

# BEARS

BAYSIDE EAST & REDLANDS  
CRICKET ASSOCIATION INC.



## Rules for the Conduct of Cricket 2015 – 2016



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# **BEARS Junior Cricket Association**

## **PREFACE**

Junior Cricket is organised to teach children and teenagers the skills and etiquette of the game as well as to engender the concepts of fair play and sportsmanship.

The latter aspects include:

Accepting the Umpires decision without dissent.

Abstaining from the use of foul language.

Not incommoding the batsman etc.

The beneficiaries of Junior Cricket are the entire Junior and teenage participants **REGARDLESS OF THEIR ABILITY**. This concept should be clear and foremost in the minds of adult supervisors.

The Laws of Cricket, the QCA Rules and BEARS Rules provide concise instructions for the organizers of Junior Cricket. Managers and Coaches must remember that the enclosed Rules may not appear to provide a solution for every situation. It is hoped that match officials can solve disputes in a quiet adult and amicable manner.



**In instances where no rule or regulation is written to cover the situation, the normal rules of Cricket are to apply.**

## **1 ZONE RULES and BY LAWS**

### **1.1 Membership**

All Districts must be affiliated and financial with the BEARS and the QJCA by the 31st October each season.

### **1.2 Zone Competitions**

- a. The Zone may provide cricket for players of age 17 and under in a Divisional format, providing that they are at school, with the 16 and 17 year olds being confined to the top two Divisions. The Zone shall determine the maximum Divisions for each competition. However the Districts will be responsible for organizing the Under 10, Under 11 and Under 12 competitions. This will be reviewed as required.
- b. The Zone shall be free to choose the type of competition played based on one-day or two-day games or a combination of these. The decision to play finals is at the discretion of the zone.

### **1.3 Registration of Players**

- a. Players must be registered with a Club, the District, the BEARS and the QJCA.
- b. Only registered players shall participate in District, BEARS and QJCA competitions.
- c. Player Registration

Before the completion of the first fixture in each season, each Club playing in the BEARS Competition must:

1. Lodge with BEARS the names and details of all registered players by electronic submission in MyCricket. Registrations must be updated as each player registers with the club
2. Lodge with BEARS the names and contact details of all registered officials by electronic submission in MyCricket. Lodgement must be before the completion of the first fixture. Registrations must be updated as each official registers with the club.

For non compliance with 1.3 c, the penalty for a team playing an unregistered player or a player under another name, will be loss of points for that match.



## 1.4 Qualification of Players

- a. A player is eligible to play in an under age team provided his age on 31st August, is under the aforesaid age group. Examples: Player is 15 on 31<sup>st</sup> August and is eligible to play under 16. Player turns 15 on or after 1<sup>st</sup> September is eligible to play under 15.
- b. Overage Players Clubs may, on the written application to the Association, request to play an older player in a lower age group on the basis that it may be detrimental to or dangerous for that player if they participated in their own age group. Clubs will be notified of the players granted permission to play under this rule so that all players can monitor the progress of the player and report to the Association if deemed necessary.
- c. Permission will also be granted in the exceptional circumstances of needing to make up the requisite numbers to form a team. In this case, overage players must not play in a division more than one division below that relevant to the player's age group. As per Rule 1.2.a, 16 and 17 year olds are restricted to the top two divisions. If more than 2 overage players are needed to make up a team, then the team must play up in a division relevant to the youngest overage player.

## 1.5 Grading of Teams

There usually are 8 Divisions before Christmas and 6 Divisions after Christmas. Clubs are to use the following guidelines to assist them in placing teams in the appropriate Divisions:

### Pre-Christmas Competition:

|                                 |                  |
|---------------------------------|------------------|
| U16 and above & U15 Rep Players | Division 1 and 2 |
| U15 and U14 Rep Players         | Division 3 and 4 |
| U14 and U13 Rep Players         | Division 5 and 6 |
| U13                             | Division 7 and 8 |

### Post Christmas:

|                                   |                  |
|-----------------------------------|------------------|
| U16 and above and U15 Rep Players | Division 1 and 2 |
| U15 and U14 Rep Players           | Division 2 and 3 |
| U14 and U13 Rep Players           | Division 4 and 5 |
| U13                               | Division 5 and 6 |

In any season, should the number of divisions vary from the above, then the BEARS Executive is to adjust the above guidelines accordingly for that season.

The above guidelines are not to be taken as meaning that a strong player or team cannot be placed in a higher division commensurate with their skill level.

Additionally, the above guidelines are not to be taken as preventing a weaker



player or team being placed in a lower division in which case the club must comply with the requirements of Rule 1.4.b & Rule 1.2.a.

## **1.6 Boundaries**

The maximum field boundaries will apply for matches played in the following age groups:

|                     |  |
|---------------------|--|
| Divisions 1 to 4    | 65 metres (note they will often play on senior grounds where boundaries are already marked.) |
| All other Divisions | 55 metres Normal Oval shape  |
| Under 11 and 12     | 45 metres Normal Oval shape  |
| Under 10            | 35 metres from batsman's wicket.   |

It is recommended that a measured length of rope or string be used to measure the boundaries. Boundaries are marked by drawing an arc at each stump end and the two arcs are connected by a straight line.

## **1.7 Umpiring**

**In all BEARS Premiership games there is to be no “On-field Coaching” by any person acting as an Umpire.**

Doubtful Bowling Action

- (i) a bowler whom the Umpire(s) consider to have a doubtful bowling action is not to be called.
- (ii) immediately the Umpire(s) consider a bowling action to be doubtful the Coach/Manager of the fielding team should be advised and an appropriate action taken.

## **2 BEHAVIOUR AND DRESS**

### **2.1 Player's Behaviour and Code of Behaviour**

1. Umpires/Managers/Coaches should intervene in cases of bad behaviour or offensive comments by players on or off the field. If such intervention does not settle the occurrence and if deemed necessary, they shall submit a written report on the details to the Secretary of the Zone and the responsible Committee on the Authorised Code of Behaviour Form.
2. If the Zone feels it cannot adjudicate on the occurrence, it shall submit a written report of the relevant details together with its recommendation to the responsible Committee for disciplinary action.
3. The Committee or BEARS may suspend a player from future play or otherwise deal with him or her at its discretion.



## 2.2 Dress

1. Shirts may be white or coloured. All players in the team must wear the same coloured shirt with the colour being approved by the Local Association. Trousers must be white and predominantly white sports shoes are to be worn. Footwear must be worn during matches. The Club or Association Logo only is to appear on the front of the shirt, and this is to be pocket size only. No Advertising is allowed on the front of the shirt. The rear of the shirt may carry advertising with no restrictions on size, provided the said advertising has the approval of the Local Association.
2. Club caps or white sun hats are preferred headwear and should be strongly encouraged.
3. Batsmen are to wear standard protective gear i.e. batting gloves, groin protector and batting pads. It is strongly recommended that for health reasons, each player provides their own groin protector and batting gloves.
4. Helmets complying with the relevant Australian standard (AS/NZS 4499:1197) must be worn by all players when batting or wicket keeping up to the stumps (within 1.5m). A complaint helmet is also required for close in fieldsmen as covered in Section 5.
5. Spiked shoes are compulsory for Division 1,2,3 & 4 Pre-Christmas and Divisions 1 & 2 Post-Christmas for all Turf Matches. All other Divisions are exempt from wearing spiked shoes even if a match is scheduled on Turf. Zone Representative players, are expected to wear spikes in representative games.

## 3 FITNESS OF THE GROUND

### 3.1 Ground Unfit for Play

1. Play should only be suspended when the conditions are so bad (including lightning) that it is unreasonable or dangerous to continue. A ground is unfit for play when it is so slippery so as to deprive batsmen or bowlers of a reasonable foothold, or the fieldsmen freedom of movement. **The safety of players at all times must be paramount.** Play should not be suspended merely because the grass is wet and the ball slippery.
2. The decision concerning the fitness of the ground, including pitch for play, must be made by a representative from each team and/or official umpires. In those cases when Club groundsman are concerned with ground preparation, the decision concerning ground fitness for play



should involve such representatives and/or official umpires and Club groundsman (if applicable). When a Club Groundsman has full control of the grounds his decision shall be final.

3. If team representatives, with their players in attendance, disagree regarding the fitness of grounds for play the present state continues, ie if play has not commenced and the representatives disagree, there will be no play. If play has been suspended because the ground is unfit for play, the team representatives must agree before play resumes. No time shall be added to the match to make up for lost time through rain.
4. If the grounds man or club responsible for preparing a ground declares the pitch or ground unplayable, as early as possible, the responsible club must notify the home team and the opposing team that the ground is unplayable. They also must notify the Chair of the BEARS Draw Committee by telephone that the ground is unplayable and that teams involved have been advised. In the event that a BEARS club is using a ground belonging to another BEARS or non BEARS club as home ground, that BEARS club is responsible to all other BEARS clubs for that ground and has the responsibility to determine if the ground is playable and to advise teams playing there, the ground is unplayable and to also advise the Chair of the BEARS Draw Committee.

## **4 BOWLING**

### **4.1 Wide Balls – Refer to Scorers Notes for scoring wides**

1. If the ball lands outside the concrete, it shall be deemed and called a wide after it has passed the striker's wicket. A batsman cannot score runs nor be dismissed except under normal rules of cricket.
2. Should a wide ball proceed past the wicket keeper to the boundary, the boundary shall be added to the initial penalty for the wide ball and scored as wides e.g. if the boundary is a 4, then 5 wides are scored. Likewise, should a wide ball proceed past the wicket keeper, any runs taken by the batsman shall be scored as wides and debited against the bowler, e.g.:
  - if one run is taken                      2 wides
  - if two runs are taken                    3 wides
  - if three runs are taken                 4 wides etc
3. When the ball lands on the concrete wicket and is called a Wide, the normal rules of cricket apply (ie the batsman can be out Hit Wicket, Stumped, Handles Ball or Run Out.)
4. Umpires shall be encouraged to call "WIDE" when a bowler persistently bowls wide of leg stump. As a guide for the umpire an imaginary dotted line shall be drawn 45 centimetres either side of the centre stump to





cater for left and right handed batsmen. A ball pitching outside the line of leg stump and continuing to move down the leg-side should be called a wide.

#### **4.2 Dead Ball - Non - Turf Wickets**

When the ball, having been properly delivered by the bowler, lands on the pitch and thereafter behaves so erratically that, in the opinion of the umpire, the behaviour is not due to the bowler's technique, the delivery shall be declared **DEAD** and not counted in the over. (E.g. The ball strikes a hidden join in the concrete wicket producing a delivery that shoots along the deck etc)

No runs can be scored and no batsman can be dismissed from such a ball.

#### **4.3 Balls per Over**

For all Divisions an over shall be played under Normal Cricket Rules (maximum of 8 ball overs). For

Under 10, 11 and Under 12, rules are covered in Special Rules distributed by the Districts (see Clause 12).

#### **4.4 Dangerous Deliveries**

1. Any fast short-pitched delivery reaching the batsman above shoulder height, or any fast full-pitched delivery reaching the batsman above waist height, when in an upright position, shall be called "NO BALL" in all Divisions, and can be called by either umpire. A fast delivery is a delivery to which a wicketkeeper would normally stand back to receive, in the opinion of the umpire.
2. Any full pitched slow delivery reaching the batsman above shoulder height, when in an upright position, shall be called "NO BALL" in all Divisions, and can be called by either umpire.
3. If the ball bounces more than twice on the batting pitch or stops before reaching the popping crease at the strikers end or does not rise, it shall be called "NO BALL"
4. Scoring Runs from a "No Ball". A No Ball shall result in one (1) penalty run being recorded in the sundries. If the batsman strikes the ball, any runs from the bat will be credited to the batsman in addition to the penalty runs in the sundries. Likewise if the batsman runs any byes or leg-byes off a no ball they will be recorded in the appropriate sundries column in addition to the penalty runs for the "no ball"



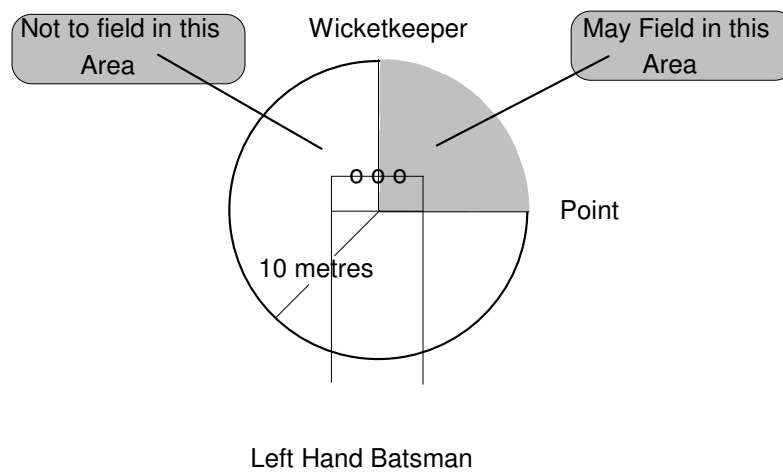
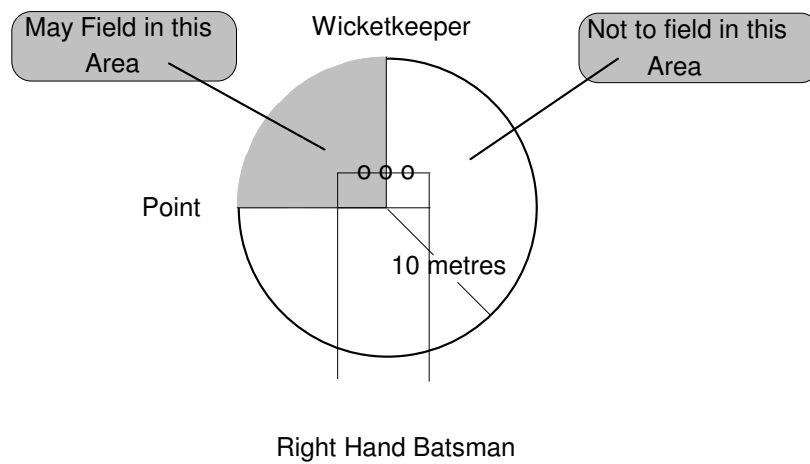
E.g.

| <u>EVENT</u>  | <u>RUNS SCORED</u> | <u>SCOREBOOK ENTRY</u>  |
|---|--------------------|---|
| a. No ball bowled; no stroke and no run                         | 1 run              | 1 in sundries, against bowler   |
| b. No ball bowled, hit and 2 runs from stroke.                  | 3 runs             | 1 in sundries, 2 to the batsman (3 in total to score) all against bowler. |
| c. No ball bowled , misses bat but hits pad, goes for 1 leg bye | 2 runs             | 1 in sundries against bowler, plus 1 in leg bye sundries                  |

## 5 FIELDING

### 5.1 Minimum Fielding Distance

1. No junior cricketer is to field closer than 10 metres from the popping crease of the batsmen on strike except in an area 90 degrees on the offside from Point to Wicket keeper for Divisions 3 and lower. For Divisions 1 and 2 fielders may come within 10 metres but not closer than 5 metres provided they wear protective gear: i.e. a minimum of a helmet and a groin protector. (Also see Section 2.2.4)
2. If this rule is contravened a **NO BALL** shall be called.



## 5.2 Maximum Fielders Leg Side

In all divisions no more than five (5) fielders are allowed on the leg side at the instant of delivery, with not more than two fielders behind the popping crease. If this rule is contravened a NO BALL shall be called.

## 5.3 Wicketkeepers

While standing up at the stumps (within 1.5m) wicketkeepers **MUST** wear a helmet complying with the relevant Australian standard (AS/NZS 4499:1197). When not in use the helmet is to be placed behind the wicketkeeper.



## **6 PROTESTS**

**(Other than Code of Behaviour - See Rule 2.1)**

- 1 The protesting club shall report in writing to the Association, with a copy to the other Club involved, no later than 5 days after the completion of the match concerned. The outcome of any dispute may result in loss of points.**
2. Umpires, badged or not, who have not been officially appointed to stand in the match, do so under the direction of the team management they represent. Matters of concern to them under this rule, must be directed to that team management and then to the Club for handling under rule 6.1 as above.

## **7 PUBLICATION OF RESULTS**

**The Sunday Mail no longer will be publishing results so calling the Sunday Mail is not a requirement anymore.**

For publication in the weekend press, all Zone Clubs will be responsible for notifying the **SUNDAY MAIL on 1300-304020**. The side batting first on the first day is responsible for notification on the first day of a two-day match and the side winning the game will notify the results on the second day. (Districts are able to make their own arrangements for reporting in the local media).

For one-day matches, the winning side will be responsible for notifying the results.

## **8 MATERIALS**

- 1 All teams shall use 78.7 cm (or 31") stumps, without metal tips and ferules. The use of metal tip stumps is banned. Penalties do exist - refer to local by-laws.
- 2 A 4 piece Kookaburra leather ball shall be used for all Division 1 matches. For all other divisions, a two piece BEARs crested Kookaburra leather ball shall be used in all matches. Penalties, loss of points, will apply for non-use.
- 3 The fielding team will use a new ball in the 1<sup>st</sup> innings of a match, but may elect not to use a new ball in the 2<sup>nd</sup> innings of the batting team. A used ball can be taken, however once the innings has commenced, the same ball must be used throughout the innings. In the event of a lost ball, a similar ball to the one lost must be used.
- 4 A 140/142-gram ball only to be used in all competition matches up to Under 12. A 156-gram ball is to be used in all Divisions.



## **9 SCOREBOOKS AND RECORDS**

### **9.1 Scorebooks**

Each Manager should ensure that a score book is accurately kept. The QJC recommended scorebook is EasyScore. When the game is concluded each Manager is to sign the opposing team's scorebook to ensure agreement on the result.

Wides and No Balls are to be included in the runs scored against the bowler.

### **9.2 Results**

- a Results and the full score sheets, are to be recorded in MyCricket no later than the Wednesday following the completion of the match. The results also are to be confirmed by the opposing team by this date.
- b For the non-entering of results in MyCricket the Zone will deduct points obtained from the match by the team or teams breaching 9.2a above.
- c The determining of finalists shall be based on points recorded in MyCricket over the previous rounds.
- d A player's eligibility to play finals shall be determined according to team lists, results & statistics entered into MyCricket (See Section 12.6.1)

## **10 RULES FOR TWO DAY GAMES**

### **10.1 Hours of Play**

1. Matches will be played on two consecutive fixture days. Local by-laws must be adhered to.
2. Such matches will commence at 8.00 am and **conclude no later** than 11.30 am.
3. If play does not commence on the first day, then the second day will be played as a one day game (refer to Section 11).
4. Alteration of playing hours or days must be submitted to the Zone or Committee for approval, prior to the commencement of the game.



## **10.2 Duration of Innings**

1. The duration of the first innings for each team shall be 50 overs in each Division, or 3<sup>1</sup>/<sub>2</sub> hours whichever occurs first (a normal days play). Under 11's and 12's will play Quarters cricket changing every 25 overs. All other rules re batting and bowling will apply.
2. If the team batting first is dismissed in less than 50 overs, or if the 50 overs are completed with time to spare the fielding team shall be required to bat on the first day, if time permits, after allowing a 10 minute break between innings. The days play is to finish at the agreed finishing time (refer Rule 10.4).
3. The second innings, provided time permits, shall be played to an 11.30 am finish. In the second innings there is no limit on the total number of overs but normal individual restrictions apply.
4. The game is completed immediately an outright result is achieved

## **10.3 Penalty Runs**

1. Subject to Rule (Fitness of Ground), the fielding team is expected to bowl 50 overs in 3<sup>1</sup>/<sub>2</sub> hours play. Failure to meet this requirement will result in the batting team being awarded penalty runs (added to the sundries), the penalty being one run for each ball not bowled.
2. Recent changes to the Laws of Cricket have introduced 5 run penalties for unsportsmanlike behaviour and other offences. The BEARS committee has decided not to adopt these penalties.

## **10.4 Forfeits and Time Adjustments**

Should any team be unable to commence play within 15 minutes after the scheduled starting time, a forfeit may be claimed by the non-offending side. The waiting Manager only may suggest a time adjustment, so that a game can be played. A decision to make the time adjustment must be made prior to the start of play for that day and shall not be altered after play commences.



### 10.5 Time Lost on First Day

- due to adverse weather conditions or interruptions to play through players injuries.

1. If play commences and less than 45 overs have been completed, the first innings of each team will be shortened so that the same number of overs is bowled to each team. The first innings of each team will be limited to the number of completed overs on the first day, plus 50 divided by 2 and rounded up. (e.g. If the team batting first on the first day only faces 36 overs because of the weather. At the start of the 2<sup>nd</sup> day, the two managers will add the 36 + 50 to get a total number of 86 overs, to be shared between the two teams ie 43 each. The first team will then resume its first innings until the completion of their 43rd over, and then the 2<sup>nd</sup> team will bat for 43 overs.)
2. If play commences and more than 45 overs but less than 50 overs have been bowled to the team batting first because of time lost due to adverse weather conditions (providing that team is not out at the conclusion of the days play) the innings shall be deemed to have been completed and the team batting second cannot receive for its first innings any more overs than that bowled to the opposition.
3. Time lost on the second Saturday. If the weather sufficiently interrupts play on the 2<sup>nd</sup> day of play that a result cannot be obtained within the normal guidelines or by an agreement with the coaches the game shall be a draw.

### 10.6 Batting

Any Under 12 to Division 1 batsman **must be** retired when he/she has faced a maximum number of deliveries applicable to his/her age group. A **NO BALL** is considered to be a ball faced.

|                     |                             |
|---------------------|-----------------------------|
| Under 12            | 60 balls (Excluding Wides)  |
| All other Divisions | 75 balls (Excluding Wides)  |
| Divisions 1 and 2   | 100 balls (Excluding Wides) |

Any batsman **may** be retired not out when he/she has faced a minimum of 30 balls (excluding wides).

Any not out batsman so retired may resume his/her innings in order of retirement, once all other players have been dismissed or retired. There are no restrictions on the number of runs a player may score. This Rule is to apply to both first and second innings.

**NOTE:** This Rule is in vogue to provide **MAXIMUM** participation for all players, so **COMMON SENSE AND SPORTSMANSHIP** are to prevail.



## 10.7 Bowling

In all age groups no bowler may bowl more than one-fifth (1/5) of the total overs allowed (e.g. 10 overs in a 50 over match or 8 overs in a match shortened to 40 overs). The maximum number of overs to be bowled by a **fast or medium pace bowler** in one spell is as follows.

**Under 12 bowlers to bowl a maximum of 4 overs per spell.**

**Under 13 bowlers to bowl a maximum of 4 overs per spell.**

**Under 14 bowlers to bowl a maximum of 5 overs per spell.**

**Under 15, 16\17 bowlers to bowl a maximum of 6 overs per spell.**

The equivalent of **equal** the number of overs bowled from both ends during that spell must lapse before that bowler is permitted to bowl again. However where a bowler in the middle of his allotted spell advises the Umpire and the opposing captain that he wishes to change ends he will be allowed to do so provided that he takes the next available over under the laws of Cricket, from the other end and the continued spell shall not exceed the amount set out above, eg., If a bowler bowls 4 overs in a spell, then he must wait 8 overs before he can bowl again.

At the commencement of the second days play in a two day game, a bowler is deemed not to be commencing his/her spell of bowling, even if that bowler was bowling at the conclusion of the first days play. (ie if an Under 14 bowler completes 4 overs on the first day, he is only entitled to bowl one additional over on day 2 to fulfil a maximum of 5 overs straight at the commencement of day 2. Then there must be the equivalent of 10 overs before he/she can bowl again).

A slow or spin bowler is **not subject** to the maximum overs per spell conditions above. A slow or spin bowler is defined as a bowler to whom the wicketkeeper stands up at the stumps (within 1.5m). If a bowler changes from fast or medium pace to slow or spin, or, from slow or spin to fast or medium pace at any stage, they are restricted to the maximum overs per spell as set out above for fast or medium pace bowlers.

## 10.8 A Team

- a. The minimum number of players deemed necessary to constitute a team in each innings shall be 7 players and an official all present on the day.
- b. Teams may bat 12 players, but only field 11 players at any one time. The innings will close on the fall of the 10<sup>th</sup> wicket. As it will be necessary to retire a batsmen to let the 12-player bat, retirements will not be classed as a fall of a wicket.

## 10.9 Intervals





- a. An interval not exceeding 10 minutes will be allowed between innings. Players shall be on the field ready to start at the conclusion of the 10-minute period.
- b. A drink interval not exceeding 3 minutes will be allowed at the completion of each hours play ( in the case of the U10 and U11 it will be after each period of 45 minutes) , or at the discretion of the Managers. **The welfare of the players must always be the primary consideration in exercising this rule.**

### **10.10 Follow-on**

A lead of 75 runs will be required to enforce the follow on.

### **10.11 New Players**

A team may substitute two players on the second day of a two-day match all age groups. A Team playing in a BEARS Division may substitute a maximum of two players who can bat and bowl on the second day of a two day match provided that they are named as substitutes and written in the scorebook on the first day of that match (to be written as no. 11 Smith/Jones and no. 12 Black/White). In cases of illness or injury, players may be substituted for week 2 from a lower Division up to a maximum of two players.

### **10.12 Team Players Names**

The team Manager shall, before the start of play on the first morning, present to the opposing Coach or Manager, a list of players set down to play in that game including the names of two substitutes if these are to be used on the second day. Names are to be in the scorebook by the end of the first days play and must include ages as at 1<sup>st</sup> September of the current year.

### **10.13 Points Score for Games** **(Not applicable to the Under 10 - U12 Competitions)**

- a. the Draw Committee shall arrange for a competition programme at the beginning of each season in respect of the days available for competition play.
- b. **Match points shall be allotted as follows:**

|       | <b>Basis</b>                                       | <b>Points</b> |
|-------|--|---------------|
| (i)   | Win on first innings and subsequent outright win   | 14            |
| (ii)  | Loss on first innings and subsequent outright win  | 8             |
| (iii) | Win on first innings and subsequent outright loss  | 6             |
| (iv)  | Loss on first innings and subsequent outright loss | 0             |
| (v)   | Win on first innings and no further result -       |               |
|       | - two day match                                    | 10            |



|  |  |    |
|--|--|----|
|  | - win in a one day match                                   | 7  |
| (vi)   | Loss on first innings and no further result                | 0  |
| (vii)  | Drawn match  | 5  |
| (viii)   | Abandoned match being a match in which no play takes place | 4  |
| (ix)   | Bye  | 4  |
| (x)  | Tie on first innings and subsequent outright win           | 9  |
| (xi)   | Tie on first innings                                       |    |
|  | - two day match  | 5  |
|  | - one day match  | 4  |
| (xii)  | Tie on first innings and subsequent outright loss          | 5  |
| (xiii)   | Tie on first innings and subsequent outright tie           | 7  |
| <b>Note: the result of a match shall be a tie on the first innings when the scores are equal at the conclusion of the first innings, but only if the side batting second has completed its first innings by loss of all wickets.</b> |  |    |
| (xiv)  | Win on first innings and subsequent outright tie           | 11 |
| (xv)   | Loss on first innings and subsequent outright tie          | 3  |

- c Incentive points shall be allotted in addition to the above match points for both first and second innings as follows:
- Batting - 0.01 point for each run scored  
Bowling - 0.25 point for each wicket taken
- d Any team on receiving a forfeit in a match shall be awarded the maximum number of points (match and incentive) gained by any team of the same grade in the same round of matches
- e A team which forfeits a match does not receive any points.
- f In the event that a two day game ends up being played as a one day game, the one day points score system applies. (Each team must have faced a minimum of 15 overs.)
- e If play commences on first day - game is played as a two day game.



## **11 ONE DAY GAMES**

### **11.1 Hours of Play**

Matches to commence at 8:00am and to conclude at no later than 11:30am.

### **11.2 A Team**

The minimum number of players deemed necessary to constitute a team shall be 7 players and an official, all present on the day.

### **11.3 Number of Innings**

All matches are of one innings only.

### **11.4 Number of Overs**

- a For all Divisions, the innings of the side batting first must not continue past 9.40a.m. or 25 overs whichever is the sooner.
- b After allowing a maximum of 10 minutes break between innings (refer Rule 10.9a re intervals), this leaves 1 hour 40 minutes per team.
- c If the team fielding first fails to bowl its allotted maximum overs by 9.40 am, the innings of each team shall be shortened to that number actually bowled and the same number of overs will be bowled to each team.
- d Maximum number of overs per bowler shall be 4 in the innings.
- e A drink interval as per Rule 10.9b would **not normally** be expected in any one day games, but can be taken at the discretion of the team representatives.

### **11.5 Batting**

In all Divisions/age groups, batsman to face a minimum of 30 balls and a maximum of 50 balls before retiring.

### **11.6 Result of Matches**

- a. The game is completed immediately after the team batting second either passes the other team's score or is bowled out.



- b. If the team bowling second fails to bowl the same number of overs as it received - Penalty Runs Rule will apply (refer Rule 10.3).
- c. Scores must be recorded at the completion of the 15th over and each succeeding over thereafter.

### **11.7 Matches - Delayed Start**

To ensure that play ceases within the required time limit, it may be necessary, in cases where matches do not start on time, to deduct 2 overs for every six minutes delay (or part thereof) from the 50 overs to be bowled. This number is halved to give the number of overs to be bowled by each team. Team Managers are to agree on this total before play commences.

### **11.8 Matches - Delays During Play**

- a. In case of delays during a match because of rain, at least 15 overs must be bowled by each team so that a result may be obtained.
- b. A result will be calculated on the state of each batting team as at the maximum number of overs faced, provided that maximum is equal for both teams.

**Example:** Team A bats for 25 overs, Team B only manages 22 overs because of rain, the team totals as at over number 22 are compared and a result obtained.

### **11.9 Type of Ball**

Refer to Rule 8.2 and 8.4.

### **11.10 Point Score for One Day Games**

- a. See Rule 10.13.
- b. Bonus points apply in one day games.
- c. **NO** outright decisions in one day games.



## 12 RULES FOR TWO DAY GAMES – Finals

***Finals are generally only played by Divisions 1 & 2 or as determined by the zone (refer to section 1.2)***

***All general playing conditions are the same as a normal Two Day Game (Section 10) except as outline here.***

### 12.1 Duration of Innings

1. Such matches will commence at 8.00 am and **conclude no later** than 11.30 am. (Players are expected to warm-up and take the field early allowing for the first ball to be bowled at 8:00 am)
2. The **initial minimum** number of overs to be bowled shall be **55**. (This means a team will need to bowl 16 overs minimum per hour or an average of 3.75 mins / over)
3. A drink break of two minutes duration should be taken each hour of play. All drink breaks are to be taken on the field and players must not leave the field during this time.
4. No compulsory close of innings. An innings will close when all batsmen are dismissed or a declaration is made. (e.g. The team batting first could bat for 55 overs on day one and continue batting into day 2 before declaring)
5. If the team batting first is dismissed or a declaration is made, the fielding team shall be required to bat on the first day, if time permits, after allowing a 10 minute break between innings.
6. When an innings ends and a new innings is to commence before the schedule finishing time, the minimum number of overs remaining to be bowled shall be determined by dividing the time remaining for play by 4 minutes. A 10 minute break for change of innings will be allowed.

### 12.2 Time Lost

1. If playing time is lost for other reasons, namely unfit ground, weather or light, or a player leaving the field due to serious injury, the initial minimum number of overs shall be determined by dividing the time remaining for play by 4 minutes
2. If no play is possible on the first day of a match, a One Day game shall be played on the 2<sup>nd</sup> day as per Section 11
3. Umpires shall encourage a minimum over rate of 16 overs per hour and will promptly dealing with all attempts to waste time.



### **12.3 Penalty Runs**

1. Should the minimum number of overs not be bowled the batting team shall be awarded penalty runs (added to the sundries), the penalty being one run for each ball not bowled.

### **12.4 Batting**

A Batsman **must** be retired at the end of the over when he/she scores 100 runs.

Any not out batsman so retired may resume his/her innings in order of retirement, once all other players have been dismissed or retired.

### **12.5 Bowling**

All bowling restrictions as outlined in Section 10.7 still apply.

### **12.6 Players**

1. To be eligible to play in the finals, a player must have played in at least 50% of the fixture matches during the current competition. (See Section 9.2.d)
2. If a club wishes to seek an exception from 12.6.1, an application in writing must be submitted to the BEARS Secretary by the Wednesday before the first day of the final.

### **12.7 Determination of Premiers**

3. The team securing either an outright or first innings win (with no further result) shall be declared premiers. A Tie on the first innings with no further result is merely a draw for this purpose. If the game is drawn, or abandoned, then the team leading on points at the end of the fixtures shall be declared premiers.
4. If the outright result is a tie, then Joint Premiers shall be declared.



### **13 ELECTRICAL STORMS**

(The 30/30 Rule) If thunder follows a lightning flash by thirty (30) seconds or less, play must cease immediately. Players and officials must leave the field immediately and must not return until thirty (30) minutes after the initial lightning flash. If during the suspension of play thunder follows a lightning flash by thirty (30) seconds or less, the thirty (30) minute suspension period is to recommence.

### **14 UNDER 11 - SPECIAL RULES**

The under 11 rules will be controlled by the respective Districts organizing the games.

### **15 UNDER 10 - SPECIAL RULES**

The under 10 rules will be controlled by the respective Districts organizing the games.

## **CONCLUSION**

It is stressed that when a rule does not seem to cover a particular situation, then common sense and a decision within the spirit of the game should always be made.

The BEARS welcomes constructive input and encourages such feedback on these rules through the respective Zones.

We believe that Junior Cricket is now entering a new era in Queensland and hope you, as a parent or coach, can assist us make each season a progressive and enjoyable one for your children to participate in.

Further to this, we encourage parental participation by becoming involved with scoring, umpiring and getting to know the rules of cricket.

We wish you a most enjoyable season.