

Under 13A & B

## SUNSHINE COAST CRICKET ASSOCIATION INC.

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### U13 Rules Quick Guide 2024-25

Coach	<ul style="list-style-type: none"> <li>Accredited Community Coach - Blue Card Required</li> </ul>
Umpire	<ul style="list-style-type: none"> <li>Must have completed Online Umpires Course by 3rd round</li> </ul>
Game Type	<ul style="list-style-type: none"> <li>One Day</li> </ul>
Time	<ul style="list-style-type: none"> <li>255 minutes</li> </ul>
Protective Equipment	<ul style="list-style-type: none"> <li>Helmet (including Wicket-Keeper when up to stumps)</li> <li>Pads</li> <li>Gloves</li> <li>Protector</li> </ul>
Ball	<ul style="list-style-type: none"> <li>142gr Kookaburra Red Zenith on all surfaces</li> </ul>
Boundary	<ul style="list-style-type: none"> <li>45 metres (set distance) from centre of pitch</li> </ul>
Pitch Type & Length.	<ul style="list-style-type: none"> <li>Hard Wicket - 18 metres in length or 17.7 Matches in the regular season can be played on turf with the agreement of both coaches.</li> </ul>
Overs & Innings	<ul style="list-style-type: none"> <li>1 innings of 30 overs per team.</li> </ul>
Batting	<ul style="list-style-type: none"> <li>Retire at 30 balls. 25 balls for 10 or 11 player teams.</li> <li>Retirees return in order of retirement (player retired hurt can return when fit to play).</li> <li>Wides and no Balls included in ball count.</li> <li>Innings is deemed closed when 8 wickets have fallen, or number of players minus 1 for teams with less than 9.</li> </ul>
Bowling	<ul style="list-style-type: none"> <li>11 Players to bowl. Wicket keepers to bowl a minimum of 2 over (13B only)</li> <li>Max of 8 balls an over. Last over must contain 6 legal deliveries</li> <li>Max overs per bowler is 4 (or 5 overs in 7 player team)</li> <li>U13A will change ends after each over.</li> <li>U13B can bowl from the same end for both innings.</li> </ul>
Fielding	<ul style="list-style-type: none"> <li>No fielder within 10m of batter except slips, gully and wicket keeper</li> <li>Rotation of fielders is recommended</li> <li>13B Each team to use 2 wicket keepers. Keeper must keep for 15 overs if they intend to bowl more than 2 overs.</li> <li>If teams have 10-11 players, they are encouraged to rotate fielders through the innings</li> <li>U13A Wicket Keeper is allowed to keep all game with no requirement to bowl.</li> <li>U13A – can be played from both ends of the wicket if deemed safe to do so by both coaches (still a restricted length wicket).</li> </ul>
Dismissals	<ul style="list-style-type: none"> <li>All dismissals apply</li> </ul>
Team Size	<ul style="list-style-type: none"> <li>Minimum of 7 players per team required to play the game</li> <li>Maximum of 11 players (no than 9 on field at one time)</li> <li>11 can bat and bowl</li> </ul>
Equipment	<ul style="list-style-type: none"> <li>1 set of wooden stumps with bails</li> <li>1 set of portable stumps with base and bails</li> <li>Boundary markers</li> <li>Chalk to mark the crease</li> <li>Scorebook</li> </ul>

# Under 13

## Required Field Size:

- Boundary set at 45 metres from centre of the pitch.
- However, where the size of the field is restricted and does not allow a 45-metre boundary, the boundary shall be brought in for that part of the field where the restriction exists.

## Length and Type of Pitch

- Pitch is 18 metres in length. All bowlers to bowl from one end for 15 overs then swap ends. Stumps at batter's end to be regular wooden stumps. Chalk creases to be drawn at bowler's end and portable stumps used at bowler's end.
- Alternatively, using two sets of portable stumps, and placing them on each popping crease for a pitch length of 17.7 metres is allowed. Both ends will need creases chalked in for this case.
- Matches can be played on turf with the agreement of both coaches. Clubs intending to play on turf should give fair warning to the opposition if the match needs to be relocated to a synthetic surface.
- Ends are to be changed at the drinks break at the discretion of the coaches.
- In a run out situation at bowler's end (or either end when using 17.7m pitch) a ball hitting any part of the stumps or base is deemed to have dislodged the bails as required by the Laws of Cricket

## Hours of Play

- **7.45 am to 12.00 (Play to time).** All games will be played under the one-day format
- **7.45 to 9.45 and then 10.00 to 12.00** (Play to time)

## Drinks Break

- Drinks breaks shall be taken after 15 overs have been bowled, or more frequently, at the discretion of the umpires/coaches.
- Coaches/umpires should be mindful of extreme weather conditions and take breaks accordingly.

## Bowling Innings

- All players to bowl 2 overs before any player can bowl a 3<sup>rd</sup>, except that Wicket Keepers are not required to bowl in the 13A competition.
- Wicket Keepers to bowl a minimum of 2 overs each in 13B. If they intend to bowl more than 2 overs, they may bowl the extra over/s before all bowlers have bowled 2, i.e. a wicket keeper may bowl more than 2 overs before all other players have bowled 2 overs if they keep or intend to keep for 15 consecutive overs or half the innings in a shorter game.
- Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match
- 6 'legal' balls per over (up to a maximum of 8 balls per over, except the last over where 6 legal deliveries must be bowled).
- Over rate – a minimum of 16 overs per hour or one over each 3.75 minutes shall be bowled.

## Length of innings

- 30 overs. Change of Innings at 9.45 am (if not before), second team commencing innings at 10.00 am till 12.00.
- Should the opposition score be reached before the maximum allotted overs, play will continue until innings is complete (to develop junior cricket).

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- Should weather / ground conditions etc prevent both sides from completing at least 20 overs, then it shall be a wash-out.
- Should the team bowling first fail to bowl its allotment of overs in the time available, then its batting will be restricted to the same number of overs.
- A team batting second cannot face more overs than the team batting first, unless the team batting first was dismissed before completing its allotment of overs.
- If the team bowling second does not complete their allotted overs in the required time, their batting total will be adjusted downwards by run rate calculation (runs scored / overs faced x overs bowled)

### Points

- Tie - 4 points
- Win - 7 points
- Loss - 1 point
- Forfeit - 7 points to team who did not forfeit; 0 points to the team who did forfeit
- Bye or Wash Out – 4 points.

### Finals

- Finals will be played under normal or one day format.
- Semi-final matches are 1 v 4 and 2 v 3. Other teams shall play off 5 v 6, 7 v 8 etc in their final round. In competitions with odd numbers of teams, the lowest placed team shall not play a play-off game.
- The Grand Final will then be the winner of the semi-finals to decide the premiership.
- Where a Semi-Final is washed out, the teams for the Grand Final round will be determined by the places on the ladder (1 v 2, 3 v 4 etc. and 1 v 1, 2 v 2 in split competitions).
- Where a Grand Final is washed out, the highest placed team after the Semi Finals is the winner.
- Finals matches must be played on a synthetic surface unless there is agreement between the 2 competing coaches.

**Finals Hours of Play** – As per the season start/finish times.

### Number of Players

- 9 players per team are allowed on the field.
- 7 players per team minimum are required to play the game.
- 11 players maximum are to be allocated to a team (only 9 on the field at any given time – any more than 9 players, and the additional players will be rotated on and off the field). All 11 players bat and bowl, and innings is complete when time is up.
- If a team has more than 11 players, the additional players are 'substitute' players can field and wicket keep only. They cannot bat or bowl.
- Innings is complete when wickets fallen is 8 (or with team less than 9 number of players taking part -1), or overs completed (i.e. if 8 players, 7 wickets must fall prior to maximum overs).

### Overs bowled and balls faced

- All players up to 11 must bowl.
- The number of overs bowled, and the number of balls faced when batting, are:

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- **7 player team** – 4 players bowl 5 overs, 1 player bowls 4 overs, 2 players bowl 3 overs and batters retire at 30 balls
- **8 player team** – 6 players bowl 4 overs, 2 players bowl 3 overs, and batters retire at 30 balls
- **9 player team** – 5 players bowl 4 overs, 2 players bowl 3 overs, 2 players bowl 2 overs and batters retire at 30 balls
- **10 player team** – 10 players bowl 3 overs, and batters retire at 25 balls
- **11 player team** – 8 players bowl 3 overs, 3 players bowl 2 overs, and batters retire at 25 balls.

### Forfeit

A team with fewer than 7 players will not take the field at any time and will be deemed to have forfeited the match. In the interests of player development, a scratch match should be played whenever possible; however, no scores or player stats are recorded.

### Fielding

- Movement of fielders is recommended to ensure all players experience all positions
- 13B – teams are required to use 2 Wicket-Keepers (not applicable for 13A).
- If more than 9 players are present at a match, they shall rotate onto the field during the innings
- For 13A it is proposed that both ends are played from to develop greater match awareness between overs and develop greater match awareness. This is to be the norm for 13A, and is only not to be played if there is a safety concern over bowling from a particular end, and playing from one end only must be agreed by both coaches.
- Batters to swap ends at the end of each over, where bowling is from the one end. Normal rules apply when there is a change of ends after each over.

### Balls

- The only balls prescribed by the SCCA to be used in matches are Kookaburra brand.
- Unless otherwise advised by the SCCA, the types of balls to be used as a **minimum standard** are 142 gr “Zenith” on all surfaces
- Where a ball becomes damaged during play (e.g. waterlogged or split) the ball may be replaced as per laws of cricket with a similarly aged ball.

### Retirement of Batter

- Batters shall retire on facing the allotted number of balls as outlined above (includes wides and no balls). A batter retiring before facing the allotted number of balls is “retired out”, unless they are retired hurt.
- A retired batter may only resume their innings after all other batters have batted (apart from batters that have “retired out”). Such resumptions will occur in the order of retirement. If a batter "retires hurt" they may resume their innings if they are declared fit to play and at the fall of a wicket or retirement of a batter.
- Retiring batters shall be recorded as:-
  - “Retired - not out” if they retire having faced their allotted balls
  - “Retired hurt” if they are retired hurt
  - "Retired out” if they are retired in any other circumstance, in which case they cannot resume their innings. They are out.

**Bowling Restrictions**

- All players must bowl 2 overs before any player may bowl additional overs (except the Wicket -Keeper). Max overs per player per game is 4.
- A bowler may only bowl a maximum 2 over spell.

**Wide**

The penalty for a wide delivery shall be 1 run and it shall be in addition to any wides run from the delivery. The delivery will be re-bowled (subject to maximum balls per over limits above).

**Five Run Penalty**

The five-run penalty will apply when the ball hits a hat or helmet.

**Run Out at Bowlers End**

- **Law 38.3** (Non-striker leaving his or her ground early) shall apply, except that before being able to successfully run out a non-striker, the batting team shall first be given a warning by the umpire for passing the popping crease before the bowler is in position to release the ball.
- The fielding captain must request a warning, which can be upheld or not upheld by the umpire. If the request is upheld, both not out batters and any subsequent batter shall be advised of the warning upon coming to the wicket. At the next interval, the batting captain shall also be advised of the warning. The warning applies until the completion of the innings.