CRICKET ACT JUNIOR CRICKET RULEBOOK

SEASON 2021 - 2022

Stage 2 Division 1

Division 2

Friday

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FOREWORD

As Chairperson of the ACT Junior Cricket Council and as a newly appointed Director of the Cricket ACT Board, I welcome you all to the 2020-2021 cricket season.

We have an exciting season ahead filled with positivity, comradery and of course lots of cricket.

It takes many people to ensure that the experience for all our participants but particularly for our boys and girls, is positive and long lasting. I thank the many volunteers involved including, parents, grandparents, carers, coaches, umpires, scorers, managers and club officials. Without all of you, it would not be possible to have a thriving cricket community in Canberra.

I would also like to thank Geoff Bartlett, Luke Masullo, Joe Gunning, and Holly Halford-Smith for agreeing to be members of the junior cricket council executive. In addition, I would like to thank Joe Gunning and Liz Murphy for their assistance in revising the rules and club delegates for assisting in preparing for the upcoming season.

The competition rulebook includes the spirit of how the game should be played. Our objective is to provide an environment that increases participation and ensures our young cricketers continue to play the game. The rules set 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. It is important to remember that at all levels from parents to coaches to players we remain respectful of everyone and that poor behaviour and bad sportsmanship will not be tolerated.

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 Competition Manager.

I hope to see you on the sidelines of the field throughout the season and wish everyone a fun and rewarding cricketing experience.

Narelle Smith
Chairperson ACT Junior Cricket Council

JUNIOR CRICKET COUNCIL TERMS OF REFERENCE

1. PURPOSE

The Junior Cricket Council (JCC) is a sub-committee of the Board of the ACT Cricket Association.

The objective of the JCC is to provide strategic direction and leadership to affiliated junior cricket clubs and schools to ensure increased participation and sustainability of junior cricket in the ACT

This is to be achieved by:

- Always being focused on decision making that will maximise the participation opportunity for junior cricketers
- Setting the strategic direction via the Cricket ACT Board for the Cricket ACT junior cricket competition
- Discuss and deliberate on competition rules and policies
- Supporting the engagement and connectivity of community clubs and schools
- Taking strategic decisions in the best interests of the development of junior cricket
- Being prepared to innovate and adopt best practise for the betterment of the game

2. TERM

This Terms of Reference is effective from 1st July 2020 until 30 June 2021. The membership of the JCC may change the Terms of Reference during the term by a majority vote at a JCC meeting.

3. MEMBERSHIP

The JCC will comprise of:

- One representative (i.e. delegate) from each of the junior clubs and schools competing in the junior competitions

An Executive comprised of:

- the Chairperson;
- the Deputy Chairperson;
- an Executive Council Member;
- A Cricket ACT employee directly associated with the management of Junior Cricket (the Competition Manager (CM)). He/she will act as JCC Executive Officer.
- The Cricket NSW, ACT Cricket Manager

The Chairperson is appointed annually by the Cricket ACT Board.

- *If the Cricket ACT Board endorsed Chairperson is unable to attend a meeting, the Deputy Chairperson will conduct the meeting and, in the event, that the Deputy Chairperson is unable to the JCC Executive Officer will conduct the meeting.*

The Deputy Chairperson is elected by the JCC members annually before the Cricket ACT Annual General Meeting.

- *If an election is required, a ballot will be conducted across the delegates of the council. Nominations for the role of Deputy Chairperson must be received by the Executive Officer via the official nominations form and 24 hours prior to the scheduled meeting when the election will occur. The selected candidate (if an election is required) will be by majority.*

An Executive Council member elected by the JCC members annually before the Cricket ACT Annual General Meeting.

- *If an election is required, a ballot will be conducted across the delegates of the council. Nominations for the role of Executive Council Member must be received by the Executive Officer via the official nominations form and 24 hours prior to the scheduled meeting when the election will occur. The selected candidate (if an election is required) will be by majority.*

5. Roles and Responsibilities

The Junior Cricket Chairperson is accountable for:

- Convening and chairing all meetings of the Junior Council.
- Being informed of current trends in junior cricket participation within the ACT and broader Australian landscape
- Representing the interests of the Junior Cricket Council at CACT Board meetings
- Championing the importance of junior cricket to the CACT Board and to the wider community.

The role of the Deputy Chairperson will be to stand in for the Chairperson whenever they are unavailable.

The role of JCC junior club or school club delegate is to:

- attend and actively participate in all Junior Cricket Council meetings, from the position first and foremost of improving junior cricket in the ACT, and if necessary, nominate a proxy.
- Put aside club biases to make collective decisions for the wholistic benefit of junior cricket
- Pre-read all materials and be prepared and informed for discussion on all relevant matters at meetings
- wholeheartedly champion the Junior Cricket Council within and outside of individual clubs and schools.
- share all communications and information to their constituency.
- making timely decisions and acting to not hold up the effective delivery of junior cricket competitions.
- notifying the CM and JCC, as soon as practical, if any matter arises which may be deemed to affect the operations of junior cricket in the ACT.

The Executive Officer/CM of the JCC will:

- Provide agendas and supporting papers at least 5 days before meetings.
- Provide meeting minutes within a week of meetings.
- Manage all aspects of the conduction of junior cricket in the ACT region.
- Provide delegates with complete, accurate and meaningful information in a timely manner and allow reasonable time to make key decisions.
- Act as the first point of contact for delegates on issues relating to junior cricket.
- Alert delegates to potential risks and issues that could impact junior cricket, as they arise.
- Conduct ongoing 'health checks' to verify the overall status and 'health' of the JCC.

The Executive of the Junior Council will:

- Provide leadership and strategic direction to the JCC
- Decide season awards after completion of the nominations process

- Decide on contentious issues (eg. rules breaches) with the advice of the CM in the first instance, before advising on any further course of action in line with current Cricket ACT procedures.

6. MEETINGS

A meeting quorum will be nine (9) delegates of the JCC.

Decisions are made by consensus (i.e. delegates are satisfied with the decision even though it may not be their first choice).

If a consensus is not possible, the JCC Chairperson will adjudicate and make the final decision.

Meetings will be held at least every 2 months for no more than 2 hours at Cricket ACT offices. If required subgroup meetings will be arranged outside of these times at a time convenient to subgroup delegates.

GENERAL RULES

1. PREAMBLE

Games are to be conducted within the Laws of Cricket unless otherwise specified in these Rules. The Laws of Cricket can be found at the following website: https://www.lords.org/mcc/laws

2. AGE GROUPS AND COMPETITIONS

Competitions and programs are arranged for boys and girls in the following age-groups and stages:

<table>
<tr><td rowspan="2">Stage 1</td><td>Under 10 & 11</td><td>Ungraded
&
Division 1</td></tr>
<tr><td colspan="2">Thunder Girls Junior Cricket Plate</td></tr>
<tr><td>Stage 2</td><td>Under 12 & 13</td><td>Division 1
Division 2</td></tr>
<tr><td rowspan="5">Stage 3</td><td>Under 14 & 15</td><td>Division 1
Division 2</td></tr>
<tr><td>Stage 3 Saturday Turf</td><td>Division 1</td></tr>
<tr><td>Colts Division 2</td><td>Division 2</td></tr>
<tr><td>Colts</td><td>Division 1</td></tr>
<tr><td colspan="2">Thunder Girls Junior Cricket Cup</td></tr>
</table>

2.1 Stage 1 competitions will be administered using the Stage 1 provisions of the Australian Cricket Junior Formats. No competition points are allocated nor are finals played for Stage 1 Ungraded and Thunder Junior Girls Cricket Plate. Detailed rules are in the Stage 1 Rule book.

2.2 The Stage 2 competitions will be administered using the Stage 2 provisions of the Australian Cricket Junior Formats. Detailed rules are in the Stage 2 Rule book.

2.3 Stage 3 competitions will play one day matches and T20 matches. Detailed rules are in the Stage 3 Rule book.

2.4 In Stages 2 & 3, teams are arranged into graded divisions with Division 1 being the highest, Division 2 the next highest and so on. In Stage 1 there is 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.

3. COMPETITION DESIGN

3.1 Draws for each age group will be arranged by the Cricket ACT Junior Cricket Competition Manager and displayed on MyCricket as early as possible before the start of the season. An interim draw may be necessary initially.

3.2 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.

3.3 Teams are nominated by clubs/schools for the Competition Manager (CM) to create draws. Priority will be given to establishing even draws in Division 1 for each age-group. The Junior Council Executive (JCE) will make the final decision to ensure even teams across competitions.

4. ELIGILIBILITY 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 affiliated with the Cricket ACT Junior Council or other organization approved by the Council.

4.2 Players can only play for a single 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.

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.

4.2.3 The Competition Manager can provide an exemption for school players.

4.2.4 Any transfer of player registration from one club or school to another during the same season shall be advised to the Competition Manager. 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 Competition Manager if the refusal is deemed unreasonable by the releasing club/school.

4.2.5 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 All junior competitions administered by CACT are competency based and each Stage is under-age indicative.

4.3.2 Indicative under-ages for each stage are:

Stage 1: U10 – U11

Stage 2: U12 – U13

Stage 3: U14 – U18

4.3.3 The eligible under-age 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).

4.3.4 Girls participating in the mixed competition are permitted to be up to two years older than the indicative under-age.

4.3.5 For any player that identifies as Transgender or Gender Diverse the Cricket Australia guidelines for inclusion of Transgender and Gender Diverse people will be followed. They can be found on the CACT website

4.3.6 In special circumstances the Competition Manager may approve in writing that a player or team can play in a lower age group or different stage. Before the start of competition, the Competition Manager 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 Competition Manager will circulate updated lists as required.

4.3.7 A player is eligible to play in a higher age group, but Clubs/Schools should carefully assess the benefits for the player. Players who are 2 or more years below the indicative under-age of a competition will need to be approved in writing by the Competition Manager to be eligible to play in the desired competition. Refer to Appendix G for Competition Indicative Age Guidelines.

4.3.8 Representative players can only play in a Division 2 competition in any indicative age group above their current representative level, e.g. an U13 Comet player can play U14 Div 2. Refer to Appendix G for Competition Indicative Age Guidelines

a. A representative player is one who has been selected in the Comets Regional Academy squads in the previous or current years or any other higher honours selection.

4.3.5.1 The player must adhere to the following clauses:

a) The representative player(s) **cannot** bat above number six in the order
b) The representative player(s) **cannot** bowl for the first ten overs of an innings.
c) The representative player(s) **must** be clearly nominated on the team sheet prior to commencement of the game
d) Two of these players maximum are allowed as replacements per team.

4.3.5.2 Any failure to comply with the above clauses will result in the forfeiture of the match against the team in breach of the preceding clauses.

4.4 For a Different Team in the same club/school

A player may play for two different teams for the same club. The following provisions 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 Competition Manager. 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 Competition Manager may approve alternatives to these arrangements.

5. SCORERS

5.1 Each team in a match must have a scorebook and a scorer. Customised scorebooks will be provided for Stage 1, Stage 2 and Stage 3 junior formats by Cricket ACT. Scorers sit together to score the match, usually square to the wicket or where they have best vision to communicate with the umpires. Teams are also encouraged to score using the MyCricket Scorer Application.

5.2 Team lists must be provided to scorers for exchange prior to game commencing.

5.3 Teams should nominate Team Lists in MyCricket prior to matches commencing so that the MyCricket Scorer Application can be used.

6. UMPIRES

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

6.2 Both umpires are responsible for the effective management of junior matches including ensuring matches commence and finish on time, overs are bowled within the time parameters set out in Rule 8, appropriate behaviours 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.

6.3 The umpire cannot also score or coach on the field (Stage 2 Division 1 and above).

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

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

7. SUBSTITUTION OF PLAYERS

7.1. Frequency

Time must not be wasted in the substitution of fielders.

7.2. Substitute Fielders

7.2.1. Registered players not included in a team list 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.

7.2.2. Opposing coaches/captains cannot object to the placement of a substitute fielder except as wicketkeeper.

8. MATCH TIMES

8.1 Start and finish times

Following are the scheduled times for matches.

Age	Day	Start	Finish
Thunder Junior Girls Cricket Plate	Friday	5.00pm	7.30pm
Thunder Junior Girls Cricket Cup	Friday	5.00pm	7.30pm
Stage 1	Friday	5.00pm	7.30pm
Stage 1 Graded	Saturday	8:45am	12:00pm
Stage 1 Ungraded	Saturday	8:45am	12:00pm
Stage 2 Friday	Friday	5.00pm	7.30pm
Stage 2 Division 1	Saturday	8:45am	12:00pm

Stage 2 Division 2	Sunday	8.45am	12:00pm
Stage 3 Turf	Saturday	8:45am	12:00pm
Stage 3 Division 1	Saturday	8:45am	12:00pm
Stage 3 Division 2	Sunday	8:45am	12:00pm
Colts Division 2	Sunday	8.45am	2:00pm
Colts	Sunday	10:00am	5:00pm
Mid-Week T20s	Mon/Wed	5.00pm	7.30pm

8.2 Rescheduling Specific Matches

8.2.1 With the permission of the Competition Manager and 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 affected Clubs/Schools in the relevant age group and division prior to the game commencing.

8.2.2 Once a decision is made, the Competition Manager must be notified of the new date and venue.

8.2.3 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.

8.2.4 If all other matches during that round that are not re-scheduled are abandoned due to weather, the rescheduled match will be allocated the same points as the abandoned matches. A game can still go ahead as a social match.

9. COMPETITION CANCELLATION – EXTREME HEAT, SMOKE AND WET WEATHER

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

- Notify the delegate (or alternate representative) of every Club/School of the cancellation by email and/or text message.
- Arrange for a notice to be posted on the Cricket ACT Facebook and Twitter Social Media platforms as early as possible prior to the scheduled commencement of play.
- Put an announcement on the www.cricketact.com.au website.

9.2 Due to varied conditions across the ACT and surrounding areas, if there is no blanket cancellation by the Competition Manager, coaches/managers at each location must make the decision about play commencing. 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. If cricket can be played safely, it should go ahead where possible. Refer to the Match Day Grounds Checklist at Annex A.

9.3 If ACT Sportsgrounds closes all ACT government controlled sportsgrounds for any reason all games regardless of venue the controlling authority (e.g. Private schools, Queanbeyan council) will be cancelled.

9.4 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.

10. INTERRUPTIONS TO PLAY

10.1 Play delayed by rain, heat, smoke or other factors

10.1.1 Coaches or captains may agree on a later scheduled close of play, up to a maximum of 15 minutes each day of a match to make up for lost time. This may only apply if there is no match scheduled immediately after this match. Play may commence up to 15 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 30 minutes of playing time in a two-day match, or 15 minutes in a one-day match.

10.1.2 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.

10.1.3 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 10.1.5.

10.1.4 If rule 10.1.3 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.)

10.1.5 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 8 overs, then a target for first inning points shall be determined based on the following formula:

- (Runs scored by the team which has 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.

10.1.6 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.

10.1.7 If smoke is impacting play the Cricket ACT Air Quality Guidelines will be enforceable. See Appendix G (can also be found on the Cricket ACT website). A measurement of PM 2.5 >107 is the threshold for when play needs to be suspended. Any delay caused by smoke should be treated the same as if rain is impacting play

11. INTERVALS FOR INNINGS COMPLETION AND FOR DRINKS

11.1 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.

11.2 Drinks Breaks

11.2.1 For Under 18 Division 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.

11.2.2 In extremely hot conditions coaches/captains can agree to further drinks intervals of two minute's duration which are considered as interruptions to play for the purposes of Rule 10. In such cases, drinks should be brought onto the field rather than players leaving the field.

12. SLOW PLAY AND OVER RATES

12.1 Responsibility

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.

12.2 Reporting slow play

Teams are encouraged to report slow play (i.e. not getting through their overs in the allotted time, except for reasons not in their control) by an opposing team by submitting the complaint in writing to the Competition Manager.

12.2.1 The Club/School of a team which is reported for slow play will be called to account by the Competition Manager and, if the team is found to have engaged in slow play without reasonable cause, or failed to speed up play when falling behind:

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 Competition Manager may take such action as it considers appropriate.

13. DISPUTES

13.1 Avoiding Disputes

13.1.1 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.

13.1.2 Umpires should discuss any concerns they may have regarding the interpretation of these rules as well as the conduct of a match before the commencement of play.

13.1.3 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.

13.2 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, to better assist the delegates and, if necessary, the Competition Manager, with any resolution process it must undertake after the game. Both umpires must also sign the scorebook entries.

13.3 Club Delegates

If umpires/coaches/managers cannot resolve a dispute on the day, it should be referred by the coaches, 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. A written submission is to be sent by the Delegate to the Delegate of the opposing team club/school by COB of the next business day. Any dispute forwarded

directly by umpires/coaches/managers to the Competition Manager or other members of the Executive will be redirected to the respective club/school Delegate.

13.4 Competition Manager Resolution Process

13.4.1 Club/school delegates have 21 calendar days from receipt of the written submission to attempt to reach a resolution. If during this time or when the 21-day period has elapsed, and they cannot resolve the dispute, one of the Delegates must forward it by email to the Competition Manager for the Executive to resolve.

13.4.2 The respective club/school Delegates can agree on one occasion only to extend the 21-day period to reach a resolution of the dispute but must notify the Competition Manager of the dispute and the amount of time agreed as an extension. Any agreement must occur before the 21-day period has lapsed. If one or more of the Delegates involved in the dispute does not agree to extend the 21-day period or it has lapsed, they must forward the dispute by email to the Competition Manager for the Executive to resolve.

13.4.3 If required to make a final decision the Executive will take into consideration any failure by a respective club/school Delegate to engage in meaningful dispute resolution negotiations without a reasonable excuse.

13.4.4 The Competition Manager may redirect the dispute to delegates after the 21-day period if they consider that any written correspondence between the parties during this period was not received. This clause does not remove the onus on the parties to ensure communication alternatives in case of delegate absence and to follow up communication if responses are not forthcoming.

13.5 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).

13.6 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.

14. REPORTING OF MATCH RESULTS AND GROUND CONDITIONS

14.1 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.

14.2 Home team to enter full match results on MyCricket by 12.00pm on the Monday following the completion of matches, or on Friday following the completion of Wednesday matches. Matches in the U10 and U11 ungraded divisions (not for competition points) are not required to be recorded on MyCricket. Away team confirms result on MyCricket after home team has entered match results.

14.3 A report on ground conditions is to be submitted when entering results on MyCricket.

16. FORFEITS

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

16.2 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.

16.3 Before claiming a forfeit, the team must try to contact the Competition Manager 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. Comment with the reason for forfeit should be entered on MyCricket when the match result is entered.

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

16.5 The Competition Manager 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.

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

16.7 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.

16.8 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.

17. GROUND ARRANGEMENTS

17.1 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 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.

17.2 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.

18. FINALS AND PREMIERSHIPS

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

18.2 If two or more teams in the same division are level on points at the end of competition matches, their relative positions shall be determined by calculating a quotient. The team with the highest quotient shall be deemed to have a higher position on the ladder. The quotient shall be determined as follows:

q = [(a divided by b) divided by (c divided by d)] where q is the quotient
a = the total number of runs scored for the team
b = the total number of wickets team has lost

c = the total number of runs scored against the team
d = the total number of wickets the team has taken

18.3 Semi Finals

18.2.1 Age groups/divisions with six or more teams shall play semi-finals among the top four teams to determine the finalists (Team 1 v 4 and Team 2 v 3). In the event of a tie or a match being abandoned, the higher placed team shall proceed to the final.

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

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

18.5 Finals

18.5.1. 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.

18.5.2. Notwithstanding Rule 10, in a finals match, the match is deemed to be abandoned unless each team receives a minimum of 18 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.

18.6 Eligibility to Play in the Finals Round

18.6.1. A player must have played a minimum of 6 matches with that team across all formats to be eligible to play in a finals match with that team.

18.6.2. If 11 eligible players are not available, the Competition Manager may approve alternative arrangements in writing. Coaches of both teams should be consulted by the Competition Manager in doing so.

18.7 Premierships

18.7.1 If there is no result in the Grand Final (i.e. washout/abandoned), the team which finished higher on the competition ladder will be awarded the premiership.

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

GENERAL GUIDELINES

19. SAFETY

19.1. 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.

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

19.3. 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.

19.4. 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 covered by insurance (details are available from Clubs/Schools). Clubs should inform parents of insurance arrangements covering players so that they can decide if additional cover is necessary.

19.5. Concussion procedures can be found in Annex C

20. HEAT INJURY

20.1. 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.

20.2. If an announcement has not been made by the Competition Manager to cancel/reschedule play, it is the responsibility of coaches/managers/umpires on the day (as with wet weather) to determine if conditions are safe for play to commence/continue by utilising the Cricket Australia Heat Guidelines and Heat Stress Risk Index (can be found on the Cricket ACT website and in Appendix F)

21. CONDUCT

21.1. 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 misbehaviour 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.

21.2. It is the policy of Cricket ACT 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.

22. CODE OF ETHICS

22.1. 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.

22.2. It is essential that adults should be aware that the participants should enjoy the game.

22.3. 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 junior 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 Competition Managers 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.

23. CODES OF BEHAVIOUR

23.1. 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, Competition Managers, 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 Sport Australia's Codes of Conduct.

23.2 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 Sport Australia's Codes of Conduct.

23.3. Parents Code of Behaviour

a) Do not force an unwilling child to participate in cricket. Remember, children are involved in cricket for their enjoyment, not yours.
b) Encourage your child to play by the rules.
c) Focus on the child's efforts and performance rather than winning or losing.
d) Never ridicule or yell at a child for making a mistake or losing a game.
e) Remember that children learn best by example. Appreciate good performance and skilful plays by all participants.
f) Support all efforts to remove verbal and physical abuse from sporting activities.
g) Respect officials' decisions and teach children to do likewise.
h) Show appreciation for volunteer coaches, officials and managers. Without them your child could not participate.
i) Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
j) Adapted by Cricket Australia from Sport Australia's Codes of Conduct.

23.4. 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 Sport Australia's Codes of Conduct.

24. RACIAL, RELIGIOUS, GENDER AND DISABILITY VILIFICATION

24.1. 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 ensures that people of all ethnic backgrounds, religions, gender identity, sexual orientation and physical ability 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, gender or disability.

24.2. 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 of the accused 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.

24.3. 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.

24.4. 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/School delegate report the matter to the Competition Manager who will refer the complaint to the Discipline Committee established under the By-Laws pursuant to the Constitution.

24.5. 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.

24.6. The complaint shall be dealt with under the Cricket ACT Code of Conduct (see Annex B, at the end of this document).

25. THE CHILD PROTECTION (PROHIBITED EMPLOYMENT) ACT 1988

25.1. Under the Act: It is an offence for a prohibited person to apply for or remain in child related employment (including acting as a volunteer).

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

25.3. All coaches, assistant coaches and team managers are to hold a current (ACT) Working with Vulnerable People (WWVP) card or (NSW) Working with Children Check (WWCC).

25.4. Clubs/Schools are responsible for keeping a register and confirm to the Competition Manager that all their coaches, assistant coaches and team managers are compliant.

26. SMOKING AND DRINKING AT JUNIOR CRICKET MATCHES

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

26.2. To meet our obligations to some of our sponsors and purely from a socially accepted point of view the following guidelines should be followed always.

26.3. 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 a match. Smoking by umpires on the field is not acceptable.

26.4. Drinking alcohol during a junior match is to be strongly discouraged always. It does not set an appropriate example for young athletes.

27. DRESS

26.1 Cricket is a team game and players who dress uniformly are more likely to feel and function as a team. All players must wear white' pants in all competition matches. White pants are optional for girls. Coloured shirts are permitted, if all players in the team wear the coloured uniform. 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.

28. GROUNDS

28.1. Cricket ACT is responsible for booking grounds for match-play.

28.2. The majority of grounds are hired through the ACT Government Sportsgrounds Office and are required to be paid for in advance by Cricket ACT.

28.3. 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.

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

29. PLAYER OR PARTICIPANT INJURY

29.1. When a player sustains an injury, the player's name and the nature of the injury must be advised to the club Delegate as soon as practicable by the team manager or coach. Clubs/Schools need to keep a record of reported injuries to assist with injury claims.

29.2. 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.

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

30. CRICKETER OF THE WEEK AND YEAR AWARDS

30.1. Awards are made to a Cricketer of the Week each week during the season and presented at season's end, along with the following awards:

a. Cricketer of the Year (Under 14 – Under 18)
b. Junior Cricketer of the Year (Under 10 – Under 13)
c. Female Cricketer of the Year (Under 13 – Under 18)
d. Junior Female Cricket of the Year (Under 10 – Under 13)
e. Encouragement Award.

30.2. Cricketer of the Week

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 Competition Manager considering all nominations submitted by Clubs/Schools for that round. Delegate is to submit one nomination for their Club/School by COB Tuesday each week with reasons for the nomination outlined in a paragraph.

30.3. Individual Awards

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

30.3.1. 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, spirit of cricket, conduct on the field and respect of teammates.

Should the Executive believe that two or more nominations have equal claims to the award, joint winners can be awarded.

30.3.2. 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 10 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, spirit of cricket, conduct on the field and respect of teammates.

Should the Executive believe that two or more nominations have equal claims to the award, joint winners can be awarded.

30.3.3. Female Cricketer of the Year

The Female 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 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, spirit of cricket, conduct on the field and respect of teammates.

Should the Executive believe that two or more nominations have equal claims to the award, joint winners can be awarded.

30.3.4. Junior Female Cricketer of the Year

The Junior Female 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 10 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, spirit of cricket, conduct on the field and respect of teammates.

Should the Executive believe that two or more nominations have equal claims to the award, joint winners can be awarded.

30.3.5. 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.

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.

31. CHAMPION CLUB

31.1. To be eligible for the Champion Club, 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, Thunder Junior Girls Cricket League and Under 11 Division 1. The award is made to the club or school attaining the highest Club Champion point's average on MyCricket. Such average is calculated in accordance with the following method:

31.1.1 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.

a) 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.'
b) The team finishing first is given 100 Club Champion points.
c) 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.

31.1.2 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).

31.2. For Division 1 teams, multiply their Club Champion points score by 1.3. For Division 2 teams multiply their Club Champion points score by 1.2. For Division 3 teams multiply their Club Champion points score by 1.1.

31.3. Sum the Club Champion points for a Club/ School teams ('Sum Points')

31.4. Divide each Club/School's 'Sum Points' by the number of teams fielded by that Club/School.

COMPETITION RULES

32. STAGE RULES

Rules relating to all Stage 1, Stage 2 and Stage 3 formats can be found on the Cricket Australia Junior Formats Application. This rule book explains Cricket ACT local Stage 2 rules.

33. 30 OVER MATCH RULES

Cricket Australia: JUNIOR CRICKET FORMATS - DETAILED RULES SUMMARY

	ACT Local Rules
Summary	PLAYING and COMPETING
Purpose	Community club
Description	A format that looks to further develop the cricket skills of kids that are playing their 2nd or 3rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 2- 3-hour window.
Indicative age	U12 and U13
Coach	Accredited Community (Level 1) Coach
Game type	30 over One Day game
Ball	Kookaburra Special Test 142g (Red) Kookaburra Red King 142g (Red) Kookaburra Commander 142g (Red)
Time	180mins (3hrs) Please refer to Match Management Tips in the Coaching Support Pack for further information.
Equipment	Helmets **must be worn at all times** whilst batting & wicket-keeping. Pads Gloves Protector Additional safety equipment can be worn based on match conditions and/or personal preference 2 sets of stumps with bails Bat size suitable to individual player Measuring tape or string to measure boundary Boundary markers Chalk, tape or paint to mark crease.
Boundary	45 meters

<table>
<tr><td></td><td>Boundary to be measured from the centre of the pitch

Refer to Ground Setup Document on the CA Junior Formats App for further information on boundary setup process</td></tr>
<tr><td>Pitch type and length</td><td>Hard wicket 18m length</td></tr>
<tr><td>Innings</td><td>1 innings per team</td></tr>
<tr><td>Team</td><td>9 players per team (9 players in the field of play when fielding)

Teams can nominate up to 11 players in the squad on the Team sheet handed to the scorers prior to start of the match

7 players per team minimum are required to play the game

8 Wicket Dismissals constitutes the end of the innings</td></tr>
<tr><td>Batting</td><td>All batters retire at 30 balls faced (with the assumption that some players will be dismissed).

Any retired batters can return when all others have batted, in the order they retired.

All balls (regardless of whether wides/no balls) will be included in the batter’s ball count.

Maximum 9 players are permitted to bat per innings.
Refer to <u>Rule 34.2</u> if more than 9 players form a team.

If the team has more than 9 players, those players that did not bowl must bat.</td></tr>
<tr><td>Bowling</td><td>6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled).

Maximum of 5 overs per bowler.

If the team has 9 players or less, all players (excluding wicket-keeper) must bowl.

If the team has more than 9 players, a maximum of 9 players can bowl only. Those players that did not bat must bowl.

Coaches are encouraged to rotate the opportunity for players to bowl 5 overs in a match throughout the season.

Bowlers bowl from one end for 15 overs at a time.

Current Cricket Australia Pace Bowling guidelines apply

<table><tr><th>Age of Player</th><th>Maximum overs per spell</th><th>Maximum overs per day</th></tr><tr><td>Under 12</td><td>4</td><td>8</td></tr><tr><td>Under 13</td><td>4</td><td>8</td></tr></table></td></tr>
<tr><td>Fielding</td><td>To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.

No fielders within 10 metres of the bat (except regulation off-side slips, gully and wicket keeper).

If more than 9 players are playing in a match, they should rotate on to the</td></tr>
</table>

	field so that everyone gets to field equally in the game. Teams have the option to change wicket-keepers after 15 overs.
Dismissals	All modes of dismissal count

34. NUMBER OF PLAYERS

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

34.2 More than 9 players may be nominated to form a team, and they must inform the other team by providing a team list before the match may commence. A team which exceeds 9 players may bat all its nominated players on the basis that an innings is completed at the fall of the 8th wicket if there is time remaining and the other team agrees.

34.3 In the case where a batter retires after passing the compulsory requirement and the team has lost 7 wickets, if there has been a 10th nominated player, that player must bat.

35. NO BALL, WIDE BALL AND DEAD BALL

35.1. 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 signalled 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.

35.2. 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 side of a batter is not necessarily a Wide.

35.3. 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 signalled a Dead ball and the bowler is allowed an additional ball.

35.4. Bowling of Fast Short Pitched Balls

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.

35.5. 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.

35.6. Throwing

Illegal actions should not be called No ball. Players should be coached to correct an illegal action. Concerned umpires should speak to the relevant coach during the next break of play. If an illegal action presents a danger to the batter the bowler should be asked to slow down or removed from

the attack.

35.6.1. 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.

35.6.2. 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.

36. RESULTS AND SCORING

36.1. Conclusion of an Innings

Scores made by all eligible players are to count towards a team's score; however, the fall of 8 wickets indicates the conclusion of an innings.

36.2. Playing Time - All Game Formats

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. Official Scoring shall conclude at this point and those results entered into My Cricket to record the official result of the Match. Scoring should continue in an unofficial capacity to allow all player to have their scores recorded. 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.

36.3. If Significant Playing Time Remains After the First Innings

36.3.1. 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.

36.3.2. Failure by a team to fulfil its obligations by not completing the first innings without the agreement of the opposition, should be referred to the Competition Manager for action.

37. POINTS ALLOCATION AND COMPETITION POSITION

37.1. Points Allocation

Result —30 Over Matches	Points
Win	4
Draw (including match abandoned)	2
Loss	1
Forfeit win	4
Forfeit loss	0
Tie	2
Bye	4

37.2. Competition Ladder Position

See General Rule 18

38. T20 FORMAT RULES

Cricket Australia: JUNIOR CRICKET FORMATS - DETAILED RULES SUMMARY

	ACT Local T20 Rules
Summary	PLAYING and COMPETING
Purpose	Community club
Description	A format that looks to further develop the cricket skills of kids that are playing their 2nd or 3rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 2- 3-hour window.
Indicative age	U12 Ungraded and U13 Division 1
Coach	Accredited Community (Level 1) Coach
Game type	T20 (20 over game)
Ball	**U12s Ungraded** Kookaburra Special Test 142g (Red) Kookaburra Red King 142g (Red) Kookaburra Commander 142g (Red) **U13s Division 1** Kookaburra Special Test 142g (White) Kookaburra Red King 142g (White)
Time	120mins (2hrs). Please refer to Match Management Tips in the Coaching Support Pack for further information.
Equipment	Helmets **must be worn at all times** whilst batting & wicket-keeping. Pads Gloves Protector Additional safety equipment can be worn based on match conditions and/or personal preference 2 sets of stumps with bails Bat size suitable to individual player Measuring tape or string to measure boundary Boundary markers Chalk, tape or paint to mark crease.
Boundary	45m Boundary to be measured from the centre of the pitch

	Refer to Ground Setup Document on the CA Junior Formats App for further information on boundary setup process
Pitch type and length	Hard wicket 18m length
Team	9 players on the field per team (when fielding) 7 players per team minimum are required to play the game. Coach to nominate first 4 batters, 4 different bowlers and wicket keeper. The nominated WK can bat anywhere in the order. The 4 nominated bowlers must complete 2 overs each before a fifth bowler can bowl an over. See Section 40 for instances where there are teams with more or less than 9 players. The number to bat is to be nominated prior to commencing the match Teams can nominate up to 11 players in the squad on the Team sheet handed to the scorers prior to start of the match 8 wicket dismissals equals the end of innings.
Innings	1 innings per team
Batting	All batters retire at 20 balls faced (with the assumption that some players will be dismissed). Any retired batters can return when all others have batted, in the order they retired. All balls (regardless of whether wides/no balls) will be included in the batter's ball count. Maximum 9 players are permitted to bat per innings. If the team has more than 9 players, those players that did not bowl must bat.
Bowling	6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled). Maximum of 4 overs per bowler. If the team has 9 players or less, all players must bowl (excluding wicket-keeper). If the team has more than 9 players, a maximum of 9 players can bowl only. Those players that did not bat must bowl. Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match. Bowlers bowl from one end for 10 overs at a time. Current Cricket Australia Pace Bowling guidelines apply (please refer to the Well Played Playing Policy & Guidelines)
Fielding	To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach. No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket keeper).

	If more than 9 players are present at a match, they should rotate onto the field each over. Teams have the option to change wicket-keepers after 10 overs.
Dismissals	All modes of dismissal count as per the laws of cricket.

39. NUMBER OF PLAYERS

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

39.2 More than 9 players may be nominated to form a team however a team which exceeds 9 players may bat all its nominated players on the basis that an innings is completed at the fall of the 8th wicket.

39.3 In the case where a batter retires after passing the compulsory requirement and the team has lost 7 wickets, if there has been a 10th nominated player, that player must bat.

40. POSITION NOMINATIONS

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

40.2 Matrix

Number of players in the team	Designated number of batters	Designated number of bowlers	Wicket Keeper
11	5	5	1
10	4	5	1
9	4	4	1
8	3	4	1
7	3	3	1
Less than 7	forfeit		

40.2.1. Players will not be permitted to alternate between batter and bowler nominations during any given game.

40.2.1. All players nominated as batters must bat before any bowler.

40.2.2. All players nominated as bowlers must complete 2 overs before any nominated batsman can bowl.

40.2.3. 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.

41. FIELDING RULES

41.1. 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.

41.2. No fielders are allowed to field at any time within 10 meters of the batter unless they are fielding in the slips or gully.

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

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

42. BOWLING RULES

42.1. 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.

42.2. 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:

a. Nominated bowlers must bowl half the allocated overs for the innings

b. No bowler can bowl more than 20% of the allocated overs.

43. NO BALLS AND WIDES

43.1. Scoring

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

43.1.1. 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.

43.1.2. During the last scheduled over of each innings, six legal deliveries are required, regardless of number of No balls or Wides.

43.1.3. 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.

43.2. 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 signalled and called No ball.

43.3. 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.

43.4. 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 unless the batsmen cross.

43.5. 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.

44. DELAYED OR INTERRUPTED MATCHES

44.1. General

The objective 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. If either team fails to bowl the revised required number of overs in their allotted time, play shall be extended as per Rule 10.1. Fractions are to be ignored in all calculations regarding the number of overs.

44.2. Delay or Interruption to the Innings of the Team Batting First

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.

44.3. 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.

44.4. 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.

44.4.1 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 five overs, then a target for winning result points shall be determined based on the following formula:

a. (Runs scored by the team which has 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.

44.4.2 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.

45. T20 MATCH RESULT

45.1. 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.

45.2. 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 Super Over.

45.2.1. If a Super Over is not possible due to inclement weather, bad light or any other reason the match shall be deemed a tie.

45.3. Super Over

45.3.1. The second innings batting team, bats first in the Super Over

45.3.2. Bowling team nominate the end which to bowl.

45.3.3. Batting team to nominate 3 batters with the fall of 2 wickets to constitute the end of the Super Over.

45.3.4. The team with highest total after the completion of the Super Over is declared the winner.

45.3.5. If the Super Over is tied, subsequent Super Overs will be played until a result is achieved unless rule 45.2.1. applies

46. POINTS ALLOCATION AND COMPETITION POSITION

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

Result —T20	Points
Win	4
Tie/Draw (including match abandoned)	2
Loss	1
Forfeit win	4
Forfeit loss	0
Bye	4

46.1. Competition Position

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

The ladder positions of teams on the same number of points is determined by the net run rate (NRR) calculation. 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

47. FINALS AND PREMIERSHIPS

A final will be scheduled to decide the premiership.

47.1. Finals

47.1.1. Where there are interruptions to play of more than 30 minutes on the day of a final match, every reasonable endeavour should be made to play the match in a reduced format.

47.1.2. Notwithstanding Rule 10, the match is deemed to be abandoned unless each team receives a minimum of 8 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.

47.2. Premierships

47.2.1. 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 result has been achieved with the agreement of both teams.

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

47.2.3. In the event of a tie, joint Premierships will be awarded.

ANNEX A

Game Venue:		
Date & Time:		
Home Team:		
Away Team:		
	YES (Acceptable)	**NO (Action Required)**
1. Weather Conditions		
1.1 In regard to player safety, are the weather conditions satisfactory for play to commence?		
2. Field of Play		
2.1 In regard to player safety, are the playing surfaces satisfactory for play to commence?		
2.2 Has all visible debris been removed?		
2.3 Are all sprinkler covers in tact and level with the playing field?		
2.4 Are perimeter fences and/or signs free from visible hazards?		
3. Facilities		
3.1 Is there First Aid Facilities (e.g. First Aid Kid) available?		
3.2 Are there shaded areas, sunscreen and drinking water available?		
4. Other Factors		
4.1 Please list below any other factors that may impact the commencement of play.		
5. Please provide below details of actions taken to address your safety concerns.		

6. Declarations	
6.1 Home Team Declaration	6.2 Away Team Declaration
Home Team Authorised Representative's Name:	Away Team Authorised Representative's Name:
☐ I declare that after reasonable inquiry, the following statements are true and accurate:	☐ I declare that after reasonable inquiry, the following statements are true and accurate:
A. The above inspection was complete as per the above date and time B. All hazards, risks and safety concerns have been recorded on this form C. Both teams are satisfied that the playing conditions are acceptable	D. The above inspection was complete as per the above date and time E. All hazards, risks and safety concerns have been recorded on this form F. Both teams are satisfied that the playing conditions are acceptable
Home Team Authorised Signature Below:	Away Team Authorised Signature Below:

Junior Cricket Game Day Checklist Guidelines



Action Stations!

Safety concerns should be addressed to an acceptable level and recorded before you start play. Here's some examples of actions you might take…

- **Control/reduce the outcome with** caution signs, witches hats, roping off hazards, modifying the rules/game, etc.
- **Avoid harm by** removing the risk/hazard/object from the area, delay/postpone the game, etc.
- **Transfer responsibility by** written notice to players, spectators, the Council or the Insurer. Ultimately, this should be done prior to game day.
- **Accept and Monitor when** there is little chance an incident will occur. All safety concerns should be monitored throughout the day.

IMPORTANT NOTE: IF SAFETY CONCERNS CAN NOT BE ADDRESSED TO AN ACCEPTABLE LEVEL, THE CHECKLIST SHOULD NOT BE SIGNED. PLAY SHOULD NOT COMMENCE UNTIL CONDITIONS ARE ACCEPTABLE TO BOTH TEAMS.

Who's responsible?

All teams competing at the ground on game day should take part in the completion of the checklist. If the conditions are acceptable, an authorised representative [18+ years old] from each team should sign the Declaration.

When should the checklist be completed?

The checklist should be completed before commencement of play. If conditions change, review checklist as necessary.

Working together

Teams should work together to identify risks including changing conditions (e.g. heat lightning). If this occurs, teams should meet to decide if it's too dangerous to continue.

This checklist does not identify everything

This checklist does not take into account subjective concepts such as ground hardness, drought conditions, etc. For these matters, teams should discuss and determine the best course of action.

Duty of Care

Clubs owe a duty of care to players, spectators and volunteers on game day. Insurance cover may not exist for clubs and/or officials who show deliberate negligence or disregard for these responsibilities.

Note

This information is of a general nature and does not constitute legal advice.

ANNEX B

Code of Conduct

1.1 Purpose

1.1.1 The adoption of this Code of Conduct (the **Code**) by Cricket ACT and all Clubs is to ensure that the spirit and traditions of the game of cricket are observed.

1.1.2 By the adoption of the Code, Cricket ACT and the Clubs undertake that they will act appropriately to ensure that the spirit and traditions of the game of cricket are maintained.

1.1.3 In this regard, Cricket ACT and the Clubs formally recognise the **Preamble** to the Laws -The Spirit of Cricket to be an integral part of the Code.

1.2 The Preamble - the Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

1.3 General behaviour

All Players, Umpires and Officials need to be aware that their actions have an effect on the enjoyment others receive from the game of cricket.

Players, Umpires and Officials should therefore make a deliberate effort to only make a positive effect on others and their enjoyment of the game.

This is particularly the case when interacting with younger Players, Umpires and Officials, whose enjoyment of the game of cricket is integral to the growth and development of the game, now and into the future,

Accordingly, Players, Umpires and Officials must:

- use language that is appropriate in the circumstances and which does not disrespect or demean others or make others feel uncomfortable or embarrassed
- not use gestures or body language that could reasonably be understood to be disrespectful or demeaning to others or to make others feel uncomfortable or embarrassed
- understand that how they appropriately interact with other Players, Umpires and Officials will vary depending on the age and maturity of those Players, Umpires and/or Officials, the grade or level of cricket being played and other circumstances

- support and encourage Players, Umpires and Officials to act positively to encourage appropriate behaviour of others in ways appropriate for the circumstances.

1.4 The Code

1.4.1 The Code of Conduct complements and is in addition to:

(a) Law 42.1 and the Preamble to the Laws of Cricket (as it relates to the Captains being responsible at all times for ensuring that play is conducted within the spirit of the game);

(b) Law 42.9 and Law 42.10

(c) Law 42.18.

1.4.2 The Code applies to Players, Umpires and Officials.

1.4.3 Ignorance of the requirements of any of the provisions set out in the Code (including ignorance of the Laws of Cricket) is not a valid or justifiable excuse for players or officials, nor is it a reason for the Disciplinary Committee not finding a player guilty of any charge(s) or not imposing a penalty after finding a player guilty.

1.5 Breach of Code

1.5.1 Alleged breaches of the Code and Law 42 (Part 18) of the Laws of Cricket by players or officials may be reported by:

(a) any Player or Official participating in a match (where the breach is alleged to have occurred);

(b) an Umpire officiating in a match where the breach is alleged to have occurred;

(c) the CEO of Cricket ACT; or

(d) any member of the Cricket ACT Board.

1.5.2 Any report of an alleged breach must be made in writing to the Competitions Manager by noon on the first working day after the end of the Match.

1.5.3 The Competitions Manager must consider any report received under Rule 1.5.2 and determine whether or not to charge the player or official the subject of the report.

1.5.4 Nothing in Rule 1.5.3 prevents the Competitions Manager from asking the Administering Body for its opinion or recommendation when determining whether or not to charge a player or official under Rule 1.5.3.

1.5.5 A Player, Umpire or Officials past conduct may be taken into account by the Competitions Manager when deciding whether or not to charge a player or determining the Level of the offence;

1.5.6 The Competitions Manager must:

(a) forward a copy of any report received under Rule 1.5.2 (whether or not a charge is laid);

(b) provide details of any charge made against the relevant player or official, including the Level of the offence; and

(c) provide details of any proposed penalty to be imposed upon the relevant player or official (with or without reference to the Penalty Guidelines set out in Rule 1.7);

in writing to the secretary of the Club of the reported player or official before 5:00pm on the first working day after the end of the Match.

1.5.7 The Club of the reported Player or Official, through the Club's secretary, or a representative of the ACTCU&SC may respond to any report and inform the Competitions Manager whether the charge and proposed penalty:

(a) is accepted by the relevant Player, Umpire or Official; or

(b) is disputed

before 5:00pm on the second working day after the end of the match in which the report arose.

1.5.8 If the Club or ACTCU&SC does not respond before 5:00pm on the second working day after the end of the match in which the report arose, or the charge is accepted, the Discipline Committee will impose the proposed penalty.

1.5.9 If a charge or proposed penalty is disputed, the charge will be heard by the Discipline Committee at a hearing convened for that purpose.

1.6 Powers of Discipline Committee

1.6.1 Upon hearing a charge, the Discipline Committee may:

(a) dismiss the charge; or

(b) uphold or vary the charge and:

i. require the Player, Umpire or Official to be counselled by a specific member or members of the Discipline Committee;

ii. officially reprimand the Player, Umpire or Official;

iii. suspend the Player or Umpire from participating in any number Matches for a specified period or from participating in one or more specified Matches (with or without reference to the Penalty Guidelines set out in Rule 1.7);

iv. impose a monetary penalty on the Player, Umpire or Official not exceeding $500 or a higher fee set by the Cricket ACT Board prior to the commencement of the current season; and/or

v. recommend to Cricket ACT that the Player, Umpire or Official be disqualified from the Association.

1.7 Penalty Guidelines

Level of Offence	Penalty Guideline
Level 1	Reprimand and/or a suspension of 1 Match which may be suspended and in the case of Officials a fine of up to $500.
Level 2	Suspension of 1 or 2 Matches and in the case of Officials a fine of up to $500
Level 3	Suspension of 2 to 4 Matches and in the case of Officials a fine of up to $500.
Level 4	Suspension of 5 or more Matches or a life ban and in the case of Officials a fine of up to $500 and/or suspension from Cricket ACT.

Annexure A. CODE OF CONDUCT

Level	Offence	Description of offence	Examples of offending conduct*
1	Abuse of equipment	Abuse cricket equipment or clothing, ground equipment or fixtures and fittings, including but not limited to actions which are intentional, irrespective of whether or not any damage is caused, or the extent of any damage caused	Hitting or kicking the wickets outside the ordinary course of the Match Hitting a scoreboard, sightscreen, boundary fence and/or advertising boards Kicking or hitting over cones when leaving the field of play Throwing a cricket bat or protective helmet Hitting or kicking doors, walls or windows in a pavilion or change room
1	Dissent	Show dissent at an Umpire's decision	Excessive, obvious disappointment with an Umpire's decision or with an Umpire making the decision Obvious delay in resuming play or leaving the wicket
		Note: The Code does not make it an offence for a bowler or a Captain to ask an Umpire to provide an explanation for a decision, or for the Captain to comment on the Umpires' performance in a Captain's Report	
1	Use of bad or inappropriate language or behaviour	Use language that is obscene, offensive or insulting and/or the making of an obscene gesture. Use language that is not appropriate in the circumstances and which is disrespectful or demeaning of others or which makes another, or others feel uncomfortable or embarrassed Use gestures or body language that could reasonably be understood to be disrespectful or demeaning to others or to make others feel uncomfortable or embarrassed	Swearing not directed at another person such as swearing in frustration at one's own poor play or misfortune
		Note: The Code is not intended to penalise trivial behaviour. The extent to which behaviour is likely to give offence, be disrespectful, demeaning or make others feel uncomfortable in the circumstances (and taking into account the age and maturity of the Players and/or Officials present and affected) shall be taken into account when deciding to report the behaviour as an offence and when assessing the seriousness of the breach	
1	Excessive and/or presumptive appealing	Engage in excessive or unnecessary appealing Presume a decision before it has been made	Continued and/or repeated appealing that may have the effect of placing an Umpire under pressure Celebrating or assuming a dismissal before the decision has been given Bowler not turning to face an Umpire when appealing for a decision such as an LBW or caught behind
		Note: The Code is not intended to prevent loud or enthusiastic appealing.	

Level	Offence	Description of offence	Examples of offending conduct*
1	Unnecessary aggressive behaviour	Point or gesture towards the pavilion or boundary in an aggressive manner, or behave aggressively or derisively towards either batter, upon the dismissal of a batter	Running towards and getting unnecessarily close to a batter following a dismissal

ANNEX C

CONCUSSION RECOGNITION TOOL 5©

To help identify concussion in children, adolescents and adults

Supported by

RECOGNISE & REMOVE

Head impacts can be associated with serious and potentially fatal brain injuries. The Concussion Recognition Tool 5 (CRT5) is to be used for the identification of suspected concussion. It is not designed to diagnose concussion.

STEP 1: RED FLAGS – CALL AN AMBULANCE

If there is concern after an injury including whether ANY of the following signs are observed or complaints are reported then the player should be safely and immediately removed from play/game/activity. If no licensed healthcare professional is available, call an ambulance for urgent medical assessment:

- **Neck pain or tenderness**
- **Double vision**
- **Weakness or tingling/ burning in arms or legs**
- **Severe or increasing headache**
- **Seizure or convulsion**
- **Loss of consciousness**
- **Deteriorating conscious state**
- **Vomiting**
- **Increasingly restless, agitated or combative**

Remember:

- In all cases, the basic principles of first aid (danger, response, airway, breathing, circulation) should be followed.
- Assessment for a spinal cord injury is critical.
- Do not attempt to move the player (other than required for airway support) unless trained to so do.
- Do not remove a helmet or any other equipment unless trained to do so safely.

If there are no Red Flags, identification of possible concussion should proceed to the following steps:

STEP 2: OBSERVABLE SIGNS

Visual clues that suggest possible concussion include:

- Lying motionless on the playing surface
- Slow to get up after a direct or indirect hit to the head
- Disorientation or confusion, or an inability to respond appropriately to questions
- Blank or vacant look
- Balance, gait difficulties, motor incoordination, stumbling, slow laboured movements
- Facial injury after head trauma

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STEP 3: SYMPTOMS

- Headache
- "Pressure in head"
- Balance problems
- Nausea or vomiting
- Drowsiness
- Dizziness
- Blurred vision
- Sensitivity to light
- Sensitivity to noise
- Fatigue or low energy
- "Don't feel right"
- More emotional
- More Irritable
- Sadness
- Nervous or anxious
- Neck Pain
- Difficulty concentrating
- Difficulty remembering
- Feeling slowed down
- Feeling like "in a fog"

STEP 4: MEMORY ASSESSMENT

(IN ATHLETES OLDER THAN 12 YEARS)

Failure to answer any of these questions (modified appropriately for each sport) correctly may suggest a concussion:

- "What venue are we at today?"
- "Who are you batting with?"
- "Who was the last wicket?"
- "What team did you play last week/game?"
- "Did your team win the last game?"

Athletes with suspected concussion should:

- Not be left alone initially (at least for the first 1-2 hours).
- Not drink alcohol.
- Not use recreational/ prescription drugs.
- Not be sent home by themselves. They need to be with a responsible adult.
- Not drive a motor vehicle until cleared to do so by a healthcare professional.

The CRT5 may be freely copied in its current form for distribution to individuals, teams, groups and organisations. Any revision and any reproduction in a digital form requires approval by the Concussion in Sport Group. It should not be altered in any way, rebranded or sold for commercial gain.

ANY ATHLETE WITH A SUSPECTED CONCUSSION SHOULD BE IMMEDIATELY REMOVED FROM PRACTICE OR PLAY AND SHOULD NOT RETURN TO ACTIVITY UNTIL ASSESSED MEDICALLY, EVEN IF THE SYMPTOMS RESOLVE

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ANNEX D

GROUND LOCATIONS

Alan McGrath Oval: Silky Oak Cres, Jerrabomberra NSW

Amaroo 2–03: Burdekin Ave, Amaroo

Blundell Park: cnr Blundell St and Ford St, Queanbeyan NSW

Bonner 1-01: Burnum Cl, Bonner

Bonython 1-03: Barr-Smith Ave, Bonython

Burgmann Oval: cnr The Valley Ave and Gungahlin Dr, Gungahlin

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

Curtin 203: Carruthers 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

Duncan Sporting Fields: David St Googong, NSW

Fellows Oval: Fellows Rd, ANU

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 No 1 & 2 Turf: Katoomba St, Harrison

Hughes 1–03: Webster St, Hughes

Isabella Plains 1-03 Cromwell St, Isabella Plains

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

Keith Tournier Oval: Angas St, Ainslie

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: Clarrie-Hermes Dr, (near school) Nicholls

Nicholls 3–01: Clarrie-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

Reid Oval: Ellimatta St, Reid

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 NSW

Taylor Park: High St, Queanbeyan

University of Canberra Oval 5: University Drive, Bruce

Wanniassa 1–05: Sternberg Cres, Wanniassa

Waramanga 1–09: Badimara St, Waramanga

Watson 1-03: Knox St, Watson

Weetangera 103: Southwell St, Weetangera

Wright Park—Lower: Old Sydney Rd, Queanbeyan

Yarralumla 1–04: Mueller St, Yarralumla

ANNEX F

Australian Cricket

Community Cricket Playing in the Heat Guidelines

Version: 2.0

Date last reviewed: December 2019

Review frequency: Annual

INTRODUCTION

This document is aimed at providing community cricket organisers with a scientific method of managing cricket in extreme heat conditions.

1 SCOPE

This Guideline provides guidance to all players and umpires (**Participants**) involved in any organised community (that is, non-professional cricket including Premier Cricket) cricket competitions, matches or training (collectively, **Community Cricket**).

2 RELATED DOCUMENTS

Australian Cricket Heat Policy for elite cricket. Available on request for Cricket Australian Sports Science Sports Medicine Manager and via the MyCricket website https://www.community.cricket.com.au/clubs/policies/matchday-policies-and-guidelines

3 HEAT STRESS RISK INDEX (HSRI)

The cricket-specific HSRI tool has been developed specifically by CA to be used in determining the heat stress risk to Participants in Community Cricket. The HSRI tool is available on the MyCricket website and in Appendix 1 of this document.
https://www.community.cricket.com.au/clubs/policies/matchday-policies-and-guidelines

Calculation of the HSRI

The following key values are needed to calculate the HSRI:

- air temperature in the shade (^{o}C);
- wind speed (in km/h);
- relative humidity (%);
- sun radiation (clear sky, partly cloudy, overcast or night)

Air temperature, wind speed and relative humidity can be obtained from credible weather data sources. We recommend the following weather sources (use the weather station closest to the ground):

- Bureau of *Meteorology* (BOM) (http://www.bom.gov.au).

Sun radiation is determined by the person entering the data into the HSRI by observing for one of the four available options (clear sky, partly cloudy, overcast & night).

There are separate HSRI tools for adult and underage competitions, and can be found on the following website: MyCricket Website
https://www.community.cricket.com.au/clubs/policies/matchday-policies-and-guidelines

4 HEAT STRESS PROTOCOL

Club Representatives (any person appointed by the club), Tournament Organisers (local association officials) or Match Officials (umpires or referees) should be responsible for applying the Heat Stress Protocol.

Matches

- **Pre-Match**: the day before, or morning of a game, check the forecasted HSRI and plan for appropriately (see recommended Heat Stress Management Interventions below).
- **During the match**: If weather conditions are expected to be 4 or higher on the HSRI, regular (possibly hourly) HSRI measures should be performed and the recommended in Heat Stress Management Interventions outlined below.

Training Sessions

The HSRI Tool should be used to guide how training sessions should be managed in hot conditions. Consider suspending, cancelling or delaying training sessions if the HSRI is >10.

5 HEAT STRESS MANAGEMENT INTERVENTIONS

i. **HSRI rating is between 0 to 3** (inclusive): conditions not extreme, manage heat as usual (drinks, wear hats, long sleeve shirts, apply sunscreen etc).

ii. **HSRI rating is between 4 to 7** (inclusive): consider extra, or more regular, drinks breaks (e.g. every 20-30 mins).

Once HSRI is >5 be extra vigilant in monitoring Participants that exhibit signs of heat stress illness such as muscle cramping, dizziness, excessive fatigue etc.

iii. **HSRI rating is between 8 to 10** (inclusive): have longer drinks breaks to allow Participants to come off the field to cool down and rehydrate (e.g. 15-20 mins).

iv. **HSRI rating is above 10**: consideration to suspend or abandon the match until conditions have improved (<10)

Note: Implementation of the Heat Stress Management Interventions must take a common-sense approach and are provided by way of guidance. In situations when there is concern for Participants welfare due to heat, consider implementing the strategies outlined above, regardless of the HSRI.

If the weather data is available to calculate the HSRI, the Match Officials, Tournament Organisers and Club Representatives should make a common-sense decision about the likelihood of heat stress illness and apply the Heat Stress Management Interventions outlined above (e.g. if the temperature is very high and / or very humid then suspend play).

6 JUNIOR PARTICIPANTS

Junior and adolescent players are at a higher risk of heat illness, compared to adult and elite players. As such a more conservative approach to playing in the heat is required for those under the age of 18 years of age, especially the very young players.

As such, Cricket Australia has developed a HSRI tool specifically for the junior participants. The **Pathway HSRI** tool should be used in matches, tournaments and training sessions involving players under the age of 18.

7 REVIEW OF HEAT GUIDELINES

This AC Playing in the Heat Guidelines will be reviewed annually by Cricket Australia

APPENDIX F – HEAT STRESS RISK INDEX TOOL

Double click on the link below and enter values for temperature, humidity, wind, sun radiation and month to observer the Heat Stress Risk.



CA HSRI Tool Community Level.xls

Annex G

Cricket ACT Junior Competition Indicative Age Guidelines

Stage 1: U10 – U11

Friday – Ungraded

Saturday – Graded (Division 1)

Sunday – Ungraded

Stage 2: U12 – U13

Friday – Ungraded

Saturday – Gold (Division 1)

Blue (Division 2)

Sunday – Gold (Division 3)

Blue (Division 4)

Stage 3: U14 – U18

Saturday – Turf (Division 1); U15 & U14 Representative/Academy Standard Players

Gold (Division 1) U14 – U15

Sunday – Colts (Division 1); U18 – U17 & ASC Players

Colts Division 2 (Division 2); U16 – U17 & 2nd XI Players

White (Division 3); U16 – U18

Gold (Division 2); U15

Blue (Division 2); U14