

Cricket Tasmania Youth League

UNDER 13

CONDITIONS OF PLAY

NORMAL RULES OF CRICKET APPLY WITH THE FOLLOWING AMENDMENTS

All players must be under the age of 13 as at the 1st of September 2011

1 Player Registration

Players are required to be registered with Cricket Tasmania by signing a Cricket Tasmania Junior & Youth League Registration Form. Clubs should then enter player registration details into the MyCricket program and retain the original copies of signed registration forms.

Should a player wish to play in any Cricket Tasmania Premier League Competition, the normal CTPL player registration procedure applies. Players not registered with a club as a CTPL player can register as a CTPL player with any other club; however once they have registered as a CTPL player with a club they will be bound to the By Laws of the CTPL registrations, which basically means that they are tied to that club for one season only.

2 Age of Players

All players shall be under the age of 13 as at the 1st September 2011. Any team breaching this playing condition by fielding overage players will incur a forfeit with maximum points awarded to the opposition.

3 Eligibility

Players can play in other Cricket Tasmania competitions for underage teams during the same weekend of roster and finals matches, however only players registered with the CTPL are permitted to play in CTPL Grade or CTPL U17 matches.

4 Results Entering Procedures

Clubs can upload their own results into MyCricket following each match. Results entered by 11am on Monday following a match will be provided to *The Mercury* for publication later that week. Cricket Tasmania only requires match scores for this competition, however, if individual player scores are entered, they will be sent through to *The Mercury*.

Clubs who are unable to enter results into MyCricket can fill in a match summary sheet and send it to Shane Holland at Cricket Tasmania. Summary sheets may be faxed or emailed to the Cricket Tasmania Office at Bellerive Oval.

Fax: 6244 0428

Email: sholland@crickettas.com.au

As per previous seasons, a round of 'finals' matches will be played in the week following the final roster match in this competition. The match ups and venues are determined early in the week prior to this match and are based on results/ladders from all divisions in this age group. **The submission of weekly results is imperative** to the accuracy match 'finals round' match ups, as well as Cricket Tasmania to provide notification of 'finals round' matches in a timely manner.

5 Wet Weather and Cancellations

Cricket Tasmania, in conjunction with the clubs, may cancel any round of matches. Matches are not permitted to be played if a local council or club which manages the ground has closed the ground, or in the event both umpires deem playing conditions unsafe during match time.

6 Number of Players in a Team

Each team is to consist of a maximum of **9** players. A team, which cannot field sufficient players, shall forfeit the match. The minimum number of players that is required for a match to commence is **7**, however, excess players from opposing teams can, by agreement of both clubs, play for the opposition team to ensure a match is played. The winning team retains the result of such matches.

7 Balls and Scoresheets

Association supplied and approved balls and scoresheets are to be used. The ball used must be of a standard satisfactory to the Umpire/s.

8 Match

The match consists of one 20 over innings per team.

The team batting second can bat their full 20 overs even though they have passed the first team's score. If the team elects to bat on it may declare its innings closed prior to receiving the maximum number of overs.

9 Hours of Play / Number of Overs per match

Start	Break	Stumps	Maximum overs per innings
9.00am	10.25am - 10.35am	12.00pm	20

A drinks break can be taken at the discretion of the coaches after 10 overs in the event of extreme weather conditions.

10 Declaration of an innings

The captain of the batting team may declare an innings closed at any time during the match.

11 Allocation of Points

Win	6
Tie	3
Draw / No Result	2
Loss	1
Forfeit Loss	0

12 Batting

Batters are to retire after 30 minutes or 30 runs, whichever comes first. Batters can resume their innings in order of retirement if overs permit.

All batters are required to wear full protective equipment including helmets, protector pads etc (thigh pads optional). The umpires shall not allow play to commence until both batsmen are wearing protective equipment.

13 Bowling Restrictions

Players under the age of 13 as at 1st September can bowl a maximum spell of 4 consecutive overs.

No bowler shall bowl more than 4 overs in an innings.

Standard 6 ball overs apply with a maximum of 8 balls per over including the re-bowling of no balls and wides.

Short-pitched deliveries passing over shoulder height and full tosses passing over waist height are not allowed and will be deemed a no ball.

Bowler's run ups are restricted to 12 metres.

15 No Balls and Wides

A No Ball equals one run plus any runs scored from the delivery.

Any ball that when bowled pitches off the surface of artificial pitches, shall be called a No Ball. Batters are allowed to hit this ball and fielders must not attempt to gather the ball prior to the batter attempting to hit it.

A wide equals one run. Should the wide not be taken by the wicket keeper or any other fielder, any additional runs are scored as wides, e.g. wide bowled and batsman ran three the total is four wides.

Standard 6 ball overs apply with a maximum of 8 balls per over including the re-bowling of no balls and wides.

16 Fielding Restrictions

All fielders must be at least 10 metres from the batter. This restriction doesn't apply to the wicket keeper or the regulation slips fielders, including gully.

Sunscreen and hats must be worn when fielding.

17 Pitch Length and Boundary

The pitch shall be of standard length with a boundary of 50 metres maximum.

18 Umpires Rulings

The interpretation of these rules shall be the responsibility of the umpires in conjunction with the coaches of the teams and the decision of the umpire/s is final.

Normal LBW rules apply. *Reminder: for an lbw decision to be adjudicated as out, the umpire must be 100% convinced that the ball pitched and hit the batter in line with the wickets, the ball was going on to hit the wickets and that the ball did not hit the bat prior to hitting the pad.*

We encourage the rotation of the batting and bowling order to ensure fair participation.

19 Playing Attire

For all Cricket Tasmania competitions the proper cricket attire shall be worn. This consists of:

- White or cream trousers, white shirt with collar, hat or white cap or cap in club colours.
- Shoe and boots to be mainly white, this includes the sole. White or cream socks are to be worn.
- Caps should be worn with the peak to the front and shirts should be tucked in to the trousers.
- It is the responsibility of the coaches to ensure players are in proper cricket attire.
- Umpires will be requested to provide reports of players not wearing correct attire.