



SOUTH WEST CRICKET ASSOCIATION

U13

PLAYING CONDITIONS SEASON 2022/23

Last Updated 25 October 21

UNDER 13 DIVISION RULES

GENERAL RULES.

Matches at Under 13 Level will be scheduled primarily for Friday afternoons or on any other days that are required to ensure the competition playing schedule can be met. The U13 final will be played on a Sunday on a date and venue determined by the Executive.

Rule 1: Team Managers and Coaches

- 1.1 A team manager and/or coach must be appointed by each club prior to the start of the season and the names and contact/details for both to be forwarded to the SWCA junior executive.
- 1.2 All team managers and coaches will be held responsible for the conduct of their players, both on and off the ground.
- 1.3 Competent scorers are required for all games.
- 1.4 Competent persons are to be assigned as umpires. Each club to supply at least one umpire per game (must be minimum 16yrs of age or above)
- 1.5 All team managers and coaches must possess a current Working with Children Certificate in compliance with the Working with Children Act 2005. The Coach/Manager must provide proof of receipt of this card and submit to the General Manager SWCA, a photocopy of the current certificate by the commencement of the season in which the person undertakes those duties.
- 1.6 All team coaches and/ or managers must attain a minimum community cricket coaching accreditation (Level 1) upon taking up these roles preferably by the commencement of the season.
This qualification is a compulsory and mandatory requisite to coach a team. The will SWCA conduct a course to qualify prospective coaches during each season. Failure to comply with this rule without just cause may result in a Club fine and/ or team loss of match points.

Rule 2: Player Eligibility

- 2.1 Players must be under 13yrs as of September 1 of the current season. Girls playing in this competition may be 2 yrs above the designated age. (U15 girl can play U13). Any player 10yrs of age or under must have parental consent and approval from the coach to play, as well as be registered on MyCricket. Any player playing a higher grade:- ie. U13 playing U15-17 must have parental approval to do so.
- 2.2 All junior players must be registered with the SWCA on MyCricket through the online registration process, by the completion of their first game. This registration must include full contact details, full name, address, date of birth and a current Email address. Failure to do this will amount to playing an unregistered player and will incur a penalty/loss of points. Players are only registered to a club for one season, and clearances at this age level are not required. If a player wishes to change clubs mid- season, then a simple 'transfer' advice in writing or e-mail is all that is required to the Junior Executive Chairperson. The player must be re-registered with his/her new club on MyCricket authorising play.
- 2.3 Any player found to be over age for an age group without approval will result in the loss of any points scored (if being played for) in the match in which he/she has participated.

- 2.4 In special circumstances however, an over age player may play in a younger age group upon receipt of a valid and justifiable request. This request may be approved by the Junior Committee Chair person. The performance of the player is to be monitored on a monthly basis and if above average player performance results then the player may be reverted back to his rightful age group and the approval for overage play rescinded

Rule 3 Playing Conditions, Times & Dates of Play.

One Day Matches

Where one day afternoon/day matches are scheduled each team will be entitled to bat for a maximum of 24 overs per team. Bowlers will be limited to two overs each or a third over if player numbers are minimal. Batsman must retire on achieving 20 runs. A 15 minute break between innings is encouraged. Normal Under 13 bowling conditions of 4 overs being bowled from one end at a time will also apply. No compulsory retired player can return to bat.

Rule 4: General Instructions

4.1 Ground Size/Marking

- 4.1.1 All U13 games will be played on a ground with a boundary which is a maximum radius of 50m from the centre stump at each end, and distance of 50m from the centre line of the pitch along the sides. If any ground boundary is less than 50m from the centre line of the wicket then the boundary must be a minimum of 2m inside any fixed object.
- 4.1.2 a circle is to be drawn around the stumps at each end with a minimum radius of 10m. The middle stump is to be the centre of the circle.
- 4.1.3 proper cricket stumps to be used in all games,
- 4.1.4 it is the home teams responsibility to ensure the ground is marked appropriately.
- 4.1.5 failure to effectively mark the boundary will result in a prescribed penalty as determined by the junior cricket executive.

4.2 Playing Rules

- 4.2.1 all players are permitted to wear coloured cricket tops, or white cricket attire. Broad-brimmed, white or club coloured, hats, caps are permitted. No 'brand name' baseball type caps are permitted.
- 4.2.2 interchange system applies, with full playing rights (batting, bowling and wicket keeping) but there must only be 11 players on the field at any one time.
- 4.2.3 maximum of 16 players per side.
- 4.2.4 all team members are expected to bat and bowl.
- 4.2.5 players absent in the first week are permitted full playing rights in the second week.
- 4.2.6 minimum number of players in a team required for the commencement of a game is 7. Batsmen who bat a second or subsequent time will return lowest score to highest score.(same scores return in batting order) players batting a second or subsequent time are to have their scored added to any previous score, entered into the scorebook so as to have an aggregate score for the game. **See Rule 5.1.2** for procedure for return of batters.
- 4.2.7 players may be loaned from one team to another for the purpose of attaining minimum numbers to play. Any such players have full batting/bowling rights, as if they were actual members of the team. Loaned players must be registered players, to have full rights. If a team has only the minimum number of players, and the opposition has sufficient players to make up the shortfall to 11 players, and still retain 11 themselves, then clubs are encouraged to loan the required number of additional players.
- 4.2.8 all clubs are to use and complete proper score sheets, in approved official SWCA score books. Live scoring is encouraged at under 13 age level.
- 4.2.9 The team's score will be recorded at the fall of the 10th wicket. The innings may continue until the required overs are completed. The team with the higher score at the fall off the 10th wicket is deemed to be the winner of the match.

Rule 5: Modifications to playing rules

5.1 Batting

- 5.1.1 If a match is declared a one day match, then compulsory retirement is 20 runs (maximum score is 25 if a six is hit when the batsman is on 19). A compulsory retired player cannot return to bat.
An innings is completed after 24 overs have been bowled, or playing time has been reached. Players may return to bat a second time after all listed players have been dismissed or non-compulsorily retired and the fall of the 10th wicket has not been reached.
- 5.1.2 The order of return of batters is as follows;
- (a) Compulsory retired batters cannot return to bat.
 - (b) Non- compulsory retired batters can return, lowest score to highest score.
 - (c) If there are no non-compulsory retired players, batsman previously dismissed from lowest score to highest score (same scores return in batting order) may return to bat a second time.
- 5.1.3. Team Managers have the option to retire any player at any time during the game
- 5.1.4 all nominated players listed on the team sheet are expected to bat at least once. (the responsibility is on team managers to ensure that all players named on the team sheet get the opportunity to bat.)
- 5.1.5 all batsmen must wear all appropriate protective equipment, including a helmet with full face guard and protector.
- 5.1.6 the LBW rule will apply but the batsman will be given not out on any occasion that a shot is being played. The batsman will only be given out LBW if deemed to be deliberately or persistently obstructing the stumps using only his pads.
- 5.1.7 Mankad - No player shall be run out after leaving his crease prior to the bowler delivering the ball. A warning by the umpire for this action should occur.

5.2 Bowling

- 5.2.1 No more than 3 overs may be bowled by one bowler in any one day game.
- 5.2.2 (a) 9 bowlers must bowl 2 overs before any other bowler can bowl a third or subsequent over in any two day or one day match.
(b) GUIDELINE. Where there are more than nine (9) players in a team it is strongly recommended that all other players in the team who have not previously bowled, bowl at least 1 over before the original bowlers return to bowl their second spell.
- 5.2.3 The maximum number of balls bowled in an over is 6 irrespective of no balls or wides bowled. Weaker bowlers may use popping crease as return crease.
- 5.2.4 the ball used will be a **142g** 2 piece WDCA approved Kookaburra branded ball. A new ball may be used with consent of both managers.
- 5.2.5 Law 41.7 of the MCC rules (waist high full toss). A no ball shall be called but no cautions are given

5.3 Fielding.

- 5.3.1 No player will be permitted within half pitch length of the batsman, except the wicketkeeper and fielders in the quadrant from point, to the keeper (slips). Any ball bowled while a fielder is in or moves into the prohibited area prior to the batsman playing a shot will be deemed a no ball, and shall be called accordingly. (within the 10m diameter circle

around each set of stumps.)

5.3.2 If wicketkeepers stand up to the stumps then they must wear an approved helmet with full face guard

5.3.3 At least two [2] Wicketkeepers are to be used each innings.

Rule 6: Points/Final/Scores/Results

6.1 In all U13 games 6 points will be awarded for winning a game when:

- (a) Both teams have batted their 24 overs and have not been dismissed and one team has a superior score to the other, **or**
- (b) If a team has lost 10 wickets in an innings, the score at the fall of the 10th wicket is determined to be the team's total match score. This score is to be recorded in the official scorebook. The game is however encouraged to still continue if time and overs permit.
- (c) There are no outright wins in Under 13 cricket.

6.2 .1 **Finals** --- The top four teams in the competition will participate in the final series in the semi final matches. Team 1 v Team 4, Team 2v Team 3.
The two winners of the Semi Finals will play off in the Grand Final.

6.3 For the remaining teams in the competition who are not involved in finals positional game/s will be scheduled to provide these teams with additional games of cricket

6.3.1 Team lists must be completed prior to the days play on MyCricket.

6.3.2 For a player to be eligible for finals that player must have played two (2) matches in the particular team that is playing in the finals or in a lower level team at that Club during the season.

6.4 It is the responsibility of either team manager/coach or representative to enter the match result within the 48 hour timeframe of the completion of each day's play. When the match has been completed coaches are to check and confirm the match result and ensure his or her particular team player statistics are recorded accurately on the system.

6.5 It is the away club's manager's responsibility to ensure that the results of the game, as presented in MyCricket, as above, are correct and confirm same.

6.6 It is the responsibility of both team managers to ensure that their individual teams statistics are recorded and kept up to date in a timely manner in the MyCricket recording system

7. Instructions to Clubs

1. All teams are to bat their full time to allow every player a full opportunity to bat and teach young players to build a full innings from a personal and team perspective, and to foster and promote the 'spirit' of the game of cricket among their players.
2. Team managers are encouraged to alternate batting and bowling orders from game to game, to ensure all players have an equal opportunity to gain the most experience that they can.
3. U13, rotation of team captaincy is to be encouraged.
4. If clubs have between 16-20 players then they should consider nomination of a second team.
5. All clubs are encouraged to participate in the Woolworths T-Blast cricket programs,
6. Clubs who either supply or require players to wear club caps, are to supply or require them to wear broad brimmed hats, either in club colours or plain white, with club emblem.
7. All clubs to have one delegate on the junior committee.
8. The SWCA is to field two Under 13 Country Week teams in the Portland Country Week competition in January of each year.
9. A Junior Development fund to be established and managed by the Senior Executive to foster the coaching of our club junior cricketers in the SWCA.
10. All Clubs should engage with their local neighbourhood schools, these being a valuable resource for the recruiting of junior cricket players.

Summary of Modifications.

Batting –1 day games. Max 20 runs required before retirement. Unable to return to bat.

Bowling- 1 day games. A maximum of 2 overs with a third bowled if player numbers are short.