost and compulsory retirements total ten (rule
	26.6)
Compulsory	A batter is compulsorily retired when he/she reaches the
retirements	maximum individual score allowed under rules 44.11
	(U18/U16), 50.9 (U14), 56.14 (U12) or rule 59.6.1 (U10).
	A batter compulsorily retired will be shown as 'Retired –
	Not Out' in the scorebook and <i>MyCricket</i> . Compulsory
	retirements count with wickets lost for the purposes of
	determining compulsory closures (qv) in U16, U14, U12
	and U10 matches (rule 26.6).
Fielding restrictions	Fielding restrictions are laid down in the Laws of Cricket
	and rules 45.1-4 (U18/U16), 51.1-4 (U14), 57.1-4 (U12)
F - 11	and 60.1-3 (U10).
Follow on	The election by Team A to force Team B to bat its second
	innings immediately after its first innings where it fails to
	score at least 60 runs less than Team A's first innings total
	(rules 41.4.5 and 43.3.5 (U18/U16), rules 47.4.5 and
	49.3.5 (U14), and rules 53.4.5 and 55.3.5 (U12)).
Grades	Age divisions may be divided into A, B and C grades (rule
	9.1). For the purposes of rule 27.2, shield competitions
	within grades are deemed to be of equal standard.

Grade Manager	Responsibilities are laid down at para 87 of the ECA Constitution.
Heat	Play may not start/continue when the temperature
neut	exceeds the limits laid down at rule 21.
Helmets	The wearing of helmets by batters and wicket-keepers is
	mandatory for U18/U16 (rule 45.6), U14 (rule 51.6), U12
	(rule 57.6) and U10 (rule 60.5) players irrespective of the
	grade in which they play. U18/U16 fielders must wear
	helmets when they field in the restricted zone (rule 45.1).
Innings (team)	One team's turn to bat and score runs. An innings may be
	concluded when the team is all out, the innings is
	compulsorily closed, the team declares its innings closed
	or, in the case of Team B, if not dismissed, or having declared, when the same number of overs have been
	received as were bowled to Team A.
Innings (batter)	An individual's turn to bat and score runs. An innings may
initings (source)	be concluded when the batter is dismissed, the batter is
	voluntarily retired (qv) (or injured) or the batter is
	compulsorily retired (qv). If a batter who was voluntarily
	retired or retired hurt returns to the wicket, his/her
	innings continues. The innings in such circumstances
	does not start again.
Junior Section	Responsibilities are laid down at para 81 of the ECA
Administrator	Constitution.
Junior Executive	The affairs of the Junior Section are managed by a
	committee of management known as the Junior Executive
	(see paras 74-76 of the ECA Constitution). The principal appointment within a club with
Juniors Secretary/ Juniors Coordinator	The principal appointment within a club with responsibility to oversee/execute secretarial and
Juniors Coordinator	administrative functions (rule 4.1).
Laws of Cricket	See rule 18. The 2000 Code 5th Edition - 2013 is the most
	up-to-date version for use in all competitions and can be
	found at <u>www.lords.org/laws-and-spirit/laws-of-</u>
	cricket/laws/.
Lightning	Play must stop when lightning is in the vicinity (rule 22).
Loan of Players	See rule 26.8. The loan of player(s) is optional and should
	not be confused with the provision of substitutes which is
	obligatory (rule 26.9)
Match points	See rule 38.

Maximum bowling	Maximum bowling spells are laid down at rules 44.22
spells	(U18/U16), rule 50.20 (U14), rule 56.28 (U12) and rule
spens	
	59.7.1 (U10). (See also Bowling spells.)
MyCricket	Teams must lodge selected teams, match results (or
	confirm match results), player scores, and player scores
	(opposition dismissals) on the <i>MyCricket</i> website (rule 37)
	(<u>http://mycricket.cricket.com.au/</u>).
	Club responsibility for MyCricket input lies with the Team
	Manager (rule 4.4) and the Juniors Secretary or Juniors
	Coordinator (rule 37.1).
No balls and wides	Non-legitimate deliveries are prescribed at rules 44.16-20
	(U18/U16), 50.14-18 (U14), and 56.19-23 (U12A), 56.19-
	24 (U12B/C) and 59.7.3 and 59.7.4.1-6 (U10).
Over	An over consists of a maximum of eight deliveries
	(U12B/C) (rule 56.25) or six deliveries (U10) (rule 59.7.2).
	Overs in U18, U16, U14 and U12A matches are bowled in
	accordance with the Laws of Cricket.
Overs entitlement	The maximum number of overs a team may receive in its
	first innings under the provisions of rules 41.4.1, 42.3.1,
	and 43.3.1 (U18/U16), rules 47.4.1, 48.3.1 and 49.3.1
	(U14), rules 53.4.1, 54.3.1 and 55.3.1 (U12) and rule
	59.5.1 (U10)
New overs	The revised number of overs a team may receive in its
entitlement	first innings after a delay or an interruption in play under
	the provisions of rules 41.4.2, 41.4.6, 42.3.1/3, 42.3.4-5,
	43.3.1 and 43.3.7 (U18/U16), rules 47.4.2, 47.4.6,
	48.3.1/3, 48.3.4-5, 49.3.3 and 49.3.7 (U14) and rules
	53.4.2, 53.4.6, 54.3.1/3, 54.3.5-6, 55.3.1/3 and 55.3.6-7
	(U12)
Pitches and grounds	Defined boundaries are set at rule 44.6 (U18/U16), rule
	50.1 (U14), rule 56.3 (U12) and rule 59.3.1 (U10).
	The length of pitches for U18, U16, U14 and U12A/B is set
	by the Laws of Cricket.
	The lengths of pitches for U12C and U10 vary from the
	Laws of Cricket and are detailed at rules 56.5 (U12C) and
	59.3.3 (U10).

Popping crease	The white line marked on the pitch in front of each wicket, delineating the border between 'safe' and 'unsafe' territory for the batters when taking guard or running between wickets. It is also the line of demarcation behind which at least part of the bowler's front foot must land in order to bowl a legal delivery; also referred to as the 'batting crease' or simply as 'the crease'. On the line is 'unsafe' territory, behind the line is 'safe'.
Restrictions - batting	Batters are to be compulsorily retired in reaching individual scores per innings laid down at rules 44.11 (U18/U16), 50.9 (U14), 56.14 (U12) and 59.6.1 (U10) (and teams) will receive credit for all runs scored from the scoring stroke that takes them past the prescribed compulsory retiring score. (See also 'Compulsory retirements'.)
Restrictions -	Bowlers may bowl no more than the maximum number of
bowling	overs per innings prescribed at rules 44.21 (U18/U16), 50.19 (U14), 56.27 (U12) and 59.7.1 (U10).
Round	A 'round' is that group of matches scheduled to be played on any given Thursday-Friday-Saturday-Sunday period inclusive. The round includes scheduled matches that have been played in advance of, or later than, the fixtured date. This definition is specifically relevant to the interpretation of rules 26.10-11.
Scheduled finishing	The scheduled finishing times for the end of a day's play
time	('stumps') are laid down at rules 41.2.1, 42.1.1 and 43.1.1 (U18/U16), rules 47.2.1, 48.1.1 and 49.1.1 (U14) and rules 53.2.1, 54.1.1 and 55.1.1 (U12).
Serious	For the purposes of Rule 33, 'serious misbehaviour' is
misbehaviour	major dissent including the breaking of stumps, actual or
(Red Card)	threatened physical violence directed towards a player, umpire, official or spectator, serious abuse of a player, umpire, official or spectator or other serious unsporting behaviour in breach of the ECA Junior Section Code of
	Behaviour. (See Unacceptable misbehaviour)

Cubatitutes	Cas rules 2C 7 and 27 0, the provision of substitutes to
Substitutes	See rules 26.7 and 27.9: . the provision of substitutes to
	the opposing team is obligatory. See also <i>Loan of Players</i>
	(rule 26.8)
Team A	For the purposes of the rules, the team batting first is
	referred to as Team A.
Team B	For the purposes of the rules, the team batting second is
	referred to as Team B.
Team Manager	Each team shall have a team manager. Inter alia, a team
	manager's responsibilities may be found in rules 4, 5
	(Administration Rules) 24, 25, 31. 33 and 37 (Common
	Match Day Rules), rules 41, 42 and 43 (U18/U16), rules
	47, 48 and 49 (U14), rules 53, 54 and 55 (U12) and rule 59
	(U10) (Age Level Match Day Rules).
Teams	U16A, U14A and U12A teams may consist of 12 players
	and U18, U16B, U16C, U14B, U14C, U12B and C and U10
	teams may consist of a maximum of 15 players, all of
	whom may bat and/or bowl within the constraints of
	batting and bowling restrictions (qv). The team may field
	only 11 players at any time. When batting, a team may
	lose only ten wickets. A team's innings is compulsorily
	closed when its wickets lost and compulsory retirements
	total ten. (See rule 26)
Umpires – match	See rule 34
fees	
Umpires – club-	See rule 35
nominated umpires	
Umpires - finals	See rule 36
Unacceptable	For the purposes of Rule 33, 'unacceptable misbehaviour'
misbehaviour	is the making of audible obscenities, minor dissent, the
(Yellow Card)	throwing of equipment, aggressive or offensive language
	directed at an opponent or other unsporting behaviour in
	breach of the ECA Junior Section Code of Behaviour. (See
	Serious misbehaviour)
Voluntary	A batter may be voluntarily retired at any point of his/her
retirements	innings. The batter may return to bat, in rotation, later in
	the innings according to rules 44.13 (U18/U16), 50.11
	(U14), 56.16 (U12) and 59.6.1 (U10). (See also 'Innings
	(batter)'.)
L	

Working With	Victorian Legislation requires a Working With Children	
Children Check	Check (WWCC) as a mandatory minimum background	
(WWCC)	check of people who work or volunteer with child-related	
	work. Rule 5 reflects current Cricket Victoria policy.	

Note: This glossary is a guide only and the current Rules of the Junior Section of the Eastern Cricket Association in conjunction with the Laws of Cricket should be consulted in all cases when decisions are to be made.