

IWMCA Level 2 Playing Conditions

1 day Game V1.3 (Indicative Age 11-13)

These playing conditions are to be read in conjunction with the Junior Rules of the IWMCA and the laws of cricket. Where these or the association rules are silent, then the laws of cricket apply. The 2017 code 2nd Edition 2019 are to be used for the 2019 / 20 season and can be downloaded from https://lords-stg.azureedge.net/mediafiles/lords/media/documents/2nd-edition-of-the-2017-code-2019_2.pdf

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

- a. **SCORER** - Organise Scorebook and Scorer— can be 2 electronic scorebooks however a paper copy must be held nearby as a back-up
- b. **COACH** – Recommended to have Community Coach Level 1 Accreditation
- c. **TEAM LIST** - Exchange Team List showing Batting & Bowling order with Opposition Coach / Scorer
- d. **OVER LEVEL PLAYERS** – Must notify opposition Coach and Scorer of any over level players
- e. **BOUNDARY**- Set at **50 metres**, Measured from center of the pitch.
- f. **PITCH** – Turf / Synthetic– Pitch Length 18m. Bowling may be carried out from one end. The popping crease may be marked at the edges of the pitch at the bowling end, or in an alternate colour, if a game is to be played subsequently on turf wickets.
- g. All players **MUST** wear spikes when batting, bowling or wicket keeping on turf wickets.
- h. **BALL – 142g**
 - i. **Synthetic / turf wicket** - 2 Piece Leather – Kookaburra, Platypus, Gabba, Dukes or KD Sports. Use of Dukes is encouraged as per current Association agreement with Dukes.
 - ii. **Concrete wicket** - Kookaburra Commander 142g or similar.

2. GAME PLAY

- a. **Start Time** – as per My Cricket draw
- b. **Playing Time** – 4 hours.
- c. **INNINGS CHANGES** – At **30** overs OR 1 hour 55 Minutes
- d. **COACHES MUST MAINTAIN A REASONABLE OVER RATE TO ENSURE GAMES FINISH ON TIME**
- e. **DRINKS** – Drinks are to be taken on the field at 15 overs.
- f. **Parents to ensure their children have drinks during their time off the field.**
- g. **TEAM NUMBERS**
 - i. Maximum of **11** players per team - **only 9 players on field at anytime**
 - ii. All players may bat and Bowl
 - iii. A side is dismissed at the fall of the 8th wicket.
- h. **MANDATORY INNINGS CLOSE – 30 overs per side, or the team is dismissed. All 30 overs played if time permits.**
 - i. Each team to face the same amount of overs
 - ii. If a team is dismissed prior to facing 30 overs, the team will begin a second “round” of batting with the not out batsman and any remaining/previous batters continuing the innings with the batting order determined by the players score achieved in first round of batting. Lowest to highest.
 - iii. Scoring to continue as a second innings, and incentive points are scored.
 - iv. A new ball is not required for the second innings.
- i. **NO COACHING ON THE FIELD OF PLAY.** Coaches / Managers / Parents acting as umpires are to umpire only, and NOT provide coaching / tactical advice unless required to ensure games proceed in a timely manner. **This rule is to be strictly adhered to.**
- j. **WICKET KEEPER**
 - i. Wearing a Helmet is compulsory, preferably compliant with BS7928:201, if standing up to the stumps, Pads, Gloves, Protector (male)
 - ii. To be rotated – maximum of 15 overs per game
- k. **BOWLING**
 - i. Over Length = Maximum 8 balls
 - ii. Maximum of 5 overs per player in the game
 - iii. (The number of players – 2) players must bowl 2 overs, before any player may bowl their 3rd.
 - iv. Wide balls shall be called as per the laws of cricket (**22.1 Judging a Wide**)

- v. *No Balls shall be called as per the laws of cricket*
 - *Landing off pitch (consideration to be made for pitch width, some pitches are very wide) (Law 21.7)*
 - *Full toss above waist high (includes spinners)*
 - *More than 2 bounces before the popping crease*
- vi. *Refer to the Cricket Australia bowling restrictions at the end of these playing conditions. These guidelines must be STRICTLY adhered to.*

I. *BATTING*

- i. *Batters must face a minimum of 30 balls before they may be retired. A batter MUST retire after they have faced 50 balls or scored 50 runs.*
- ii. *All No Balls are counted as Balls Faced*
- iii. *Retired Batters must return in order of Retirement*
- iv. *Retired Batters can only return once all batters have been dismissed or retired*
- v. *Batters retiring before facing 30 balls will be deemed as “OUT”. This rule does not apply if a batter retires hurt. Law 25.4.2 applies. Coaches / managers are to respect the spirit of cricket.*
- vi. *If a Batsman is retired “OUT” before facing 30 balls, then no other retired batters may return, except for batters retired hurt.*
- vii. *Wearing of a Helmet is compulsory, preferably compliant with BS7928:201*

m. *COACHES*

- i. *Must umpire at the Bowling End whilst their Team Bats, unless agreement is reached to share umpiring prior to the start of the game.*
- ii. *Coaches / Managers are to restrict instructions to players whilst the game is in play to the extent required to ensure games proceed in a timely manner.*
- iii. ***ROTATING OF PLAYERS – It is essential at this level that batting and bowling orders are rotated throughout the season to ensure all players have an equal opportunity***

n. *OVER LEVEL PLAYER RESTRICTIONS* – For players whose club does not have a team in the competition at the players graded level.

- i. *BOWLING – Maximum 3 Overs*
- ii. *BATTING - Must retire at 30 Runs or 30 Balls. Whichever comes first. Once the batter has retired, they will not be able to resume their innings. They will be deemed as retired “OUT”, unless retired hurt.*

o. *FIELDING* – No fielders within 10 metres of the batsman except for an arc on the offside behind the extension the popping crease to the extension of the centreline of the pitch. Umpires shall call no-ball if any fielders contravene this rule.

3. *WET WEATHER / HEAT*

- a. *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 Association Junior coordinator(s) by the host team representative. The away team representative must then confirm with the Association(s) Junior Coordinator that they have received advice from the Home team representative. 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.

Contact MUST be a “positive contact”. A voice message, text or email is not enough. Each team has 2 contacts. If “positive contact” with either of the 2 team representatives is not made, the club junior coordinator must be contacted. If Positive contact is not made in this case either, then the away team Association Junior coordinator MUST be advised.

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. Play cannot resume until this does not occur. The same rules will apply to any lightning flash after the initial flash.
- c. **TIME LOST DURING PLAY**
 - i. If time is lost in the first innings, deduct 1 over for each 4 minutes or part lost to wet weather. The team batting 2nd will only receive the same number of overs bowled in the 1st innings.
 - ii. If time is lost in the 2nd innings, deduct 1 over for each 4 minutes or part lost to wet weather from the overs available in the 2nd innings.
 - iii. If time is lost in the 2nd innings, the score of both teams at the number of completed overs faced by both sides will determine the result.
 - iv. Both teams must face a minimum of 15 overs for a result.
- d. **Heat** – Game to be called off if the temperature exceeds 38°C at the nearest BOM monitoring station.

4. GAME COMPLETION

- a. Scorers to ensure scorebooks from both teams match
- b. **GAME RESULT**
 - i. 8 Points will be awarded to the Team with most runs in the first round (innings) only, no outright.
 - ii. 2 Points each if the match is Drawn
 - iii. 4 Points each if the match is a Tie
 - iv. Incentive points – 0.20 per wicket, 0.01 per run scored
- c. **Enter full Results and complete Scorecard on MY CRICKET by Tuesday following the game.**

Cricket Australia bowling restrictions.

Age	Max Balls per over	Max Overs in Spell	Max Overs in Day
5-8	8	2	4
9	8	2	4
10	8	3	6
11	8	4	8
12	-	4	8
13	-	5	10
14	-	5	12
15	-	6	14
16	-	6	16

Rest periods

The minimum rest periods between spells will be at least the same number of overs bowled from the same end as the bowlers' immediately concluded spell. For example, if the bowler has bowled 4 overs from that end, they would get at least 8 overs rest before bowling again.