

GAUTENG CRICKET BOARD

2017 JUNIOR CLUB CRICKET PLAYING CONDITIONS

The Playing Conditions appear to be formal but it is important to promote discipline and observance with cricket etiquette and good behavior at a young age. This is where coordinators and all youth coaches must play a vital role in promoting the SPIRIT OF THE GAME!

In all instances the MCC Laws of Cricket shall apply, unless there are specific adjustments made thereto that are outlined in this document.

1. MATCH DURATION

Matches shall be of half day's scheduled duration.

The matches will consist of one innings per side. Details of the ideal number of overs for each age group are outlined in Annexure 1: Age Group Specific Playing Conditions.

2. HOURS OF PLAY AND INTERVALS

2.1 START AND CESSATION TIMES

Morning Session	08h00 – 10h00
Innings Interval	10h00 – 10h15
Second Session	10h15 - 12h15

2.2 INNINGS INTERVAL

2.2.1 Where an innings concludes, or there is a break in play, within 15 minutes of the scheduled interval, the interval will commence and be limited to 15 minutes.

2.2.2 When the team batting first has completed its innings prior to the scheduled interval, a 15 minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.

2.2.3 The team batting second will commence its innings at a re-scheduled commencement time for the second session when the team batting first has completed its innings within 15 minutes of the scheduled interval.

2.2.4 Where play is delayed or interrupted the Umpires will reduce the length of the tea interval as follows:

Time Lost	Interval
Up to 30 minutes	15 minutes
More than 30 minutes	5 minutes

2.3 EXTRA TIME

In a match where the start is delayed or play is suspended, the hours of play may be extended up to a maximum of 30 minutes.

2.4 INTERVALS FOR DRINKS

One drinks break of 5 minutes duration per session is permitted. The provisions shall be strictly observed except that under conditions of extreme heat the Umpires may permit extra intervals for drinks.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted.

No other drinks shall be taken onto the field without the permission of the Umpires.

3. THE TOSS

The Captains or their deputies (who must be one of the nominated players) shall toss for the choice of innings on the field of play not later than 15 minutes before the time scheduled for the match to start, or before the time agreed upon for play to start.

If a team arrives late, the toss will be forfeited and the team arriving late will bat first.

4. BALLS & PITCH SPECIFICATIONS

Details of ball types and sizes and the pitch length are outlined in Annexure 1: Age Group Specific Playing Conditions. This can be summarized as follows:

Age Group	Ball Type and Size	Pitch Length
U15	156g (2 piece)	20,12m
U12 & U13	135g (2 piece)	20,12m
U9, U10 & U11	113g (2 piece)	17,68m
U7	Soft Red Ball (Slaz / Wonder ball)	16m

5. SUBSTITUTES AND RUNNERS; BATSMAN OR FIELDER LEAVING THE FIELD; BATSMAN RETIRING; BATSMAN COMMENCING INNINGS

5.1 SUBSTITUTES AND RUNNERS

The Umpires shall have discretion, for other wholly acceptable reasons, to allow a substitute for a fielder, or a runner for a batsman, at the start of the match or at any subsequent time subject to consent being given by the opposing captain.

5.2 FIELDER ABSENT OR LEAVING THE FIELD

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the Umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the Umpire. The Umpire shall give such consent as soon as is practicable.

If the player is absent from the field for longer than 8 minutes:

- 5.2.1 The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.
- 5.2.2 the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

The restriction in (i) and (ii) above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness) and the consent for a Substitute has been granted by the opposing Captain.

In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the Umpires when he is fit enough to take the field had play been in progress.

5.3 BATSMEN RETIRING

In line with the focus on cricket development, managers and / or coaches must make all efforts to ensure that as many players as possible are given the opportunity to bat. To achieve this, batsmen must be retired upon reaching the following milestones, unless otherwise agreed between the managers and / or coaches prior to the commencement of the match:

Age Group	Runs Scored
U15	n/a
U13	50
U11	35
U9	25
U7	n/a

A batsman that has been retired may bat again once the other batsmen are all retired or out.

In the event of batsman being retired during an innings, one of the below shall apply:

- 5.3.1 When a batsman is retired they will be 'retired out'.
- 5.3.2 When a batsman is retired they can return to bat after all other batsmen have been 'out' or 'retired out'.

6. LENGTH OF INNINGS

6.1 UNINTERRUPTED MATCHES

- 6.1.1 Details of the ideal number of overs for each age group are outlined in Annexure 1: Age Group Specific Playing Conditions.
- 6.1.2 A team shall be permitted to declare its innings closed.

- 6.1.3 The Umpires may adjust the reduction in the number of overs to be bowled by the team bowling second if they are of the opinion that events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for cessation of the innings of the team batting first.

6.2 DELAYED OR INTERRUPTED MATCHES

6.2.1 General

- (i) A minimum of 16 overs have to be bowled to the side batting second to constitute a match.

6.2.2 Delay or Interruption to the Innings of the Team Batting First

- (i) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session.

6.2.3 Delay or Interruption to the Innings of the Team Batting Second

- (i) If there is a suspension in play during the second innings, the overs shall be reduced at a rate of 16 overs per hour of the actual playing time lost in excess of 30 minutes.

7. RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN

Coaches will be allowed to assist with the field placing.

No other restrictions with regards to the placing of fielders will apply.

8. NUMBER OF OVERS PER BOWLER

The maximum number of overs that may be bowled by a bowler in a match and the minimum number of overs of spin bowling that must be bowled in each innings in respect of each age group is outlined in Annexure 1: Age Group Specific Playing Conditions.

The general rule shall be that no bowler shall bowl more than one fifth of the total overs of an innings.

All players must be given an equal opportunity to bowl. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

9. NO BALL

9.1 SHORT PITCHED DELIVERIES

A bowler shall not be allowed to bowl a fast short pitched delivery.

A fast short pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the striker standing upright at the crease, but not clearly above the batsman's head.

In the event of the bowler bowling fast short pitched deliveries in an over, the Umpire shall call and signal no ball. The penalty shall be one run for the no ball, plus any runs scored from the delivery.

9.2 MODE OF DELIVERY

9.2.1 The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the Umpire shall call and signal dead ball, and the ball is to be re-bowled overarm.

9.2.2 The Umpire at the bowler's end (assisted by the Umpire at the striker's end, where necessary) shall call and signal no ball if a ball which he considers to have been delivered:

9.2.2.1 bounces more than twice or

9.2.2.2 rolls along the ground or

9.2.2.3 comes to rest

before it reaches the striker or, if not otherwise played by the striker, before it reaches the popping crease. If the ball comes to rest in such circumstances, the Umpire will call No Ball.

9.2.3 If the Umpire(s) believes that a bowler's action is suspicious or is in breach of the Laws of Cricket, the Umpire(s) must report their concern to the management of the relevant team following the conclusion of the match. Umpires must not call anybody for suspicious actions or "throwing" during a match. The umpire retains the power to call a bowler for throwing, but that's just to prevent misuse - say, baseball-style pitching, or a part-time bowler deliberately chucking at a crucial juncture of the match.

9.3 BOWLER FOOT PLACEMENT DURING DELIVERY

For a delivery to be fair in respect of the feet, in the delivery stride,

9.3.1 the bowler's back foot must land within and not touching the return crease appertaining to his stated mode of delivery.

9.3.2 the bowler's front foot must land with some part of the foot, whether grounded or raised

9.3.2.1 on the same side of the imaginary line joining the two middle stumps as the return crease described in 9.3.1 above; and

9.3.2.2 behind the popping crease.

If the bowler's end umpire is not satisfied that all of these three conditions have been met, he shall call and signal No ball.

10. BOWLING OF HIGH FULL PITCHED DELIVERIES

The bowling of high full pitched deliveries is unfair. Any high full pitched delivery where the ball passes or would have passed above waist height of the batsman standing upright at the crease shall be called and signaled “No Ball” by the Umpire at the striker’s end.

In the event of a bowler bowling a high full pitched delivery (i.e. a beamer), the Umpire at the bowler’s end shall adopt the following procedure:

- 10.1 In the first instance the Umpire shall call and signal No Ball, caution the bowler and, if, in the opinion of the Umpire, the bowling of the high full pitched delivery was intentional, issue a first and final warning and inform the other Umpire, captain of the fielding side and the batsman of what has occurred.
- 10.2 At the first repetition call and signal No Ball and, if, in the opinion of the Umpire, the bowling of the high full pitched delivery was intentional, when the ball is dead direct the captain of the fielding side to take the bowler off forthwith and the over will be completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
- 10.3 Not allow the bowler, thus taken off, to bowl again in the same innings.
- 10.4 Report the occurrence to both captains and coaches who shall take any further action, which is considered appropriate against the bowler, concerned.

11. WIDE BOWLING - JUDGING A WIDE

- 11.1 Any offside or legside delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide, on the leg side a ball landing clearly outside the leg stump going further away shall be called wide.
- 11.2 The maximum number of balls to be bowled per over in respect of each age group is outlined in Annexure 1: Age Group Specific Playing Conditions.

12. THE BAT

The standard provisions in the MCC Laws of Cricket shall apply.

The length of the bat may be no more than 965 mm and the width no more than 108 mm.

13. BOUNDARIES

If an unauthorized person enters the playing arena and handles the ball, the Umpire at the bowler’s end shall signal a four in favor of the batsman on strike and the ball shall become dead. The Umpire at the bowler’s end shall be the sole judge in this regard.

14. CAUGHT

The striker is out if the ball is deflected from his bat and a fair catch is taken.

The striker is out if the ball is deflected from his bat onto any part of the batsman's body or protective gear (including the helmet he is wearing) and a fair catch is taken

No runs can be scored when a catch is made.

15. FAIR AND UNFAIR PLAY

15.1 THE MATCH BALL – CHANGING ITS CONDITION

15.1.1 Any fielder may

15.1.1 polish the ball provided that no artificial substance is used and that such polishing wastes no time.

15.1.2 remove mud from the ball under the supervision of the umpire.

15.1.3 dry a wet ball on a towel.

15.2 It is unfair for anyone to rub the ball on the ground for any reason, interfere with any of the seams or the surface of the ball, use any implement, or take any other action whatsoever which is likely to alter the condition of the ball, except as permitted in (a) above.

15.3 The umpires shall make frequent and irregular inspections of the ball.

15.4 In the event of any fielder changing the condition of the ball unfairly, as set out in (b) above, the umpires after consultation shall

15.4.1 change the ball forthwith. It shall be for the umpires to decide on the replacement ball, which shall, in their opinion, have had wear comparable with that which the previous ball had received immediately prior to the contravention.

15.4.2 inform the batsmen that the ball has been changed.

15.4.3 award 5 penalty runs to the batting side.

15.4.4 inform the captain of the fielding side that the reason for the action was the unfair interference with the ball.

15.4.5 inform the captain of the batting side as soon as practicable of what has occurred.

15.4.6 report the occurrence as soon as possible to the Coaches of the fielding side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and team concerned.

16. THE RESULT

A result can only be achieved if both teams have had the opportunity of batting for the minimum number of overs required, unless one team has been all out within the minimum number of overs, or unless the team batting second scores enough runs to win within the minimum number of overs.

In matches in which both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets, which have fallen.

17. CLUB DUTIES

Clubs are to ensure the following:

- 17.1 All coaches, coordinators, team managers, Umpires and scorers are to be made aware of and must familiarize themselves with the playing conditions outlined herein.
- 17.2 All coaches, coordinators, team managers, Umpires are instructed to ensure that player safety (refer section 23 hereof) is adhered to at all times.
- 17.3 Interaction with other Clubs with regards to the organization and coordination of matches is done timeously.
- 17.4 Playing fields are prepared properly and are suitable for matches to be played. (Refer item 18 herein).
- 17.5 Fields are properly marked and ready for play 15 minutes prior to the scheduled commencement of the match.
- 17.6 Refreshments (drinks) for both teams are the responsibility of the home club and must be available at the changeover.
- 17.7 Parental conduct is managed at all times. Clubs are to ensure that parents are informed on appropriate conduct towards their own children and players of the opposing team.

18. GROUNDS

The league does not lay down requirements for the standard of the pitch and it is perfectly acceptable to play on rolled and mowed portions of outfield, astro, turf or matting wickets. The proviso is that the surface must be safe and appropriate for the age group playing on it.

19. UMPIRE AND SCORER

Each team is to provide a competent Umpire who is conversant with the laws of cricket and the playing conditions for this competition. In addition, each team is to provide a competent scorer properly equipped with a cricket scorebook.

20 DETERMINING OF AGE GROUPS

The following shall apply in respect of the 2014 calendar year. (All players in the “older” category will move to the next Age Group from 1 January 2015):

Age Group	Classification	Age on 1 Jan 2017	Year born
U5		4 and less	2012 +
U7		6 and less	2010, 2011
U9	Younger	7	2009
	Older	8	2008
U11	Younger	9	2007
	Older	10	2006
U13	Younger	11	2005
	Older	12*	2004*
U15	Younger	13	2003
	Older	14	2002

* - If an under 13 player is in High School, that player must play in the under 15 Age Group.

21 LENGTH OF SEASON

The 1st half of the season for Junior Club Cricket as administered by the Gauteng Cricket Board will commence its matches in February and will last until late March.

The second half of the 2014 season for Junior Club Cricket as administered by the Gauteng Cricket Board will commence its matches in mid-October and will last until late November.

Winter season will be from Mid-April to Mid-July.

22. RULES OF THE GAME

Coaches and managers should adopt the PROCESS approach to the game and not the PRODUCT or “win at all costs” approach.

Remembering the spirit of the league coaches are to ensure that **ALL** players get a chance to play in at least one match in three and on a regular basis.

The following specific conditions will apply:

22.1 DRESS CODE

Players will be neatly dressed in white clothing. White shirts, shorts or long pants, socks and tekkies or cricket shoes. Shirts may discreetly carry club colours and sponsors logos. Players are to wear the appropriate protective equipment as laid out in section 23.

22.2 OTHER

Please refer to Annexure 1 for details of other rules and playing conditions that will apply in respect of the various age groups.

23. PLAYER SAFETY

Coaches are to ensure the safety of their players at all times and under no circumstances may a child be allowed to play in training or in a match situation without the relevant protective gear. As a guideline the following should apply:

- 23.1 Any player batting or keeping wicket shall wear a full helmet (visor included) and box when play is in progress.
- 23.2 No fielder may be allowed within 5 meters in front of a batsman without wearing the relevant protective equipment: helmet and box.
- 23.3 In all cases, no actions involving helmets are to waste playing time. Umpires are not to hold helmets.
- 23.4 No bowler may be allowed to bowl more than 4 overs in succession in any single spell, and must rest for at least 8 overs between spells.
- 23.5 An adequately stocked first-aid kit must be readily available and accessible at all times during practice and play. If at all possible each team must have a first aid kit should the team be playing at a ground where no club facilities are available during the match.
- 23.6 Adequate drinking water must be available to prevent dehydration.

The GCB indemnifies itself from any recourse failing the implementation of these guidelines.

24. THE FIELDER

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the Umpires do not consider that it constitutes a waste of playing time. A batsman may only change other items of protective equipment (e.g. batting gloves, etc.) provided that there is no waste of playing time.

25 CONDUCT

Cricket is a gentleman's game and Coaches and managers are responsible for the conduct of their players and their supporters at all times and are to ensure the following conduct guidelines are implemented:

- 25.1 swearing, blasphemy, intimidation and derogatory language will not be tolerated from players, parents, coaches, or team supporters.
- 25.2 at no time may a player argue an Umpire's decision. Disputes may be discussed and settled formally and amicably after a match or resolved through the relevant authority channels.
- 25.3 punctuality and sportsmanship are to be respected.
- 25.4 players, coaches and managers must never lose sight of the fact that a victory is always gained at the expense of a defeat. Public gloating over a victory should, therefore, be strongly discouraged.
- 25.5 At the end of the match coaches must encourage players to shake hands with the opposition to educate sportsmanship to players at a young age.

Gauteng Cricket Board

7 August 2017

Document Version 2017.1

Annexure 1: Age Group Specific Playing Conditions

	Under 7	Under 9	Under 11	Under 13	Under 15
Age Group Determination 2017	2010, 2011, 2012, 2013	2009, 2008	2007, 2006	2005, 2004	2003, 2002
Players per team	8 players and a 9th man per side Batsmen must bat in pairs and face four overs per pair. They do not walk on losing a wicket.	11 players and a 12th man per side			
Extra player	9th man may bowl and field, but may not bat	12th man may bowl and field, but may not bat			
Number of Overs	Between 12 & 16 overs per side	The match will be played over 2 hours each way with a minimum of 20 overs faced by each team providing weather permits.			The match will be played over 2 hours each way with a minimum of 30 overs faced by each time providing weather permits.
Balls per over	6 balls per over, although fault balls will receive normal penalties as extras, limited to 8 balls per over. A maximum of four 8-ball overs will be allowed.	6 subject to a maximum of 8 taking no-balls and wides into consideration			6 subject to a maximum of 12 taking no-balls and wides into consideration
Overs per bowler	All fielders except the wicket keeper must bowl.	A minimum of 8 bowlers to be used in the match. Maximum of 3 overs per bowler. The coach to encourage all players to bowl 1 over unless the player itself feels uncomfortable.	A minimum of 5 bowlers to be used in the match. Maximum of 5 overs per bowler.	Maximum of 5 overs per bowler.	
Spin bowling	n/a	At least 3 overs of spin must be bowled.		At least one 4 over spell of spin to be bowled.	At least one 5 over spell of spin to be bowled.
Size of Pitch	16m from wicket to wicket. Portable wickets or those of the type used in Baker's cricket may be used.	17.68m from wicket to wicket		20.12m from wicket to wicket	

	Under 7	Under 9	Under 11	Under 13	Under 15
Size of playing field	The boundary should not be more than 25 meters both from the centre of the pitch on the on and off side	The boundary should not be more than 30 meters both from the centre of the pitch on the on and off side	The boundary should not be more than 40 meters both from the centre of the pitch on the on and off side		
Ball	A red Slaz Ball, Wonderball (junior size), poly-soft ball, Bakers ball, or equivalent will be used.	113g two piece leather cricket ball		135g two piece leather cricket ball	156g two piece leather cricket ball
LBW Rule	Not in play		In play		
No ball	No Balls shall include the following: <ol style="list-style-type: none"> 1. Short pitched delivery (bounce above shoulder height) 2. Full pitched delivery (above waist height) 3. Ball bouncing more than twice before reaching the wicket 4. Ball that rolls along the ground 				
Coaches on field	Coaches are permitted to be on the playing field and coach during a match, but not to the extent that it will interfere with the time allocated for completion of each innings.				
Result	A result may be calculated by either deducting 2 runs per wicket lost, or by dividing runs made by wickets lost. The higher aggregate is the winner.	A minimum of 16 overs shall constitute a match			