



North Eastern Junior Cricket Association
U14 Playing Conditions
2023/2024



The Preamble – The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents, and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship, and teamwork, which brings together people from different nationalities, cultures, and religions, especially when played within the Spirit of Cricket.

North Eastern Junior Cricket Association

Under 14 Competition

The North Eastern Junior Cricket Association (NEJCA) Under 14 competition shall be played in accordance with the **Laws of Cricket** set out by Marylebone Cricket Club.

Except as varied hereunder, the Laws of Cricket 2017 Code (2nd Edition – 2019) shall apply.

For the purposes of these playing conditions, all references under the Laws of Cricket to 'Governing Body' shall be replaced with the Competition Administration Officer, or the NEJCA Executive.

The full '2nd Edition – 2019' of the Laws of Cricket can be found at

<https://www.lords.org/mcc/the-laws-of-cricket>, or via the Laws of Cricket app on the Apple Store or Google Play Store for Android.



Fixtures will be available on PlayHQ under the Association 'SACA Junior Competitions and then North Eastern Junior Cricket Association' where all published grades, including the relevant Under 14 competition will be listed.

The date, time, location, and opposition of matches as listed on PlayHQ will be the absolute sources of truth.

These Playing Conditions are complemented by the North Eastern Junior Cricket Association By-Laws, which guide the administration and management of all competitions, and the Match Day Schedule, which outlines scheduled playing hours, intervals, and the required overs. These can be found on the North Eastern Junior Cricket Association website (www.sacajuniorcompetitions.com).

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1. General Playing Conditions

1.1. Team Numbers

- 1.1.1. A team shall consist of eleven (11) players only on the field at any time.
- 1.1.2. The maximum number of players in any one game is thirteen (13).
- 1.1.3. The minimum number of players for a game to commence is eight (8). In this instance, the opposition is required to provide three (3) sub-fielders.

1.2. Players Age

- 1.2.1. All players competing in the Under 14 competition must be under the age of fourteen (14) as of September 1 of the year the season commences.

1.3. Registration & Player Movement

- 1.3.1. All players must be registered with the Association via the PlayHQ online management system. It is mandatory for players to be registered prior to taking part in any games.
- 1.3.2. Once a player is registered, he or she can play with no more than two clubs in any one season, provided they obtain dual registration.

1.4. Dress Code

- 1.4.1. White or cream coloured shirts with a collar (club shirts permitted).
- 1.4.2. White or cream coloured trousers with white socks and cricket shoes.
- 1.4.3. Caps or wide brimmed hats and sunscreen are strongly recommended.

1.5. Safety Equipment

- 1.5.1. British Standard (BS7928:2013) Helmet's must be worn at all times whilst batting and wicket-keeping.
- 1.5.2. It is compulsory when batting and wicket-keeping that all cricketers use the correct leg and thigh pads, gloves and protectors.

1.6. The Ball

- 1.6.1. All teams participating in the North Eastern Junior Cricket Association Under 14 competition must use a two-piece leather ball weighing 142 grams.

1.7. The Playing Field

- 1.7.1. The length of the pitch shall be 20.1 metres
- 1.7.2. The boundary is to be measured with a tape measure from the centre of the pitch and is to be a **maximum** of fifty (50) metres. Both coaches should agree on the size of the playing field prior to the match commencing.
- 1.7.3. Chalk may be required to mark the crease.

1.8. Innings Break

- 1.8.1. A change of innings break of ten (10) minutes will be taken at the change of innings.
- 1.8.2. Each player is responsible for supplying their own snacks and drinks.

1.9. Match Results

- 1.9.1. A team will be deemed the winner if it has scored more runs than its opposition when each team has received the designated number or overs.
- 1.9.2. A team will be deemed the outright winner if it has scored more runs than its opposition and has dismissed the opposition twice.
- 1.9.3. A match will be deemed a draw if either one or both teams is prevented from receiving their allotted number of overs.
- 1.9.4. A match will be deemed a tie when at the completion of the match; both teams have accumulated the same number of runs.

1.10. Scores

- 1.10.1. Scores and player statistics are to be entered onto PlayHQ by the Tuesday evening following the conclusion of the match.
- 1.10.2. All teams must have all players names entered in to PlayHQ by 8pm on the evening prior to match's commencement.
 - 1.10.2.1 Any team/s not complying with Rule 1.10.2 will be issued with a warning for the first omission.
 - 1.10.2.2 A second and subsequent non-compliance/s with Rule 1.10.2 will result in a penalty which will be the loss of premiership points for the team.
 - 1.10.2.3 If premiership points are removed for a team for non-compliance as per Rule 1.10.2.2, they will not be awarded to the opposition team.
- 1.10.3. Electronic scoring is encouraged. However, one (1) team must use a scorebook or web score offline.
 - 1.10.3.1. The home team have the right to electronically live score. If the home team choose not to electronically live score, the away team may do so.

1.11. Umpires

- 1.11.1. SACA appointed umpire(s) shall be appointed to each match of a division on allocated/rotated rounds.
 - 1.11.1.1. In the event of only one (1) SACA appointed umpire, this person is required to officiate from the bowlers end at all times. The fielding team shall be responsible for providing a member to officiate at the striker's end.
- 1.11.2. In the case where no SACA appointed umpire is present, umpires (one representative from each of the opposing clubs) shall be appointed to commence the match, one (1) from each end, to control the match as required by these Playing Conditions, with absolute impartiality.
- 1.11.3. The fielding side appointed umpire is the controlling umpire for each innings.

1.11.4. An umpire may be changed throughout the match; however, it is a requirement that any umpire taking part does so with adequate knowledge of the rules.

1.12. No Chatter to the Batter – Spirit of Cricket

1.12.1. Teams, adults, and players are to promote encouragement of all players from both sides to eliminate sledging directed at opponents.

1.12.2. Coaches or umpires, who observe sledging, should calmly redirect the chatter back to encouragement. Positive encouragement and clapping are a great way to stay energised as a group. When the bowler reaches the top of their bowling mark, fielders are to become silent. Applies to on-field and sideline chatter/cheering.

1.12.3. It is the coaches' responsibility to ensure "chatter to the batter" is discouraged & stopped if brought to their attention by an umpire.

1.12.3.1 The penalty for repeated chatter to the batter, not ceased upon request will be subject to disciplinary action, as outlined in the By Laws.

2. Two-Day Matches

2.1. Time

- 2.1.1. Matches shall start at 8:30am sharp at conclude by 12:00 noon
- 2.1.2. Matches shall not exceed 12:10pm on either day of play.
 - 2.1.2.1. Day One - Stumps are called at 12:10pm, the number of overs that have been bowled at 12:10pm will be the number of overs received on day two.
 - 2.1.2.2. Day Two – Stumps are called at 12:10pm, if no result has been achieved, the match is deemed a draw.
- 2.1.3. Coaches, Team Managers and Umpires shall make every effort to avoid delays during the match to avoid this circumstance.
 - 2.1.3.1 Scorers are obliged to record the First and Second innings start and finish times in the match report section of Play HQ
- 2.1.4. Drinks breaks shall be taken on the field of play whenever practicable.

2.2. Overs

- 2.2.1. The side batting first shall be restricted to a maximum of fifty (50) overs or 12:10pm (whichever comes first) at which time its innings must be compulsorily closed.
- 2.2.2. The side batting second shall receive, in its first innings, at least the same number of overs as the side batting first (if that innings was compulsorily closed) up to a maximum of fifty (50) overs except where 2.2.1. is applicable.
- 2.2.3. Overs must be bowled alternatively from end to end.

2.3. Bowling

- 2.3.1. An over is to be no more than six (6) deliveries except.
 - 2.3.1.1. The final over of an innings, a maximum of eight (8) deliveries may be bowled if six (6) legal deliveries are not reached (i.e. no-balls and wides are only to be re-bowled in the last over of the innings, for a maximum of eight (8) deliveries).
 - 2.3.1.2. When a dead ball is called as per rule 2.3.4 & 2.4.3.

- 2.3.2. Any ball passing outside the reach of a batting player in their normal stance that does not bounce off the pitch should be called a wide. Wides are not to be re-bowled, with one run being added to the team score, (exception: rule 2.3.1.1., in the last over of the innings when they are re-bowled to a maximum of an eight (8) ball over)
- 2.3.3. A no-ball shall be called, with one run being added to the team score when:
 - 2.3.3.1. The ball is above waist height of the batter in a standing position for a full toss, called by the square leg umpire.
 - 2.3.3.2. The ball is above shoulder height of the batter, in an upright standing position, from a short-pitched ball, called by the square leg umpire.
 - 2.3.3.3. A ball bounces more than once or rolls along the ground before it reaches the popping crease.
 - 2.3.3.4. Any ball that lands or bounces off the pitch.
 - 2.3.3.5. The heel of the bowler's front foot lands on or in front of the popping crease.
 - 2.3.3.6. No-balls are not to be re-bowled (exception: rule 2.3.1.1., in the last over of the innings when they are re-bowled to a maximum of an eight (8) ball over).
- 2.3.4. A dead ball is to be called if the ball deviates from the edge of the wicket-matting, concrete, or a raised piece of turf, with the ball being re-bowled.
- 2.3.5. All players on the day must bowl with the exception of the wicket-keeper. If the wicketkeeper is changed then all players must at least bowl their minimum number of overs, with the two wicket-keepers bowling a minimum of two (2) overs each.
 - 2.3.5.1. Opportunities for regular U/14 Wicket Keeper/s is recommended if a player/s show genuine interest in developing wicket keeping skills throughout the season.
- 2.3.6. All players, with the exception of 2.3.5. must bowl a minimum of three (3) overs, with no bowler bowling more than six (6) overs in an innings.

2.3.7. All bowlers must bowl a fourth and fifth over before any other bowler bowls a sixth.

2.4. Fielding

2.4.1. There must be a maximum of eleven (11) players on the field at any one time. Additional players may be rotated throughout the field whilst the innings is in progress. Both Team Managers/Coaches should discuss this before the game.

2.4.2. No fielder may take up a position in front of, or parallel with, the striker's popping crease closer than ten (10) metres from the batter or within ten (10) metres behind square on the leg side.

2.4.3. No player may enter this restricted area until the ball:

2.4.3.1. Is hit by the batter

2.4.3.2. Strikes the body

2.4.3.3. Strikes the equipment of the batter

2.4.3.4. Passes through to the wicketkeeper

Any infringement will result in a 'Dead Ball' being called by the umpire, and the bowl being re-bowled.

2.4.4. If a team is short on players, the opposition shall lend players to the fielding team for a maximum of eleven (11) players on the field.

2.4.5. Rotation of fielders is required to ensure all players experience different positions on the field.

2.5. Batting

2.5.1. The batting team has ten (10) wickets to use at their discretion. The innings is over once the maximum number of overs have been reached or ten (10) wickets have fallen.

2.5.1.1. Note – If a team has ten (10) players, they will only have nine (9) wickets at their discretion. A team with nine (9) players only has eight (8) wickets. A team with eight (8) players only has seven (7) wickets.

2.5.2. Please see **Appendix 1** for the batting guidelines.

- 2.5.3. Batters are required to compulsorily retire after facing their allotted deliveries, unless already dismissed.
- 2.5.4. Scorers are required to score all balls faced, including dot balls against each batter.
- 2.5.5. The scorers should note the retirement and at the completion of the innings write in the scorebook: “retired not out” and the batters score unless the batter returns to the crease and is subsequently dismissed or remains ‘not out’ on a higher score.
- 2.5.6. Retired batters may return to the crease provided that all players have faced their minimum number of balls, the maximum number of wickets available to that team (based on their player numbers) have not fallen, and the batter is the highest scoring retiree (not in the order in which they retired or at the discretion of the coach).
 - 2.5.6.1. A current batter may stay at the crease after his/her allotted balls if all players have batted and that batter is the highest scoring retired batter.
- 2.5.7. The highest retired batter who returns to the crease can bat for a minimum of four (4) full overs unless dismissed, at which time the batter may be retired or continue to bat at the coach’s discretion in the batters second visit to the crease. If the batter returns to the crease during an over (i.e. at the fall of a wicket) then this part over does not count to the four (4) over minimum.
- 2.5.8. When the batter is retired or dismissed, the next highest retiree returns to the crease. Refer to 2.5.7 to then manage this batter.
- 2.5.9. A retired batter cannot bat a third time until all other retirees have batted twice.
- 2.5.10. The following dismissals apply in this competition
 - 2.5.10.1. Bowled
 - 2.5.10.2. Caught
 - 2.5.10.3. Caught and Bowled
 - 2.5.10.4. Run-Out
 - 2.5.10.5. Stumped

2.5.10.6. Hit-Wicket

2.5.11. LBW Dismissals

2.5.11.1. LBW dismissals in U14 Division One apply.

2.5.11.2. LBW dismissals in U14 Divisions' two and three only applies when there is a SACA Umpire officiating.

2.5.11.3. LBW in U14 Divisions' two and three non-SACA umpired games; players are given a warning to provide education.

2.6. Follow-On & Declarations

2.6.1. For a team to be forced to follow on, that team must have scored 50% or less than the other sides first innings total (e.g. the team batting first scores 100 runs, if the team batting second scores 50 runs or less it can be asked to follow on at the discretion of the side that batted first).

2.6.2. A team may not declare until all batters have faced their minimum number of balls outlined in Rule 2.5.2.

2.6.3. In the case of a declaration or follow-on, rule 2.3 continues to apply to the second innings, - Example – first innings bowler bowls three (3) overs, he/she is only allowed to bowl any additional overs in the second innings, after all other bowlers have bowled their three (3) overs (see rule 2.3.6 & 2.3.7)

2.7. Team Batting First Dismissed Early

2.7.1. If the team batting first is dismissed in less than its allotted overs, there is a ten (10) minute changeover and the team batting second will bat until the scheduled closing time of play, regardless of the number of overs bowled in the day.

2.7.2. During the second week, the team batting second is entitled to its full allotment of fifty (50) overs as well as the overs it received during the first week.

2.7.3. The bowling restrictions do not reset for the second week but continue to apply throughout the whole innings – the over restrictions apply to an innings not a week.

- 2.7.4. If the team bowling does not have sufficient players to evenly comply with the bowling restrictions (maximum of six (6) overs) then the overs left should be spread as evenly as possible amongst players. (e.g. team has only eight (8) players and has to bowl a total of sixty-two (62) overs – twelve (12) from first day and fifty (50) from second – the sixty-two (62) overs would be spread six (6) players bowling eight (8) overs and two (2) players bowling seven (7) overs).
- 2.7.5. If the team batting first is dismissed within thirty (30) minutes of the scheduled close of play, the team batting second is not obliged to bat on the first day.

3. One-Day Matches

3.1. Time

3.1.1. Sunday morning matches

3.1.1.1. Matches shall start at 8:30am sharp and conclude by 12noon.

3.1.1.2. The below is a guide for the structure of the game

8:30am – 10:10am	1 st Innings
10:10am – 10:20am	Innings Break
10:20am – 12:00pm	2 nd Innings

3.1.2. The first innings is to conclude at 10:10am regardless of whether the overs quota has been reached. If the required overs have not been achieved, the team batting second will receive the same number of overs as the first innings side (i.e. first innings 25 overs at 10:10am means that the second innings will be 25 overs).

3.1.2.1. Any over that has started prior to the cut-off time will be counted as a completed over, despite whether the opposition is dismissed prior to the over completing.

3.1.3. If a result has not been achieved by 12:10pm, the match will be deemed a draw.

3.1.3.1. Under no circumstances can a match be completed after 12:10pm

3.1.4. Coaches, Team Managers and Umpires shall make every effort to avoid delays during the match to avoid this this circumstance.

3.1.4.1 Scorers are obliged to record the First and Second Innings start and finish times in the match report section of Play HQ

3.2. Overs

3.2.1. Matches shall be a maximum of twenty-eight (28) overs per side.

3.2.2. Overs must be bowled in groups of seven (7) from each end.

3.3. Bowling

3.3.1. As per 2.3

3.3.1.1. All players (with the exception of the wicket-keeper) must bowl a minimum of two (2) overs, with no bowler bowling more than four (4) overs in an innings.

3.3.1.2. All players (with the exception of the wicket-keeper) must bowl a third over before anyone can bowl a fourth.

3.4. Fielding

3.4.1. As per 2.4.

3.5. Batting

3.5.1. As per 2.5. (exception 2.5.7 & 2.5.8, refer to 3.5.1.2 & 3.5.1.3)

3.5.1.1. See **Appendix 2** for the one-day batting guidelines.

3.5.1.2. The highest retired batter who returns to the crease can bat for a maximum of four (4) full overs. If the batter returns to the crease during an over (i.e. at the fall of a wicket) then this part over does not count to the four (4) over maximum.

3.5.1.3. The batter must retire at the end of their four (4) full overs, and the next highest retiree returns to the crease. Refer to 3.5.1.2 to then manage this batter.

4. Appendix

4.1. Appendix 1 – Batting Guidelines

The guidelines for batters in a **two-day** fixture are provided below.

Players Per Team					
8	9	10	11 (ideal)	12	13
37 balls	33 balls	30 balls	27 balls	25 balls	23 balls

4.2. Appendix 2 – Batting Guidelines

The guidelines for batters in a **one-day** fixture are provided below.

Players Per Team					
8	9	10	11 (ideal)	12	13
21 balls	18 balls	16 balls	15 balls	14 balls	13 balls

4.3. Appendix 2 – Match Day Adverse Weather Policy (single page)

HEAT POLICY Locations for Temperature Readings are as follows

NEJCA—Windsor Gardens, SCJCA—Adelaide, WSJCA—Adelaide Airport

Friday Afternoon Matches Should the forecast temperature for 5:30pm Friday on the BOM app, as at 6:00pm on Thursday evening be 36 degrees Celsius or above, all matches will be cancelled.

Sunday Morning Matches Should the forecast temperature for 12:30pm Sunday on the BOM app, as at 6:00pm on Saturday evening be 38 degrees Celsius or above, all matches will be cancelled.

Sunday Afternoon Matches Should the forecast temperature for 12:30pm Sunday on the BOM app, as at 6:00pm on Saturday evening be 38 degrees Celsius or above, all matches will be cancelled.

If the forecast falls below the threshold to cancel matches; In all remaining situations, play will occur and shall continue until the weather reaches 38 degrees at the venue of the match (as per the BOM app).

WET WEATHER POLICY

In the event of extreme wet weather conditions leading up to a round of matches, the Association may cancel matches in a round of Cricket;

- Where the Association has not cancelled a round of matches, the home club will advise the opposition by 6pm on the day prior to the match, if the ground is unsuitable for play;
- Where no cancellation has occurred by 6pm on the day prior to the match, both teams and players must attend the ground ready for the match to begin as scheduled. The umpires, or where there are no umpires, the coaches will inspect the ground to determine whether it is suitable for play. Whilst it is preferable for matches to begin if conditions permit, the decision should be based primarily on the duty of care to, and safety of players along with (if playing on turf) the potential damage to the wicket and surrounding areas.
- Where there are umpire(s) supplied, the umpire(s) are the sole judge of pitch and venue condition
 - i) The home club, by agreement with the opposition may arrange a suitable alternative venue for the match to be played

Rain Affected One Day Games

- If rain falls during the first innings of a game, and play can resume, the first innings shall close at 10:10am.
- The team batting second shall receive the same number of overs as the team batting first, weather permitting.

- If rain falls during the second innings, and there is no result at 12:10pm
 - if there is no match following at the ground, the game may continue until the team batting second has received the same number of overs as the team batting first
 - if there is a match following at the ground, there is no result, the game will be a draw
- If the game is a finals game, the game placed highest on the ladder will be awarded the victory.

4.4. Appendix 4 – Adverse Weather Policy

Scope

This Policy has been created to have a standard Adverse Weather Policy across Associations that compete under a SACA Metropolitan Competitions banner.

Responsibility

This Adverse Weather Policy applies to players, umpires, and Club/Association officials. For conciseness, these are referred to hereafter as “participants”.

The purpose of this policy is to ensure that no participant suffers significant health damage due to participating in adverse conditions.

Participating in adverse conditions will affect different individuals to different extents and in differing ways.

Factors which can influence the effect on different individuals include:

- The individual’s level of fitness and general health.
- The preparation the individual has undertaken in the lead-up to the match.
- Whether, and how much, the individual has participated in cricket (or other strenuous activities) in the days prior to the day of the match in which he/she is now participating.
- The measures the participant takes to ensure proper rehydration during and after participating.
- The age of the individual.

The responsibility for ensuring the safety of individual participants is primarily the responsibility of Clubs and the individuals themselves. The Association provides the guidelines in this Adverse Weather Policy and makes specific directions and provisions in this policy and the Bylaws, to ensure Clubs and participants are aware of their responsibilities and have the opportunity to avoid unnecessary risk to individuals.

The individual Associations have provisions to cancel play on specific days or vary the starting time and number of overs bowled in any match. Matches will not be cancelled based on the least fit participant, or a participant who may have played in another match or

matches in the days prior to the match under consideration, to the detriment of the game and the majority of participants. Individuals have a responsibility to withdraw from participating if their circumstances (such as those outlined above) place them at an unacceptable level of risk; clubs also have responsibility in this regard.

It is important to note that no person is forced to participate in any match.

Policy

SACA/Association Responsibilities:

- Prepare, publish, and disseminate this Adverse Weather Policy, and the Sports Medicine Australia (S.A. Branch) publication “Drink Up” (© SMA SA Branch 2000) in sufficient quantities for clubs to provide copies to all players.
- Provide guidelines and directions to Clubs and participants.
- Cancel matches in any grade when a combination of conditions leads to an undue risk of heat illness to a significant proportion of participants in that grade.
- Establish and apply guidelines as to when such cancellations shall be made and establish a group who shall make determinations.
- Ensure the Bylaws and Playing Conditions permit proper health care during matches.

Club Responsibilities:

- Ensure Club, team and match officials are aware of this Adverse Weather Policy, and their responsibilities under it.
- Ensure that all participants are provided copies of this policy and the Sports Medicine Australia (S.A. Branch) publication of “Drink Up” (© SMA SA Branch 2000).
- Ensure that individuals are aware of their own responsibilities in regard to preparing themselves for playing in hot conditions, and to withdraw if they are at any undue risk due to individual circumstances.
- Monitor participants and ensure that individuals at particular risk (due, for example, to having played in hot conditions over multiple preceding days, or to having a fitness level lower than most) do not take part in conditions which they are at undue risk.
- Place no pressure on any participant to refrain from withdrawing from any match, or day of a match, or part of a day, for health reasons.
- Ensure participants have every opportunity under the Laws of Cricket and Bylaws to rehydrate during and after participation.

Individual Responsibilities:

- Read and understand this Adverse Weather Policy and the guidelines in the Sports Medicine Australia (S.A. Branch) publication “Drink Up” (© SMA SA Branch 2000).
- Follow the recommendations in “Drink Up” before, during and after preparation.
- In conjunction with your Club, assess your own susceptibility to heat stress, using the factors in the introduction to this Adverse Weather Policy.
- Withdraw from participation if you or your Club assesses your risk level to be unacceptable.
- Immediately inform Club officials and/or seek assistance should you start to feel any of the symptoms of heat injury as listed in “Drink Up”.

Guidelines for Umpires/Coaches

Umpires/Coaches who are umpiring may increase the number of drinks breaks during a game if the weather is excessively hot. The weather may be considered as excessively hot when it is 34 degrees Celsius or higher.

In the case of wet weather, it is the responsibility of the umpires/coaches to ensure that the pitch and outfield are suitable for play following wet weather and that the players wellbeing is of primary concern.

Procedure

Heat

Cancellation in advance:

Locations for temperature readings are as follows.

South Central Junior Cricket Association - Adelaide

North Eastern Junior Cricket Association – Windsor Gardens

Western Suburbs Junior Cricket Association – Adelaide Airport

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 at 6:00pm. Should the forecast temperature for 5:30pm Friday on the BOM app, as at 6:00pm on Thursday evening be 38 degrees Celsius or above, all matches will be cancelled.

Sunday Morning Matches & Sunday Afternoon Matches

The final decision on whether Sunday morning matches are played will be made following the updated BOM forecast released on Saturday evening at 6:00pm. Should the forecast temperature for 12:30pm Sunday on the BOM app, as at 6:00pm on Saturday evening be 36 degrees Celsius or above, all matches will be cancelled.

If the forecast falls below the threshold to cancel matches;

In all remaining situations, play will occur and shall continue until the weather reaches 38 degrees at the venue of the match (as per the BOM app).

Wet Weather

In the event of extreme wet weather conditions leading up to a round of matches, the Association may cancel matches in a round of Cricket;

- Where the Association has not cancelled a round of matches, the home club will advise the opposition by 6pm on the day prior to the match, if the ground is unsuitable for play;

NOTE: In the event that a home club notifies the opposition that the ground is unsuitable for play, a home club official must also notify the Competition Administrator(s) via email to

metrocomps@saca.com.au by 6pm on the day prior to the match. The Competition Administrator(s) will be responsible for notifying any SACA umpires where relevant.

- Where no cancellation has occurred by 6pm on the day prior to the match, both teams and players must attend the ground ready for the match to begin as scheduled.

The umpires, or where there are no umpires, the coaches will inspect the ground to determine whether it is suitable for play. Whilst it is preferable for matches to begin if conditions permit, the decision should be based primarily on the duty of care to, and safety of players along with (if playing on turf) the potential damage to the wicket and surrounding areas.

- Where there are umpire(s) supplied, the umpire(s) are the sole judge of pitch and venue condition

i) The home club, by agreement with the opposition may arrange a suitable alternative venue for the match to be played

NOTE: If this is agreed, the home club must notify the Competition Administrator via email to metrocomps@saca.com.au by 6pm on the day prior to the match. The Competition Administrator(s) will be responsible for notifying any SACA umpires where relevant.

If the decision is made to cancel the match once the inspection has occurred, the home club will be responsible for completing the fixture outcome of Abandoned in PlayHQ.

Lightning

Play must cease immediately in the event that a lightning flash is followed by thunder less than thirty (30) seconds later. Play must not resume until thirty (30) minutes after the last such lightning flash. Coaches may choose by agreement to abandon the match at the point play ceases, should there be limited pros

4.5. Appendix 5 – NEJCA Abandoned Fixture Policy

4.5.1. After the scheduled completion of the round, the NEJCA Executive and Competition Administrator will review the matches played per division (1,2 or 3) and if the division has not had the majority of its matches completed the round will be cancelled for premiership points as well as runs/wickets for and against.

4.5.2. Majority can be defined as:

4.5.2.1. Eight (8) team competition – at least three (3) out of four (4) matches completed to define a majority.

4.5.2.2. Ten (10) team competition – at least three (3) out of five (5) matches completed to define a majority.

4.5.2.3. Twelve (12) team competition – at least four (4) out of six (6) matches completed to define a majority.

4.5.2.4. Fourteen (14) team competition – at least four (4) out of seven (7) matches completed to define a majority.

4.6. Appendix 6 - NEJCA By Laws

Age Clarification

1. Wherever in these By-Laws (in this or any other section) reference is made to a player being under a certain age as at 1st September in the current season, the player shall be qualified if their relevant birthday falls on or after 1st September.

Unqualified Players

2. Any clubs playing a player not possessing the requisite qualification, registration, permit or who is ineligible to play, shall be declared to have lost the match, or matches, in which such player took part and shall lose all points gained in that match, or those matches, unless otherwise decided by the NEJCA Executive on the grounds that there were exceptional circumstances justifying the lack of requisite qualification, registration or permit. The award of points to be allotted to the opposing team shall be on the basis of a first innings win.
3. The same procedure shall apply should any player participate illegally in any match (e.g. playing without necessary permit or playing participating under a false name).

Permits

4. Permits will only be permitted for a player to play in a competition below their correct age group if a permit request form is completed and written approval is granted by the Competition Administrator.
 - 4.1. The granting of any such request shall apply to the current season only and may be revoked at the discretion of the NEJCA Executive.
5. Permits will be granted at the discretion of the NEJCA Executive.
6. Permits may be revoked if the NEJCA Executive deems they are being misused.
7. Clubs may submit permits for a one-off purpose, as explained in By-Law 10.

THE COMPETITION

Grades

8. Teams competing in the North Eastern Junior Cricket Association shall be divided into the following grades.
 - 8.1. Non-Premiership competition – Under 10
 - 8.2. Premiership competition – Under 12 and Under 14.
 - 8.2.1. Under 12 and Under 14 competitions will be split into divisions based on competition size (Division 1, Division 2, and Division 3).
9. Clubs are permitted to move players into a higher grade (e.g. Division 3 to Division 1) to assist with team shortages. However, once a player has been named in three (3) matches, they shall no longer be permitted to move to a lower Division team.
10. Clubs are not permitted to move players into a team within the same division (e.g. two sides within Division 2). In extenuating circumstances, clubs may submit a permit to the NEJCA Executive prior to the Sunday mornings fixture.
11. Any player that plays without complying with this By-Law shall be subjected to a potential penalty under By-Law 2.
12. No player/s shall play in two (2) North Eastern Junior Cricket Association competitions or grades on the same weekend. The potential penalties under By-Law 2 will apply if in breach of this By-Law.
 - 12.1. Exception: U10 players are permitted to play in two U10 games in a North Eastern Junior Cricket Association Round on the same weekend, playing in a Friday evening and Sunday morning U10 games without penalty
13. Clubs shall provide a populated list of each team's coach/es and their contact details, working with children checks and coaching accreditation details to the Competition Administrator.
 - 13.1. Clubs will not be eligible for premiership points until this has been received.

Minor Round

14. The teams in each grade shall, except when otherwise determined by the NEJCA Executive, play matches in the minor round in the order shown in the fixture.
 - 14.1. Under 10 and Under 12 competitions – Matches will be programmed as one-day limited over matches.
 - 14.2. Under 14 competition – Matches may be programmed as either two-day or one-day matches in Division One and Division Two and one-day limited over matches in Division Three.

Major Round

15. In each of the Under 12 and Under 14 competitions comprising of five (5) or more teams, the four (4) leading teams on points at the completion of the Minor Round shall compete in a Major Round to decide the premiership.
 - 15.1. Semi-Finals: 1 v 4 and 2 v 3.
 - 15.2. Grand Final: Winners of the Semi-Finals.
16. The remainder of the competition will play during the Semi-Final weekend to determine final placings for the season (e.g. 5 v 6 and 7 v 8).
17. A player shall be deemed eligible to compete in the Major Round fixtures after being named on Play HQ in a minimum of 25% of games commenced for that team in Minor Round matches.
18. If two (2) or more teams are equal on points at the end of the Minor Round, the team with the higher quotient shall occupy the higher relative position (see By-Law 28 for the method of determining the quotient).
19. In a competition comprising of less than five (5) teams, the leading team on points at the completion of the Minor Round shall compete in the Major Round as follows:
 - 19.1. Semi-Final: 2 v 3.
 - 19.2. Grand Final: Minor Premiers v Winner of the Semi-Final.

Program of Matches

20. The Competition Administrator(s) will prepare a match program before each season. This program is subject to confirmation by the NEJCA Executive.
21. Following confirmation by the NEJCA Executive, changes to the program may be made only under the following procedures:
 - 21.1. A NEJCA Delegate may alter the ground of any individual match, subject to the approval of the NEJCA Executive.
 - 21.2. The NEJCA Executive may alter the date or ground of any individual match.

22. The Competition Administrator(s) may make such change if it is unreasonable, considering the time available for the decision and the relative importance of the decision, for the entire NEJCA Executive to endorse such a change.
23. Should a change or cancellation of an entire round of matches be required in any Grade, such a change may be made by the NEJCA Executive.

Forfeits

24. If a team has to forfeit a match, a Club Official must notify the Competition Administrator(s) who will be responsible for notifying the opposing team and potential SACA Umpire.
25. In the event that a team receives a forfeit, the non-forfeiting team may submit a team sheet to ensure all players appearing upon the said team sheet shall be counted as having a 'game played' for the purpose of Major Round eligibility.
26. A forfeit will be claimed against any team that cannot field the minimum number of players for that age group within fifteen (15) minutes after the agreed start time. If both teams cannot field a minimum number, the result is a non-game. In the result of a forfeit or non-game, the participating teams may play a scratch match in the remaining allotted time. If a scratch match is played, no individual statistics are to be recorded on the Play HQ management system.

Premiership Points

27. The following points shall be awarded in all Minor Round Under 12 grade matches:

First innings win	2 points
First innings tie	1 point
Drawn match	1 point
First innings loss	0 points
Abandoned match (Association cancellation)	0 points

28. The following points shall be awarded in all Minor Round Under 14 grade matches:

First innings win, no further result	2 points
First innings loss, no further result	0 points
First inning tie, no further result	1 point
Outright win, after first innings win	3 points
Outright loss, after first innings win	2 points
Outright win, after first innings tie	2 points
Outright win, after first innings loss	1 point
Outright loss, after first innings tie	1 point
Outright tie, after first innings win	2.5 points
Outright tie, after first innings loss	0.5 points
Outright tie, after first innings tie	1.5 points
Drawn match	1 point
Abandoned match (Association cancelled)	0 points

28.1. In grades and competitions where two (2) or more teams gain the same number of points, their relative positions shall be determined by quotient. For the purposes of ascertaining the quotient, the following systems shall be adopted:

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

28.3. The batting average against a team shall be obtained by dividing the total number of runs scored against by the total number of wickets taken.

28.4. The former shall be divided by the latter, and the team having the higher quotient shall be considered to have the better performance.

Competitions with unequal matches

29. For competitions with unequal number of matches fixtured for each team, the match ratio system shall be used to equalise the competition. For the purpose of ascertaining the quotient, the following system shall be adopted.

29.1. The total number of points received by a team will be divided by the number of matches they have played.

29.2. The team with the higher quotient shall be considered to have had the better performance.

Example

Team A (6 points from 5 matches) = 1.2 Match Ratio

Team B (5 points from 4 matches) = 1.25 Match Ratio

As a result, Team B would finish higher on the ladder.

REPORTS OF BREACHES IN LAWS & BY-LAWS

Definitions

30. For the purpose of this section:

30.1. "Player" means any playing member of a Club who is registered, or who should be registered, pursuant to these By-Laws.

30.2. "Club Official" means any person representing a Club in any official capacity or recognised by a Club as holding or occupying any official position within that Club, including (but not necessarily limited to) any coach, assistant coach, scorer, team manager, committee member or person holding any position or role recognised by the Constitution or Rules of that Club.

30.3. "Disciplinary Enquiry Panel" (DEP) means the panel established under By-Law 35.

30.4. "Match" includes all matches played under these By-Laws.

30.5. "Crude" when used in the Code of Conduct includes indecent or offensive, including, in particular, racial sledging or abuse.

Codes of Conduct

31. When considering NEJCA's expected behaviour and Codes of Conduct it must be remembered that:

35.1 Cricket owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the "Spirit of Cricket"

35.2 The major responsibility for ensuring fair play in junior cricket rests with all players, match officials, teachers, coaches, and parents.

35.3 Respect is central to the Spirit of Cricket.

35.4 Any action that is disrespectful and seen as abusing the "Spirit of Cricket" causes and injury to the game itself.

32. All players and Club officials shall comply with NEJCA's Codes of Conduct, which should be read in conjunction with the Law of Cricket and the whole of these By Laws.

32.1. Any breach of the Code of Conduct shall be considered to be misconduct under these By-Laws.

32.2. Coaches are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Law of Cricket (2017 Code 3rd Edition – 2022) including the preamble "The Spirit of Cricket"

Reports of Players and Officials

33. If an appointed or officiating umpire, during or on the day of a match in which he/she is umpiring deems it necessary to report any player, or Club Official for misconduct arising out of, or in the course of, that match (whether or not the player

or official is involved in that match), or any breach under Law 41 (Unfair Play) of the Laws of Cricket, or any other Law or By-Law, he/she shall, as soon as practicable, after the conclusion of the day's play:

33.1. Provide a written report to the Competition Administrator

34. The report shall constitute a charge or a report against the player, or official for the purpose of these By Laws.

Disciplinary Enquiry Panel (DEP)

35. There shall be a Disciplinary Enquiry Panel (DEP).

36. The DEP shall consist of the Competition Administrator(s) and the NEJCA Executive.

37. All charges shall be referred to the DEP by the Competition Administrator as soon as possible following the completion of the match.

38. The DEP shall review each charge and make a determination as soon as practicable, if possible/practicable before the next game day.

39. The DEP may seek further information or comment from any person in such a manner as it seems fit.

40. If the DEP determines that the charge is proven, the reported person is to receive a penalty which is appropriate in all of the circumstances.

40.1 When imposing any penalty all relevant circumstances must be taken into account (considered), including:

40.1.1. The DEP must request and obtain details of any prior penalty imposed on the reported person before imposing any reprimand or period of ineligibility to participate

40.1.2 The seriousness of and harm caused by the breach

41. The DEP shall, upon making its determination, notify the Club of its determination and any penalties imposed

42. The reported person must at the time of notification, be advised that if he/she does not accept the determination, the person will be required, through their Club Delegate, to notify the NEJCA President and Competition Administrator of their non-acceptance of the determination

42.1 Under this circumstance the charge will be heard by an independent NEJCA Committee at its earliest convenience

43. If the DEP determines that the charge is not proven, the charge will be dismissed.

44. The DEP is not required to provide reasons for its determination.

THE CODE OF CONDUCT

45. Players

- 45.1. Play by the rules
- 45.2. Never argue with an umpire. If you disagree, have a discussion with your coach who may discuss with the umpire at an appropriate time.
- 45.3. Control your temper. Verbal abuse of officials, sledging other players, and deliberately distracting or provoking an opponent are not acceptable or permitted behaviours in cricket.
- 45.4. Be a good sport. Applaud all good plays whether they are made by your team or the opposition.
- 45.5. Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.

46. Coaches

- 46.1. Never ridicule or yell at a player for making mistakes.
- 46.2. Operate within the rules and Spirit of Cricket and teach your players to do the same.
- 46.3. Ensure that the time players spend with you is a positive experience.
- 46.4. Obtain appropriate qualification and keep up-to date with the latest cricket coaching practices and principles of growth and development of young people.
- 46.5. Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.

47. Parents/Supporters

- 47.1. Never ridicule or yell at a child for making a mistake or losing a game.
- 47.2. Remember that children learn best by example. Appreciate good performances and skilful play by all participants.
- 47.3. Support all efforts to remove verbal and physical abuse from sporting activities.
- 47.4. Respect the official's decisions and teach children to do likewise.
- 47.5. Show appreciation for volunteer coaches, officials, and administrators.
- 47.6. Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.

PENALTIES

48. DEP Ranges

48.1. Level 1 Offences

No	Offence	Example
1.1	Abuse of cricket equipment or clothing, ground equipment of fixture and fittings.	Actions such as hitting or kicking the wickets or action that result in damage to advertising boards, boundary fences, or any part of the building structure around the ground.
1.2	Show dissent at an umpire's decision by action or verbal abuse	Includes excessive, obvious disappointment with an umpire's decision or with an umpire making the decision and an obvious delay in resuming play or leaving the wicket.
1.3	Use language that is obscene, offensive, or insulting and/or the making of an obscene gesture.	This includes swearing and offensive gestures which are not directed at another person such as swearing in frustration at one's own poor play or fortune.
1.4	Point or gesture towards the pavilion in an aggressive manner or behaving aggressively towards either batter upon the dismissal of a batter.	Includes charging or running up to the batter and getting "in his/her face".
1.5	Excessive "Chatter to the Batter"	Includes excessive and repeated sledging or comments to the opposing batter and ignoring directions to cease
1.6	Excessive Appealing	Self-Explanatory

48.2. Level 2 Offences

No	Offence	Example
2.1	Show serious dissent at an umpire's decision by action or verbal abuse.	Dissent is classified as serious when by a specific action such as the shaking of the head, snatching cap from the umpire, pointing at pad or inside edge and other displays of anger or abusive language directed at the umpire or excessive delay in resuming play.

2.2	Engage in inappropriate and deliberate physical contact with other players or officials during play.	Deliberately walking or running into or shoulder another player or official.
2.3	Charge or advance towards the umpire in an aggressive manner when appealing.	Self-Explanatory.
2.4	Deliberately and maliciously distract or obstruct another player or official on the field of play.	Deliberately attempting to distract a player by words or gestures (refer to 'no chatter to the batter' rule) or deliberately shepherd the batter while running or attempting to run between the wickets.
2.5	Throw the ball at or near a player or official in an inappropriate and/or dangerous manner.	This does not discourage a fielder or bowler returning the ball to the stumps in the normal fashion.
2.6	Use language that is obscene, offensive or of a seriously insulting nature to another player, official or spectator.	This is language or gestures which are directed at another person.
2.7	Change the condition of the ball in breach of Law 41.3	Prohibited behaviour includes picking the seam or deliberately throwing the ball into the ground for the purpose of roughening it up and the application of moisture to the ball.

48.3. Level 3 Offences

No	Offence	Example
3.1	Intimidate an umpire, coach or spectator whether by language or conduct.	Self-Explanatory.
3.2	Threaten to assault another player, official or spectator.	Self-Explanatory.
3.3	Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, colour, descent, national or ethnic origin, disability or gender.	Self-Explanatory.

48.4. Level 4 Offences

No	Offence	Example
4.1	Threaten to assault an umpire, official, player or spectator.	Self-Explanatory.

4.2	Physically assaulting another player, umpire, official, or spectator.	Self-Explanatory.
4.3	Engage in any act of violence on the field of play.	Self-Explanatory.
4.4	Use language or gestures that seriously offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, colour, descent, national or ethnic origin, disability or gender.	Self-Explanatory.

49. Ranges for penalties of misconduct.

- 49.1. If a report is found to be proven, the reported person is to receive a penalty which is appropriate in all of the circumstances.
- 49.2. Indicative range of penalties for each misconduct is:

Level of Offence	Indicative Penalty Range
Level 1	Official Reprimand or a ban of up to one (1) club match.
Level 2	Ban of two (2) or three (3) club matches.
Level 3	Ban of four (4) or five (5) club matches.
Level 4	Ban of six (6) or seven (7) club matches.

- 49.3. A penalty less than the cumulative indicative range/s may be imposed at the discretion of the DEP.
- 49.4. A penalty greater than the indicative range may be imposed in the case of a person having been found guilty of previous offences.
- 49.5. A club match, for the purpose of a ban, shall be defined as the entirety of the number of fixtured rounds for the ban. For example, a player receiving a two (2) club match ban would require the player to miss the entirety of the next two rounds.
- 49.6. The prescribed penalty is only enforceable in the North Eastern Junior Cricket Association competition. However, the Competition Administrator(s) will notify any additional club(s) the player may have of the penalty.
- 49.7. In the case of a parent receiving a ban, this may result in the parent not being permitted to attend the game. Alternatively, the NEJCA Executive may determine that the imposed penalty is handed to the child on behalf of the parent.
- 49.8. All umpires have the power to report any player for misconduct, guided by the NEJCA Rules and By Laws

