



JUNIOR CRICKET

RULES GOVERNING COMPETITION

REVISED September , 2023





This document should be read in conjunction with the Ryde PSSA document *General Rules for Competition*.

The concept of this modified game is that everyone participates in bowling and batting and the scoring system is based on averages.

1 Time and Control

- 1.1 Games starts at 12:45pm
- 1.2 If one team is late, a shortened game will be played, with both teachers agreeing to any game modifications.
- 1.3 Teachers must umpire and score at all times.
- 1.4 The team that arrives at the game first is the batting team first.

2 Running of Games

- 2.1 Each team will bat for a total of 15 overs.
- 2.2 If there is insufficient time to complete 15 overs, both teams receive the same amount of overs, allowing all batsmen to bat for a shorter period of time.
- 2.3 Usually, the teacher of the “home team” umpires the senior game. However, as many schools share home grounds, many schools play a disproportionate number of home and away games. Therefore, teachers should make an agreement at the game venue as to which game it is preferable to umpire.
- 2.4 The home team is responsible for setting up stumps and marking the boundaries.
- 2.5 Games will be won or lost on the 1st innings only. Scores are totalled after both teams complete their innings.
- 2.6 To ensure that the game starts in a timely manner, the team that arrives to the ground first will be the first team to bat. Batters need to be ready to start the game when the fielding team arrives.
- 2.7 If weather or unusual circumstances stops play during the game so that the match has to be abandoned, then a draw will be declared. However, if the game has 4 overs or less to complete it, when the stoppage occurs, a countback will determine the result. i.e. Scores compared from the same point in each innings.

3 Junior Cricket Rules

- 3.1 A team will consist of 10 players.
- 3.2 All members of the team are to participate in each game where possible.
- 3.3 The ball will be a softer rubber ball. (Recommended Kookaburra Softaball Junior)
- 3.4 Bowlers bowl from the marked popping crease.
 - 3.4.1 In Junior cricket only the bowler may put his front foot over the “line” (the popping crease). The bowler must have their back foot behind the line. i.e. A back foot



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- 3.5 Each player bats for 9 balls regardless of how many times they are dismissed or whether the balls are wides or no-balls. Batsman play and run as for senior cricket. When the player has faced their 9th ball, they retire. It is usually necessary for the second last batsman to act as a runner for the last batsman.
- 3.6 In accordance with International Cricket Laws, a batsman may be given out as caught, bowled, stumped or hit wicket.
 - 3.6.1 LBWs are **not** to be given.
 - 3.6.2 Each time a wicket falls, the bowling team will gain an additional 3 runs to be added to their total run score. A team's score is determined by the total number of runs accumulated while batting plus 3 runs for each wicket that take while bowling.
- 3.7 It is recommended that the players on the fielding team rotate at the end of each over. This ensures that everyone (except the wicket-keeper) usually bowls one over and 6 players bowl a second over. Every player (except the wicket-keeper) must bowl 1 over, but not more than 2 overs.
- 3.8 "No-balls" and "wides" will not be re-bowled.
 - 3.8.1 Any deflection of the ball from the edge of the pitch or from any area outside the pitch will be deemed a "no-ball".
 - 3.8.2 A ball delivered with both feet in front of the popping crease will be deemed a "no-ball".
 - 3.8.3 A ball that is rolling when it reaches the batsman will be deemed a "no-ball"
 - 3.8.4 A ball that bounces more than 2 times will be allowed as a fair ball but in the case that the ball resulting in a wicket, it will be deemed a dead ball (Counted as no runs).
 - 3.8.5 Any deflection of the ball from the edge of the pitch or from any area outside the pitch will be deemed a "no-ball".
 - 3.8.6 Any fast or medium paced ball bowled as a full-toss above the batsman's waist or bouncing above the shoulder of the batsmen in a batting stance will be deemed a "no-ball".
 - 3.8.7 A batsman will not be given out on a "no-ball" except by being "run out".
 - 3.8.8 A "wide" will be given if a ball is out of the reach of reach for the batsman in their normal batting position.

The batting and bowling order must be the same, allowing for the inclusion of the non-bowling wicket-keeper in the batting order. Extra players are encouraged to substitute for another play in the same position, allowing each player the opportunity to bat or bowl on the day.



4 Safety

- 4.1 Players need only wear genital protectors, but can use gloves for batting or wicket-keeping. Other padding is optional. Helmets are optional for batsman and for close in fieldsmen (including wicket-keeper).
- 4.2 All players must wear a hat during play.
- 4.3 Fielding positions must not be closer than half a pitch away in distance from the batsman. However wicket-keepers and slips may field inside this distance. If a bowler bowls a ball and a fieldsmen is inside this distance, a “no-ball” will be called by the umpire. It is recommended that umpires warn players when the need arises for the safety of players.

5 Results

- 5.1 Result should be entered via the PSSA web site at <http://www.pssa.net.au> by the Monday after the game.
- 5.2 Each school is to be responsible for entering and checking the results.
- 5.3 Where a school disputes the results entered on the web site, the sports coordinator from the school should fax the cricket convener, indicating the round and score in dispute.
- 5.4 If no results are received the match in question will be deemed a draw.
- 5.5 Points during the competition will be awarded as follows:-

Win - 3 points
Draw - 2 points
Loss - 1 point
Forfeit - 0 points