

# ***Cricket Ipswich Level 1: Playing Conditions 25/26***

## ***(Level 1 Indicative Age U/11)***

Cricket Ipswich encourages fair play, fun and enjoyment for all. The primary goal of junior cricket in Ipswich is player development, enjoyment of the game and ongoing involvement in the sport.

These playing conditions are to be read in conjunction with the Junior Rules of Cricket Ipswich and Cricket Ipswich Code of Conduct.

If there are any misunderstandings the playing conditions on game day the team coaches should privately discuss the issue and take into consideration the spirit of the game to managing the situation amicably. If a mutual understanding cannot be reached at the time, contact should be made with the CI Junior Coordinator to clarify the playing conditions.

### **1. GAME PREPARATION (communication between coaches is the key to a great game)**

- a. **SCORER** - Organise Scorebook and Scorer (recommended to use special junior scorebook)
- b. **COACH** - Recommended to have Community Coach Level Accreditation
- c. **TEAM LIST** - Exchange Team List showing batting & bowling order with opposition Coach/ Scorer
- d. **OVER LEVEL PLAYERS** – Notify opposition Coach and Scorer of any over level players
- e. **BOUNDARY** - Set at 35 metres, Measured from the Batters end stumps (no changing of ends)
- f. **RUBBER FIELDING DISCS** – Placed a minimum of 20 metres Measured from the Batters end stumps – at least 15 metres apart. Minimum of 3 on either side of wicket. Coaches are to ensure all players with exception of the wicketkeeper are fielding outside these markers when the ball is delivered. Fielding position markers can be positioned anywhere on the field as long as they meet the above criteria.
- g. **STUMPS** – Standard timber stumps – Batters end. Plastic/timber freestanding stumps – Bowlers end
- h. **PITCH** – Synthetic or concrete wicket - Set stumps @ 16 metres apart
- i. **BALL** - Kookaburra Softaball PVC 100-110g Keith Dudgeon 100g

### **2. GAME PLAY**

- a. **FRIDAY NIGHT START TIME** – Game can be started as early as practical with agreement between the 2 team. Game to start no later than 6.00pm FINISH TIME – no later than 8.00pm(if washed out can be replayed on Saturday)
- b. **SATURDAY START TIME** – 8.30am FINISH TIME - 10.30am
- c. **MANDATORY INNINGS CLOSE** – 20 Overs
  - Quarters Cricket – Change every 10 overs – Bat 10 / Bowl 10/ Bat 10/ Bowl 10
  - COACHES MUST MAINTAIN A REASONABLE OVER RATE TO ENSURE GAMES FINISH ON TIME
  - 1st Quarter – Fri. 6.00pm-6.30pm Sat. 8.30am – 9.00am
  - 2nd Quarter – Fri. 6.30pm-7.00pm Sat. 9.00am – 9.30am
  - 3rd Quarter – Fri. 7.00pm-7.30pm Sat. 9.30am – 10.00am

- 4th Quarter – Fri. 7.30pm-8.00pm Sat. 10.00am – 10.30am

**d. DRINKS**

- Drinks are not taken during the game as players are only on the field for ½ hour.
- Parents to ensure their children have drinks during their rotation time off the field

**e. TEAM NUMBERS**

- i. Maximum of 9 players per team
  - ii. Only 7 Players on the field at any time
  - iii. All players to bat and bowl
  - iv. Extra players rotate on and off the field after each over
- Parents to assist with rotating players, padding up next batsman in, having the wicketkeeper padded up ready for change over after each 10 overs. This is essential so that the game is not held up and finishes on time.

**f. WICKET KEEPER**

- i. Maximum of 10 Overs per game
- ii. Recommended to wear helmet if inexperienced
- iii. Positioned a Minimum of 5 metres behind the stumps for safety
- iv. Do not need to be padded up(use of gloves only) and can be rotated with the players in the field

**g. BOWLING**

- i. All players to bowl around the same number of overs each
- 6 Players – 2 players bowl 4 overs, 4 players bowl 3 overs
  - 7 Players – 6 players bowl 3 overs, 1 player bowls 2 overs
  - 8 Players – 4 players bowl 3 overs, 4 players bowl 2 overs
  - 9 Players – 2 players bowl 3 overs, 7 players bowl 2 overs
- ii. Maximum Overs in Game = 4 Maximum Overs per Day (if playing 2 games) = 4 Overs
  - iii. Minimum – 2 Overs per player
  - iv. Over Length = 6 balls only
  - v. No LBW applies at this level
  - vi. NO WIDES – ALL NO BALLS
  - vii. No Balls
- Landing off pitch (consideration to be made for pitch width, some pitches are very wide)
  - Full toss above Waist high
  - More than 2 bounces before popping crease

**h. BATTING**

- i. Divide total number of balls(120) by number of players to determine balls faced for each player
- No balls are counted as balls faced
  - 6 Players – All players face 20 balls

- 7 Players – 6 players face 17 balls, 1 player to face 18 balls
- 8 Players – All players face 15 balls
- 9 Players – 6 players face 13 balls, 3 players face 14 balls
  - ii. Wearing of a Helmet - Compulsory
  - iii. No dismissals – Bat for full number of balls to face regardless of number of times dismissed, Batters to swap ends following a dismissal.

**i. FIELDING**

- i. No fielders within 20 metres of the batters end stumps or 15mtrs of each other. (except wicketkeeper)
- ii. Players are to rotate in a clockwise direction at the end of each over, if there are more than 7 player the bowler will rotate off the field after completing the over.

**j. ROTATION OF PLAYERS**

- It is essential at this level that all batting and bowling orders are rotated to ensure all players have an equal opportunity to “open” the innings

**k. OVER LEVEL PLAYERS –**

- For players whose club does not have a team in the competition at the players graded level. There are no restrictions for batting or bowling on Over Level Players at this level.

**l. COACHES**

- i. Best to umpire at the Bowling End whilst their Team Bowls, allows for instruction of bowling techniques and speedier bowling changes at end of over.
- ii. Coaches/ Managers are able to instruct players whilst the game is in play or umpiring however this instruction must not slow the game down
- iii. Parents can be on the field, 1 on either side of wicket to assist in fielding instruction and positioning

### **3. WET WEATHER/HEAT**

- a. Club Junior Co-ordinator and the Home Team Coach will determine if play is possible
- b. Wet Weather notifications will be posted on Facebook when information comes to hand
- c. **Time Lost During Play** - Reduction of 1 over per side for every 6 minutes lost
- d. **LIGHTNING RULE** – If a clap of Thunder occurs within 30 seconds of a Lightning Flash, play must be stopped for 30 minutes. Play cannot resume until this does not occur. The same rules will apply to any lightning flash after the initial flash.
- e. **Heat** – Game to be called off coaches agree it is too hot to continue. Coaches to manage additional drinks breaks in hot conditions.

### **4. GAME COMPLETION (winning should not be the goal in this level)**

- a. Scorebooks from both teams must match
- b. **GAME RESULT** = Total Runs divided by Wickets lost = Average Runs per Wicket, highest is declared the

winner

- c. Enter Results on playHQ by Tuesday following the game. Individual player's scores do not need to be entered at this level.
- d. Please note Clubs are responsible for notifying Junior Subcommittee of game scores and notable achievements in a game before the end of the weekend for awards and social media purposes.