

## **EDJCA U11s Rules Summary**

### **GUIDING PRINCIPLES**

The EDJCA U1 rules are the changes made to the conventional rules of cricket (MCC Laws) that to are specific to the EDJCA U11s competition. Unless stated otherwise, the conventional rules of cricket are followed.

The Guiding Principle, and reason there are no points tables nor premierships in EDJCA competitions, is: "Safety and enjoyment of the children playing cricket, sportsmanship and fair play is the priority."

Disciplinary matters may be escalated to the EDJCA Management committee (or any subcommittee thereof) at the written request of one or both club presidents that are involved.

### **TEAM SIZES**

The preferred size of an Under 11 team is eleven (11) players per team, and the maximum is twelve (12) players per team.

All players in the team must bat and bowl where medically able. Where a team has 12 players, it may bat all 12 but only field 11 at any one time, however the innings will close on the fall of the 10th wicket.

The minimum number of players required for a team to play is seven (7). If one side is short of players, other side should offer fielders to make a game.

13 players are permissible, always wise to run this past the opposition.

### **TEAM SIZES TWO DAY GAMES**

The team Manager shall, before the start of play on the first morning, present to the opposing Coach or Manager, a list of players set down to play in that game including the names of two substitutes if these are to be used on the second day.

A team may substitute two players on the second day of a two-day match all age groups. These substitutes may bat and bowl on the second day of a two-day match provided that they are named as substitutes and written in the scorebook on the first day of that match (to be written as no. 11 Smith/Jones and no. 12 Julie/Charles).

If not named or need to make more than two changes, it will require opposition approval. Most cases this shouldn't be an issue.

### **PLAYERS EQUIPMENT**

When batting all batters must wear a Helmet, Batting gloves, Two (2) Pads and a Protector.

When Wicket keeping, wicket keepers must wear a Helmet, wicket keeping gloves, Two (2) Pads and a protector.

Players can wear mouthguards but not compulsory.

## **SET UP**

The pitch is to be shortened to eighteen (18) metres in length. The width is as provided. Place the stumps at one end on the normal crease and use chalk to mark the new bowling and batting creases at the other end (unless already marked).

The batters run to the shortened marked batting crease.

A centre line marked in front of middle stump to show batters where to stand when facing up. Make sure the batter isn't covering the stumps in set up as there are no Lbws.

45m boundary from the stumps at either end marked using boundary cones (note when boundary markers are placed at intervals, the boundary is defined as a straight line between markers (not an arc)). Boundaries may be reduced if both teams agree where long grass prohibits free running of the ball.

## **UMPIRING**

The team managers/coaches shall appoint umpires for periods of play and may be changed at intervals. On field coaching is permitted but should not delay the game.

A bowler whom the Umpire(s) consider having a doubtful bowling action is NOT to be called a no-ball. If the Umpire(s) consider a bowling action to be doubtful, the Coach/Manager of the fielding team should be advised, and the player coached towards corrective action. Where a manager/coach is aware of a doubtful bowling action prior to the game commencing they should advise the opposing manager/coach and umpires beforehand. The longer a player continues to bowl with a doubtful action, the lower the chance of corrective action being effective, therefore it is in the players best interests that clubs focus on bowling actions at training. This rule is not provided to allow players to deliberately throw instead of bowling. Coaches can work with players who bowl with a bent arm in games but not to the extent that it slows the game down.

Common sense is to be applied when assessing the condition of a ground. The Team Managers shall inspect the field prior to the game commencing and satisfy themselves that it is fit for play. This must be recorded on the QCA standard form "Pre-Game Checklist", signed by both managers, and held by the home team.

Commencing or suspending play requires agreement of both umpires in respect of conditions. In EDJCA matches this is clarified as where disagreement arises regarding playing conditions then status quo prevails, ie: if play is underway then play is to continue until conditions change and umpires reach agreement; if play is not underway then play remains suspended until conditions change, and umpires reach agreement.

## **HOURS OF PLAY**

The hours of play are either 8.00am to 11.30am (morning games) or 1.30pm – 5pm (afternoon games) – Three (3) hours and thirty (30) minutes of play/game.

If rain interrupts play, then reduce the match by one over per team for every Six (6) minutes lost.

## **TWO DAY GAMES**

A match consists of up to 2 innings per team (time and wickets permitting).

Each innings consists of up to 50 overs or 3 ½ hours or the team is dismissed or declares, whichever occurs first.

Innings are played in quarters, changing every 25 overs or 1hour 40 minutes.

A 3-minute drinks break is to be taken after 13 overs of each team's innings. An additional drinks break may be taken by agreement in very hot weather.

There is 10-minute change per quarter.

An innings will close when a maximum of 10 wickets fall or the captain of the batting team declares the innings, or the maximum overs or time allowed is reached.

If play does not commence on the first day or an outright win is achieved on the first day, then the second day will be played as a One Day Game.

If two quarters are completed with time to spare on the first day, and the team batting first is not dismissed, then it shall be required to resume its first innings on the first day, if time permits, after allowing a 10-minute break between quarters.

The days play is to finish at 11:30am. Where a team fails to bowl 50 overs in 3 ½ hours for an innings it will have its maximum overs at bat for the innings reduced to the same number of overs it bowled. Where already batted, the innings total is to be adjusted to the total at that number of overs.

A second innings, provided time permits, shall be played to an 11:30 am finish. As per the first innings for each team the second innings shall be a maximum of 50 overs or 3 ½ hours per team played in quarters, changing every 25 overs or 1hour 40 minutes or dismissed whichever occurs first.

Follow-on for a second innings is a lead of 75 runs.

If the team batting first is dismissed in its 1st innings within 25 overs (Q1) then it may start its 2nd innings after the team batting second has faced 25 overs (Q2) even though the team batting second's 1st innings is not complete. Helps manage player workloads.

A team who has not been dismissed or faced their full 25 overs on the 2nd day of play, is allowed to face their full allocation of overs, regardless of the game status.

If more than 12 overs (ie. one quarter of the day's play) are still possible within the specified game time, then a social game is to be played without scoring, with each team batting for an equal number of overs. Time limits still apply, and the game is to conclude at 11.30am.

## **ONE DAY GAMES**

Each team shall face a maximum of 25 overs in their innings declares or 1hour 40 minutes or dismissed whichever occurs first.

Cut-off times are 9:40am for the side batting first and 11:30am for the side batting second.

There will be a break of 10 minutes between innings.

A 3-minute drinks break is to be taken after 13 overs of each team's innings. An additional drinks break may be taken by agreement in exceptionally hot weather.

The innings will close when a maximum of 10 wickets fall or the maximum overs or time allowed is reached. Where a team's batting innings is shortened to meet either the 9:40am or 11:30am cut-off, then the other team's score will be taken at the same number of overs completed in order to determine the match result.

A team who has not been dismissed, or faced their full 25 overs, is allowed to face their full allocation of overs, regardless of the game status. Time limits still apply and the game is to conclude at 11.30am.

Note: Irrespective of the match format, all time must be used. Teams are to play second/extra innings if a match finishes prematurely. These "scratch innings" are to be used to encourage participation and to create opportunities for weaker players to develop their skills.

## **BOWLING**

Two-day games; maximum of six overs, two over per spell. If they have 7-8 players then bowlers may have to bowl extra overs but have to be at the very end of the innings (after everyone has bowled six overs). The bowler must wait for at least the same number of overs to be bowled between spells as they bowled in their last spell before starting a new spell.

One day games; The maximum number of overs per bowler shall be 4 with a maximum of 3 overs in each spell.

Over is to be called after Six (6) legal deliveries or Eight (8) deliveries including Wides and No Balls whichever occurs first. All wides and no-balls bowled in the over – whether re-bowled or not - are scored against bowler and sundries. Runs off a no-ball are scored to the batter.

## **BATTING**

Batting limits are provided to ensure all players have an opportunity to bat. Scorers are required to assist umpires to ensure the maximum limits are enforced and to advise managers/coaches when minimum balls have been faced.

Two-day games; maximum of 50 balls, minimum of 30 balls, any batter so retired may resume his/her innings in order of retirement once all other players have been retired or dismissed. Wides are not balls faced.

One day games; maximum of 30 balls, minimum of 15 balls, any batter so retired may resume his/her innings in order of retirement once all other players have been retired or dismissed. Wides are not balls faced.

Can agree with the opposition to retire players earlier to ensure all players get a go.

The Timed-Out law will be only apply if the batter concerned is absent from the field or refuses to take the field.

Handled the ball is not out.

No LBWs. Batters are encouraged not to block the ball with their pads.

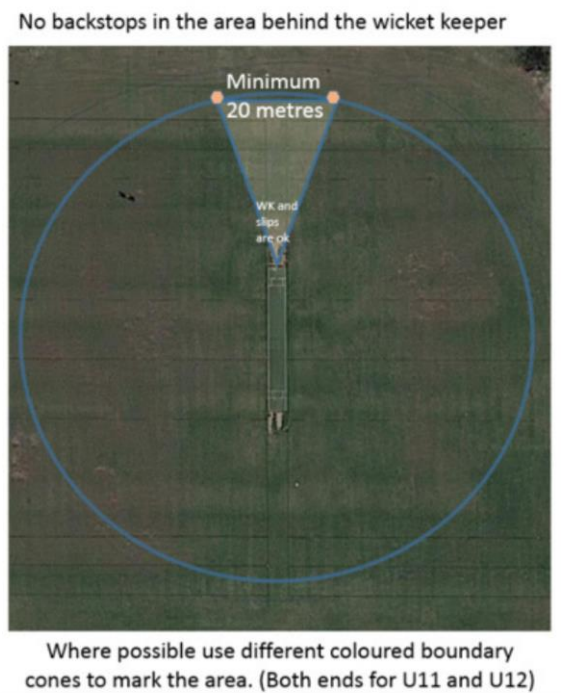
## FIELDING

No more than eleven on the field at once. Rotate fielders between overs if there are extra players to ensure everyone gets equal involvement.

Fielders must be more than 10 metres away except for the wicketkeeper and slips.

No more than five fielders on the leg side otherwise no ball, no backstops but fine leg is permitted.

There are to be no backstops. See diagram below for field set-up



## RESULT TWO DAY GAMES

The emphasis for all involved, players, coaches, parents, should be on enjoying the game, good performances, and fun moments rather than who won or lost. There are no premierships or points tables in EDJCA U11 Cricket.

Should any team be unwilling to commence play with the minimum number of players within 15 minutes of the scheduled starting time on either day then the opposition team may claim a forfeit.

If play commences on Day 1 then the game is played as a two-day game.

If play commences but neither team completes its first innings due to rain, then the match is a draw.

If both teams complete their first innings and neither team completes its second innings, then the result is a win on first innings to the team with the highest first innings score or a tie if both scored the same number of runs.

If both teams complete their first innings and both teams complete their second innings then the result is an outright win for the team with the highest total score across both innings, however if the other team led after the first innings, then the other team won on first innings but lost outright.

If scores are tied on the total score then it is an outright tie and a first innings win to the team scoring the most runs on the first innings.

If both teams complete their first innings and only one team completes its second innings then: a. The team leading after the first innings won on first innings. b. If both teams scored the same number of runs on the first innings then the match is a tie.

If the team not leading on the first innings also completed its second innings and their total score is less than the first innings of the other team then the other team won outright.

### **RESULT ONE DAY GAME**

Should any team be unwilling to commence play with the minimum number of players within 15 minutes of the scheduled starting time then the opposition team may claim a forfeit.

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

If scores are equal on runs at the end of the match, then it is a tie.

Where a team's batting innings is shortened to meet either the 9:40am or 11:30am cut-off, then the other team's score will be taken at the same number of overs completed to determine the match result.

Scores must be recorded at the completion of the 15th over and each succeeding over thereafter. A minimum of 15 overs per side is needed to be bowled so a result can be obtained.

### **WIDES, NO BALLS, AND DEAD BALLS**

Wides are called when the ball; a ball that does not hit the designated pitch or hits the pitch but passes the strikers wicket outside the edge of the designated pitch or is not in reach of striker at the crease (e.g. bounces too high or too wide to reach). Not a wide if batter hits the ball or is hit by the ball irrespective of where it has pitched. Batters can only be out hit wicket, handled the ball, obstructing the field, stumped, or run out of a wide.

No balls are called when; bowler oversteps the front line, ball bounces MORE than twice or rolls, ball passes the batter above shoulder height on the bounce at normal batting stance height on the popping crease, ball passes the batter above waist height on the full at normal batting stance height on the popping crease (the height no balls are to be called by the square leg umpire ). No balls are NOT called when; bowlers bowls with doubtful action. Note; A Player cannot be out bowled, caught, hit wicket nor stumped off a no-ball. However, the batter can be given out run out if attempting a run, obstructing the field, hit the ball twice.

No ball overrides a wide.

A ball that behaves erratically off a crack or an obstacle on the pitch, or from the edge of the pitch, the ball is called dead and cannot take a wicket. The ball is to be re-bowled. A ball failing to reach the batsman is to be called a dead ball and the ball re-bowled.

### **ADDITIONAL RULES**

Bowlers are encouraged to bowl from closer where needed. Advise the opposition prior to the game if possible.

Mankads are to be called dead balls and the umpire is to warn the batter.

Teams may only choose to bowl from end (batters would then swap sides at the end of each over) to increase the speed of the game.

In one day games, play is encouraged to continue till 11:30am if the batting team has wickets in hand, irrespective of the match status, this is to ensure all kids get a go.

*Please view the QCA Code of Conduct found on the official EDJCA U11 rules document.*