



# SCCA JUNIOR RULES SEASON 2024 - 2025

SUNSHINE



Version 1, Season 2024-2025

# SCCA Junior Rules 2024 - 2025

---

## General Information relating to all age levels.

### The Laws of Cricket

- These Rules are to be read with the MCC Laws of Cricket (“Laws”).
- If there is a difference between the two, these Rules prevail.
- The “Quick Guide” is a summary overview. Refer to the full Rules for clarification.
- If something is not covered by these Rules, the Laws apply.

### Coaching Accreditation

- All Coaches must have a minimum of Level 1 Coaching accreditation when coaching from U13's, up.
- All Coaches must have a valid blue card.

### Grounds

- The home side will set up the ground for play.
- The home side will inspect the condition of the ground and confer and decide with the opposing team management as to its playability. This discussion will take place in sufficient time to allow the away team to advise its members of a cancellation before they depart for the ground.
- If player safety is a concern due to poor condition of the playing surface of the pitch or the outfield, both coaches must agree to play before play starts. Where a ground is unfit for play, every effort should be made to find a replacement ground within the same geographical location within the draw and on the same day. Once a match commences there can be no change of venue.

### Age Group Rules

- The SCCA Junior competition has:-
  - 6 competitions (U11, U13A, U13B, U15A, U15B, and U17)
  - in 4 Age Groups (U11, U13, U15, U17).
- Players will play within the Age Group matching their eligibility as below:-

Age Groups	Eligibility
U11	DOB between 1 September 2012 and 31 August 2013
U13	DOB between 1 September 2010 and 31 August 2012
U15	DOB between 1 September 2008 and 31 August 2010
U17	DOB between 1 September 2006 and 31 August 2008

- Players can play outside of their age group in the following circumstances:-
  - Players too young to play in U11, may play up into U11 without dispensation;
  - Players eligible for U11 but too young for U13, may play up into U13B (and not 13A) without dispensation;
  - Girls of any age may play down one Age Group, below their eligible Age Group without dispensation. *Note - one Age Group spans 2 years, this means that girls can play down up to 2 years;*
  - Players can also play in a higher or lower Age Group, only with prior dispensation approval from the SCCA. Players who receive dispensation to play outside of their eligible Age Group may be moved back into their eligible Age Group or their involvement restricted at the discretion of the SCCA (see below).

### Club nomination of teams for the SCCA competition

- The SCCA will accept team nominations in competitions at its absolute discretion.
- A club nominating a team into the U13A or U15A competitions should provide evidence acceptable to the SCCA of appropriate skill and maturity of the players in the team.

## SCCA Junior Rules 2024 - 2025

---

- Clubs nominating teams in the U13A and U15A competitions must have 8 (U13A) or 10 (U15A) registered players on their team sheets when the committee meets to finalise the draw. Teams with less than 8/10 registered players will only be considered for entry into the U13B or U15B competitions.
- The number of teams accepted into in the U13A and U15A competitions may be limited.
- If a club nominates more than one team in the U13A, U15A or U17 competition, the club needs to show the SCCA that it has reasonably tried to balance the skill levels of the players in the sides.
- Where there is an A & B competition for an Age Group, but the combined teams in the A and B competitions are not an even number such that a bye is required for one competition, the bye will be in the B competition. This may mean rejecting a club's nomination in the A competition and placing that team into the B competition.

### Player Participation Rules

- Players must be registered to play for the relevant club in the SCCA competition before participating in any junior match within any competition, without exception.
- Players (including **slash players**, if applicable) must be entered in PlayHQ to be playing the coin toss.
- Players participating in a 2-day game, if not named before the coin toss, cannot play later in the morning or on the following week.
- Players not entered into PlayHQ before the coin toss cannot bat or bowl in the game, but they can sub field.
- **Slash players** to be notified before the coin toss and be slashed in the scorebook or teamsheet.

### Player Movement Rules

- Players need dispensation from the SCCA to **change Age Groups** (eg, from U13 down to U11, or up to U15).
- Players do not need dispensation to:-
  - **change competitions** within an Age Group (eg, from U13A to U13B); or
  - **play up one competition or age group occasionally**, before the player qualifies for the finals; or
  - **change teams** within a competition (eg, from one U13B side to another U13B side),
- Despite the point above, once a player has exceeded the runs/wickets threshold in that team, they must stay in that team (eg: If a U13A player has exceeded the wickets threshold in U13A, they must remain in that team for the duration of the season OR can play higher with dispensation approval).

### Runs / Wickets Threshold:

U13A - Once a player has scored 100 runs or taken 10 wickets in U13A, they are bound to stay in that related team for the duration of the season (eg if a player has scored 120 runs in U13A, they are not allowed to move back to U13B for the duration of the season, unless dispensation is approved by SCCA).

U15A - Once a player has scored 200 runs or taken 12 wickets in U15A, they are bound to stay in that related team for the duration of the season (eg if a player has scored 200 runs in U15A, they are not allowed to move back to U15B for the duration of the season, unless dispensation is approved by SCCA).

## SCCA Junior Rules 2024 - 2025

---

- Despite the point above, once a player is eligible to play finals in a competition as set out in these Rules, they cannot play in a different competition without prior dispensation from the SCCA. *Note – the effect of this is that once a player has played 7 days' cricket, they cannot change to a 'lower' competition.*

### Potential action by the SCCA

- The SCCA's Age Coordinators will monitor the competition. If the SCCA feels that a player, who is playing outside their correct Age Group, is dominating, the SCCA can (and even if the player was given dispensation) at any time during the season at the SCCA's discretion:-
  - move a player to their correct Age Group;
  - place restrictions on a player batting or bowling; or
  - require a player to cease playing in that Age Group.
- If there is disagreement with the SCCA's decision above, an appeal may be lodged to the SCCA Management Committee in writing within 7 days of the club receiving notice of the decision. The Management Committee will review the matter and then make a binding decision within 7 days.
- If there is an appeal (within 7 days), then a decision made by the SCCA will not apply until the appeal is decided by the Management Committee (and the player can continue playing until the appeal is decided).

### Penalty

- Breach of the Age Group Rules, the Player Participation Rules, or the Player Movement Rules will result in the offending team being deemed to have forfeited (zero points) the game(s) in which the breach occurred, regardless of whether the breach was intentional.

### Finals Eligibility

- To be eligible to play in finals, a player must have played a minimum of 7 days cricket in the relevant team. A 2-day game will therefore constitute 2 days of cricket for eligibility.
- A washout / forfeit / or otherwise abandoned match is considered a day of cricket (for finals eligibility) if the player is named in the team before the scheduled start of the game.
- Where a team is playing in the finals, but has player unavailability and does not have enough available players who are eligible to play in the finals, prior dispensation is required for a non-eligible player to play in the final. *Note – to be considered for dispensation, the player must be from the same club, and from the same or a lower competition.*

### Scoring

- Each team will provide a scorer.
- Additionally, for U13 – U17:-
  - Both Clubs enter the **full names** of the selected players for the teams before a match.
  - The Club will complete all relevant details in the PlayHQ database for each game.
  - Home Clubs shall enter, and Away Clubs confirm, the result of the game.
  - Score cards in the PlayHQ database will be completed on or before:-
    - For the last fixture and finals – 4.30pm on the Monday after completion of each match.
    - For all other fixtures – 12 pm (midnight) on the Monday after completion of each match.
  - For all Fixtures, for teams receiving a forfeit, an abandoned match where the minimum overs are not completed or a bye, an entry of such a result on the PlayHQ database is required, listing the result of the match and the names of the selected Players.

## SCCA Junior Rules 2024 - 2025

---

- Progress Results may be entered following the first day's play of a 2-day match (where applicable). This will save time the following week in order to meet the Monday timeline.
- Failure to provide that data (as above) will result in a penalty-
  - 1<sup>st</sup> Offence, a warning
  - Offence, Final warning
  - Repeat offenders – Potential loss of the relevant match points at discretion of the SCCA.

### Umpiring

- Each team will provide an umpire.
- Additionally, for U13 – U17:-
  - Umpires must have completed the SCCA Online Umpires Course before the start of the 3<sup>rd</sup> (third) match.
  - Umpires who have not completed this Course may umpire at Square Leg (only).
  - If there is no Umpire from the 3<sup>rd</sup> match who has completed the course, the match will be played but will be recorded as a “Loss” to both teams and one (1) competition point will be awarded to both teams
  - Unless unavoidable, no umpire should officiate at the bowler's end while his / her child is bowling or batting. Umpire should move to Square Leg position whilst their child is batting or bowling.

### Time available for play

- The time allocated for play is limited.
- The coach and team captains will ensure all overs are completed in time and as much cricket as possible is available for the players.
- To assist this, the SCCA has adopted the following:-
  - **Commencement of Play**
    - Where a game is played on a turf wicket, the covers must be removed by the home side by no later than 7am.
    - Play must commence by the start time.
    - Play can commence before the scheduled start time if the coaches agree.
  - **Incoming Batter**
    - The next incoming batter must be ready to immediately enter the field at all times.
    - When a batter is dismissed or retires, his/her replacement shall enter the field of play without delay – before the outgoing batter has left the field.
  - **Drinks**
    - Drinks will be taken on the field.

### Bowling Restrictions Table – U15 and U 17

Bowlers can bowl no more than 20% of allotted overs. Maximum over **spell lengths** for U15 and U17 are:

## SCCA Junior Rules 2024 - 2025

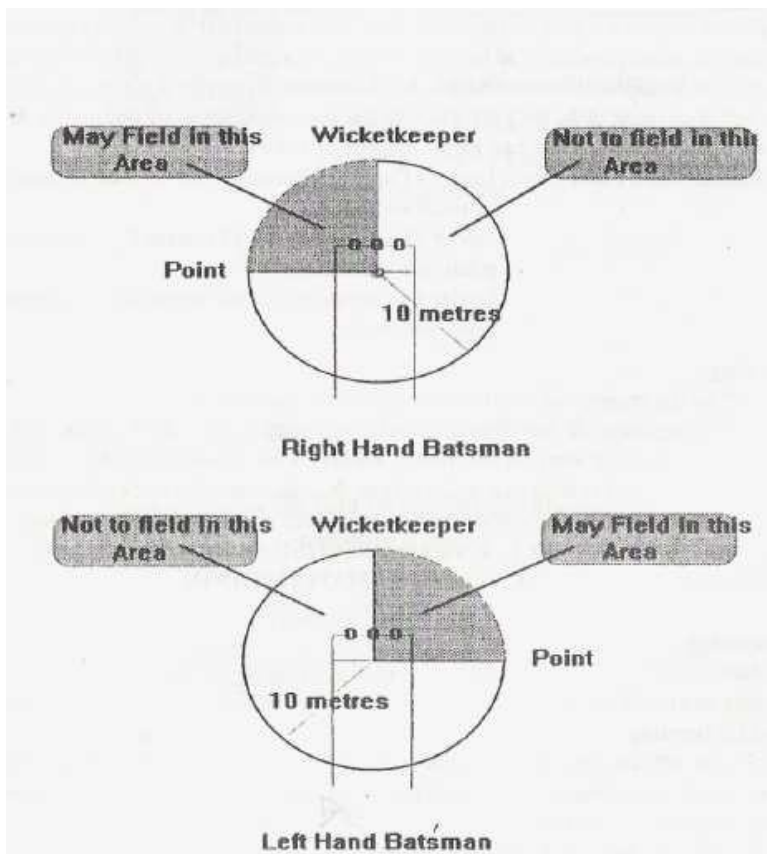
	One Day Games	Two Day Games	T20 Games
U15A	Pace / seam - 5 overs Slow / spin – N/A	Pace / seam only - 5 Slow / spin – N/A	Pace / seam - 2 Slow / spin – N/A
U15B	Pace / seam - 5 overs Slow / spin – 5 overs	Pace/seam - 5 overs Slow / spin – 5 overs	Pace / seam - 2 Slow / spin – 2
U17	Pace / seam – 6 overs Slow / spin – N/A	Pace / seam - 6 overs Slow / spin – N/A	Pace / seam - 2 Slow / spin – N/A

### Restriction of fast bowling – applicable for U13, U15, U17

- As a rule of thumb, bowlers may be regarded as bowling “fast” when the wicket keeper stands back from the stumps prior to the delivery, however, Umpires have sole discretion to determine fast or slow bowling.
- At the completion of any spell, the bowler will be restricted from bowling again on that day until a further number of overs has been bowled which is twice the number which he / she delivered in their last spell.
- No fast bowler can bowl more than 16 overs in a day regardless of the number of games involved.
- Should a fast bowler deliver an over containing only slow balls / spin during a spell, that over shall be regarded as an over of slow bowling.

### Fielding Restrictions

- The fielding restrictions are designed to promote the safety of the players at all ages of junior cricket. They must be observed by all coaches and are non-negotiable.
- **U 11** With the exception of the wicket keeper, no player shall field closer than 15 metres to the batter.
- **U13, U15 and U17** – the below diagram shows the fielding restrictions. Players cannot be in close (within 10



## SCCA Junior Rules 2024 - 2025

---

metres) on the “off-side” or the “on-side” in front of the batter. i.e. short leg etc.

### Behaviour

All players and officials shall comply with the SCCA Conduct Codes and Policies, available from the SCCA website.

### Dress

- Players shall wear white or cream long trousers and white shoes.
- T-shirts and undergarments [i.e., skins worn under playing shirts] unless white, shall not protrude beyond the playing shirt.
- Long sleeve playing shirts are highly recommended.
- Coloured team shirts may be worn if all players wear them and the shirts have been previously approved by SCCA.
- Shirts shall be tucked in at all times.
- Club caps or white hats only shall be worn at all times. No rep caps to be worn.
- On turf wickets, it is preferable to bowl in spikes but not compulsory.
- It is compulsory to wear protective helmets, pads, gloves and protector (for boys) when batting and for wicket keeping up to the stumps, in any junior cricket match.

### No ball

- Any ball that, after bouncing, passes over the shoulder of the batter in his/her normal batting position (regardless of whether the batter moves from their normal batting position when playing a shot) is a no ball, irrespective of bowler's speed.
- Any full toss that passes or would have passed a batter above his/her waist, when in a normal batting position (regardless of whether the batter moves from their normal batting position when playing a shot) is a no ball, irrespective of bowler's speed.
- A ball that bounces twice before reaching the popping crease, or runs along the ground to the batter, is a no ball.
- On an artificial pitch, a ball which lands off that surface or on the edge of that surface is a no ball and a penalty of 1 run only will be added to the score. The ball will be re-bowled (except for U11, which has 6-ball overs only). The ball **cannot** be hit, and no additional runs can be scored. If the batters seek a run, the run will not count and the batters must return to their ends. An additional run cannot be scored, and the batters cannot be run out. The ball is a “no-ball, dead ball”.
- The penalty for a no ball shall be one run in addition to any runs, byes or leg byes scored. The ball will need to be re-bowled (except for U11, which has 6 ball overs only).

### Short-pitched bowling

- Persistent bowling of short-pitched deliveries will be regarded as intimidating and dealt with in accordance with the Laws (41.6)
- Bowling of high full pitched balls, in all Age Groups, shall be dealt with in accordance with the Laws (41.6)

### Dead Ball

- If, during delivery, a ball strikes a join, strap or lands on the concrete between the artificial





## SCCA Junior Rules 2024 - 2025

---

For example:

- a. Team batting first (T1) scored 150 after 30 overs with an average run rate of 5 ( $150/30=5$ )
- b. Team batting second (T2) faced 10 overs before rain stopped play for 30 minutes, thus reducing the overs by 8 overs ( $30/3.75=8$ )
- c. Total overs remaining for T2 = 12 ( $30 - 10 - 8$ )
- d. Target for T2 = T1 average (5) x 22(overs faced (10) + overs remaining (12)) =110 runs + 1

### Wet Weather Rule – Two Day game

- Where weather has interrupted play and minimum required overs were bowled but less than the full quota of overs was bowled, the following formula will take effect.
- The time remaining (less 10 minutes for change of innings) should be divided by 3.75 giving an overall number of overs available. The overs available should be added to the overs already bowled and then divided by two to give the overs available to each team.

For example:

- a. 28 of the allotted 55 overs were completed on day one when rain intervened.
  - b. 3 hours and 45 minutes (225 minutes) less ten minutes (change of innings) were available on day two allowing 55 overs.
  - c. Add this to the overs already completed ( $28 + 55$ ) giving a total of 83 overs.
  - d. Divide this figure by two giving a total of 41 overs per side.
  - e. The game becomes 41 overs per side game.
- Note: Where the team batting first has been dismissed inside 20 overs before any weather delay, the above formula shall not apply. Play shall continue as per normal on the second day.
  - Interruptions to the side batting second – the same formula needs to be applied as is the case in the one-day game – Average Run Rate Calculation.
  - **Where Day 1 of a 2-day game is completely washed out (no play possible) week 2 is played as a 1 Day game.**

### SCCA decisions

- If an issue arises regarding the competition that is not expressly covered by these Rules, the SCCA can make a decision on that issue.
- Where the SCCA is to make a decision on matters arising in this document, or where there is a decision that is not covered by these Rules, the decision is made in the absolute discretion of the SCCA.
- As a guide to clubs, when making a submission regarding a decision made by the SCCA, or when making a request, the following is a non-exclusive list of matters to be considered by the SCCA (some of which may not be applicable, depending on the particular decision or issue)-
  - Player Safety
  - Fairness
  - Spirit of Cricket
  - Participation
  - Draw (including minimising byes)
  - The individual circumstances of the issue at hand