

TCA Youth League 2008-09

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 2008

1 Player Registration

Players are required to be registered with the TCA by signing a TCA Junior or Youth League Registration Form.

Should a player wish to play in any TCA Grade Cricket Competition, the normal TCA player registration procedure applies. Players not registered with a club as a TCA player can register as a TCA player with any other club; however once they have registered as a TCA player with a club they will be bound to the By Laws of the TCA 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 2008.

3 Eligibility

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

4 Summary Sheets

A summary sheet for all competition matches shall be lodged with Marc Thompson at the Tasmanian Cricket Association following the completion of the match. Summary sheets may be faxed or emailed to the TCA Office at Bellerive Oval.

Fax: 6244 0428

Email: mthompson@tascricket.com.au

5 Wet Weather and Cancellations

The TCA in conjunction with the clubs, may cancel any round of matches. The 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

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 8. 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.

Teams can play 12 players, but only 11 can bat and no more than 11 on the field at any time. Captains need to inform umpires when players are going on and off the field.

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 is one innings only.

The team batting second can bat full 25 overs even though they have passed the first teams 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	25

A drinks break (at approx 15 overs) can be taken at the discretion of the coaches depending on the weather conditions. Drinks break should be no longer than 3 minutes.

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

Batsmen are to retire after 40 minutes or 40 runs, whichever comes first. Batsmen can resume their innings in order of retirement if overs permit.

All batsmen 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 Limitations - Pace Bowlers

Players under 13 as at 1st September can bowl a maximum spell of 4 consecutive overs and a maximum daily allocation of 6 overs.

Time between spells is 30 minutes. No bowler shall bowl more than 6 overs in an innings.

A pace bowler cannot bowl his maximum daily allocation and revert to spin.

There are no limitations on spin bowlers.

14 Bowling Restrictions

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

No short-pitched deliveries are allowed. A short-pitched delivery is one that passes or would have passed above the shoulder of batsman standing upright at the crease.

No full tosses over waist height permitted, regardless of the speed of the bowler.

Both these deliveries are to be called 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 and in its instance, the ball will immediately become dead.

A wide equals one run. Should the wide not be taken by the wicket keeper or any other fieldsman the 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 no balls and wides.

16 Fielding Restrictions

All fieldsmen must be at least 10 metres from the batsman. This restriction doesn't apply to the wicket keeper or the regulation slips fieldsmen, 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.

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

19 Playing Attire

For all TCA 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.
- 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.