

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), December (pre junior carnivals) 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 September to the FTGDCA Junior Administrator.

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 AGE GROUPS, DIVISIONS 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 will be based on aggregate performances over two years. If a club has two teams in any age group, their first team must be in the top grade.

If a club has 3 teams or more in any age group their first team must be in the top grade and the second team in the second grade unless history has shown that second team to be more competitive than some teams in top grade.

In these circumstances, the Junior Executive has the power to grade the second team in the top grade and the third team in the second grade.

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 Wednesday 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.

2.3 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.

2.4 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 \$5 fine if the Junior Executive reports them.

2.4 RULES OF PLAY

Drink intervals can be taken every hour in all two day games unless previously agreed on by both coaches.

Drinks breaks are not to exceed 5 minutes.

U/12 coaches are asked to be flexible with their batting and bowling orders. For example, not using 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. PLAYER ELIGIBILITY, REGISTRATION & CLEARANCES

3.1 AGE OF PLAYERS

The **minimum age** to qualify for registration in Super 7s is 7 years at **1st September** unless prior permission from the FTGDCA junior executive committee.

To be eligible to play in an age division, players must be under the nominated age prior to **1 September** in the year in which the season commences.

The minimum age for a junior cricketer to be playing U/12 is 10 years.

The minimum age for a junior cricketer to be playing U/14 is 12 years.

The minimum age for a junior cricketer to be playing U/16 is 13 years.

The requirement for a junior cricketer to play outside these guidelines must be submitted in writing (detailing rationale) to the FTGDCA Junior Administrator for approval of the Executive Committee on the Wednesday before the match.

An 11 year old may fill in for an Under 14s team without a permit, and a 12 year old may fill in for an Under 16s team without a permit, where they are acting as a fieldsman only.

An 11 year old cannot fill in for an Under 16s team in any circumstance.

3.2 REGISTRATION

All players must be registered with the Association via the 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.

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.

3.3 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.

3.4 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 higher 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.

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).

The Junior Executive, in granting any 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.

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 \$25 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.

4. JUNIOR MATCH ADMINISTRATION

4.1 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.

4.2 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 \$20.

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.

4.3 GROUNDS AND DISTANCES

All grounds must be approved by the Executive and all matches will be played on synthetic turf, matting (a minimum of 1.8 metres wide) or any other material approved by the Junior Executive.

The space between the matting in the centre must not exceed 1.8 metres.

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.

Grounds should be of a standard size of 45 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:

Under 12	15 metres
Under 14	18 metres
Under 16	20 metres

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.

4.4 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 Friday night 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	Competitive - hardball (142 gm ball)
U/16s	Competitive – hardball (156 gm ball)

Protective Gear

It is mandatory that a helmet is worn by all batter 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.

4.5 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.

Official Umpires appointed by the FTGDCA are paid their fees by the clubs of \$80 per day (\$40 per club) where it is a fixtured 40 over game and \$100 per day (\$50 per club where it is a fixtured 50 over game.

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 \$25 per week can apply.

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 do not exclude wides and no balls in the six ball over.

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

Super 7s and Fast 9's can only bowl a maximum of 6 balls in an over, inclusive of wides & no balls.

4.6 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

Scorebooks must have all players listed, not just those players who batted and bowled.

The Junior Executive have the power to check scorebooks at any time. Incorrect information will incur a fine of \$25 or a penalty deemed appropriate by the Junior Executive.

4.7 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.

5. EXECUTIVE MATCH ADMINISTRATION

5.1 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.

5.2 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", participating Club Official, Junior or Senior Executive Member.

Reports are to be lodged in writing with the FTGDCA Junior Administrator within 48 hours or 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.

6. PLAYING RULES

6.1 U/12, U/14, U/16 - COMPETITIVE GRADE PLAYING RULES

ONE DAY PLAYING RULES (Split Over Format)

Games are to be played on Friday night from 5.15pm to 8.00pm (40 overs) and on Saturday from 8.20am to 11.30am (50 overs).

The side batting first on Friday will bat from Friday 5.15pm to 6.30pm or 20 overs, whichever occurs first. On Saturday, the side batting first will bat from 8.20am to 9.50 am, or 25 overs, whichever occurs first.

Regardless of the status of the match, play will cease at 8.00pm on Friday and 11.30am 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 (Friday 20 overs or 6.30pm or Saturday 25 overs or 9.50am), 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	Saturday morning
Team "A" batting first	Day 1	One	5.15 - 6.30pm (20 overs)	8.20 – 9.50am (25 overs)
Team "B" batting second	Day 1	One	6.40 - 8.00pm (20 overs)	10.00 - 11.30am (25 overs)
Team "B" bats first	Day 2	Two	5.15 - 6.30pm (20 overs)	8.20 – 9.50am (25 overs)
Team "A" bats second	Day 2	Two	6.40 - 8.00pm (20 overs)	10.00 - 11.30am (25 overs)

If both split innings on day 1 have been completed by 7.45pm Friday or 11.15am Saturday, 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 7.45pm Friday or 11.15am Saturday 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.

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

6.2 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 Friday and 50 overs on a Saturday) 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.

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.

6.3 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.

6.4 BATTING AND BOWLING SUMMARY

	U/ 16	U/ 14	U/ 12
TWO DAY GAMES – SPLIT INNINGS			
Batsman retirement (balls)	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 (balls)	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

6.5 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, on their team sheet as well as 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.

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

Please see FTGDCA website under rules and policies for Super 7s and Fast 9s playing rules.

<https://www.ftgdca.com.au/rules-and-policies>

6.7 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 20 overs (Fridays) or 25 overs (Saturdays), unless previously dismissed. There is still a 10 minute change of innings. Play will then continue until 8.00pm (Friday) or 11.30am (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 (Fridays) or 11.30am (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 9.50am (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 60 minutes on Fridays or 90 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.

7. FINALS

7.1 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. 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.

7.2 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.

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 \$25 fine.

7.3 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.

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 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 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 \$25 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.

7.4 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 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. TROPHIES

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

8.1 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.

8.2 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.

8.3 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.

8.4 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.

8.5 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.

9. 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.