1 INTRODUCTION
This document covers the rules specific to the Traditional Cricket format as played in the Combined competitions between the South Coast and Cricket Illawarra Junior Associations for the Under 16 and Under 14A age groups.

All matches are played in accordance with the Association Junior Administration rules, the Junior General Competition & Match rules, the Codes & Policies and the MCC Laws of Cricket, except as amended below.

All reference documents can be found on the website.

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2 MATCH DETAILS

2.1 Numbers of Players per Team

1) The **maximum** number of players per team is ideally 14 players.
2) All nominated players may play subject to the following conditions;
   a) All players are to be recorded on the Team Nomination before the coin toss. Failure to exchange lists may result in no points being awarded to either side.
   b) If more than 11 players are nominated an 11 player Batting Squad and an 11 player Bowling Squad is to be identified. No player can be nominated as both non-bat and non-bowl.
   c) The first choice wicket keeper to be nominated and included in the batting squad.
   d) While any of the players may field, no more than 11 players for a team may participate in the field at any one time.
3) The **minimum** number of players per team is 7 players. See forfeits.

2.2 Replacement player (Two-Day match)

1) A replacement player is defined as a player with full playing status for a team used to interchange with another player on the second day of a two-day match.
2) Two replacements may be used in cases of injuries or unavailability.
3) A replacement will
   a) Be a qualified player
   b) Be initially selected from the original team nomination sheet (if available and as listed in order).
   c) Not have played in any other match during the current match period
   d) Have the same rights as those of the interchange player.
   e) Bat in the place of the interchange player if currently batting
   f) Not be permitted to bat in an innings in which the interchange players has already been dismissed.
   g) Not be allowed under any circumstance in any of the final series matches.

4) The opposition coach must be notified prior to the commencement of play of any replacement.

2.3 Teams

1) All teams must be ready for play and enter the field within 2 minutes of the scheduled time for the start of an innings or break in play.

2.4 Formats

Matches shall be scheduled as either a
- Two-Day Match played on two consecutive match days; or
- One-Day Match played on a single match day.

2.5 Maximum Overs

1) Each team is entitled to receive a maximum of 50 overs (Two-Day) or 25 overs (One-Day) in its first innings within the allocated batting session time, unless there is lost time.
2) The overs in the second innings of a Two-Day match are unlimited.

2.6 Minimum Overs

To constitute a match, each team must receive a minimum of 20 overs (Two-Day) or 12 overs (One-Day), unless dismissed, has declared its innings closed or a result is achieved prior to the minimum overs being bowled. Note: The minimum target cannot be lower than that required after the minimum overs.

Example: Assume One-Day match. Team 1 is dismissed scoring 100 runs resulting in a run rate of 4 runs per over. The minimum target for Team 2 to win is 49 runs at 12 overs (i.e. 4 runs per over x 12 over minimum + 1).

2.7 Hours of Play

1) The hours of play shall be

<table>
<thead>
<tr>
<th>Hours of Play</th>
<th>Session Start Time</th>
<th>Session Finish Time</th>
<th>Session Duration (Mins)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Two-Day Sessions</td>
<td>8:00am</td>
<td>11:00am</td>
<td>180</td>
</tr>
<tr>
<td>One-Day Session 1</td>
<td>8:00am</td>
<td>11:00am</td>
<td>180</td>
</tr>
<tr>
<td>One-Day Session 2</td>
<td>8:00am</td>
<td>9:25am</td>
<td>85</td>
</tr>
<tr>
<td>One-Day Session 3</td>
<td>8:35am</td>
<td>11:00am</td>
<td>85</td>
</tr>
</tbody>
</table>

2) (Two-Day) – The allocated session time is normally at the end of each day’s play.
3) With the exception of an outright result being achieved, all matches must continue until one
half hour of the scheduled completion time of the match. After which matches can only be called off by mutual agreement.

2.8 Breaks & Drinks

1) The break between batting innings shall be 10 minutes.
2) (Two-Day) – A drinks break not exceeding 5 minutes may be taken after every uninterrupted 17 overs in a session.
3) (One-Day) – A drinks break not exceeding 3 minutes may be taken mid-way through the batting sessions at the discretion of the fielding team.
4) Change of innings will also provide an opportunity for drinks. In extreme heat conditions an extra drinks break can be taken by agreement. For irregular playing times drinks breaks should occur mid-way through the session.

*Note: All drinks breaks are included as part of the allocated batting time. Overs must not be reduced as a result of any longer than normal or unscheduled drink breaks otherwise slow play penalties may apply.*

2.9 The Ball

1) The ball shall be a Two-piece leather covering, red in colour and 156 grams in weight. The approved brand for CI teams shall be Kookaburra (Tuf pitch, Special Test, Red King). The ball approved for use by SCDCA teams shall be decided before the start of the season.
2) In the first innings of each team, a ball damaged by moisture (dew or weather) may be replaced at the option of the fielding team after the first 25 overs of play with a used second hand ball of similar age.
3) The intended exchange ball must
   a) Be displayed and shown to the opposition & umpire prior to the commencement of the innings
   b) Have umpire agreement on the condition of the used second ball
   c) Be left with the scorers / umpires until required for use
   d) Be taken only at the completion of the 25th over, otherwise the option will be forfeited.
3 TWO-DAY MATCHES

3.1 Two-Day Conditions

1) The team batting first will normally bat during Day 1 (first session).
2) The second team will normally bat during Day 2 (second session).
3) Should time permit after the completion of each teams’ first innings, the match reverts to a normal unlimited second innings overs match in which bonus points are available.
4) If batting time is lost prior to the end of first session then such time should be shared equally according to the Lost Time rule.
5) Should the team batting first be dismissed or declare prior to the end of the first session, the official change of innings is to be taken immediately. The team batting second is entitled to receive its full allotment of overs uninterrupted if lost time occurs.
6) A team batting throughout the first session shall (whichever occurs first) have its innings automatically closed at the end of that session or at the completion of its allotment of overs. In such case, the team batting for the second session is entitled to receive the same number of overs as was bowled in the first session unless penalised for slow play.
7) If the playing time on the second day has elapsed, before the team batting second has received its allotment of overs due to either, slow play (the slow play penalty will be applied) or to lost time, the match result will be decided by the determining the result rule.

3.2 Slow Play Penalty (Two-Day)

1) In the first innings of each team, if either bowling team fails to bowl the allotted overs within the session time (including any matches with lost time), a “Slow Play Penalty” will apply. (The over in progress at the end of the session time shall be counted as complete.)

Definition of Slow Play – time wasting by the bowling team causing slow over rates. The average over rate of 3.6 minutes per over (including all drinks breaks) must be maintained over the course of the innings.

Note: Umpires are expected to discourage time wasting by either the batting or fielding team. Incoming and outgoing batters are required to cross on the field of play. Batters must be in position when the fielding team is ready to bowl.

2) Slow Play Penalty 1: Should the team batting first not receive its full allotment of overs in the first session, the team batting second will forfeit its batting overs at the rate of 2 overs for each over not bowled.

Example: If Team A only receives 48 overs (of the allotted 50 overs) within the first session of 180 minutes, then Team B batting second receives a maximum of 46 overs to reach the target made by the Team A.

3) Slow Play Penalty 2: Should the team batting second not receive its full allotment of overs in the second session, the team bowling second will add to its original batting allotment double the number of overs not bowled to recalculate its average run rate and the reduced batting target.

Example: If the team bowling second only bowled 46 overs (of the allotted 50 overs) in the second session of 180 minutes, 8 overs would be added to its original 50 overs it received while batting. The teams run rate would then be determined over 58 overs.

4) In all circumstances, once the penalty has been enforced on the team that bowled first, the penalty will still apply if overs are subsequently reduced during that team’s batting innings, due to lost time.

Example: A team was penalised 2 overs for slow bowling first. If time is lost during its batting innings, it’s over allotment would be recalculated as if no penalty was applied, then the penalty of 2 overs would be applied, which would further reduce its overs allocation.

3.3 Lost Time (Two-Day)

1) The lost time calculations only apply to the first innings of each team and the minimum number of overs is required to constitute a match (unless the slow play penalty has been applied).
2) Should Day 1 be abandoned without a ball being bowled the match will be played as a One-Day match on Day 2.

3) If time is lost during the first session,
   a) the time remaining in the match will be equally divided
   b) The overs for each team’s innings shall be equally reduced at a rate of 1 over for every 7 minutes lost (or part thereof) and shall include the additional scheduled 10-minute change of innings. (i.e. batting into Day 2)
   c) A team batting throughout Day 1 may continue its innings on Day 2 for exactly half the time lost, less 5 minutes. The team batting second shall be entitled to receive only the same number of overs in its first innings as was bowled by that team.
   d) The overs for each individual bowler are proportionally reduced.

4) If time is lost during the second session, where such innings overs are not equal, the number of overs required within the remaining session time will be calculated at a rate of 3.5 minutes per over.

Example: Total match time is 360 minutes, 50 overs each. Assume Team A is batting first and a total of 60 minutes lost time on Day 1, Team A should then continue into Day 2.
Therefore 60 minutes plus 10 minute change of innings break = 70 minutes total time lost.
Overs lost by each team = (70 minutes / 7 minutes per over) = 10
Therefore Team A overs = (50 overs total – 10 overs lost) = 40 overs
Session batting time on Day 2 = (60 minutes lost / 2) – 5 minutes = 25 minutes
Therefore Team A would bat until 8:25am on Day and received its 40 overs.

3.4 Two-Day Limitations
A first innings lead of 50 runs (or greater) is required before a team can enforce a follow on.

4 ONE-DAY MATCHES

4.1 One-Day Conditions
1) Each team is limited to one innings and is not permitted to declare its innings closed.
2) The team batting first will bat during session 1.
3) The second team will bat during session 2.
4) If batting time is lost prior to the end of session 1 then such time should be shared equally according to the Lost Time rule.
5) A team batting throughout the first session shall (whichever occurs first) have its innings automatically closed at the end of that session or at the completion of its allotment of overs. In such case, the team batting for the second session is entitled to receive the same number of overs as was bowled in the first session. (No slow play penalty applies)
6) Should the team batting first be dismissed prior to the end of the first session, the official change of innings is to be taken immediately. The team batting second is entitled to receive its full allotment of overs.

4.2 Lost Time (One-Day)
1) The minimum numbers of overs are required to constitute a match.
2) If time is lost during the first session
   a) The change of innings is to be delayed by a period of exactly half the time lost.
   b) The team batting first is entitled to continue its innings until the delayed change of innings. The team batting second shall be entitled to receive only the same number of overs in its innings as was bowled by that team.
   c) the overs for each individual bowler is proportionally reduced.
3) If time is lost during the second session, where such innings overs are not equal, the number of overs required within the remaining session time will be calculated at a rate of 3.5 minutes per over.
5 **REstrictions**

5.1 **Batter Restrictions**
1) A batter must compulsorily retire not out on reaching a score of 100 runs (Two-Day) or 75 runs (One-Day).
2) (Two-Day) – A different batting team of 11 players may be used in the second innings.

5.2 **Bowling Time**
Play will cease at the scheduled or re-scheduled time to complete that session or end of a day’s play; and the over in progress will be counted as completed. No further overs can be bowled after that time in that session or day (except for 2nd session of 1 day game).

5.3 **Bowler Restrictions**
1) A pace bowler in a day is limited to the number of overs for their own age.
2) A bowler in the first innings is limited to

<table>
<thead>
<tr>
<th>Comp / Type</th>
<th>Max overs in innings</th>
<th>Fraction of team overs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under 16 Two-Day</td>
<td>12</td>
<td>1/5th</td>
</tr>
<tr>
<td>Under 16 One-Day</td>
<td>6</td>
<td>1/5th</td>
</tr>
<tr>
<td>Under 14 Two-Day</td>
<td>10</td>
<td>1/6th</td>
</tr>
<tr>
<td>Under 14 One-Day</td>
<td>5</td>
<td>1/6th</td>
</tr>
</tbody>
</table>
3) A bowler, in regards to fast short-pitched deliveries (MCC Law 40.6), is limited 2 balls per over (Two-Day) and 0 balls per over (One-Day).

5.4 **Number of Fielders**
Teams with additional players may rotate players on & off the field at the end of each over without restriction.

5.5 **Wicket Keepers to wear helmets**
From the 2016/17 season onwards all Junior Cricket players in the Wicket Keepers role shall wear a helmet with full face protection for every delivery.

6 **MATCH results**

6.1 **Determining the Result**
The winner (unless an outright result is achieved) shall be determined as follows:
1) Where a match is not constituted, the match result is a draw.
2) The team scoring the greater number of runs irrespective of wickets lost, either
   a) at the end of the allotted stipulated overs; or such overs bowled within the allocated batting session time; or
   b) At the end of the reduced allotted overs reduced as designated by lost time.
   c) In the event of a match being interrupted such that the team batting second does not receive its allotted overs, within the designated session time, the team with the better-run rate. (Note: any bowling penalty still applies)
3) In all circumstances, the average run rate of a team that is dismissed prior to receiving its allotted overs shall be determined as though it received its full allotted overs.

Example 1: run rate
The team was dismissed or declares its innings closed in 42 overs scoring 165 runs. The team’s over allotment was 50 overs. Therefore the team’s average run rate is 165 / 50 = 3.30 runs per over.

Example 2 (Two-Day): no slow play penalty
Team A scored 150 runs from 50 overs = average run rate of 3.0 runs per over, Team B allotted overs reduced to 40 overs due to interruptions to play,
Team B must score more than 40 x 3.0 =120 runs to win,
Therefore 121 runs are required to be declared the winner.

Example 3 (Two-Day): slow play penalty on team A
Team A scored 150 runs in 50 overs= average run rate of 3.0 runs per over, Team B scored 136 runs in 48 overs received due to slow bowling by Team A 
Team B run rate = 136 runs / 48 overs = 2.833
Team A penalty now applies adding 4 overs to give a run rate of 150 runs / 54 overs = 2.777
Team B declared winner.

6.2 Entering the Result
1) Match results and player statistics must be submitted into MyCricket after the completion of each day & match by the stipulated time.
2) The MyCricket nominated team list for a match shall contain only the players who actually participated in the match. All other players must be removed from the list.

7 FINAL SERIES
7.1 Conditions
All final series matches shall be
- scheduled as a Two-Day match (except as amended below)
- played on the Saturday and Sunday of one weekend

7.2 Lost Time
1) Should play be interrupted on either day and time is lost,
   a) No adjustment shall be made in respect of shared batting time. (Lost time (Two-day) rule does not apply)
   b) Up to a maximum of 3 hours (180 minutes) additional time will be set aside for completion of the match
   c) Only the actual time lost will be added and made up from 11:00 am on Day 2.
   d) The slow play penalties will still apply for each fielding team
2) Should Day 1 be abandoned without a ball being bowled, the hours of play on Day 2 shall be

<table>
<thead>
<tr>
<th>Hours of Play</th>
<th>Time Start</th>
<th>Time Finish</th>
<th>Duration (Mins)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Section 1</td>
<td>8:00 am</td>
<td>11:00 am</td>
<td>180</td>
</tr>
<tr>
<td>Break</td>
<td></td>
<td></td>
<td>30</td>
</tr>
<tr>
<td>Section 2</td>
<td>11:30 pm</td>
<td>2:30 pm</td>
<td>180</td>
</tr>
</tbody>
</table>

3) The team batting first is entitled to receive its 50 overs uninterrupted, within its actual batting session of 180 minutes over the two days.
4) The average over rate must be maintained throughout each batting session. *(i.e. one over every 3.5 minutes)*. The slow play penalty shall apply should the fielding team not bowl the required overs within the session.
5) Should a team declare or be dismissed, the other team may bat the remaining time available not exceeding the 50 over innings limit.
6) Should a decision not be achieved, or a tie occurs, the team ranked higher in the competition will be declared the winner.

(In general terms – the team ranked higher on the points score must have the opportunity to bat and receive its maximum allocation of overs to be beaten, unless it is penalised for slow over rates in its bowling innings. If penalised it then must receive its maximum allocation of overs less the penalised number of overs to be beaten).