

**Ferntree Gully & District Cricket
Association (Inc) est 1947**

JUNIOR EXECUTIVE

Formed 1952

Patron: Mr Alan Bailey

President: Colin Capon
Mobile: 0413 226 695

Vice President: Arnie Walters
Mobile: 0406 035 656

Secretary: Richard Millott
Phone: 0422 996 182
Email: secretary@ftgdca.com.au

Junior Administrator: Col Clausen
Mobile: 0419 517 684
Email: colclausen.ftgdca@gmail.com

Match Secretary: Karen Davidson
Mobile:0425 701 182
Email: csen@csa.edu.au

General Committee:
Gary Saultry 0408 665 336
Greg Paroissien 0408 324 076
Shane Edmanson 0401 141 260
Kristen Elder 0404 029 381

Girls Cricket:
Emily Moss
Phone: 0402 854 280
Email: emoss3@bigpond.com

Regional Cricket Manager (Outer East Metro)
Di Day (M) 0427 314 389
Email: dday@cricketvictoria.com.au

VCCL Region 8 Secretary (South East Country)
Stephen Morone (M) 0428 004 154
Email: smorone@chelgrave.com.au

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1. ADMINISTRATION

1.1 MEETINGS

All junior coaches/managers and co-ordinators to meet at Association level during the months of September (prior to season) December (pre junior carnivals) & March (pre finals). Dates to be determined by the Junior Administrator.

2. FTGDCA EXECUTIVE POLICIES & RECOMMENDATIONS

2.1 At all times the objective of the FTGDCA Executive will be to attract players to the Association and teach them the skills of cricket.

2.2 The Association strongly encourages all clubs to give all players equal opportunities to execute their skills under match conditions.

2.3 The players' interest will always receive first consideration in any rule changes, disputes and or hearings.

2.4 Clubs with two sides in one group must play their strongest players in Section One and endeavour to field a full side in that section.

2.5 Clubs are to be as selective as possible when appointing junior officials.

2.6 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 Junior Executive. Approved coloured tops may only be worn when every player in the team wears them. White pullover (club colours may be worn on the pullover).

White socks (club coloured hoops permitted). Trousers not permitted to be tucked into socks when fielding (wicket keeper excepted).

White footwear, which may include coloured stripes.
White hat, Club or Association cap may be worn, but hats bearing advertising material not permitted.

Spiked shoes or boots are not permitted.

Shirts must be tucked in at all times.

Thigh pads (if worn) must be worn under the clothing in all competitive grades.

- 2.7 If a player is incorrectly dressed, he/she shall incur a \$5 fine if the Junior Executive reports them.
- 2.8 In the event of any uncompleted one day games the Executive will make a final decision on the results in all sections.
- 2.9 Fixtures will be the responsibility of the Executive and shall 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.
- 2.10 Drink intervals shall be taken every hour in all two day games unless previously agreed on by both coaches.
- 2.11 Drinks breaks shall not exceed 5 minutes.
- 2.12 The Junior Executive are permitted to raise funds to be used for the development of cricket.
- 2.13 U/12 & U/13 coaches are asked to be flexible with their batting and bowling orders, eg, not use the same opening batsmen all the time, also allow players to field in different positions each week and maybe rotate wicket keepers.
- 2.14 U/12 & U/13 coaches should be encouraged to allow each player to take turn at being captain and show his/her leadership qualities. Duties could include tossing the coin, selecting the batting and bowling order.
- 2.15 Clubs are encouraged to bat out their full allotment of overs and give all batsmen a chance at the crease.

- 2.16 Only **Kookaburra cricket balls** are to be used in junior matches.
- 2.17 FTGDCA Representative teams will be selected by choosing the strongest available players regardless of what FTGDCA club they come from. In situations where two players are considered by selectors to be of the same ability/skillset – the player from the club with the smaller representation in the team should be selected.
- 2.18 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.

3. PLAYER ELIGIBILITY, REGISTRATION & CLEARANCES

- 3.1 The **minimum age** to qualify for **registration in Super 7 is 7 years** at the **1st of September** unless prior permission from the FTGDCA junior executive committee.
- 3.2 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 registration and competition management system (My Cricket).
- 3.3 Any new player is to be registered with My Cricket no later than with the match report for the first match in which the new player takes part.
- 3.4 On being registered in My Cricket, the new player shall be deemed a junior member of that club for 3 seasons, unless cleared to another club.
- 3.5 All players, once they have been cleared to another club, must complete a new registration form.
- 3.6 All players must be registered with the Association via the registration and competition management system (My Cricket.)

- 3.7 No player shall be eligible to play unless registered and no player shall be registered unless eligible to play.
- 3.8 Applications for registrations shall close at the commencement of the final home and away match.
- 3.9 Female players may compete in all junior grades. They may be two (2) years older than their eligible age group.
- 3.10 **Any junior players wishing to play senior cricket (must be 13 years as of September 1) shall be automatically registered as a senior player once he/she has attained the age of 13. Players under 13 years of age cannot play or substitute in senior grades. See Senior rule 1.11.4**
- 3.11 Any club playing an unregistered or uncleared player shall 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.
- 3.12 In the event of two opposing sides both playing unregistered or uncleared players in the same game, no match points will be awarded.
- 3.13 A junior player having transferred to any other cricket Association and returning to the FTGDCA, must return to the club he transferred from or obtain a clearance, except where he/she has been absent for more than 3 seasons.
- 3.14 Deleted (2018)
- 3.15 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.
- 3.16 Any player who has had their clearance application refused has the right to appeal to the FTGDCA Executive. An appeals hearing will be organised and the decision final.

- 3.17 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.
- 3.18 The minimum age for a junior cricketer to be playing U/14 is to be 12 years and the minimum age for a junior cricketer to be playing U/16 is to be 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.
- 3.19 To be eligible to play in an age division, players must be under the nominated age prior to the 1st day of September in the year in which the season commences.
- 3.20 A club may apply to the FTGDCA Junior Administrator for a special permit for a player to play in a grade or division for which the player is ineligible under rule 3.18, if it considers that valid reasons exist for the player's exemption from the rules.
- 3.21 A club may also apply to the FTGDCA Junior Administrator for a special permit to play in the Under 16 competition where that player turned 16 years of age prior to 1st September (but was not born before 1st March of that year). In deciding whether or not to grant a permit, the Junior Administrator will consider that players record in the current and previous seasons in all grade of cricket, including Senior Cricket.

- 3.22 Permits may be granted for 3 matches at the discretion of the Executive. A club can apply for a continuation of the permit following the completion of those 3 matches.
- 3.23 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.
- 3.24 Three members of the Executive will decide on which permits will be issued. The Executive decision is final.
- 3.25 A permit can be revoked at any stage during the season at the discretion of the Executive and with consultation with the club.
- 3.26 The Executive in granting the permit has the discretion to place restrictions on a player granted a permit pertaining to where the player can bat in the batting order and/or where the player can bowl in the bowling order.
- 3.27 Where the Executive grant a permit for 3 matches, the club is required to submit by email to the Junior Administrator, the performances of the player at the completion of the approved 3 match permit period in order to get a further 3 match period permit. The Executive will review the performances and advise the club if a further 3 match permit will be granted.
- 3.28 Should a club fail to submit a request for a further permit or fail to submit the performance of the player by 7.00 pm on the Wednesday after the permit has expired, the player will not be eligible to play. Should the player then play without a permit, the club will forfeit that match.

4. JUNIOR MATCH ADMINISTRATION

- 4.1 Every coach from U/12's 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 1st November and have accreditation completed by 15th December each season.
- 4.2 Every Junior Blaster centre co-ordinator, Master Blaster, Super 7 and Fast 9 team coaches must complete the Cricket Victoria on line Introduction to Coaching course (Mandatory) before 1st 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.
- 4.3 **All coaches (all ages), team managers and scorers** must have **working with children accreditation** and copy must be sent to their Club secretary by 1st November each year.
- 4.4 Clubs must submit the name, addresses and phone numbers of the team coaches and 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.
- 4.5 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.
- 4.6 Each team must provide a scorer who shall be conversant with, an immediately acknowledge, all signals likely to be given to him/her by the umpire. Each scorer must record in the scorebook the start

and finish times of each days play. If any interruptions are due to adverse weather, then these times must also be documented.

- 4.7 If needed, 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.

Match points are not awarded based on the result. A teams position on the ladder will be 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 1/2 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 1/2 win: Tied game, Drawn game, Abandoned game, Cancelled game.

Sides on equal Match Ratio will be separated by percentage.

If any teams that have an equal win/loss Match Ratio %at the end of the home and away fixture, the relative positions of such teams shall be determined by averages as follows:

(i) The batting average for a team shall be obtained by dividing the total number of runs scored by the number of wickets lost.

(ii) The batting average against each other shall be obtained by dividing the total number of runs scored against it by the number of wickets taken.

(iii) The former shall be divided by the latter, the team having the higher quotient shall be considered to have the better performance.

(iv) In an innings declared or compulsorily closed or match abandoned, only the wickets lost shall be counted. In an innings completed, ten (10) wickets shall be considered lost, except where a batsman (or batsmen) has been compulsorily retired in the One Day Grade they shall be deemed retired not out and not count as a wicket lost.

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

4.9 **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 club playing a non approved player in any game (including finals) will forfeit that game.**

4.10 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.

4.11 **A team sheet** filled out in ink, must be handed to the opposing coach, team manager or captain, prior to the toss of the coin 15 minutes before the commencement of play on the first day. The players on this team sheet shall be the only players permitted to bat or bowl in the match (competitive grades only). **Non batsmen & non bowlers to be marked.** Other players may substitute under the Laws of Cricket.

4.12 Clubs with two sides in the same age group and have to forfeit a game must do so in the lower section. Any side, which forfeits in the higher section shall have their team in the lower grade deemed to have lost the match and all points awarded to their opposition.

- 4.13 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.
- 4.14 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, shall not be permitted to play in the lower section unless prior approval from the FTGDCA Junior Administrator.
- 4.15 The FTGDCA Executive have the power to check scorebooks at any time. Incorrect information will incur a fine of \$25 or a penalty, as the Executive deems appropriate.
- 4.16 Each club shall have available for each home team a first aid kit for the use of both participating teams.
- 4.17 The home side is responsible for providing drinks for both teams.
- 4.18 **All player registrations** for all competitive grades are to be **entered on My Cricket** by each club prior to completion of any match or in the case of Junior Blaster and Master Blaster as children are registered.
- 4.19 **All fixtured grades must enter match results by 8.00 pm on the Monday night** at the conclusion of **each weeks play**.
Failure to comply will incur a \$50 fine per late entry.
At the conclusion of the game the Home team must enter the match result by 8:00pm Monday, the Away team must confirm the match result by 8:00pm Tuesday and all player scores must be entered by 6:00pm Wednesday.
Failure to comply will incur a \$50 fine per late entry. Any club **causing a lockout** on MyCricket will be fined \$20.
- 4.20 Each team shall have a copy of the Laws of Cricket and a copy of the current seasons FTGDCA Rule Book.
- 4.21 (Removed 2019)

4.22 All clubs to supply an email address and phone number of the nominated FTGDCA Junior Administrator for distribution of information by the Executive.

5. REPORTS

5.1 **Any club, team player, official or spectator may be reported for misconduct.**

5.2 Misconduct may be interpreted as -

- a) Bad Language
- b) Disputing Umpire's Decisions
- c) Lack of Supporter Control
- d) Poor Behaviour On or Off the Ground
- e) Failure to Provide People "In Charge"
- f) Inappropriate Dress & Attire
- g) Failure to Carry Out Umpire or Executive Member's Instructions

5.3 Misconduct reports can be made by an Umpire, Team Manager, Coach, Person listed "In Charge", Participating Club Official, Junior or Senior Executive Member.

5.4 **Reports shall be lodged in writing with the Junior Administrator by 8.00 pm on the Tuesday following the incident.**

5.5 Any person found guilty as a result of the report will be penalised as the Junior Executive or Independent Tribunal sees fit.

5.6 Any club failing to carry out the directive of the Junior Executive in relation to the outcome of a report shall have the side to which the reports relates suspended from the competition until the matter is rectified to the Executives satisfaction.

5.7 An Independent Tribunal shall be appointed by the Executive to deal with players on misconduct charges. Records shall be kept of such hearings.

6. GROUNDS, MATERIAL & AFFILIATION

- 6.1 All grounds must be approved by the Executive and all matches shall be played on synthetic turf, matting (a minimum of 1.8 metres wide) or any other material approved by the Junior Executive.
- 6.2 The space between the matting in the centre must not exceed 1.8 metres. Home teams to be responsible for the condition of the general wicket and surrounds and must have brooms etc as required.
- 6.3 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 40 metres for U/12, 45 metres for U/13 and 50 meters for U/14 measured from the centre of the pitch. All clubs are to comply with ground sizes and markings. Full size senior grounds are to be used for U/16 matches. In cases where the proposed boundary exceeds the sizes of the playing surface, any boundary must not come within 2.74 metres of a boundary fence, gutter or other object (eg: tree, goalpost, scoreboard)
- 6.4 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.
- 6.5 Under 12s only – Played on a modified pitch length of 18 metres between stumps, as adopted by Cricket Victoria and VMCU. The pitch should feature stumps placed 18m apart with a standard 1.22 meter popping crease marked in front of each of the stumps. Under 12 matches will be played from one end with spring loaded stumps placed at the bowlers end 18m from the stumps that are set in ground at batsman’s end. See Under 12 Pitch Guide document published at www.ftgdca.com.au

- 6.6 **Clubs must nominate their affiliated junior sides by 14th September** to the FTGDCA Junior Administrator.
- 6.7 Clubs must nominate one ground for every two teams playing.
- 6.8 **Super 7 grade. Boys and girls 7 years and over are eligible to play.**
- 6.9 Deleted
- 6.10 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.

7. DUTIES OF UMPIRES & SCORERS

- 7.1 All boundaries are to be determined prior to play commencing and should be clearly marked.
- 7.2 Bowlers run up limits are to be clearly marked prior to the start of play.
- | | |
|----------|-----------|
| Under 12 | 15 metres |
| Under 13 | 15 metres |
| Under 14 | 18 metres |
| Under 16 | 20 metres |
- 7.3 Neutral umpires shall be suitably attired in long dark pants. White shirt or coat, and shoes and socks. Footwear is compulsory and thongs are not permitted. **Neutral umpires** will be appointed as deemed necessary by the Junior Executive to all junior grades and **paid a fee by the clubs of \$60 per day for 40 over games**, (\$30 per club) and \$70 per day for 50 over games (\$35 per club).
- 7.4 No junior may officiate as an umpire during normal home & away matches. The Executive may appoint juniors from the U/16 level, to officiate at square leg only, in finals if insufficient senior umpires available.

- 7.5 Umpires are to ask all batsmen if they are wearing the required compulsory protective gear. **See Rule 8.7**
- Pads;
 - Protector;
 - Batting Gloves;
 - Protective Helmet.
- 7.6 Each umpire shall know the correct signals. **No LBW Rule to apply to Non Competitive Grades.**
- 7.7 Wides and No balls shall be counted as one run.
- 7.8 In the case of a dispute not covered in the rules, the umpire should contact a member of the Junior Executive.
- 7.9 Umpires are encouraged to help players on both sides and answer any reasonable questions.
- 7.10 (Deleted 2019)
- 7.11 Umpires appointed by the Junior Executive or Umpires Appointments Officer shall have the power to decide on conditions of play.
- 7.12 Umpires and scorers should consult over any doubtful points.
- 7.13 Square Leg Umpires give decisions on stumpings, hit wicket, run out, short run (at their end) and No Balls (excluding bowlers feet infringements).
- 7.14 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.
- 7.15 **A representative of the batting side's club will officiate as umpire at the bowlers end, unless an independent umpire is appointed by the Association in which case a representative of the batting side will officiate at square leg. Please note, this rule is not open to negotiation between club officials. A fine of \$25 per week can apply.**

8. GENERAL PLAYING RULES

8.1 From season 2019/20 Junior Grades within the FTGDCA to consist of

- **Super 7 Non Competitive - softball (130 gm)**
- **Fast 9 Non Competitive - hardball (142 gm ball)**
- **U/12 competitive - hardball (142 gm ball)**
- **U/13 competitive – hardball (142 gm ball)**
- **U/14 competitive - hardball (142 gm ball)**
- **U/16 competitive – hardball (156 gm ball)**

Each junior FTGDCA grade to have no more than 10 and no less than 6 teams. Three Divisions may be required in some age groups. In U/12, U/13, U/14 & U/16 play one day and two day split over format games. Players can play in more than one age group across the different playing days as long they qualify under the age requirements. Players can play for more than one club across different playing days but only with written approval from the FTGDCA junior executive and provided they qualify under the age requirements.

8.2 **Sunday Cricket** – To maximise ground use will be an ongoing factor in building junior participation, as the local government maintains venues through planting, development and maintenance. The junior executive will only use Sunday playing sparingly and as necessary but when the necessary the criteria would be 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 shall ever field a Sunday team only.

8.3 **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. The Junior Executive has the power to grade the second team in the top grade and the 3rd team in the second grade. **Re- Grading** – The Executive has the power to re grade any team, **up or down grade** at any time. The 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 on the overall win/loss percentage of each team.

- 8.4 If a **side is short of players** there can be a **free interchange between clubs**. Free interchange 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 8.00 pm on the Thursday before the match. Interchange players must be named on the match report and the club in which he/she is registered.
- 8.5 All batsmen must wear pads, batting gloves, protector and batting helmet. Clubs shall be responsible for providing helmets for their players.
- 8.6 In the event of a batsman refusing to wear named protective gear, he/she will be deemed "OUT" by the umpire.
- 8.7 **Protective Gear.**
- **It is mandatory that a helmet is worn by all batsmen in ALL grades at all times.**
 - **Parents do not have the option to allow players to bat without a helmet.**

- **In Super 7, Fast 9 to U/14's (inclusive) it shall be compulsory for wicket keepers to wear protective gear, ie pads, gloves, protector and helmet.**
- 8.8 **The LBW law. As in the Laws of Cricket, shall apply in all grades except Non Competitive grades (Super 7 and Fast 9).**
- 8.9 No player can field within 4 metres (Under 16), 8 metres (Under 14), 10 metres (Under 12 & 13) of the batsman, unless fielding in slips/gully or wicketkeeping.
- 8.10 A new 156 gram (142 gram for Fast 9,U/12, U/13 and Under 14 grades) two piece **Kookaburra leather cricket ball is compulsory for use in all matches.** All Friday night games are to use the FTGDCA approved "coloured ball" (Pink). An old ball may be used in the second innings. Super 7 sides will use a softer ball "Rookie **Softball** 130gm" type ball as recommended by the FTGDCA.
- 8.11 Six balls shall constitute an "over". Wides and No Balls are excluded in Under 14 & 16 grades. Fast 9, Under 12 & 13's may bowl only a maximum of 8 balls in an over inclusive of wides and no balls. (6 balls only for Super 7 including wides & no balls).
- 8.12 The home side shall supply CV or FTGDCA approved stumps, chalk, mats, boundary markers and bowling markers.
- 8.13 Clubs shall ensure the correct marking of crease lines on playing surfaces.
- 8.14 If notified of a late start to a days play, the Junior Executive will decide if a penalty is warranted.
- 8.15 Players team clothing uniform. Coloured playing shirts (not predominantly white) for use in one day or two day games is 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.

- 8.16 In the event of a side regularly failing to meet their over requirements, the Junior Executive shall ask for an explanation and shall have the power to administer any penalty they see fit. Match reports must highlight any failure to achieve over requirements.
- 8.17 All junior players must play in their own age group. Fast 9 competition is not designed for juniors under the age of 9 years (these children are encouraged to join the Super 7 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 rationale) to the FTGDCA Junior Administrator for approval.
To encourage girls to play cricket, a two year allowance is made to all age groups.
- 8.18.1 **8.18 Bowling Spells.** In accordance with CA guidelines for junior cricket, the following restrictions will apply to fast and medium pace bowlers.
(ie The keeper would normally keep back from the stumps).
- U/12's 4 overs per spell.
 - U/13's 4 overs per spell.
 - U/14's 6 overs per spell.
 - U/16's 6 overs per spell.
- Bowlers** after completing a spell **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 may not bowl again until 4 overs have been bowled from that end (a total of 8 overs will have been bowled).
- There are no restrictions on spells for spin bowlers except for the restrictions as per allowable overs per split innings phase, as per Tables 1 and 2 (Spin**

bowler definition - is the keeper would normally keep up the stumps)

- 8.18.2 **Number of players.** To strengthen participation any team may field a junior team of up to 14 players in any match. A Maximum of 12 players may bat but still 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 **Not** been taken. 10 wickets in an innings constitutes the completion of the batting sides innings. 12 players only may bowl. **Retirements can only occur** when the **retirement score is reached**. A retirement must occur at the **completion of the ball** when the retirement score was reached. **Prior to the commencement of play**, each team **will nominate** their 14 players and clearly mark the designated batsmen and bowlers in their scorebook and on their team sheet as well as in My Cricket reporting. (ie 2 players who won't bowl & 2 players who won't bat). All players can be rotated on and off the field. **No player can be a designated non batsman or non bowler for more than 3 consecutive matches**. They must then play the next 3 weeks and this will be **monitored** through My Cricket with **loss of match points** for any breach.

8.19 Retirements –

One Day Matches or

T/20 Matches

U/12 – 20 Minimum to 30 Balls (Maximum)

U/13 – 20 Minimum to 30 Balls (Maximum)

U/14 – 25 runs

U/16 – 50 runs

Two Day Matches

U/12 – 20 Minimum to 30 Balls Maximum

U/13 – 30 Runs

U/14 – 50 runs

U/16 – 100 runs.

8.20 On synthetic surfaces a ball passing outside of the lines marked on the pitch shall be called a wide. The lines to be marked are 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. Also mark a white line on the bowling crease 600mm from the centre stump to the outside of the line for leg side wides. A ball passes outside the lines (NOT OVER) on either side of the wicket shall be called a wide. This is to be adopted in all junior grades.

8.21 In all Friday night fixtures, bowling is to occur from one end in 10 over blocks and then change ends and continue in the 10 over blocks.

9. SUPER 7 AND FAST 9 NON COMPETITIVE GRADE PLAYING RULES

9.1 Please see FTGDCA WEB site under rules and policies for Super 7 and Fast 9 playing rules.
<https://www.ftgdca.com.au/rules-and-policies>

ALL OTHER GRADES (U/12 U/13 U/14 U/16)

10. ONE DAY PLAYING RULES (Split Over Format)

- 10.1 All games to be played from **Friday night 5.15 pm to 8.00 pm** (40 overs), **Saturday 8.20 am to 11.30 am** (50 overs).
- 10.2 **The side batting first shall bat from, Friday 5.15 pm to 6.25 pm or 20 overs, Saturday 8.20 am to 9.50 am, or 25 overs, whichever occurs first.**
- 10.3 There will be a maximum 10 minute change of innings.
- 10.4 The side batting second must receive the same amount of overs as the team batting first, unless previously dismissed.
- 10.5 If the side batting first is dismissed prior to their compulsory closure (**Saturday 25 overs or 9.50 am**), or (**Friday 20 overs or 6.25 pm**) 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.
- 10.6 Any player may **bowl a maximum of 4 overs**. In a **completed compulsory closed innings a minimum of 7 bowlers** must be used.
- 10.7 A bowlers run up shall be restricted to 20 metres (Under 16), 18 metres (Under 14), and 15 metres (Under 12 & 13) which shall be marked by the home team prior to commencement of play and shall be checked by the umpire.

Table 1

One Day games-	U/ 16	U/ 14	U/ 13	U/ 12
Batsman retirement (Runs / Balls)	50	25	20 - 30 balls	20 - 30 balls

Bowler Max overs per innings	4	4	4	4
Minimum Number of bowlers to be used in a innings compulsory closed	7	7	7	7

- 10.8 **Batsmen are to retire immediately when they reach the retirement runs scored as per Table 1 and cannot bat again until all other batsmen are out as defined under the Laws of Cricket or have reached the retirement score/balls (providing side has at least the minimum number of players for a team, as constituted by the FTGDCA rules).**
- 10.9 **In all U/12 grades, in both 1 and 2 day games, retirement for a player may be at any point between 20 Balls and 30 Balls at the batting coaches discretion. In all U/13 grades in 1 day games the retirement for a player may be at any point between 20 Balls and 30 Balls at the batting coaches discretion. In all U13 grades in 2 day games the players shall retire at 30 Runs.**
- 10.10 **Batsmen are to retire immediately when they face the legal deliveries or have reached the retirement score/balls as per Table 1 and cannot bat again until all other batsman are out as defined under the laws of cricket or have also reached the retirement score or balls faced (providing side has at least the minimum number of players for a team, under FTGDCA rules)**
- 10.11 **Batsmen retiring at less than the required amount of runs, unless ill or injured, cannot bat again but will be deemed "Not Out" for the purposes of match figures and Association averages.**
- 10.12 **If any team on Saturday morning, has a player/s who played the previous night in a FTGDCA competition and they have 13 or 14 players listed on their team**

sheet for that game, the Friday night player/s must fill the designated non batsmen and non bowlers role in the team.

- 10.13 If any team on Friday night, has a player/s who are playing in a FTGDCA Saturday competition and they have 13 or 14 players listed on their team sheet for that game, the Saturday morning player/s must fill the designated non batsmen and non bowlers role in the team.

11. TWO DAY PLAYING RULES (Split Over Format)

11.1 Split innings- Summary table, General Timings and Flow of play

		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)

- 11.2 All games to be played between, **Friday night 5.15 pm and 8.00 pm, Saturday 8.20 am to 11.30 am.** Play on the any day of play will cease at 8pm on Friday and 11.30am on Saturday.
- 11.3 In an uninterrupted days play, there is to be two completed split innings totalling, Fridays (40 overs), Saturday (50 overs) (unless dismissed or declare their innings closed).
- 11.4 If both split innings on day 1 have been completed by Friday (7.45 pm) or Saturday (11.15 am), 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 are to be received on the second day.

- 11.5 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.
- 11.6 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.
- 11.7 If both sides have completed both phases of their split innings prior to Friday (7.45 pm) or Saturday (11.15 am) on the second day, play shall continue under normal match conditions until the scheduled close of play.
- 11.8 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.
- 11.9 The follow on is not applicable in junior competitive cricket given there are no match points awarded. Teams cannot enforce the follow on in any grade.

Table 2

Two Day games- Split Innings	U/ 16	U/ 14	U/ 13	U/ 12
Batsman retirement (Runs/Balls)	100	50	30	20 - 30 balls
Bowler Max overs per innings	10	10	8	7
Bowler max overs per split innings phase	Up to 6 in a single phase	Up to 6 in a single phase	4	4
Minimum Number of bowlers to be used in a innings compulsory closed	7	7	7	7

A bowler may bowl a maximum number of overs per innings and per phase as per Table 2. Once the 40 overs (Fridays) and 50 overs (Saturdays) has been completed in an innings then all bowling restrictions other than spell restrictions are removed.

- 11.10 **For Under 12's only** – All batsmen will face between 20 and 30 balls and will then be retired. A ball is considered to be a legal delivery (does not include wides or no balls). There is no limit to the runs a batsman can score during the first 30 balls or subsequently when they return to the crease.
- 11.11 **For Under 13's only** - All batsmen are to bat for a minimum of 5 overs before being retired, unless dismissed or reach their 30th run when they shall retire immediately upon reaching 30 runs.
- 11.12 All batsmen and designated batsmen must bat and be dismissed as defined under the Laws of Cricket

before any retired batsmen as per Rules 11.10 & 11.11 can return to the crease. .

- 11.13 Batsmen are to retire immediately they score the run which reaches the retirement level as stipulated in Table 2.
- 11.14 The order of the returning batsmen shall be in the order in which they retired and then they must bat until they are out as defined under the Laws of Cricket.
- 11.15 **Batsmen retiring at less than the required amount of runs, unless injured or ill, cannot bat again but will be deemed "Not Out" for the purposes of match figures and Association averages.**

- 12. WET WEATHER (ALL GRADES)
INFO LINE – Recorded Service
Phone: 9513 1353
Wet Weather information shall be shared on FTGDCA social media (i.e. Facebook) as available.**

ONE DAY GAMES (Wet Weather)

- 12.1 If more than 15 minutes is lost from the side batting first then they are still entitled to their full innings of 20 overs (Fridays) or 25 overs (Saturdays), unless previously dismissed. There shall then be a 10 minute change of innings. Play will then continue until (Friday) 8.00 pm or (Saturday) 11.30 am. If no result achieved by (Friday 8.00 pm) or (Saturday 11.30 am) the game shall be drawn.
- 12.2 If more than 15 minutes is lost from the team batting second, the game shall continue until (Saturday) 11.30 am or (Friday) 8.00 pm. If no result is achieved by (Sat) 11.30 am or (Fri) 8.00 pm the game shall be drawn.
- 12.3 If less than 15 minutes is lost from the side batting first then they will be compulsory closed at (Sat) 9.55

am or (Fri) 6.25 pm (unless previously dismissed).
The side batting second will then received the same amount of overs (unless previously dismissed).

TWO DAY GAMES (Wet Weather)

- 13.1 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.
- 13.2 If more than 60 minutes (Fridays) or 90 minutes (Saturdays) are lost on the first day, play shall be abandoned and a one day match played on the second week.
- 13.3 If the match reverts to a one day game, then all previous coin tosses, batting and bowling will be considered void.
- 13.4 (Deleted 2019)
- 13.5 If the same amount of overs cannot be bowled to the team batting second in the second phase (team A) then the match shall be a draw.

14. SEMI FINALS

- 14.1 Semi finals shall be played between the first and fourth, and second and third sides at the completion of the home and away matches.
- 14.2 Semi-finals shall be played under normal two day match rules. For Friday night competition(s) over Thursday and Friday night or Friday and Friday night if the draw permits. Saturday morning competition(s) over Saturday and Sunday.
The match must be played until both sides have completed their normal allotment of overs for a two day match (applicable for 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.

14.3 Teams finishing higher on the ladder shall host the Semi Final providing their ground is deemed suitable by the Junior Executive. If 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. Both teams to supply their own drinks.

14.4 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. The **coach only** is permitted onto the ground to talk to his players at drinks breaks providing 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. This includes junior finals with or without neutral umpires. Breaches will incur a \$25 fine.

15. GRAND FINALS

15.1 The Grand Final shall be played by the winners of the semi finals under **normal two day match rules**. For Friday night competition(s) over Thursday and Friday night, or Friday and Friday night if the draw permits. Saturday morning competition(s) over Saturday and Sunday. The match must be played until both sides have completed their normal allotment of overs for a two day match (applicable for 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.

For Under 14s and Under 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.

- 15.2 The team finishing higher on the ladder shall 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.
- 15.3 The team finishing higher on the ladder will provide stumps, bails, chalk, boundary markers and drinks.
- 15.4 Only the 12th man is allowed on the field to provide drinks for players (coaches/team managers prohibited as per Laws of Cricket). Breaches of this rule will incur \$25 fine.
- 15.5 Deleted.
- 15.6 Should there be no result or washout, the team finishing higher on the ladder at the end of the home and away season shall be declared the premier team for that season. In the event of a tie, both teams shall be awarded a joint premiership.

16. FINALS QUALIFICATIONS

- 16.1 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.

- 16.2 Where a club has two sides in the same age group eg, U/16 (1) and U/16 (2), no section 1 player who has played more than 4 games will be eligible for section 2 finals UNLESS both section 1 and section 2 are in the finals. Any player in the section 2 semi final will be eligible to play in the Grand Final, even if the higher section 1 team loses the semi final.
- 16.3 Deleted (2018)
- 16.4 Deleted (2018)
- 16.5 Where a club has an Under 14/1s (1) or Under 16/1s (1) team **playing** a final, and has an Under 14 (2) or Under 16 (2) team that is not playing a final, a section (2) player may play in the section (1) final in the following circumstances:
- If the section (1) team has less than 11 registered players, the section (2) player may play an unrestricted role for the section (1) team.
- If the section (1) team has 11 or more registered players, but less than 11 players are available, the club may apply for an extraordinary circumstances permit on the basis of player unavailability. As per 16.8, poor planning, player **disinterest** or holidays are not considered to be extraordinary circumstances.
- It is **not** a requirement to submit player performances in these circumstances – given that the player is in the same age group but were selected in a team playing in a lower grade, they may play an unrestricted role for the section (1) team if the permit is granted.
- If the section (1) team has 11 or 12 registered players available, a section (2) player may play as the 12th or 13th man, but is only permitted to field. Only registered players of the section (1) team are permitted to bat and bowl where they have at least 11 players available.

Where a club has two teams in one section, and only one of those teams qualifies for finals, the club can only select a player from the non competing team if they have 10 or less registered players available. In these circumstances a section 16.8 permit must be applied for. If they have 11 or more registered players available, a player from the non competing team may fill in as a fieldsman only.

16.6 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 in an unrestricted role in the finals. If the U/14 or U/16 team has 11 or less registered players, and no Under 12 or Under 13 players are qualified to play finals pursuant to 16.1, they may apply for an Extraordinary Circumstances permit for a player pursuant to 16.8.

16.7 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 or U/13 players who also have played more than 3 games are only able to participate in the team as a designated batsman or Bowler.

16.8 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 of 16.1, the team requirements of 16.5 and 16.6, or the age criteria of 3.18.

This permit must be applied for to the Junior Executive, by 9 pm on the day prior to the final commencing.

In the event the permit is sought in circumstances where a team has less than 11 registered players but no qualified under 12's or 13's, 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.

This application must demonstrate reasonable and just cause for such a permit. Poor Planning, Player disinterest and Holidays are not examples of reasonable and just cause.

The Junior Executive reserves the right to refuse a permit for a player who is not qualified pursuant to 16.1 and whose outstanding performance over the course of the season may be seen to be providing an unfair advantage to that team.

- 16.9 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.

17. TROPHIES

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

- 17.2 **BATTING** - To be eligible a batsman must have scored more than 200 runs Under 16, 150 runs Under 14, and must have played in more than half the matches of the draw with the one club. The Under 13 & Under 12 trophy will be awarded to the highest aggregate of runs scored in the home and away season.

- 17.3 **BOWLING** - To be eligible a bowler must have bowled 300 balls Under 16, 270 balls Under 14 or more, and taken a minimum of 17 wickets Under 16, 15 wickets Under 14. Should no player qualify with wickets in U/16 or U/14 then the winner shall be the

highest aggregate wicket taker during the Home & Away season, with the best average. The U/13 & U/12 bowling trophy will be awarded to the highest aggregate wicket taker during the home and away season.

17.4 **GRAND FINALS** - Trophies will be awarded to players who score 100 runs U/16, 50 runs U/14 and 30 runs U/13 & U/12. Bowlers are to take 5 wickets in all grades.

17.5 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 in the grade that the player competed in at the end of the season. (i.e. A player can include stats from the higher grade when going down to a lower grade and not vice versa).

17.6 Where a player has played in multiple grades in a single age group for their club, the runs and wickets that they take in each of those grades will only be eligible for the players batting and bowling average in each of those grades.

17.7 **GRADE CHAMPIONS** - The player with the highest champion points for each age group (U/12/13/14) will be deemed and awarded the Grade Champion Trophy.

18. **MATCH POINTS**

18.1 Deleted (2018)

18.2 In a complete innings where a side has less than 11 players, 10 wickets shall be considered as lost.

19. LAWS OF CRICKET

Except where inconsistent with the foregoing all matches shall be played under the Laws of Cricket as adopted by Cricket Victoria.