

Cricket Ipswich Level 3: Playing Conditions 25/26

(Level 3 Indicative Age U/15)

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. UMPIRES

- The team batting will provide an umpire at centre wicket
- The team bowling will provide an umpire at square leg
- The above must be maintained even when the bowling end changes each over

d. TEAM LIST

- Teams should be listed in PlayHQ prior to the start of play
- In a 2 day games an interchange of players allowed on second day. The opposing team should be informed of the substitute player before the start of play on the second day. If the opposing coach questions the substitute in anyway (e.g. overage player) approval should be requested from the Cricket Ipswich JSC.

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

- Players older than U15 may play this level.
- Clubs must receive Junior Subcommittee approval of that the nominated player is not ready for Senior Cricket.
- 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.**

f. FIELD SET-UP

- **BOUNDARY - Set at 50 metres**, Measured from centre of the pitch.
- **PITCH** – Turf Wicket – standard pitch length (20.1168m)

g. BALL

- **156g** Leather – Bluedogs 4piece ball.

- h. All players MUST wear spikes when batting, bowling or wicket keeping on turf wickets.

2. GAME PLAY

- a. **SATURDAYS - START TIME – 8.00am FINISH TIME – 11.45am (must be adhered to)**

SUNDAYS - START TIME – 8.00am FINISH TIME – 12.15pm

COACHES MUST MAINTAIN A REASONABLE OVER RATE TO ENSURE GAMES FINISH ON TIME

b. **MANDATORY INNINGS CLOSE**

Saturday

1-Day game 9.45am or 30 overs **whichever comes first**

2-Day game 60 Overs or the fall of 10 Wickets.

Sunday

1-Day game 10.00am or 30 overs **whichever comes first**

2-Day game 60 Overs or the fall of 10 Wickets.

c. **CHANGE OF INNINGS BREAK** —15 minute changeover.

d. **DRINKS**

Saturday

8.55am & 10.55am

Sunday

9.00am & 11.10am

Drinks to be taken on the field and kept as short as possible

e. **TEAM NUMBERS**

- i. Maximum of 13 players per team (11 on the field)
- ii. Minimum of 7 players, if a team cannot field at least 7 players the game will be deemed a forfeit.
- iii. All 13 can bat and bowl per innings.
- iv. A team is dismissed at the fall of the 10th wicket, i.e. for players 12 and 13 to bat, another player must have retired.

f. **FORMAT**

- i. 1-day games as per normal
 - o If applicable penalty runs should be applied to both teams at the close of play, not the close of first innings. i.e. the team bowling second should attempt to bowl 30 overs even if they didn't face 30overs in their batting innings.
- ii. 2-day games will be played in a Quarters format
 - o 60 overs per day (1 x 30 over innings per team)
 - o Team A (team batting first) batting for 30 overs OR 1 hour 45 minutes on day 1 and Team B (team batting second 30 overs OR 1 hour 45 minutes)
 - o Team B continue their innings batting first on day 2 (30 overs for a total of 60 over inning)
 - o Team A will then complete their innings batting second day 2.
 - o If Team A is dismissed prior to 30 Overs this completes their first innings. Team B is to bat for remaining overs on Day 1. On Day 2 Team B continues their first innings until this innings is closed either by declaration; 10 wickets falling or compulsory close (60 overs or time limit). Team A would then commence a second innings.
 - o If Team B is dismissed on Day 1 prior to 30 overs. Team A will bat remaining overs on Day 1 and continue innings on Day 2 until this innings is closed either by declaration; 10 wickets falling or compulsory close (60 overs or time limit). Team B would then commence a second innings.
 - o **Whatever the game situation no team can commence their second innings until both first innings are completed.**
 - o Time restrictions apply as per Game Play section 2b **Coaches are to maintain a reasonable over rate.**
 - o Penalty runs only applied on Day 2 for penalties incurred on day 1 and 2. Penalties can be made up by bowling extra overs in allotted time on day 2.
 - o No overs are to be deducted for change of innings outside the normal innings break.
 - o **Extra Time – No extra time - Due to the probability of senior games starting after juniors in level 2A & 3, time constraints must be adhered to. This will apply to all junior fixtures, players and coaches need to push through the overs whether a senior game follows or not, time extension will not be allowed.**

g. BOWLING

- i. Over Length = 6 Legal Balls - maximum 8 ball overs
- ii. Change of ends either at 15 overs prior to Christmas.
- iii. Change ends after each over after Christmas.
- iv. No Balls – Normal Cricket Rules.
 - Free hits will be awarded after no-balls in all game formats.
 - Maximum of 1 ball per over bouncing over shoulder height of the batter in a standing position at the crease is allowed. Any subsequent balls bouncing over the shoulder shall be called a no ball.
 - More than one bounce before the popping crease will be called a no ball
- v. Wide Balls – Normal Cricket Rules. Coaches should discuss this prior to the game for consistency between umpired
- vi. Waist High Full Tosses - In the event of a bowler bowling 2 waist high full tosses in a spell, both team coaches shall determine if the bowling is intimidatory. If determined so the player cannot complete the over or spell and the over must be completed by another player.
- vii. A minimum of 5 players must bowl in an innings, unless a side is first dismissed.
- viii. Maximum Overs in an Innings per Bowler – 1/5 of the total overs available, rounded up if not a whole number. This may need to be recalculated in the event overs are lost. (in a 2 day game the 1/5 calculation should be done per 30 overs)
- ix. Maximum Spell as per Cricket Australia guidelines, which are attached to these playing conditions.
- x. Maximum Overs in a day as per Cricket Australia guidelines which are attached to these playing conditions. **(This rule applies to all bowlers including spinners.)**
- xi. LBW rule will apply – no warnings to be issued prior to dismissal. Leniency towards the batter should be applied by umpires.

Cricket Australia bowling restrictions.

Age	Max Overs/spell	Max Overs/day
5-9	2	4
10	3	6
11	4	8
12	4	8
13	5	10
14	5	12
15	6	14
The minimum rest periods between spells will be at least the same number of overs bowled from the same end as the bowlers' immediately		

a. BATTING Wearing a Helmet compliant with BS7928:2011 is compulsory.

○ **Retirements**

○ **1 Day Games**

- Batters must face a minimum of 30 balls before retirement at coach's discretion
- Batters must retire once they have faced 50 balls or scored 50 runs (whichever comes first)
- No Balls and Wides count as Ball Faced
- Batters retired before either of the above are considered retired out.

○ **2 Day Games**

- Batters must face a minimum of 50 balls before retirement at coach's discretion
- Batters must retire once they have scored 100 runs (no ball limit)
- Batters retired before either of the above are considered retired out.

○ **Retired Hurt (1 day and 2 day)**

- 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/run requirements that batter can be deemed

retired as per the above conditions or retired hurt at the coach's 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 Batsman 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).
- Batsmen 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 or the game, at the fall of the wicket and must not hold up play for any reason other than injury
- Dismissals
 - Batsman dismissals are as per normal rules of cricket
 - LBW rule will apply – no warnings to be issued prior to dismissal. Leniency towards the batter should be applied by umpires.

i. COACHES

- i. Must umpire at Bowling End whilst their Team Bats, unless agreement to umpire each end is reached prior to the start of the game.
- ii. **Coaches/Managers/Parents are not to instruct players in any way or form whilst umpiring or when the game is in play. Players are to make their own decisions at this level.**
- iii. **Coaches/Managers/Parents are not to yell out instructions or coach from the boundary.**

k. WICKET KEEPERS

- WHEN STANDING UP TO THE STUMPS – Mandatory wearing of Helmet, pads, gloves, protector(males)

l. FIELDING

- No fielders within 10 metres of the batsman with the exception of Slips, Gully and Wicketkeeper.
- Fielding restrictions
 - A maximum of 4 fielders can be outside the circle at all times
 - In the absence of a circle being marked umpires should agree on where the circle would be in if marking was possible.

m. FOLLOW ON RULE

- 75 Runs is the follow-on total.
- If at the completion of both first innings, a Team is leading by 75 runs, they have the option to enforce the follow on.

3. WET WEATHER/HEAT

a. Wet Weather

- 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.

- Decisions regarding Ivor Marsden fields will be communicated via the Junior Subcommittee to both teams.
- Any decision to cancel play must be made as early as possible, bearing in mind potential travel times of teams.
- If no advice that play is cancelled is received, then it must be assumed that play is still scheduled.
- 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

- 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

- 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 –

- **2 day game**

- **First Day**

- Complete Washout – game changed to 1 day game on Second Day
 - Part of 1st day – Divide remaining time by 4 minutes/over to determine no of overs to be bowled. The team batting 1st will complete their 30 overs or part there of pending available time. Team batting 2nd will complete their 30 over in week 2.

e.g. If 20 overs are lost on day 1. 40 overs would be bowled day 1 and 60 overs day 2 making the game now 100 overs and 50 per team. Team A would bat first and face 30 overs on day 1. Team would then face 10 overs. Team B would resume their innings on day 2 and bat 40 overs to complete their innings. Team A would then bat 20 overs to complete their innings. If further time is lost the result at the 30 over mark would be the result.

- **Second Day**

- Calculations of overs in day 2 as per day 1 (4mins/over).
 - Overs remaining day 2 are split evenly between both teams.
 - If teams cannot face 15 overs each the 30 over result will stand from week 1 will stand.

- **Both Days**

- The goal is to get at least a 30 over result.
 - First day guidelines should be followed on day 1.
 - On day 2 calculations as above to calculate total overs in the game across 2 days.
 - Total overs should be split evenly between the 2 teams.
 - Team resuming batting on day 2 should complete their innings.
 - Unless both teams can face 15 overs on day 2 then

Note: If game is being played on turf and play is not possible due to a wet pitch on either day and the players are willing to play on a nearby synthetic pitch, that day's play can continue on the alternate pitch.

4. GAME COMPLETION

- **SCORING**

- i. 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
 - ii. If scoring electronically scorers should agree on the result prior to submitting the scores within the scoring app
 - iii. If overs are not bowled within allocated time. Penalty runs should be added at the close of play for both teams.

- **GAME RESULT**

- i. One day games

- 6 points for a One Day Win
- If one day of a 2 day game is washed out that game will be determined a one-day game and points allocated accordingly
- 3 Points per Team - Washout or tied game
- ii. Two day games
 - 10 Points for a Two-Day win
 - Only need to win on first innings
 - If a team wins outright they obtain all of the points regardless of the first innings result
 - If a 2 day game is washed out on the 2nd day, the result will be decided by whichever team has the most runs on Day 1 of the match from their first 30 overs (penalty runs will be applied if overs were not completed within the allocated time).
 - 5 Points per Team – Washout or tied game
- iii. Incentive Points
 - 0.25 per Wicket
 - 0.01 per run scored
 - Apply to both winning and losing teams
 - Apply in both 1 and 2 day games
- iv. Penalty runs
 - apply 6 runs per over not bowled within the allocated time
 - apply to both teams (If the team bowling first does not bowl their allocated overs, the team bowling second must attempt to bowl their allocated overs)
 - penalty runs should be applied at the close of play for both teams
 - Penalty runs only applied on Day 2 for penalties incurred on day 1 and 2. Penalties can be made up by bowling extra overs in allotted time on day 2.
- Both teams are responsible to review and enter the full results and complete scorecard on playHQ by Tuesday following the game.
- 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 weekly awards and social media purposes.

5. Player Grading

a. OVERAGE PLAYER RESTRICTIONS

- i. Overage Players must be approved by the Junior Subcommittee. Approval should be requested by the clubs Junior Coordinator with justification.
- ii. For overage players whose club has received permission to play level 3, the opposition coach must be informed prior to the start of play.
- iii. 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 3 will be removed.
- iv. In the event an exception is removed but the players club does not have senior teams for that player to play up in playing restrictions may be added at that time. These restrictions will be determined on a case-by-case basis.

b. UNDERAGE PLAYERS

- i. If under 13 players have played more than half their games in level three, the junior committee may deem them ineligible to play in a level 2 final.