

Cricket Ipswich: Level 2 B Playing Conditions 25/26

30 Over Game (Level 2B Indicative Age U/13)

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. SCORING

- Both teams must provide a scorer
- Electronic scoring is encouraged. Both teams can score electronically. The home team should be the primary scorer
- If scoring electronically teams should have a score book available as a back-up option

b. COACH

- Recommended to have Community Coach Level Accreditation

c. TEAM LIST

- Teams should be listed in PlayHQ prior to the start of play

d. OVER Age PLAYERS – Max 3 players per team.

- Players older than U13 may play this level.
- Clubs must receive Junior Subcommittee approval of that the nominated player is not ready for U15 (L3).
- Opposition Coach and Scorer must be notified of any overage players.
- **Check section 5 of the playing condition for details on approvals for overage players.**

e. FIELD SET-UP

- **BOUNDARY** - Set at 40 metres, measured from **Batters end stumps** (no changing of ends)
- **PITCH** – Synthetic or concrete wicket, (turf if available) – **Set stumps at 18 metres apart.**
- **STUMPS** – Standard timber stumps – Batting end : Plastic/timber free standing – Bowlers end

f. BALL – 142g

- i. **Synthetic wicket** - 2 Piece Leather – Blue Dogs 142g
- ii. **Concrete wicket** - Kookaburra Commander 142g

2. GAME PLAY

- a. **SATURDAYS - START TIME – 8.00am FINISH TIME – 11.45am**
SUNDAYS - START TIME – 8.00am FINISH TIME – 11.45pm
COACHES MUST MAINTAIN A REASONABLE OVER RATE TO ENSURE MAXIMUM OVERS ARE ACHIEVED
- b. **MANDATORY INNINGS CLOSE – 9.45am or 30 overs whichever comes first**
- c. **CHANGE OF INNINGS BREAK – 15 minute changeover.**
- d. **DRINKS – At 8.55am & 10.55pm**

Drinks to be taken on the field and kept as short as possible. Parents to ensure their children have their own drink bottles.

- e. **TEAM NUMBERS**
 - Maximum of 11 on team list
 - Minimum of 6 players, if a team cannot field at least 6 players the game will be deemed a forfeit.
 - All players to bat and bowl – only 9 players on the field at anytime.

Parents to assist with rotating players, padding up next batsman in, having the wicketkeeper padded up ready for change over after each 15 overs. This is **essential** so that the overs in the game are maximised.

- f. **Format**
 - 30 over 1 day game
 - Compulsory innings close at 30overs or 8 wickets whichever comes first
 - Teams may play a second innings (at the mutual agreement of both coaches) if less than 60overs have been completed in the day.
 - E.g. if the team batting first is dismissed prior to 30overs being bowled they may commence a second innings after the team batting second has closed their innings (either being dismissed all out or compulsory close after 30overs)
 - The team batting second should continue batting to 30overs even if they have passed the score of the team batting first. The coaches can however mutually agree to close the game prior to 30overs in this situation.

- g. **WICKET KEEPER**
 - **Mandatory** wearing of helmet if standing up to the stumps, Pads, Gloves, Protector (male)
 - To be rotated – maximum of 15 overs per game

- h. **BOWLING**
 - All players (Unless injured or at risk of injury) must bowl a minimum of 2 overs. If a player is not to bowl due to injury the opposition coach must be informed. That player must bat.
 - Maximum overs per player in the game = 4 Overs
 - Maximum Overs per Day - 8 Overs (if playing in a second game on same day)
 - **This rule applies to all bowlers including spinners**
 - Over Length = 6 legal balls (Max 7 balls in over)
 - Byes – byes are to be recorded in the scorebook as byes, not runs to the batsman
 - Wides
 - Half way to pitch edge on leg side
 - Out of batters reach on off side
 - A ball that bounces off the pitch is a no ball (see no balls below)
 - A ball cannot be a wide if it is hit by the batter
 - No Balls
 - 1 Landing off pitch (if a ball is hit by the batter prior to leaving the pitch it is not a no-ball)
 - 2 Full toss above waist high (includes spinners)
 - 3 More than **2 bounces** before the popping crease
 - 4 If the wicket is disturbed at the non-strikers end in the delivery motion
 - 5 Front Foot No Ball – Players to be given one warning prior to being called by the Umpire

LBW rule will apply. However the Umpire is to give the player one warning before being given out if struck a second time. Umpires are required to show exceptional leniency and only give the player out if they determine that the player has been struck in line with middle stump and **ALL** other LBW criteria has been met. Refer Junior Rules for explanation.

- i. **BATTING** Wearing a Helmet compliant with BS7928:2011 is compulsory.
- **If a player did not bowl in the first innings, they must bat before close of play**
 - **Retirements**
 - Batters must face a minimum of 25 balls before retirement at coaches discretion
 - Batters must retire once they have faced 30 balls or scored 30 runs (whichever comes first)
 - No Balls and Wides count as Ball Faced
 - Batters retired before either of the above are considered retired out.
 - **Retired Hurt**
 - A player retired hurt is not treated as “out” and may return to bat at the fall of any wicket, or any retirement.
 - If retired hurt after the minimum ball requirements that batter can be deemed retired as per the above conditions or retired hurt at the coaches discretion.
 - If a batter is retired hurt inside the minimum ball requirements. Once deemed able to play they must return to the crease prior to other retired batters.
 - Coaches are expected to observe the spirit of cricket with respect to batters retiring hurt.
 - **Returning to the crease after retirement**
 - Retired Batters must return in order of Retirement. Retired batters can only return once all batters have been dismissed or retired as per the above conditions.
 - Players retired before facing the minimum number of deliveries will be treated as “out” and cannot return to the crease.
 - If a Batters is retired “**OUT**” before facing the minimum number of balls then no retired batsman may resume batting in that innings (with the exception of retired hurt).
 - Batters are to be ready to face when the fielding team are ready. If either umpire considers that the batsmen are wasting time, the team will be issued a warning of which both umpires are to be aware of. Any further wasting of time will be adjudged by both umpires and 5 penalty runs will be added to the oppositions score. In short, batsmen must make their way to the crease promptly at the start of the game, at the fall of the wicket and must not hold up play for any reason other than injury
 - **Dismissals**
 - **LBW rule will apply.** However the Umpire is to give the player one warning before being given out if struck a second time. Umpires are required to show exceptional leniency and only give the player out if they determine that the player has been struck in line with middle stump and **ALL** other LBW criteria has been met. Refer Junior Rules for explanation.
- j. **COACHES**
- Must umpire at the Bowling End whilst their Team Bats, unless agreement is reached to share umpiring prior to the start of the game.
 - Coaches/ Managers are able to instruct players whilst the game is in play or umpiring however this instruction must not slow the game down
 - **ROTATING OF PLAYERS – It is essential at this level that all batting and bowling orders are rotated to ensure all players have an equal opportunity**
- k. **OVERAGE PLAYER RESTRICTIONS**
- Overage Players must be approved by the Junior Subcommittee. Approval should be requested by the clubs Junior Coordinator with justification.
 - For overage players whose club has received permission to play level 2B, the opposition coach must be informed prior to the start of play.

- Approved overage players can play without restrictions however if performances indicate that that the player is able to play with their normal age group the exception to play level 2B will be removed and recommendation be made for that player to mover to level 2A or 3.
- In the event an exception is removed but the players club does not have a level 2A or 3 team for that player and a permit to another club is not possible playing restrictions may be added at that time. These restrictions will be determined on a case-by-case basis.

NOTE: Once a player has played more than 5 days of cricket in 2A or higher they will be deemed an overage player and not able to selected in 2B for the rest of the season (unless receiving sub committee approval).

- I. **FIELDING** – No fielders within 10 metres of the batsman with the exception of Slips, Gully and Wicketkeeper

3. WET WEATHER/HEAT

a. Wet Weather

- i. In the event of wet weather, the host club junior coordinator, groundsman and host team coach will consult to determine if play is possible. If play is cancelled, this must be communicated to the Away team coach and/or Junior Coordinator by the host club.
- ii. Decisions regarding Ivor Marsden fields will be communicated via the Junior Subcommittee to both teams.
- iii. Any decision to cancel play must be made as early as possible, bearing in mind potential travel times of teams.
- iv. If no advice that play is cancelled is received, then it must be assumed that play is still scheduled.
- v. Once the Association Junior coordinator(s) has received advice of a cancellation, they will arrange for the cancellation to be posted on the Association Facebook page(s).

b. LIGHTNING RULE

- i. If a clap of thunder occurs within 30 seconds of a lightning flash, play must be stopped for 30 minutes. If this occurs again the 30 minute wait period starts again.

c. HEAT RULE

- i. Game to be called off coaches agree it is too hot to continue. Coaches to manage additional drinks breaks in hot conditions.

d. TIME LOST DURING PLAY

- i. If time is lost in the first innings, the number of overs faced by each team will be reduced by 1 over for every 7 mins lost. The team batting next shall only face the same amount of overs as the first team.
- ii. If time is lost in the second innings, the game can be extended for up to 15 minutes to complete the game. Otherwise the game will be decided after a min of 15 overs if not completed -drawn.
- iii. A minimum of 15 overs per side must be completed to constitute a game, unless a result has been achieved.

4. GAME COMPLETION

a. SCORING

- If using scorebooks ensure both teams scorebooks match and are signed off by the official Umpire if present. If no umpire is present, each score book is to be signed off by both coaches / managers
- If scoring electronically scorers should agree on the result prior to submitting the scores within the scoring app

b. GAME RESULT

- 6 points for a win. Win is award to the team with the most runs in first innings (no outright)
- 3 Points per Team – Drawn, washout or tied game
- Penalty runs-where the batting team does not get to face the same number of overs, penalty runs will apply 6 runs per over.

c. INCENTIVE POINTS

- 0.25 per Wicket
- 0.01 per run scored
- Apply to both winning and losing teams
- Apply to both 1st and 2nd innings

d. Enter full Results and complete Scorecard on playHQ by Tuesday following the game.

e. 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 social media purposes