



# Western Suburbs Junior Cricket Association

## Under 14 – One Day Match Rules

### 1. Team Numbers

- a. A team consists of 11 players.
- b. The maximum number of players in any one game is 15 players.
- c. The minimum number of players for a game to commence is 8 players.

### 2. Players Age

- a. All players playing in the U14 competition must be aged under 14 as of September 1st of the current season, unless a special permit (see rule 4.a) has been approved by the WSJCA Executive.

### 3. Registration

- a. All players taking part in the official competition of the Association must be registered by their respective Clubs.
- b. Players can play at no more than two Club's in any one season.

### 4. Permits

- a. If it is deemed the players development necessitates a permit to play as an overage player, an application can be made via email to the WSJCA Executive. Permits are reviewed during the Christmas recess to assess players performance and may be revoke or have conditions imposed for the remainder of the season.

### 5. Dress Code

- a. White or cream coloured shirts with a collar (club shirts are permitted).
- b. White or cream coloured trousers or shorts with white socks and shoes.
- c. Caps or hats are compulsory and sunscreen is strongly recommended.

### 6. Safety Equipment

- a. Batter

- i. A batter must wear a British Standard 7928:2013 compliant helmet at all times when batting;
  - ii. The umpire(s) are responsible for ensuring that a helmet is worn when required as per clause i., but are not responsible for ensuring that the helmet being worn by the batter is compliant with British Standard 7928:2013; and
  - iii. The umpire(s) must not allow the match to continue during any period in which a batter fails to wear a helmet when required by this clause.
- b. Wicketkeeping
  - i. A wicketkeeper must wear a British Standard 7928:2013 compliant helmet at all times when wicketkeeping;
  - ii. The umpire(s) are responsible for ensuring that a helmet is worn when required as per clause i., but are not responsible for ensuring that the helmet being worn by the wicketkeeper is compliant with British Standard 7928:2013; and
  - iii. The umpire(s) must not allow the match to continue during any period in which a wicketkeeper fails to wear a helmet when required by this clause.

## 7. Cricket Ball

- a. Two-piece 156-gram Kookaburra leather cricket ball.

## 8. Size of the Ground

- a. It is recommended that the minimum size of the boundary is 40 metres and the maximum size of the boundary is 45 metres marked from the centre wicket at each end.

## 9. Pitch Type and Length

- a. Turf or hard wicket surface 22 yards / 20.12m in length.

## 10. Weather Policy

- a. Wet Weather
  - i. In the event of wet weather prior to a match commencing, an individual Club's WSJCA Delegate or representative may deem their Club's pitches and surrounds unsuitable for the play on the basis of possible damage to pitches and / or an unsafe playing conditions.

- II. In the event of wet weather once a match has commenced, the continuance and / or recommencement of a match will be at the agreement of both Coaches.
- b. Hot Weather
  - i. The WSJCA Executive Committee shall reserve the right to cancel play if it feels the extended heat periods within the Adelaide metropolitan area has exceeded 38 degrees or more for 3 or more consecutive days leading up to match day.
  - ii. WSJCA utilise hourly forecasts from the Bureau of Meteorology (BOM) app to determine whether matches will proceed. The 'Adelaide Airport' forecast is the chosen source of truth.
  - iii. **Sunday morning matches** - The final decision on whether Sunday morning matches are played will be made following the updated BOM forecast released on Saturday evening. Should the 12:30pm forecast for the following day be 38 degrees Celsius or above, all matches will be cancelled. An official statement will be released from the WSJCA to club delegates by 6:00pm, with the information also shared on the WSJCA website and Facebook page.
  - iv. **Friday afternoon matches** - The final decision on whether Friday afternoon matches are played will be made following the updated BOM forecast released on Thursday evening. Should the 5:30pm forecast for the following day be 38 degrees Celsius or above, all matches will be cancelled. An official statement will be released from the WSJCA to club delegates by 6:00pm, with the information also shared on the WSJCA website and Facebook page.
  - v. The WSJCA does not compel an individual to participate in any sanctioned match. Clubs, parents and players are encouraged to reference the SACA Affiliates and Club Protection Policy for further guidelines.

## 11. Match Results and Player Stats

- a. Match result and individual player stats must be entered into MyCricket by midnight on the Wednesday following the completion of the match.

## 12. Fielding

- a. No fielder may take up a position in front of or parallel with the popping crease closer than 10 metres to the batter.

- b. No player may enter this restricted area until the ball has been hit by the batter or strikes the body or equipment of the batter or passes through to the wicket keeper.
- c. An infringement of this will result in 'Dead Ball' being called by the umpire and the ball being re-bowled. Wicketkeepers and slip fielders are an exception to the 10 metres rule.

### 13. Finals

- a. Finals are played in this grade and a premiership table is published.

### 14. One Day Match – 30 Overs

- a. Matches

Shall be a maximum of 30 overs per side.

To assist with ensuring the innings is completed within the prescribed time-period, 5 consecutive overs must be bowled from the same end. The next 5 overs must be bowled from the other end and this alternating process will continue until 30 overs are bowled or the prescribed time-period has expired or the batting side has been dismissed

- b. Playing Hours

- I. Sunday morning matches 8.30am to 12.00pm.
- II. Friday afternoon matches 5.00pm to 8.30pm.
- III. Friday night matches utilising flood lights may commence later under the agreement of both Coaches.

- c. Innings Time

If the innings of the team batting 1st is not closed and the 30 overs are not completed by 10.10am for morning matches or 6.40pm for afternoon matches the change of innings (10 minutes) will take place with the team batting 2nd only entitled to receive the same number overs bowled in the innings of the team batting 1st unless dismissed prior.

Both Team Coaches should agree upon drink breaks prior to the match if required.

- d. Overs, Wides, No Balls, Dead Balls and LBW

- I. An over is to be no more than six deliveries except: -
  - 1. where the first two wides or no balls are to be re-bowled for a maximum of eight balls in an any one over. Any subsequent wides or

no balls in the over result in one run being added to the team score, however are not re-bowled;

2. the final over of an innings where six legal deliveries must be bowled to complete the over; and
  3. where a dead ball is called as per rule 12.c or 14.d.IV
- II. A wide shall be called with one run added to the team score when any ball passes outside the reach of a player in their normal stance, irrespective if the ball lands or bounces on or off the pitch.
  - III. A no ball shall be called with one run being added to the team score when:-
    1. A full toss is above waist high of the batsman in an upright position.
    2. A short-pitched ball is above shoulder height of the batsman in an upright position.
    3. Any ball that bounces more than once before reaching the popping crease.
  - IV. A dead ball is to be called if the ball deviates from the edge of the wicket matting, concrete or a raised turf pitch, with the ball being re-bowled.
  - V. The LBW rule applies.

e. Bowlers

Each player must bowl a minimum of 2 overs unless: -

- I. one player is the permanent wicket-keeper for the innings; or
- II. the opposition is bowled out prior each player bowling 2 overs.

After each player has bowled 2 overs, each player must bowl one over each until either: -

- III. the opposition team is dismissed; or
- IV. all players on the bowling team have bowled their additional over.

Once each bowler has bowled their additional over, all players may again bowl an additional over.

An example: -

- a one-day match has 30 overs;
- the bowling team has 11 players;
- the bowling team has 1 player who will wicket-keep for the entire innings;
- each of the other 10 players will bowl 3 overs each.

f. Batting – retirement of batters

At the beginning of an innings, the total number of balls to be bowled must be divided by the total number of players in the team. This becomes the number of legitimate balls each player must face.

An example: -

- there are 11 playing a one-day game (30 overs);
- 30 overs equates to 180 balls;
- the total of 180 legitimate balls is then divided by the number of players (11)  
= 16.4;
- therefore 7 children will receive 16 balls and 4 children will receive 17 balls;
- a player will retire if they have faced their allotted number of legitimate balls.

g. Batting - return of retired batters

Once all players have received their initial allotment of balls or been dismissed, the remaining balls in the innings needs to be determined. This is then divided by the number of players who have been retired. Retired players can then bat again in any order. If a retired player is subsequently dismissed, that player's remaining deliveries are shared amongst the other retired players.

Example 1: -

- all players have received their initial allotment of balls or been dismissed;
- 4 players were retired and there were 26 balls remaining;
- therefore 2 children will receive 7 balls and 2 children will receive 6 balls;
- one of the retired players was dismissed after facing 4 of their 7 legitimate deliveries;
- the remaining 3 legitimate deliveries are divided amongst the remaining 3 retired players.

Example 2: -

- all players have received their initial allotment of balls or been dismissed;
- 4 players were retired and there were 26 balls remaining;
- therefore 2 children will receive 7 balls and 2 children will receive 6 balls;
- none of the first two retired players is dismissed during their 7 legitimate deliveries;

- they are subsequently retired and the remaining 12 legitimate deliveries are divided amongst the remaining 2 retired players, so they receive 6 each.