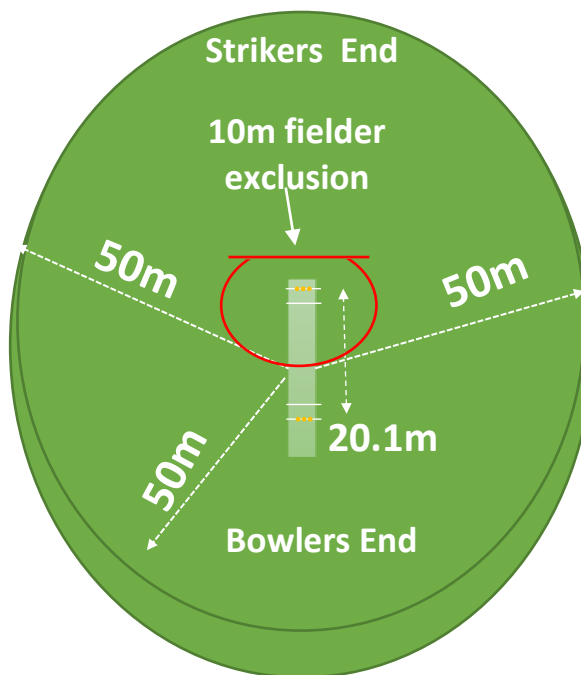





NEJCA U14 RULES 2023/2024


AGE	U14 as of 1 st September 2023
ELIBILITY	Players must be registered with the Association via Play HQ online before they can play.
BALL	Two-Piece 142g Leather Ball
TWO-DAY MATCH	50 Overs maximum per side 50 Overs/day
ONE DAY MATCH	28 overs maximum per side
TIMES	Sunday: 8:30am - 12:00noon Matches must not go past 12:10pm
INNINGS	1 st Innings 8:30am - 10:10am 2 nd Innings: 10:20am - 12:00noon
TEAM	<ul style="list-style-type: none"> • 8 minimum, 13 maximum per team. • Recommended is 11 players per team. • 11 maximum on the field at any given time. • Sub fielders are required from the batting side to make 11 fielders on the ground
EQUIPMENT	<ul style="list-style-type: none"> • British Standard BS7928:2013 Helmet's must be worn at all times whilst batting & wicket-keeping. • Pads, Gloves and Protector must be worn at all times whilst batting & wicket-keeping. • Additional safety equipment can be worn based on match conditions or personal preference.
BOUNDARY AND PITCH LENGTH	<ul style="list-style-type: none"> • Length of the Pitch: 20.1m • Boundary is to be measured from the centre of the pitch with a tape measure: 50m Circle., marked with cones/rope. • Two sets of standard stumps with bails. • Chalk is required to mark the crease



BATTING 	Two-Day Matches						
	PLAYERS PER TEAM						
	8	9	10	11 ideal	12	13	
Max balls before 1st retirement	37	33	30	27	25	23	
	One-Day Matches						
	PLAYERS PER TEAM						
	8	9	10	11 ideal	12	13	
Max balls before 1st retirement	21	18	16	15	14	13	
<p>Retired batters may return to crease provided that all players have faced their minimum number of balls, ten wickets have not fallen, and the batter is the next highest scoring retiree.</p> <ul style="list-style-type: none"> • The highest retired batter who returns to the crease can bat for a maximum of four full overs. If a batter returns during an over then this over does not count towards the four. • All deliveries faced, including wides & no-balls are included in the batter's ball count. • The Innings is closed after 10 wickets have fallen or 28/50 overs have been completed. • Modes of dismissal: Bowled, Caught, Caught & Bowled, Run-Out, Stumped & Hit-Wicket. • LBW applies to SACA Umpired Games • LBW in non SACA Umpires games is a warning to the player for education. <p>If the team batting first is dismissed in less than it's allotted overs, 10-minute change over, the team batting second bats until 12:00noon</p> <p>Bowling restrictions apply for the whole innings – Rule 2.7</p>							
TEAM BATTING FIRST DISMISSED EARLY							
ROTATION EXPERIENCE	<p>It is required that batting orders/bowling orders and fielding positions are rotated around all the players in the team to ensure all players experience all the different positions within the Game of Cricket</p>						
COACHES DISCUSSION	<p>The pre match discussion between coaches is very important and can prevent undesirable altercations during a junior cricket game.</p>						
SUSPECT BOWLING ACTIONS	<p>Coaches, please discuss at the pre-game discussion and alert spectators to the ongoing education of the player, this is NOT a no ball</p>						



These NEJCA U14 Rules are to be read in conjunction with the full U14 Playing Conditions, By Laws and Codes of Behaviour that are available on the NEJCA Website: sacajuniorcompetitions.com

<p>BOWLING AND FIELDING</p> 	<p><u>Two-Day Matches</u></p> <ul style="list-style-type: none"> All players must bowl a minimum of 3 overs (exception: wicketkeepers), with no playing bowling more than 6 overs. All players must bowl a fourth & fifth over before any other player bowls a sixth. Opportunities for regular wicket keepers who show genuine interest in developing skills. If the wicket keepers change, the two wicket keepers bowl two overs each. <p><u>One-Day Matches</u></p> <ul style="list-style-type: none"> All players must bowl a minimum of 2 overs, with no playing bowling more than 4 overs. All players must bowl a third over (with the exception of the wicket keeper) before any other players bowl a fourth. If the wicket keepers change, each wicket keeper bowls two overs. <p><u>Both Matches</u></p> <ul style="list-style-type: none"> 6 balls per over maximum except the last over of each innings, where there is a maximum of 8 deliveries if 6 legal deliveries are not reached. Wides & no-balls will incur a 1 run penalty No fielders within 10 metres of the batter (exception: wicketkeeper). Teams with more than 11 players will be required to rotate fielders. 	<p>ADVERSE WEATHER</p>	<p>The full <u>Adverse Warther Policy</u> is available on the NEJCA Website: sacajuniorcompetitions.com</p> <ul style="list-style-type: none"> Extreme wet weather conditions may lead to an Association cancellation of games – notification will be via NEJCA Facebook If a ground is unsuitable for play, the home team may source an alternative suitable ground and notify the opposition by 6pm on the day prior for a Sunday game of alternative venue or cancellation of the game. If no cancellation all players from both teams must attend the ground ready to play <u>U14 SACA Umpired games</u> that are cancelled due to wet weather please notify nejcapresident@gmail.com & metrocomps@saca.com asap, so the umpires can be notified of the cancellation. In the event of Lightning play must cease immediately – please refer to the policy. <p>Heat guidelines refer to the BOM APP temperature at Windsor Gardens @ 12:30pm for a Sunday game, as published at 6:00pm on a Saturday, or 5:30pm temperature on the BOM APP at 6:00pm on Thursday</p>
<p>WIDE</p>	<p>Wide: Any ball passing outside the reach of a batting player in their normal stance that DOES NOT bounce off the pitch. Will incur a one run penalty.</p>	<p>SPIRIT OF CRICKET</p>	<p>Junior Community Cricket games should be played according to the Laws of Cricket AND within the Spirit of Cricket</p>
<p>NO BALL</p>	<p>No Ball: Full toss above waist height of the batter in a standing position - called by the square leg umpire. Above shoulder height of the batter, in an upright standing position from a short pitched ball - called by the square leg umpire</p>	<p>PLAY HQ</p>	<p>All team players names must be entered on Play HQ by 8pm on the Saturday evening prior to the match's commencement.</p>
<p>DEAD BALL</p>	<p>A ball that bounces more than once OR rolls along the ground before it reaches the popping crease. Any ball that lands or bounces off the pitch. The heel of the bowler's front foot lands on or in front of the popping crease Will incur a one run penalty.</p>	<p>SCORING</p>	<p>Electronic scoring is encouraged - the home team may live score, the away team may off-line score or book score. All Scores and Player statistics must be entered onto Play HQ by Tuesday evening following the conclusion of the match.</p>
	<p>Dead Ball: The ball deviates from the edge of the wicket matting, concrete, or raised piece of turf. OR A fielder is inside the 10m exclusion zone prior to the batter hitting the ball/ball passing through to the wicketkeeper. Dead Balls ARE re bowled.</p>	<p>RESULTS</p> <p>UMPIRES</p> <p>NO CHATTER TO THE BATTER</p> <p>FULL RULES</p>	<p>SACA Umpires will be appointed to U14 games on a rotational basis – please check the weekly NEJCA Newsletter to see which week you will have an Umpire/s</p> <p>Teams, adults & players are to promote encouragement of all players from both teams. It is the coach's responsibility to ensure there is no sledging towards opposition players.</p> <p>sacajuniorcompetitions@saca.com - NEJCA</p>