



PLAYING CONDITIONS

UNDER 16 BOYS



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.



SACA Metropolitan Competitions -Under 16

Except as varied hereunder, the Laws of Cricket 2017 Code (2nd Edition – 2019) shall apply. All numerical references contained herein correspond with the relevant Law number in the Laws of Cricket.

For the Purposes of the Playing Conditions all references under the Laws of Cricket to 'Governing Body' shall be replaced with the Competitions Manager and/or delegate.

Minor Round Match Program – Two-Day Matches

Matches that are programmed as two-day matches with compulsory declarations applying to the first innings, and if the first day is abandoned without any play taking place the match will become a one-day match. In this event, any toss for innings made on the first day shall be void, and the captains shall toss again, prior to the commencement of play on the second day.

Major Round– Two-Day Matches

These matches shall be played under the same conditions as the Minor Round unless otherwise stated.

Minor Round Match Program – One-Day Matches

One-day matches are one (1) innings matches. Matches shall terminate upon a first innings result being achieved.

Law 1 – The Players

1.1 Number of Players

Play shall not commence on any day of a match unless at least nine (9) members of each team are present.

The umpires shall report any delay in the start for this reason and in addition:

- a. If a team does not have at least nine (9) members present within thirty (30) minutes after the scheduled time for the commencement of play, that team shall be deemed to have forfeited the match.
- b. It is the captain's responsibility to notify the umpires if, on any day of the match, at least nine (9) of his/her nominated players are not present for the start, or resumption on the second day, of the match. Failure to do so will result in the match being forfeited.
- c. Umpires are not required to conduct a formal count of players present on each day, or at each match, but should do so if they have any doubts as to compliance with this Bylaw, or if requested by the captain or team/club management of the opposing team.
- d. A team may consist of eleven (11) or twelve (12) named players. Eleven (11) fielders only may be on the field of play at any one (1) time. Interchange of fielders without restriction is permitted (provided no time is wasted) and there shall be no requirement for a bowler to be on the field for a certain length of time following an absence.
- e. Only eleven (11) players shall be permitted to bat in any innings. The captain is not required to nominate the player who will not bat in advance and may make such decision at any time.
- f. Each player in the U16 competitions shall be under the age of sixteen (16) as at the 1st September of the current season.

Dress

- g. Players' shirts must be predominately white, trousers (full length) must be white. Cream clothing shall be deemed white.

1.2 Nomination of Players

In all matches played under the SACA Metropolitan Competitions Bylaws, the following procedure is to be followed.

- a. Each Captain, before the toss for innings, shall nominate the eleven (11) or twelve (12) players selected for the relevant match.

Law 2 – The Umpires

2.1 Appointment and attendance

- a. When there is only one (1) SACA-appointed umpire, and no other accredited umpire, he/ she shall officiate at the bowler's end at all times. The person who officiates at the striker's end shall be subject to direction by the SACA-appointed umpire. Such direction may include an instruction to withdraw a No ball call, and/or an instruction that the striker's end umpire not make certain No ball decisions. In extreme circumstances, the SACA appointed umpire may require that the other umpire be replaced.
- b. If there is no SACA appointed umpire, umpires (one representative from each of the opposing Clubs) shall be appointed to commence the match, one from each end, to control the match as required by these Laws, with absolute impartiality. Any responsibility or reference to decisions made by an appointed umpire, shall be transferred to the Coaches.
- c. The non-independent umpire may be changed throughout the match; however, it is a requirement that any umpire taking part does so with adequate knowledge of these Laws.

2.7 Fitness for Play and 2.8 Suspension of Play in Dangerous or Unreasonable Conditions

Laws 2.7 and 2.8 shall apply subject to the following:

- a. If conditions during a rain stoppage improve and the rain is reduced to drizzle, the umpires shall consider if they would have suspended play in the first place under similar conditions. If the on-field umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately. However, should the umpires be of the opinion that a resumption of play under these circumstances would worsen ground conditions, they will resume play only with the approval of both coaches.
- b. The fact that the grass and ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders the power of free movement, or the batters the ability to play their shots and run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.
- c. The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground. If a shadow from the fielder falls across the striker's half of the pitch, the fielder shall remain stationary from the time the bowler commences his/her run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal "Dead ball" if he/she considers the striker has been disadvantaged by the action. The provisions of Laws 20.6.1 and 20.6.2 shall apply as to whether any additional delivery is to be allowed.

Law 3 – The Scorers

Law 3 shall apply.

Law 4 – The Ball

Add the following to Law 4:

- a. A new two-piece (Kookaburra Senator 156 gram) approved by the umpires acting in the match shall be used for each first innings.
- b. A new or good used ball, as per (b) above, as approved by the umpires, shall be used at the option of the fielding side in the second innings.

4.2 Approval and Control of the Ball

The umpires shall retain possession of the match ball(s) throughout the duration of the match play when play is not actually taking place. During play, umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.

4.5 Ball Lost or Becoming Unfit for Play

The following shall apply in addition to Law 4.5:

In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, and in the opinion of the umpires being unfit for play, the ball may be replaced by a ball that has had similar amount of wear. Either bowler or batters may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

Law 5 – The Bat

In addition to Law 5.3, the blade of the bat shall have a conventional flat face.

The use of bats with a graphite label on the back has been deemed illegal by the Marylebone Cricket Club (MCC).

Law 6 – The Pitch

Law 6 shall apply.

Law 7 – Creases

Law 7 shall apply.

Law 8 – The Wickets

The following shall be in addition to Law 8:

The use of stumps with metal shoes is prohibited.

Law 9 – Preparation and Maintenance of the Playing Area

The following is to be added to or replace Law 9 as appropriate:

Drying of Pitch and Ground

- a. Prior to tossing for choice of innings, the artificial drying of the pitch and outfield shall be at the discretion of the host venue. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the ground staff, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.
- b. Umpires may instruct the ground staff to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

Note: An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

Adverse Weather Conditions

- c. The fitness of the pitch, ground, weather and light for play shall be decided by the umpires acting in accordance with Laws 2.7 and 2.8 of the Laws of Cricket.
- d. Before commencement of play on any day, umpires shall see that any necessary steps are taken to improve the ground or pitch with a view to expediting play, and shall not draw stumps until the hour fixed by the Playing Conditions for the conclusion of the day's play unless satisfied that there is no possibility of play.
- e. If, in the opinion of the umpires, play would cause damage to the pitch or adjacent pitch areas which would seriously affect the pitch in future matches, they should not allow play until such damage is unlikely to occur.

Law 10 – Covering the Pitch

The following shall replace Law 10

- a. Prior to the time stipulated in the following clause, the use of the covers will be at the option of the ground authority; however, such use shall be consistent throughout the competition and independent of the state of any match or club positions.

Law 11 – Intervals

Law 11 shall apply (except as provided for under the Excessive Heat Policy).

Drinks

In hot weather, it shall be permissible with the approval of the umpires for drinks to be taken twice in each session, and in excessively hot weather, drinks breaks may be arranged such that periods of play between intervals (including drinks) are reduced to not less than thirty-five (35) minutes. In addition, any player(s) whom an umpire considers is indisposed or unduly affected by the heat shall be permitted to receive a drink between overs or at any other break in play, provided the time taken is minimised, and that the umpires are entirely satisfied that no time is deliberately wasted.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

Law 12 – Start of Play, Cessation of Play

Note: Every endeavour should be made to commence matches promptly at the scheduled time. Umpires shall advise the captains five (5) minutes before the scheduled commencement of play that they are about to take up their positions on the field.

Laws 12.6, 12.7 and 12.8 – Last hour of the match shall not apply.

Two-Day Matches

- a. When a first innings result has been achieved, the match shall continue until 5:30pm, unless both captains agree that no further result can be achieved, when play may be terminated, provided that:
 - i. In the Minor Round matches, this decision shall not be made prior to the time scheduled for the tea interval.
 - ii. In Major Round matches, this decision shall not be made while more than one (1) day's scheduled play remains.
- b. If, on any day of a match, play has not commenced thirty (30) minutes prior to a scheduled interval, such interval shall not be taken.

Scheduled Playing Hours, Intervals and Required Overs for a Two-Day Fixture Shall Be:

1:00pm	3:00pm	First Session
3:00pm	3:20pm	Lunch
3:20pm	5:30pm	Second Session

The quota for each team in its first innings shall be sixty (60) overs at 3.5 minutes/overs.

Day One – If the start of play is delayed due to pitch, ground, weather or light and there is no possibility of play before 3:00pm

- c. Play shall be abandoned for the day the match shall become a one-day match on the second day played under the conditions of one-day matches.

Day One – If the innings of the team batting first is not all out nor declared and no time is lost due to pitch, ground ,weather or light prior to 5:30pm

- d. The team batting first may bat until it has received sixty (60) overs on the first day at which time the innings shall be compulsory declared and play shall cease for the day. If it has not received sixty (60) overs at 5:30pm, then play shall continue until sixty (60) overs have been received. If play is suspended due to an interruption at or after 5:30pm, play shall cease for the day.

Day One – If the innings of the team batting first is all out or has declared

- e. Play shall continue on that day until the sixty (60) overs have been completed or 5:30pm (whichever comes first), at which time play shall cease for the day (at the end of the over in progress). The sixty (60) overs shall be reduced by one (1) over for each full 3.5 minutes of playing time lost on the first day plus two (2) overs for each change of innings, if these do not coincide with an interval. If play is suspended due to an interruption at or after 5:30pm, play shall cease for the day.

Day One – If time is lost due to pitch, ground, weather or light prior to 5:30pm when play ceases on the first day

- f. Provided that the team batting first has not completed its innings prior to 5:30pm, play shall cease for the day at the end of the over in progress, then
 - i. If the team batting first is not all out and less than fifty-five (55) overs have been received, that team may continue its innings on the second day.
 - ii. If the team batting first is not all out and fifty-five (55) (or more) overs have been received, the innings shall be compulsorily declared.

Day Two – When the team batting first continues its first innings

- g. The team batting first may continue its innings (unless the innings is dismissed or declares) for half the difference between the number of completed overs received on the first day and sixty (60) overs; any uncompleted overs on the first day shall be completed. The innings shall be compulsory declared at the completion of the over when in progress.

Day Two – When the first innings of the team batting first is compulsorily declared

- h. The team batting second shall receive in its first innings (unless the innings is terminated beforehand) the same number of overs (and part overs) as the team batting first received, at which time the innings shall be compulsorily declared.
 - i. Play shall cease for the match at the completion of the required overs in accordance with this clause.

- i If a first innings result has not been achieved play may continue or resume beyond 5:30pm if necessary, to enable the team batting second to receive the number of overs to which it is entitled.

Day Two – When the first innings of the team batting first terminates other than by compulsory declaration

- i. The team batting second may bat on the second day, until it has received the greater of:
 - Sixty (60) overs, minus, one (1) over for each over completed (on the second day) in the first innings of the team that batted first when that innings continues on the second day, or
 - The number of overs bowled to the team that batted first (rounded up)
- i The innings shall be compulsorily declared, and play shall cease for the match at the completion of the required overs in accordance with this clause.
- ii If a first innings result has not been achieved, play may continue or resume on the second day beyond 5:30pm if necessary, to enable the team batting second to receive the number of overs which it is entitled.

Day Two – When play continues into a second innings

- j. The number of overs shall be recalculated at the completion of each innings on the second day. Each calculation shall be as follows:
 - Sixty (60) overs, minus
 - One (1) over for each over bowled on that day so far (each rounded up) minus
 - Two (2) overs for each change of innings (that did not coincide with an interval) minus
 - One (1) over for each full 3.5 minutes of playing time lost on the day due to pitch, ground, weather or light.
- i Play shall cease for the match when the overs calculated in accordance with this clause have been completed.
- ii Play may continue or resume on the second day beyond 5:30pm if necessary, to enable the number of overs calculated in accordance with this clause to be completed.

One-Day Matches

Scheduled Playing Hours, Intervals and Required Overs for a One-Day Fixture Shall Be:

12:30pm	2:50pm	First Session
2:50pm	3:10pm	Lunch
3:10pm	5:30pm	Second Session

The quota for each team in its first innings shall be forty (40) overs.

Tea Interval – twenty (20) minutes - at the conclusion of the first innings of the team batting first, unless this occurs prior to 1:50pm, in which case the interval shall be at 2:50pm.

If the commencement of play is delayed due to pitch, ground, weather, or light conditions

- k. The total playing time, in minutes, remaining from the actual commencement of play until the scheduled conclusion of the match (after allowing for any intervals) shall be divided by seven (7) and the resultant nearest whole number shall become the quota of overs for each team in its first innings.

A minimum of twenty (20) overs per side with a fifteen (15) minute interval is the requirement for a one-day fixture to be constituted as a game.

When the first innings of the team batting first is compulsorily declared

- l. The team batting second shall be entitled to receive in its first innings the quota of overs applicable to the match (unless the innings is terminated beforehand), and if on completion of the quota the innings has not been completed, its shall be compulsorily declared.
- m. Play may continue beyond the time scheduled for the conclusion of the match, if required, to allow the team batting second to receive its quota of overs.

Law 13 – Innings

The following shall apply in addition to Law 13.

13.4 The Toss

- a. The captains shall toss a coin for the choice of innings, on the field of play and in the presence of one or both of the umpires, a minimum of fifteen (15) minutes before the scheduled or any rescheduled time of the start of play.

Law 14 – The Follow-On

Law 14 shall apply.

Law 15 – Declaration and Forfeiture

Law 15 shall apply.

Law 16 – The Result

The following shall apply in addition to Law 16.

- a. If two (2) innings are not completed, a match shall be decided on the first innings. Should a first innings result not be achieved, the result shall be a draw.
- b. If the match is a Tie refer to the SACA Metropolitan Competitions Bylaws.

Law 17 – The Over

In addition to Law 17, the following shall apply.

- a. Bowling limitations shall apply – see **Appendix 1**

Law 18 – Scoring Runs

Law 18 shall apply.

Law 19 – Boundaries

The following is in addition to Law 19:

- a. Grounds shall have the scoring boundary thereof defined by a clearly visible continuous white line with cones or other raised markers fixed or placed at intervals of not more than twenty (20) metres on such line. Where applicable, the boundary shall be a minimum of one (1) metre inside any perimeter fencing, advertising signs or other obstructions.
- b. It is recommended that playing areas be approximately 150 metres long and 130 metres wide.

Law 20 – Dead Ball

Law 20 shall apply.

Law 21 – No Ball

Law 21.1.2 shall be replaced by the following:

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm, the umpire shall call and signal 'No ball'.

Law 22 – Wide Ball

Law 22 shall apply with the following addition to Law 22.1 (Judging a Wide)

If in the umpire's opinion the bowler is attempting to utilise the rough outside a batter's leg stump (turf pitches), or is bowling down the leg side as a negative tactic, the umpire will call and signal "wide ball" unless the ball passes sufficiently within the reach of the striker from him/her to be able to hit it with his/her bat by means of a normal cricket stroke.

Law 23 – Bye and Leg Bye

Law 23 shall apply.

Law 24 – Fielders’ absence; Substitutes

Law 24 shall not apply.

A maximum of 11 players of the fielding team can be on the field at any given time.

- a. Changing of fielders without restriction is permitted (provided no time is wasted) and there shall be no requirement for a bowler to be on the field for a length of time following changeover.

Law 25 – Batter’s Innings

Law 25 shall apply subject to the following:

- a. A batter shall wear a compliant helmet at all times.

25.1 Batter retiring

A batter is forced to retire upon reaching 100 runs. Coaches’ may retire batters before this milestone at their discretion.

25.2 Batter returning

Any retired batters can return when all others have batted, in the order they retired.

Law 26 – Practice on the Field

The following replaces Law 26.1

There shall be no bowling or batting practice on the pitch, or on the area parallel and immediately, adjacent to the pitch, or anywhere on the square, at any time on any day of the match prior to the conclusion of the match. If the match is being played on a non-turf or hard-wicket surface, this rule applies to the matted surface.

Law 27 – The Wicketkeeper

Law 27 shall apply subject to the following:

- a. At all times when wicket-keeping up to the stumps, the wicketkeeper shall wear a compliant helmet.
- b. The players, captains and umpires shall be responsible for ensuring that a helmet is worn when required by this playing condition.
- c. The umpires should not allow the match to continue if they become aware of a wicket-keeper failing to wear a helmet when required by this playing condition.

Law 28 – The Fielder

The reference in Law 28.2.3 to the umpires reporting to the Executive and Governing Body shall not apply.

The following shall apply in addition to Law 28.

No fielders under any circumstance shall be permitted within 10 metres of the batter in front of the wicket., regardless of whether they are wearing a helmet.

Laws 29 – Law 40

Laws 29 – 40 shall apply.

Law 41 – Unfair Play and

The following shall apply in addition to Law 41

41.6 Bowling of Dangerous and Unfair Short Deliveries

- a. A bowler shall be limited to one (1) fast short pitched delivery per over.
- b. A fast short pitched ball is defined as a ball which, after pitching, passes or would have passed above shoulder height of the batter standing uprights in his/her normal guard position at the crease.
- c. The umpire at the bowler's end shall advise the bowler and the batter on striker when a fast-short pitched delivery has been bowled.
- d. In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batter, other than a fast short pitched ball as defined in clause (b) above, that prevents him/her from being able to hit it with his/her bat by means of a normal cricket stroke shall be called a "wide ball" and will also count as the allowable short pitched ball above shoulder height for that over.
- e. In the event of a bowler bowling more than one (1) fast short pitched delivery in an over as defined in clause (b) above, the umpire at the bowler's end shall call and signal a "No Ball" on each occasion. A distinguishing signal shall be used to signify a No Ball for a fast-short pitched delivery: the umpire shall signal and call "No Ball" and then tap the head with the other hand.
- f. If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of "No Ball" and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This caution shall apply throughout the innings.
- g. If there is a second instance of the bowler being no balled in the innings for bowling more than one (1) fast short pitched delivery in an over, the umpire shall advise the bowler that this is his/her final warning for the innings. The umpire will also inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.
- h. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal "No Ball" and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over.
- i. For slow bowlers the caution, final warning and taking off of the bowler (under either the short pitched or full pitched restriction) shall be applied only when the bowlers end umpires considers the delivery was dangerous to the batter.
- j. The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.

41.7 Bowling of Dangerous and Unfair Non-Pitching Deliveries

Law 41.7.1 shall apply except for the following:

- a. For a slow bowler the caution, final warning and taking off of the bowler shall be applied only when the bowlers end umpire considers that, when taking into consideration the skill of the striker, the delivery was likely to inflict physical injury on him/her.

41.9 and 41.10 Time Wasting

- a. Umpires shall be vigilant in ensuring that no timewasting occurs during any period of play, and particularly in the last hour of play, regardless of whether required over objectives exist and/or are being achieved. Achievement of required over requirements does not make a team immune to time-wasting laws.
- b. In all cases where the Laws of Cricket require a report to the “Governing Body” umpires shall submit a report to the competition manager and/or delegate, who shall discuss with the club involved.

Helmets

- a. Wearing the helmet – Helmets must be a specifically- designed, properly fitted cricket helmet with a face guard and compliant with the British Standards for helmet safety (BS7928:2013 Specification for head protectors for cricketers).

41.17 Batter Stealing a Run

The reference in Law 41.17.1 to the umpires reporting to the Executive and Governing Body shall not apply.

Law 42 – Players Conduct

The following shall apply:

All players shall be bound by the terms of the Cricket Australia Code of Behaviour, Cricket Australia Racial and Religious Vilification Code, Cricket Australia Anti-Harassment Policy and Cricket Australia Anti-Doping Policy.



Appendix 1 – Bowling Guidelines

Two Day Matches

- a. A maximum spell for a medium or pace bowler shall constitute six (6) consecutive overs.
- b. There shall be no maximum spell requirements for slow bowlers.
- c. A maximum daily allocation for all bowlers (slow, medium or pace) shall be twelve (12) overs

One Day Matches

- d. A maximum spell for a medium or pace bowler shall constitute six (6) consecutive overs.
- e. There shall be no maximum spell requirements for slow bowlers.
- f. A maximum daily allocation for all bowlers (slow, medium or pace) shall be eight (8) overs