

Under 15A & B

Under 15

SUNSHINE COAST CRICKET ASSOCIATION INC.

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Under 15 Rules Quick Guide 2023-24

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| Coach | <ul style="list-style-type: none"> Accredited Community Coach - Blue Card Required |
| Umpire | <ul style="list-style-type: none"> Must have completed Online Umpires Course by 3rd round |
| Game Type | <ul style="list-style-type: none"> 1-day or 2-day |
| Time | <ul style="list-style-type: none"> 225 minutes (240 minutes one day games) |
| Protective Equipment | <ul style="list-style-type: none"> Helmet (including Wicket-Keeper 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"> 50 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 can be scheduled on turf or synthetic surfaces |
| Overs & Innings | <ul style="list-style-type: none"> T20 Game - 1 innings of 20 overs per team 1 Day Game – 30 overs per team 2 Day Game - 1st innings of 55 overs, no restriction in 2nd innings |
| Batting | <ul style="list-style-type: none"> T20 Game Retire at 30 balls faced or 50 runs 1 Day Game Retire at 40 balls faced or 50 runs 2 Day Games retire at 100 balls faced (split innings 70) or 100 runs Retirees return in order of least balls faced, then original batting order Wides and No Balls are included in ball count |
| Bowling | <ul style="list-style-type: none"> Max of 8 balls an over. Last over must contain 6 legal deliveries T20 game – All players are not required to bowl. Maximum overs per bowler is 4. Maximum spell is 2 overs 1 Day Game – All players are not required to bowl. Maximum overs per bowler is 6. Maximum spell is 5 overs 2 Day Game – All players are not required to bowl. Maximum overs per bowler is 11 (split innings 8). Maximum spell is 5 overs |
| Fielding | <ul style="list-style-type: none"> No fielder within 10m of batter except slips, gully and wicket keeper |
| 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 12 players No more than 11 on field at one time 12 players can bat and 12 players can bowl |
| Equipment | <ul style="list-style-type: none"> 2 sets of wooden stumps with bails Boundary markers Scorebook |
| Declarations | <ul style="list-style-type: none"> Not permitted in 1st innings |

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Required Field Size

- Boundary is fixed at 50 metres from centre of pitch and wickets.
- However, where the size of the field is restricted and does not allow a 50-metre boundary, the boundary shall be brought in for the part of the field where the restriction exists.

Hours of Play

- 7.45 am to 11.30 am (2 Day and T20) (Play to time)
- 7.45 am to 11.45 am (One Day, 30 overs) (Play to time)

Drinks Break

- Drinks breaks shall be taken each hour, or more frequently at the discretion of the umpires/ coaches (who 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 before the finish time, the opposition team shall start their innings and play will 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 / ground conditions prevent both sides from completing 10 overs (T20) or 19 overs (1 day game) then it shall be deemed to have been washed out.
- Should the team bowling first 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 will not face more overs than the team batting first, unless the team batting first 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 – T20 & One Day Games

- Tie - 4 points
- Win - 7 points
- Loss - 1 point
- Forfeit - 7 points to team who did not forfeit, 0 points to the team who did forfeit
- Bye or Wash Out - 4 points

Length of innings - Two Day Games

- 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.

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- If time allows a second innings will commence, and 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** – (No declarations permitted) - 55 overs (Split innings 54 overs)
- **Length of Second Innings** - No over restrictions apply. Game will end at cessation of time.
- If weather / ground conditions prevent both sides from completing 25 overs, it shall be deemed to be washed out.

Two day games – U15B only - Split Innings format

- The SCCA will trial split innings in U15B cricket for 2-day games this season.
- Where the game is split innings:-
 - Games will be 54 overs a side.
 - One team bats for 27 overs and then suspends its innings while a change of innings occurs.
 - The second team then bats for 27 overs (for the rest of the day) and continues their innings for another 27 overs when play resumes on the second day (unless dismissed beforehand).
 - At the completion of the second team’s 54 overs (or on being bowled out) the team who batted first on day one resumes their innings and competes their remaining 27 overs.
 - Bowlers can bowl 8 overs (not 11) and batters retire on facing 70 balls (not 100).
 - All other rules remain the same.
 - Split innings will not apply in finals, where all matches are played on the single day.

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 Game

| 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 |

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All games - Bonus Points

- In addition to points 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

- 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 playoff game.
- Where a Semi-Final is washed out, the teams for the Grand Final round will be determined by the places on the ladder (1 v 2, 3 v 4 etc. and 1 v 1, 2 v 2 in split competitions).
- 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. The same shall apply in split competitions, unless, both T1 teams win their semi- finals in which case Joint Premierships will be awarded. This shall also apply if both Semi and Grand Final games are washed out.

Finals - Hours of Play

- **Hours of play are** 09:00 am to 5:30 pm. The change of Innings is at 1:00 pm, second team commences innings at 1.30 pm.
- Where a team is bowled out before 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

- Minimum of 7 players per team required to play the game.
- There shall be a maximum of 12 Players per team per game.
- No more than 11 can be on field at one time.
- 12 players can bat, and 12 players can bowl.
- Additional players may participate as subs only, and can wicket keep and field.
- 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). Only 11 players are allowed on the field by the fielding side at any stage. Additional players are to be rotated on and off the field.

Slash Players

- The 2 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.

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- 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:
 - Team A bowl first and bowl the opposition out with enough time to commence 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. 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, that is, 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.
- For a 2-day game, if a team forfeits the game in the second week, then the game will be deemed a forfeit.

Balls

- The only balls prescribed by SCCA used in matches are Kookaburra brand. Unless otherwise advised by the SCCA, the types of balls to be used as a **minimum standard** are;
 - I. 156gr "Practice" on **Synthetic** pitches
 - II. 156gr 4 piece "Senator" on **Turf** pitches
 - III. 142 gr "Red King" on **Synthetic** pitches to be used by any all female team
 - IV. 142 gr 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

- Batter shall be required to retire upon:
 - **T20 Games** – 30 balls faced (includes wides and no balls) or 50 runs. Coach may retire batter earlier at their discretion.
 - **One Day Games** - 40 balls faced (includes wides and no balls) or 50 runs. Coach may retire batter earlier at their discretion.
 - **Two Day Games** – 100 balls faced (split innings 70 balls) (includes wides and no balls) or 100 runs. Coach may retire batter earlier at their discretion.
- The batter will retire immediately upon the completion of the allocated balls faced or runs scored as outlined above and may not resume until all other batters in the team have completed their innings or retired.
- Such resumptions will occur in the original batting order unless there are batters who were retired by the Coach before facing their allocated balls. In such cases the batter will return in the order of least balls faced.
- If a batter "retires hurt" they may resume their innings upon being declared fit to play and at the fall of the next wicket or retirement.
- Any batter who retires during a 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 (less for split innings). For games where the allotted overs are not shortened due to wet weather:-

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- **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 5 overs.
 - **Two Day Games** - No player to bowl more than 11 overs (split innings 8 overs). Maximum spell is 5 overs.
- An over cannot contain more than 8 balls, except that the last over of an innings must contain 6 legal balls and so 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 wides run from the delivery. The delivery will be re-bowled.

Five Run Penalty

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

Run Out at Bowler's 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.