



SOUTH WEST CRICKET ASSOCIATION

2022/23 UNDER 16 PLAYING CONDITIONS

UPDATED November 2021

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1 Cricket Balls

- a) Approved red Kookaburra cricket balls must be used in all matches.

2 Dress

- a) All players are to wear white shirts and white trousers as per SWC by-law 11.
- b) Clubs may apply to the executive for approval to wear coloured club tops.
- c) All players on the team must be in the same attire or wearing the same approved club attire while participating in each match.

3 Eligibility

- a) All players shall be under the age of 16 years of age at 1st September in the year the season commences.

4 Clearances

- a) All clubs shall follow SWC by-law 8 when clearing players.

5 Overage Permits

- a) Upon receipt of a written or electronic application from a Club, the South West Cricket Association Executive shall have the power to grant a permit to a player who is less than six months over 16 years of age on 1st September in the year the season commences.
- b) Once granted such permits shall be minuted at a meeting of the South West Cricket Executive.

- c) Players playing overage prior to being granted a permit shall be declared ineligible and the Club shall lose all points in all matches in which the ineligible player participates.
- d) The Executive shall have the power to revoke any permit at any time.

6 Match points

- a) The competition shall be played under a points system as follows.

| | |
|------------------------------|-----------|
| First innings win or forfeit | 12 points |
| Tie on first innings | 6 points |
| Drawn or Abandoned Game | 6 points |

- b) In any innings which has been completed, ten wickets shall be declared lost for the calculation of percentage.
- c) In any innings compulsorily closed, only the actual wickets which have fallen shall be considered as lost for the calculation of percentage.

7 Ladders

- a) If two or more teams are tied on match points, their position on the ladder shall be decided on their percentage for the season.
- b) The batting percentage of a team shall be obtained by dividing the total number of runs scored by the total number of wickets lost.
- c) The bowling percentage of the team shall be obtained by dividing the total runs against it by the total number of wickets taken.
- d) The former shall be divided by the latter to give the team percentage.
- e) The team having the highest team percentage shall be placed higher on the ladder.

8 Finals qualifications

- a) A player must have played at least four days of cricket to be eligible for finals.
- b) Clubs with two teams can interchange players, but after a player has played five games with one team, then they are bound to that team.

9 Team Sheets

- a) Managers must notify the umpires on the team sheet the ages of all players at the 1st September in the year the season commences.
- b) Prior to the toss, a twelfth player batter or bowler may be nominated on the team sheet by the team manager.
- c) A twelfth player is permitted to bat or bowl but not do both.
- d) Clubs shall be allowed free interchange of fielders during the fielding innings but only the 11 designated players on the recorded team sheet shall bowl.
- e) All players shall be selected on MyCricket prior to match beginning.

10 Toss

- a) If a team is not ready to toss 10 minutes prior to the scheduled starting time, the other team may claim the toss.
- b) Penalties will occur as from the specified starting time for any side who cannot commence play (fielding team minimum of 7 players).
- c) Penalty to be 2 runs per minute late, to be added to the score of the non-offending team.
- d) Penalties to be defined by umpire (or managers in the event of no umpires), prior to play commencing.
- e) Penalty runs to be added to team score at completion of innings so they can be included in percentages. (Umpires & managers responsible for having correct time).

11 Scoring

- a) All games are required to be live scored with an electronic device provided by the scheduled home team.
- b) Scorebooks shall be used in conjunction with the live scoring device.
- c) All match results are to be uploaded to My Cricket by the completion of play (if live-scoring) or no later than 9am the day preceding matches.

12 Playing Times

One Day matches

- a) One-day matches shall be played on Sundays starting at 10am, with a 10 minute interval at the competition of the first innings.
- b) All matches shall be completed by no later than 3.30pm.
- c) Session times shall be as follows:

| | |
|----------------|-------------------|
| First innings | 10.00am – 12.15pm |
| Interval | 12.15pm – 12.25pm |
| Second innings | 12.25pm – 2.40pm |

13 Overs of Play

One-day Matches

- a) Each batting side shall be entitled to a maximum of 35 overs per innings.
- b) Each batting side shall be entitled to face their 35 overs in 136 minutes (refer to calculation table)
- c) In the event of the team batting first having its innings compulsorily closed, the team batting second, if not previously dismissed, shall be entitled to receive an equal number of overs.
- d) All matches shall be played with overs bowled in five over blocks before alternating between ends (e.g overs 1-5 are bowled from one end, then overs 6-10 are bowled from the opposite end and so forth).

14 Compulsory Closure

- a) If not delayed, interrupted nor earlier terminated, the innings of each side shall be compulsorily closed after 35 overs for one-day matches

15 Play Interruption

- a) If play is interrupted by less than 30 minutes prior to the commencement of the match, the umpires or managers shall decide the starting time of the match.
- b) The overs lost per innings shall be reduced by one over per side for every eight minutes or part thereof lost (refer to calculation table).
- c) For one-day matches, a minimum of 20 overs per side shall constitute a match. In the event of either side receiving less than a minimum of 20 overs, unless the team batting second has been previously dismissed, the match shall be declared drawn.
- d) For Twenty20 matches, a minimum of 5 overs per side shall constitute a match. In the event of either side receiving less than a minimum of 5 overs, unless the team batting second has been previously dismissed, the match shall be declared drawn.
- e) The innings break shall be 10 minutes and taken at the completion of the first innings.
- f) If play is interrupted by greater than 30 minutes prior to the commencement of the match, the game shall be abandoned.
- g) If play is interrupted by more than 30 minutes during the first innings of the match, umpires/managers shall reduce the maximum overs reduced by one over per side for every eight minutes lost or part thereof lost (refer to calculation table).
- h) If play is interrupted by more than 30 minutes during the second innings of the match, umpires/managers shall reduce the maximum of overs by one over for every four minutes lost or part thereof lost. (use calculation of deciding score table to determine target score).

16 Calculation Table

| AVAILABLE BATTING TIME | Over | AVAILABLE BATTING TIME | Over | AVAILABLE BATTING TIME | Over |
|------------------------|------|------------------------|------|------------------------|------|
| 1-4 | 1 | 49-52 | 13 | 95-98 | 25 |
| 5-8 | 2 | 53-56 | 14 | 99-102 | 26 |
| 9-12 | 3 | 57-60 | 15 | 103-106 | 27 |
| 13-16 | 4 | 61-64 | 16 | 107-110 | 28 |
| 17-20 | 5 | 65-68 | 17 | 111-113 | 29 |
| 21-24 | 6 | 69-72 | 18 | 114-117 | 30 |
| 25-28 | 7 | 73-75 | 19 | 118-121 | 31 |
| 29-32 | 8 | 76-79 | 20 | 122-125 | 32 |
| 33-36 | 9 | 80-83 | 21 | 126-129 | 33 |
| 37-40 | 10 | 84-87 | 22 | 130-132 | 34 |
| 41-44 | 11 | 88-91 | 23 | 133-136 | 35 |

| | | | | | |
|-------|----|-------|----|--|--|
| 45-48 | 12 | 92-94 | 24 | | |
|-------|----|-------|----|--|--|

17 Calculation of Deciding Score

To be used if the second innings of matches is interrupted.

- Where the overs received or to be received by the side batting second are fewer than 35 but 20 completed overs or more, the deciding score shall be the average runs made from the first batting side's overs equivalent in number to the second side's overs.
- If the first side is dismissed in less than the set number the remainder shall be deemed to have been received and included in the calculation. A resulting fraction shall be disregarded. The calculation format is outlined in the tables below.
- Where the overs for the second batting side are fewer than 20 completed overs, a minimum deciding score shall be calculated as in (a) on 20 overs.
- When 5 run penalties have been awarded to the side batting first the deciding score shall be determined by excluding those runs from the calculation and then adding them to the calculated figure. If further 5 run penalties are awarded against the side batting second the deciding score shall be increased equally

| | |
|---|--|
| A Overs entitlement for the first batting side | |
| B Runs scored by first batting side (excluding penalty runs) | |
| C Averages runs scored per over by first batting side (B A, rounded to two decimal places) | |
| D Overs – second batting side – if under 20 calculate on 20 | |
| E Deciding score unless penalty runs apply (D x C disregarding final fraction) | |
| F Penalty Runs to be added (E & F) | |
| G Deciding score (E or F + 1 run) | |

INSTRUCTIONS

- Record of runs scored in each of the first batting side's overs must include byes, leg-byes, no balls and wides, but not penalty runs - see 5 below.
- An unfinished over in the first batting side's innings is counted as a full over.
- To win, the second batting side must pass the deciding score. If that score is equalled and 25 full overs or more are received it is a tie.
- Details of the first batting side's overs are to be completed at the interval.
- Any penalty runs applied must not be included in the progressive score. They are to be added in the box at the bottom at the conclusion of the innings.

In order to achieve a result in a rain affected match, the team batting second must have:

- Passed the score of the team batting first; or
- Been dismissed under the target score as per rule 17 above. Note the 35 over requirement will be replaced with the 20 over minimum for this instance; or
- In regard to the specified reduced overs scenario in rule 17c, the team must have passed the target score or have been dismissed before reaching that score. Note the 35 over requirement will be replaced with 20 over minimum for this instance.

- d) The match will therefore be declared a draw if the provisions in rule 17 are not met.

EXAMPLE

Side A scored 135 runs of 35 overs (3.85 runs per over).

Side B loses 60 minutes at the commencement of its innings. Using the table above, 45 minutes lost equates to 12 overs.

Side B's innings is reduced to 23 overs.

At a rate of 3 runs per over, the deciding score is 88 runs.

Side B must score one more than this, 89, to win.

METHOD

| | |
|---|--------------------------|
| A Overs entitlement for the first batting side | 35 |
| B Runs scored by first batting side (excluding penalty runs) | 135 |
| C Averages runs scored per over by first batting side (B A, rounded to two decimal places) | $135/35 = 3.85$ runs |
| D Overs – second batting side – if under 20 calculate on 20 | 23 |
| E Deciding score unless penalty runs apply (D x C disregarding final fraction) | $23 \times 3.85 = 88.55$ |
| F Penalty Runs to be added (E & F) | 0 |
| G Deciding score (E or F + 1 run) | $88 + 1 = 89$ |

18 Results of Matches

One-day matches

a) Win or tie: Second Side's Overs Entitlement Received

If the second batting side receives its entitlement of overs under rule 13 or is dismissed in fewer overs, the winner shall be the side with the higher actual score and if the scores are equal the match shall be a tie.

b) Drawn match

If the side batting second receives fewer than 20 completed overs and no other result has been obtained, the match shall be drawn.

19 The Over

- a) The maximum number of deliveries (including wides and no balls) in any one over shall be 8.

20 Batting Limitations

- a) All batters must wear a helmet with a faceguard while batting.
 b) In one-day matches, all batters must retire once their score has reached 50 and shall not return.

21 Bowling Limitations

- a) In one-day matches, a bowler shall be permitted to bowl a maximum of six overs.
- b) **Bowler limitations** – bowling limitations shall be limited to medium pace or faster bowlers, as determined by the umpire or team manager(s), are defined as those for whom the wicketkeeper would normally stand back or as any bowler who is not considered to be a spinner.
- c) **Bowling consecutive overs** – Bowlers shall be limited to a maximum of consecutive overs in any one spell which are consistent with Cricket Australia guidelines. A part of an over bowled shall be treated as one full over in the limit for any underage bowler concerned in the over. The break between spells shall be 30 minutes.

| Age Group | Consecutive Overs |
|-----------|-------------------|
| Under 17 | 6 |
| Under 15 | 5 |
| Under 13 | 4 |

- d) In a game where overs have been reduced, a player shall not be permitted to bowl any more than one fifth of the allotted overs.

22 Fielding Limitations

- a) All wicketkeepers must wear a helmet with a faceguard while wicket keeping up to the stumps.
- b) Except for the wicket keeper and slips fielders, (not leg slips), no players are permitted in an area closer to the batsmen than a distance in an arc equal to half the length of the pitch.
- c) Once the ball is hit, strikes the batsmen or passes through to the wicket keeper, then a fielder may enter the restricted area.
- d) If a fielder enters the restricted area prior to the ball being hit etc, then either umpire can shall call and signal "Dead ball."

23 No Balls

- a) Any delivery which bounces at or over shoulder height of the batsmen in their normal stance. The square leg umpire shall call a no ball.
- b) Any fast-full pitched delivery, above waist height the square leg umpire shall call a no ball.
- c) Any delivery landing off the surface of the pitch the main umpire shall call a no-ball.
- d) No-balls and wides are worth a 1 run penalty each are recorded against the bowler.
- e) Runs taken off a wide or no-ball are recorded against the bowler.

24 Reverse Sweep

- a) The reverse sweep shall be banned.
- b) Any player playing a reverse sweep shall be given a first and final warning.
- c) On a second occasion the batsman shall be given out.

25 Semi finals

- a) All semi-finals will be played on turf, except in the case of a semi-final when if the turf is unplayable, the match can be transferred to a suitable hard wicket.
- b) Semi-finals will be played between the first and fourth teams and the second and third teams.
- c) Semi-finals shall follow all rules set out in this document except for rule 25, which shall be used solely in the grand final.
- d) In the event of the match being abandoned without play starting or a win result being achieved, the team ranked higher on the ladder shall be declared the winner and shall progress onto the

grand final.

26 Grand Finals

- a) The grand final shall be played on turf and shall be played between the two winning semi-finalists.
- b) In the event of a grand final being interrupted or abandoned on the scheduled day, a reserve day shall be fixtured and the match shall be completed on the stipulated reserve day.
- c) There shall be no reduction of overs in the grand final.
- d) In the event of adverse weather interrupting a match during the first innings, the team batting first shall be entitled to bat its full quota of overs at which stage the innings shall be compulsorily closed.
- e) In the event of adverse weather interrupting a match during the second innings of play, the team batting second shall be entitled to its complete quota of overs, unless it is dismissed prior.
- f) In the event play is interrupted for more than 90 minutes on the first day, the match shall be abandoned and shall resume on the stipulated reserve day.
- g) If play is not possible before 3.30pm on the reserve day, the match shall be declared drawn and the team finishing higher at the completion of the home and away season shall be declared the winner.
- h) The premier team in the colts competition shall be awarded a flag and the McKinnon Shield which is a perpetual trophy.
- i) A Player of the Match award shall be determined by the umpires and presented at the completion of the match.

27 Awards

- a) A Cricketer of the Year trophy for the under 16 grade shall be awarded based on MyCricket champion player points.
- b) A batting aggregate for the runs scored in the under 16 grade shall be awarded according to MyCricket statistics.
- c) A bowling aggregate for the wickets taken in the under 16 grade shall be awarded according to MyCricket statistics.
- d) All awards will be presented at the under 16 grand final.