

# NEJCA UNDER 14 COMPETITION RULES

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NEJCA's mission is for equity based competition for all boys and girls of the North Eastern Junior Cricket Association

All North Eastern Junior Cricket Association Cricket games are played following the Rules of Cricket; however the following rules apply and should be interpreted with the best interests of Junior Cricket and all Junior Cricketers development.

## 1. GENERAL PLAYING CONDITIONS

### 1.1. Team Numbers

- 1.1.1. The maximum number of players in any one game is 14.
- 1.1.2. The batting team has 10 wickets to use at their discretion. The innings is over when the maximum number of overs has been reached or 10 wickets have fallen. (Refer to clause 2.2.1/2.7/3.2.1/4.2.1)

### 1.1 Players Age

- 1.2.1. All players playing in the U14 competition must be aged under 14 as of September 1st of the current season, unless a special permit (see rule 1.5) has been approved by NEJCA Executive.

### 1.2 Registration

- 1.3.1 All Players must be registered with the Association. The Coach / Team Manager has the responsibility to lodge all registrations within two days of the first game played by each player. This process must be carried out through the MyCricket recording system. It is mandatory for players to be registered before they can be entered as players in team results on MyCricket.
- 1.3.2 Match points for the corresponding game(s) will be forfeited if there is a failure to register, or if a player plays who does not meet the required age limit (exceptions refer to clause 1.5.1).
- 1.3.3 Once a player is registered, he or she can play with no more than two clubs in any one season

### 1.3 Clearances

- 1.4.1 The Association does not require a clearance to move between clubs. However if a player wishes to change clubs during the season, the player must seek permission from the NEJCA Executive in writing and each case will be assessed individually

### 1.4 Special Permits

- 1.5.1 All encouragement and coaching efforts should be made to assist players to develop their cricketing skills and progress in their appropriate age groups. However, if a player is believed not to be able to progress in their age group an application in writing with supporting evidence/match statistics can be made to the NEJCA Executive. All cases will be assessed individually

### 1.5 Dress Code

- 1.5.1 White or cream coloured shirts with a collar (club shirts are permitted)
- 1.5.2 White or cream coloured trousers or shorts with white socks and cricket shoes.
- 1.5.3 Caps or hats and sunscreen are strongly recommended.

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## 1.7 Safety Equipment

- 1.7.1 It is compulsory that all junior players must wear a helmet when batting, no exceptions. A parent cannot give permission for their child not to wear a helmet.
- 1.7.2 All wicketkeepers must wear a helmet at all times.
- 1.7.3 A good helmet has a face grill, fits comfortably, protects the back of the head and the temples, is light and well ventilated and hygienic.
- 1.7.4 Only helmets that display the Australian Standards Approval should be worn (**BS7928:2013**).
- 1.7.5 Although at times it is taken for granted, it is essential that when batting and wicket-keeping, all cricketers use correct leg and thigh pads, gloves and protectors when playing with cricket balls.

## 1.8 The Balls

- 1.8.1 All teams participating in the North Eastern Junior Cricket Association must use a two-piece leather ball weighing 142 grams.

## 1.9 Size of the Ground

- 1.9.1 It is recommended that the minimum size of 45 metres for the straight boundary at each end of the pitch be measured from the centre of the stumps and the minimum size of 45 metres for the square boundary be measured from the centre of the wicket, wherever possible; the maximum size is 50 metres. Both Coaches should agree on the size of the playing field on the day/s of the match.

## 1.10 Scheduled Finish Time

- 1.10.1 Matches may go into overtime to complete the required overs provided both Coaches are in agreement and no delay is caused to following games.

## 1.11 Morning Tea

- 1.11.1 The home team will be responsible for providing morning tea for the players of both teams

## 1.12 Weather Policy

### 1.12.1 Wet Weather

- 1.12.1.1 The Home team is responsible to assess the state of the ground and to advise the opposition by 6pm on the Saturday prior to the match, if the ground is unsuitable for play.
- 1.12.1.2 All games are to be played unless the Home team notifies the opposition that the ground is unsuitable for play.
- 1.12.1.3 It is acceptable for the Home team to source an alternative ground fit for play for the match and advise the opposition of the change of venue, without advising the NEJCA. If no advice is received, the opposition will be required to attend the listed ground and failure to do so will constitute a forfeit.
- 1.12.1.4 After the scheduled completion of the round, the NEJCA Executive will review the matches played and if less than 75% of the matches were played per division (red, blue, white) the complete round per division will be cancelled for premiership points.
- 1.12.1.5 All games washed out in the first week of a two-day game will become a one-day game on the second week.

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1.12.2 **Lightning** Under no circumstances are players allowed on the ground or a game to commence or proceed whilst the threat of lightning is around.

### 1.12.3 **Hot Weather**

1.12.3.1 All teams will abide by the Bureau of Meteorology APP forecast for Windsor Gardens for the match day as shown from 6pm on the day preceding the game. If the forecast temperature for the match day on the BOM APP at Windsor Gardens at 9:30am is 36 degrees Celsius or above, all matches are cancelled. A message will be placed on the NEJCA website ([www.nejca.com](http://www.nejca.com)) from 8:30p.m. on the evening preceding the game confirming the cancellation.

1.12.3.2 If the forecast temperature for evening matches on the match day on the BOM APP at Windsor Gardens at 3:30pm is 36 degrees Celsius or above, all matches are cancelled. A message will be placed on the NEJCA website ([www.nejca.com](http://www.nejca.com)) from 10:00a.m. on the day of the match confirming the cancellation.

### 1.13 **Match Results**

1.13.1 A team will be deemed the winner if it has scored more runs than its opposition when each team has either received the designated number of overs or has been dismissed.

1.13.2 A team will be deemed the outright winner if it has scored more runs than its opposition and has dismissed the opposition twice.

1.13.3 A match will be deemed a draw if either one or both of the teams is prevented from receiving their allocated number of overs and a result has not been achieved. (Note: A draw is not awarded if the conditions above result from the NEJCA cancelling all matches.)

1.13.4 A match will be deemed a tie in accordance with the Laws of Cricket when at the completion of the match; both teams have scored the same number of runs.

### 1.14 **Scores**

1.14.1 Scores are to be entered onto MyCricket by the Tuesday evening following the conclusion of the match; failure to comply will incur a fine.

1.14.2 Cricketer's statistics must be entered onto MyCricket by the Tuesday evening following the conclusion of the match.

### 1.15 **Follow On**

1.15.1 For a team to be forced to follow on, that team must have scored 50% or less runs than the other team (eg. the team batting first scores 100 runs, if the team batting second scores 50 runs or less it can be made to bat again at the option of the team that batted first).

1.15.2 A team may not declare until rule 2.6.1 has been adhered to.

1.15.3 In the case of a declaration or follow on rule 2.3 continues to apply to the second innings. Example-first innings a bowler bowls 3 overs, he is only allowed to bowl any additional overs in the second innings, after all other bowlers have bowled their 3 overs (see rules 2.3.7 to 2.3.9)

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## 1.16 Match points

1.16.1	Points for a first innings win	2
1.16.2	Points for an outright win both innings (having won the 1st innings)	3
1.16.3	Points for an outright win having lost the 1 <sup>st</sup> innings	1
1.16.4	Points for a draw	1
1.16.5	Points for a tie	1
1.16.6	Points for a loss	0
1.16.7	Points for an Association-wide cancelled matches	0

## 1.17 Finals

- 1.17.1 To play finals a player must have played a minimum of three minor round NEJCA games in that team in that division (red, blue and white).
- 1.17.2 In all Divisions, Red, Blue and White, all the teams will play in the Semi-Final round (1v4, 2v3, 5v6, 7v8, 9v10)
- 1.17.3 The winners of 1v4 and 2v3 will play in the Grand Final.
- 1.17.4 Teams that are even on points will be separated using a quotient. The quotient is calculated as follows:
  - 1.17.4.1  $(\text{Runs Scored} / \text{Wickets Lost}) / (\text{Runs Conceded} / \text{Wickets Taken})$
  - 1.17.4.2 In the unlikely event that the match points and quotient are both equal for two or more teams, the following “tie-breakers” will be used to split the teams:
    - The winner of the most recent match between the two teams
    - The total number of wins for the season
    - The total number of first innings runs scored during the season
- 1.17.5 Finals will be two-day matches, with one SACA umpire officiating at both ends.
- 1.17.6 If the Grand Final result is a tie, both teams will be awarded the premiership.
- 1.17.7 If the first day is cancelled, the match shall be played under One-Day rules the following week.
- 1.17.8 If the game has commenced and the second week is cancelled, the highest finishing team participating in the match is declared the winner, if no result was achieved in the first week.
- 1.17.9 If no play is possible in the Grand Final after applying clause 1.17.7 and 1.17.8 then the premiership will be awarded to the team finishing highest that is participating in the Grand Final.
- 1.17.10 If a result in any final is achieved on the first day, there will be no play on the second day.

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## 2. TWO DAY MATCHES

### 2.1 Time

- 2.1.1 Matches shall start at 8:30am sharp and conclude by 12:00noon, except as provided for in rule 1.10.
- 2.1.2 A morning tea break is to be taken from 10:10am until 10:25am.
- 2.1.3 Both Team Managers/Coaches should agree upon extra drink breaks prior to the match if required.
- 2.1.4 Drinks breaks should be taken on the field of play wherever possible.

### 2.2 Overs

- 2.2.1. The side batting first shall be restricted to 50 overs maximum or 12:00noon (whichever comes first) at which time its innings must be compulsorily closed.
- 2.2.2. Coaches/Team Managers need to be aware, and not allow slow over-rates.
- 2.2.3. The side batting second shall receive, in its first innings at least the same number of overs as the side batting first (if that innings was compulsorily closed) up to a maximum of 50 overs except where rule 2.7 is applicable.
- 2.2.4. Overs must be bowled alternately from end to end.

### 2.3 Bowling

- 2.3.1. An over is to be no more than six deliveries except:
  - In the last over of an innings, where six legal deliveries must be bowled to complete the over. (i.e. no balls and wides are only to be re-bowled in the last over of an innings)
  - A dead ball is called as per rule 2.3.4 & 2.5.3
- 2.3.2 Any ball passing outside the reach of a player in his normal stance that does not bounce off the pitch should be called a wide. Wides are not to be re-bowled, with one run being added to the team score.
- 2.3.3. A no ball shall be called, with one run being added to the team score when:
  - The ball is above waist high of the batsman in a standing position for a full toss
  - The ball is above shoulder height of the batsman, in an upright standing position, from a short pitched ball
  - Any ball that bounces more than twice before reaching the batting crease (Law of Cricket-24.6(i)).
  - Any ball that lands or bounces off the pitch.No-balls are not to be re-bowled.
- 2.3.4 A Dead Ball is to be called if the ball deviates from the edge of the wicket-matting, concrete or a raised turf pitch, with the ball being re-bowled
- 2.3.5. All players playing on the day must bowl with the exception of the wicket-keeper. If the wicketkeeper is changed then all players must at least bowl their minimum number of overs.
- 2.3.6. All players, with the above exception (clause 2.3.5) must bowl a minimum of three overs, with no player bowling more than six overs in an innings.
- 2.3.7. All bowlers must bowl a minimum of three overs before any other bowler bowls a fourth over.

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- 2.3.8. All bowlers must bowl a fourth and fifth over before any other bowler bowls a sixth over.
- 2.3.9. LBW: The Rules of Cricket are to apply and the batsman may be dismissed LBW.

## 2.4 **Wicket Keepers**

- 2.4.1. All wicket keepers must wear a helmet, pads and protection at all times.

## 2.5 **Fielding**

- 2.5.1. There must be a maximum of 11 players on the field at any one time, but other players may be rotated through the field whilst the innings is in progress. Both Team Managers / Coaches should discuss this before the game.
- 2.5.2. No fielder may take up a position in front of, or parallel with, the striker's popping crease closer than 10 metres from the batter or within 10 metres behind square on the leg side.
- 2.5.3. No player may enter this restricted area until the ball:
- is hit by the batter, or
  - strikes the body, or
  - strikes the equipment of the batter, or
  - passes through to the wicket-keeper.
- Any infringement will result in 'Dead Ball' being called by the umpire, and the ball being re-bowled.
- 2.5.4. If a team is short on players the opposition must lend players to the fielding team for a maximum of 11 players on the field.

## 2.6 **Batting**

The team objective should be to bat for 50 overs, with encouragement given to the batters to value their wicket.

- 2.6.1. All batters must face 27 balls, unless dismissed
- 2.6.1.1. Teams with 10 players, all batters must face 30 balls in their first visit to the crease, unless dismissed.
- 2.6.1.2. Teams with 9 players, all batters must face 33 balls in their first visit to the crease, unless dismissed.
- 2.6.1.3. Teams with 12 players, all batters must face 25 balls in their first visit to the crease, unless dismissed
- 2.6.1.4. Teams with 13 players, all batters must face 23 balls in their first visit to the crease, unless dismissed
- 2.6.1.5. Teams with 14 players, all batters must face 21 balls in their first visit to the crease, unless dismissed
- 2.6.2. Batters are required to compulsorily retire after facing their 27<sup>th</sup> ball if they have not been dismissed
- 2.6.2.1. Teams with 10 players, batters are required to compulsorily retire after facing their 30<sup>th</sup> ball if they have not been dismissed.
- 2.6.2.2. Teams with 9 players, batters are required to compulsorily retire after facing their 33<sup>rd</sup> ball if they have not been dismissed.
- 2.6.2.3. Teams with 12 players, batters are required to compulsorily retire after facing their 25<sup>th</sup> ball if they have not been dismissed.
- 2.6.2.4. Teams with 13 players, batters are required to compulsorily retire after facing their 23<sup>rd</sup> ball if they have not been dismissed
- 2.6.2.5 Teams with 14 players, batters are required to compulsorily retire after facing their 21<sup>st</sup> ball if they have not been dismissed.

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- 2.6.3. Scorers are required to score all balls faced, including dot balls against each batsman.
- 2.6.4. The scorers should note the retirement and at the completion of the innings write in the scorebook: "Retired not out and the batters score" unless the batter returns to the crease and is subsequently dismissed or remains "not out" on a higher score.
- 2.6.5. Retired batters may return to the crease at the fall of any wicket provided that all players have faced their minimum number of balls, 10 wickets have not fallen and the batsman is the lowest scoring retiree (not in the order in which they retired or at the discretion of the Coach)
- 2.6.6. The lowest retired batsman who returns to the crease can bat until dismissed or until they pass the score of the highest scoring batsman for that innings or may be optionally retired after batting for a minimum of three full overs. (If the retired batsman returns to the crease during an over - ie. at the fall of a wicket-then this part over does not count to the three over minimum).
- 2.6.7. If the option to retire the batsman is taken, the next lowest retiree returns to the crease. Refer to 2.6.8. to then manage this batsman.
- 2.6.8. A retired batsman cannot bat a third time until all other retirees have batted twice.
- 2.6.9. A dismissed batsman cannot bat again during the same innings. They are also not allowed to be a runner at the non-strikers end for a batsman who is left not out during an innings when the remainder of the team has been dismissed as per the Rules of Cricket.
- 2.6.10. A batsman cannot be dismissed bowled on a legal delivery by a ball that has bounced twice or more in front of the batting crease and rolls through to hit the wicket. Batsman can get out by other modes of dismissal

### 2.7 Team Batting First is Dismissed Early

- 2.7.1. If the team batting first is dismissed in less than its allocated overs, there is a 10-minute changeover (or morning tea if the innings ends prior to the morning tea break) and the team batting second will bat until the scheduled closing time of play, regardless of the number of overs bowled in the day.
- 2.7.2. During the second week, the team batting second is entitled to its full allotment of 50 overs as well as the overs it received during the first week.
- 2.7.3. The bowling restrictions do not reset for the second week but continues to apply throughout the whole innings- the over restriction applies to an innings not a week.
- 2.7.4. If the team bowling does not have sufficient players to evenly comply with the bowling restriction (maximum of 6 overs) then the overs left should be spread as evenly as possible amongst players.  
*e.g. team has only 8 players and has to bowl a total of 62 overs (12 from first day and 50 from second) then the 62 overs would be spread 6 players bowling 8 overs and 2 players bowling 7 overs.*
- 2.7.5. If the team batting first is dismissed within 30 minutes of the scheduled close of play the team batting second is not obliged to bat on the first day.

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## 3. ONE DAY MATCHES

Will be played by the same rules as the two day matches with the following exceptions:

### 3.1 Time

- 3.1.1. If a result has been achieved, but the second inning is incomplete the match will end at 12:00 noon.
- 3.1.2. If a result has not been achieved the match may continue to 12:10pm, but in no circumstances continue after 12:10pm, if there is a scheduled 12:30pm match to follow.
- 3.1.3. If a result is not achieved by 12:10pm, the match will be declared a draw.
- 3.1.4. Coaches/Team Managers will make every effort to avoid delays during the match to avoid this circumstance.

### 3.2 Overs

- 3.2.1. One-Day matches shall be a maximum of 27 overs per side. The change of innings (or morning tea) break will be taken either:
  - between 10:10am and 10:20am or
  - when 27 overs has been bowled or
  - if the team batting first is dismissed, whichever comes first.

### 3.3 Bowling

- 3.3.1. All players with the exception of the wicket keeper must bowl a minimum of two overs.

### 3.4 Batting

- 3.4.1. All batting players must face 14 balls in their first visit to the crease, unless dismissed
  - 3.4.1.1. Teams with 10 players all batters must face 16 balls in their first visit to the crease, unless dismissed.
  - 3.4.1.2. Teams with 9 players all batters must face 18 balls in their first visit to the crease, unless dismissed.
  - 3.4.1.3. Teams with 12 players all batters must face 13 balls in their first visit to the crease, unless dismissed
  - 3.4.1.4. Teams with 13 players all batters must face 12 balls in their first visit to the crease, unless dismissed
  - 3.4.1.5. Teams with 14 players all batters must face 11 balls in their first visit to the crease, unless dismissed
- 3.4.2. Batters are required to compulsorily retire after facing their 14<sup>th</sup> ball if they have not been dismissed.
  - 3.4.2.1. Teams with 10 players, the batters are required to compulsorily retire after facing their 16<sup>th</sup> ball if they have not been dismissed.
  - 3.4.2.2. Teams with 9 players, the batters are required to compulsorily retire after facing their 18<sup>th</sup> ball if they have not been dismissed.
  - 3.4.2.3. Teams with 12 players, the batters are required to compulsorily retire after facing their 13<sup>th</sup> ball if they have not been dismissed.
  - 3.4.2.4 Teams with 13 players, the batters are required to compulsorily retire after facing their 12<sup>th</sup> ball if they have not been dismissed.
  - 3.4.2.3. Teams with 14 players, the batters are required to compulsorily retire after facing their 11<sup>th</sup> ball if they have not been dismissed.

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## 4. TWENTY/20 MATCHES

Will be played by the same rules as the two day matches with the exceptions below:

### 4.1 Time

4.1.1 Matches will start at 5:00pm and conclude by 7:40pm.

#### Evening Games

First Innings 5.00pm – 6.15pm

Change of Innings 6.15pm – 6.25pm

Second Innings 6.25pm – 7.40pm

4.1.2 Each innings is to be a maximum of 75 minutes.

4.1.3 If a team fails to bowl the allotted overs in the time allowed, play will cease and the batting side will be credited with 6 runs for every over not bowled. The over in progress at the time shall count as a completed over. If a team is credited with runs in this way and this consequently takes their score past that of the other side, then the match shall be deemed to be won by the side with the highest score.

4.1.4 All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for that innings.

4.1.5. If the innings is completed prior to the scheduled or re-scheduled cut-off time, no over rate penalties shall apply.

4.1.6. If the innings is interrupted by weather, the number of overs remaining will be determined by using a calculation of 3.5 minutes per over. Over rate penalties shall still apply in this circumstance.

### 4.2 Overs

4.2.1 The first innings shall be a maximum of 20 overs or 6.15pm, whichever comes first, unless bowled out.

4.2.2 All matches will consist of one innings per side.

4.2.3 In order to save time overs will be bowled in 5 overs blocks from each end. The batsmen will change ends at the end of each over. (Example overs 1 – 5 are bowled from end, overs 6 – 10 are bowled from the other end etc...)

### 4.3 Bowling

4.3.1 All players, with the exception of the wicket keeper must bowl a minimum of 1 over.

4.3.2 All bowlers must bowl a minimum of 1 over before any other bowler bowls their second over.

4.3.3 All bowlers must bowl a second over before any other bowler bowls a third over.

4.3.4 If a bowler bowls a front foot no ball (penalty = 1 run) the only method of dismissal shall be run out.

4.3.5 If a bowler bowls a front foot no ball the batsmen will have a “free hit” on the next delivery. The “free hit” ball bowled must be a legitimate delivery, if not, it must be re-bowled.

4.3.6 If a front foot no ball is delivered on the final ball of an over, the “free hit” shall carry over to the first ball of the next over.

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## 4.4 **Fielding Restrictions**

- 4.4.1 A maximum of 5 players are allowed on the leg side, with all other fielding rules applying. Any breach will be called a no ball and one run penalty given.

## 4.5 **Batting**

- 4.5.1 All batting players must face 11 balls in their first visit to the crease, unless dismissed.
  - 4.5.1.1 Teams with 10 players all batters must face 12 balls in their first visit to the crease, unless dismissed.
  - 4.5.1.2 Teams with 9 players all batters must face 13 balls in their first visit to the crease, unless dismissed.
  - 4.5.1.3. Teams with 12 players all batters must face 10 balls in their first visit to the crease, unless dismissed
- 4.5.2 Batters are required to compulsorily retire after facing 11 balls if they have not been dismissed.
  - 4.5.2.1. Teams with 10 players, the batters are required to compulsorily retire after facing their 12<sup>th</sup> ball if they have not been dismissed.
  - 4.5.2.2. Teams with 9 players, the batters are required to compulsorily retire after facing their 13<sup>th</sup> ball if they have not been dismissed.
  - 4.5.2.3. Teams with 12 players, the batters are required to compulsorily retire after facing their 10<sup>th</sup> ball if they have not been dismissed.
- 4.5.3 The lowest retired batsman who returns to the crease can bat until dismissed or until they pass the score of the highest scoring batter for that innings or may be optionally retired after batting for a minimum of 2 full overs.

## 4.6 **Inclement Weather/Tied Matches**

- 4.6.1 The Home team is responsible to assess the state of the ground and to advise the opposition by 6pm on the Thursday prior to the match, if the ground is unsuitable for play
- 4.6.2 If the match cannot be played due to weather conditions the match will be considered abandoned and each team will receive ½ the match points.
- 4.6.3 Both teams can decide to reschedule play prior to the next scheduled round and notify NEJCA

## **5. FINES FOR BREACHES**

### **5.1 Batting Breaches**

TBC

### **5.2 Bowling Breaches**

TBC

### **5.3 Website Breaches**

TBC

### **5.4 Registration Breaches**

TBC