

Casey Cup Playing Conditions

1. OBJECTIVES AND OVERVIEW

Four 'balanced and even' teams will be selected from the Under 12 Selection Process Stage One completed in February each year to compete in the annual Casey 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 12 Queensland Junior Cricket (QJC) Championships held in December each year. At least two 'Development Teams' of 12 players will also be selected to compete in the Ian Healy Cup 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 12 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 BNJCA 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 played in Quarters (refer Rule 6a);
- 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; and
- 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 in the 2nd quarter 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 18 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;

III. 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;

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

V. The boundary shall be a circle 45 metres from the centre of the pitch

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. Change of Format in Under 12

If fewer than sixty (60) overs (i.e. less than 30 overs per team) are possible in the time remaining, then the teams shall not play Quarters Cricket.

e. 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.

f. 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

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.

g. 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

h. 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. **Under 12 Quarters Cricket** subject to Rule 5c1. (Change of Format)

Team "A" bats for 25 overs 9:00 am – 10:40 am
Team "B" bats for 25 overs 10:50 am – 12:30 pm
Lunch interval 40 minutes
Team "A" resumes batting 1:10 pm – 2:50 pm
Team "B" then does likewise 3:00 pm – 4:40 pm
Change-over periods are of 10 minutes duration

I. Quarters Cricket

A Drink Break shall be taken after 13 overs of each Quarter. The 26th over of an innings constitutes a continuation of the innings hence:

- » a bowler cannot bowl overs 25 and 26;
- » the 'correct' batsman must take strike at the commencement of over 26; and
- » the period between a team's bowling quarters constitutes sufficient lapsed time for a bowler to begin a second spell at the start of the second quarter

b. Batting Restrictions

I. A batsman may be retired "not out" after having faced 50 fair balls, but a not out batsman must be retired "not out" after facing 75 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, without compulsory retirement at 75 fair balls, in order of retirement if all other batsmen are dismissed or retire. 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.

II. **In all age groups "switch hitting" is not permitted.** "Switch hitting" is the action of batsman changing stance (left to right handed or vice versa) after the bowler has commenced his/her run-up.

It is considered that this practice exposes inexperienced batsmen and fieldsmen to unwarranted risk of injury. The ball shall be deemed 'dead', should a batsman attempt to 'switch hit'.

c. Bowling Restrictions

I. No bowler may bowl more than 8 overs in an innings.

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 as in Notes specific to Quarters Cricket and in games that have been reduced to a Twenty/20 format 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

d. Fielding Restrictions

I. 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 ninety (90) degrees on the offside from point to wicket-keeper.

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

e. Coaching Restrictions

Coaches and/or managers may go onto the field of play during drink breaks to exchange ideas with Team Captains.

Twelfth men are allowed on the field of play to carry drinks. Coaching from the boundary or any other portion of the playing area or surrounds, shall not be permitted under any circumstances whilst the game is in progress

f. Protective Equipment

Batsmen must wear standard protective gear i.e., helmet, batting gloves, groin protector, and batting pads.

Wicketkeepers are to wear wicket keeping gloves, groin protector and pads. While standing up at the stumps, wicketkeepers **must** wear a helmet complying with the relevant Australian standard. When not in use, helmets are to be placed behind the wicketkeeper.

g. 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 "standing upright" at the batting crease, shall be called "NO BALL", and can be called by either umpire. A fast delivery is a delivery to which a wicketkeeper would normally stand back to receive, in the opinion of the umpire.

Note: No warnings shall be applied (Laws 41.6.3, 41.7.1), however, in the event the Umpire decides that a fast non pitching delivery was deliberate, Law 41.7.4 shall be applied

h. Wide Deliveries

The BNJCA shall instruct umpires to call "WIDE" should a bowler persistently bowl wide of leg stump. As a guide for the umpire, a dotted line shall be drawn 45 centimetres either side of the centre stump to cater for both left and right handed batsmen. This line shall extend 15 centimetres either side of the bowling crease.

7. MATCH POINTS

Points shall be awarded as follows:

- » Win Six (6) points
- » Loss Nil (0) points
- » Tie or draw Three (3) points
- » Incentive points will be allotted at 0.01 point for each run scored and 0.20 point for each wicket taken

8. MATCH BALLS

- a. KD Sport or Kookaburra Balls shall be provided by BNJCA
- b. Balls shall be two-piece leather 142 gram

9. SCORERS

- a. 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.
- b. Results must be entered into MyCricket each evening if the game is not scored 'live'.
- c. The daily results are extremely important in order to rank the teams at the end of the three games and for individual performance awards.