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Thomas Seaman
Junior Cricketer of the Year.
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FOREWORD

As incoming Chairman of the ACT Junior Cricket Council I extend a warm welcome for season 2015-2016.

I would first like to recognize retiring Chairman Adrian Daley, who has been Chairman for the last three years following on from the roles of Deputy Chairman and Marist Delegate for a number of seasons. Adrian has made significant contribution to the direction of junior cricket and the way it is managed.

This season, the competitions will be known as the Comets Junior Cricket League (boys) and the Meteors Junior Cricket League (girls). The competition rulebook for this season reflects these changes and other variations from last year, and I would like to thank the members of the Council Executive, Ben Ryan and Linus Ryrie for coordinating the changes, and the Club and School delegates for contributing in a positive manner to the proposed changes. I strongly encourage all involved, but particularly coaches and umpires to familiarise themselves with the rules before the first matches of the season.

The Junior Council’s strategy aimed at improving the quality of umpiring in junior matches, including clear responsibility for umpires to collaboratively manage junior matches, continues this season. The accreditation course, which is now available on-line is supplemented with a session by Cricket ACT to specifically address umpiring the different age groups in the ACT Junior Competitions.

The competition rulebook includes more than just the rules by which we play the game here in the ACT. Importantly, it also sets out the Junior Council’s mission and objectives and the standards which all those involved in the game should uphold in relation to behaviour and expectations. I encourage you all to familiarise yourselves with these elements. At the end of the day, it is how we all treat each other on and off the field, in our roles as players, coaches, managers, umpires and supporters that contributes to our enjoyment of the game, and ongoing participation of young players.

Should issues arise during the season in relation to rules, they should initially be raised with your Club or School delegate. The Club and School delegates are the single points of contact to Cricket ACT and the Junior Cricket Administrator.

Finally, thank you to our major sponsor Capital Chemist and our support sponsor ActewAGL for their ongoing support of junior cricket in the ACT.

I wish all involved in junior cricket in season 2015-2016 an enjoyable season, played out in the true spirit of cricket.

Graeme Loaney
Chairman
Junior Council
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MISSION AND OBJECTIVES

The Mission of the Cricket ACT Junior Council is:

- To develop in all players, a positive attitude towards sport in general, the game of cricket in particular, and to provide for long term appreciation of, and participation in, the game of cricket.
- To cater for the needs of players and to encourage development, confidence and self-esteem through participation at a level of activity, appropriate to the individual’s stage of development.

The objectives of the Cricket ACT Junior Council are:

- To attract as many young people as possible to cricket.
- To foster the enjoyment of cricket for all junior players.
- To provide every young person who wants to play cricket an opportunity to play cricket at their appropriate level.
- To provide competition at the highest possible level for the more talented junior cricketers.
- To provide coaching resources to develop all junior cricketers to their capacity.
- To provide a managed flow of young cricketers through junior cricket to senior cricket.
- To provide the administration and infrastructure at the highest possible level to support the above.

‘NOTHING CAN JUSTIFY A WIN-AT-ALL COSTS APPROACH’

- When coaching juniors the coach must develop aims that are meaningful for players who are setting out to learn and enjoy the game.
- Think of yourself as a cricket educator. You are trying to interest a young person in something which may become a lifelong pursuit.
- When players come to believe your sincerity; when they know that winning is not your only, nor your ultimate goal; when they know that your interest in each of them is greater than winning a premiership; when they accept that you want them to learn and improve for their sake, a team will play to the best of its ability and become a winning team in the true sense.

‘WINNING COMES AS A BY-PRODUCT OF MORE IMPORTANT AIMS’
Our cricketID system combines new technology and our own expertise to match people with the right equipment.
GENERAL RULES

1. PREAMBLE

1.1 Games are to be conducted within The Laws of Cricket (2000 Code 4th Edition–2010) unless otherwise specified in these Rules.

2. COMPETITIONS AND AGE GROUPS

2.1 Competitions are arranged for boys and girls in the MILO T20 Blast Program, the Junior Modified Cricket Competition and in the Comets Junior Cricket League (Under 11, 12, 13, 14, 15, 16, 18 and Colts Under 16/18 age groups). There is also a competition just for girls, the Meteors Junior Cricket League.

2.2 MILO T20 Blast and Junior Modified Cricket

2.2.1 The first two entry levels of competition are the MILO T20 Blast competition and the Junior Modified Cricket competition. These competitions replace the old Under 9 and 10 formats. The MILO T20 Blast format is for boys and girls and is played in a faster format, as a progression up from in2CRICKET. The Junior Modified Cricket competition is for boys and girls and is an entry level into hard ball cricket. While the basic format of the game of cricket is followed, the laws are varied considerably to ensure close to equal participation by all players.

2.2.2 No competition points are allocated nor are finals played for these competitions.

2.3 Under 11 to Under 18

2.3.1 Games are played under the Laws of Cricket with some variations to format and some variations to encourage participation.

2.3.2 Competition points are allocated for all matches scheduled and a final is played in all age groups and divisions except the Under 11 Ungraded competitions.

3. COMPETITION DESIGN

3.1 Draws

3.1.1 Draws for each age group will be made available for distribution as early as possible before the start of the season. An interim draw may be necessary initially.


3.1.3 As far as practicable, the competitions will be played as ‘home-and-away.’ A ‘home’ match will generally be located within a Club/School zone but each team is not necessarily designated a ‘home’ ground.

3.1.4 Within each age group teams are arranged by the Cricket ACT Junior Council’s Executive (hereafter called ‘the Executive’) into draws. Priority will be given to establishing eight team draws. The next preferred alternative number of teams in a draw is six. However, only a maximum of eight teams may be included in the draws for the Division 1 competitions from and including the Under 13 age group.

3.2 Grading and Divisions

In the Under 12 to Under 18 age groups, teams are arranged into graded divisions with Division 1 being the highest, Division 2 the next highest and so on. In Under 11 there is only a Division 1 competition, with the remaining teams divided into ungraded competitions based on location. Grading of players into teams is the responsibility of Clubs/Schools. The Colts competition is the Under 16 and Under 18 Division 1.

4. ELIGIBILITY TO PLAY

4.1 To be eligible to play in the competition, a player must be registered with an affiliated club: an affiliated club is either a District Cricket Club or School (being a student of that School or accepted for entry to that School) affiliated with the Cricket ACT Junior Council (hereafter called ‘the Council’) or other organisation approved by the Council.

4.2 For a Different Club/School

4.2.1 The competitions are Club and School based and as such a player is only permitted to be registered, or play, with one affiliated club at any one time in the competition during the same season. A player is not permitted to register and/or play with more than one affiliated club in the competition during the same season.

4.2.2 Players who are members of a combined team retain their original Club or School registration and as such may only substitute to play in teams from their own Club or School.
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of Cricket ACT

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4.2.3 Any transfer of player registration from one Club or School to another during the same season shall be advised to the Executive. The Club or School for which the player is currently registered may refuse a transfer to another club, whether within or between seasons. This may be overruled by the Executive if the refusal is deemed unreasonable.

4.2.4 Clubs/Schools should be aware of the impact of deliberately inducing players away from their existing Clubs/Schools whether during or outside the playing season. The poaching of players will not be accepted by the Executive as it detracts from the ideals under which the competition operates.

4.3 In an Age Group

4.3.1 The eligible under age group for a player is determined by the player’s age on 1 September in the year the season commences (for example if the player turns 12 on 31 August the eligible age group is Under 13. If the player turns 12 on 1 September, the eligible age group is Under 12).

4.3.2 Girls participating in the mixed competition are permitted to be up to two years older than the relevant age group qualifying age.

4.3.3 In special circumstances the Executive may approve in writing that a player or team can play in a lower age group. Before the start of competition, the Junior Cricket Administrator (hereafter called ‘the Administrator’) will circulate to all clubs a list of players approved to play down in a lower age group detailing the players’ names, correct age group and approved age group. During the season, the Administrator will circulate updated lists as required.

4.3.4 A player is eligible to play in a higher age group but Clubs/Schools should carefully assess the benefits for the player.

4.4 For a Different Team

A player may play for two different teams for the same club. The following provisos apply:

4.4.1 Players may not play more than one game within the same playing window on any given day i.e. a player may not play in two matches where the playing times for those matches overlap.

4.4.2 Players are only permitted to play for more than one team in the same age group in the same round, if they are a regular player in the lower division team. The player in question must have played more games in the lower division than the higher division in the current season.

4.4.3 If a team has a bye in a round or forfeits a match, no player from that team may play for a team in a lower division in the same age group for that round, except if the player has played more games in the current season for the lower graded team.

4.4.4 A player graded in a higher division may not play in a lower division of the same age group without the permission of the Administrator. A player is deemed to be graded in the higher division once they have played three games in that grade, unless they have played more games in the lower division.

4.4.5 In special circumstances the Executive may approve alternatives to these arrangements.

5. SCORERS

5.1 Each team in a match must provide a scorebook and a scorer.

5.2 In the MILO T20 Blast competition, scoring may be on a Tablet Application or on score sheets supplied by the Blast Centre Coordinator. In Junior Modified Cricket, a ‘positive cricket’ score book will be supplied by Cricket ACT. In all other age groups clubs will supply their own score books.

6. UMPIRES

6.1 Each team will provide an umpire, preferably with Level 1 accreditation. Umpires should be adults however mature teenagers with a Level 1 umpiring accreditation are acceptable. The Executive will conduct an audit of umpire qualifications during this season and also seek feedback on the general quality of umpiring from all clubs and schools.

6.2 It is an objective of the Council to achieve greater separation between the roles of umpires and coaches, to ensure that both roles are performed to the benefit of all involved in junior matches. To this end, wherever possible during the season coaches should not umpire if there is another umpire from their team available. All potential umpires should obtain an umpires accreditation by the end of season 2015-2016.

6.3 Both umpires are responsible for the effective management of junior matches including ensuring matches commence and finish.
Supporting cricket from grass roots to Manuka Oval and beyond
on time, overs are bowled within the time parameters set out in Rule 11, appropriate behaviors are demonstrated both on and off the field of play and the match is played in the right spirit. Both umpires are also responsible for resolving any disputes that arise during a match, and if the dispute is not resolved, it is recorded in both scorebooks and signed by both umpires.

6.4 The umpire cannot also score (except in MILO T20 Blast matches).

6.5 During finals matches, wherever possible neutral umpires may be allocated by Cricket ACT.

6.6 Umpires will move between the bowler’s end and square leg at the same end of the field on completion of each over during an innings, in accordance with The Laws of Cricket.

7. **MATCH TIMES**

7.1 **Start and finish times**

Following are the scheduled times for matches for the 2015–16 season.

<table>
<thead>
<tr>
<th>Age</th>
<th>Day</th>
<th>Start</th>
<th>Finish</th>
</tr>
</thead>
<tbody>
<tr>
<td>MILO T20 Blast</td>
<td>Friday</td>
<td>5:30pm</td>
<td>7:00pm**</td>
</tr>
<tr>
<td>MILO T20 Blast</td>
<td>Saturday</td>
<td>9:30am</td>
<td>11:00am</td>
</tr>
<tr>
<td>Junior Modified Cricket</td>
<td>Friday</td>
<td>5:00pm</td>
<td>7:30pm**</td>
</tr>
<tr>
<td>Junior Modified Cricket</td>
<td>Sunday</td>
<td>9:00am</td>
<td>11:00am</td>
</tr>
<tr>
<td>Under 11 Division 1</td>
<td>Saturday</td>
<td>9:00am</td>
<td>12:00pm</td>
</tr>
<tr>
<td>Under 11 Friday Ungraded</td>
<td>Friday</td>
<td>5:00pm</td>
<td>7:45pm**</td>
</tr>
<tr>
<td>Under 11 Sunday Ungraded</td>
<td>Sunday</td>
<td>9:00am</td>
<td>12:00pm</td>
</tr>
<tr>
<td>Under 12 Division 1</td>
<td>Saturday</td>
<td>9:00am</td>
<td>12:00pm</td>
</tr>
<tr>
<td>Under 12 Division 2 and 3</td>
<td>Sunday</td>
<td>9:00am</td>
<td>12:00pm</td>
</tr>
</tbody>
</table>

Under 12 Friday

| Under 13 Division 1      | Friday    | 5:00pm   | 7:45pm**  |
| Under 13 Division 2      | Saturday  | 8:45am   | 11:45am   |
| Under 13 Division 3      | Sunday    | 8:45am   | 11:45am   |
| Under 14 Division 1      | Saturday  | 8:45am   | 11:45am   |
| Under 13 Division 2 and 3| Sunday    | 8:45am   | 11:45am   |
| Meteors Junior Cricket League (Under 15 Girls) | Friday | 5:00pm | 7:30pm** |
| Under 15 Division 1 (turf) | Saturday | 8:45am | 11:45am* |
| Under 15 Division 2      | Saturday  | 8:45am   | 11:45am   |
| Under 16 Division 2      | Sunday    | 8:45am   | 11:45am   |
| Under 18 Division 2      | Sunday    | 8:45am   | 11:45am   |
| Colts (turf)             | Sunday    | 8:45am   | 12:30pm*  |
| Division 1 and 2 mid-week T20s | Wed    | 5:00pm   | 7:30pm**  |

*may be adjusted with the agreement of both teams due to turf wicket conditions

**may be adjusted with the agreement of both teams due to light conditions.

7.2 **General Adjustments to Playing Times**

Playing times may be adjusted by the Executive in special circumstances such as excessively hot weather. If this occurs all clubs will be notified and a notification placed on the Cricket ACT web site www.cricketact.com.au at least 24 hours prior to that round of matches, if possible. All delegates will also be notified by text message and email.

7.3 **Rescheduling Specific Matches**

7.3.1 With the permission of the Executive and Cricket ACT Junior Cricket Handbook 2015-16
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the agreement of both teams, a match may be scheduled to a different time or date to that specified in the draw. Notification of the change and the reason for the change should be advised to the delegates of all clubs in the relevant age group and division prior to the game commencing.

7.3.2 For matches involving points, teams which do this should in no way gain any points advantage over teams whose matches were played when scheduled, but due to weather intervening, a result was not obtained.

7.3.3 If all other matches during that round that are not re-scheduled are abandoned due to weather, only four points will be allocated to the winning teams in any rescheduled match from that round.

8. COMPETITION CANCELLATION AND WET WEATHER

8.1 The Executive may cancel competition matches due to wet weather, heat or other special circumstances. If there is a decision made by the Executive to cancel competition matches, the Executive will:

8.1.1 Notify a representative of every club of the cancellation (usually the delegate).

8.1.2 Arrange for an announcement to be made on 1053 2CA and other radio stations as early as possible prior to the scheduled commencement of play.


8.1.4 When there has been rain in the local area and play is to proceed then similar announcements will be made.

8.1.5 It is important to note that as there are different scheduled commencement times on each weekend for different age groups, each playing window may be the subject of separate decisions and announcements.

8.1.6 The default position is, unless otherwise notified, teams should proceed to the ground with the intention of commencing play with coaches and managers to assess the conditions at the ground.

8.1.7 Lost play during matches is covered under age group specific rules.

9. INTERRUPTIONS TO PLAY

9.1 Late starts

9.1.1 Coaches or captains may agree on a later scheduled close of play, up to a maximum of 15 minutes, equal to the time lost by delays in starting.

9.2 Play delayed by rain, heat or other factors.

9.2.1 The object shall always be to arrange the number of overs so that both teams have the opportunity of batting for the same number of overs. Each team must have the opportunity to face at least 40 per cent of full match overs to constitute a match.

T20 Matches – 8 overs (refer to T20 sections for specific rules relating to interruptions)

One day match – 10 overs
Two day match – 20 overs
Two day match Colts – 24 overs

9.2.2 Games may be extended no more than 30 minutes each day of a match to make up for lost time. Play may commence up to 30 minutes early on a second day, or added to the end of any day, or any combination of the two as determined by the officials in consultation. Depending on when an interruption to play occurs, it is possible for teams to recover up to 60 minutes of playing time in a two day match, or 30 minutes in a one day match.

9.2.3 If either team is all out before an interruption to play, as much of the whole remaining time as needed can be used by the other team to complete their first innings. Divide the remaining time by 3.5 to calculate how many overs will be bowled after play resumes. It may still be necessary to determine a target score. See rule 9.2.5

9.2.4 If rule 9.2.3 is not applicable, taking into consideration the time that will be recovered, umpires will be in a position to determine how much playing time was lost. The first innings batting entitlement of both teams is then reduced by the playing time lost divided by seven. (This number is rounded up to allow time for drinks and change of innings.)

9.2.5 If it is not possible for both teams to receive the same number of overs, but if there is sufficient time for the team batting last to receive at least eight overs, then a target for first inning points shall be determined based on the following formula:

(Runs scored by the team which has
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completed their overs divided by the maximum number of overs available to that team) multiplied by number of overs available to the team batting last, plus one run.

9.2.6 Target scores are only calculated if play resumes after an interruption. When play cannot continue for at least eight overs after an interruption the match is abandoned.

10. INTERVALS FOR INNINGS COMPLETION AND FOR DRINKS

10.1 Innings Completed
An interval of 10 minutes only is taken when an innings is completed during play but if the innings is completed within 10 minutes of the scheduled close of play, the game finishes at that time. The interval is included in the scheduled playing time.

10.2 Drinks Breaks
10.2.1 A drinks interval is to be taken each hour, but is not taken when an innings is completed within the previous hour, nor are drinks breaks to be taken within 30 minutes of the close of play. The interval is included in the scheduled playing time and must be no longer than five minutes.

10.2.2 In the case of one day matches and quarter cricket, where the interval of play is usually taken after 90 minutes, drinks are taken at the 45 minute mark rather than on the hour.

10.2.3 Any drinks breaks, including change of innings, in addition to the normal two per scheduled session time are considered as interruptions to play for the purposes of Rule 9 - Interruptions to Play.

10.2.4 In extremely hot conditions coaches/captains can agree to further drinks intervals of two minutes duration which are considered as interruptions to play for the purposes of Rule 9.

10.2.5 In such cases, drinks should be brought onto the field rather than players leaving the field.

11. SLOW PLAY AND OVER RATES

11.1 Responsibility
11.1.1 Both umpires are responsible for monitoring the time taken by the bowling team to complete its overs, taking account of legitimate interruptions and the fall of wickets. Umpires are encouraged to monitor the rate of overs in 15 minute segments and confer with the fielding Captain (and coach in younger age groups or lower divisions) to ensure that the appropriate rate of overs is maintained. The table below in 11.2 should be used to determine the acceptable rate in 15 minute segments.

11.1.2 Both umpires should not allow the situation to compound to a point where a bowling team has to make up a significant numbers of overs towards the very end of an innings. Consistent monitoring and feedback to the fielding captain and coach is the preferred mode of operation and is the responsibility of both umpires.

11.1.3 Both umpires, coaches and captains are responsible for ensuring that matches finish within scheduled match times as set out in Rule 7.1 - Start and Finish Times. It is not acceptable to extend matches past the scheduled finish time, unless an extension is provided for Under Rule 9. Extension past the scheduled finish time is not permissible to allow a fielding team to complete its allotted overs.

11.2 Timing
The match times allow about 3.5 minutes for each over to be completed in the case of Under 12 to 18 age groups and 3.2 minutes for Under 11s. Based on these allowances, teams are expected to complete 17 overs per hour and 18–19 overs per hour, respectively. This allows for an innings of 50 overs to be completed within two and three quarter hours. When these over rates are achieved, there is no requirement to proceed past the scheduled finish time. It is the responsibility of both umpires to monitor using the following table and ensure that the over rates are in line with the requirements below.

<table>
<thead>
<tr>
<th>Time</th>
<th>Overs to be commenced</th>
</tr>
</thead>
<tbody>
<tr>
<td>15 mins</td>
<td>Under 11: 5, Under 12 to 18: 5</td>
</tr>
<tr>
<td>30 mins</td>
<td>Under 11: 10, Under 12 to 18: 9</td>
</tr>
<tr>
<td>45 mins</td>
<td>Under 11: 15, Under 12 to 18: 14</td>
</tr>
<tr>
<td>60 mins</td>
<td>Under 11: 20, Under 12 to 18: 18</td>
</tr>
</tbody>
</table>

11.3 Reporting slow play
11.3.1 Teams are encouraged to report slow play
PM’s XI

23 OCT 2015

NEW ZEALAND

MANUKA OVAL

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by an opposing team as part of their match report.

11.3.2 The Club/School of a team which is reported for slow play will be called to account by the Executive and, if the team is found by the Executive to have engaged in slow play without reasonable cause:
  a) In the case of Under 12 to 18 age groups competitions, any points awarded to that team for the match may be forfeited.
  b) In the case of other age groups, the Executive may take such action as it considers appropriate.

12. DISPUTES

12.1 Avoiding Disputes

12.1.1 It is the duty of coaches, umpires and captains, to become familiar with these Competition Rules and the Laws of Cricket. Disputes will rarely arise if this is done and play is conducted within the correct spirit of the game.

12.1.2 Umpires should discuss any concerns they may have in regard to the interpretation of these rules as well as the conduct of a match before the commencement of play.

12.1.3 It is important that umpires/coaches/players always try and resolve a matter on the field when it happens — it is very difficult for third parties to decide matters later, particularly if the facts are then disputed.

12.2 Recording Disputes

Any disputes occurring during the course of play, that are unable to be resolved by the umpires, coaches or captains at the time of the incident, should be entered into the scorebook. Scorers should note the scores and times at which the incident occurred, as well as any other relevant information, so as to better assist the delegates and, if necessary the Executive, with any resolution process it must undertake after the game. Both umpires must also sign the scorebook entries.

12.3 Club Delegates

If umpires/coaches/managers cannot resolve a dispute it should be referred, at the end of the game or after the first day’s play of a two day match, to the respective Club/School Delegates for resolution. Any dispute forwarded directly by umpires/coaches/managers to the Administrator or other members of the Executive will be redirected to the respective Club/School Delegate.

12.4 Executive Decision

If delegates cannot resolve a dispute, it shall be forwarded by email to the Administrator for the Executive to resolve.

12.5 Discipline Committee

If the Executive are unable to resolve a dispute, it shall be referred to the Discipline Committee established under the By-Laws pursuant to the Constitution of the ACT Cricket Association (the Constitution).

12.6 Appeals

If a club/school is unhappy with a decision of the Executive, it may appeal in writing. The appeal will be heard by the Independent Tribunal established under the By-Laws pursuant to the Constitution.

13. REPORTING OF MATCH RESULTS AND GROUND CONDITIONS

13.1 At the end of each match, the scorers for each team will complete the scorebook and the scorebook should be signed by each umpire (or the relevant coach or manager) as representing the correct result of the match. Unless any qualifications or disputes concerning the result of the match are recorded on the scorebook, Clubs/Schools will not be permitted to question the results as recorded in the scorebook. Every attempt should be made by both teams to resolve any disputes before signing the scorebook.

13.2 Full match results are to be submitted by Club/School Results Coordinators in the format approved for this purpose by the Executive. Results Coordinators should submit the match results of all matches in which their teams have played to the Administrator by 12.00pm on the Monday following the completion of matches.

13.3 Results are to be submitted to the Administrator by email to ben.ryan@cricketact.com.au to the address notified to Club/School Delegates.

13.4 If match results are not submitted in time, in accordance with the preceding rule, Clubs/Schools will receive a written warning on the first occasion. Thereafter that team may only be awarded 1 competition point for a result submitted late, unless the opposing team has claimed a forfeit, in which case, no competition points will be credited.
Ready. It’s a powerful word, and describes how Canberra feels right now. We are ready. Ready for our second century. Ready for the next stage in our growth as a city. Ready to abandon old stereotypes and march proudly into the future.

We’ve nurtured the careers of some of Australia’s great athletes and the tenacious support of our local teams is always on show. With the youngest and most active community in Australia, we’re entering our second century with a bold and confident outlook on the future.
13.5 Any complaints about ground conditions must also be sent by the Results Coordinator to the Administrator by 12.00pm on the Monday following the completion of matches.

GENERAL GUIDELINES

14. SAFETY

14.1 In order to instruct young players in the art of cricket and build up cricket skills and confidence, it is essential that a safe environment is provided at all times. Coaches are urged to ensure that the first training session of the season deals with all aspects of safety both in the nets and on the field of play.

14.2 Those responsible for very young age groups are to inform them about this most important aspect before and during every training session and match.

14.3 Players should be taught that the basic rule of safety is the basic rule of cricket itself i.e. players should watch the ball at all times whether batting, bowling, fielding or preparing to take the field.

14.4 Attention is especially drawn to the Competition Rules regarding the position of close-in fieldsmen and the use of equipment. Accidents may still happen and all properly registered players are to be covered by insurance (details are available from Clubs/Schools). Coaches should inform parents of insurance arrangements covering players so that they can decide if additional cover is necessary.

14.5 All players must wear helmets whilst batting and the Council strongly recommends that helmets also be used during batting practice.

15. HEAT INJURY

15.1 Precautions are to be taken to ensure player safety in hot weather. Additional water and drinks breaks should be taken to satisfy the conditions of the day. Players should always bring adequate water in anticipation of hot weather.

15.2 If an announcement has not been made by the Executive to cancel play, it is the responsibility of coaches/managers on the day (as with wet weather) to determine if conditions are suitable for play to continue.

16. CONDUCT

16.1 Coaches are to ensure that players are aware that:

a) Distracting the striker or any other player is unfair play.

b) Bad or obscene language or other misbehavior is not to be tolerated either on or off the field of play.

c) Articles of clothing or equipment are not to be left on the field of play. They are to be handed to an umpire or removed from the field of play.

d) There is to be only one captain at any one time.

e) Players are to be polite to umpires.

16.2 It is the policy of the council that abusive language, racial remarks or personal remarks concerning the striker is unfair play. While talk on the field is allowable, and indeed may be encouraged, remarks which are intended to demean a striker are not to be tolerated. On the other hand, remarks which are intended to lift the efforts of the fielding team or the bowler are permissible, notwithstanding that this may add to the pressure faced by the striker. All talk or action on the part of the fielding team must cease when the striker is in the act of receiving the ball — this usually commences when the bowler starts their run up.

17. CODE OF ETHICS

17.1 People who provide coaching and administrative leadership are in an ideal position to help the development of desirable values and attitudes towards the game of cricket. Coaches and leaders, by their attitudes and behaviour, can play an important part in the way young cricketers develop in relation to the playing of cricket.
17.2 It is essential that adults should be aware that the participants should enjoy the game.

17.3 Parents and other spectators are not to argue over disputes in the presence of any players. The following code of ethics is recommended for the sport at under age and school levels. This code has been designed to cater for healthy, controlled competition and participation. Junior cricket should provide a source of fun and satisfaction for all. The coaches and administrators code of ethics is as follows:

a) Be reasonable on the demands that are made on the young players’ time, energy and enthusiasm. (Parents are to be discouraged from forcing an unwilling young person to play cricket.)

b) Teach the players that rules are mutual agreements which no one should evade or break. Always play by these rules and the Laws of Cricket.

c) Try to group players according to size, age and skill whenever possible.

d) Do not overplay talented players.

e) Remember that young people play for fun and enjoyment and that winning is only part of it.

f) Never ridicule or yell at a young person for making mistakes or losing a competition.

g) The playing conditions, provisions in these rules regarding equipment, pitch and ground dimensions are designed to be appropriate to the various ages of players. Ensure that they are followed.

h) Develop respect for umpires and the ability of opponents.

i) Remember that young people need a coach they can respect. Be generous with praise when it is deserved.

18. RACIAL AND RELIGIOUS VILIFICATION

18.1 Cricket is a game where polite interaction between participants and with spectators has always been an essential component. It is part of each coach and/or manager’s role to ensure that the behaviour of all players in the team meet the expectations of the community generally and the cricket community in
particular. The cricket community is anxious to ensure that people of all ethnic backgrounds enjoy playing and watching the game of cricket. No person who is participating in a match under the jurisdiction and auspices of Cricket ACT or its affiliates shall engage in any conduct, act towards or speak to any other person in a manner which offends, insults, humiliates or vilifies such person on the basis of that person's race, religion, colour, descent or ethnic origin.

18.2 Procedures following an allegation
Any allegation of a breach of this clause made against a player should be directed by the complainant either verbally or in writing to the team coach and/or manager who shall:

a) Immediately request the player/s involved to apologize to the complainant, or

b) If the allegation is not admitted, undertake an investigation of the matter at the conclusion of the match.

18.3 Any person found to be in breach of this clause as a result of an investigation by the team coach and/or manager will be required to apologize to the complainant before being permitted to play in any future match.

18.4 Where a breach of this clause is alleged against a player who has previously breached this clause, the team coach and/or manager will again attempt to resolve the matter. However, if the team coach and/or manager consider the allegation to be more serious than the earlier incident, they shall, through their affiliated club report the matter to the Executive who will refer the complaint to the Discipline Committee established under the By-Laws pursuant to the Constitution.

18.5 Where a complainant has alleged a breach of this clause to the team coach and/or manager and is not satisfied with the outcome of the Discipline Committee hearing, the complainant is entitled to request a review by the Independent Tribunal established under the By-Laws pursuant to the Constitution.

18.6 The report of complaint shall be dealt with under the Cricket ACT Code of Conduct.

19. THE CHILD PROTECTION (PROHIBITED EMPLOYMENT) ACT 1988
Under the Act:

19.1 It is an offence for a prohibited person to apply for or remain in child related employment (including acting as a volunteer).

19.2 Within one month of its commencement, all employees (including volunteers) must inform the association if they are a prohibited person.

   a) Within six months of its commencement the association must ask existing employees (including volunteers) and applicants for employment (including acting as a volunteer) whether or not they are a prohibited person. The existing employees (volunteers) have one month to respond to the association.

   b) Penalties are imposed on the prohibited person, the association and existing employees (volunteers) for non-compliance.

20. SMOKING AND DRINKING AT JUNIOR CRICKET MATCHES

20.1 Clubs/Schools are asked to encourage the following guidelines by counseling their member families accordingly.

20.2 To meet our obligations to some of our sponsors and purely from a socially accepted point of view the following guidelines should be followed at all times.

20.3 An adults’ right to smoke is accompanied by their obligations to others, especially children. No adults should smoke within the vicinity of children at any time. Team officials should be strongly encouraged not to smoke in public during the course of a match. Smoking by umpires on the field is not acceptable.

20.4 Drinking alcohol during the course of a junior match is to be strongly discouraged at all times. It does not set an appropriate example for young athletes.

21. DRESS

21.1 Cricket is a team game and players who dress uniformly are more likely to feel and function as a team. All players must wear ‘whites’ in all competition matches. Coloured clothing is permitted as long as all players in the team wear the colored uniform and the uniform is a club uniform approved by the Executive. Players may wear their club hat, cap or helmet but ACT Representative Squad players participating outside of their representative
responsibilities are not to wear any representative apparel in Junior Competition matches.

22. GROUNDS

22.1 The majority of grounds are hired through the ACT Government Sportsgrounds Office and are required to be paid for in advance by Cricket ACT. If coaches find the ground they are using is deficient in any way, report the matter with the match results for that week. This also applies to all other grounds used from other sources.

22.2 All coaches, managers and players are asked to leave their respective match grounds tidy and free from litter and to lock the toilets. It is ultimately a ‘home’ team responsibility.

22.3 All requests for training grounds by clubs are to be booked and paid for by clubs with ACT Government Sportsgrounds.

23. PLAYER OR PARTICIPANT INJURY

23.1 When a player sustains an injury, the player’s name and the nature of the injury must be advised to the club secretary as soon as practicable by the team manager or coach.

23.2 Should the player wish to lodge an insurance claim details can be obtained on the internet www.jltsport.com.au or by contacting their club secretary.

23.3 Cricket ACT shall accept no insurance liability for injury or incident beyond that provided for under the national club insurance scheme.

24. CRICKETER OF THE WEEK AND YEAR AWARDS

24.1 Awards are made to a Cricketer of the Week each week during the season. At season’s end, a Cricketer and Junior Cricketer of the Year, a Junior Women’s Cricketer of the Year and a Junior Encouragement Award will be awarded.

24.2 The Cricketer of the Week will be awarded having regard to the best performance in the relevant round. The Cricketer of the Week will be chosen by the Executive taking into account any nominations submitted by Clubs/Schools. The reasons for nominations are to be stated.

24.3 At the end of the season, the Executive will call for nominations from clubs/schools for a number of individual awards. These awards and the selection criteria follow:

Cricketer of the Year

The Cricketer of the Year Award will be presented to that player who is considered by the Executive to have performed at the highest level and made a significant contribution to the efforts of their team in the Under 14 through Under 18 age groups throughout the season. This contribution can either be in batting, bowling or fielding (or a combination of all three). The Executive will consider supporting material including batting or bowling aggregates and averages, number of games played, leadership qualities, conduct on the field and respect of teammates.

Should the Executive believe that two or more nominations have equal claims to the award, performance outside of the Cricket ACT Junior Competition may be taken into consideration. Performance may cover representative and/or grade cricket performances.

Junior Cricketer of the Year

The Junior Cricketer of the Year Award will be presented to that player who is considered by the Executive to have performed at the highest level and made a significant contribution to the efforts of their team in the Under 11 through Under 13 age groups throughout the season. This contribution can either be in batting, bowling or fielding (or a combination of all three). The Executive will consider supporting material including batting or bowling aggregates and averages, number of games played, leadership qualities, conduct on the field and respect of teammates.

Should the Executive believe that two or more nominations have equal claims to the award, performance outside of the Cricket ACT Junior Competition may be taken into consideration. Performance may cover representative and/or grade cricket performances.

Junior Women’s Cricketer of the Year

The Junior Women’s Cricketer of the Year Award will be presented to that player who is considered by the Executive to have performed at the highest level and made a significant contribution to the efforts of their team in any age group in the Meteors or Comets Junior Cricket Leagues throughout the season. This contribution can either be in batting, bowling or fielding (or a combination of all
three). The Executive will consider supporting material including batting or bowling aggregates and averages, number of games played, leadership qualities, conduct on the field and respect of teammates.

Should the Executive believe that two or more nominations have equal claims to the award, performance outside of the Cricket ACT Junior Competition may be taken into consideration. Performance may cover representative and/or other relevant cricket performances.

**Encouragement Award**

The Encouragement Award will be presented to that player who is considered by the Executive to have made a significant contribution through their involvement in junior cricket. Players in all Cricket ACT Junior Competitions are eligible for nomination.

The Executive will consider the type of contribution nominees have made to the game, their team and club/school. While performances on the field may be considered, more general contributions to the game, team and club/school and their profile as role models will have greater weighting.

The Encouragement Award is intended to recognize standout contributions and act as an incentive for continued good work into the future.

### 25. CHAMPION CLUB

#### 25.1 To be eligible for the Club Championship, Clubs/Schools must commence the season with more than four teams represented in three different Age Groups in the Under 12 to Under 18 age groups and Under 11 Division 1. The award is made to the club or school attaining the highest Club Champion point’s average. Such average is calculated in accordance with the following method:

#### 25.2 For each division within each age group, moderate the points received by each team in the Competition Points Table following the completion of the Home-and-Away Series. This is done by dividing 100 by the number of points received by the team finishing first in the division in question (rounded to two decimal places). The result is the ‘moderating factor.’ The team finishing first is given 100 Club Champion points. The competition points for each other team are multiplied by the ‘moderating factor’ (and then rounded to two decimal points). The resulting value is a team’s Club Champion points score. For example, in a competition where the top team receives 45 points, the second team gets 43 and the last team receives 13, the resulting ‘moderating factor’ is 2.22 (100 divided by 45 = 2.22). The Club Champion points will be:

- a) First team — 100.
- b) Second team — 95.46 (43 multiplied by 2.22).
- c) Last team - 28.86 (13 multiplied by 2.22).

#### 25.3 For Division 1 teams multiply their Club Champion points score by 1.3.

#### 25.4 Sum the Club Champion points for a Club/School teams (‘Sum Points’)

#### 25.5 Divide each Club/School’s ‘Sum Points’ by the number of teams fielded by that Club/School.

### 26. CODES OF BEHAVIOUR

#### 26.1 Coaches Code of Behaviour

- a) Remember that young people participate for pleasure and winning is only part of the fun.
- b) Never ridicule or yell at a young player for making a mistake or not coming first.
- c) Be reasonable in your demands on players’ time, energy and enthusiasm.
- d) Operate within the rules and Spirit of Cricket and teach your players to do the same.
- e) Ensure that the time players spend with you is a positive experience.
- f) Avoid overplaying the talented players; all young players need and deserve equal time, attention and opportunities.
- g) Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of players.
- h) Display control and respect to all those involved in cricket. This includes opponents, coaches, umpires, administrators, parents and spectators. Encourage your players to do the same.
- i) Show concern and caution towards sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence
training or competition.

j) Obtain appropriate qualifications and keep up to date with the latest cricket coaching practices and principles of growth and development of young people.

k) Any physical contact with a young person should be appropriate to the situation and necessary for the players’ skill and development.

l) Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

m) Adapted by Cricket Australia from the Australian Sports Commission Codes of Conduct.

26.2 Players Code of Behaviour

a) Play by the rules.

b) Never argue with an umpire. If you disagree, have your captain, coach or manager approach the umpire during a break or after the game.

c) Control your temper. Verbal abuse of officials and sledging of other players, deliberately distracting or provoking an opponent are not acceptable or permitted behaviour in cricket.

d) Work equally hard for yourself and your teammates. Your team’s performance will benefit and so will you. Be a good sport. Applaud all good plays whether made by your team or the opposition.

e) Treat all participants in cricket as you like to be treated. Do not bully or take unfair advantage of another competitor.

f) Cooperate with your coach, teammates and opponents. Without them there would be no competition.

g) Participate for your own enjoyment and benefit, not just to please parents and coaches.

h) Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

i) Adapted by Cricket Australia from the Australian Sports Commission Codes of Conduct.

26.3 Parents Code of Behaviour

a) Do not force an unwilling child to participate in cricket.

b) Remember, children are involved in cricket for their enjoyment, not yours.

c) Encourage your child to play by the rules.

d) Focus on the child’s efforts and performance rather than winning or losing.

e) Never ridicule or yell at a child for making a mistake or losing a game.

f) Remember that children learn best by example. Appreciate good performance and skillful plays by all participants.

g) Support all efforts to remove verbal and physical abuse from sporting activities.

h) Respect officials’ decisions and teach children to do likewise.

i) Show appreciation for volunteer coaches, officials and administrators. Without them your child could not participate.

j) Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

k) Adapted by Cricket Australia from the Australian Sports Commission Codes of Conduct.

26.4 Umpires Code of Behaviour

a) Place the safety and welfare of participants above all else.

b) In accordance with Cricket Australia guidelines, modify rules and regulations to match the skill levels and needs of young people.

c) Compliment and encourage all participants.

d) Be consistent, objective and courteous when making decisions.

e) Condemn unsporting behaviour and promote respect for all opponents.

f) Emphasize the spirit of the game rather than the errors.

g) Encourage and promote rule changes which will make participation more enjoyable.

h) Be a good sport yourself — actions speak louder than words.

i) Keep up to date with the latest available resources for umpiring and the principles of growth and development of young people.

j) Remember, you set an example. Your behaviour and comments should be
positive and supportive.
k) Give all young people a ‘fair go’ regardless of their gender, ability, cultural background or religion.
l) Adapted by Cricket Australia from the Australian Sports Commission Codes of Conduct.

27. DIVISION 1 GUIDELINES

27.1 What is Division 1 cricket?
Division 1 in each age group is the highest skill grade and requires greater interest and commitment by players — players aspiring to Junior Representative Cricket are usually selected from this division. Accordingly, the Council has a responsibility to provide a level of competition which will test the skills of the better players in the Junior Competition so that proper transition to higher level cricket is achieved.

27.2 What is expected of Coaches?
Coaches need to recognize the new era of cricket in the ACT and the overall transformation of the game due to the influences of Twenty20 cricket. Things brings with it new responsibilities and challenges for coaches. The Council policy is that, as a minimum, Division 1 coaches have current Level 1 accreditation. Coaches are expected to play their part in helping our young players realize their aspirations and equip them with the training and skills necessary to make the ACT competitive at all levels of representative cricket.

27.3 What is expected of Players?
Young players need to be made aware of the ‘career path’ which has now become available. Players need to understand that Division 1 cricket is enjoyed at a higher plane than other divisions and that more is expected of them — in particular, they need to be aware that they will not always get a bat and a bowl — this will depend on how they have been selected (batter, bowler, all-rounder etc.) but, because they are part of a team, their particular contribution is always important.

28. GUIDE TO PLAYER DEVELOPMENT

28.1 Under 11–12
It is very important that kids in this age range play at the level that best suits their ability, rather than their age. The first level is the MILO T20 Blast program, or if they are more advanced, they can play in the Junior Modified Cricket Competition. If their skills are considered ready for hard ball cricket, they should play at that level. The main emphasis is all levels is on developing fundamental skills and enjoying the game. In the hard ball program, a process of player specialization may begin in the second half of the season — coaches should seek to develop a top and middle batting order; develop a bowling order and look at encouraging wicket-keepers/ captaincy etc. Coaches should consider rotating players within an order to give players an opportunity to develop and test their skills.

28.2 Under 13–14
It is important that players who are developing batting, bowling and other skills are given appropriate opportunities to display those skills. As in Under 12s there should be no wholesale rotation of players and players should not be retired simply to give every player a bat in each match. However, there is a need to ensure that coaches do not use individual players in such a way that they unduly dominate in every match. For example, if a player were to achieve the maximum allowable runs in two matches in succession in such a manner as to diminish the opportunities available to other players, coaches may consider rotating the batting within the relevant order for the next match.

28.3 Under 15–16
Most players will by now have specialized and emphasis should be on developing each player’s skill levels to enable the transition to senior grade cricket and higher representative honours. The guidelines applying to Under 13–14s concerning rotation and retiring of players and players unduly dominating also apply.

MILO T20 BLAST RULES

29. PREAMBLE

29.1 The MILO T20 Blast competition is a modified form of the game for boys and girls that is designed to be fast, fun and exciting. While the basic format of the game of cricket is followed, the laws are varied considerably
to ensure close to equal participation by all players.

29.2 The competition and rules are designed to allow players to learn and enjoy the skills required to play cricket, rather than just winning. The spirit and skills of the game, and playing in a team should be the highest priority for parents and coaches.

29.3 Each match is scored but are not to be entered onto MyCricket. No competition points are allocated nor are finals played.

30. GAME FORMAT

30.1 MILO T20 Blast Overview

The MILO T20 Blast format varies from the traditional Rules of Cricket as follows:

a) Multiple matches and a ‘skills zone’ are set up on a grass outfield.

b) Each player bats for a set number of overs in a pair, regardless if they are dismissed in that period. There is no LBW.

c) The bowling team receives a 5 run bonus if a batter is dismissed.

d) Each player bowls a set number of overs.

30.2 Number of Overs

Each team bats for 16 overs.

30.3 Scheduled Breaks

30.3.1 A short break of 5 minutes between innings should be taken.

30.3.2 In cases of extreme hot weather coaches may agree to have short drinks breaks during each innings.

31. GROUND ARRANGEMENTS

31.1 An appointed Blast Centre Coordinator will set up the MILO T20 Blast Centre. There will also be a Skill Zone Deliverer who will manage and deliver the skill zone activities for the boys and girls waiting to bat. The coaches and managers are not required to assist with any of the ground arrangements.

31.2 The Centre Coordinator will supply each Centre with all the equipment that is needed. The equipment includes bats, balls, stumps, boundary markers, score sheets and a sound system that plays continuous music throughout the program.

31.3 Boundaries are to be set at a 30 metre radius from the pitch and the area behind the wicket-keeper is reduced to encourage straighter hitting to the open spaces. Boundaries are represented by markers placed at regular intervals that represent an imaginary line joining the points. A different colored set of markers is used to indicate the double-scoring zone, which is the area directly square of the bowler’s end stumps and around behind the bowler.

31.4 The length of the pitch is 18 meters. The batting crease is indicated by the batting tees and the bowling crease is assessed by the umpire. The emphasis is on the bowler learning to bowl and the batter learning to hit the ball and run between the wickets. The batting tees are to be positioned approximately 1.2 meters either side of the middle side.

32. EQUIPMENT

32.1 The stumps to be used are plastic free standing and are supplied.

32.2 Batters are not required to wear any protective equipment. They may wear gloves if they wish. Gloves are not supplied. Bats are supplied.

32.3 Wicket-keepers are not required to wear any protective equipment but they may wear keeping gloves. Wicket-keeping gloves are not supplied.

32.4 The balls used for each Centre are supplied. They are:

<table>
<thead>
<tr>
<th>Format</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>MILO T20 Blast match balls</td>
<td>Two-tone incrediball</td>
</tr>
<tr>
<td>MILO T20 Blast tee balls</td>
<td>Hollow rubber ball</td>
</tr>
</tbody>
</table>
33. **MILO T20 BLAST GROUP SETUP**

Fielders are not allowed within 10 metres of the bat until the ball has been hit (excl WK/slips).

**DOUBLE ZONE**
All runs scored off the bat in this area are worth double (overthrows are not doubled)

34. **NUMBER OF PLAYERS**

34.1 **Number of Players**

The MILO T20 Blast format is designed for both teams to have 8 players. The minimum number of players in a team is six and teams can have up to 10 players each. More than 8 players can bat, if agreed by both teams but the total number of overs should not exceed 16.

34.2 **Team Lists**

Both team scorers should provide players names to the other team in order to help score the match.

35. **BATTLING RULES**

35.1 **Batting Pairs**

Players bat in pairs for a total of 4 overs, regardless of how many times they are dismissed. The next batting pair are to wait at the side of the field ready to bat. The remainder of the batting team will be in the Skill Zone and will be recalled when they are next to bat.

If a team has an uneven number of players, one or two players may bat again in the final pair. Coaches are to ensure, as far as practicable, that players are not sent in to bat twice in a match on more than one occasion in a season if there are other players in the team who have not previously batted twice.

35.2 **Methods of Dismissal**

a) Bowled.
b) Caught.
c) Stumped.
d) Run out.
e) Hit wicket.

35.3 **The following methods of dismissal do not apply**:

a) LBW.
b) Handled the ball.
c) Obstructing the field.
d) Hit the ball twice.
e) Timed out.

35.4 **Change Ends**

The batters must change ends when the following occurs:

a) Dismissal.
b) When a boundary is hit.
c) At the end of the over.

35.5 **Hitting from the Tee**

35.6 If the batter misses two balls in a row, he/she is then permitted to hit a stationary ball off either tee which is positioned either side of the batter. The stationary ball is a hollow rubber ball that is slightly softer than the incrediball. The batter must run after hitting the ball off the tee. The batter must hit the ball forward of the batting end stumps. The batter can only be out run-out from a free hit. A missed swing at the ball on the tee counts as the free hit. The fielding team must stay in the positions they were in at the moment the original delivery was made until the ball is hit off the tee.

36. **BOWLING RULES**

36.1 **Overs**

All players bowl a maximum of 2 overs each. All overs in the game are bowled from the same end. The bowler is to have a short run up so the game is played at a fast pace.

36.2 **An over is 6 balls. Wides and No Balls are not re-bowled.**

37. **NO BALL AND WIDE BALL**

37.1 **No Ball**

There are three types of deliveries that classify as a No Ball. A No Ball is one that:
a) Bounces over the batter’s head in their batting stance.

b) Reaches the batter above waist height on the full.

c) Sees the bowler clearly overstep the crease at delivery.

If a No Ball is bowled (whether the batter hits it or not), the batting team receives 2 runs and a free hit off the tee. The only way a batter can be out from a No Ball is run out. If a batter scores off a No Ball, they still receive an additional 2 runs. In addition the batter on strike after the runs are completed will receive a free hit off the tee. The number of runs scored from that hit is added to what has already been scored e.g. 2 (No Ball) + what is run + the score from the free hit. The batter can only be dismissed run-out from a free hit.

37.2 **Bounced More than Twice - Legitimate Ball**

37.3 A delivery that bounces more than twice or rolls along the ground is a fair delivery.

37.4 **Wides**

A Wide is one that passes outside the Wide markers (i.e. the tees) at the batters end. In the case of the ball passing outside the markers at the batter’s end and beating the wicket-keeper the batters receive 2 runs plus what they run. The ball is then returned and the batter receives a free hit off the tee. The number of runs scored from that hit is added to what has already been scored e.g. 2 (for the Wide) + what is run + the score from the free hit. The batter can only be dismissed run-out from a free hit.

37.5 **Throwing**

37.6 Illegal actions should not be called No Ball. Players should be coached to attempt to correct an illegal action, however the aim of the game is for the bowler to get the ball down the other end so this should be the primary concern.

38. **FIELDING REQUIREMENTS**

38.1 **Position of Fielders**

In each innings, there should be 6 fielders as well as a wicket-keeper and a bowler. When the ball is delivered, no fielder may field within 10 meters of the batter until after the ball is hit. This excludes the wicket-keeper and the slips. Only 2 fielders are permitted in the double-scoring zone. There is no restriction as to how many fielders are on the off or on side. After the free hit the rubber ball is to be returned to the tee and the next ball is to be bowled with the incrediball.

38.2 **Umpire Helpers**

The bowling team coach/manager is to umpire at the bowler’s end, score the game and assist the fielding team with fielding positions and who will bowl. The batting team coach/manager is to be the square leg umpire and organize the next batting pair and that the other players are going to and from the skill zone. The Centre Coordinator will provide scorebooks for each game. The MILO T20 Blast App can also be used for scoring.

39. **SCORING**

The following instructions should be followed in relation to scoring a MILO T20 Blast game:

a) Enter batter’s name under designated Batting Pair.

b) Enter bowler’s name next to the over number bowled.

c) Mark the runs scored with a number, next to the batter’s name for the relevant ball in each over.

d) Mark any Wickets (Wkts) with a W, next to the batter’s name.

e) Wides or No Balls should be represented on the score sheet by a circle.

f) This circle represents the two runs received for a Wide or No Ball.

g) Mark the circle when the Wide or No Ball is bowled and then enter the number of runs made by the batter within the circle. In some instances this will be a combination of runs made off the original ball and runs made from the Free Hit. E.g. Anna is the batter on strike when a No Ball is bowled. She manages to hit 2 runs off the No Ball and then hits another 2 off the tee. Her score is represented as 4. When tallying the number of runs Anna made, this is counted as 6: 4 runs + a circle (which counts for 2).

h) Mark any balls from which there is no score with a dot.

i) Make sure all six boxes are filled for each over.

j) Once the Batting Pair has completed their four overs, tally the total Wickets (Wkts) and Runs for each Batter. Then combine
the two to calculate the “Pair Total” and Team Running Score.

k) For Batting Pairs 2-4, ensure you are calculating the Team Running Score by adding the previous Batters’ scores to the current batters’ scores.

l) Once all Batting Pairs have batted, complete Team Total.

m) The loss of a Wicket results in 5 Bonus Runs to the opposition. At the completion of the innings, multiply the total of wickets lost by five and mark this in the Bonus Runs Awarded to Opposition box.

NB. If this team is the first to bat, leave the Bonus Runs Received from Opposition and Grand Total boxes empty. They will be completed upon the conclusion of the second team’s innings.

JUNIOR MODIFIED CRICKET RULES

40. PREAMBLE

40.1 What was formerly known as the Under 10 age group is now called Junior Modified Cricket. This category is designed as a progression from MILO T20 Blast cricket for boys and girls up who are not ready for hard ball cricket. Participants may be younger or older than Under 10 to play in this format. They should play at this level based on their ability not their age. Junior Modified Cricket play a modified form of the game called ‘positive cricket.’ While the basic format of the game of cricket is followed, the laws are varied considerably to ensure close to equal participation by all players.

40.2 The competition and rules are designed to allow players to learn the skills required to play cricket, rather than just winning. The spirit and skills of the game and playing in a team should be the highest priority for parents and coaches.

40.3 The matches are scored but are not to be entered onto MyCricket. No competition points are allocated nor are finals played.

41. GAME FORMATS

41.1 Positive Cricket Overview

Positive Cricket format varies from the Rules of Cricket as follows:

a) Each player bats for a set number of overs in a pair, whether they get out or not. If dismissed batters simply swap ends. There is no LBW.

b) Scores are multiplied by 4 if a player is not dismissed, by 3 for one dismissal, by 2 for two dismissals, by 1 for three or more dismissals.

c) Each player bowls a set number of overs.

d) Wicket-keeping is usually rotated.

41.2 Number of Overs

All matches are played as one day matches with a single innings per side. The number of overs per side is as follows:

<table>
<thead>
<tr>
<th>Age group</th>
<th>Number of overs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Junior Modified Cricket (Friday)</td>
<td>20</td>
</tr>
<tr>
<td>Junior Modified Cricket (Wednesday)</td>
<td>25</td>
</tr>
</tbody>
</table>

41.3 Scheduled Breaks

41.3.1 A maximum of a 10 minute break should occur between innings.

41.3.2 In the middle of an innings a short drinks break may be taken which must not exceed three minutes. In 20 over matches, particularly night matches, coaches may agree for neither side to have a drinks break. In cases of hot weather coaches may agree to have a larger number of short drinks breaks. Drinks should be brought onto the field to keep such breaks to a minimum.

41.4 Interruptions to Play

41.4.1 Overs may be reduced if play is interrupted due to wet weather, over rates are slow due to excessive heat, or there is an early dusk in the case of night matches. Overs should be reduced proportionately so that each side receives the same number of overs.

41.4.2 If an interruption occurs during the innings of the team batting second, play may be extended by up to 15 minutes beyond the scheduled finishing time.
42. GROUND ARRANGEMENTS

42.1 It is a ‘home’ side’s responsibility to place the stumps and set the boundary markers for the match. The ‘home’ side is the side nominated first on the draw. If the home side has insufficient equipment then the away team should provide one set of stumps and additional boundary markers. The home team should also ensure that the toilets are open during the match then closed when the match ends.

42.2 Each side in a match is to have a full cricket kit that includes at least one set of stumps and adequate and sufficient boundary markers to indicate at least half the boundary of the field of play.

42.3 Boundaries are to be marked by the ‘home’ team. Boundaries are represented by markers placed at regular intervals that represent an imaginary line joining the points. Distances of boundaries from the pitch are as follows and should ideally be set using a length of string:

<table>
<thead>
<tr>
<th>Age group/division</th>
<th>Boundary</th>
</tr>
</thead>
<tbody>
<tr>
<td>Junior Modified Cricket Friday and Weekend</td>
<td>35m</td>
</tr>
</tbody>
</table>

42.4 The length of the pitch should be reduced to no more than two thirds of the full length. Bowling creases and popping creases are then to be marked with chalk markings.

43. EQUIPMENT

43.1 The stumps to be used are the portable free standing junior 63.5 cm by 22.86 cm type. Ideally spring loaded (Indoor cricket style) stumps should be used. in2CRICKET plastic stumps are also acceptable.

43.2 All batters must wear a helmet including a grill.

43.3 Wicket-keepers must wear a helmet with a grill.

43.4 Subject to any changes authorised by the Executive, competition balls for Junior Modified Cricket will be:

<table>
<thead>
<tr>
<th>Age group/division</th>
<th>Brand</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>Junior Modified Cricket Friday and Weekend</td>
<td>Kookaburra Softa Ball</td>
<td>142g</td>
</tr>
</tbody>
</table>

Teams are not required to use a new ball in each match. Used balls are allowed subject to the balls not being damaged in the opinion of the umpires.

44. NUMBER OF PLAYERS

44.1 Number of Players

The minimum number of players in a team is 6. The maximum number of players is 10 in 20 over matches and 12 in 25 over matches. Teams should be in the range of 8 to 10 players to provide maximum participation. As there are no points at stake, every effort should be made for a game to proceed, including swapping/lending of players if required.

44.2 Team Lists

Both team scorers must be able to provide players names to the other team in order to help administer the match.

45. BATTING RULES

45.1 Batting Pairs

Players bat in pairs for a limited number of overs, regardless of how many times they are dismissed.

The following matrix indicates the number of overs faced for a 20 or 25 over match.

<table>
<thead>
<tr>
<th>No. of players</th>
<th>20 Over match</th>
<th>25 Over match</th>
</tr>
</thead>
<tbody>
<tr>
<td>7-8</td>
<td>4 pairs for 5 overs</td>
<td>3 pairs for 6 overs</td>
</tr>
<tr>
<td></td>
<td>1 pair for 7 overs</td>
<td>1 pair for 7 overs</td>
</tr>
<tr>
<td>9-10</td>
<td>5 pairs for 4 overs</td>
<td>5 pairs for 5 overs</td>
</tr>
<tr>
<td>11-12</td>
<td>n/a</td>
<td>5 pairs for 4 overs</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 pair for 5 overs</td>
</tr>
</tbody>
</table>

If a side has an uneven number of players, one or two players may bat again in the final pair.
Coaches are to ensure, as far as practicable, that players are not sent in to bat twice in a match on more than one occasion in a season if there are other players in the side who have not previously batted twice.

45.2 **Methods of Dismissal**

a) Bowled  
b) Caught  
c) Stumped  
d) Run out  
e) Hit wicket

45.3 **The following methods of dismissal do not apply:**

a) LBW  
b) Handled the ball  
c) Obstructing the field  
d) Hit the ball twice  
e) Timed out

45.4 **Change Ends on Dismissal**

When a dismissal occurs batters may need to change ends to ensure the batter not dismissed faces the next ball bowled, whether in the same over or first ball of the following over. This will also depend on the type of dismissal.  
This rule may be overridden by Rule 45.5 - Rotating the Strike.

45.5 **Rotating the Strike**

Each batsman must face an equal amount of deliveries in any given over. This may require the deliberate rotation of the strike by the umpires. It should not be used to gain a scoring advantage for either team.

45.6 **Striking a Stationary Ball**

Batters are permitted to strike a stationary ball that has come to rest either on or off of the pitch. The ball may not be struck after it has passed the line of the stumps. The batters is only allowed one attempt to hit a stationary ball, and should return to his crease should he miss the ball.

46. **BOWLING RULES**

46.1 **Overs**

Bowling should be divided between players as evenly as possible. Unless a player has been a wicket-keeper, no player should bowl two less overs than another player. The following matrix gives a guide.

<table>
<thead>
<tr>
<th>No. of bowlers</th>
<th>20 Over match</th>
<th>25 Over match</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>6 players bowl 3 overs / 1 player bowls 2 overs</td>
<td>4 players bowl 4 overs / 3 players bowl 3 overs</td>
</tr>
<tr>
<td>8</td>
<td>4 players bowl 3 overs / 4 players bowl 2 overs</td>
<td>1 player bowls 4 overs / 7 players bowl 3 overs</td>
</tr>
<tr>
<td>9</td>
<td>2 players bowl 3 overs / 7 players bowl 2 overs</td>
<td>7 players bowl 3 overs / 2 players bowl 2 overs</td>
</tr>
<tr>
<td>10</td>
<td>10 players bowl 2 overs</td>
<td>5 players bowl 5 overs / 5 players bowl 2 overs</td>
</tr>
<tr>
<td>11</td>
<td>n/a</td>
<td>8 players bowl 2 overs / 3 players bowl 3 overs</td>
</tr>
<tr>
<td>12</td>
<td>n/a</td>
<td>11 players bowl 2 overs / 1 player bowls 1 over</td>
</tr>
</tbody>
</table>

46.2 An over shall be 6 balls. Wides and No Balls are not re-bowled.

46.3 For evening games, overs may be bowled from the same end to save time. This should be agreed by coaches before the game commences, and players should be encouraged to change fielding positions between overs.

47. **NO BALL, WIDE BALL AND DEAD BALL**

47.1 **No Ball — Off the Pitch**

A delivery that bounces off, or on the edge of, the concrete or synthetic surface of a pitch in front of the line of the bowling crease shall be called and signalled No Ball. This also applies if the first bounce is on the pitch and a subsequent bounce is off the pitch.

47.2 **Bounced More than Twice — Legitimate Ball**

A delivery that bounces more than twice or rolls along the ground is a fair delivery. If the ball was accidentally dropped a dead ball should be called and the ball should be re-bowled.

47.3 **No Ball — Full Pitched Delivery**

Any delivery other than a slow paced one, which passes or would have passed on the full above the waist height of the striker standing
in an upright position at the crease is deemed a No Ball. For slow bowlers, a full pitched delivery above the shoulders is a No Ball.

47.4 **No Ball — Short Pitched Bowling**
A ball that pitches and then passes above the batters shoulder level, whilst standing upright at the batting crease, is considered dangerous and shall be signaled a No Ball. An exception is allowed for bowlers deemed to be slow (i.e. broadly defined as those to whom the wicket-keeper would normally stand up to the stumps).

47.5 **Wides**
For balls that bounce on the pitch, but are so wide that, in the opinion of the umpire, they have passed out of the reach of the striker, standing in a normal guard position, and that is not struck by the batter, shall be called and signaled a Wide ball. This rule should not be interpreted in the same manner as it would be in a One Day International. Allowance needs to be made for the environmental and developmental situation in which a match is being played. A ball passing down the leg side of a batter is not necessarily a Wide.

47.6 **Throwing**
47.6.1 Illegal actions should not be called No Ball. Players should be coached to correct an illegal action. If an illegal action presents a danger to the batter the bowler should be asked to slow down or removed from the attack.

47.6.2 If a bowler deliberately throws the ball, a No Ball shall be called. If a bowler repeatedly deliberately throws the ball umpires may remove the bowler from the attack, particularly if it presents a danger to the batter.

47.7 **Pitch Centre Division**
Where a concrete or synthetic pitch has a centre division, a delivery that pitches on the centre division shall be called and signaled a Dead Ball and the bowler is allowed an additional ball. This situation could be extended to damage to the pitch should both coaches agree before the commencement of play. Any pitch damage should be reported to the Administrator as part of results submission.

## 48. **FIELDING REQUIREMENTS**

<table>
<thead>
<tr>
<th>Age group/division</th>
<th>Max. fielders on the field at any one time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Junior Modified Cricket Friday</td>
<td>19</td>
</tr>
<tr>
<td>Junior Modified Cricket Wednesday</td>
<td>11</td>
</tr>
</tbody>
</table>

48.1 **Position of Fielders**
48.1.1 When the ball is delivered:
   a) There shall be not more than two fielders, other than the wicket-keeper, behind the popping crease on the on-side.
   b) No fielder may field within half a pitch length circle from the striker’s wicket except a wicket-keeper or in slips/gully positions.
   c) In either case a dead ball shall be called and the ball re-bowled.

48.2 **Umpire Helper**
Teams should be encouraged to have an umpire and a helper to assist the fielding side set fielding positions, bowling orders and keep play moving at a reasonable rate. The helper assists the players on where they are fielding, what they should be doing and where they should go for the next over. They should not disrupt play. The helper should be positioned in the outfield, at least one pitch length from both batsmen and not near any fielders.

## 49. **RESULTS AND SCORING**

49.1 **Score Sheets**
The score sheets are specially designed and provided to Clubs/Schools by the Administrator. Scores may be submitted to the Administrator for publishing in the Canberra Times, however scores are NOT to be uploaded onto MyCricket.

49.2 **Runs off Bat**
49.2.1 The total runs scored by the batter, excluding sundries shall be multiplied by a number, being the multiplier. The multiplier is
determined by the number of dismissals of the batter during an innings. To obtain the adjusted score for each batter the multiplier is determined as follows:

- a) If the batter is NOT OUT, the score off the bat is multiplied by four.
- b) If the batter is dismissed once, the score off the bat is multiplied by three.
- c) If the batter is dismissed twice, the score off the bat is multiplied by two.
- d) If the batter is dismissed three or more times, total bat score stands.

49.2.2 If a batter bats a second time, their score is recorded as a separate batter. If two batters combine to complete a pair batting a second time, they are treated as a single batter.

49.3 Dismissals
All dismissals of each batter count towards the total number of dismissals in a team’s innings.

49.4 Total Score
All adjusted batting scores, plus the number of sundries (unadjusted) are combined to make the total score for each team.

COMETS JUNIOR CRICKET LEAGUE UNDER 11 UNGRADED RULES

50. PREAMBLE

50.1 The Under 11 ungraded competitions are played on Friday night and on Sunday morning. The competitions play a ‘progressive cricket’ format. While the basic format of the game of cricket is followed, this format varies from the rules of cricket as follows:

- a) Batters are to be retired upon reaching a certain milestone.
- b) Retired batters may return to the crease (in the same order in which they were retired) after all the nominated players have had the opportunity to bat.
- c) A prescribed number of bowlers must bowl in any innings, and there are limits as to the number of overs each player can bowl.

50.2 The competition and rules are designed to allow players to learn the skills required to play cricket, rather than just winning. The spirit and skills of the game, and playing in a team should be the highest priority for parents and coaches.

50.3 Scores may be kept and entered onto the MyCricket system however, no competition points are allocated for matches nor are finals played.

51. GAME FORMAT

51.1 Overview
All matches are played as one day games. All runs scored by the batters in addition to sundries count towards a team’s score. The Friday night competition is designed for 8 players per team and the Sunday competition is designed for 11 players per team. Therefore, if a team has 8 players, that team is dismissed when it loses 7 wickets.

51.2 Number of Overs
Games on Friday night are played using a one day format of 20 overs each. The game length may be increased to 25 overs per innings if both teams agree and light is permitting. The Sunday morning competition is played as a one day format of 25 overs each.

51.3 Scheduled Breaks
A maximum of a 10 minutes break should occur between innings.

In the middle of an innings a short drinks break may be taken which must not exceed 3 minutes. In cases of hot weather coaches may agree to have a larger number of short drinks breaks. Drinks should be brought onto the field to keep such breaks to a minimum.

51.4 Interruptions to Play
Overs may be reduced if play is interrupted due to wet weather or due to excessive heat. Overs should be reduced proportionately so that each team receives the same number of overs.

If an interruption occurs during the innings of the team batting second, play may be extended by up to 15 minutes beyond the scheduled finishing time.

52. GROUND ARRANGEMENTS

52.1 It is a ‘home’ team’s responsibility to place the stumps and set the boundary markers for the match and to open the toilets. The ‘home’ team is the team nominated first on the draw.
If the home team has insufficient equipment then the away team should provide one set of stumps and additional boundary markers. The home team should also ensure that the toilets are open during the match then closed when the match ends.

52.2 Boundaries are to be set at a 40 metre radius from the pitch and are represented by markers placed at regular intervals that represent an imaginary line joining the points.

<table>
<thead>
<tr>
<th>Age group/division</th>
<th>Boundary</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under 11 Friday and Sunday Ungraded</td>
<td>40 metres</td>
</tr>
</tbody>
</table>

52.3 The length of the pitch played on should be shortened by at least 2 metres, as agreed by both teams. Creases can then be marked using chalk.

53. **EQUIPMENT**

53.1 The stumps to be used are either normal wooden stumps or portable steel or spring-loaded stumps placed on the popping creases.

53.2 All batters must wear a helmet including a grill.

53.3 Wicket-keepers must wear a helmet with a grill.

53.4 Subject to any changes authorised by the Executive, competition balls to be used are:

<table>
<thead>
<tr>
<th>Age group/division</th>
<th>Brand</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under 11 Friday and Sunday Ungraded</td>
<td>Kookaburra</td>
<td>142g</td>
</tr>
<tr>
<td></td>
<td>Special Test or Red King</td>
<td></td>
</tr>
</tbody>
</table>

Teams are not required to use a new ball in each match. Used balls are permitted provided they are in good condition and agreed on by both teams.

54. **NUMBER OF PLAYERS**

54.1 Number of Players

In either format, a minimum of 7 players is required to make up a team. Teams may have the following maximum number of players in both competitions: (note that only if both teams agree, can additional players bat and bowl).

<table>
<thead>
<tr>
<th>Age group/division</th>
<th>Max. fielders on the field at any one time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under 11 ungraded Friday</td>
<td>10</td>
</tr>
<tr>
<td>Under 11 ungraded Sunday</td>
<td>14</td>
</tr>
</tbody>
</table>

54.2 Team Lists

Both team scorers must be able to provide players names to the other team in order to help administer the match. As there are no points at stake, every effort should be made for a game to proceed, including swapping/lending of players if required.

55. **BATTING RULES**

55.1 Retirements

Batters must retire immediately upon reaching the following score, unless there are no other players left to bat (including players previously retired):

<table>
<thead>
<tr>
<th>Age group/division</th>
<th>One Day Match</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under 11 Friday and Sunday Ungraded</td>
<td>25 runs</td>
</tr>
</tbody>
</table>

55.2 Voluntary Retirements

Batters can be voluntarily retired by coaches if they have been at the crease for the following number of full overs, plus any part over in which a batsman’s innings commences:

- a) One day match — 3 full overs.

Voluntary retirements are designed to enable all coaches to give all batters in a team a bat. It is NOT designed to hasten the return of batters who have been retired earlier due to scoring the maximum number of runs.

55.3 Returning to Bat

In all cases, batters who so retire can return to bat, in the order they retired. These batters do not have to retire again. They can bat for unlimited runs until all other batters are dismissed. All nominated team members must bat before retirees return to the crease.

56. **BOWLING RULES**

56.1 Number of Deliveries and Bowlers

An over consists of 6 deliveries. An additional
ball is bowled after a Wide or No Ball provided the maximum number of deliveries in the over does not exceed 8. A minimum number of bowlers must bowl at least 1 over in a full innings (as below).

<table>
<thead>
<tr>
<th>Age group/division</th>
<th>Min. no. of bowlers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under 11 Friday and Sunday ungraded</td>
<td>7 (6 if the team has 7 players)</td>
</tr>
</tbody>
</table>

56.2 Over Limits
To encourage maximum participation for all players, bowlers have limits to the number of overs they can bowl in any match. This over limit is:

<table>
<thead>
<tr>
<th>Age group/division</th>
<th>One Day Match</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under 11 Friday ungraded</td>
<td>4 overs (5 if playing 25 overs)</td>
</tr>
<tr>
<td>Under 11 Sunday ungraded</td>
<td>5 overs</td>
</tr>
</tbody>
</table>

56.3 Spell Limits
Medium pace and above bowlers have limits to the number of overs they can bowl in a single spell. This is to prevent injury and therefore the count restarts when there is a break between days of a two day match. The break between spells is to be at least the equivalent of the number of overs bowled from the same end as the bowler’s immediately concluded spell. Spell limits do not apply to slow bowlers.

<table>
<thead>
<tr>
<th>Age group/division</th>
<th>Boundary</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under 11 Friday and Sunday Ungraded</td>
<td>4 overs</td>
</tr>
</tbody>
</table>

57. DISMISSALS
57.1 All forms of dismissal apply as per the rules of cricket except as follows:
57.2 There is no LBW.

58. FIELDING RULES
58.1 Distance from Batters
No fielder may field within half a pitch length from the striker’s wicket except a wicket-keeper or slips/gully positions. A maximum of 5 fielders are allowed on the leg side.

59. NO BALL, WIDE BALL AND DEAD BALL
59.1 Ball off the Pitch
A delivery that bounces off, or on the edge of, the concrete or synthetic surface of a pitch in front of the line of the bowling crease shall be called and signaled No Ball. This applies equally if the first bounce or any subsequent bounce is off, or on the edge of, the pitch. A ball that returns to the pitch after bouncing off the pitch is still a No Ball.

59.2 Pitch Centre Division
Where a synthetic pitch has a centre division, a delivery that pitches on the centre division shall be called and signaled a Dead Ball and the bowler is allowed an additional ball.

59.3 Wide Ball Notes
Wides on the off or leg side should only be called if the ball passes well outside the reach of the batter. Allowance needs to be made for the environmental and developmental situation in which a match is being played.

59.4 Bowling of Fast Short Pitched Balls
Any delivery which, after pitching, passes or would have passed over shoulder height of the batter standing upright at the crease, regardless of whether it has been struck is to be considered dangerous, and either umpire shall call and signal a No Ball. This provision does not apply when a ball bowled by a slow or spin-bowler passes above the line of the shoulder after pitching.

59.5 Bowling of High Full Pitched Balls
59.5.1 Any delivery, other than a slow paced one, which passes or would have passed over full above waist height of the striker standing upright at the crease is to be called as a No Ball by either umpire.

59.5.2 A slow delivery which passes or would have passed on the full above shoulder height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker, and should be called a No Ball by either umpire.

59.6 Throwing
59.6.1 Illegal actions should NOT be called No Ball. Players should be coached to correct an illegal action. If an illegal action presents a danger to
the batter the bowler should be asked to slow down or removed from the attack.

59.6.2 Only if a bowler deliberately throws the ball, a No Ball shall be called. If a bowler deliberately throws the ball a second time umpires shall remove the bowler from the attack.

60. SUBSTITUTION OF PLAYERS

60.1 Frequency
Time must not be wasted on the substitution of fielders.

60.2 Substitute Fielders
60.2.1 Registered players not included in a team for a match can field as a substitute for a player who is incapacitated at any time during a match. Replacement fielders must be eligible to play for that team in terms of age and club registration. Opposing coaches/captains should be informed but their agreement is not necessary.

60.2.2 Opposing coaches/captains cannot object to the placement of a substitute fielder except as wicket-keeper.

61. COACHING ON THE FIELD DURING PLAY

61.1 Coaching on the field of play by the umpire during a match is allowed. Coaches who are not umpiring may not enter the field of play except between overs. The design during this age group should be for the coach to impart to young cricketers the skills of captaincy. Players can only learn captaincy by being given the chance to exercise their responsibilities during play, and every effort should be made by coaches to reduce the coaching levels incrementally to ensure that by the start of Under 13 coaching on the field will no longer occur.

63. GAME FORMATS

63.1 Matches are either played as T20 matches, one day matches or two day matches (usually over two weekends) as follows:

<table>
<thead>
<tr>
<th>Age group/division</th>
<th>Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under 12 Friday</td>
<td>1 day matches only</td>
</tr>
<tr>
<td>Under 11 Division 1</td>
<td>1 day and 2 day matches</td>
</tr>
<tr>
<td>Under 12 to Under 18</td>
<td>2 day matches (1 day matches played in the event of wet weather) and T20 matches</td>
</tr>
<tr>
<td>and Colts</td>
<td></td>
</tr>
</tbody>
</table>

63.2 One Day Matches
One day matches have a single innings for each team in progressive format. The number of overs per team is as follows:

<table>
<thead>
<tr>
<th>Age group/division</th>
<th>Number of Overs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under 12 Friday</td>
<td>20 overs</td>
</tr>
<tr>
<td>All other age groups,</td>
<td>25 overs</td>
</tr>
<tr>
<td>excluding Colts</td>
<td></td>
</tr>
<tr>
<td>Colts</td>
<td>30 overs</td>
</tr>
</tbody>
</table>

63.3 Two Day Matches
Two day matches are played in either quarter cricket format or progressive innings format. Two innings may be played with first innings being played on a fixed overs basis. Two day matches cannot be played out to a draw. The format and number of overs per team in the first innings is as follows:

COMETS JUNIOR CRICKET LEAGUE UNDER 11 TO UNDER 18 AND COLTS RULES

62. PREAMBLE

<table>
<thead>
<tr>
<th>Age group/ division</th>
<th>Format</th>
<th>No. of overs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under 11 and Under 12 Division 1, Under 12, Under 13 and Under 14 Divisions 2 and 3, Under 15 Division 3</td>
<td>Quarter</td>
<td>50 overs</td>
</tr>
<tr>
<td>All other age groups, excluding Colts</td>
<td>Progressive</td>
<td>50 overs</td>
</tr>
<tr>
<td>Colts</td>
<td>Progressive</td>
<td>60 overs</td>
</tr>
</tbody>
</table>

63.3.1 There are no limitations to the number of overs a team can face in its second innings in a two day match.

63.3.2 If the Executive schedules a two day match consisting of 50 (or 60 for Colts) overs on the one day, the match shall be treated for all purposes as a two day match and there shall be two sessions of play with each session being treated as a single day.

63.4 T20 matches
Rules pertaining to the T20 competitions are set out in the T20 competitions rules section of this rulebook.

64. PROGRESSIVE CRICKET OVERVIEW

64.1 Progressive Cricket format varies from the Rules of Cricket as follows:

64.2 Batters are to be retired upon reaching certain milestones (see Rule 72.1 Mandatory Retirement numbers for each age group).

64.3 Retired batters may return to the crease (in the same order in which they were retired) after all nominated players have had an opportunity to bat, and up to the fall of 10 wickets.

64.4 A prescribed number of bowlers must bowl in any innings, and there are limits as to the number of overs each player can bowl.

65. QUARTER CRICKET

65.1 Quarter Cricket format is as for Progressive Cricket except the format of innings differs as follows:

65.2 If both teams bat their fully allocated 50 overs, each team bats 25 over groups on each day (quarters), so that there is more opportunity for participation.

65.3 The team batting first (Team A) bats for 25 overs, or less if dismissed. After a ten minute break, the team batting second (Team B) then bats for the remainder of day one or until they are dismissed. This would usually be 25 overs.

65.4 If Team A is dismissed in less than 25 overs, Team B bats until the close of play or for a minimum of 25 overs.

65.5 If Team B is dismissed in less than 25 overs, Team A may resume its innings on day one if there is sufficient time. If not it will resume its innings on day two.

65.6 On day two, Team B bats first to complete their first innings, unless they were dismissed on day one. After Team B has completed their first innings, Team A completes their first innings, unless already dismissed on day one.

65.7 If both team’s first innings are completed before the close of play on day two, a second innings may be played. Team A commences their second innings first, unless Team A forces Team B to follow on. No second innings is to commence unless both teams have completed their first innings.

65.8 As in any game of cricket, which includes the possibility of a second innings, declarations may be made but coaches/managers should carefully consider whether any such action is contrary to the policy intention behind the scheduling of matches in 25 over quarter format. That is, to provide a more participative game in which each team gets to bat and bowl on each day.

65.9 Quarter Cricket Examples:

a) Day 1: Team A bats for 25 overs and loses 6 wickets. Team B bats for 25 overs and loses 7 wickets. Day 2: Team B resumes at 7 wickets down and completes their first innings. Team A resumes at 6 wickets down and completes their first innings. The team with the higher total wins on first innings.

b) Day 1: Team A is dismissed in 20 overs. Team B bats until the close of play (30 overs). Day 2: Team B completes its first innings (20 more overs). Team A commences a second innings. Team B can commence a second innings only if Team A is dismissed or declares.
c) Day 1: Team A bats for 25 overs and loses 6 wickets. Team B bats and is dismissed in 15 overs. Team A resumes its first innings and may bat to the close of play (approx. 7 overs). Day 2: Team A completes its first innings (approx. 18 overs). Team A then commences its second innings (unless Team A is able to enforce a follow-on).

66. FOLLOW ON

66.1 In two day matches, where circumstances allow, the team which bats first and leads the other team at the end of the first innings shall have the option of requiring the other team to follow their innings provided that the following minimum required leads are achieved:

<table>
<thead>
<tr>
<th>Age group/division</th>
<th>Number of Overs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under 11 to Under 14</td>
<td>75 runs</td>
</tr>
<tr>
<td>Under 15 to Under 18 (including Colts)</td>
<td>100 runs</td>
</tr>
</tbody>
</table>

67. NUMBER OF PLAYERS

67.1 The minimum number of players that can play in a team is 7 and teams can be unequal in size.

67.2 More than 11 players may be nominated to form a team however a team which exceeds 11 players may bat all its nominated players on the basis that an innings is completed at the fall of the 10th wicket. In the case where a batter retires after passing the compulsory requirement score and the team has lost 9 wickets, if there has been a 12th nominated player, that player must bat. A team which exceeds 11 players may bowl all its nominated players provided that only 11 fielders remain on the field at any one time. If a team nominates more than 11 players, they must inform the other team before the match may commence.

67.3 The Under 12 Friday competition is modified to 8 players per team instead of the usual 11. An innings is completed on the fall of the 7th wicket, and only 8 fielders may be on the field at one time.

67.4 The following maximum numbers of players may be nominated for a match:

<table>
<thead>
<tr>
<th>Age group/division</th>
<th>Max. no. of players</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under 12 Friday</td>
<td>10</td>
</tr>
<tr>
<td>Under 11 Division 1</td>
<td>14</td>
</tr>
<tr>
<td>Under 12 to Under 15 Division 1 and Colts</td>
<td>13</td>
</tr>
<tr>
<td>Under 12 to Under 18 Division 2 and 3</td>
<td>14</td>
</tr>
</tbody>
</table>

67.5 No permission from the opposing team is needed to bat and bowl any number of nominated players (up to the maximum allowed) if the fall of 10 wickets constitutes a completed innings. However, the team with more than 11 players nominated must inform the other team before that match may commence.

67.6 Team lists recording the given and surname of all registered players in a match must be exchanged between coaches before the toss. A team cannot be changed after the toss without the consent of the opposing coach/captain.

67.7 A substitute fielder cannot bat, bowl or keep wickets without the consent of the opposing captain/coach.

67.8 For U12 to U15 Division 1 and Colts two day matches, 13 players can be named at the beginning of the match but only 12 players may take part on either day.

68. SLIDING RULE FOR REPRESENTATIVE PLAYERS

68.1 In any match, a team may nominate a special substitute player (nominated representative player) as a substitute player for a nominated representative player who is unable to play because of conflicting representative commitments. A Club/School may in turn nominate another substitute player to play in place of the special substitute player and so on.

68.2 For example, in a Division 1 team, Player A (who is normally in Division 2) is nominated as a substitute for Player R (the rep player); Player B (who is normally in Division 3) is nominated as a substitute for Player A (in Player A's Division 2 team) and Player C (who normally plays in a lower age group) is nominated a substitute for player B (in Player B's Division 3 team).

68.3 If during the course of a match, the nominated
representative player is able to commence playing in a match, the representative player is entitled to play in substitution for the nominated player. Similarly, any other nominated player may play in place of the player who was nominated a substitute for that player. Any score credited to a nominated player shall be credited to the representative player or relevant nominated player (as the case may be); similarly any bowling restrictions apply to a representative players or relevant nominated player as if he had bowled the same number of overs as the substitute player—the only exception being the rules applying to medium pace or above bowlers as regards overs bowled consecutively.

68.4 For example, assuming Player A scores 20 not out in the first week and is still at the crease at the beginning of the second week, Player R may substitute for Player A and bat as if he had scored the 20 runs—this same rule applies down the line of substitute players.

68.5 Any nominations under this rule must be made at the time team lists are exchanged.

69. FORFEITS

69.1 A team forfeits a game if it is not ready to commence a game 15 minutes after the scheduled start of play.

69.2 Reasons for forfeit include an inability to field the minimum number of players or there not being a coach or manager in charge of a particular team.

69.3 Before claiming a forfeit the team must try to contact the Administrator to outline the situation. A forfeit must be recorded in the score book of the team claiming a forfeit, and if possible counter signed by a representative of the opposition team. Notification should be sent to the Administrator when results are submitted.

69.4 Coaches/managers may agree to play a practice or modified game but such a game does not count for Competition points.

69.5 The Executive may determine that a match is not forfeited if it accepts that there were reasonable grounds for a team believing that the match was scheduled at another location or another time.

69.6 Teams claiming a forfeit will be entitled only to the maximum points allocated for that round in the relevant age group and division.

69.7 Any notification by a team that it intends to forfeit a match prior to the scheduled start of that match is conditional upon the Competition not being officially cancelled under Rule 8 - Competition Cancellation and Wet Weather. If all matches are cancelled then the match is not forfeited.

69.8 Teams that forfeit prior to the match must notify their club/school delegate as soon as possible so attempts can be made to notify the opposition team.

70. GROUND ARRANGEMENTS

70.1 It is a ‘home’ teams’ responsibility to place the stumps and set the boundary markers for the match. The ‘home’ team is the team nominated first on the draw. If the home team has insufficient equipment then the away team should provide one set of stumps and additional boundary markers. It is the home team’s responsibility to open the toilets for both teams then lock the toilets at the close of play.

70.2 Boundaries are to be marked by the ‘home’ team. It is recommended that a sized rope or tape measure be used rather than pacing. A representative of the away team should verify boundary markings before play commences. It is important that both teams ensure that boundary markings are consistent on both days of a two day match, and that landmarks are agreed on the first day to ensure this.

70.3 Boundaries are represented by markers placed at regular intervals that represent an imaginary line joining the points. On some grounds boundaries are already marked on the ground and markers should still be placed to reinforce the location of the boundary. Distances of boundaries from the pitch are as follows and should ideally be set using a length of string.

<table>
<thead>
<tr>
<th>Age group/division</th>
<th>Max. no. of players</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under 11 Division 1</td>
<td>40 metres</td>
</tr>
<tr>
<td>Under 12</td>
<td>45 metres</td>
</tr>
<tr>
<td>Under 13 and Under 14</td>
<td>50 metres</td>
</tr>
<tr>
<td>Under 15 to Under 18</td>
<td>55 metres</td>
</tr>
</tbody>
</table>

Under (incl. Colts)
71. EQUIPMENT

71.1 All batters must wear a helmet including a grill.

71.2 Wicket-keepers must be equipped with pads, gloves and a protector at all times. The wearing of helmets including a grill is compulsory for keepers in Under 11. Keepers are encouraged to wear a helmet in all age groups, particularly when keeping up at the stumps.

71.3 Wooden stumps or spring loaded stumps may be used.

71.4 Balls

<table>
<thead>
<tr>
<th>Age group/division</th>
<th>Brand</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under 11 to Under 13</td>
<td>Kookaburra Special Test</td>
<td>142g</td>
</tr>
<tr>
<td>Under 14 to Under 18</td>
<td>Kookaburra Tuf Pitch or Red King</td>
<td>156g</td>
</tr>
<tr>
<td>Colts</td>
<td>Kookaburra Tuf Pitch or Red King</td>
<td>156g</td>
</tr>
</tbody>
</table>

71.5 A new ball is NOT required for each bowling innings and used balls are allowed, subject to the balls not being damaged in the opinion of the umpires.

72. BATTLING RULES

72.1 Mandatory Retirements

Batters must retire immediately upon reaching the following scores in the first innings, unless there are no other players left to bat (including players previously retired):

<table>
<thead>
<tr>
<th>Age group/division</th>
<th>One Day Match</th>
<th>Two Day Match</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under 11 Division 1, Under 12 Division 2 and 3, Under 12 Friday, Under 13 Division 2 and 3, Under 14 Division 2 and 3 and Under 15 Division 3</td>
<td>25</td>
<td>50</td>
</tr>
<tr>
<td>Under 12 and Under 13 Division 1</td>
<td>50</td>
<td>75</td>
</tr>
<tr>
<td>Under 14 Division 1</td>
<td>50</td>
<td>100</td>
</tr>
<tr>
<td>Under 15 Division 1 and 2, Under 16, Under 18 and Colts</td>
<td>75</td>
<td>100</td>
</tr>
</tbody>
</table>

72.2 Voluntary Retirements

Batters can be voluntarily retired by coaches if they have been at the crease for the following number of full overs, plus any part over in which a batsman’s innings commences:

a) One day match — 3 full overs.
b) Two day match — 6 full overs.

Voluntary retirements are designed to enable all coaches to give all batters in a team a bat. It is NOT designed to hasten the return of batters who have been retired earlier due to scoring the maximum number of runs.

72.3 Returning to Bat

In all cases, batters who so retire can return to bat, in the order they retired. These batters do not have to retire again. They can bat for unlimited runs until all other batters are dismissed. All nominated team members must bat before retirees return to the crease.

73. BOWLING RULES

73.1 Minimum Number of Bowlers

A minimum number of bowlers must bowl at least one over in a full innings.

<table>
<thead>
<tr>
<th>Age group/division</th>
<th>Min. no. of bowlers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under 11 Division 1 to Under 13 (all divisions)</td>
<td>7 (6 if the team has 7 players)</td>
</tr>
<tr>
<td>Under 14 Division 1, Under 15 Division 1 and Colts</td>
<td>6</td>
</tr>
<tr>
<td>Under 14 to Under 18 Division 2 and 3</td>
<td>7 (6 if the team has 7 players)</td>
</tr>
</tbody>
</table>
73.2 Over Limits

To encourage maximum participation for all players, bowlers have limits to the number of overs they can bowl in any one innings of a match. (Quarter cricket officials are reminded that a completed first innings of their two day match format is 50 overs.) In addition, to prevent injury to bowlers in two day matches these limits also apply to each day of the match even if the overs are split between different innings.

These over limits are:

<table>
<thead>
<tr>
<th>Age group/division</th>
<th>One Day Match</th>
<th>Two Day Match Med. pace and above</th>
<th>Two Day Match Slow Bowlers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under 11 Division 1 and Under 12, Under 14 Division 2 and 3 and Under 15 Division 3</td>
<td>5 overs</td>
<td>8 overs</td>
<td>8 overs</td>
</tr>
<tr>
<td>Under 13 (all divisions) and Under 14 Division 1</td>
<td>5 overs</td>
<td>8 overs</td>
<td>10 overs</td>
</tr>
<tr>
<td>Under 15 Division 1 and 2, Under 16 and Under 18 and Colts</td>
<td>5 overs</td>
<td>10 overs</td>
<td>10 overs</td>
</tr>
</tbody>
</table>

73.3 Spell Limits

Medium pace and above bowlers have limits to the number of overs they can bowl in a single spell. This is to prevent injury and therefore the count restarts when there is a break between days of a two day match. The break between spells (including where a follow on is enforced) is to be at least the equivalent of the number of overs bowled from the same end as the bowler’s immediately concluded spell. Again this does not apply when there is a break between days of a two day match. Spell limits do not apply to slow bowlers.

74. DISMISSALS

74.1 All forms of dismissal apply as per the rules of cricket.

75. FIELDING RULES

75.1 Distance from Batters

75.1.1 In Under 11 Division 1 and Under 12, no fielder may field within half a pitch length from the striker’s wicket except a wicket-keeper or in slips/gully positions and, in this event, either umpire may call and signal No Ball.

75.1.2 In Under 13 to Under 18, any fielders within half a pitch length from the striker’s wicket must wear a helmet and protector. If a fielder does not, either umpire may call and signal No Ball. The purpose of this rule is to ensure the safety of fielders.

76. NO BALL, WIDE BALL AND DEAD BALL

76.1 Ball off the Pitch

A delivery that bounces off, or on the edge of, the concrete or synthetic surface of a pitch in front of the line of the bowling crease shall be called and signaled No Ball. This applies equally if the first bounce or any subsequent bounce is off, or on the edge of, the pitch. A ball that returns to the pitch after bouncing off the pitch is still a No Ball.

76.2 Wide Ball Notes

Umpires are to note that Law 25 applies for Wides, notably “passing wide of the striker unless it is sufficiently within their reach for them to be able to hit it with their bat by means of a normal cricket stroke.” It should not be interpreted in the same manner as it would be in a One Day International. Allowance needs to be made for the environmental and developmental situation in which a match is being played. A ball...
passing down the leg team of a batter is not necessarily a Wide.

76.3 Pitch Centre Division
Where a concrete or synthetic pitch has a centre division, a delivery that pitches on the centre division shall be called and signaled a Dead ball and the bowler is allowed an additional ball.

76.4 Re-bowling of Wides and No Balls
In the following age groups and divisions, an additional ball is bowled provided the maximum number of deliveries does not exceed 8. However, for the scheduled final over of an innings, 6 legitimate balls must be bowled.

a) Under 11 Division 1
b) Under 12 Friday
c) Under 12 to Under 14 Division 2
d) Under 12 to Under 15 Division 3

In all other divisions, 6 legitimate balls must be bowled.

76.5 Bowling of Fast Short Pitched Balls
76.5.1 Any delivery which, after pitching, passes or would have passed over shoulder height of the striker standing upright at the crease, regardless of whether it has been struck is to be considered dangerous, and either umpire shall call and signal a No Ball. This provision does not apply when a ball bowled by a slow or spin-bowler passes above the line of the shoulder after pitching.

76.5.2 For Division 1 in Under 13 to Under 15 and Colts, one such delivery is allowed per over. Upon the delivery of such a ball the umpire is to advise the bowler about the nature of the delivery. Any similarly delivered balls in the same over shall be called and signaled No Ball.

76.6 Bowling of High Full Pitched Balls
76.6.1 Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be called as a No Ball by either umpire.

76.6.2 A slow delivery which passes or would have passed on the full above shoulder height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker, and should be called a No Ball by either umpire.

76.7 Throwing

76.7.1 Illegal actions should not be called No Ball. Players should be coached to correct an illegal action. If an illegal action presents a danger to the batter the bowler should be asked to slow down or removed from the attack.

76.7.2 Suspected illegal actions should be reported to Cricket ACT via club delegates. A Cricket ACT representative will make a ruling on the legality of the action and proposed remedial steps if required.

76.7.3 If a bowler deliberately throws the ball, a No Ball shall be called. If a bowler deliberately throws the ball a second time umpires shall remove the bowler from the attack.

77. SUBSTITUTION OF PLAYERS

77.1 Frequency
Time must not be wasted in the substitution of fielders.

77.2 Substitute Fielders
77.2.1 Registered players not included in a team for a match can field as a substitute for a player who is incapacitated at any time during a match. Replacement fielders must be eligible to play for that team in terms of age and club registration. Opposing coaches/captains should be informed but their agreement is not necessary.

77.2.2 Opposing coaches/captains cannot object to the placement of a substitute fielder except as wicket-keeper.

78. COACHING ON THE FIELD DURING PLAY

78.1 For Under 11 and 12 coaching on the field of play by the umpire during a match is allowed. Coaches who are not umpiring may not enter the field of play except between overs. The design during these age groups should be for the coach to impart to young cricketers the skills of captaincy. Players can only learn captancy by being given the chance to exercise their responsibilities during play, and every effort should be made by coaches to reduce the coaching levels incrementally to ensure that by the start of Under 13 coaching on the field should not occur.

78.2 For all age groups Under 13 and above, coaching, whether on the field by the umpire or from the boundary, is to be kept to a minimum. It is to be restricted to the intervals
between overs and during breaks. Any coaching performed is not to waste time or delay the game. Coaches are not to undertake the role of a captain in these age groups.

79. RESULTS AND SCORING

79.1 Conclusion of an Innings
Scores made by all eligible players are to count towards a team’s score; however the fall of 10 wickets indicates the conclusion of an innings. In an Under 12 Friday game, 7 wickets indicate the conclusion of an innings.

79.2 One Day Match Result
The team with the highest score in the first innings wins the match. For the purposes of points allocation such a win is deemed to be a first innings win. No second innings are played therefore outright results are not possible.

79.3 Playing Time - All Game Formats
To satisfy the first point of the Mission of the Cricket ACT Junior Council, matches will continue until the scheduled close of play. The team batting last is always entitled to receive its maximum first innings overs even after a result has been reached. Play may only cease earlier at the agreement of both teams. Such an agreement is to be recorded in both score books and signed by both teams.

79.4 If Significant Playing Time Remains After the First Innings

79.4.1 One Day Match
Coaches are encouraged to come to arrangements for unofficial play if significant playing time still remains after a result has been obtained.

79.4.2 Two Day Match
Two day matches should continue as a second innings regardless of whether an outright win is likely or not. If an outright result is reached and significant playing time still remains, coaches are encouraged to come to arrangements for unofficial play. Failure by a team to fulfill its obligations, either by not completing the first innings, or by abandoning a two day game during the second innings without the agreement of the opposition, should be referred to the Executive for action.

80. POINTS ALLOCATION AND COMPETITION POSITION

80.1 Points Allocation
Competition points are allocated on the following basis for each Competition match in the Under 12 to 18 age groups and the Under 11 Division 1 competition.

<table>
<thead>
<tr>
<th>Result - One and Two Day Matches</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Outright win—irrespective of first innings result</td>
<td>10</td>
</tr>
<tr>
<td>Outright loss—after leading on first innings</td>
<td>7</td>
</tr>
<tr>
<td>Outright loss—after being level on first innings</td>
<td>5</td>
</tr>
<tr>
<td>Outright loss—after trailing on first innings</td>
<td>1</td>
</tr>
<tr>
<td>Outright tie—after leading on first innings</td>
<td>7</td>
</tr>
<tr>
<td>Outright tie—after being level on first innings—each team</td>
<td>5</td>
</tr>
<tr>
<td>Outright tie—after trailing on first innings</td>
<td>5</td>
</tr>
<tr>
<td>First innings win—if no outright result</td>
<td>7</td>
</tr>
<tr>
<td>First innings loss—if no outright result</td>
<td>1</td>
</tr>
<tr>
<td>First innings tie—if no outright result—each team</td>
<td>5</td>
</tr>
<tr>
<td>Match abandoned due to weather, ground condition etc. unless a result has already been achieved, in which case points for the result will be awarded.</td>
<td>4</td>
</tr>
<tr>
<td>Bye</td>
<td>7</td>
</tr>
<tr>
<td>Forfeit win (unless all other matches in that age group/division in that round were abandoned)</td>
<td>Maximum points achieved in that round by any other team in that age group/division</td>
</tr>
<tr>
<td>Forfeit loss (unless all other matches in that age group/division in that round were abandoned)</td>
<td>0</td>
</tr>
</tbody>
</table>

80.2 Competition Position
A team’s position on the ladder is decided by the sum of all points gained from one day and two day competition matches. T20 points do
not count towards this competition.

If two or more teams in the same division are level on points at the end of competition matches, their respective positions on the competition ladder for their division in that competition are determined on the following count-back basis:

**80.3 Two Teams Level on Points**

If two teams are equal, the team which achieved the most points in the match or matches between the two teams in the one/two day competition matches, is placed higher. Abandoned matches are not included.

**80.4 More Than Two Teams Level on Points**

If more than two teams are equal, their position shall be determined in order how many points each team achieved in all matches played between those teams in the one/two day competition matches, is placed higher. Abandoned matches are not included.

**80.5 Teams Equal in Matches against Each Other**

If teams are still equal, the team with the most overall competition wins in the one/two day Competition during the season, is placed higher.

**80.6 Teams Equal on Points & Competition Wins**

If teams are still equal, the following formula is used to arrive at a quotient. The team with the highest quotient is the highest placed while the team with the lowest quotient is the lowest placed:

\[
\text{Total of ‘runs for’ divided by ‘wickets lost’ (First Innings only)}
\]

\[
\text{divided by}
\]

\[
\text{Total of ‘runs’ against divided by ‘wickets taken’ (First Innings only)}
\]

\[
= \text{Quotient.}
\]

**81. FINALS AND PREMIERSHIPS**

**81.1 All age groups/divisions where competition points are allocated shall play a final to decide a premiership.**

**81.2 Semi Finals**

**81.2.1** Age groups/divisions with six or more teams shall play semi-finals among the top four teams to determine the finalists. In the event of a tie or a match being abandoned, the higher placed team shall proceed to the final.

**81.2.2** The remaining teams in the age group/division will also play a final round for the season, based on their table position.

<table>
<thead>
<tr>
<th>Team 1 v Team 4</th>
<th>Semi-final-winner proceeds to Final</th>
</tr>
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<tr>
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<td></td>
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<td>Team 7 v Team 8</td>
<td></td>
</tr>
<tr>
<td>Team 9 v Team 10</td>
<td></td>
</tr>
</tbody>
</table>

**81.2.3** Semi Finals will be played under the same rules as for finals.

**81.3 Finals**

**81.3.1** Age groups/divisions with less than six teams shall have a final between the team finishing first and the team finishing second on the competition ladder. For all other competitions, the winner of the two semi-final matches will play in the Final.

**81.3.2** Finals matches are played over two days. Notwithstanding Rule 9, where there are interruptions to play of more than 60 minutes on the first day of a final match, every reasonable endeavor should be made to play the match over the full 50 or 60 first innings overs (as the case may be) on the following day, subject to the availability of grounds.

**81.3.3** Notwithstanding Rule 9, in a finals match, the match is deemed to be abandoned unless each team receives a minimum of 40 overs in its first innings unless, in the case of the team batting first, it is dismissed or makes a declaration beforehand or, in the case of the team batting second, it is dismissed or passes the total of the team batting first.

**81.4 Eligibility to Play in the Finals Round**

A player must have played a minimum of three (3) matches with a team in a particular division to be eligible to play in a finals match with that team.

**81.4.1** If 12 eligible players are not available, players from a lower Division or age group may play, with the written permission of the Executive.

**81.4.2** In special circumstances, the Executive may approve alternative arrangements in writing.

**81.5 Premierships**

**81.5.1** Finals matches are played out to the scheduled close of play on the second day (plus any extensions provided for in these rules). The match may be decided by forfeit or by an outright win. If an outright win is not obtained,
a first innings win will determine the result of the match and hence the winner of the premiership. Play may stop after a first innings result has been achieved with the agreement of both teams.

81.5.2 If there is no result in the final, the team which finished higher on the competition ladder will be awarded the premiership.

81.5.3 In the event of a tie, Joint Premierships will be awarded.

82. Interruptions to Play and Rescheduling of Finals

82.1 For the 2015–16 season a reserve day for the final may be scheduled for the weekend after the final.

82.2 Where games are interrupted by inclement weather all efforts should be made to recommence the game in accordance with Rule 9.

82.3 In the event of inclement weather having a major impact without a general cancellation being implemented, the Executive will review the situation taking into account results achieved/not achieved and time lost, etc. and advise what action will be taken.

82.4 Finals Umpires

82.5 Neutral umpires shall officiate, where available, in finals matches under arrangements approved by the Executive.

82.6 In matches where only one umpire is appointed or available, the batting team is to provide the square leg umpire.

Meteors Junior Cricket League Rules

83. Preamble

83.1 All Meteors Junior Cricket League (hereafter referred to as the MJCL) matches are to be conducted within The Laws of Cricket (2000 Code 4th Edition – 2010) unless otherwise specified in these Rules.

84. Game Format

84.1 All matches are played as Twenty20 matches on Friday evening.

85. Dismissals

85.1 All forms of dismissal apply as per the rules of cricket.

86. Number of Players

Each game will be played between two teams of up to 11 players. More than 11 players may be nominated to form a team however this must be agreed to by both teams. A team which exceeds 11 players may bat all its nominated players on the basis that an innings is completed at the fall of the 10th wicket. In the case where a batter retires after passing the compulsory requirement score and the team has lost 9 wickets, if there has been a 12th nominated player, that player must bat. A team which exceeds 11 players may bowl all its nominated players provided that only 11 fielders remain on the field at any one time. If a team nominates more than 11 players, they must inform the other team by providing a team list before the match may commence. If it is proposed that more than 10 wickets should constitute an innings, both coaches/captains must agree.

86.1 Nominations

86.1.1 For each game, in each team, one player will first be nominated as wicket-keeper. Half the remainder shall be nominated as batters (rounded down). All the remainder shall be nominated as bowlers. The following matrix summarizes this approach.

<table>
<thead>
<tr>
<th>Number of players in team</th>
<th>Designated batters</th>
<th>Designated bowlers</th>
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<td>3</td>
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</tr>
<tr>
<td>Less than 7</td>
<td>forfeit</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
86.2.1 Players will not be permitted to alternate between batter and bowler nominations during any given game.

86.2.2 All players nominated as batters must bat before any bowler. The nominated wicket-keeper may bat in any position in the batting order.

86.2.3 All players nominated as bowlers must bowl at least 2 overs before any batter is permitted to bowl. This is the only restriction on a captain with regard to bowling order. If the innings is shortened to 10 overs or less due to interruptions, all bowlers must bowl at least 1 over before any batter is permitted to bowl.

86.2.4 The wicket-keeper shall remain as wicket-keeper throughout the game. (Unless injured, at which time they should be replaced by a nominated batter.)

86.2.5 Only 11 players are permitted on the field at any time. Fielders can be rotated on and off the field at the end of any over, provided no playing time is lost. The umpires must be notified of any field substitutions.

87. BATTING RULES

87.1 A batter must retire upon reaching a personal score of 30 runs (or the scoring shot that takes the player past 30 runs).

87.2 Batters may be retired, at the discretion of the coach, at any time after they have been at the crease for 4 overs and prior to reaching 30 runs.

87.3 Retired batters may return to the crease (in the same order in which they were retired) after all players have had an opportunity to bat, and up to the fall of 10 wickets.

87.4 Timed Out

87.5 The incoming batter and the not-out batter must be in position to receive the next ball within 60 seconds of the fall of the previous wicket.

88. GROUND ARRANGEMENTS

88.1 It is a ‘home’ team’s responsibility to place the stumps and set the boundary markers for the match and to open the toilets. The ‘home’ team is the team nominated first on the draw. If the home team has insufficient equipment then the away team should provide one set of stumps and additional boundary markers. The home team should also ensure that the toilets are open during the match then closed when the match ends.

88.2 Boundaries are to be set at a 40 metre radius from the pitch. Boundaries are represented by markers placed at regular intervals that represent an imaginary line joining the points.

88.3 The length of the pitch is 20.12 metres from bowling crease to bowling crease. The batting and bowling creases should be marked 1.22 meters in from the bowling creases.

89. EQUIPMENT

89.1 The stumps to be used are either normal wooden stumps or portable steel or spring-loaded stumps placed on the popping creases.

89.2 All batters must wear a helmet including a grill. A batsman may only change other items of protective equipment (e.g. batting gloves, etc.) provided that there is no waste of playing time.

89.3 Wicket-keepers must wear a helmet with a grill.

89.4 Subject to any changes authorized by the Executive, competition balls for the MJCL competitions are:

<table>
<thead>
<tr>
<th>Age group/division</th>
<th>Brand</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>MJCL</td>
<td>Kookaburra Special Test (white)</td>
<td>142g</td>
</tr>
</tbody>
</table>

Teams are not required to use a new ball in each match. Used balls are permitted provided they are in good condition and agreed on by both teams.

90. HOURS OF PLAY

90.1 Length of Innings

Each team shall have 1 hour and 10 minutes to complete their 20 overs.

1st Innings: 5:00pm – 6:10pm
Interval: 6:10pm – 6:20pm
2nd Innings: 6:20 – 7:30pm

Start times may vary by mutual prior agreement by the teams involved.

90.2 Intervals and Drinks Breaks

The interval between innings shall be 10
minutes.

No drinks break shall be permitted during the innings; however individual players may be
given a drink on the boundary or at the fall of a
wicket, provided there is no disruption to play.

In the case of extreme heat, the umpires and
coaches may jointly decide to permit a drinks
break after the 10th over.

90.3 Bowling Ends

In order to facilitate the rapid completion
of the match, 10 overs are to be bowled
consecutively from one end, followed by 10
overs from the other end.

At the end of each over in the consecutive
block of overs, the batters are required to
change ends.

The fielding team will decide from which end
to bowl first.

In a delayed or shortened match, the
number of overs to be bowled from each
end consecutively shall be half of the overs
(rounded up if necessary) allocated to the
fielding team.

91. THE TOSS

The captains shall toss for choice of innings
no less than 10 minutes prior to scheduled
start of play.

92. LENGTH OF INNINGS

92.1 Uninterrupted Matches

92.1.1 Each team shall bat for 20 overs unless
dismissed earlier.

92.1.2 If the team fielding first fails to bowl the
required number of overs by the scheduled
completion of the first innings, play shall
continue until the required overs have been
bowled.

The innings of the team batting second shall
then be limited to the same number of overs
as were bowled by the scheduled completion
time to the team batting first (the over in
progress at the scheduled completion time is
counted as a completed over for the purpose
of this rule). These penalties for slow over
rates are to be enforced.

As an example: At the scheduled completion
time, Team A has bowled only 18.2 overs
(considered as 19 overs) to Team B. Team A
then has only 19 overs in which to achieve

92.1.3 If the team fielding second fails to bowl the
required number of overs by the scheduled
completion time, play shall continue until
the team fielding second has bowled their
full complement of overs PLUS extra overs
equivalent to the number of overs not bowled
by the scheduled completion time. (The over
in progress at the scheduled completion
time is counted as a completed over). These
penalties for slow over rates are to be
enforced.

As an example: At the scheduled completion
time, Team B bowling second has bowled 17.3
overs (considered to be 18 overs for this rule).
They then continue bowling to complete the
20 overs PLUS another two overs on top of
that (22 in total) to compensate the batting
team for slow bowling rates. The team batting
second then has 22 overs to achieve the target
score.

92.2 Delayed or Interrupted Matches

92.2.1 General

a) The object shall always be to rearrange the
number of overs so that both teams have
the opportunity of batting for the same
number of overs. Each team must have
the opportunity to face at least 8 overs to
constitute a match.

b) If either team fails to bowl the revised
required number of overs in their allotted
time, play shall be extended as per Rule
11.

c) Fractions are to be ignored in all
calculations regarding the number of
overs.

92.2.2 Delay or Interruption to the Innings of the
Team Batting First

a) If there is a delay in the innings of the team
batting first, there is to be no alteration
in the time agreed to for the interval. This
will lead to a reduction in the number of
available overs at the rate of 3.5 minutes
per over.

As an example: In all divisions (70 minutes
per innings plus 10 minute interval). If
the match is delayed at the start by 30
minutes, then that leaves 120 minutes, of
which 110 minutes is playing time. Each
team therefore receives 55 minutes of
batting time and 55 minutes divided by 3.5
minutes gives 15.7 overs. This is rounded

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UP to 16 overs per team of batting.

b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

92.2.3 Delay or Interruption to the Innings of the Team Batting Second

If there is a suspension in play during the second innings, there shall be no changes to the agreed finishing time for the second innings.

The overs shall be reduced at a rate of one over per 3.5 minutes of playing time lost except that when the innings of the team batting first has been completed prior to the scheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

If it is not possible for both teams to receive the same number of overs, but if there is sufficient time for the team batting second to receive at least five overs after the interruption, then a target score shall be set using the modified Duckworth Lewis Stern table. Examples of calculations are also included.

93. FIELDING RULES

93.1 An imaginary circle approximately 20 meters from the pitch is to be agreed on by both coaches. For the first 6 overs a maximum of 2 fielders are allowed outside this circle. From overs 7 to 20, a maximum of 5 fielders are allowed outside this circle. No fielders are allowed to field at any time within 10 metres of the batter unless they are fielding in the slips or gully.

93.2 At the instant of delivery, there must be no more than five fielders on the leg side.

93.3 In the event of an infringement of any of the above fielding restrictions either umpire shall call and signal No Ball.

93.4 No fielder may field within half a pitch length from the striker’s wicket except a wicket-keeper or in slips/gully positions and, in this event, either umpire may call and signal No Ball.

94. BOWLING RULES

94.1 Each bowler can bowl a maximum of four overs in an innings of an uninterrupted match. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, the following bowling restrictions shall apply.

<table>
<thead>
<tr>
<th>Total allocated overs in innings</th>
<th>Maximum overs for each bowler</th>
<th>Minimum number of bowlers to be used</th>
</tr>
</thead>
<tbody>
<tr>
<td>5 overs</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>6–10 overs</td>
<td>2</td>
<td>5</td>
</tr>
<tr>
<td>11–15 overs</td>
<td>3</td>
<td>5</td>
</tr>
<tr>
<td>16–20 overs</td>
<td>4</td>
<td>5</td>
</tr>
</tbody>
</table>

In the event of a bowler being injured or otherwise unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler’s limit is concerned.

95. NO BALLS AND WIDES

95.1 Scoring — one run shall be awarded for each No Ball or Wide, plus any runs scored.

95.2 Each No Ball and Wide in an over shall be re-bowled up to a maximum of 8 total deliveries (legitimate deliveries and No Balls/Wides) in any one over. The third and all subsequent No Balls/Wides in each over shall still be called as such by the umpire with Rule 95.1 still to apply.

95.3 Rule 95.2 shall not apply for the last scheduled over of each innings with 6 legal deliveries required, regardless of the number of No Balls or Wides.

95.4 Fast Short Pitched Bowling

No fast short pitched bowling is permitted

A fast short pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the striker standing upright at the crease. Such deliveries shall be signaled and called No Ball.

95.5 Full Pitched Bowling

If a full pitched ball passes or would have passed above the waist height of the striker standing upright at the crease regardless of the speed of the bowler, either umpire shall call and signal No Ball.
95.6 **No Ball off the Pitch**

Any ball delivered by the bowler that bounces on the first occasion off the pitch shall immediately be called a No Ball. The batter may still attempt to score from the delivery.

95.7 **No Free Hit after a No Ball**

The delivery following a No Ball called for a foot fault shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or a Wide Ball), then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the free hit is called a Wide.

Field changes are not permitted for free hit deliveries, unless it is a new batter on strike.

If a foot fault No Ball is bowled on the last ball of an over, an additional ball shall be bowled by the same bowler.

95.8 **Wide Bowling**

Any delivery that in the opinion of the umpire does not offer the batter a reasonable opportunity to strike the ball shall be called a Wide.

96. **THE RESULT**

96.1 A result can be achieved only if both teams have had the opportunity of batting for at least 8 overs, unless one team has been all out in less than 8 overs or unless the team batting second scores enough runs to win in less than 8 overs.

All matches in which both teams have not had an opportunity of batting for a minimum of 8 overs, shall be declared No Result and 2 points awarded to each team.

96.2 **Tie**

In matches where both teams have had the opportunity of batting for the agreed number of overs, and if the scores are equal, the result shall be decided by:

a) The team that hits the most boundaries (4s and 6s combined) shall be declared the winner.

b) If the result still cannot be determined, the team losing the least number of wickets will be declared the winner.

c) If the result cannot be decided by the above means the team that has bowled the least number of Wides and No Balls combined, shall be declared the winner.

d) If the result still cannot be determined teams will compete in a Bowl Off.

96.3 **Bowl Off**

A bowl off will be conducted ONLY if no result is possible by the above means.

Teams will line up and bowl ball for ball (like a penalty shootout) at one stump in the ground at the batters end. A best of five score will count and in the event that scores are tied each member of the nominated team must bowl a ball until there is a winner.

97. **POINTS ALLOCATION AND COMPETITION POSITION**

97.1 **Points Allocation**

Competition points are allocated on the following basis for each competition match in the MJCL competition:

<table>
<thead>
<tr>
<th>Result — T20 Matches</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Win</td>
<td>4</td>
</tr>
<tr>
<td>Draw (including match abandoned or no result)</td>
<td>2</td>
</tr>
<tr>
<td>Loss</td>
<td>1</td>
</tr>
<tr>
<td>Forfeit win</td>
<td>4</td>
</tr>
<tr>
<td>Forfeit loss</td>
<td>0</td>
</tr>
<tr>
<td>Tie</td>
<td>2</td>
</tr>
</tbody>
</table>

97.2 **Competition Position**

A team's position on the ladder is decided by the sum of all points gained from the T20 competition matches.

If two or more teams in the same division are level on points at the end of competition matches, their respective positions on the competition ladder for their division in that competition are determined on the following count-back basis:

97.3 **Two Teams Level on Points**

If two teams are equal, the team which achieved the most points in the match or matches between the two teams in the T20 competition matches is placed higher. Abandoned matches are not included.
97.4 More Than Two Teams Level on Points
If more than two teams are equal, their position shall be determined in order how many points each team achieved in all matches played between those teams in the T20 competition matches is placed higher. Abandoned matches are not included.

97.5 Teams Equal in Matches against Each Other
If teams are still equal, the team with the most overall competition wins in the T20 competition matches during the season is placed higher.

97.6 Teams Equal on Points & Competition Wins
If teams are still equal, the following formula is used to arrive at a net run rate (NRR). The team with the highest NRR is the highest placed while the team with the lowest NRR is the lowest placed:

\[
\text{Team average run rate per over} - \text{Opponent average run rate per over} = \text{NRR}
\]

98. COLOURED CLOTHING
Coloured shirts are permitted and should be worn, provided all team members are similarly attired.

99. FINALS AND PREMIERSHIPS

99.1 A final will be scheduled to decide the premiership.

99.2 Semi Finals

99.2.1 If there are six or more teams, semi-finals will be scheduled among the top four teams to determine the finalists. In the event of a tie or a match being abandoned, the higher placed team shall proceed to the final.

99.2.2 The remaining teams in division will also play a final round for the season, based on their table position.

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99.3 Finals

99.3.1 A division with less than six teams shall have a final between the team finishing first and the team finishing second on the competition ladder. For all other competitions, the winner of the two semi-final matches will play in the Final.

99.3.2 Finals matches are played over one day/ evening. Notwithstanding Rule 9, where there are interruptions to play of more than 30 minutes on the day of a final match, every reasonable endeavor should be made to complete the match.

99.3.3 Notwithstanding Rule 9, in a finals match, the match is deemed to be abandoned unless each team receives a minimum of 10 overs in its innings unless, in the case of the team batting first, it is dismissed or, in the case of the team batting second, it is dismissed or passes the total of the team batting first.

99.4 Eligibility to Play in the Finals Round
A player must have played a minimum of 3 matches with that team to be eligible to play in a finals match with that team.

99.4.1 If 8 eligible players are not available, the Executive may approve alternative arrangements in writing.

99.5 Premierships

99.5.1 Finals matches should be played out to the scheduled close of play (plus any extensions provided for in these rules) however play may stop after a first innings result has been achieved with the agreement of both teams.

99.5.2 If a win by forfeit, a first innings win, or a tie is not obtained, the team which finished higher on the competition ladder will be awarded the Premiership.

99.5.3 In the event of a Tie, Joint Premierships will be awarded.

100. INTERRUPTIONS TO PLAY AND RESCHEDULING OF FINALS

100.1 For the 2015–16 season a reserve day for the final may be scheduled for a later date.

100.2 Where games are interrupted by inclement weather all efforts should be made to recommence the game in accordance with
100.3 In the event of inclement weather having a major impact without a general cancellation being implemented, the Executive will review the situation taking into account results achieved/not achieved and time lost, etc. and advise what action will be taken.

100.4 Finals Umpires
100.4.1 Neutral umpires shall officiate, where available, in finals matches under arrangements approved by the Executive.
100.4.2 In matches where only one umpire is appointed or available, the batting team is to provide the square leg umpire.

COMETS JUNIOR CRICKET LEAGUE T20 RULES

101. PREAMBLE
101.1 All Divisions from Under 12 to Under 18 and Colts will compete in a T20 Competition. The competitions will comprise of some matches played mid-week and some on the weekends. The Division 1 and Colts competitions may play 12 players and teams in Division 2 and 3 competitions may play up to 14 players.

101.2 Nominations
101.2.1 For each game, in each team, one player will first be nominated as wicket-keeper. Half the remainder shall be nominated as batters (rounded down). All the remainder shall be nominated as bowlers. The following matrix summarizes this approach.

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<td>3</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>Less than 7</td>
<td>forfeit</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

101.2.2 Matrix

101.2.3 Players will not be permitted to alternate between batter and bowler nominations during any given game.
101.2.4 All players nominated as batters must bat before any bowler. The nominated wicket-keeper may bat in any position in the batting order.
101.2.5 All players nominated as bowlers must bowl at least 2 overs before any batter is permitted to bowl. This is the only restriction on a captain with regard to bowling order. If the innings is shortened to 10 overs or less due to interruptions, all bowlers must bowl at least 1 over before any batter is permitted to bowl.
101.2.6 The wicket-keeper shall remain as wicket-keeper throughout the game. (Unless injured, at which time they should be replaced by a nominated batter.)
101.3 Only 11 players are permitted on the field at any time. Fielders can be rotated on and off the field at the end of any over, provided no playing time is lost. The umpires must be notified of any field substitutions.

102. BATTING RULES
102.1 A batter must retire upon reaching a personal score of 30 runs (or the scoring shot that takes the player past 30 runs).
102.2 In Division 1 — batters may not be retired, except for injury, prior to reaching 30 runs.
102.3 In Division 2 — batters may be retired, at the discretion of the coach, at any time after they have been at the crease for four overs and prior to reaching 30 runs.
102.4 Retired batters may return to the crease (in the same order in which they were retired) after all players have had an opportunity to bat, and up to the fall of ten wickets.

102.5 Timed Out
The incoming batter and the not-out batter must be in position to receive the next ball within 60 seconds of the fall of the previous wicket.

103. HOURS OF PLAY

103.1 Length of Innings — Midweek
Each team shall have 1 hour and 10 minutes to complete their 20 overs.
1st Innings: 5:00pm – 6:10pm
Interval: 6:10pm – 6:20pm
2nd Innings: 6:20 – 7:30pm
Start times may vary by mutual prior agreement by the teams involved.

103.2 Length of Innings — Weekend
Each team shall have 1 hour and 10 minutes to complete 20 overs.
1st Innings: 9:00am – 10:10am
Interval: 10.10 – 10.20am
2nd Innings: 10:20am – 11:30am

103.3 Intervals and Drinks Breaks
The interval between innings shall be 10 minutes.
No drinks break shall be permitted during the innings; however individual players may be given a drink on the boundary or at the fall of a wicket, provided there is no disruption to play.
In the case of extreme heat, the umpires and coaches may jointly decide to permit a drinks break after the 10th over.

103.4 Bowling Ends (All Divisions)
In order to facilitate the rapid completion of the match, 10 overs are to be bowled consecutively from one end, followed by 10 overs from the other end.
At the end of each over in the consecutive block of overs, the batters are required to change ends.
The fielding team will decide from which end to bowl first.
In a delayed or shortened match, the number of overs to be bowled from each end consecutively shall be half of the overs
(rounded up if necessary) allocated to the fielding team.

104. THE TOSS
The captains shall toss for choice of innings no less than 10 minutes prior to scheduled start of play.

105. LENGTH OF INNINGS

105.1 Uninterrupted Matches
105.1.1 Each team shall bat for 20 overs unless dismissed earlier.
105.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled completion of the first innings, play shall continue until the required overs have been bowled.
The innings of the team batting second shall then be limited to the same number of overs as were bowled by the scheduled completion time to the team batting first (the over in progress at the scheduled completion time is counted as a completed over for the purpose of this rule). These penalties for slow over rates are to be enforced.
As an example: At the scheduled completion time, Team A has bowled only 18.2 overs (considered to be 19 overs) to Team B. Team A then has only 19 overs in which to achieve the target score set by Team B in their full 20 overs.
105.1.3 If the team fielding second fails to bowl the required number of overs by the scheduled completion time, play shall continue until the team fielding second has bowled their full complement of overs PLUS extra overs equivalent to the number of overs not bowled by the scheduled completion time. (The over in progress at the scheduled completion time is counted as a completed over). These penalties for slow over rates are to be enforced.
As an example: At the scheduled completion time, Team B bowling second has bowled 17.3 overs (considered to be 18 overs for this rule). They then continue bowling to complete the 20 overs PLUS another two overs on top of that (22 in total) to compensate the batting team for slow bowling rates. The team batting second then has 22 overs to achieve the target score.
105.2 Delayed or Interrupted Matches

105.2.1 General

a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. Each team must have the opportunity to face at least 8 overs to constitute a match.

b) If either team fails to bowl the revised required number of overs in their allotted time, play shall be extended as per Rule 105.1.

c) Fractions are to be ignored in all calculations regarding the number of overs.

105.3 Delay or Interruption to the Innings of the Team Batting First

a) If there is a delay in the innings of the team batting first, there is to be no alteration in the time agreed to for the interval. This will lead to a reduction in the number of available overs at the rate of 3.5 minutes per over per team.

As an example: In all divisions (70 minutes per innings plus 10 minute interval). If the match is delayed at the start by 30 minutes, then that leaves 120 minutes, of which 110 minutes is playing time. Each team therefore receives 55 minutes of batting time and 55 minutes divided by 3.5 minutes gives 15.7 overs. This is rounded UP to 16 overs per team of batting.

b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

105.4 Delay or Interruption to the Innings of the Team Batting Second

If there is a suspension in play during the second innings, there shall be no changes to the agreed finishing time for the second innings.

The overs shall be reduced at a rate of one over per 3.5 minutes of playing time lost except that when the innings of the team batting first has been completed prior to the scheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

If it is not possible for both teams to receive the same number of overs, but if there is sufficient time for the team batting second to receive at least five overs after the interruption, then a target score shall be set using the modified Duckworth Lewis Stern table. Examples of calculations are also included.

106. FIELDING RULES

106.1 An imaginary circle approximately 20 meters from the pitch is to be agreed on by both coaches. For the first 6 overs a maximum of 2 fielders are allowed outside this circle. From overs 7 to 20, a maximum of 5 fielders are allowed outside this circle. No fielders are allowed to field at any time within 10 meters of the batter unless they are fielding in the slips or gully.

106.2 At the instant of delivery, there must be no more than five fielders on the leg side.

106.3 In the event of an infringement of any of the above fielding restrictions either umpire shall call and signal No Ball.

107. BOWLING RULES

107.1 For games played on either Saturday or Sunday morning, a red ball is to be used. The ball may be new or used as long as it is in good condition. Either umpire may inspect the ball prior to the innings and at the completion of each over if required.

For games played on a weekday afternoon/evening a white ball is to be used. The ball may be new or used as long as it is in good condition. Either umpire may inspect the ball prior to the innings and at the completion of each over if required.

Each bowler can bowl a maximum of 4 overs in an innings of an uninterrupted match.

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, the following bowling restrictions shall apply.
In the event of a bowler being injured or otherwise unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler’s limit is concerned.

108. NO BALLS AND WIDES

108.1 Scoring
One run shall be awarded for each No Ball or Wide, plus any runs scored.

108.2 Each No Ball and Wide in an over shall be re-bowled up to a maximum of eight total deliveries (legitimate deliveries and No Balls/Wides) in any one over. The third and all subsequent No Balls/Wides in each over shall still be called as such by the umpire with Rule 108.1 still to apply.

108.3 Rule 108.2 shall not apply for the last scheduled over of each innings with six legal deliveries required, regardless of the number of No Balls or Wides.

108.4 The bowler must not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal dead ball, and the ball is to be re-bowled over arm.

108.5 Fast Short Pitched Bowling
In Division 1 (U14, U15, Colts) — A bowler shall be allowed to bowl one fast short pitched delivery per over (not being a Wide or a No Ball).

In all Division 2 and 3 (U12–U18) and in Division 1 (U12 and U13) — No fast short pitched bowling is permitted

A fast short pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the striker standing upright at the crease. Such deliveries shall be signaled and called No Ball.

108.6 Full Pitched Bowling
If a full pitched ball passes or would have passed above the waist height of the striker standing upright at the crease regardless of the speed of the bowler, either Umpire shall call and signal No Ball.

Rule 108.5 shall remain in the event of deliberate full pitched bowling.

108.7 Free Hit after a Foot Fault No Ball
The delivery following a No ball called for a foot fault shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball), then the next delivery will become a free hit for whichever batter is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball.

Field changes are not permitted for free hit deliveries.

If a foot fault No Ball is bowled on the last ball of an over, an additional ball shall be bowled by the same bowler.

108.8 Wide Bowling
Any delivery that in the opinion of the umpire does not offer the batter a reasonable opportunity to strike the ball shall be called Wide.

109. THE RESULT

109.1 A result can be achieved only if both teams have had the opportunity of batting for at least 8 overs, unless one team has been all out in less than 8 overs or unless the team batting second scores enough runs to win in less than 8 overs.

All matches in which both teams have not had an opportunity of batting for a minimum of 8 overs, shall be declared No Result and two points awarded to each team.

109.2 Tie
In matches where both teams have had the opportunity of batting for the agreed number of overs, and if the scores are equal, the result shall be decided by:

a) The team that hits the most boundaries (4s and 6s combined) shall be declared the winner.

b) If the result still cannot be determined, the team losing the least number of wickets will be declared the winner.
c) If the result cannot be decided by the above means the team that has bowled the least number of Wides and No balls combined, shall be declared the winner.

d) If the result still cannot be determined teams will compete in a Bowl Off.

**109.3 Bowl Off**

A bowl off will be conducted ONLY if no result is possible by the above means.

Teams will line up and bowl ball for ball (like a penalty shootout) at one stump in the ground at the batters end. A best of five score will count and in the event that scores are tied each member of the nominated team must bowl a ball until there is a winner.

### 110. POINTS ALLOCATION AND COMPETITION POSITION

Competition points are allocated for each competition match in the T20 Divisions:

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<th>Result — T20 Matches</th>
<th>Points</th>
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<td>Tie</td>
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#### 110.1 Competition Position

All points gained from the T20 competition only count towards the T20 Competition ladder.

If two or more teams are level on points at the end of competition matches, their respective positions on the competition ladder for their division in that competition are determined on the following count-back basis:

#### 110.2 Two Teams Level on Points

If two teams are equal, the team which achieved the most points in the match or matches between the two teams in the T20 competition matches is placed higher. Abandoned matches are not included.

#### 110.3 More Than Two Teams Level on Points

If more than two teams are equal, their position shall be determined in order how many points each team achieved in all matches played between those teams in the T20 competition matches is placed higher. Abandoned matches are not included.

#### 110.4 Teams Equal in Matches against Each Other

If teams are still equal, the team with the most overall competition wins in the T20 competition matches during the season is placed higher.

#### 110.5 Teams Equal on Points & Competition Wins

If teams are still equal, the following formula is used to arrive at a net run rate (NRR). The team with the highest NRR is the highest placed while the team with the lowest NRR is the lowest placed:

Team average run rate per over
Minus
Opponent average run rate per over
= NRR

### 111. BOUNDARIES

Boundaries are to be 45 meters for U15, U16, U18 and Colts.

Boundaries are to be 40 meters for U12, U13 and U14.

### 112. HELMETS

The following will apply to the batter: Each batter must wear a helmet at all times when batting. If an incoming batter refuses to wear a helmet, the adjudicating umpire will adjudge that batter as automatically dismissed.

### 113. COLOURED CLOTHING

Colored shirts are permitted, provided all team members are similarly attired.

Colored shirts should be worn in afternoon matches where a white ball is used.

### 114. FINALS AND PREMIERSHIPS

#### 114.1 A final will be scheduled to decide the premiership.

#### 114.2 Finals

114.2.1 Where there are interruptions to play of more than 30 minutes on the day of a final match, every reasonable endeavor should be made to play the match in a reduced format. Notwithstanding Rule 9, the match is deemed
to be abandoned unless each team receives a minimum of 10 overs in its innings unless, in the case of the team batting first, it is dismissed or, in the case of the team batting second, it is dismissed or passes the total of the team batting first.

114.3 Eligibility to Play in the Finals Round
A player must have played a minimum of 3 matches with that team to be eligible to play in a finals match with that team.

114.3.1 If 11 eligible players are not available, the Executive may approve alternative arrangements in writing.

114.4 Premierships
114.4.1 Finals matches should be played out to the scheduled close of play (plus any extensions provided for in these rules) however play may stop after a first innings result has been achieved with the agreement of both teams.

114.4.2 If a win or a tie is not obtained, the team which finished higher on the competition ladder will be awarded the Premiership.

114.4.3 In the event of a Tie, Joint Premierships will be awarded.

115. INTERRUPTIONS TO PLAY AND RESCHEDULING OF FINALS

115.1 For the 2015–16 season a reserve day for the final may be scheduled for a later date.

115.2 Where games are interrupted by inclement weather all efforts should be made to recommence the game in accordance with Rule 9.

115.3 In the event of inclement weather having a major impact without a general cancellation being implemented, the Executive will review the situation taking into account results achieved/not achieved and time lost, etc. and advise what action will be taken.

115.4 Finals Umpires
115.4.1 Neutral umpires shall officiate, where available, in finals matches under arrangements approved by the Executive. Cricket ACT will call for volunteer umpires prior to the finals commencing. As a general rule an effort will be made to remunerate volunteers.

115.4.2 In matches where only one umpire is appointed or available, the batting team is to provide the square leg umpire.
### MODIFIED DUCKWORTH LEWIS STERN TABLE FOR RULE 105

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### GROUND LOCATIONS

**Amaroo 2–03**  
Burdekin Ave Amaroo

**Blundell Park**  
cnr Blundell St and Ford St Queanbeyan

**Bonner 1–01**  
Burnum Cl Bonner

**Bonython 1–03**  
Barr-Smith Ave Bonython

**Bungendore (Warren Little Oval)**  
McMahon Dr, Eimslee Estate, Bungendore

**Burgmann**  
cnr The Valley Ave and Gungahlin Dr Gungahlin

**Campbell 1–01**  
Vasey Cr Campbell

**Chapman 1–02**  
Tauchert St Chapman

**Charnwood 1–29**  
Lhotsky St Charnwood

**Conder 1–03**  
cnr Box Hill Ave and Tom Roberts Ave Conder

**Conder Turf**  
Heidelberg St, Conder

**Curtin 1–10**  
Dunstan St Curtin

**Deakin 1–05**  
Denison St (in front of Mint) Deakin

**Deakin 2–05**  
Makin Pl (closest to carpark) Deakin

**Deakin 2–11**  
Makin Pl (away from carpark) Deakin
Dickson 1-09
Antill St (closest to car park), Dickson

Dickson 1-10
Antill St (adjacent to soccer building) Dickson

Dickson 1-11
Antill St (closest to Dickson College) Dickson

Duffy 1-01
Tantangara Cr Duffy

Garran 1-01
Kitchener St Garran

Gordon 1-03
Midge St Gordon

Gowrie 1-06
Castleton Cres (near buildings) Gowrie

Gowrie 1-15
Castleton Cres (top end carpark) Gowrie

Gowrie 1-16
Castleton Cres (near Bugden Ave) Gowrie

Grammar 1 (Flinders Oval)
cnr Flinders Way and Monaro Cres Red Hill

Grammar 2 (Junior School)
cnr Mugga Way and Alexander St Red Hill

Grammar Turf
Monaro Cres, Red Hill

Grammar P&F Turf
Flinders Way, Red Hill

Hackett 1-03
Madigan St Hackett

Harrison 2-03
Wimmera St Harrison

Harrison Turf
Katoomba St Harrison

Hughes 1-03
Webster St Hughes

Isabella Plains 1-03
Cromwell St Isabella Plains

Jerrabomberra (Alan McGrath Oval)
Silky Oak Cr Jerrabomberra

Kaleen 1-09
Turon Pl Kaleen

Kaleen 1-10
Bririe Pl Kaleen

Kaleen 3-04
Ashburton Cct Kaleen

Kambah 1-08
Chirnside Cct (near carpark) Kambah

Kambah 1-09
Chirnside Cct (away from carpark) Kambah

Kambah 1-10
Reynell Pl Kambah

Kingston Oval Turf
Dawes St, Kingston

Kippax 1 & 2 Turf
Hardwick Cres Holt

Latham 1-04
Macrossan Cr Latham

Lyneham 2-09
Thurbon Rd Lyneham (adjacent to Northbourne Ave)

Lyneham 2-10
Thurbon Rd, Lyneham (adjacent to Mouat St)

Lyneham 2-11
Thurbon Rd, Lyneham (behind Netball centre)

Marist
Athllon Dr Pearce

Marist (Lindwall Oval) Turf
Marr St Pearce

Mawson 3-03
Mawson Dr (cnr Ainsworth St) Mawson

Mawson Turf
Beasley St, Mawson

Melba 1-04
Verbrugghen St (near tennis courts) Melba

Narrabundah 2-03
Sturt St Narrabundah

Narrabundah 2-04
Captain Cook Cres Narrabundah

Ngunnawal 1-03
Unaipon Ave Ngunnawal

Nicholls 2-03
Clarrcie-Hermes Dr (near school) Nicholls

Nicholls 3-01
Clarrcie-Hermes Dr (enclosed oval) Nicholls

O’Connor 2-03
Macarthur Ave O’Connor
O’Connor 3–01
Pedder St (enclosed oval) O’Connor

Page 1–03
Burkitt St Page

Palmerston 1–03
Kosciuszko Ave Palmerston

Pearce 1–03
Hodgson Cres Pearce

Phillip 2–03
Ainsworth St (near Kitchener St) Phillip

Phillip District Turf
Ainsworth St Phillip

Radford P&F
College St Bruce

Rivett 1–04
Bangalay Cr Rivett

Rockley Oval
Rockley Pde Googong NSW

Scullin 1–03
Broadsmith St Scullin

St Edmunds (Lonergan Oval)
Canberra Ave Griffith

St Edmunds (Owens Oval) Turf
Canberra Ave Griffith

Snowy Oval (Cooma)
Yarra St, Cooma

Taylor Park
High St Queanbeyan

Wanniassa 1–05
Sternberg Cres Wanniassa

Waramanga 1–09
Badimara St Waramanga

Watson 1-03
Knox St Watson

Wright Park—Lower
Ellerton St Queanbeyan

Wright Park—Upper
Ellerton St Queanbeyan

Yarralumla 1–04
Mueller St Yarralumla