



# South East Queensland Cricket Inc

## Level 3 and 4 Playing Conditions V1.1

**These playing conditions are to be read in conjunction with the Junior Rules of the LDJCA and 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](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)

- 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.**
- COACH** – Must have Community Coach Level 1 Accreditation
- TEAM LIST** – Team lists are a courtesy only, unrestricted interchange of players between weeks is allowed.
- BOUNDARIES** – All boundaries are marked from the centre of the wicket
 

Level 3 Maximum boundary <b>50m</b>	Level 4 maximum boundary <b>60m</b>
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- BALL** - 156g – 2 Piece Leather – KD or Dukes
- PITCH** – Turf Wicket – standard pitch length(20.1168m)
- All players **MUST** wear spikes when batting, bowling or wicket keeping on turf wickets.

### 2. GAME PLAY

- Start time** - as per My Cricket draw
- Playing time** – 4 hours.  
**COACHES MUST MAINTAIN AN OVER RATE TO ENSURE GAMES FINISH ON TIME.** 15 overs an hour will be required to finish on time.
- FORMAT** – Level 4 games will follow the usual 1 or 2 day format with teams batting until their innings is closed as in d. Level 3 1 day games as per normal however 2 day games will be played in a Quarters format with Team A (team batting first) batting for 30 overs OR 1 hour 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 only applied on Day 2 for matches unaffected by weather.
- MANDATORY INNINGS CLOSE**

<b>Level 3</b> - 2 Day 60 Overs per side – games are played in Quarters in the following pattern : Team A bats 30 overs, Team B bats 60 overs, Team A bats 30 Overs. Innings are closed for Team B at either 60 Overs, Fall of 10 wickets or 1 hour 55 minutes on Day 2 and for Team A at either 60 Overs, Fall of 10 wickets or end of play on Day 2.	<b>Level 4</b> - 2 Day 60 Overs per side – 60 Overs, Fall or 10 wickets or end of play whichever occurs first
<b>Level 3</b> - 1 Day 30 Overs per side – 30 Overs, Fall of 10 wickets or 1 hour 55 minutes (1 <sup>st</sup> innings) or end of play (2 <sup>nd</sup> innings) whichever occurs first	<b>Level 4</b> - 1 Day 30 Overs per side – 30 Overs, Fall of 10 wickets or 1 hour 55 minutes (1 <sup>st</sup> innings) or end of play (2 <sup>nd</sup> innings) whichever occurs first
- DRINKS** – Recommended every 15 overs. **Drinks to be taken ON the field and kept as short as possible (3 Minutes).**
- TEAM NUMBERS**
  - Maximum of 13 permitted
  - All 13 can bat and bowl per innings. For players 12 and 13 to bat, another player must have retired. All players must appear on the batting list.

iii. A team is dismissed at the fall of the 10<sup>th</sup> wicket

- **NO COACHING ON THE FIELD OF PLAY.** Coaches / Managers / Parents acting as umpires are to umpire only, and NOT provide coaching / tactical advice of any kind. **This rule is to be strictly adhered to.**

**g. OVERS PER DAY – 2 day**

- Maximum 60 overs to be bowled each day. **Coaches must maintain a reasonable over rate.**
- First Day - If Team A is dismissed prior to 60 Overs (or 30 overs in Level 3) – Team B bat for remaining overs on Day 1, or until dismissed.
- Second Day – Teams to complete Innings
- Any remaining overs to be played out for Incentive Points, unless a team is dismissed twice.
- No overs are taken off for change of innings
- If time is up before Team A completes 60 overs on day 1, Team B will face the same number of overs on day 2 and penalty runs at 1 run per ball not bowled will be applied to Team B's score.

**h. BOWLING**

- Over Length = 6 Legal Balls –maximum 8 ball overs (Level 3) Unlimited (Level 4) (change ends after each over)
- No Balls – Normal Cricket Rules
  - 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.
  - No free hits in either 1 day or 2 day games.
- Wide Balls – Normal Cricket Rules
- 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. The bowler shall not be permitted to bowl again in the innings.
- A minimum of 5 players must bowl in an innings, unless a side is first dismissed.
- 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.
- Maximum Spell as per Cricket Australia guidelines, which are attached to these playing conditions.
- Maximum Overs in a day as per Cricket Australia guidelines which are attached to these playing conditions.

**i. BATTING**

- 1 Day Games**
  - Batters must face a minimum of 30 balls before retirement and **must** be retired once they have faced 50 balls or scored 50 runs.
- 2 Day Games**
  - Batters must face a minimum of 60 balls before retirement and **must** retire once they have scored 100 runs.
- Retired Batters must return in order of retirement
- Retired Batters can only return once all batters have been dismissed or temporarily retired
- Players retired before facing the minimum number of deliveries above will be treated as “out” and cannot return to the crease. A player retired hurt is not treated as “out” and may return to bat at the fall of any wicket, or any retirement. Coaches are expected to observe the spirit of cricket with respect to batters retiring hurt.
- Wearing of a Helmet is compulsory, preferably compliant with BS7928:201.
- 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 opposition's 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.

**j. 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.

**k. 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**

**l. WICKET KEEPERS**

**WHEN STANDING UP TO THE STUMPS** - Mandatory wearing of Helmet, Pads, Gloves, Protector(males)

- m. **FIELDING** - No fielders within 10 metres of the batsman with the exception of an arc on the offside behind the extension the popping crease to the extension of the centreline of the pitch. A no ball is to be called if fielders are closer than allowed.

### **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. **HEAT** – Play to be suspended for the remainder of the day if the temperature exceeds **40°C** at the nearest BOM monitoring station.
- d. **TIME LOST DURING PLAY (for weather or injury, not for slow over rate) – 2-day game**
- 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 NO extension of time is permissible on either day to complete overs.

viii. 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.

**e. TIME LOST DURING PLAY (for weather or injury, not for slow over rate) – 1-day game**

- i. If time is lost in the first innings, deduct 1 over for each 4 minutes or part lost. The team batting 2<sup>nd</sup> will only receive the same number of overs bowled in the 1st innings.
- ii. If time is lost in the 2<sup>nd</sup> innings, deduct 1 over for each 4 minutes or part lost to wet weather from the overs available in the 2<sup>nd</sup> innings.
- iii. If time is lost in the 2<sup>nd</sup> 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.

## **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 (penalty runs applied if 30 overs not bowled on days unaffected by weather).
  - 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.