#  Lismore U/12 Junior Cricket Carnival

 **Playing Conditions**

All matches will be played under the M.C.C Laws of Cricket except where varied under these *Playing Conditions.*

## GENERAL

* 1. All matches in 2019 will be played on 18metre pitches using weighted stumps at each end. These stumps will be supplied by the carnival organisers.
	2. Protests are to be in the hands of the Carnival Coordinator within one hour of completion of the match. The Carnival Coordinator’s decision is final.
	3. Turf and synthetic wickets will be used. NO spikes allowed on synthetic wickets.
	4. Boundaries will be 50metres in length. This is to be measured from the centre of the pitch.
	5. Balls must be a 142gram two piece leather ball. These balls will be supplied by Lismore District Junior Cricket Association and must be returned to the umpire at the end of each match.
	6. All players must be registered with their local Junior Cricket Association as an under 12 player to be eligible for this carnival. Girls can be under 14 as at 1st September 2018.
	7. Players are permitted to wear coloured shirts approved by their associations or white cricket clothes/shoes. Umpires have the discretion to ask players to remove jewellery if it is considered dangerous to themselves or another player.
	8. One official Umpire will be provided for all pool matches. If no striker’s end umpire is supplied then Coaches or Managers of the batting side will be requested to act as Striker’s End Umpire. During matches, the Official Umpires are in control of the game and their decision is final. The Official Umpire may overrule the Striker’s End Umpire where that umpire is not an Official Umpire. Any protests Players, Managers or Coaches have refer to point 1a. (above) for procedures.

h. Each team will be required to provide a Scorer. Progressive totals must be recorded after each over on the score sheet. Also make sure the scores are correct after the game. Players’ first names and surnames are to be included. Names are to be printed. At the conclusion of each game, fill in match results sheet and publicity sheet and ensure these are handed to the Umpire/s officiating that match. It is requested that scorers use the MyCricket Live Scoring App where possible.

1. All captains are to be left to their own devices on the field with no support from outside (if any team feels that a team is breaching this rule, they may protest to the Carnival Coordinator). Coaches and Managers are asked not to provide instructions from the boundary and are not permitted in the area between the inner and outer boundary whilst match is in progress unless it is drinks, an innings break or injury. Parents need to remain outside the outer boundary at all times.
2. Man of the Match medallions will be awarded after each match based on the umpires’ report. Players on the winning team of the Carnival will each receive a trophy.

Players in the runners up team will each receive a medallion. Achievement Certificates will be given to Team Managers to distribute accordingly. Other awards to be presented are Player of the Final, Player of the Carnival, Batting Average and Aggregate, Bowling Average and Aggregate, Wicket Keepers Award (stumpings and catches) and Fielding Award (most catches as non-wicket keeper).

1. This is a no sledging carnival. Encouragement of own players is allowed.

## SUBSTITUTES

All teams consist of 12 players with 11 only fielding at one time. ALL players are to bat and bowl, unless one team only has 11 players, then both teams are only permitted to bat 11 players. The team with 12 players may nominate a batsman that does not bowl and a bowler that does not bat to maximize participation. Any player off the field for a given period may not bowl until an equivalent period (in overs) has passed on their return to the field. If teams have 13 players, the 13thplayer may be used as a substitute fieldsman.

## HOURS OF PLAY

**25 Over Matches:** All matches will be of 3½ hours duration. The 1st Innings of each match shall not exceed 1hour & 40minutes. There will be a 10minute break for change of innings at the completion of the 1st Innings. If at the scheduled time of completion of each Innings the bowling team has not completed their required amount of overs that Innings will be deemed as completed. The opposing team will only be required to bowl the same number of overs completed. In the event of wet weather, each team must face 15 overs to constitute a match.

**30 Over Matches:** All matches will be of 4hours & 10minutes duration. The 1st Innings of each match shall not exceed 2hours. There will be a 10minute break for change of innings at the completion of the 1st Innings. If at the scheduled time of completion of each Innings the bowling team has not completed their required amount of overs that Innings will be deemed as completed. The opposing team will only be required to bowl the same number of overs completed. In the event of wet weather, 20 overs per team constitutes a match.

**45 Over Matches:** All matches will commence at 9:30am with all matches concluded by 5:30pm. The 1st Innings shall not exceed 3hours playing time. However, there is an allowance of 60minutes of time lost before overs are to be reduced. If at the scheduled time of completion of each Innings the bowling team has not completed their required amount of overs that Innings will be deemed as completed. The opposing team will only be required to bowl the same number of overs completed.

In the event of wet weather, 30 overs per team constitutes a match.

**4. LUNCH**

**25 Over Matches:** Lunch will be at the scheduled completion of the morning match (i.e. between 1:00 & 2:00pm). Lunches can be collected from upstairs in the Gordon Pavillion at Oakes Oval from 12pm onwards.

**30 Over Matches:** (Only on Friday) Lunches will be provided at Oakes Oval at the scheduled completion of matches.

**45 Over Matches:** Lunch will be taken at the scheduled conclusion of the 1stInnings (i.e. 12:30pm).

Lunches can be collected from upstairs in the Gordon Pavillion at Oakes Oval from 12pm onwards.

The Lunch Break will be of 60 minutes duration. If the 1st Innings is concluded after 12:00pm lunch will be taken immediately and the scheduled starting time of the 2nd Innings will be brought forward respectively. If the 1st Innings has concluded before 12:00pm, there will be a 10minute break between Innings and Lunch will be taken at 12:30pm.

## DRINKS

**25 Over Matches:** Drinks are to be taken at the conclusion of the 13th Over, unless a wicket falls during the 13th Over then drinks will be taken immediately at the fall of the wicket.

**30 Over Matches:** Drinks are to be taken at the completion of the 15th Over, unless a wicket falls during the 15th Over then drinks will be taken immediately at the fall of the wicket.

**45 Over Matches:** Drinks are to be taken at the completion of the 15th & 30th Overs respectively, unless a wicket falls during the 15th or 30th Overs then drinks will be taken immediately at the fall of the wicket.

**NB:** Please note - Additional Drinks breaks and supply of water to the batsmen should be allowed where extreme heat conditions exist. This is at the discretion of Umpires. The wellbeing of players is paramount.

## BOWLING RESTRICTIONS

This carnival will follow the national strategy for junior bowlers adopted by Cricket Australia. It is all covered in the document called "Well Played" which is prepared by Cricket Australia being playing policies and guidelines. Cricket NSW follow this document, part of which is included below. The whole document can be viewed at: [htt p://www.e-brochures.com.au/crick etaustralia/wellpla yed2012](http://www.e-brochures.com.au/cricketaustralia/wellplayed2012)

In addition to these guidelines the following MUST be adhered to:

1. **In ALL matches – NO MORE THAN 8 BALLS ARE ALLOWED IN ANY OVER (except the last over of the match) INCLUDING WIDES & NO BALLS**
2. **In the last over of the match, there is no limit on the number of balls; 6 legitimate balls must be bowled.**

**25 Over Matches: (Tuesday and Wednesday games)** Each team must use a minimum of 7 bowlers in each Innings. These 7 bowlers must complete a minimum of 2 overs each before any bowler can commence their 2nd Spell. A maximum of 4 overs per bowler is permitted for each Innings with a maximum of 3 Overs per spell.

**30 Over Matches: (Friday non-finals only)** Each team must use a minimum of 7 bowlers in each Innings. These 7 bowlers must complete a minimum of 2 overs each before any bowler can commence their 2nd Spell. A maximum of 6 overs per bowler is permitted for each Innings with a maximum of 3 Overs per spell.

**45 Over Matches: (Thursday, and Friday finals)** Each team must use a minimum of 7 bowlers in each Innings. These 7 bowlers must complete a minimum of 2 overs each before any bowler can commence their 2nd Spell. A maximum of 8 overs per bowler is permitted for each Innings with a maximum of 4 Overs per spell.

 There is no limit on bowler run up but captains must ensure undue time is not lost.

## FIELDING RESTRICTIONS

No fielder shall field within 10metres of the batsman on strike, forward of the popping crease on both sides of the wicket (or other positions deemed dangerous by the umpire).

The Keeper MUST wear a helmet at all times whilst keeping

## BATSMAN RETIREMENTS

**25 Over Matches:** Batsmen must retire after the scoring shot that takes them to or past 30runs. They may bat again, in order of retirement, after all other batsmen have been dismissed.

**30 Over Matches:** Batsmen must retire after the scoring shot that takes them to or past 40runs. They may bat again, in order of retirement, after all other batsmen have been dismissed.

**45 Over Matches:** Batsmen must retire after the scoring shot that takes them to or past 50runs. They may bat again, in order of retirement, after all other batsmen have been dismissed.

## WIDE BALLS

A delivery which passes the batsman that does not allow him/her to have a reasonable

chance to play a scoring shot will be deemed as a “wide”. Any delivery landing off a synthetic playing surface is to be called “No Ball”.

##  NO BALLS

* 1. Any delivery landing off a synthetic playing surface is to be called “No Ball”.
	2. Any ball **above** waist height on the full by any bowler (pace or spin) is deemed a ‘NO BALL.’
	3. To be scored as one (1) plus any runs scored from them.
	4. There are NO free hits in the Lismore U/12 carnival.

##  WEATHER OR OTHER INTERRUPTIONS

* 1. A game cannot be transferred to another field without the specific permission of the Carnival Coordinator. The safety of players must be ensured at all times and concerns about the condition of the field, bowling run ups or any other matter may result in the game being delayed or abandoned.
	2. In the event of an interruption during the 1st Innings of a match one over shall be

deducted per Innings for each 8minutes the interruption continues. NB: Please keep in mind that 45over matches have an additional 60minutes of playing time before time is lost.

* 1. In the event of an interruption during the 2nd Innings of a match one over shall be deducted from the 2nd Innings for each 4minutes the interruption continues. The revised target score will be devised using The Duckworth-Lewis Method as supplied by the Carnival Coordinator. NB: Please keep in mind that 45over matches have an additional 60minutes of playing time before time is lost.

## RESULT

A game is deemed to be complete when the team batting second has scored the winning run, been dismissed or overs have been completed. Where time permits and significant overs remain, play may continue if Coaches and Umpires agree. The scorebook must be ruled off however as no runs, wickets or other performances after a result has been determined, is applicable to the statistics of the carnival

1. **DETERMINATION OF SEMI-FINALISTS**

Teams have been organized into 4 pools of 5 teams. The Draw will be entered onto MyCricket for the first 4 rounds (Tuesday and Wednesday games).

At the completion of Match 4, the Carnival Co-ordinator will advise the draw for the semi-finals.