

JUNIOR RULES

SEASON 2026-2027



APRIL 2026

FERNTREE GULLY DISTRICT CRICKET ASSOCIATION

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1. ADMINISTRATION

1.1. MEETINGS, CONTACTS & NOMINATIONS

All junior coaches/team managers and co-ordinators to meet at Association level during the months of September (prior to the season), and March (pre-finals). Dates to be determined by the Junior Administrator.

All clubs are to supply an email address and phone number of their nominated Junior Administrator for distribution of information by the Executive.

Clubs must nominate their affiliated junior sides by 14 August to the FTGDCA Junior Administrator and confirm their junior sides by September the 14th.

Clubs must nominate one ground for every two teams playing.

1.2. JUNIOR MATCH WET WEATHER COMMITTEE

Each season a sub-committee will be appointed to monitor and manage wet weather conditions and make a determination on a match day if a round is to proceed or be called off.
The sub-committee will be comprised of the Junior Administrator and 6 members from clubs affiliated in the FTGDCA.
Each season the executive will appoint the 6 clubs that are required to fill a position on the sub-committee.
Each club appointed to be on the sub-committee is to appoint a person who will be serving in an executive role for that club in the coming season in one of the following roles:

- President
- Vice President
- Treasurer
- Secretary
- Junior Coordinator

The FTGDCA Executive cannot appoint any club to the sub-committee in consecutive years

The Junior Match wet weather sub-committee is responsible to work with and report to the Junior Administrator to assist in the following:

- Determining the availability of grounds where wet weather is a concern.
- Determine the likelihood of grounds and games being able to commence due to the weather.
- Where necessary and possible inspect grounds on the day of a match to determine their suitability for play to continue

As a sub-committee, make a decision on whether a round is to be called off due to wet weather or players are to report to grounds to play.

2. FTGDCA EXECUTIVE POLICIES & RECOMMENDATIONS

2.1 OBJECTIVES

At all times the objective of the FTGDCA Executive will be to attract players to the Association and teach them the skills of cricket.

The Association strongly encourages all clubs to give all players equal opportunities to execute their skills under match conditions.

The players' interest will always be the first consideration in any rule changes, disputes or hearings.

Clubs with two sides in one age group must play their strongest players in division 1 and endeavour to field a full side in that section.

Clubs are to be as selective as possible when appointing junior officials.

Preferably, any FTGDCA representative team will, where justifiably possible, contain no more than 3 players from any FTGDCA club.

The Junior Executive Committee will work with affiliate clubs to ensure that an even competition is maintained across all junior divisions/grades subject to availability of grounds.

2.2 EXECUTIVE DISCRETION

Fixtures are the responsibility of the Executive and will be arranged to ensure an even competition. A team must have played all other teams in that division before they can be scheduled to play another team twice in the same division in the same season, wherever possible.

In the event of any uncompleted one day games the Executive will make a final decision on the results in all sections.

The Junior Executive are permitted to raise funds to be used for the development of cricket.

2.3 AGE GROUPS, DIVISONS AND TEAMS

Each junior FTGDCA grade will, where possible, have no more than 10 teams and no less than 6 teams, and three divisions may be required in some age groups**.**

U/12, U/14 & U/16 play one day and two day split over format games.

Grading
Junior team grading shall be determined by:

a) Aggregate team performance over the previous two seasons (excluding Under 12 competitions); and
b) The number and calibre of representative players within each team.

The grading process shall be undertaken by a Grading Panel consisting of five (5) suitably qualified and experienced junior cricket representatives from member clubs. Panel members shall be elected at the first Junior Delegates Meeting held prior to the commencement of each season.

Where a club enters two (2) teams in the same age division, its First XI/team must be graded in the highest division available.

Where a club enters three (3) or more teams in the same age division, its First XI/team must be graded in the highest division available and its Second XI/team must be graded in the second-highest division available.

Notwithstanding the above, where historical performance data indicates that a club's Second XI/team is more competitive than one or more teams nominated for the highest division, the Junior Executive and Grading Panel may, at their discretion, place the Second XI/team in the highest division and the Third XI/team in the second-highest division.

~~**Re-Grading**~~

~~The Junior Executive has the power to re-grade any team up or down a grade at any time. The Junior Executive's decision is final.~~

~~Where a team has been re-graded, it will commence in that grade without any of the wins or losses from its previous grade. The ladder positions in a grade which features a team that has been re-graded will be determined by match ratio.~~

Free interchange between clubs

Free interchange between clubs if a side is short of players is only permitted in the home and away series unless approved by the Junior Executive.

Permission for interchange players (in finals) must be applied for prior to 8.00pm on the Thursday before the match.

Interchange players must be named on the match report and the club in which they are registered.

Sunday Cricket

Maximising ground use will be an ongoing factor in building junior participation.

The Junior Executive will only use Sunday play sparingly and as necessary, based on each team in an age group (per grade) having a maximum of one Sunday game per season.

Any increase in the number of Sunday games would require the agreement of the majority of clubs attending an Association meeting.

No club will field a Sunday team only.

2.4 PLAYING ATTIRE

Clubs must make every effort to ensure that all players appear in the correct cricketing attire comprising of:

- White shirt or T-shirt (shirt preferred) or a coloured top that has been approved by the FTGDCA Junior Executive.
- Approved coloured tops may only be worn when worn by every player in the team.
- White pullover (club colours may be worn on the pullover).
- White socks (club coloured hoops permitted).
- White hat, Club or Association cap may be worn, but hats bearing advertising material are not permitted.

Coloured playing shirts (not predominantly white) for use in one day or two day games are permitted upon approval being granted by the FTGDCA Junior Executive.

It is a requirement that all players in a team must have the same “approved coloured” playing shirt.

Not Permitted

- Spiked shoes or boots.
- Trousers to be tucked into socks when fielding (wicket keeper excepted).
- Thigh pads must be worn under the clothing in all U/16 competitive grades.

If a player is incorrectly dressed, they will incur a $50 fine if the Junior Executive reports them.

2.5 RULES OF THE DAYS PLAY

A formal drinks interval after 10 overs of play should only be used in agreement between the two coaches and in hotter weather and the decision advised to the umpire if one has been appointed to the match.

Drinks breaks are not to exceed 5 minutes.

Players are not to leave the ground during a drinks break.

U/12 coaches are asked to be flexible with their batting and bowling orders. For example, not usinge the same opening batter all the time, allowing players to field in different positions each week and, where possible, rotating wicket keepers.

U/12 coaches are encouraged to allow each player to have a turn at being captain and show their leadership qualities. Duties could include tossing the coin and selecting the batting and bowling order.

Clubs are encouraged to bat out their full allotment of overs and give all batters the opportunity to bat.

3. EXECUTIVE MATCH ADMINISTRATION

3.1 DISPUTES

The Executive have the power to call up all information required to settle disputes. The Executive has the right to impose penalties, as they deem fit should any irregularity be found to have taken place.

Any Executive member can be contacted during a match to settle a dispute. Both clubs will adhere to any decision given by the Executive member at the time.

3.2 REPORTS

Any club, team, player official or spectator may be reported for misconduct.

Misconduct may be interpreted as –

- Bad language
- Disputing the umpire's decision
- Lack of supporter control
- Poor behaviour on and off the ground
- Failure to provide people "in charge"
- Inappropriate dress and attire
- Failure to carry out umpire or executive member's instructions.

Misconduct reports can be made by an Umpire, Team Manager, Coach, Person listed "In Charge", pparticipating Club Official, Junior or Senior Executive Member.

Reports are to be lodged in writing with the FTGDCA Junior Administrator by 8.00pm on the Tuesday following the incident.

Any person found guilty as a result of the report will be penalised as the Junior Executive or Independent Tribunal sees fit.

Any club failing to carry out the directive of the Junior Executive in relation to the outcome of a report will have that suspended from the competition until the matter/issue is rectified to the Executives satisfaction.

An Independent Tribunal will be appointed by the Executive to deal with players on misconduct charges. Records will be kept of such hearings.

4. PLAYER ELIGIBILITY, REGISTRATION & CLEARANCES

4.1 REGISTRATION

All players must be registered with the Association via The Competition Management System.

No player will be eligible to play unless registered and no player will be registered unless eligible to play.

Players are required to produce proof of age (birth certificate, health centre book or passport) to their club secretary. The date of birth is to be recorded on The Competition Management System.

Any new player is to be registered with The Competition Management System no later than with the match report for the first match in which the new player takes part.

On being registered in The Competition Management System, the new player will be deemed a junior member of that club for 3 seasons, unless cleared to another club.

All players, once they have been cleared to another club, must complete a new registration form.

Female players may compete in all junior grades. They may be two (2) years older than their eligible age group except if playing in a all girl comp then the own age group rule shall apply.

All male junior players must play in their own age group.

The Fast 9s competition is **not** designed for juniors under the age of 9 years. These children are encouraged to join the Super 7s competition or Cricket Victoria Master Blaster or "Junior Blaster program.

The requirement for a junior cricketer to play outside these guidelines must be submitted in writing (detailing the rationale) to the FTGDCA Junior Administrator for approval.

Any junior players wishing to play senior cricket are automatically registered as a senior player once they have attained the age of 13. Players must be 13 years as at 1 September to play senior cricket, including as a substitute and/or fielder - See Senior rule 1.11.4.

Applications for registrations close at the commencement of the final home and away match.

4.2 UNREGISTERED PLAYERS AND CLEARANCES

Any club playing an unregistered or uncleared player will forfeit that match in which the player participated (Including semi-finals and grand finals).

Games played by such players do not count towards finals qualification.

Any player playing while ineligible may be suspended at the discretion of the FTGDCA Executive.

In the event of two opposing sides both playing unregistered or uncleared players in the same game, no match points will be awarded.

A junior player having transferred to any other cricket Association and returning to the FTGDCA must return to the club they transferred from or obtain a clearance, unless they have been absent for more than 3 seasons.

A club receiving an application for a clearance must deal with same within 7 days of the form being received by the FTGDCA Junior Administrator.

Any player who has had their clearance application refused may appeal to the FTGDCA Executive. An appeals hearing will be organised and the decision final.

Any player who has had their clearance not dealt with by the club within 7 days will be automatically cleared after notifying the FTGDCA Junior Administrator that no action has been taken.

4.3 AGE OF PLAYERS

The minimum age for registration in the Super 7s competition shall be six (6) years of age as at 1 September of the season concerned, unless prior approval has been granted by the FTGDCA Junior Executive Committee.

To be eligible to participate in a junior age division, a player must be under the nominated age for that division as at 1 September in the year the season commences.

The minimum age requirements for participation in junior competitions are:
- Under 12 – 8 years of age
- Under 14 – 10 years of age
- Under 16 – 12 years of age

Any request for a player to participate outside these age requirements must be submitted in writing to the FTGDCA Junior Administrator no later than 7:00pm on the Wednesday preceding the match. The submission must include supporting reasons for the request and will be considered by the appropriate approval panel.

Fill-In Players

- A player aged nine (9) years may act as a fill-in player in an Under 14 team without requiring a permit.

- A player aged eleven (11) years may act as a fill-in player in an Under 16 team without requiring a permit, provided they participate as a fielder only.

Permits and applications for players participating outside the prescribed age guidelines shall be reviewed by a panel consisting of Junior Coordinators and Executive representatives elected at the first Junior Delegates Meeting prior to

the commencement of the season.

4.4 PERMITS TO PLAY OUTSIDE GRADE/DIVISION

A club may apply to the FTGDCA Junior Administrator for a special permit for a player to play in a grade or division for which the player is ineligible under rule 3.1 if it considers that valid reasons exist for the player's exemption from the rules.

A club may also apply to the FTGDCA Junior Administrator for a special permit to play in the Under 16 competition where that player turned 16 years of age prior to 1 September (but was not born before 1 March of that year).

In deciding whether or not to grant a permit, the FTGDCA Junior Administrator will consider that players record in the current and previous seasons in all grade of cricket (including Senior Cricket).

Permits may be granted for 3 matches at the discretion of the Junior Executive. A club can apply for a continuation of the permit following the completion of those 3 matches.

Where the Junior Executive grant a permit for 3 matches, the club is required to submit by email to the FTGDCA Junior Administrator the performances of the player at the completion of the approved 3 match permit period in order to obtain a further 3 match period permit.

The Junior Executive will review the performances and advise the club if the permit will be continued or terminated.

The Junior Executive, in granting the permit, has the discretion to place restrictions on a player granted a permit as to where the player can bat in the batting order and/or where the player can bowl in the bowling order.

All applicants for permits must be lodged, in writing on the junior permit form containing full particulars, with the FTGDCA Junior Administrator not later than 7.00 pm on the Wednesday preceding the match.

Should a club fail to submit a request for a further permit or fail to submit the performance of the player by 7.00 pm on the Wednesday after the permit has expired, the player will not be eligible to play. Failure to submit on time will result in a $50 fine.

Any club playing a non approved player in any game (including finals) will forfeit that game. Clubs with two sides in the same age group that have to forfeit a game will do so in the lower section.

Any side which forfeits in the higher section will have their team in the lower grade deemed to have lost the match.

Three members of the Executive will decide on which permits will be issued. The Executive decision is final.

A permit can be revoked at any stage during the season at the discretion of the Executive and in consultation with the club.

Any club forfeiting a match must notify the opposing coach/manager prior to the match commencing. Failure to do so will incur a $50 fine.

If a club has two sides in the same section, any player who has played 5 games in the higher section in which his club has participated will not be permitted to play in the lower section unless with prior approval from the FTGDCA Junior Administrator.

5. JUNIOR MATCH ADMINISTRATION

5.1 TEAM COACHES AND MANAGEMENT

Every coach from U/12 to U/16's must have a mandatory Community Coach Accreditation. Given that the entry level (Introduction to Coaching) is a on line course any NEW coach must be registered and have commenced the process by 1 November and have accreditation completed by 15 December each season.

Every Junior Blaster Centre Co-ordinator, Master Blaster, Super 7s and Fast 9s team coaches must complete the Cricket Victoria on line Introduction to Coaching course (Mandatory) before 1 November each season.

If any of these co-ordinators / coaches hold an existing Community Coaching accreditation then they are excused from the Introduction to Coaching course.

All coaches (all ages), team managers and scorers must have Working With Children Check accreditation and a copy must be sent to their Club secretary by 1 November each year.

Clubs must submit the name, addresses and phone numbers of the team coaches and team managers of each side to the FTGDCA Junior Administrator by 8.00 pm on the Monday prior to the first scheduled game of the season. Failure to do so may result in a fine up to $50 for each team.

Any permanent replacement of the coach and/or team manager during the current season requires the club to notify the FTGDCA Junior Administrator in writing prior to 8.00 pm on the Thursday of the first match that the replacement takes place. Failure to do so will incur a $25 fine.

5.2 MATCH DAY RESPONSIBILITIES

Each club will have available for each home team a first aid kit for the use of both participating teams.

The home side are to supply CV or FTGDCA approved stumps, chalk, boundary markers and bowling markers.

Clubs must ensure the correct marking of crease lines on playing surfaces.

All junior games from and including U/12 to U/16 grades must have an operational scoreboard available at the ground, with the responsibility of the batting side to update at a minimum every 3 overs.

All player registrations for all competitive grades are to be entered on The Competition Management System by each club prior to completion of any match or in the case of Junior Blaster and Master Blaster as children are registered.

Competitive grades from Under 12 must enter match results by 8.00pm on the Monday night at the conclusion of each weeks play.

Failure to comply will incur a $50 fine per late entry, and any club causing a lockout on The Competition Management System will be fined $25.

Each team must have a copy of the Laws of Cricket and a copy of the current seasons FTGDCA Rule Book.

If notified of a late start to a day's play, the Junior Executive will decide if a penalty is warranted.

In the event of a side regularly failing to meet their over requirements, the Junior Executive will ask for an explanation and have the power to administer any penalty they see fit. Match reports must highlight any failure to achieve over requirements.

5.3 GROUNDS AND DISTANCES

All grounds must be approved by the Executive and all matches will be played on synthetic turf, or any other material approved by the Junior Executive.

Home teams are responsible for the condition of the general wicket and surrounds and must have brooms etc as required.

White lines on the pitch are to be marked as a 100mm x 40mm white line on the batting crease 900mm from the centre stump to the outside of the line for the off-stump wides.

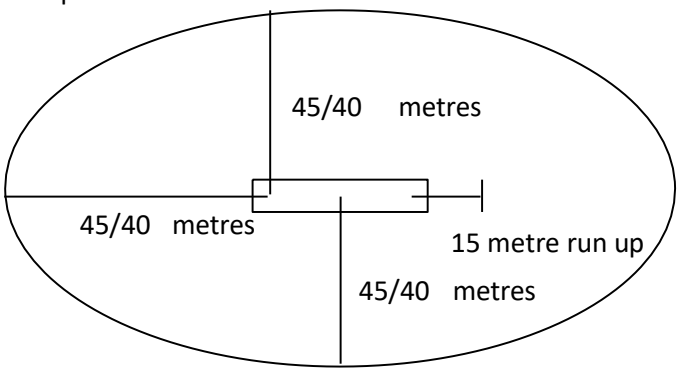
A white line is also to be marked on the bowling crease 600mm from the centre stump to the outside of the line for leg side wides.

All boundaries must be properly defined by furrow, fence or marked with a line with flags spaced not more than 6 metres apart.

Match Day Rules U12 / F9 / S7

5.3.1 Ground

The radius of the boundaries for Under 12 division are to be no greater than 45 metres for grades U12s and 40 metres for F9 & S7, taken from the middle stump from each end and following the straight line between the two stumps.



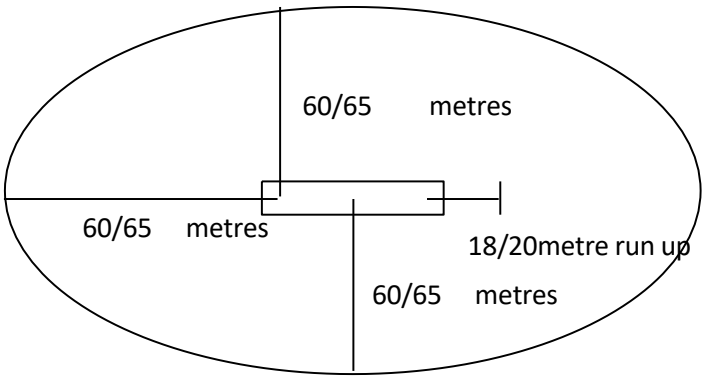
MAXIMUM RUN UP

A bowler's approach to the wicket is to be no more than 15 metres. A clearly marked line must be marked at each end of the wicket.

Match Day Rules U/14 and U/16

5.3.2 Ground

The radius of the boundaries for all games in the Under 14 division are to be no greater than 60 metres, and for U/16 divisions no greater than 65 metres taken from the middle stump from each end and following the straight line between the two stumps.



MAXIMUM RUN UP

A bowler's approach to the wicket is to be no more than 18 metres(U14) & 20 metres (U16). A clearly marked line must be marked at each end of the wicket.

Grounds should be of a standard size of 60-65 metres measured from each end in an arc and then from the centre of the pitch.

All clubs are to comply with ground sizes and markings, with full size senior grounds to be used for U/14 & U/16 matches.

Full size grounds with a permanent boundary feature (i.e. fence, gutter etc.) must have the boundary marking defined inside of such feature not less than 2.74m from the inside edge.

All boundaries are to be determined prior to play commencing and should be clearly marked.

Bowlers run up limits are to be clearly marked prior to the start of play:

No player can field within the following distances of the batter unless fielding in slips/gully or wicketkeeping:

Under 12	10 metres
Under 14	8 metres
Under 16	4 metres

No grounds will be moved / changed without both clubs agreement and will not be looked at after Wednesday night, 8pm prior to the game except under extraordinary circumstances.

5.4 EQUIPMENT

Balls

Only Kookaburra cricket balls are to be used in junior matches.

A new 156 gram (U/16s) and 142 gram (U/14s, U/12s and Fast 9s) two piece Kookaburra leather cricket ball is compulsory for use in all matches.

Super 7 sides will use a softer ball "Rookie Softball 130gm" type ball as recommended by the FTGDCA.

All games are to use the FTGDCA approved "coloured ball" (Pink).

An old ball may be used in the second innings.

Super 7s	Non Competitive - softball (130 gm ball)
Fast 9s	Non Competitive - hardball (142 gm ball)
U/12s	Competitive - hardball (142 gm ball)
U/14s	Ccompetitive - hardball (142 gm ball)
U/16s	Competitive – hardball (156 gm ball)

Protective Gear

It is mandatory that a helmet is worn by all batter's in ALL grades at all times. Coaches/Parents do not have the option to allow players to bat without a helmet.

In Super 7s, Fast 9s, U/12s and U/14s it is compulsory for wicket keepers to wear all protective gear - pads, gloves, protector and helmet.

All batters must wear pads, batting gloves, protector and batting helmet. Clubs are responsible for providing helmets for any players that do not own one.

In the event of a batter refusing to wear protective gear, they will be deemed "OUT" by the umpire.

5.5 UMPIRING

Field Umpires

Neutral umpires are to be suitably attired in long dark pants, white shirt or coat or approved FTGDCA shirt and shoes and socks. Footwear is compulsory and thongs are not permitted.

Neutral umpires will be appointed by the Junior Executive in U/16(1) and other junior games as deemed necessary.

Grades		Overs	1 Umpire Payment	2 Umpires Payment Each
Junior U14s (U12 Finals)		40	$90	$80
Junior U16s		50	$110	$100

No junior may officiate as an umpire during normal home & away matches.

The Junior Executive may appoint juniors from the U/16 level to officiate (at square leg only) in finals if insufficient senior umpires are available.

Umpires are to ask all batters if they are wearing the required compulsory protective gear – pads, protector, batting gloves and protective helmet.

Each umpire must know the correct signals

In the case of a dispute not covered in the rules, the umpire should contact a member of the Junior Executive.

Umpires are encouraged to help players on both sides and answer any reasonable questions.

Umpires appointed by the Junior Executive or Umpires Appointments Officer have the power to decide on conditions of play.

Umpires and scorers should consult over any doubtful points.

Square Leg Umpires

Square Leg Umpires give decisions on stumpings, hit wicket, run out, short run (at their end) and no balls (excluding bowlers feet infringements).

Square Leg Umpires may be called upon to assist the umpire at the bowler's end in his decision on catches.

Umpires may stand at point for better vision, but with the fielding captain's permission.

Where there is no independent umpire, a representative of the batting side's club will officiate as umpire at the bowlers end.

Where an independent umpire is appointed by the Association, a representative of the batting side will officiate at square leg. This rule is not open to negotiation between club officials. A fine of $50 per week can apply.

No umpire whether they are officially appointed by the association, or a volunteer is permitted to use any mobile device whilst on the field in their capacity of umpire unless they require to contact a member of the junior executive to clarify a rule and play has been halted. Should such a instance occur and is reported to the executive and can be substantiated the club will be fined $25 per incident.

5.6 SCORING

Each team must provide a scorer who is conversant with, and immediately acknowledge, all signals likely to be given to them by the umpire

The Junior Executive have the power to check scorebooks at any time. Incorrect information will incur a fine of $50 or a penalty deemed appropriate by the Junior Executive.

5.7 LADDERS

Match points are not awarded based on the result. A teams position on the ladder is determined by its percentage of games won against the total number of games they have played - otherwise known as their 'Match Ratio'.

That is, the number of matches won and no results divided by the total number of matches played (x100). No results count as a ½ win as both teams 'share' the win.

Byes are not included in the match ratio calculation to ensure that, when there is an uneven number of byes in a division, no team is disadvantaged.

For the purpose of determining a match outcome, the following outcomes are counted as a win:

- First Innings win, Win by forfeit, Win on protest.

The following outcomes are counted as a no result and count as a ½ win:

- Tied game, Drawn game, Abandoned game, Cancelled game.

Sides on equal Match Ratio will be separated by percentage.

If any teams that have the same Match Ratio at the end of the home and away fixture, the relative positions of such teams is determined by averages as follows:

i. The batting average for a team is obtained by dividing the total number of runs scored by the number of wickets lost.

ii. The batting average against each other is obtained by dividing the total number of runs scored against it by the number of wickets taken.

iii. The former is divided by the latter, the team having the higher quotient is considered to have the better performance.

* In an innings declared or compulsorily closed or match abandoned, only the wickets lost are counted. In an innings completed, ten (10) wickets are considered to be lost, except where a batter/s have been compulsorily retired. They are classified as retired not out and do not count as a wicket lost.

6. PLAYING RULES

6.1 U/12 - COMPETITIVE GRADE PLAYING RULES

ONE DAY PLAYING RULES

Games are to be played on Friday night from 5.15pm to 8.00pm (40 overs).

The side batting first on Friday will bat from Friday 5.15pm to 6.30pm or 20 overs, whichever occurs first.

A minimum of 15 overs constitutes a match.

Regardless of the status of the match, play will cease at 8.00pm on Friday.

There will be a **maximum** 10 minute change of innings.

The side batting second must receive the same amount of overs as the team batting first, unless previously dismissed.

If the side batting first is dismissed **prior** to their compulsory closure (Friday 20 overs or 6.30pm), then the side batting second is entitled to receive their maximum overs unless previously dismissed.

Under no circumstances is the team batting second entitled to any unused overs after the team batting first has been dismissed in less than its allotted overs.

6.2 U/14 - COMPETITIVE GRADE PLAYING RULES

ONE DAY PLAYING RULES (Split Over Format)

Games are to be played on Saturday mornings from 8.20am to 11.00am (40 overs).

The side batting first on Saturday, the side batting first will bat from 8.20am to 9.35 am, or 20 overs, whichever occurs first.

A minimum of 15 overs constitutes a match.

Regardless of the status of the match, play will cease at 11.00am on Saturday.

There will be a **maximum** 10 minute change of innings.

The side batting second must receive the same amount of overs as the team batting first, unless previously dismissed.

If the side batting first is dismissed **prior** to their compulsory closure (Saturday 20 overs or 9.35am), then the side batting second is entitled to receive their maximum overs unless previously dismissed.

Under no circumstances is the team batting second entitled to any unused overs after the team batting first has been dismissed in less than its allotted overs.

6.3 U/16 - COMPETITIVE GRADE PLAYING RULES

ONE DAY PLAYING RULES (Split Over Format)

Games are to be played on Friday night from 5.00pm to 8.10pm (50 overs).

The side batting first on Friday will bat from Friday 5.00pm to 6.30pm or 25 overs, whichever occurs first.

In all Friday night U/16 fixtures, bowling is to occur from one end in a 5 over block and then change ends and continue in another 5 over block.

In Friday night U16 cricket after 6 deliveries have been bowled, regardless of the number of no balls & wides called the over shall be considered completed. The final over of any innings shall be bowled as normal and any no balls & wides shall be rebowled to ensure that 6 legal deliveries are bowled.

Bowlers

1. Where a team has less than the specified number of minimum bowlers, the minimum number of overs per bowler is to apply until all bowlers have bowled. The remaining overs are to be then shared around equally with the specified minimum number of bowlers.

2. In U/16s if a retired batter returns to the crease, any bowler may be used without any of the bowler limitations specified.

3. If a bowler commences an over that exceeds the limit of overs bowled as specified the delivery(ies) is/are to be declared null and void and a replacement bowler will re-bowl the over

5. Maximum deliveries per over- 6 deliveries have been bowled, regardless of the number of no balls & wides called the over shall be considered completed. The final over of any innings shall be bowled as normal and any no balls & wides shall be rebowled to ensure that 6 legal deliveries are bowled.

Batters

a. Batting restriction is based on balls faced. Batters are free to make as many runs as they can in their permitted deliveries.

Retired batters may resume their innings at the fall of the final wicket and would then bat in 20 ball blocks faced (excluding wides). Batters must return to the crease in the order they retired. After 20 balls are faced, the next

retired batter comes in to bat. If there are no other retired batters, the innings continues until the fall of the final wicket or the last over is completed.

When a retired batter returns to the crease, the bowling restrictions cease, but only when the minimum bowling requirements have been reached for the team.

b. In U/16 should a team have 12 or 13 players, the 12th and 13th player may bat (this is optional) during an innings but only when replacing a batter who has retired not out. Once 10 batter have been dismissed the innings is closed.

c. A batter may retire at any time due to injury, illness or a commitment that requires them to be elsewhere in which case their innings shall be recorded as RETIRED, NOT OUT or RETIRED, HURT as the case may be, unless he/she later returns to the crease. If a batter has a commitment that requires them to be elsewhere the opposing team must be advised prior to the start to the days play

d. A batter who retires for reasons other than those in Junior Rule 6.5 shall be recorded as RETIRED OUT, unless he/she later returns to the crease.

e. A batter not compulsory retired or retired hurt or retired for other unavoidable reasons may only return to the crease with the agreement of the opposing captain and/or team manager.

f. A batter retired hurt or retired due to a commitment that requires them to be elsewhere may return may return to the crease at the fall of any wicket.

g. In split innings if both teams are dismissed in the first innings, the team that fielded last will bat first in the second innings.

A minimum of 20 overs constitutes a match.

Regardless of the status of the match, play will cease at 8.10pm on Friday.

There will be a **maximum** 10 minute change of innings.

The side batting second must receive the same amount of overs as the team batting first, unless previously dismissed.

If the side batting first is dismissed **prior** to their compulsory closure (Friday 25 overs or 6.30pm), then the side batting second is entitled to receive their maximum overs unless previously dismissed.

Under no circumstances is the team batting second entitled to any unused overs after the team batting first has been dismissed in less than its allotted overs.

TWO DAY PLAYING RULES (Split Over Format)

		Match Phase	Friday night U16	Saturday morning U14
Team "A" batting first	Day 1	One	5.00 - 6.30pm (25 overs)	8.20 – 9.35am (20 overs)
Team "B" batting second	Day 1	One	6.40 - 8.10pm (25 overs)	9.45 - 11.00am (20 overs)
Team "B" bats first	Day 2	Two	5.00 - 6.30pm (25 overs)	8.20 – 9.35am (20 overs)
Team "A" bats second	Day 2	Two	6.40 - 8.10pm (25 overs)	9.45 - 11.00am (20 overs)

If both split innings on day 1 have been completed by 7.55pm Friday(U/16s) or 10.45am Saturday(U/14s), the team batting second (team B), after a 10 minute break may commence their second split innings and receive any remaining time up to the scheduled completion time. The remainder of the second phase of overs will continue on the second day.

If the side (team B) completes the second phase of the split innings and has their innings compulsory closed, the other side (team A) must receive the same amount of overs in return unless they are dismissed or declare their innings closed.

If a side is dismissed midway through one of their phases in the split innings, the other side will move directly into batting their next phase.

If both sides have completed **both** phases of their split innings prior to 7.55pm Friday(U/16s) or 10.45am Saturday(U/14s) on the second day, play will continue under normal match conditions until the scheduled close of play.

Once both teams have completed the two phases of their split innings, or have been dismissed, the second innings of either side reverts to the standard cricket format, with (team A) commencing batting in their second innings until dismissed or they declare.

There can be no follow on enforced in junior cricket.

6.4 BOWLING

In accordance with CA guidelines for junior cricket, the following restrictions will apply to fast and medium pace bowlers.

- U/12's - 4 overs per spell.
- U/14's - 6 overs per spell.
- U/16's - 6 overs per spell.

After completing a spell, a bowler must not bowl again until a number of overs equal to their spell have been bowled at the end where they completed their overs.

> **i.e**. if they bowl 4 overs from one end, they cannot bowl again until 4 overs have been bowled from that end (a total of 8 overs will have been bowled).

If the game allows a team to receive more than the maximum overs to be bowled in an innings (40 overs on a Saturday and 50 overs on a Friday) then all bowling restrictions (other than spell restrictions) are removed.

There are no restrictions on spells for spin bowlers except for the restrictions as per the number of overs allowable per split innings phase. (The definition of a "spin bowler" is where the wicket keeper would normally keep up to the stumps).

In all Friday night U/12 fixtures, bowling is to occur from one end in a 10 over block and then change ends and continue in another 10 over block.

In all Friday night U/16 fixtures, bowling is to occur from one end in a 5 over block and then change ends and continue in another 5 over block.

In Friday night U16 cricket after 6 deliveries have been bowled, regardless of the number of no balls & wides called the over shall be considered completed. The final over of any innings shall be bowled as normal and any no balls & wides shall be re-bowled to ensure that 6 legal deliveries are bowled.

A bowlers run up is to be restricted to 20 metres (U/16s), 18 metres (U/14s), and 15 metres (U/12s) which is to be marked by the home team prior to commencement of play and checked by the umpire.

6.5 BATTING RETIREMENT

Retirements can only occur when the retirement score/number of balls is reached. A retirement must occur at the **completion of the ball** when the retirement score/ball is reached.

For U/12s, a ball is considered to be a legal delivery (does not include wides or no balls).

That batter that retires cannot bat again until all other batters are out (as defined under the Laws of Cricket) or have reached the retirement score/number of balls, providing the side has at least the minimum number of players for a team.

The order of return is determined by the order of retirement.

A batter retiring at less than the required amount of runs made/balls faces - unless ill or injured - cannot bat again but will be deemed "Not Out" for the purposes of match figures and Association averages.

6.6 BATTING AND BOWLING SUMMARY

	U/ 16	U/ 14	U/ 12
TWO DAY GAMES – SPLIT INNINGS			
Batsman retirement (runs)	**50-60 balls**	**30-40 balls**	**20-30 balls**
Bowler maximum overs per innings	**10**	**10**	**7**
Bowler maximum overs per split innings phase	**6**	**6**	**4**
Minimum number of bowlers to be used in a full innings	**7**	**7**	**7**
ONE DAY GAMES			
Batsman retirement (runs)	**30-40 balls**	**20-30 balls**	**20-30 balls**
Bowler maximum overs per innings	**4**	**4**	**4**
Minimum number of bowlers to be used in a full innings	**7**	**7**	**7**
T20 GAMES			
Batsman retirement (runs)	**20-30 balls**	**N/A**	**N/A**
Bowler maximum overs per innings	**3**	**-**	**-**
Minimum number of bowlers to be used in a full innings	**7**	**-**	**-**

6.7 NUMBER OF PLAYERS PER TEAM

Number of players: To strengthen participation a team may field up to 14 players in any match. 12 players may bat but 10 wickets must be taken to close an innings.

Coaches cannot retire a player to allow the 12th man to bat. The 12th man can only bat if 10 wickets have still have not been taken (i.e. – if a batter has been compulsorily retired.

Number of bowlers: A maximum of 12 players may bowl.

Nomination of players: If a team has 13 or 14 players, **prior** to the commencement of play, each team will nominate their 14 players and clearly mark two designated players who will not bat and who will not bowl in their scorebook and in The Competition Management System.

Non batter and non bowler: No player can be a designated non batter or non bowler for more than 3 consecutive matches. They must then play as a batter and/or bowler for the next 3 weeks

This will be monitored through The Competition Management System with loss of match points for any breach.

Fielding: All players can be rotated on and off the field.

6.8 SUPER 7s AND FAST 9s - NON COMPETITIVE GRADE PLAYING RULES

Refer to Appendices 3 for Fast Nines and Appendices 4 for Super Sevens match day rules.

6.9 WET WEATHER (ALL GRADES)

ONE DAY GAMES (Wet Weather)

If 15 minutes or more is lost from the side batting FIRST, then they are entitled to their full innings of 25 overs (Fridays U/16) or 20 overs (Saturdays), unless previously dismissed. There is still a 10 minute change of innings. Play will then continue until 8.10pm (Friday) or 11.00am (Saturday). If no result achieved by the end of play the game is drawn.

Similarly, if 15 minutes or more is lost from the team batting SECOND, then the game is to continue until 8.00pm / u12s or 8.10pm /u16s(Fridays) or 11.00am (Saturdays). If no result is achieved by the end of play the game is drawn.

If less than 15 minutes is lost from the side batting first then they will be compulsory closed at 6.30pm (Fridays) or 9.35am (Saturdays) unless previously dismissed. The side batting second will then receive the same amount of overs as the side batting first (unless previously dismissed).

TWO DAY GAMES (Wet Weather)

A match may be abandoned on the first day by mutual agreement of both coaches and a one day game played on the second week.

If more than 90 minutes on Fridays or 60 minutes on Saturdays are lost on the first day, play will be abandoned and a one day match played on the second week.

If the match reverts to a one day game, then all previous coin tosses, batting and bowling will be considered void.

If the same amount of overs cannot be bowled to the team batting second in the second phase (team A) then the match will be a draw.

6.10 U/16 T20 OVER GAME – 20 Over Single Innings Match (With Official Umpires)

Starting times: 5.00pm Friday and be completed by 7.40pm

Change of inning after 20 over's - 10 minutes Bowlers are allowed a maximum of 3 overs Five overs are to be bowled from each end until 20 over have been bowled.

A FREE HIT will apply when a bowler that has bowled a NO BALL (Wides not applicable) All balls bowled down the leg side will be called a WIDE BALL. (No free hit for a wide ball)

Batsman will change ends at the end of every over (during 5 over allotments).

Umpire fees apply within the 20 overs

Penalty for breach of fielding restriction, NO BALL & a FREE HIT

At the most, five fielders can be on the leg side, at any given point of time

First 6 overs Only 2 players outside the circle

After 6 overs Only 5 players outside the circle

A 27-metre painted mark or dot is too be marked around the playing pitch from the centre stump at each end of the wicket and joined with a straight line adjacent from the bowling crease. FAILURE TO DO SO WILL RESULT IN A FORFEIT

The team bowling first has until 6.15pm to complete 20 overs. The team bowling first has 75minutes to complete 20 overs.

Results of the match shall be first innings only.

The team batting second shall receive the same number of overs. There will be no drawn matches in a T20.

In case of a drawn game after 20 overs have been completed by both sides.

- There will be one over each and the side with the most runs after that over will be the winner.
- In case of a second draw there will be one more over each with the side with the most runs will be the winner but at the fall of a wicket the over will be completed.

However, if bad weather causes stoppages in play or a team is dismissed prior to 20 over's, the following variations shall be observed.

If a total of 15 minutes is lost in either inning and no decision is reached by 7.55pm Friday the game shall be drawn.
The team batting first, if not dismissed, shall have its innings compulsorily closed after 20 overs has been bowled. Change of innings to be taken at the completion of the first innings.
(Friday Inclement Weather) However if inclement weather delays the start of play and there is no play up till 6.15pm then the game can be changed to a ten over each innings match. No play past 6.15pm then game shall be drawn. Fielding restriction as the last ten overs in a 20 over innings.

(Games Without Official Umpires) All rules remain the same as per except a Free Hit is NOT awarded for a front foot no ball or a breach of fielding restrictions.

NOTE: No reduction of overs once a T20 game has commenced, due to adverse weather but play may continue until 7.55pm.

If the innings of the team batting first is dismissed prior to 20 overs, change of innings will take place and the innings of the team batting second shall be compulsorily closed when having received 20 overs or the match has been won or lost. No further play shall take place. Scorers to notify the umpire after every 5 overs have been completed and the umpire shall notify the fielding captain.

Bowling: Max 3 Overs per bowler with 7 players must bowl
Batting: 20-30 Balls
Times:
Start – 5.00pm
End of 1st Innings – 6.15pm
Break – 6.15pm – 6.25pm
Recommence – 6.25pm
Completion – 7.40pm

7. LAWS OF CRICKET

Except where inconsistent with the foregoing all matches are to be played under the Laws of Cricket as adopted by Cricket Victoria.

Rules

The LBW law apply as in the Laws of Cricket in all grades except Non Competitive grades (Super 7s and Fast 9s).

Waist high no ball – Umpires will call a no ball to any ball adjudicated to be above the waist of the batter standing upright at the popping crease.

Under 16s only – A maximum of one legal delivery may be bowled in an over where the ball passes above the shoulder of the batter standing upright at the popping crease. If a bowler bowls a second delivery that goes above shoulder height in the same over, the umpire will call a no ball.

Wides – Any delivery which completely passes above the batter standing upright at the popping crease are to be called a wide.

In all Junior Grades on synthetic surfaces, a ball passing OUTSIDE (not over) the lines marked on the pitch is to be called a wide.

Wides and no balls count as one run.

Six balls constitutes an over.

U/16s exclude wides and no balls in the six ball over except the final over of any innings overs of the match.

Fast 9s, U/12s and U/14s can only bowl a maximum of 8 balls in an over, inclusive of wides and no balls.

Super 7s can only bowl a maximum of 6 balls in an over, inclusive of wides & no balls.

8. FINALS

8.1 RULES

If required, the Junior Executive will meet on the Monday following the final home and away games to finalise ladder positions, semi-final participants and ground locations for the finals.

All junior clubs competing in finals are to nominate and supply at least one senior person to attend the semi-finals as an umpire or official as required. If this person is required they will not be sent to their club match but to another as a neutral official. All nominations are to be sent to the FTGDCA Junior Administrator by 1 March in each season.

Failure to do so will incur a $50 fine. If after nominations a person withdraws on the day of a final, a fine of $50 may be imposed.

8.2 FINALS QUALIFICATIONS

MINIMUM / MAXIMUM GAMES

A player must play a minimum of 3 matches with that club and must play 3 matches in that age group to be eligible to play in finals. If a player has played 3 matches in an age group having been granted a permit to do so, a permit must still be applied for to play in finals.

Where a club has two sides in the same age group [i.e. - U/16(1) and U/16(2)], no division 1 player who has played more than **4 games** will be eligible for division 2 finals UNLESS both division 1 and division 2 teams are in the finals.

Any player that plays in a division 2 semi-final will be eligible to play in the Grand Final for that team, even if the division 1 team loses their semi-final.

ADDITIONAL PLAYERS

Where a club has an U14/1s or U16/1s team playing a final, and has an U14/2s or U16/2s team that is **not** playing a final, a division 2 player may only play in the division 1 final in the following circumstances:

1. If the division 1 team has **less than 11 registered players**, the division 2 player may play an unrestricted role for the division 1 team.
2. If the division 1 team has **11 or more registered players** - but less than 11 players are available - the club may apply to the Junior Executive for an “extraordinary circumstances permit” on the basis of player unavailability. Poor planning, family holidays or player disinterest are **not** considered to be extraordinary circumstances.
3. If the division 1 team has 11 or 12 registered players available, a division 2 player may play as the 12th or 13th man, **but is only permitted to field**. Only registered players of the division 1 team are permitted to bat and bowl where they have at least 11 players available.
4. If the U/14 or U/16 team has 11 or less registered players that have played for that team over the course of the season, then all players who have qualified can play an unrestricted role in the finals.
5. If the U/14 has 11 or less registered players, and no U/12 players are qualified to play finals, they may apply for an extraordinary circumstances permit for a player from that age group to fill in.

6. If the U/16 has 11 or less registered players, and no U/14 players are qualified to play finals, they may apply for an extraordinary circumstances permit for a player from that age group to fill in.
7. If the U/14 or U/16 team has 12 or more registered players that have played for that team over the course of the season, any U/12 player or U/14 player who has played more than 3 Friday night / Saturday morning games are only able to participate in the team as either a designated batsman or as a designated bowler.

EXTRAORDINARY CIRCUMSTANCES PERMIT

An extraordinary circumstances permit to play in a final must be sought by a club in circumstances where a team wishes to select a player that does not meet the qualification criteria above at 2, 5 and 6.

It is **not** a requirement to submit player performances if the application is made pursuant to 2 above, given that player is in the same age group but had been playing in the division 2 side.

If a permit is sought in respect to either 5 or 6 above, the application for a permit must nominate three players, in order of preference, and include those players statistics in all grades/levels of cricket they have played that season.

The Junior Executive reserves the right to refuse a permit for a player who is not qualified for that team and whose outstanding performance over the course of the season may be seen to be providing an unfair advantage to that team.

This permit must be applied for to the Junior Executive, by 8.00pm on the Wednesday prior to the commencement of the final.

In the event that circumstances arise outside the provisions of this section, the Junior Executive has an overriding discretion to make a determination as to the eligibility of a player to represent a team in a Final.

In such circumstances, the Junior Executive will provide written reasons to both competing clubs outlining the reasons for its determination.

8.3 SEMI FINALS

Semi finals will be played between the first and fourth and the second and third sides at the completion of the home and away matches.

All junior finals on a Thursday or Friday night are to commence at 5.00pm.

All junior finals on a Saturday / Sunday morning are to commence at 8.20am.

Teams finishing higher on the ladder will host the Semi Final providing their ground is deemed suitable by the Junior Executive. If the ground is deemed unfit, the Junior Executive will nominate a suitable substitute ground.

The team finishing higher on the ladder will provide stumps, bails, chalk and boundary markers, and both teams are to supply their own drinks.

Semi finals are played under normal two day match rules. They will be played over Thursday night and Friday night for the Friday competition, and Saturday morning and Sunday morning for the Saturday morning competition.

The match will be played until both sides have completed their normal allotment of overs for a two day match applicable for that age group.

The toss of the coin signifies the start of the match and play will commence at the discretion of the official umpire.

At no time will the match be shortened to a one day game - should there be no result or a tie, the team finishing higher on the ladder will progress to the Grand Final.

Only the 12th man, or player if there is no 12th man, is allowed on the field to provide drinks to players in all grades.

Only the coach is permitted onto the ground to talk to the players at drinks breaks, and provided it does not hold up play in any way.

Coaching is permitted from the sidelines **between overs** in all grades up to and including U/14 for direction as long as the coach does not stop play. Breaches will incur a $100 fine.

8.4 GRAND FINALS

The Grand Final will be played by the winners of the semi finals under normal two day match rules (U16s & U14s), 1 day rules for U12s.

All junior finals on a Wednesday / Thursday or Friday night are to commence at 5.00pm.

All junior finals on a Saturday / Sunday / Monday morning are to commence at 8.20am.

The team finishing higher on the ladder will host the Grand Final, providing their ground is deemed suitable by the Junior Executive. If unsuitable, the Junior Executive will nominate a suitable substitute ground.

The team finishing higher on the ladder will provide stumps, bails, chalk and boundary markers, and both teams are to supply their own drinks.

Grand finals are played under normal two day match rules. They will be played over Wednesday / Thursday night and Friday night for the Friday competition, and Saturday morning and Sunday / Monday morning for the Saturday morning competition.

The match will be played until both sides have completed their normal allotment of overs for a two day match applicable for that age group or 1 day for that age group.

The toss of the coin signifies the start of the match and play will commence at the discretion of the official umpire.

At no time will the match be shortened to a one day game unless instructed by the junior executive.

For U/14s and U/16s - where the draw permits as determined by the Junior Executive at the commencement of the season - a reserve day the week following the Grand Final will be allocated for Grand Finals that, owing to weather and other unforeseen conditions, have not been able to be completed on the allocated days. The determination as to whether to continue play on the reserve day is at the discretion of the umpires.

Only the 12th man, or player if there is no 12th man, is allowed on the field to provide drinks to players in all grades.

Only the coach is permitted onto the ground to talk to the players at drinks breaks, and provided it does not hold up play in any way.

Coaching is permitted from the sidelines **between overs** in all grades up to and including U/14 for direction as long as the coach does not stop play. Breaches will incur a $100 fine.

Should there be no result or a washout, the team finishing higher on the ladder at the end of the home and away season will be declared the premier team for that season.

In the event of a tie, both teams will be awarded a joint premiership.

9. TROPHIES

Trophies will be awarded in all competitive age groups to the players who have the best averages or aggregates in batting and bowling.

9.1 BATTING

The trophy is awarded to the batter with the best average that has scored a minimum 200 runs for U/16s and 150 runs for U/14s. To be eligible a batsman must have played in more than half the matches of the draw with the one club.

The U/12 batting trophy is awarded to the highest aggregate of runs scored in the home and away season.

9.2 BOWLING

The trophy is awarded to the bowler with the best average that:

U/16's – To be eligible, has bowled a minimum of 300 balls (50 overs) for the season and taken at least 17 wickets.

U/14's - To be eligible, has bowled a minimum of 270 balls (45 overs) for the season and taken at least 15 wickets.

Should no player qualify, the winner will be the highest aggregate wicket taker during the home and away season. If two or more players have taken the most wickets, the winner is the bowler with the best average.

The U/12 bowling trophy is awarded to the highest aggregate wicket taker during the home and away season.

9.3 RE-GRADED TEAMS

Where a player has played in a team that has been regraded during the season, only the runs and wickets taken in a **higher grade** will be included in the lower grade for that players batting or bowling average.

That is, a player in a team that is regraded to a lower grade can include their statistics from the higher grade, but a player in a team regraded to a higher grade cannot have their lower grade statistics included.

Where a player has played in multiple grades or moves between grades in a single age group for their club, the runs and wickets they take only apply to their batting and bowling average in those respective grades.

9.4 GRAND FINALS

2 Day Grand Finals: Trophies will be awarded to players who score 100 runs (U/16), 50 runs (U/14).

1 Day Grand Finals: Trophies will be awarded to players who score 50 runs (U/16), 35 runs (U/14)and 25 runs (U/12) in a Grand Final. Bowlers are to take 5 wickets in two day grades, 3 wickets in a 1 day grade.

9.5 GRADE CHAMPIONS

The player with the highest champion points for each age group (U/12, U/14 and U/16) will be and awarded the Grade Champion Trophy.

Excluding the Glenn Maxwell (U16 Div 1) and the Tess Flintoff (Any age Girl) awards where additional criteria can be used to help determine the award winner.

10. APPENDICES – CODE OF CONDUCT PLAYER / CAPTAIN / COACH / CLUB OFFICIAL

(1) The following code of behaviour has been recommended by the Victorian Metropolitan Cricket Union (VMCU) for inclusion in local rules books. The Junior Committee has made slight modifications to make it relevant to the Junior Competition.

(2) All matches shall be conducted in the true spirit of the game of cricket and club Officials, Coaches, Captains and Players are requested to adopt this code.

(3) No player or official shall, during any match, whether on or off the field of play, engage in conduct unbecoming to the game of cricket.

(4) Players shall:

a. Respect the umpire.

b. Not verbally or physically abuse any umpire.

c. Not dispute the umpire's decision nor react in a threatening or disapproving manner.

d. When given out, move immediately from the field.

e. Generally assist the umpire in carrying out his duties.

f. Not indulge in "sledging" of opposition players.

g. Not verbally or physically abuse opposition players or officials.

(5) Clubs shall place all teams under the control of a responsible person.

(6) Captains shall:

a. Instruct all players to avoid time wasting. Incoming and outgoing batter are expected to pass on the field of play.

b. Instruct bowlers to return to the start of their run-up quickly and be ready to bowl without time wasting.

c. Instruct all fieldsmen to move quickly between overs and whenever required to change position, ie field setting and changes be undertaken without time wasting.

d. Ensure that players conduct themselves in a manner that conforms to the traditional image of the game of cricket.

(7) Coaches/Team Managers/Match Officials:

(a) Instruct all players to avoid time wasting. Incoming and outgoing batter are expected to pass on the field of play.

(b) Instruct bowlers to return to the start of their run-up quickly and be ready to bowl without time wasting.

(c) Instruct all fieldsmen to move quickly between overs and whenever required to change position, ie field setting and changes be undertaken without time wasting.

(d) Ensure that players conduct themselves in a manner that conforms to the traditional image of the game of cricket.

(e) Ensure that their actions serve the best interests of the players from both sides

(f) Ensure the match is conducted in manner that serves the best interests of Junior Cricket

(g) Instruct Members, Players, Officials, Parents and Spectators from their club, of their obligation to behave in a manner that serves the best interest of Junior Cricket.

(h) Make every effort to remove Members, Players, Officials, Parents and Spectators from the venue of the match who are not behaving in a manner that serves the best interests of Junior Cricket.

(8) No alcohol shall be consumed by players or match officials during the hours of play.

(9) Players shall maintain a standard of dress consistent with Junior Rule 2.4.

(10) Clubs, through their designated Team Manager, will be responsible for the behaviour of their supporters and spectators.

(11) Persons registered with the Ferntree Gully District Cricket Association Inc. (FTGDCA) who post on the FTGDCA website or on a club website will be subject to the rules of the FTGDCA.

(12) As a player in the FTGDCA each player agrees to:

- Play by the rules of cricket and within the spirit of the game.
- Give their best at all times.
- Treat all players as they would like to be treated. Do not bully, interfere with or take unfair advantage of another player.
- Co-operate with your coach, team mates and opponents.
- Control your temper and not abuse or argue with officials or other players.
- Avoid the use of derogatory language based on gender, race or ability.
- Treat all equipment whether it belongs to the club, our association, another club or player with care and respect.
- Attend training sessions as required remaining within the bounds of the training venue.
- Attend all matches at the venue fixtured and at the time specified by team officials.
- Behave in a manner that reflects positively on the game of cricket, the club and Ferntree Gully District Cricket Association.

APPENDICES 10.1 – CODE OF CONDUCT PARENTS / OFFICIALS

As a parent of a player or an official with a team in the FTGDCA each parent/official agrees to:

- Appreciate all players efforts win or lose. Positive reinforcement rather than criticism.
- Be objective about your child's sporting capability, their appetite for competition and their sportsmanship.
- Teach children that an honest effort is as important as victory.
- Encourage children to play by the rules.
- Never ridicule or yell at a child who makes a mistake.
- Avoid the use of derogatory language based on race, gender or ability.
- Applaud good play by both teams.
- Remember children are involved in organised sport for their enjoyment.
- If you disagree with an official, raise the issue through the appropriate channels rather than in public. Remember all officials are volunteers and give their time for your child's involvement.
- Support all efforts to remove verbal and physical misconduct from sporting activities.
- Ensure that your child attends training and matches at times and venues as specified by team officials

APPENDICES 10.2 – FAST NINE MATCH DAY RULES

MATCH DAY - RULES

STAGE	STAGE 2 - T20
SUMMARY	Playing and competing
PURPOSE	Community club and school
DESCRIPTION	A format that looks to further develop the cricket skills of kids that are playing their 2nd or 3rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 2-hour window.
INDICATIVE AGE	FAST 9
COACH	• Accredited Community (Level 1) Coach
GAME TYPE	• T20 (20 over game)
BALL	• 142g hard or leather (male) • 142g hard or leather (female)
TIME	• 120 mins (2hrs) • The game can be completed in 2hrs with time saving strategies. The Association/Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat. Please review time saving strategies summary available on-line.
PROTECTIVE EQUIPMENT	• Helmet (including the Wicket keeper). * Please refer to Helmet section of the *Well Played Playing Policy & Community Guidelines* • Pads • Gloves • Protector (males) * additional safety equipment is available based on match conditions and/or personal preference
BOUNDARY	• 45m (maximum) - measured from the middle of the wicket
PITCH TYPE AND LENGTH	• Hard wicket - 18m length * option to move stumps in at each end to the 2 crease lines (17.7m)
OVERS	• 20 overs per team (120 balls)
TEAM	• 9 players per team (maximum of 9 players on field)
INNINGS	• 1 innings of 20 overs per team
BATTING	• All batters retire at 20 balls (with the assumption that some players will be dismissed) • Any retired batters can return when all others have batted, in the order they retired • All balls (regardless of whether wides/ no balls) will be included in the batter's ball count. • The innings is deemed as closed after 8 wickets have fallen

STAGE	STAGE 2 - T20
BOWLING	• 6 balls per over (maximum of 6 balls per over except the last over where 6 legal deliveries must be bowled) • All players are to bowl (each Wicket-Keeper is to bowl one over each) • e.g. 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (i.e. Wicket-Keepers) • Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match • Bowlers change ends at 10 overs • Current Cricket Australia Pace Bowling guidelines apply (please refer to *Well Played - Australian Cricket's Playing Policies & Community Guidelines*)
FIELDING	• Rotation of fielders is recommended to ensure all players experience all positions. • No fielders within 10 metres (except regulation off side slips, gully and wicket keeper) • Each team is required to use two (2) wicket keepers (10 overs each) • If more than 9 players are present at a match, they should rotate onto the field each over.
DISMISSALS	• All modes of dismissal count
MINIMUM & MAXIMUM PLAYERS & IMPACT	• 9 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments) • 7 players per team minimum are required to play the game • 11 players per team maximum are to be allocated to a team (only 9 on field at any given time). • Only 9 players can be on the field at any given time i.e. only 9 can bat and bowl, however, any non-batter(s) can bowl The number of players impact the players' opportunity to develop skills in the game, for example; • 7 player team –3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (WK). Batting retirement 20 balls • 8 players - 6 players x 3 overs, 2 players x 1 overs (WK). Batting retirement 20 balls • 9 players - 4 players x 3 overs, 3 players x 2 overs, 2 players x 1 overs (WK), Batting retirement 20 balls • If teams have 10-11 players, they are encouraged to rotate fielders after every over
EQUIPMENT	• 2 sets of stumps (with base and bails) *minimum of 1 set of portable stumps • Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended • 142gm hard or leather ball • Measuring tape or string to measure Pitch length and boundary • Boundary markers • Chalk, tape or paint to mark crease

APPENDICES 10.3 – SUPER SEVEN MATCH DAY RULES

MATCH DAY - RULES

STAGE	STAGE 1
SUMMARY	Playing the game
PURPOSE	Community club and school
DESCRIPTION	This format is designed for those kids who have completed the MILO T20 Blast program and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding.
INDICATIVE AGE	SUPER 7
COACH	• Accredited Community (Level 1) Coach
GAME TYPE	• T20 (20 over game)
BALL	• Modified ball (circumference 21-22.5cm, ideal weight 120-140g)* *Synthetic options available as per Stage 1 Modified Balls Guidance
TIME	• 120 mins (2 hrs) • The game can be completed in 2hrs with time saving strategies. The Association/Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat. Please review time saving strategies summary available on-line.
PROTECTIVE EQUIPMENT	• Helmet (including the Wicket keeper). * Please refer to the Helmet section of *Well Played - Australian Cricket's Playing Policies & Community Guidelines* • Pads • Gloves • Protector (males) * additional safety equipment is available based on match conditions and/or personal preference
BOUNDARY	• 40m (maximum) - measured from batter's end stumps
PITCH TYPE AND LENGTH	• Outfield or hard wicket surface - 16m length
OVERS	• 20 overs per team (120 balls)
TEAM	• 7 players per team (maximum of 7 players on field)
INNINGS	• 1 innings of 20 overs per team
BATTING	• All batters retire at 17 balls (based on 7 players) • All balls (regardless of whether wides/no balls) will be included in the batter's ball count. • Batter to swap end following a dismissal. If there is a run out the not out batter should face the next delivery. * if there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119)

STAGE	STAGE 1
BOWLING	• 6 balls per over (maximum) • All players are to bowl (each Wicket-Keeper is to bowl one over each) • e.g. 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (i.e. Wicket-Keepers) • Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match • Bowlers are to bowl from the one end for entire game • Current Cricket Australia Pace Bowling guidelines apply (please refer to *Well Played - Australian Cricket's Playing Policies & Community Guidelines*)
FIELDING	• Rotation of fielders is recommended to ensure all players experience all positions • No fielders within 15 metres of batter or each other (except Wicket-Keeper) to encourage singles and safety • Each team is required to use two (2) wicket keepers (10 overs each) • If more than 7 players are present at a match, they should rotate onto the field each over.
DISMISSALS	• Unlimited dismissals (each player will face the nominated number of balls each) • The Association or Competition Manager/s have the option to introduce a consequence for dismissals. If so, then 4 runs per wicket will be added to the opposition (bowling teams) total at the end of the innings. • The following dismissals apply in this format: Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket.
MINIMUM & MAXIMUM PLAYERS & IMPACT	• 7 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments) • 5 players per team minimum are required to play the game • 9 players per team maximum are to be allocated to a team (only 7 on field at any given time) • Only 7 players can be on the field at any given time i.e. only 7 can bat and bowl, however, any non batter(s) can bowl The number of players impact the players' opportunity to develop skills in the game, for example; • 5 player team – 5 players bowl 4 overs and batters retire at 24 balls • 6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs and batters retire at 20 balls • 7 player team – 3 players bowl 4 overs; 2 players bowl 3 overs: 2 players bowl 1 over (wk) and batters retire at 17 balls • 8 player team – 6 players bowl 3 overs; 2 players bowl 1 over (WK) and batters retire at 15 balls • 9 player team – 4 players bowl 3 overs; 3 players bowl 2 overs; 2 players bowl 1 over (wk) and batters retire at 13 balls
EQUIPMENT	• 2 sets of portable stumps (with base and bails) • Bat size: Size 4 (<1.8lb or <800gm) is recommended • Modified ball (as per specifications above) • Measuring tape or string to measure Pitch length and boundary • Boundary markers • Chalk, tape or paint to mark crease

JUNIOR PERMIT CRITERIA

Please ensure you SAVE a copy for your reference.

- Players must not be greater than 6 months older than eligible age group applied for
- A female player may be up to two years older than the age limit for their mixed team as of 1st September. If playing in a all female side then this criteria does not count.
- A player is to play in the youngest age group that the player is eligible to play in, unless the player's parent or guardian has given written permission allowing the player to play in an older age group. Check with rule 4.3 on the age of players prior to applying for a permit.
- Upon a player reaching the age of 16 (excluding if they turn 16 after the 1st of September / during the season) they are no longer eligible to play junior cricket and are now a senior player. No permit will be granted.
- The FTGDCA Junior Committee may grant a player permission to play in a younger age group under special circumstances. This will be on a case by case situation following a written request by that players club supported by any relevant documentation, i.e. medical certification, sibling support etc.
- For any matches (inclusive of finals), following the first round after Christmas, unless a permit has been granted by the FTGDCA Junior Committee, a player may not play in a team in a younger age group or in a lower Grade in the same age group (e.g. from U/14Div 1 to U/14Div 2), if that player has played in four or more matches in teams that are in older age groups or higher Grades than the team that the player wishes to play in.
- All applications for permits must be lodged, in writing on the Junior Permit form containing full particulars, with the Junior Administrator not later than 7:00pm on the Wednesday preceding the match. If a permit is submitted after Wednesday prior to the match a Fee / Fine of $50 applies to review this permit in time for the match.
- Special permits may be issued to any Junior Player to play in a lower age group at the discretion of the FTGDCA Junior Committee. A club may request a special permit for a player in writing, using the Junior Permit Form. Three members of the FTGDCA Junior Committee will decide on which permits will be issued. A permit can be revoked at any stage during the season at the discretion of the Junior Committee and with consultation with the Club. These players will be ineligible for any FTGDCA competition awards.
- All clubs (Junior Co-ordinators) that apply for permits will submit in writing the players stats every 3 games , to the Junior Administrator containing full players statistics for the previous 3 games, not later than 7:00pm on the Wednesday preceding the next match. Failing to do so will incur that the permit is no longer valid / required and the permit will be dismissed and the player will be deemed ineligible to play in that grade that the permit was applied for. No details will be looked at if not submitted by the nominated timeframe and can be resubmitted for the following week but the player will be ineligible to play that week in the original permitted grade.

FTGDCA Junior Wet Weather Committee Protocols and Process

The wet weather committee will be triggered to commence the process by the Executive/Junior Administrator. There are 2 possible scenarios:

- Scenario 1 – the wet weather has been constantly bad and the state of the grounds need to be checked to see if play can occur. There may not be rain on the Weekdays or Saturday but conditions leading up to the scheduled playing days have been constant rain.
- Scenario 2 – it is raining on the scheduled playing days, the rain is forecast to continue all day. The key consideration here is that should the grounds be in good condition and good weather has preceded the rain is whether the rain is forecast to continue throughout the day or is just localised currently and we need to check that games can commence.

Communication Protocols

A whatsapp group will be set up with the Junior Administrator and the appointed wet weather committee delegates. Reports, updates and discussion and decision will occur via this forum. The Junior Administrator will convey the decision to the Executive as well as post on Facebook,

Decision Protocols.

A majority rules in voting whether to abandon a round or not. Should the wet weather committee be split 3/3 on the decision the Junior Administrator will have the deciding vote.

Ground Allocation

Delegate person 1 – Hills 1

Delegate person 2 – Hills 2

Hills1	Hills2	Flats1
Monbulk	Belgrave	Upper Gully
Emerald	Upwey	St. Johns
Olinda	Endeavour Hills	Footballers
Gembrook	Sth Belgrave	Mt Gate

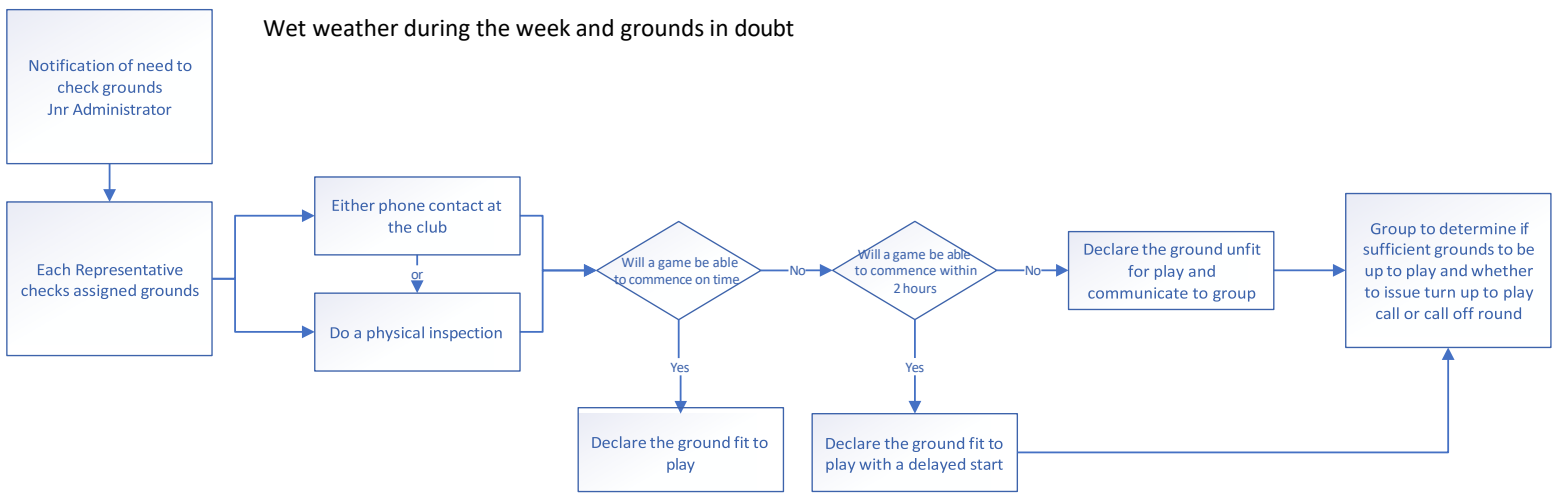
Delegate person 3 – Flats 1

Delegate person 4 – Flats 2

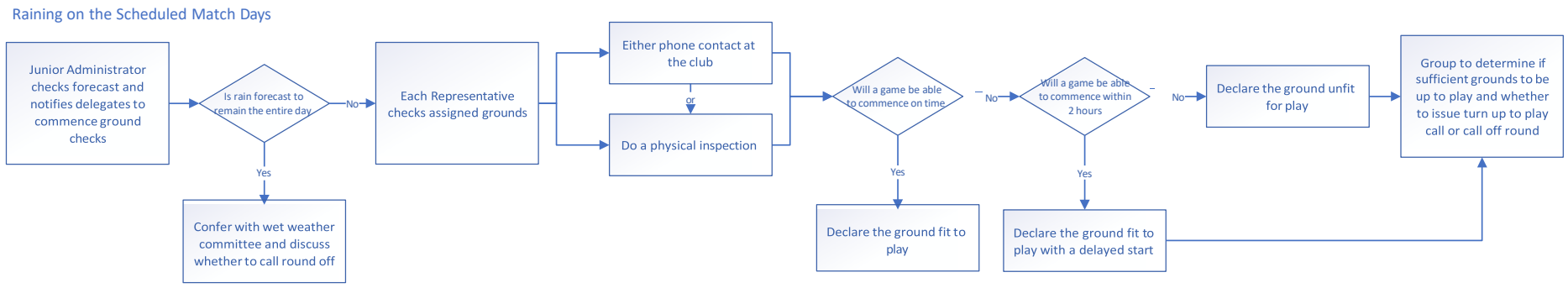
Delegate person 5 – Flats 3

Delegate person 6 – Flats 4

Scenario 1 – Consistently poor weather conditions leading up to a round



Scenario 2 – Raining on match days



Ground Check Protocols

It may not be necessary to physically check each grounds. Most club Presidents are pragmatic and honest about the state of their ground. A list of contact details for the right people will be provided to each delegate. The delegate may call the nominated contact for an update, however if they do not feel that the update is satisfactory will need to go an inspect the ground.

SEASON 1: (23-24)	SEASON 2: (24-25)	SEASON 3 (25-26)
Rowville	Olinda	Monbulk
Basin	Belgrave	Upwey
Sth Belgrave	Footballers	Mt.Gate
Gembrook	Knoxfield	Lysterfield
Upper Ferntree Gully	Mazenod	Scoresby
St Johns	Johnson Park	Knox Boronia

APPENDICES 10.6 – EXTREME WEATHER POLICY



This policy shall be implemented by the FTGDCA when the temperature for Scoresby is forecast (issued at 5:05 am on the day of the match) to reach **38 degrees Celsius (36 degrees for U12's and 34 degrees for S7's & F9's)** during the hours of play. All decisions will be based on the Bureau of Meteorology forecast available on the day of the match from their web site here for Web Browsers (click on detail to view by hours – example on page 2) or here for Mobile devices (only next 24 hrs displayed)

The decision will be taken at least 2 hours prior to the scheduled commencement (3.00pm on a scheduled weekday match the temperature for any time post 5.00pm & 6.00am on a Saturday morning the temperature for any time during the hours of 8.00am and 11.30am), or no earlier than 12 hours prior to commencement on match days. Should the policy be implemented notification shall be recorded the associations Facebook page.

Cancellation of junior games shall be based on a sliding scale:

Grade	Based on Forecast at Scoresby (issued at 5:05 am) on the day of the match
U14s & U16s	38 degrees Celsius
U12s	36 degrees Celsius
S7's & F9's	34 degrees Celsius

Modified Match Conditions – Should the extreme weather policy be implemented, the Junior Match Committee **may** under the circumstances make the following decisions:

1) U14s & U16s - Cancel play on day one of a two day match and reschedule to a one day match on the second week.

Fire Danger

In the event of an **Extreme Warning where the Fire Behaviour Index is 85 or greater** on the day of a match, **ALL** games will be cancelled. Cancellation of junior games will be communicated via Facebook. These ratings and indexes are published here https://www.bom.gov.au/vic/forecasts/fire-danger-ratings.shtml

Code

Fire Danger Ratings (Fire Behaviour Index - FBI)	No Rating (< 12)	Moderate (12-23)	High (24-49)	Extreme (50-99)	Catastrophic (>= 100)

Emergency Services Declarations

Any games impacted by Emergency Services directions (CFA) play shall be abandoned and the games will be declared a draw. Should any other emergency service alert (Police etc) occur requiring players to remove themselves from the field of play, those games will also be declared a draw.



Shade – Clubs should provide shaded areas where the batting team, spectators and scorers may shelter.

Drinks – Umpires or Coaches (where umpires not present) shall allow additional drink breaks as long as it does not effect the scheduled playing time. Any participant may call for additional drink breaks whilst batting, fielding or umpiring, although every effort should be taken to minimize when this occurs. For example, the drinks should be run onto the ground immediately conclusion of an over and batsmen be ready to take strike with a minimum delay to the fielding team. Bowlers may have drinks placed on the boundary line, which can be consumed at the completion of an over without disrupting play.

Sun Protection – Players are reminded of the need for frequent applications of sunscreen and the use of long sleeved shirts to reduce exposure to the sun. Hats are an essential item and wide brimmed style is recommended, particularly on sunny days.

Player Rotation – After notifying his / her coach and an umpire (if possible), a player may remove themselves from the field at any time for reasons of heat stress. If a team has more than the named eleven players, they may, after notifying the umpire, rotate fieldsman to rest players in extreme heat conditions.

Heat Stress - Any player observed to suffering from heat stress is to be sent from the field by the umpire or coach immediately. Umpires – Where an umpire feels that his health or judgment may

suffer because of extreme heat, he may take a break from his duties, after arranging an appropriate substitute.

First Aid – Club first aid kits must include aids for the treatment of heat affected participants. Every endeavour should be made to have a club member, who is properly skilled in the treatment of heat affected people, at home games. A notice should be prominently included in or displayed near the first aid kit, explaining treatment of heat affected patients.

Lightning – Should any lightning be visible before and/or during a match, the match is not to commence or players are to leave the field immediately if the match has commenced. Play is not to commence or resume until a period of at least 30 minutes since no further lightning has been sighted. Any time lost for lightning shall be treated in the same manner as for wet weather.

Note: visible does not mean any match official is to make a determination as to how far away it is. If it can be seen it is visible and the lightning policy is to take effect immediately.

Please note that The Executive Committee reserves the right to call off games in extreme circumstances.

August 2019

Dear FTGDCA clubs,

The junior executive is aware that it has become common practice for junior parents to bring their own alcohol in eski's and cooler bags etc to junior games on Friday nights. This practice is not only heavily restricting the home club's ability to make sales over the bar, it is also placing the home club in jeopardy of being in breach of their liquor licence and/or their 'Good Sports Club' affiliation.

https://goodsports.com.au/

Club liquor licenses do not permit BYO alcohol nor do they allow for the consumption of alcohol out on the ovals. Club liquor licenses only allow for the purchase of alcohol from the club and for consumption within the designated **'red line area"** which is usually within the club rooms and may extend out under an attached veranda or similar. (refer to your clubs licences)

https://liquor.vcglr.vic.gov.au/alarm_internet/alarm_internet.asp?wci=start_alarm_internet

Both Knox and Yarra Ranges Councils have local by-laws that also deal with this issue. Both councils prohibit the consumption of alcohol or possession of open liquor in a public place (outside of a licensed venue – red line area.) Penalties do apply and can be issued by both local law's officers and Victoria Police.

This does not entirely prohibit the consumption of alcohol at the clubs on a Friday night. Patrons and spectators can consume alcohol - provided they do so in compliance with local laws and liquor licensing provisions.

Attached below are local laws policies relating to the consumption of alcohol in public places for both Knox City and Yarra Ranges Councils. Also attached is the EFL junior football alcohol policy.

Knox City Council Local laws

9.1 Without a permit a person must not consume or carry an open receptacle containing alcohol in any public place except at the times and in the places determined by Council and advertised in a newspaper generally circulating within the municipality.

http://www.knox.vic.gov.au/Files/Legislation/General_Provisions_Local_Law_2010_-_As_Amended_2015.pdf

Yarra Ranges Council Local laws

Part 10 - Consumption of Liquor

10.1 Purpose The purpose of this Part is to control the consumption of liquor in Public Places and other places within certain areas of the municipality and during certain periods of the year.

10.2 Consumption and possession of Liquor is prohibited in certain circumstances

(a) A Person must not, in or on a Road, Council Land or Public Place, or within a Motor Vehicle which is in **or on a Public Place**:

(i) consume any liquor; or

(ii) have in his or her possession or control, any liquor other than liquor in a sealed container; in that part of the Municipal District prescribed by Council pursuant to this Local Law.

Penalty: 20 Penalty Units

(b) Clause 10.2(a) does not apply to a Person:

(i) taking part in a festival or event in respect of which the Council has granted a permit for persons to consume liquor or to have in their possession or control any liquor other than liquor in a sealed container;

(ii) within authorised premises or licensed premises under the Liquor Control Reform Act 1998 or any subsequent legislation relating to the serving and consumption of liquor; or

(iii) who has been granted a permit to take liquor into an area prescribed by Council.

(c) Where an Authorised Officer believes on reasonable grounds that a Person is contravening or has contravened clause 10.2(a), the Authorised Officer may direct the Person to seal any container or dispose of the contents of any unsealed container.

(d) A Person who fails to obey a direction of an Authorised Officer under clause 10.2(c) is guilty of an offence. Penalty: 10 Penalty Units (e) Council may prescribe certain parts of the Municipal District where the consumption of liquor or the possession of liquor is prohibited. (f) No prescription under this clause 10.2 will have any force or effect unless signs advising of the prohibitions are erected in the relevant area of the Municipal District.

https://www.yarraranges.vic.gov.au/files/assets/public/webdocuments/planning-building-health/community-compliance/policies-strategies-community-compliance/general_provisons_local_law_2012_-_signed_and_sealed_14_august_2012.pdf

Eastern Football League Rules

17.1 At all junior games the consumption of alcohol at grounds shall not be permitted except inside licensed clubrooms. In no case shall alcohol consumption be permitted other than inside licensed clubrooms before, during or after junior matches. Clubs shall be responsible for the conduct of their own members, supporters and followers. Breaches of this By-law will be considered serious and may attract monetary fines and other penalties at the discretion of the Board.

http://efl.org.au/wp-content/uploads/2016/07/EFL-By-Laws-June-2016.pdf

In order to protect FTGDCA clubs and to ensure a safe & healthy environment for all parties, the FTGDCA junior executive have implemented the following policy which shall apply to all forms of junior cricket commencing in season 2026/27.

FTGDCA Junior Alcohol Policy

The consumption of alcohol at all **junior games** shall only be permitted **inside licensed clubrooms & within each of the venues 'red line areas'** in accordance with club & venue liquor licences.

Under no circumstances shall alcohol possession and consumption be permitted other than inside the red line area before, during or after junior matches. Host clubs shall be responsible for ensuring that the supply, possession and consumption of alcohol is in accordance with their liquor licence and local laws.

Clubs/licensees **shall not cause or permit** undue detriment to the **amenity of the area** to arise out of, or in connection with the uses of their premises to which their licence relates during or immediately after junior matches & trading hours. All clubs shall also be responsible for the conduct of their own members, supporters and followers.

Breaches of this policy may attract monetary fines and other penalties at the discretion of the full FTGDCA Executive.

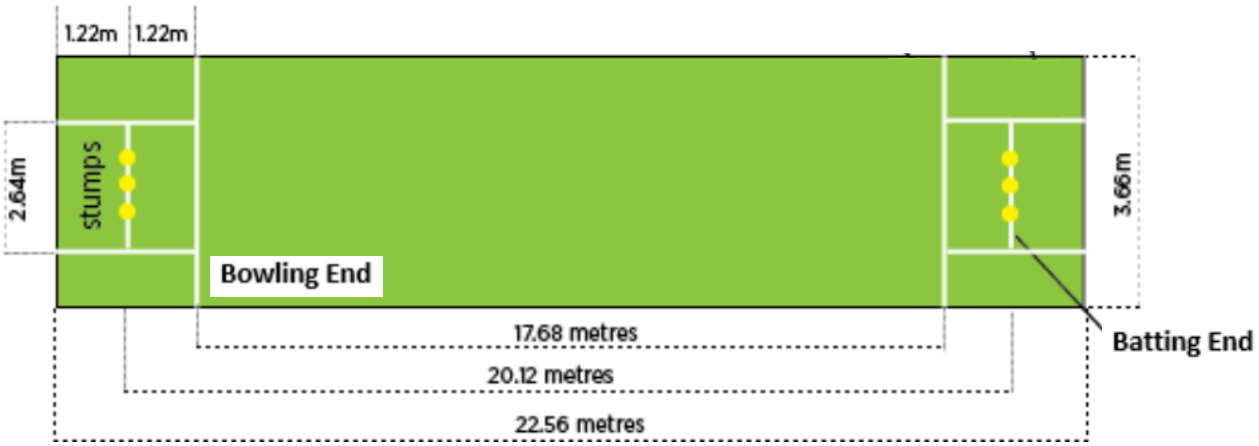
Please ensure that your club members and junior parents are both aware and compliant with local laws, club liquor licences and the FTGDCA Junior Alcohol Policy.

Joe Stroud
FTGDCA Junior Administrator

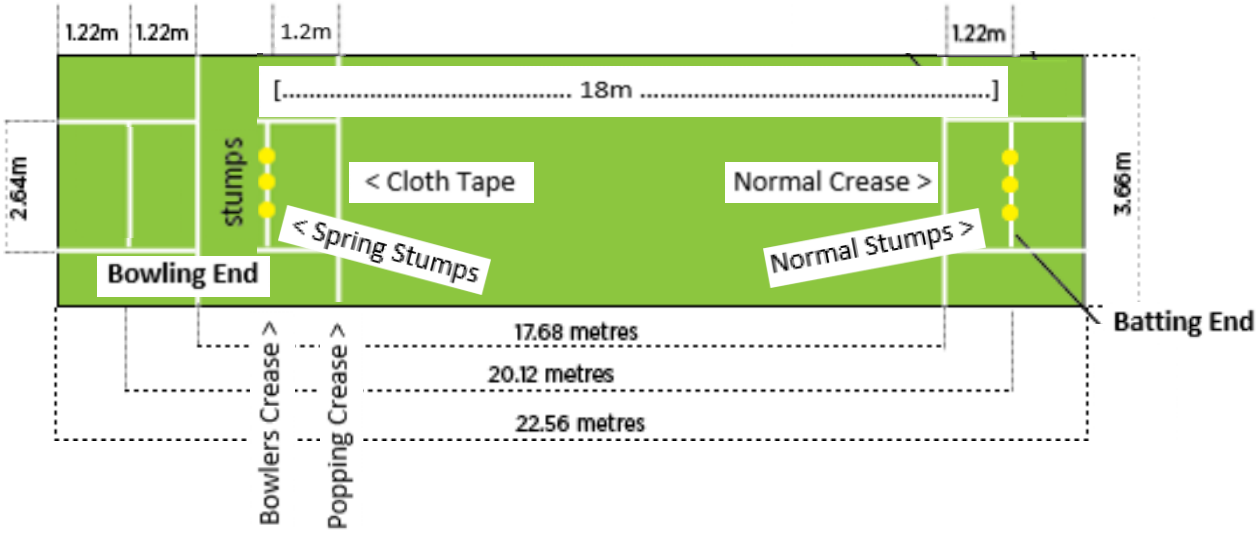
E: jnradmin@ftgdca.com.au

Under 12
Modified Pitch Guide

Regular Pitch



New Under 12 Pitch



Items required:

White 50mm 'Cloth' tape



50m Tape Measure



Spring loaded Stumps



Instructions:

1/ Insert 3 normal stumps at batters end. (Batter uses normal/existing stumps & crease)

2/ Use tape measure to measure 18m pitch distance from batters end stumps to where bowlers crease and bowlers stumps will be placed.

3/ Use 50mm cloth tape to mark bowlers crease and place spring stumps on top. (18m distance should now exist between stumps at each end.)

4/ Measure 1.20m distance from bowlers crease (back down towards batters end) to establish location of popping crease.

5/ Mark popping crease with 50mm cloth tape.

6/ Mark boundaries at 40m (max) from each end and parallel to the pitch.

7/ Play shall be from just one end each night.

8/ Remove cloth tape the pitch immediately after play has finished for the night.

APPENDICES 10.9 – Junior Grading Committee Protocols and Process

1. Initial Grading

   The Junior Grading Committee shall determine the grading of teams for the opening three (3) rounds of the season by considering:
   • Team performance over the previous two seasons;
   • Club grading requests and supporting information;
   • The number and calibre of representative players within each team; and
   • Any other factors deemed relevant by the Committee.

2. Regrading Review

   Following the completion of the first three (3) rounds, the Junior Grading Committee shall undertake a review of all competitive grades.
   In conducting this review, the Committee may consider:
   • Match results;
   • Strength of opposition;
   • The impact and performance of representative players;
   • Team competitiveness; and
   • Any other relevant information.

3. Grading Principles

   Junior team grading shall be determined by:
   a) Aggregate team performance over the previous two seasons (excluding Under 12 competitions); and
   b) The number and calibre of representative players within each team.

4. Grading Panel

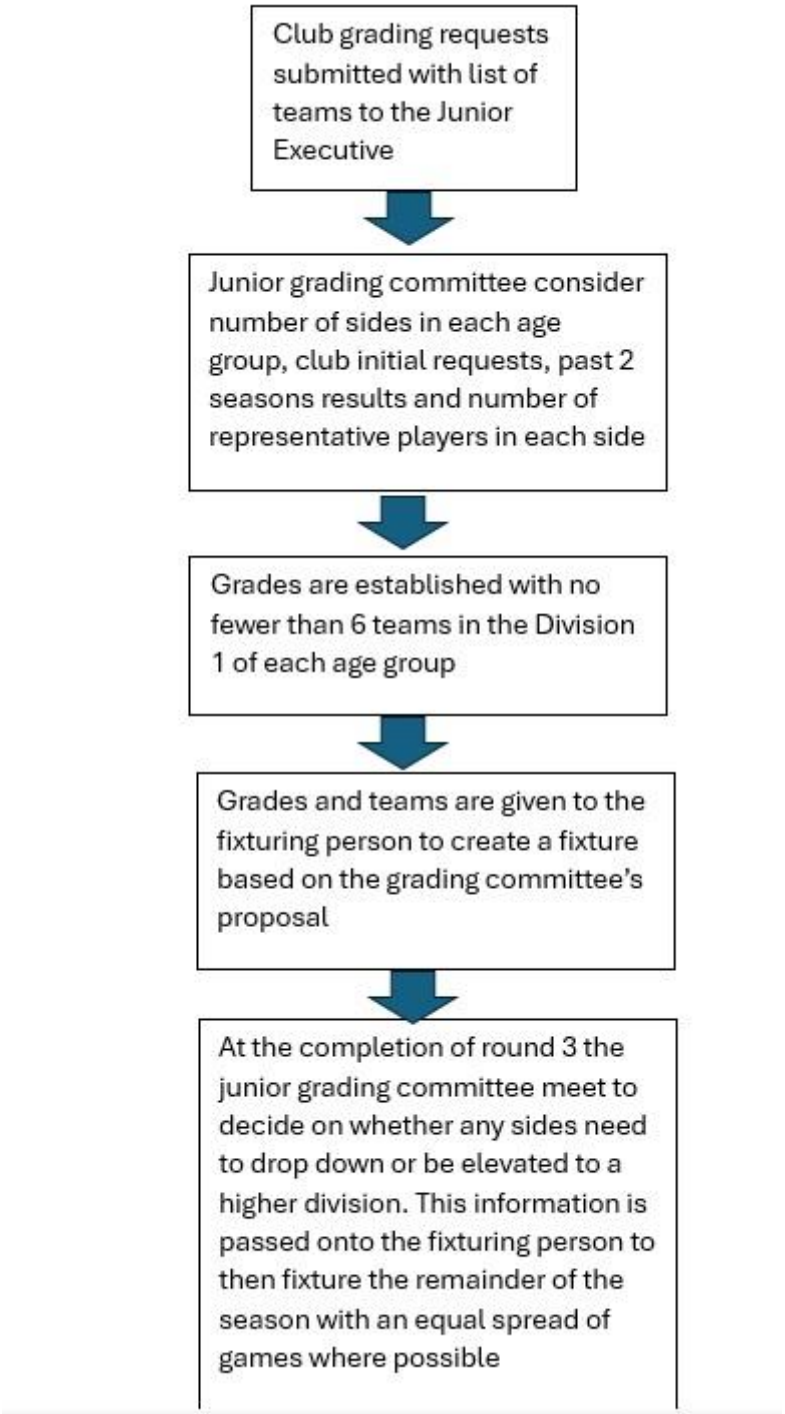
   The Grading Panel shall consist of five (5) suitably qualified and experienced junior cricket representatives from member clubs, elected at the first Junior Delegates Meeting prior to the commencement of each season.

5. Multiple Team Entries

   Where a club enters two (2) teams in the same age division, its First XI/team must be graded in the highest division available.

   Where a club enters three (3) or more teams in the same age division, its First XI/team must be graded in the highest division available and its Second XI/team must be graded in the second-highest division available.

   Where historical performance data demonstrates that a club's Second XI/team is likely to be more competitive than one or more teams in the highest division, the Junior Executive and Grading Panel may place the Second XI/team in the highest division and the Third XI/team in the second-highest division.


Club grading requests submitted with list of teams to the Junior Executive
Junior grading committee consider number of sides in each age group, club initial requests, past 2 seasons results and number of representative players in each side
Grades are established with no fewer than 6 teams in the Division 1 of each age group
Grades and teams are given to the fixturing person to create a fixture based on the grading committee's proposal
At the completion of round 3 the junior grading committee meet to decide on whether any sides need to drop down or be elevated to a higher division. This information is passed onto the fixturing person to then fixture the remainder of the season with an equal spread of games where possible