

WELCOME TO SEASON 2013/14 FROM THE GAUTENG CRICKET BOARD

Enclosed find the following documents :-

- 1 Junior Club contact details
- 2 Junior Cricket Playing Conditions
- 3 Fixtures for Under 7, 9, 11, 13 and 15

It is imperative that all junior cricket co-ordinators acquaint themselves with the information and check that the details are correct.

In drawing up the fixtures, it should be noted that the **ground stated is the meeting venue from which teams will be transported to the actual ground**. The reason for this is that co-ordinators do not have certainty as to which school ground will be available on the specific date.

Fixtures are drawn up for 3/4 week competition. The commence date for the league is 12 October 2013 and the last game for the 30 November 2013.

The aim is to encourage maximum participation for our youth in an effort to promote their enjoyment. This is the responsibility of the co-ordinator. **We appeal to co-ordinators to contact one another prior to a fixture to confirm all venues etc.**

The Playing Conditions appear to be formal but it is important to promote discipline and observance with cricket etiquette and good behaviour at a young age. However, the Gauteng Cricket Board will be most concerned and disappointed if any cases involving unpleasantness behaviour which will result in disciplinary issues. This is where co-ordinators and all youth coaches must play a vital role in promoting the SPIRIT OF THE GAME!

NB! IT IS IMPORTANT FOR PARENTS TO SUPPORT THEIR CHILDREN BUT IT IS VITALLY IMPORTANT THAT AT THE SAME TIME THE BEHAVIOUR OF PARENTS SHOULD BE AN EXAMPLE TO THEIR CHILDREN. BAD BEHAVIOUR FROM PARENTS ON THE SIDE LINES IS NOT PROMOTING DISCIPLINE ETIQUETTE AND THE SPIRIT OF THE GAME. THEREFORE AN APPEAL TO ALL PARENTS, TO BE SUPPORTIVE AT ALL TIMES AND LET YOUR CHILDREN ENJOY THE GAME INSTEAD OF DESTROYING THE DISCIPLINE SET BY COACHES AND CO-ORDINATORS.

**2013/14 SEASON
JUNIOR CRICKET PLAYING CONDITIONS**

This league is meant to be informal and the emphasis is on fun and development for the children involved. Visiting clubs must make contact with the host club ahead of time in order to confirm and make all necessary arrangements.

1. MATCH DURATION

1.1 Matches shall be of half day's scheduled duration. The matches will consist of one innings per side and each innings will be limited to 2 hours per side.

A minimum of 16 overs shall constitute a match.

2. HOURS OF PLAY AND INTERVALS

2.1 START AND CESSATION TIMES

| | |
|-----------------|---------------|
| Morning Session | 08h00 – 10h00 |
| Tea | 10h00 – 10h15 |
| Second Session | 10h15 - 12h15 |

2.2 TEA INTERVAL

- (a) Where an innings concludes, or there is a break in play, within 15 minutes of the scheduled interval, the interval will commence and be limited to 15 minutes.
- (b) When the team batting first has completed its innings prior to the scheduled interval, a 15 minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.
- (c) The team batting second will commence its innings at a re-scheduled commencement time for the second session when the team batting first has completed its innings within 15 minutes of the scheduled interval.
- (d) Where play is delayed or interrupted the Umpires will reduce the length of the tea interval as follows:

| Time Lost | Interval |
|----------------------|------------|
| Up to 30 minutes | 15 minutes |
| More than 30 minutes | 5 minutes |

2.3 EXTRA TIME

In a match where the start is delayed or play is suspended, the hours of play may be extended up to a maximum of 30 minutes.

2.4 INTERVALS FOR DRINKS

One drinks break of 5 minutes duration per session is permitted. The provisions shall be strictly observed except that under conditions of extreme heat the Umpires may permit extra intervals for drinks.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted.

No other drinks shall be taken onto the field without the permission of the Umpires

3. THE TOSS

- 3.1 The Captains or his deputy who must be one of the nominated players shall toss for the choice of innings on the field of play not later than 15 minutes before the time scheduled for the match to start, or before the time agreed upon for play to start. If a team arrives late, the toss will be forfeited and the team arriving late will bat first.

4. BALLS & Pitch Specifications

- Under 15 – 20,12 and ball size is 156g 2 pc
- Under 13 & 12 – 20,12 and ball size is 135g
- Under 9, 10 & 11 – 17,68 and ball size is 113g

5. SUBSTITUTES AND RUNNERS; BATSMAN OR FIELDER LEAVING THE FIELD; BATSMAN RETIRING; BATSMAN COMMENCING INNINGS

Substitutes and runners

The umpires shall have discretion, for other wholly acceptable reasons, to allow a substitute for a fielder, or a runner for a batsman, at the start of the match or at any subsequent time subject to consent being given by the opposing captain.

Fielder absent or leaving the field

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as is practicable.

If the player is absent from the field for longer than 8 minutes:

- (i) the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.
- (ii) the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

The restriction in (i) and (ii) above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness) and the consent for a Substitute has been granted by the opposing Captain.

In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the Umpires when he is fit enough to take the field had play been in progress.

6. LENGTH OF INNINGS

6.1 UNINTERRUPTED MATCHES

- 6.1.1 Each team shall bat for 2 hours unless all out earlier. A team shall be permitted to declare its innings closed.
- 6.1.2 The Umpires may adjust the reduction in the number of overs to be bowled by the team bowling second if, they are of the opinion that events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for cessation of the innings of the team batting first.

6.2 DELAYED OR INTERRUPTED MATCHES

6.2.1 General

- (i) A minimum of 16 overs have to be bowled to the side batting second to constitute a match.

6.2.2 Delay or Interruption to the Innings of the Team Batting First

- (i) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session.

6.2.3 Delay or Interruption to the Innings of the Team Batting Second

- (i) If there is a suspension in play during the second innings, the overs shall be reduced at a rate of 16 overs per hour of the actual playing time lost in excess of 30 minutes.

7. RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN

Coaches will be allowed to assist with the field placing.

8. NUMBER OF OVERS PER BOWLER

No bowler shall bowl more than 5 overs in an innings.

Each player must be given an equal opportunity to bowl. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

9. NO BALL

- (a) A bowler shall not be allowed to bowl a short pitched delivery.

A fast short pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the striker standing upright at the crease, but not clearly above the batsman's head.

In the event of the bowler bowling fast short pitched deliveries in an over, the umpire shall call and signal no ball. The penalty shall be one run for the no ball, plus any runs scored from the delivery.

- (b) **Mode of delivery**

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal dead ball, and the ball is to be rebowled overarm.

The umpire at the bowler's end shall call and signal no ball if a ball which he considers to have been delivered:

- (i) bounces more than twice or
- (ii) rolls along the ground or
- (iii) comes to rest

before it reaches the striker or, if not otherwise played by the striker, before it reaches the popping crease. If the ball comes to rest in such circumstances, the umpire will call No Ball.

10. BOWLING OF HIGH FULL PITCHED BALLS

The bowling of fast high full pitched balls is unfair. Any fast high full pitched ball which passes or would have passed above waist height of the batsman standing upright at the crease shall be called and signaled "No Ball" by the umpire at the bowler's end.

In the event of a bowler bowling a fast high full pitched ball (i.e. a beamer), the umpire at the bowler's end shall adopt the following procedure:

- (i) In the first instance the umpire shall call and signal No Ball, caution the bowler and issue a first and final warning and inform the other umpire, captain of the fielding side and the Batsman of what has occurred.
- (ii) At the first repetition call and signal No Ball and when the ball is dead direct the captain of the fielding side to take the bowler off forthwith and the over will be completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
- (iii) Not allow the bowler, thus taken off, to bowl again in the same innings.
- (iv) Report the occurrence to both captains who shall take any further action, which is considered appropriate against the bowler, concerned.

11. WIDE BOWLING - JUDGING A WIDE

- (i) Any offside or legside delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide, on the leg side a ball landing clearly outside the leg stump going further away shall be called wide.
- (ii) A bowler shall be allowed a maximum of 8 balls an over.

12. THE BAT

Width and length

The blade of the bat shall have a conventional "flat" face.

13. BOUNDARIES

If an unauthorized person enters the playing arena and handles the ball, the Umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored and the ball be treated as still in play or called dead ball if a batsman is liable to be out as a result of the unauthorized person handling the ball.

14. CAUGHT

Out Caught

The striker is out under this Law if the ball is deflected from his bat onto the helmet he is wearing and a fair catch is taken. No runs can be scored when a catch is made.

15. FAIR AND UNFAIR PLAY

The match ball – changing its condition

- (ii) Inform the captain of the fielding side of the reason for the action taken.

16. THE RESULT

16.1 A result can only be achieved if both teams have had the opportunity of batting for the minimum number of overs required, unless one team has been all out within the minimum number of overs, or unless the team batting second scores enough runs to win within the minimum number of overs.

16.2 In matches in which both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets, which have fallen.

17. CLUB DUTIES

Clubs are to ensure the following:

- i) Fields are properly marked and ready for play 15 minutes prior to the scheduled commencement of the game.
- ii) Refreshments (drinks) for both teams are the responsibility of the home club and must be available at the changeover.

18. GROUNDS

The league does not lay down requirements for the standard of the pitch and it is perfectly acceptable to play on rolled and mowed portions of outfield, astro, turf or matting wickets. The proviso is that the surface must be safe and appropriate for the age group playing on it.

19. UMPIRE AND SCORER

Each team is to provide a competent umpire who is conversant with the laws of cricket and the playing conditions for this competition. In addition, each team is to provide a competent scorer properly equipped with a cricket scorebook.

20 DETERMINING AGE GROUP

Age is determined as at 1 January. Thus if a child turns 11 on or after the **1 January**, is deemed to be Under 11. He or she will play the entire season as an under 11 in spite of the fact that he or she may turn **11 on or after 1 January 2013**.

21 LENGTH OF SEASON

Season 2013/14 for Club Junior Cricket as administered by the Gauteng Cricket Board will commence its match on Saturday the 12 October 2013 and matches will continue 30 November 2013, a short Christmas Break will then be taken and our Season will then re-commence in Late January 2014. It is important to note that even though this 2nd Half of the Season takes place in the January, February and March of 2014, it is still part of the 2013/14 Season and will not result in any Age Group reclassification.

RULES OF THE GAME

Coaches and managers should adopt the PROCESS approach to the game and not the PRODUCT or “win at all costs” approach.

Remembering the spirit of the league coaches are to ensure that **ALL** players get a chance to play in at least one match in three and on a regular basis

a. DRESS

Players will be neatly dressed in white clothing. White shirts, shorts or longs, socks and tekkies. Shirts may discreetly carry club colours and sponsors logos. Players are to wear the appropriate protective equipment.

b. UNDER 7

- The game will be played as an 8-a-side match.
- The game will be played over 16 overs each way maximum, 12 overs minimum.
- The pitch will be 16m from wicket to wicket, portable wickets or those of the type used in Baker's cricket may be used.
- A red Wonderball (junior size), poly-soft ball, Bakers ball, or equivalent will be used.
- Overs will be 6 balls per over, although fault balls will receive normal penalties as extras, limited to 8 balls per over. Limited time will be added on for time lost due to the bowling of fault balls. A maximum of four 8-ball overs will be allowed.
- Any ball that bounces more than twice before reaching the wicket or rolls along the ground will be called a no-ball and penalty ball bowled.
- The LBW rule will not apply.
- All fielders except the wicket keeper must bowl.
- A 9th man may field or bowl, but not bat.
- Batsmen must bat in pairs and face four overs per pair. They do not walk on losing a wicket.
- A result may be calculated by either deducting 2 runs per wicket lost, or by dividing runs made by wickets lost. The higher aggregate is the winner.
- **Coaches are allowed to be on the playing field during a match but are not allowed to interfere during the match.**
- **The boundary should not be more than 25 meters both from the centre of the pitch on the on and off side.**

c. UNDER 9

- Game consists of 11 (eleven) players and a 12th man.
- The game will be played over 2 hours each way **with a minimum of 20 overs faced by each team providing weather permits.**
- The pitch **length will be 19 meters.**
- A 12th man may field or bowl, but not bat.
- At least 3 overs of spin must be bowled.
- **Any ball that bounces more than twice before reaching the wicket or rolls along the ground will be called a no-ball and penalty ball bowled.**
- **Coaches are permitted to be on the playing field and coach during a match, but not to the extent that it will interfere with the time allocated for completion of each innings.**
- **The LBW rule will not apply.**
- **A minimum of 8 (eight) bowlers to be used in the match. Maximum of three overs per bowler.**
- **The maximum balls per over is 8 (eight).**
- **The coach to encourage all players to bowl 1 over unless the player itself feels uncomfortable.**
- **Should a coach notice the bowler can not bowl on a pitch length of 19 meters, the batting team coach must request the shortening of the pitch length. This can be done by e.g making use of a cap / cone.**
- **The boundary should not be more than 30 meters both from the centre of the pitch on the on and off side**

d. **UNDER 11**

- Game consists of 11 (eleven) players and a 12th man.
- The game will be played over 2 hours each way **with a minimum of 25 overs faced by each team providing weather permits.**
- The pitch will be full size.
- A **minimum** of 5 bowlers will be used with a maximum of 5 overs per bowler.
- A 12th man may field or bowl, but not bat.
- At least 3 overs of spin must be bowled.
- **The maximum balls per over is 8 (eight).**
- **Coaches are permitted to be on the playing field and coach during a match, but not to the extent that it will interfere with the time allocated for completion of each innings.**
- **The boundary should not be more than 40 meters both from the centre of the pitch on the on and off side**

e. **UNDER 13**

- Game consists of 11 (eleven) players and a 12th man.
- The game will be played over 2 hours each way **with a minimum of 25 overs faced by each team providing weather permits.**
- A maximum of 5 overs per bowler is allowed.
- At least one 4 over spell of spin to be bowled.
- **The maximum balls per over is 8 (eight).**
- **Coaches are permitted to be on the playing field and coach during a match, but not to the extent that it will interfere with the time allocated for completion of each innings.**
- **The boundary should not be more than 40 meters both from the centre of the pitch on the on and off side**

f. **UNDER 15**

- Game consists of 11 (eleven) players and a 12th man.
- The game will be played over 2 hours each way **with a minimum of 30 overs faced by each time providing weather permits.**
- **An approved 156g two piece cricket ball will be used.**
- A maximum of 5 overs per bowler is allowed.
- At least one 5 over spell of spin to be bowled.
- **The maximum balls per over is 12 (twelve).**
- **Coaches are permitted to be on the playing field and coach during a match, but not to the extent that it will interfere with the time allocated for completion of each innings.**
- **The boundary should not be more than 40 meters both from the centre of the pitch on the on and off side**

PLAYER SAFETY

Coaches are to ensure the safety of their players at all times and under no circumstances may a child be allowed to play in training or match situation without the relevant protective gear. As a guideline the following should apply:

- No fielder may be allowed within 5 meters in front of a batsman without wearing the relevant protective equipment : helmet **and** box.
- No bowler may be allowed to bowl more than 4 overs in succession in any single spell, and must rest for at least 8 overs between spells.
- An adequately stocked first-aid kit must be readily available and accessible at all times during practice and play. **If at all possible each team must have a first aid kit should the team be playing at a ground was no club facilities are available during the match.**
- Adequate drinking water must be available to prevent dehydration.

Helmets

The following will apply to the batsman **and wicketkeepers**:

Any player batting shall wear a full helmet (visor included) when play is in progress. The GCB indemnify itself from any recourse failing the implementation of this recommendation.

All wicket keepers when standing up must wear a full helmet (visor included). The GCB indemnify itself from any recourse failing the implantation of this recommendation.

In all cases, no actions involving helmets are to waste playing time. Umpires are not to hold helmets.

23. THE FIELDER

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time. A batsman may only change other items of protective equipment (e.g. batting gloves, etc.) provided that there is no waste of playing time.

24. CONDUCT

Cricket is a gentleman's game and Coaches and managers are responsible for the conduct of their players and their supporters at all times and are to ensure the following conduct guidelines are implemented:

- swearing, blasphemy, intimidation and derogatory language will not be tolerated from players, parents, coaches, or team supporters.
- at no time may a player argue an umpire's decision. Disputes may be discussed and settled formally and amicably after a match or resolved through the relevant authority channels.
- punctuality and sportsmanship are to be respected.
- players, coaches and managers must never lose sight of the fact that a victory is always gained at the expense of a defeat. Public gloating over a victory should, therefore, be strongly discouraged.
- **At the end of the game coaches must encourage players to shake hands with the opposition to educate sportsmanship to players at a young age.**