

BEARS

BAYSIDE EAST & REDLANDS
CRICKET ASSOCIATION INC.



Rules for the Conduct of Cricket 2020 – 2021



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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.

COVID RULES FOR 2020-21 SEASON ALL DIVS AND CA STAGE 2 FORMATS

Refer CA Website

- 1) *NEW* - Return to Playing – Playing Conditions & Enforcement Options

<https://www.community.cricket.com.au/clubs/covid-19/-/media/4B6C8A1D08CB4BF6877F264FC580F917.ashx>

- 2) *NEW* - Return to Playing – Practical Guidelines

<https://www.community.cricket.com.au/clubs/covid-19/-/media/B763BDD5999344A8A8FDF7C5DFB05D6B.ashx>

In particular:

- The bowler may place his hat behind the wicketkeeper OR bowlers end run up in line with the stumps. If the ball in play hits the hat there shall be no penalty awarded and the ball shall immediately be declared dead (ie no runs other than those scored and no wicket can be taken).
- There is to be no shining of the ball. If a player is seen doing this they shall receive a warning. If caught again they shall be prohibited from bowling for the rest of the innings and the team shall incur a 5 run penalty (for each infringement).

- 3) Return to Playing - One Page Checklist

<https://www.community.cricket.com.au/clubs/covid-19/-/media/C3B9C750237440CFA7FEE57E6337B6DE.ashx>

In instances where no rule or regulation is written to cover the situation, the normal Laws of Cricket are to apply (2017 Code 2nd Edition 2019).

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 with the 16 and 17 year olds being confined to the top six Divisions. The Zone shall determine the maximum Divisions for each competition. There shall also be an CA Stage 2. 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:

- a) 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.
- b) 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.

Divisions 1 to 4

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 31st August and is eligible to play under 16. Player turns 15 on or after 1st 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 six 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 15 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, U14 Rep Players	Division 1, 2 and 3
U15 and U14, U13 Rep Players	Division 4, to 8
U14 and U13 Players	Division 9 to 14
U13 and U12 Players	Lower Divs or CA Stage 2

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	Lower Divs or CA Stage 2

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 CA Stage 2	55 metres Normal Oval shape Refer appendix in relation to CA Stage 2 rules
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 divisional matches there is to be no "On-field Coaching" by any person acting as an Umpire.

Doubtful Bowling Action

- a) a bowler whom the Umpire(s) consider to have a doubtful bowling action is not to be called.
- b) 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

- a) 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.
- b) 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.
- c) The Committee or BEARS may suspend a player from future play or otherwise deal with him or her at its discretion.

2.2 Dress

- a) Shirts may be white or coloured. All players in the team must wear the same coloured shirt with the colour being approved by the 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 Association.
- b) Club caps or white sun hats are preferred headwear and should be strongly encouraged.
- c) 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.
- d) Helmets – must be worn in accordance with the BEARS Helmet Policy (available on the website with a copy at the end of these Rules). A complaint helmet is also required for close in fieldsmen as covered in Section 5.
- e) 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

- a) 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.
- b) 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. 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.

- c) 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

- a) 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
- b) 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.)
- c) 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 No Balls

The laws of cricket in relation to no balls shall apply for:

- a) Law 21.7 Ball bouncing more than once, rolling along the ground or pitching off the pitch
 - The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker, bounces more than once or rolls along the ground before it reaches the popping creaseor
 - pitches wholly or partially off the pitch before it reaches the line of the striker's wicket. When a non-turf pitch is being used, this will apply to any ball that wholly or partially pitches off the artificial surface.

As such, if the ball lands outside the concrete (or off the pitch), it shall be deemed and called a No Ball. A batsman can score runs but may only be dismissed under normal rules of cricket for a no ball (ie can't be caught, stumped etc).
- b) Law 21.10 Ball bouncing over head height of striker

- The umpire shall call and signal No ball for any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the popping crease.

SHALL BE REPLACED WITH

Ball bouncing over shoulder height of striker

- The umpire shall call and signal No ball for any delivery which, after pitching, passes or would have passed over **shoulder** height of the striker standing upright at the popping crease.

- c) Law 21.16 Bowler breaking wicket in delivering ball shall apply.

Either umpire shall call and signal No ball if the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his/her person and breaks the wicket.

- d) Law 41.16 (Non-striker leaving his/her ground early) shall only apply where the captain of the side has informed the umpire that the non striker has left his crease prior to when the bowler would usually deliver the ball. If the umpire agrees, he will notify the other umpire and both batsman (and all incoming batsman) that they may be dismissed under law 41.16. If the umpire is not in agreement, no initial warning shall be given and batsmen can not be out under this Law.

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.

EVENT	RUNS SCORED	SCOREBOOK ENTRY
No ball bowled; no stroke and no run	1 run	1 in sundries, against bowler
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.
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

4.3 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.

Note: where the ball bounces wholly or partially off the artificial pitch, it shall be a No Ball in accordance with 4.3 above. However, where the ball deviates substantially such that the wicket keeper is not fairly able to stop the ball, the ball shall be treated as a dead ball. This should only be used when the batsman has not hit the ball (with bat or ball) and it would be unjust for the fielding side for it not to be a dead ball. For example, without the deviation from the corner of the pitch (either the concrete, grass touching the pitch, or synthetic

grass) there would have been a reasonable expectation that the ball would have been able to be stopped without additional runs being scored.

4.4 Balls per Over

For all Divisions and CA Stage 2 an over shall be played under Normal Cricket Rules (maximum of 8 ball overs, 6 legal deliveries or 8 deliveries including Wides and No Balls, whichever occurs first).

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

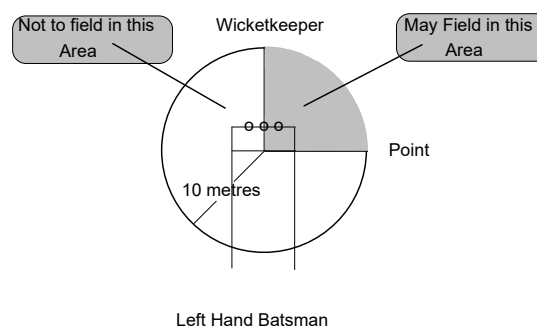
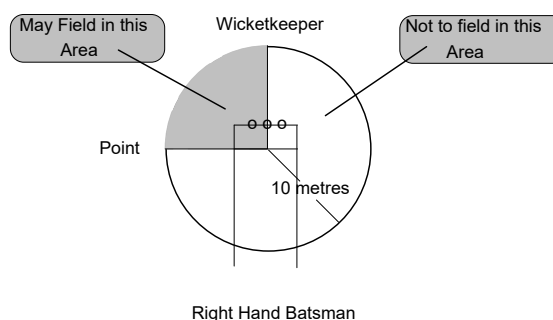
4.5 Dangerous Deliveries

- As per 4.3 above, any ball that has pitched and bounces over shoulder height is a No Ball.
- Law 41.6.1 shall apply:
The bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him/her. The fact that the striker is wearing protective equipment shall be disregarded.
- Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall also apply:
Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is unfair. Whenever such a delivery is bowled, the umpire shall call and signal No ball. **This applies to all bowlers (fast or slow).**

5 FIELDING

5.1 Minimum Fielding Distance

- 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(d))
- 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

Wicketkeepers **MUST** wear a helmet in accordance with the BEARS helmet policy.

6 PROTESTS

(Other than Code of Behaviour - See Rule 2.1)

- a) 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.
- b) 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(a) 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

- a) 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.
- b) A 156-gram 4 piece Kookaburra leather ball shall be used for all Division 1 matches. For all other divisions, a 156-gram two piece BEARS crested Kookaburra leather ball shall be used in all matches. Penalties, loss of points, will apply for non-use.
- c) The fielding team will use a new ball in the 1st innings of a match, but may elect not to use a new ball in the 2nd innings of the batting team.
- d) 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.
- e) A 140/142-gram ball only to be used in all competition matches up to CA Stage 2.

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 official home team's scorebook to ensure agreement on the result.

In recognition of the use of the MyCricket App, it is a requirement that at least one scorebook must be used, and, the team to use the scorebook, is to be the home team. The home team may use the MyCricket App if it wishes (and shall have the rights for live scoring), however, it must only be in addition to the scorebook. The scorebook is to be the official record of the game.

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

(Divisions excluding CA Stage 2)

10.1 Hours of Play

- a) Matches will be played on two consecutive fixture days. Local by-laws must be adhered to.
- b) Such matches will commence at 8.00 am and **conclude no later** than 11.30 am.
- c) 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).
- d) 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

- a) The duration of the first innings for each team shall be 50 overs in each Division, or 3¹/₂ hours whichever occurs first (a normal days play).
- b) 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).
- c) 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.
- d) The game is completed immediately an outright result is achieved.

10.3 Penalty Runs

- a) Subject to Rule (Fitness of Ground), the fielding team is expected to bowl 50 overs in 3¹/₂ 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.
- b) 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)

- a) 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 2nd 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 2nd team will bat for 43 overs.)
- b) 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.
- c) Time lost on the second Saturday. If the weather sufficiently interrupts play on the 2nd 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 CA Stage 2 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.

CA Stage 2	Refer Appendix for rules
All other Divisions (ex 1 & 2)	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.

In addition, should a batsman score 100, they shall be retired at the end of the over. This shall not apply if they have previously retired in in the innings and returned (other than retired hurt).

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 & 13 bowlers to bowl a maximum of 4 overs per spell (with a maximum of 8 overs per day)

Under 14 & 15 bowlers to bowl a maximum of 5 overs per spell (with a maximum of 12 overs per day)

Under 16 & 17 bowlers to bowl a maximum of 6 overs per spell (with a maximum of 16 overs per day).

These maximum overs apply based on the bowlers age and not the competition being played. For example, an u12 or u13 cricketer playing in divisional cricket is limited to 4 overs per spell. This is based on the players DOB.

In addition, no bowler shall bowl more than 1/5th of the overs available in a day (ie 10 overs in a 50 over match).

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 u14 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 10th 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, 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 in 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 1st September of the current year.

10.13 Points Score for Matches

(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:

	Basis	Points
(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

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.

(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

- 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.
- A team which forfeits a match does not receive any points.
- 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.)
- 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

- For all Divisions, the innings of the side batting first must not continue past 9.40a.m. or 25 overs whichever is the sooner.
- After allowing a maximum of 10 minutes break between innings (refer Rule 10.9a re intervals), this leaves 1 hour 40 minutes per team.
- 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.
- Maximum number of overs per bowler shall be 4 in the innings.
- 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 Bowling – Free Hit

The ball following a No ball shall be a Free Hit. Wickets may only be taken under the same rule as No balls for the Free Hit. Fielders may only change positions if the batsman facing the Free Hit has changed.

11.6 Batting

In all Divisions/age groups, batsman to face a minimum of 30 balls and a maximum of 50 balls before retiring (or scoring 100).

11.7 Result of Matches

- The game is completed immediately after the team batting second either passes the other team's score or is bowled out.
- 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).
- Scores must be recorded at the completion of the 15th over and each succeeding over thereafter.
- If the match is abandoned prior to each side receiving 15 overs (or a result being achieved) the result shall be entered as Match Abandoned (and 4 points will be awarded to each side). In addition, any bonus points received for play achieved shall be included.

11.8 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.

11.9 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.

11.10 Type of Ball

For divisions, refer to Rule 8(b) and 8(d). **For CA Stage 2,** refer to 8(e).

11.11 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 will only played by Divisions 1 (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

- a) 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).
- b) 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).
- c) A drinks 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.
- d) 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).
- e) 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.
- f) 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

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.

- a) If no play is possible on the first day of a match, a One Day game shall be played on the 2nd day as per Section 11.
- b) 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

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. The deemed overs for calculating the maximum per bowler shall be 80 (ie a maximum of 16 overs in the innings per bowler, or less depending on age).

12.6 Players

- a) 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)
- b) If a club wishes to seek an exception from 12.6(a), 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

- a) 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.
- b) 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 10 11 and 12 - SPECIAL RULES

The under 10, 11 & 12 rules will be controlled by the respective Districts organizing the games.

15 DIVS QUARTERS

BEARS DIVS QUARTERS shall follow all the rules of ordinary Divisional cricket for both one day and two day matches other than in two day matches teams shall bat for half the allotted team on each day. The second time the team bats is a resumption of the first innings and not the commencement of the second innings (unless they were bowled out in the first quarter OR declare). The format as per 16.1 below is applicable for this division.

16 CA STAGE 2 - SPECIAL RULES

The Rules are based on the Cricket Australia Junior Cricket Stage 2 Format rules for 9-a-Side. There are some local minor variations of rules. Where a situation arises for which the CA Stage 2 Rules do not specifically provide a solution, the BEARS Rules do apply, but always considering maximum participation for players in this division. Following are the rules for 1 Day and 2 Day games.

16.1 Two Day Games Quarters Cricket

Following are the rules for playing Quarters Cricket in CA Stage 2 2 Day Games. They are to be used in conjunction with the CA Stage 2 Rules.

- a) A match consists of up to 2 innings per team (time and wickets permitting).
- b) Each innings consists of up to 50 overs or 3 ½ hours or the team is dismissed or declares, whichever occurs first.
- c) Innings are played in quarters, changing every 25 overs or 1 hour 40 minutes, typically as follows:
Day 1 - Q1: Team A bats for up to 25 overs to 9:40am whereupon their innings is suspended;
Day 1 - Q2: Team B bats for up to 25 overs to 11:30am whereupon their innings is suspended;
Day 2 - Q3: Team A resumes its first innings for up to another 25 overs to 9:40am;
Day 2 - Q4: Team B resumes its first innings for up to another 25 overs to 11:30am.
- d) A 3 minute drinks break is to be taken after 13 overs of each team's innings. An additional drinks break may be taken by agreement in exceptionally hot weather.
- e) An innings will close when a maximum of 10 wickets fall or the captain of the batting team declares the innings or the maximum overs or time allowed is reached.
- f) If play does not commence on the first day or an outright win is achieved on the first day, then the second day will be played as a One Day Game.
- g) If two quarters are completed with time to spare on the first day, and the team batting first is not dismissed, then it shall be required to resume its first innings on the first day, if time permits, after allowing a 10 minute break between quarters. The days play is to finish at 11:30am.
- h) Where a team fails to bowl 25 overs in 1 hour 40 minutes for a quarter it will have its maximum overs at bat for its quarter reduced to the same number of overs it bowled. If the shortfall occurs on the first day, the second day shall be adjusted so each side receives an equal number of overs. Where already batted on day 2, the innings total is to be adjusted to the total at the equivalent number of overs that they bowled.
- i) A second innings, provided time permits, shall be played to an 11:30am finish. As per the first innings for each team the second innings shall be a maximum of 50 overs or 3 ½ hours per team played in quarters, changing every 25

overs or 1 hour 40 minutes or dismissed whichever occurs first.

- j) Follow-on for a second innings is a lead of 75 runs.
- k) If the team batting first is dismissed in its 1st innings within 25 overs (Q1) then it may start its 2nd innings after the team batting second has faced 25 overs (Q2) even though the team batting second's 1st innings is not complete. Helps manage player workloads.
- l) A team who has not been dismissed, or faced their full 25 overs on the 2nd day of play, is allowed to face their full allocation of overs, regardless of the game status. In the event that more than 12 overs (ie. one quarter of the day's play) are still possible within the specified game time, then a social game is to be played without scoring, with each team batting for an equal number of overs. Time limits still apply and the game is to conclude at 11.30am.

Example: Team A was dismissed in week 1 in 18 overs. Team B bats their 25 overs and Team A starts their 2nd innings, facing 7 overs. In week 2, Team A are dismissed in the 18th over of their 2nd innings, being the 11th over of play. Team B bats their full allocation of 25 overs, so the remaining 14 overs to be played in week 2 are split between the two teams in a social game, not scored or recorded in MyCricket.

16.2 One Day Games – 25 Overs

The team batting second shall receive their full overs even if they pass the total of the team batting first. This is to ensure maximum participation.

BEARS CA Stage 2-a-Side 1 Day MATCH DAY – RULES

SUMMARY	Playing and competing
PURPOSE	Community club and school MAXIMUM PARTICIPATION FOR PLAYERS
DESCRIPTION	A format that looks to further develop the cricket skills of kids that are playing their 2nd or 3rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 3½ hour window.
INDICATIVE AGE	U12 or U13
COACH	• Accredited Community (Level 1) Coach
GAME TYPE	• 25 overs per side. The team batting second shall receive their 25 over even if they pass the runs required.
BALL	142g leather
TIME	<ul style="list-style-type: none"> • 3½ hrs per day • Matches are to commence at 8:00am and to conclude at no later than 11:30am. • If 25 overs are not completed after 1hour 40mins, play must stop and the other side shall commence batting after a 10 minute break. <p>The Association or Competition Manager have the option to reduce the number of overs if required for local needs including facilities usage, travel time, daylight issues or heat.</p>
PROTECTIVE EQUIPMENT	<ul style="list-style-type: none"> • Helmet s must be worn at all times whilst batting & wicket-keeping.. * Please refer to Helmet section of the Well Played Playing Policy & Guidelines • Pads • Gloves • Protector (males) <p>*additional safety equipment is available based on match conditions and/or personal preference</p>
EQUIPMENT	<ul style="list-style-type: none"> • 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required. • Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended. • Measuring tape or string to measure Pitch length and boundary. • Boundary markers • Chalk, tape or paint to mark crease.
BOUNDARY	<ul style="list-style-type: none"> • 45m (maximum) - measured from the middle of the wicket • Boundary is to be measured from the centre of the pitch.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> • Hard wicket - 18m length • For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m). * option to move stumps in at one end to the crease line and to bowl from one end
OVERS	• 25 overs per side
TEAM	<ul style="list-style-type: none"> • 9 players per team • 7 players per team minimum are required to play the game. • More players per team may be allocated (maximum 9 players on field at any given time). It is preferred to keep the team number below 11 to ensure maximum participation. Where required more than 11 players may be included in the team.
INNINGS	1 innings of 25 overs per team

BATTING	<ul style="list-style-type: none"> • With allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> - 7 player team – batters retire at max 25 balls faced - 8 player team – batters retire at max 25 balls faced - 9 player team – batters retire at max 25 balls faced - 10 player team – batters retire at max 20 balls faced - 11 (or more) player team – batters retire at max 15 balls faced - batters may retire after a minimum of 15 balls • Retirement limits are based on the assumption that players will be dismissed. Coaches are encouraged to monitor the batting innings & have the ability to retire players at any time prior to the retirement limits set above to encourage maximum participation. • Any retired batters can return when all others have batted, in the order they retired. • All balls (regardless of whether wides/no balls) will be included in the batter’s ball count • The innings is deemed as closed after the batting team has completed their allotted overs or the following amount of wickets have fallen: <ul style="list-style-type: none"> - 7 player team: 6 wickets - 8 player team: 7 wickets - 9 or more player team: 8 wickets
BOWLING	<ul style="list-style-type: none"> • 6 balls per over (6 legal deliveries or maximum of 8 including Wides and No Balls, whichever occurs first). • Maximum of 4 overs per bowler. • All players should bowl (excluding wicket-keeper). • Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match. • Bowlers change ends at 10 overs * with agreement between teams, bowling may be from 1 end • NO Free Hit for No balls
FIELDING	<ul style="list-style-type: none"> • To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach. • No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket keeper) • If more than 9 players are present at a match, they should rotate onto the field each over. • Teams have the option to change wicket-keepers at drinks.
DISMISSALS	All modes of dismissal count

BEARS CA Stage 2 9-a-Side 2 Day MATCH DAY – RULES

SUMMARY	Playing and competing
PURPOSE	Community club and school MAXIMUM PARTICIPATION FOR PLAYERS
DESCRIPTION	A format that looks to further develop the cricket skills of kids that are playing their 2nd or 3rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 3½ hour window.
INDICATIVE AGE	U12 or U13
COACH	• Accredited Community (Level 1) Coach
GAME TYPE	• 50 overs per side (played in quarters). The match concludes at the conclusion of time on day 2 or when a team wins outright.
BALL	142g leather
TIME	<ul style="list-style-type: none"> • 3½ hrs per day • Matches are to commence at 8:00am and to conclude at no later than 11:30am. • If 25 overs are not completed after 1hour 40mins, play must stop and the other side shall commence batting after a 10 minute break. <p>The Association or Competition Manager have the option to reduce the number of overs if required for local needs including facilities usage, travel time, daylight issues or heat.</p>
PROTECTIVE EQUIPMENT	<ul style="list-style-type: none"> • Helmet s must be worn at all times whilst batting & wicket-keeping.. * Please refer to Helmet section of the Well Played Playing Policy & Guidelines • Pads • Gloves • Protector (males) <p>*additional safety equipment is available based on match conditions and/or personal preference</p>
EQUIPMENT	<ul style="list-style-type: none"> • 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required. • Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended. • Measuring tape or string to measure Pitch length and boundary. • Boundary markers • Chalk, tape or paint to mark crease.
BOUNDARY	<ul style="list-style-type: none"> • 45m (maximum) - measured from the middle of the wicket • Boundary is to be measured from the centre of the pitch.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> • Hard wicket - 18m length • For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m). * option to move stumps in at one end to the crease line and to bowl from one end
OVERS	• 50 overs per side (played in quarters)
TEAM	<ul style="list-style-type: none"> • 9 players per team • 7 players per team minimum are required to play the game. • More players per team may be allocated (maximum 9 players on field at any given time). It is preferred to keep the team number below 11 to ensure maximum participation. Where required more than 11 players may be included in the team.
INNINGS	1 innings of 25 overs per team

BATTING	<ul style="list-style-type: none"> • With allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> - 7 player team – batters retire at max 40 balls faced - 8 player team – batters retire at max 40 balls faced - 9 player team – batters retire at max 35 balls faced - 10 player team – batters retire at max 35 balls faced - 11 (or more) player team – batters retire at max 30 balls faced - batters may retire after a minimum of 25 balls • Retirement limits are based on the assumption that players will be dismissed. Coaches are encouraged to monitor the batting innings & have the ability to retire players at any time prior to the retirement limits set above to encourage maximum participation. • Any retired batters can return when all others have batted, in the order they retired. • All balls (regardless of whether wides/no balls) will be included in the batter’s ball count • The innings is deemed as closed after the batting team has completed their allotted overs or the following amount of wickets have fallen: <ul style="list-style-type: none"> - 7 player team: 6 wickets - 8 player team: 7 wickets - 9 or more player team: 8 wickets
BOWLING	<ul style="list-style-type: none"> • 6 balls per over (6 legal deliveries or maximum of 8 including Wides and No Balls, whichever occurs first). • Maximum of 4 overs per bowler (in each quarter) • All players should bowl (excluding wicket-keeper). • Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match. • Bowlers change ends at 10 overs * with agreement between teams, bowling may be from 1 end • NO Free Hit for No balls
FIELDING	<ul style="list-style-type: none"> • To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach. • No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket keeper) • If more than 9 players are present at a match, they should rotate onto the field each over. • Teams have the option to change wicket-keepers at drinks.
DISMISSALS	All modes of dismissal count

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.



BEARS HELMET PLAYING CONDITIONS AND ENFORCEMENT

NOTE: This guideline is effective from 19 August 2019 and supersedes all playing conditions contained in the BEARS rules. Where an inconsistency results, this guideline shall prevail.

Below is a simplified summary of the Playing Conditions and Enforcement procedures. A British Standard 7928:2013 compliant helmet **must** always be worn when a helmet is prescribed.

In all BEARS sanctioned competitions and training sessions the following regulations must be adhered to:

Batting

A batter must wear a helmet at all times when batting.

Wicketkeeping

A wicketkeeper must wear a helmet at all times when keeping up to the stumps AND when NOT playing on a turf pitch. When playing on a turf pitch, a helmet must be worn at all times when standing closer than 5 meters from the stumps.

Fielding

No fielder (other than from the wicketkeeper to point) under the age of 18 shall be closer than 10 meters from the batsman. As such, no helmet policy is required.

Enforcement

For matches with an official umpire:

The umpire(s) are responsible for ensuring that a helmet is worn when required but are **not** responsible for ensuring that the helmet being worn is compliant with British Standard 7928:2013.

For matches without an official umpire:

In a match without association appointed umpires, the captains (or coaches) of both batting and bowling teams are responsible for compliance. The captains (or coaches) of both batting and bowling teams shall not permit the match to continue during any period in which any player fails to wear a helmet at the prescribed time.

In all cases, the player (or parents / guardian) are responsible for ensuring the helmet being worn is compliant with British Standard 7928:2013.

Additional Information

The wearing of a helmet is mandatory in all matches when batting, wicket keeping up to the stumps or fielding in close to the batter (*or any other time match officials or the Association deem them appropriate*).

The **responsibility** for ensuring a helmet meets these standards **rests with the parents / players**. By playing (or allowing your child to play) in a BEARS sanctioned fixture, you acknowledge this responsibility on behalf of yourself or the player being nominated.

Bears Representative Teams

If you are selected for any BEARS State or Development team, you will only be allowed to participate when wearing a British Standard 7928:2013 compliant helmet. Your helmet will be checked by the coach / manager prior to the carnival.

ADDITIONAL RESOURCES CAN BE FOUND ON THE CRICKET AUSTRALIA COMMUNITY WEBSITE AS FOLLOWS:

FAQ:

<https://www.community.cricket.com.au/clubs/policies/helmets/resources>

(goto the bottom of the page to download the FAQ)

A catalogue of compliant helmets is available at:

<https://www.community.cricket.com.au/clubs/policies/helmets>

(goto the bottom of the page and select the Catalogue link)

