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**Junior Intercity Rules**

**2024-25**

**1.1 FINANCIAL ZONES**

All zones must be affiliated and financial with the Wide Bay Cricket Inc.

**1.2 COMPETITIONS**

The zones will play in the following competitions- Under 12, Under 14 & Under 16

**1.3 QUALIFICATION OF PLAYERS**

1. A player shall be eligible to play in an under-age team provided his age, at the 31st August is under the aforesaid age group OR
2. A player may play down when the following conditions are met:
	1. *A written application is made to Wide Bay Cricket requesting same.*
	2. *Players Name, Date of Birth and a list of reasons are given.*
	3. *Wide Bay Cricket deem it suitable and in the best interests of the*

 *individual.*

1. Girls may play two years down from their actual age group.
2. Associations who have trouble filling a team can ask another association if they can supply/ assist with players. Once confirmed details must be provided to Junior Director of Coaching.
3. For a player to be eligible to play in a final they MUST have played in at least one of the round games.

**1.4 COMPETITION POINTS**

**Points will be allocated as follows:**

1. First innings win. 6 points. Plus incentive points.
2. First innings loss. 0 points. Plus incentive points.
3. Draw - no play due to wet weather 3 points
4. Forfeit (Maximum of the day, including incentives) MAX points
5. Bye 3 points

**Incentive points apply to both innings:**

* Incentive batting points on **ALL** runs scored 0.01 per run.
* Incentive bowling points on **ALL** wickets 0.25 per wicket

**1.5 FINALS**

1. Venue to be moved around each season as per the 4-year rotation below. If an association doesn’t have a team [only need 1] in the finals the next association on the rotation swaps place with that association.

Rotation:

Fraser Coast

South Burnett

Gympie

Bundaberg

1. If the finals are washed out before the match is constituted a game, (minimum of 15 overs per innings) then the Minor Premiers will be declared the winners and if the two teams are on equal points, they are declared joint winners. There is no reserve day if the first scheduled match commences.
2. A reserve day will only be scheduled [if dates are available] if the first scheduled final day is abandoned before the start of play.
	1. **DRINKS**
3. **Players must supply their own WATER BOTTLE and DRINKS** are to be taken **ON THE FIELD** and are restricted to five minutes. It is recommended that drinks are taken at overs 14 and 28 (Under 12) and overs 17 and 34 (Under 14 and 16).
4. Breaks are to be taken at regular intervals, but Umpires may agree to more frequent drinks breaks in very hot conditions. **During this break, team Coaches/Managers may converse with the whole team.**
5. **Coaches ONLY can talk to individual players on the boundary during the game.**
6. Only 12th man (team member) to administer drinks outside normal drinks period.
7. CA Heat Policy and the Heat Tool Risk Index tool that determines drinks breaks and potential game suspension will be used.

**1.7 SCORING**

Scoring will be in accordance with the latest guidelines as issued by Queensland Cricket and will include one Scorebook and one ipad. The home team shall be responsible for iPad scoring and the away zone shall be responsible for scorebook.

**1.8 LAWS OF CRICKET**

The laws of cricket as approved by Queensland Cricket shall be used in all cases not covered by the variations within this document.

**1.9 TROPHIES - Eligibility – To be eligible players need to play in 50% of available matches [washouts do not count].**

Premiers- Under 12, Under 14, Under 16

Player of the Final Under 12, Under 14, Under 16

~~Batting~~ Award Under 12 Under 14 Under 16

Bowling Award Under 12 Under 14 Under 16

Intercity Player of the Year Under 12, Under 14, Under 16

Representative Player of the Year Under 12, Under 13, Under 14, Under 15

Wide Bay Cricketer of the Year

**2. BEHAVIOUR AND DRESS**

* 1. **PLAYERS, PARENTS, MANAGERS OR ANY OTHER PARTY'S BEHAVIOUR**
1. Umpires/Managers/Coaches should intervene in cases of bad behaviour or offensive comments by players, parents, managers or any other party on and off the field.
2. Any incidents should be reported to Wide Bay Cricket as soon as possible.

**2.2 DRESS**

An umpire or member of the Wide Bay Cricket shall have the power to debar any player or official infringing this rule, from going on to the field.

(a) Players must play in white cricket pants, white playing shirt or coloured clothing kit. The entire team MUST wear either the white playing shirts OR the coloured clothing kits and shirts must be tucked in.

(b) Footwear to be predominantly white with sprigged footwear **preferred** when playing on turf.

(c) Hat wear shall be either the designated Zone cap or white cricket hat similar to wide brimmed hat. Caps are only to be worn with the peak shading the face.

 (e) Any person acting as an official on field during play must be appropriately attired including closed-in footwear, **no thongs.**

**3. BOWLING**

**3.1 WIDE BALLS**

(a) Wides shall be called to the umpires digression, however the return crease on the off side and the danger zone markings on the leg side shall be used as a guide.

 (b) When the ball lands on the synthetic turf matting, concrete or turf wicket and is called a wide, the normal rules of cricket apply. (ie. the batsman can be out "Hit Wicket, Stumped, Run Out or Obstructing the Field")

(c) A batsman cannot be bowled, or LBW from a ball pitching outside the dimensions of the pitch.

(d) All runs where the batsmen run on a wide delivery are counted, plus the penalty for the wide ball.

 For example: The bowler delivers a wide ball which the Umpire calls and the batsmen run once, then two (2) runs are scored. They are scored as wides (sundries) on the score sheet. Should the wide result in a boundary, five (5) wides will be scored.

1. Umpires to call "WIDE" should a bowler **persistently** bowl wide of leg stump.
2. For matches played on synthetic any ball that does not land on the pitch shall be called a No Ball then Dead Ball, ball is re-bowled.

**3.2 BALLS PER OVER**

1. For **Under 12,** an over shall consist of a **maximum** of **8 deliveries** or **6 fair deliveries** whichever comes first.
2. Normal rules of cricket apply to Under 14 and Under 16 age group. ie. 6 legal deliveries
3. Therefore, if the 8th ball is a wide or no ball the over is complete

**3.3 NO BALL - BALL PASSING ABOVE BATSMAN'S SHOULDER**

1. This rule applies to all age groups up to and including Under 16. The bowler will be allowed one [1] short pitched ball per over however a 2nd delivery that passes above the level of a batsman's shoulder standing upright at the popping crease shall be deemed to be a NO BALL. This ruling applies to all bowlers.

**3.4 NO BALL - FULL TOSS ABOVE THE WAIST**

1. Any full toss above the waist height of the batsman standing in an upright position at the popping crease is deemed to be a No Ball. This ruling applies to all bowlers.
2. **A bowler will receive one warning for a full toss above the waist that is deemed dangerous and if re-offends must be immediately removed from the attack for the remainder of the innings. This can only be enacted by the official, qualified umpire.**
3. There will be 1 run given for a No Ball.
4. Should a batsman hit a no ball and take 1 run, **2 runs are scored - 1 run is given to the batsmen and 1 run to the No Ball column (sundries).**
5. If a No Ball is called and the batsmen does **not** hit the ball, but still takes 1 run, 2 runs are scored - **1 to the No Ball column and 1 to the byes or leg-byes column depending on the umpire’s call. Should the umpire not signal anything other than the no ball, the run must be given to the batsmen**.

**3.5 NO BALL - MORE THAN 5 FIELDERS ON LEG SIDE**

1. A No Ball shall be called if more than five (5) fielders are on the leg side in all age groups.

**3.6 NO BALL - FIELDING WITHIN 10 METRE CIRCLE**

1. A No Ball shall be called if a fielder is within the 10 metre circle from the batsman before the ball is hit (unless age group allows so with protective equipment).

**3.7 NO BALL – LIMITATION OF FIELDERS BEHIND SQUARE**

1. At the instant of the bowler’s delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his person, whether grounded or in the air, is in front of this line.
2. In the event of infringement by the fielding side, the umpire at the striker’s end shall call and signal No ball.

**All No balls will constitute a free hit in all age groups.**

**3.8 MEDIUM AND FAST - PACE BOWLING RESTRICTIONS**

* ***In any restricted overs innings/match, the over limit for any bowler will be one-fifth of total scheduled overs i.e. at least five bowlers must be used if all scheduled overs are completed. Limits as per age still apply.***

**Under 12:**  4 overs per spell up to a maximum of **8 per day**

**Under 14:** 5 overs per spell up to a maximum of **10 per day**

**Under 16:** 6 overs per spell up to a maximum of **10 per day**

* **A medium fast- pace bowler is defined as one to whom the wicketkeeper would normally stand back to receive.**

For example:

(Under 16)

If a bowler bowls less than the maximum of 6 overs there are two scenarios.

The bowler may resume bowling at any time if the rest period is greater than 12 overs and be able to bowl up to a maximum of 6 overs [or what is left of their allocation of 10 overs].

If the rest period is less than 12 overs then the overs bowled in the original spell are added to the new spell. Example: Bowler bowls 4 overs and then is taken off for 6 overs and then comes back into the attack: the bowler can now only bowl a maximum of 2 overs, as 6 is the maximum in a spell.

The equivalent of twice the number of overs bowled must elapse before any bowler in all age groups may be permitted to bowl again. When the spell of bowling is split by a lunch break, then twice the number of overs as per the score sheet will apply.

3.9 SPINNERS

1. Spinners may bowl their full requirement of overs consecutively. (Maximum allocated for the innings)
2. **Under 12:**  8 overs per spell up to a maximum of **8 per day**
3. **Under 14:** 10 overs per spell up to a maximum of **10 per day**
4. **Under 16:** 10 overs per spell up to a maximum of **10 per day**

**4. FIELDING**

**4.1 MINIMUM FIELDING DISTANCE**

1. No junior cricketer is to field closer than 10 metres from the popping crease of batsmen on strike except in an area 90 degree on the offside from Point to Wicketkeeper for ages up to and including Under 14 year old players. These distances also apply when a junior cricketer is playing a higher age group.
2. For Under 15/16 players only, fielders are permitted within the 10 metre radius provided that they wear protective gear ie. a minimum of helmet and groin protector, but under no circumstances closer than 5 metres.
3. Infringement of this rule will be classed as a NO BALL.

**4.2 FIELDING RESTRICTIONS**

Under 12-

**40 Overs**

* Overs 1-8 no more than 2 fielders permitted outside the circle
* Overs 9-40 no more than 5 fielders permitted outside the circle

Under 14 & 16

**50 Overs**

* Overs 1-15 no more than 2 fielders permitted outside the circle
* Overs 16-50 inclusive no more than 5 fielders permitted outside the circle

**5. RULES FOR MATCHES OF ONE DAY DURATION**

**5.1 HOURS OF PLAY**

**Under 12 40 Overs**

Session 1 9am – 11.40am

Lunch 11.40am – 12.30am

Session 2 12.30pm – 3.10pm

**Under 14 & 16 50 Overs**

**Session 1** 9am - 12.20pm

Lunch 12.20pm – 1.00pm

**Session 2** 1.00pm – 4.20pm

Note: If the last wicket falls 30 minutes or more from the scheduled lunch break there will be a 10-minute change of innings. If the last wicket falls within 30 minutes, lunch is taken immediately.

**5.2 CONSTITUTION OF MATCH**

1. U14 & U16 – Each team must face a minimum of 15 overs.
2. U12 - Each team must face a minimum of 12 overs.
3. If time is lost, remaining overs are calculated on 4 minutes per over.
4. Duckworth Lewis and Stern will be used to calculated scores.

**6. CRICKET EQUIPMENT**

**6.1 BALLS (SIZES AND MAKES)**

(a) Kookaburra cricket balls are to be used in all competition games or ball of choice by WBC.

(b) For all matches in Under 12, a 4-piece PINK Kookaburra 142g leather Ball will be used.

(c) For Under 14 and Under 16, a 4-piece PINK Kookaburra 156g leather Ball will be used.

**6.2 PLAYERS PROTECTIVE EQUIPMENT**

(a) Batting - Batsman as a minimum to wear batting pads on both legs, batting gloves and groin protector. Wide Bay Cricket states that a batsman **must** always wear a protective helmet while batting.

(b) Wicketkeeping - All Wicketkeepers must wear regulation wicketkeeping pads, wicketkeeping gloves and groin protector when wicketkeeping.

1. Wicket-keeping –British standard helmets must be worn whilst wicket-keeping up to the stumps.

**7. END OF THE MATCH**

1. Games finish once a result has been reached
2. A 2nd game can be played if a match finishes early – number of overs determined by time available. No points for 2nd match.

**8.** **PLAYERS READY**

1. Coaches need to have players ready to take the field as soon as umpires take the field. ALL warm-ups/ team talks must be completed before the umpires take the field!

**9**. **REVERSE SWEEPS/ RAMP SHOTS**

 (a) these shots are NOT allowed in age division

1. If a player plays either of these shots the umpire shall immediately call and signal Dead Ball. The ball is not re-bowled.