

Reevesie Cup Playing Conditions

1. OBJECTIVES AND OVERVIEW

Four 'balanced and even' teams will be selected from the Under 13 Selection Process Stage One completed in February each year to compete in the annual Reevesie Cup Carnival in October.

The four teams will play three 50 over games in a round robin format over three consecutive Sundays in October each year.

Upon the completion of the games, the Head Selector (following input from a team of Selectors and discussions with the four coaches) will select 12 players to represent the BNJCA to compete in the annual Under 13 Queensland Cricket (QC) State Challenge held in December each year. Two 'Development Teams' of 12 players will also be selected to compete in the Under 13 Development Carnivals played in January.

Whilst the Carnival is played in a highly competitive spirit, it should not be lost on participants and parents that player development is the real and most important objective.

The Rules

- 1) These rules have been written to clarify modifications to the game and satisfy time constraints. Modifications are designed to enhance player safety and permit equitable opportunity for skill development (Rule 6.);
- 2) If rules are not covered by this document then the MCC Laws of Cricket (2017 Code) apply;
- 3) The BNJCA Rules must be adhered to by the teams and Umpires; and
- 4) If a decision on any rule, or interpretation, is required then it should be referred to the Head Selector at the Carnival.

2. AGE GROUPS

- a. Male players must be Under 13 as at 31st August of the year of the Carnival.
- b. Female players may play one (1) age group below that of their male counterparts. However, it is recommended that female players attend the Female Stage 2 Selection Process in order to gain selection in the Queensland Cricket State Challenge Under 13 and 15 Female teams.

3. DURATION OF MATCHES AND COMPOSITION OF TEAM

- a. Matches shall be of one day's scheduled duration and matches will consist of one innings per side;
- b. Each innings shall be limited to 50 overs;
- c. A team squad consists of twelve (12) players, all of whom may bat and bowl, but eleven (11) fieldsmen only shall be on the field of play at any one time. Players may play in other teams on any given day, if player availability is scarce, or a player is selected from the Reserves;
- d. Interchange of fieldsmen without restriction is permitted, provided no playing time is wasted; and
- e. Eleven (11) wickets must fall for a side to be all out

4. PLAYING TIMES AND INTERVALS

- a. Hours of play are to be set by the BNJCA, and matches shall commence no later than 9.00am and conclude no later than 5pm subject to Rule 5c.I Delayed Start;
- b. Lunch interval of forty (40) minutes shall apply, and the time for the lunch interval shall be set by the BNJCA (refer Rule 6a);

NOTE: Where the innings of the team batting first is completed within 1 (one) hour of the scheduled lunch interval, then and only then, if the umpires agree, and if possible, the lunch interval shall be taken early; and

- c. Drink breaks shall be taken as per Rule 6a or more frequently by arrangement with the umpires in extreme conditions. All drink breaks are to be taken on the field of play, and supplied by the team. Players must not leave the field during a drink break without the permission of the umpires.

5. PLAYING CONDITIONS

It is the intent of the Playing Conditions to facilitate the maximum length match possible and achieve a fair result in a safe environment, while taking account of adverse conditions should such conditions exist.

a. General Conditions Relating to Playing Surface

I. Matches may be played on turf or synthetic wickets. The pitch length is to be 20 metres;

II. The BNJCA reserves the right to allocate pitches and to relocate from turf pitches to synthetic pitches if the turf pitches are deemed unfit for play;

Covering of wickets during the Carnival is the responsibility of teams playing, under the control of the Umpires. Failure to assist will be construed as unfair play and dealt with accordingly;

III. Prior to the commencement of play the Captain, Coach and Manager only are allowed on the wicket area; and

IV. The boundary shall be set at a radial distance of no less than 45 metres and not exceeding 55 metres from the centre of the pitch. (Preferred 55m).

NOTE: If the two games are being played on adjacent fields, then the boundaries are to be measured to the same distance.

b. Match Conditions

I. The team batting second shall face at least the number of overs as specified unless dismissed prior to the number of overs being bowled; and

II. Unless bowled all out, the team batting second is required to bat 50 overs (or the relevant number of overs in a game shortened by adverse conditions) even though they have passed the other team's score.

c. Variations to Playing Conditions Due to Adverse Conditions

Lightning Rule: In the event that thunder is heard within 30 seconds of lightning being seen by either Umpire, the match shall be immediately suspended and players leave the field. Play shall not recommence until a period of 30 minutes has elapsed since the last occurrence of thunder being heard within 30 seconds of lightning being sighted.

d. Calculation of Overs

I. Delayed Start

In the event of a late start, the number of overs lost shall be calculated at the rate of one over for every four (4) minutes lost. However, if in the umpires' opinion the game can be played to a normal completion by extending the scheduled finish time where practical, then no adjustments are considered necessary. Likewise, if two (2) hours are lost and one hour of extra time is possible, the game should be adjusted to reflect one hour lost.

II. Interruption to Play

In the event of time lost after the commencement of play, the number of overs lost shall be calculated at the rate of one over for every four (4) minutes of playing time lost. Any overs or time lost shall be adjusted equally between both teams.

e. Determining the Result

I. The team batting second must face twenty (20) completed overs, or be dismissed within 20 completed overs, to constitute a game; and

II. If the team batting second has not had the opportunity to complete the agreed number of overs and has neither been all out or passed the opponent's score, the result shall be decided on the average run rate throughout both innings

f. Calculation of average run rate

Team batting first ARR = runs scored / number of overs available

Team batting second ARR = runs scored / number of overs faced

ARR is number rounded to 2 decimal places e.g. 3.245... = 3.25, 3.244... = 3.24

g. Abandoned Match/Matches

If, due to inclement weather, one match of the Carnival has been abandoned without a result under these Rules, then all matches for the Carnival on that day will be deemed to be abandoned with no points (win / loss or incentive) being allocated. However, if other matches in that age group can still be played on that day, then those matches should proceed even though points (win / loss or incentive) will not be allocated.

6. SAFETY AND EQUITY MODIFICATIONS

a. Batting Restrictions

Although not mandatory, a batsman may be retired 'not out' after having faced 50 fair balls (A fair delivery is defined as a delivery not called WIDE or NO BALL)

All batsmen who have retired 'not out' may return to bat again, in order of retirement, if all other batsmen are dismissed or retired. Except when a batsman retires through illness, injury or other unavoidable circumstances, a batsman who retires before facing at least 50 fair balls shall be 'retired out' and shall constitute the fall of a wicket.

b. Bowling restrictions:

I. No bowler may bowl more than one-fifth of the total overs; and

II. The maximum number of overs by a **fast or medium pace bowler** in a spell is 4 overs per spell. The official umpire will decide which bowlers are subject to this rule. Generally, it is considered that a **fast or medium pace bowler** is one to which the wicket-keeper stands well back from the stumps.

The equivalent of twice the number of overs bowled must elapse before that bowler may be permitted to bowl again (except in games that have been reduced to a minimum of 20 overs or less e.g. Twenty/20 format or reduced overs due to adverse weather etc. i.e. there is no elapse time relevant).

Note: A slow or spin bowler is not subject to maximum overs per spell conditions in c.II. above.

c. Fielding restrictions:

No player is allowed closer than ten (10) metres from the popping crease of the batsmen on strike, prior to the batsman playing the ball, except in an area 90 degrees on the offside from point to wicket-keeper.

A maximum of five (5) fieldsmen are permitted on the leg side.

Overs 0 – 10 - Must have 2 fielders on the boundary* at the instant of delivery

Overs 11 – 50 Must have 4 impacted+ players at the instant of delivery

* Boundary fielders must be within 4 metres of the boundary at the instant of delivery. This also applies to any player fielding on the boundary as an impacted player.

+ The total number of players either fielding on the boundary or in the slips cordon. Slips cordon is inclusive of slips and gully only. Captains/coaches can use a combination of boundary and slips cordon fielding positions at their discretion.

d. Coaching restrictions:

Coaching from the boundary or any other portion of the playing area or surrounds shall not be permitted under any circumstances while the game is in progress.

e. Protective equipment:

All batsmen and wicket-keepers are to wear standard protective gear, i.e. for batsmen, batting gloves, groin protector, and batting pads, a helmet is strongly recommended but not compulsory.

For wicket-keepers, wicket-keeping gloves, groin protector and pads.

NOTE: Wicket Keepers keeping up to the stumps to any bowler must wear a helmet.

f. Dangerous deliveries:

Any fast short-pitched delivery reaching the batsman above shoulder height, or any full-pitched delivery reaching the batsman above waist height, when in an upright position, shall be called 'NO BALL' and can be called by either umpire.

A fast delivery is a delivery to which a wicket-keeper would normally stand back to receive, in the opinion of the umpire.

g. No Ball Call

I. A delivery may be called No Ball as per “Dangerous Deliveries” above, the bowler overstepping the popping crease or as a result of a fielding restriction breach.

II. The bowler’s end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

III. The delivery following a No Ball 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.

IV. 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.

V. Field changes are not permitted for free hit deliveries unless there has been a change of striker or if the No Ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.

VI. The bowler can change his/her mode of delivery for the free hit delivery.

h. Wide Ball Call

Umpires should call ‘WIDE’ in the following instances:

» any delivery that passes wide of the striker (standing in a normal guard position) on the off side outside the Off Stump, so far in that the striker would not be able to hit the ball with the bat by means of a normal cricket stroke

» any delivery that passes the striker outside the return crease regardless of whether the striker has brought the ball within reach

» a delivery passing the striker’s stumps on the leg side without any contact with the striker’s bat or person shall be a Wide unless the ball passes between the striker and the stumps

7. MATCH POINTS

Points shall be awarded as follows:

» Win: 6 points

» Loss: 0 points

» Tie or Draw: 3 points

» Washout: 3 points

» Bonus points will be allotted at .01 point for each run scored, and .20 point for each wicket taken.

8. MATCH BALLS

One 142 gram two-piece match ball per team will be provided by the BNJCA. In the event of a ball being lost during play, a “nearest match” replacement ball is permitted, subject to the umpire’s approval.

9. SCORERS

The BNJCA will provide scorebooks for each team however it is preferred if scorers use the MyCricket Live Scoring App. Scorebooks should allow for 12 batters and indicate balls faced and allow for at least 8 bowlers.

Results must be entered into MyCricket each evening if the game is not scored ‘live’.

The daily results are extremely important in order to rank the teams at the end of the three games and for individual performance awards.