

# IWMCA Level 2 Playing Conditions

## 2 Day game V1.4 (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 2<sup>nd</sup> 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](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. **At this level players are encouraged to assist with scoring with adult supervision.**
- b. **COACH** – Must have Community Coach Level 1 Accreditation
- c. **TEAM LIST** – Team lists must be exchanged before the toss, noting any substitutions.
- d. **BOUNDARIES** – All boundaries are marked from the centre of the wicket. Level 2 maximum boundary is 50m
- e. **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.
- f. All players **MUST** wear spikes when batting, bowling or wicket keeping on turf wickets.
- g. **BALL** - 142g – 2 Piece Leather – Kookaburra, Platypus, Gabba, Dukes or KD Sports. Use of Dukes is encouraged as per current Association agreement with Dukes.

### 2. GAME PLAY

- a. **Start time** – as per My Cricket draw.
- b. **Playing time** – 4 hours.
- c. **COACHES MUST MAINTAIN AN OVER RATE TO ENSURE GAMES FINISH ON TIME.** 15 overs an hour will be required to finish on time.
- d. **FORMAT** – Games will be played in a Quarters format with Team A (team batting first) batting for 30 overs OR 1 hr 55 minutes on day 1 and Team B (team batting second) batting their 60 overs straight though (30 on day 1 and 30 straight up on day 2). Team A will then complete their innings at the end of day 2. Penalty runs are applied if overs are not bowled in the allocated time.
- e. **MANDATORY INNINGS CLOSE**  
60 Overs per side – games are played in Quarters in the following pattern: -
  - i. Team A bats 30 overs (or 1 hr 55 minutes), Team B bats 60 overs, Team A bats 30 overs.
  - ii. Innings is closed for Team B at either 60 Overs, Fall of 8 wickets, or 1 hr 55 minutes on Day 2.
  - iii. Innings is closed for Team A at either 60 Overs, Fall of 8 wickets at the close of play on Day 2.
- f. **DRINKS** – Recommended every 15 overs. **Drinks to be taken ON the field and kept as short as possible (3 Minutes).**
- 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 team is dismissed at the fall of the 8<sup>th</sup> wicket
- h. **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.**
- i. **OVERS PER DAY**
  - i. Maximum 60 overs to be bowled each day. **Coaches must maintain a reasonable over rate.** 15 overs an hour will be required to finish on time
  - ii. First Day - If Team A is dismissed prior to 60 Overs – Team B bat for remaining overs on Day 1
  - iii. Second Day – Teams to complete Innings

- iv. Any remaining overs to be played out for Incentive Points
- v. No overs are taken off for change of innings
- vi. If time is up before Team A completes 30 overs on day 1, Team B will face the same number of overs on day 1 and penalty runs at 1 run per ball not bowled will be applied to Team Bs score. The same applies on week 2. If team B does not complete their 30 overs in the allocated time in week 2, 1 run per ball not bowled will be added to team A's score. Team B will only face the same number of overs on week 2.

**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 = 6 Legal Balls – maximum 8 ball overs
- ii. Maximum of 12 Overs per player in an Innings
- iii. (The number of players – 2) players must bowl 2 overs, before any player may bowl their 3<sup>rd</sup>
- iv. 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.
- v. Wide balls shall be called as per the laws of cricket (22.1 Judging a Wide)
- vi. 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
- vii. Refer to the Cricket Australia bowling restrictions at the end of these playing conditions. These guidelines must be STRICTLY adhered to.

**l. BATTING**

- i. Batters must face a minimum of 60 balls before they may be retired. A batter MUST retire after they have scored 100 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. Players retired before 60 balls or less than 100 runs will be treated as “out” and cannot return to the crease. This rule does not apply if a batter retires hurt. Law 25.4.2 applies. Coaches / managers are expected to respect the spirit of cricket.
- vi. If a batter has retired “out”, then no other retired batters may return, except for batters retired hurt.
- vii. Wearing of a Helmet is compulsory, preferably compliant with BS7928:201
- viii. 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.

**m. FOLLOW ON RULE**

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

**n. COACHES**

- i. Must umpire at the 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 whilst game is in play or while umpiring.**

iii. **ROTATING OF PLAYERS** – *It is essential at this level that batting and bowling orders are rotated throughout the season to ensure that all players have an equal opportunity*

i. **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.*

o. **Player Substitution.** *Up to 4 players may be substituted in the 2<sup>nd</sup> week. Player substitutions MUST be nominated before the toss. Substituted players MUST nominate the player they are replacing. Dismissals or overs bowled by the replaced player apply to the substitute player.*

i. *Players may not be replaced on the 2<sup>nd</sup> day of match unless they have been previously nominated or selected for representative duties.*

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

a. *The host club junior coordinator, grounds man 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. **HEAT** – *Play to be suspended for the remainder of the day if the temperature exceeds 38°C at the nearest BOM monitoring station.*

d. **TIME LOST DURING PLAY (for weather or injury, not for slow over rate)**

i. *First Day Complete time lost – game changed to 1-day game on Second Day*

ii. *First Day time lost – The maximum overs for the match remaining must be calculated and divided by 2, with both teams given the opportunity to face the same number of overs.*

iii. *Overs are lost at the rate of 1 for every 4 minutes are part.*

iv. *Second Day – If Overs are lost on the first day then Team A continues to bat on Day 2 until the maximum number of overs are bowled or 10 wickets are lost. Team B must complete its innings for a result. (Dismissed or face maximum overs).*

v. *NO extension of time is permissible on either day to complete overs. If a team fails to complete their overs in the time allotted, then penalty runs at 1 run per ball not delivered is awarded to the batting team.*

vi. *If time is lost in the last innings of the match, the score of both teams at the number of completed overs faced by both sides will determine the result.*

vii. *Each team must face a minimum of 20 overs for a result.*

### **4. GAME COMPLETION**

- a. **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
- b. **GAME RESULT** -
  - i. 10 Points for a win (Only need to win on first innings, but if a team wins outright they obtain all of the points regardless of the first innings result) A Level 3 game washed out on the 2<sup>nd</sup> day will be decided by whichever team has the most runs on Day 1 of the match from their first 30 overs.
  - ii. 5 Points per Team if the game is drawn
  - iii. Incentive Points – 0.20 per Wicket, 0.01 per Run scored
- c. **Enter Full Results and 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.