

# **TCA Youth League 2008-09**

## **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 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 15 as at the 1<sup>st</sup> 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 Under 17 matches.

#### **4 Score Sheets or Summary**

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](mailto: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 eight. 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 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 Match**

The team batting second can bat full 40 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.

## **10 Hours of Play / Number of Overs per match**

<b>Start</b>	<b>Break</b>	<b>Stumps</b>	<b>Maximum overs per innings</b>
12.30pm	2.50 - 3.10 pm	5.30pm	40

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 for a match shall be 20 overs per side.

## **11 Declaration of an innings**

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

## **12 Allocation of Points**

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

## **13 Batsmen**

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

#### **14 Bowling Limitations - Pace Bowlers**

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

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

Time between spells is 30 minutes only.

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

There are no limitations on spin bowlers.

#### **15 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.

#### **16 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.

#### **17 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.

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

#### **18 Pitch and Boundary**

The pitch and boundary shall be of standard length.

#### **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.