

Cricket Tasmania Youth League

Under 15

CONDITIONS OF PLAY

NORMAL RULES OF CRICKET APPLY WITH THE FOLLOWING AMENDMENTS

All players must be under the age of 15 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 15 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 Under 17 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 through 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

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

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.

7 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.

8 Balls and Scoresheets

Red 4-piece Kookaburra match balls and scoresheets as approved by the Association are to be used in all games.

The ball used must be of a standard satisfactory to the Umpire/s.

9 40 Over Matches

A team batting second in a 40 over match is entitled to bat their full 40 overs even if they pass 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.

40 over match playing hours are as follows;

Start	Break	Stumps	Maximum overs per innings
12.30pm	2.50 - 3.10 pm	5.30pm	40

9 Twenty20 Matches

A team batting second in a Twenty20 match is entitled to bat their full 20 overs even if they pass 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.

There are two possible playing times for Twenty20 matches. The playing hours for these are as follows;

Start	Break	Stumps	Maximum overs per innings
12.30pm	1.40 – 1.50pm	3.00pm	20
3.15pm	4.25 – 4.35pm	5.45pm	20

11 Rain Affected Matches

Should a match start late due to weather or other factors by more than 30 minutes; the maximum number of overs shall be reduced by the following method.

The time remaining for the match, less a 10-minute change of innings, shall be divided by 3.5 minutes for the number of overs left in the match. This number shall be rounded up and divided by two. This shall be the number of overs for each team.

Example

Play cannot commence until 2.05pm.

Time left in match is 3 hours and 55 minutes. Total 235 minutes less 10 minutes change of innings = 225 minutes divided by 3.5 minutes per over = 64.286 divided by two = 32.14 overs each rounded up to 33 overs per team.

The minimum number of overs to constitute a match shall be 20 overs per side for a rostered 40 over match and 10 overs per side for a Twenty20 match.

12 Declaration of an innings

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

13 Allocation of Points

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

14 Batting

All batters are required to wear helmets. The umpires shall not allow play to commence until both batters are wearing helmets.

15 Bowling Limitations

Players under 15 as at 1st September can bowl a maximum spell of 5 consecutive overs and a maximum daily allocation of 8 overs.

A bowler must wait a minimum of 30 minutes from the end of their first spell before they are able to begin a second spell.

A pace bowler cannot bowl their maximum overs in a spell and revert to spin to avoid the 30 minute break between spells.

There are no limitations on the length of spells for spin bowlers.

16 Bowling Restrictions

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.

17 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 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 the re-bowling of no balls and wides.

18 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 fieldsmen, including gully.

A bat/pad fielder is allowed, but it is compulsory to wear a helmet and a protector (box). Should the bat/pad fielder not wear this protective equipment, the umpires will not allow play to commence until the player is at least 10 metres from the batsman.

19 Pitch and Boundary

The pitch and boundary shall be of standard length.

20 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.
- 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.