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SUNSHINE COAST CRICKET ASSOCIATION INC.

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U17 Rules Quick Guide 2022-2023

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Coach	<ul style="list-style-type: none"> Accredited Community Coach with Blue Card
Umpire	<ul style="list-style-type: none"> Must have completed Online Umpires Course by 3rd round
Game Type	<ul style="list-style-type: none"> T20, 1 Day or 2 Day
Time	<ul style="list-style-type: none"> 225 minutes (240 minutes One Day)
Protective Equipment	<ul style="list-style-type: none"> Helmet (including Wicketkeeper when up to stumps) Pads Gloves Protector
Ball	<ul style="list-style-type: none"> On synthetic - 156gr Kookaburra Red King On Turf - 156gr Kookaburra 4-piece Senator An all-female team to use 142 gr versions of the above
Boundary	<ul style="list-style-type: none"> 60 metres (set distance) from centre of pitch and wickets
Pitch Type & Length	<ul style="list-style-type: none"> Hard Wicket - Full length 20.12 metres. Matches must be scheduled on turf wickets
Overs & Innings	<ul style="list-style-type: none"> T20 Game - 1 innings of 20 overs per team One Day Game – 1 innings of 30 overs per team 2 Day Game - 1st innings of 55 overs, no restriction in 2nd innings
Batting	<ul style="list-style-type: none"> There is no requirement for batters to be retired. Coaches can retire batters at their discretion Retirees return in order of original batting order
Bowling	<ul style="list-style-type: none"> All players encouraged (but not required) to bowl Max of 8 balls an over. Last over must contain 6 legal deliveries Max overs per bowler is 20% of total, i.e. 4 in a T20 match, 6 in a 30 over match, 11 in a 55 over match Max spell in 30 and 55 over match is 6 overs
Fielding	<ul style="list-style-type: none"> Players may field no closer than 10 m to the batter
Follow on	<ul style="list-style-type: none"> Permitted when opposition is all out and is at least 100 runs behind first team to bat's score
Dismissals	<ul style="list-style-type: none"> All dismissals apply Innings complete if wickets fallen is one less than number of players to a maximum of 10 wickets
Team Size	<ul style="list-style-type: none"> Minimum of 7 players per team required to play the game Maximum of 14 players No more than 11 on field at one time Max 12 Players to bat and bowl
Equipment	<ul style="list-style-type: none"> 2 sets of wooden stumps with bails Boundary markers Chalk to mark guard Scorebook
Declarations	<ul style="list-style-type: none"> Permitted after 40 overs bowled

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Required Field Sizes:

- Boundary is set at 60 metres (fixed distance) from centre of pitch.
- However, where the size of the field is restricted and does not allow a 60-metre boundary, the boundary shall be brought in for the part of the ground where the restriction exists.

Length of Pitch

- Pitch is 20.12 metres in length - full size.

Hours of Play

- 7.45 to 11.30 (2 day and T20) (Play to time).
- 7.45 to 11.45 (One Day) (Play to time).

Drinks Break

- Drinks breaks shall be taken each hour, or more frequently, at the discretion of the umpires/ coaches. Coaches/Umpires should be mindful of extreme weather conditions and take breaks accordingly.

Bowling Innings

- Over rate – a minimum of 16 overs per hour or one over each 3.75 minutes shall be bowled.
- When an innings is completed more than twenty (20) minutes prior to the finish time, the opposition team shall commence their innings and play shall continue until the finish time.

Length of innings - T20 and One Day Games

- **T20 - 20 overs**, 10 overs per side constituting a game. Change of Innings at 9.30 am (if not before), second team commencing innings at 9.45 am till 11.30.
- **One Day - 30 Overs**, 19 overs per side constituting a game. Change of innings at 9.40 am (if not before), second team innings commencing at 9.50 am until 11.45.
- Should the opposition score be reached before the maximum allotted overs, play will continue until innings is complete (to develop junior cricket).
- Should weather prevent a game being completed then it shall be deemed to have been drawn.
- Should a team fail to bowl its allotment of overs in the time available, then its batting will be restricted to the same number of overs.
- A team batting second cannot face more overs than the team batting first, unless the latter team was dismissed before exhausting its allotment of overs.
- If the team bowling second does not finish their allotted overs in the required time, their batting total will be adjusted downwards by run rate calculation (runs scored / overs faced x overs bowled).

Points - One Day Games

- | | |
|--------------------------|---|
| a. Tie - | 4 points |
| b. Win - | 7 points |
| c. Loss - | 1 point |
| d. Forfeit - | 7 points to team who did not forfeit, 0 points to the team who did forfeit. |
| e. Bye or washout/draw - | 4 points |

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Length of innings - 2 Day Games

- This arrangement combines both a one-day format in the first innings with the longer form in the second.
- Where both teams have completed their allotted overs in the first innings or their innings is completed through Dismissal, the team with the most runs wins.
- If time allows a second innings will commence, and in the applicable Age Groups, bonus points will be awarded.
- All Games should be played until ALL allocated time has elapsed. A 10-minute Tea Break will be taken at 9.45 am.
- Teams will be permitted 2 slash players in 2-day games only. If subsequently the player slashed for the second week becomes unavailable, they can only be replaced by the player who played in their position the first week.
- Length of First Innings
 - 55 overs with 25 overs per side constituting a game
 - Declarations are permitted after the completion of 40 overs
- Length of Second Innings - No over restrictions apply. Game will end at cessation of time.

Follow on rule

The team batting second can be forced to "follow on" if they are more than 100 runs in arrears of team batting first's score.

Points - Two Day Games

Result	Points
Win on first innings and subsequent outright win	14.0
Loss on 1 st innings and subsequent outright win	8.0
Win on first innings and subsequent outright loss	6.0
Loss on 1 st innings and subsequent outright loss	0.0
Win on 1 st innings and no further result	10.0
Loss on 1 st innings and no further result	0.0
Drawn Match	5.0
Abandoned match in which no play takes place	5.0
Bye	4.0
Tie on first innings and subsequent outright win	9.0
Tie on 1 st innings	5.0
Tie on first innings and subsequent outright tie	7.0
Win on first innings and subsequent outright tie	11.0
Loss on first innings and subsequent outright tie	3.0
Forfeit – for team forfeiting the game	0
Forfeit – for other team	19

All Games - Bonus Points

In addition to points arising from the outcomes of games, the following BONUS points shall be awarded:

- a. 0.01 points per run
- b. 0.2 points per wicket

Finals

- Will be played under the **TWO -DAY** format rules, but over only one day's duration. A second innings may be played if time allows and there is a realistic opportunity for a change in the result from the first innings.
- Semi-final matches are 1 v 4 and 2 v 3. Other teams shall play off 5 v 6, 7 v 8 etc. in their final round.
- The Grand Final will then be the winner of the semi-finals to decide the premiership.
- In competitions with odd numbers of teams, the lowest placed team shall not play a play-off game.
- Where a Semi-Final is washed out, the teams for the Grand Final round will be determined by the places on the ladder.
- The SCCA reserves the right to change the date or schedule back-up fields for finals games to deal with inclement weather or scheduling conflicts and will communicate procedures with impacted clubs when the need arises.
- Where a Grand Final is washed out, the highest placed team after the Semi Finals is the winner. This also applies if both Semi and Grand Final games are washed out.

Hours of Play – 09:00 am to 5:30 pm

- Change of Innings at 1:00 pm, second team commences innings at 1.30 pm
- Where a team is bowled out prior to 12.40 then following a 10-minute changeover the second innings shall commence with lunch being taken at 1 p.m.
- Where a team is bowled out after 12.40 then the next innings should commence 30 minutes after the time of the end of the first innings.

Number of Players

- There shall be a maximum of 12 Players per team per game.
- The innings is complete when wickets fallen is number of players -1 to a maximum of 10 wickets or overs completed (i.e. if 12 players, 10 wickets must fall prior to maximum overs – if 10 players, 9 wickets must fall).
- All 12 players can bat and bowl and only 11 players are allowed on the field by the fielding side at any stage. Players are to be rotated on and off the field. Only the 12 Players nominated on the team sheet (or Play HQ) count towards eligibility to play in the finals.
- Coaches to ensure, as much as practical, that in such a team no player will miss out on both batting and bowling in any one game.
- Additional players (more than 12) may participate as subs only, therefore can only wicket keep and field.

Slash Players

- Slash players are regarded as being the same player in the match. So, player A in week 1 will be replaced by player B in week 2. Player B is replacing Player A, not simply being added to the squad.
- Remember the idea of a slash player is that one replaces the other and they are considered to be the same player. Be mindful of the following:

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- Team A bowl first and bowl the opposition out with enough time to start their 1st innings.
- Slash player A opens the batting and is dismissed before the close of play. Slash player B now cannot bat in the 1st innings as slash player A has been dismissed. Remember they are seen to be the same player.
- However, if Slash player A is not out then Slash player B will resume the innings in their place on the 2nd Saturday. i.e., They will go out to bat at the start of play.

Forfeit

A team with fewer than 7 players will not take the field at any time and will be deemed to have forfeited the match. In the interests of player development, a scratch match should be played whenever possible; however, no scores or player stats are recorded.

Balls

- The only balls prescribed by SCCA to be used in matches are Kookaburra brand.
- Unless otherwise notified by the SCCA, the balls to be used as a **minimum standard** are;
 1. 156gr "Red King" on **Synthetic** pitches
 2. 156gr 4 piece "Senator" on **Turf** pitches
 3. 142gr "Red King" on **Synthetic** pitches to be used by any all-female team
 4. 142gr 4 piece "Senator" on **Turf** pitches to be used by any all-female team
- Where a ball becomes damaged during play (eg waterlogged or split) the ball may be replaced as per laws of cricket with a similarly aged ball.

Retirement of Batter

- There is no requirement for batters to be retired based on runs scored or balls faced.
- A batter can be retired at any time subject to coaches' discretion and may not resume until all other batters in the team have completed their innings.
- Such resumptions will occur in the original batting order.
- If a batter "retires hurt" they may resume their innings upon being declared fit to play and at the fall of the next wicket.
- Any batter who retires during the game shall be recorded as "Retired not out".

Bowling Restrictions

- No bowler shall bowl more than 20% of the team's allotted overs in an innings. For games where the allotted overs are not shortened due to wet weather:-
 - **T20 Games** - No player to bowl more than 4 overs. Maximum spell is 2 overs.
 - **One Day Games** - No player to bowl more than 6 overs. Maximum spell is 6 overs.
 - **Two Day Games** - No player to bowl more than 11 overs. Maximum spell is 6 overs.
- An over cannot contain any more than 8 balls, except that the last over of an innings must contain 6 legal balls, and it is possible to have more than 8 balls in the last over.

Wide

- The penalty for a wide delivery shall be 1 run and it shall be in addition to any runs from the delivery. The delivery will be re-bowled.
- Wides do not count to balls faced for a batsmen.

Five Run Penalty

- The five-run penalty will apply when the ball hits a hat or helmet.

Run Out at Bowlers End

- **Law 38.3** (Non-striker leaving his or her ground early) shall apply, except that before being able to successfully run out a non-striker, the batting team shall first be given a warning by the umpire for passing the popping crease before the bowler is in position to release the ball.
- The fielding captain must request a warning, which can be upheld or not upheld by the umpire. If the request is upheld, both not out batters and any subsequent batter shall be advised of the warning upon coming to the wicket. At the next interval, the batting captain shall also be advised of the warning. The warning applies until the completion of the innings.