




NEJCA U16 RULES 2024/2025

AGE	U16 as of 1 st September 2024	PLAY HQ	All team players names must be entered on Play HQ by 8pm on the Saturday evening prior to the match's commencement.
ELIBILITY	Players must be registered with NEJCA via Play HQ online before they can play.	SCORING	All Scores and Player statistics must be entered onto Play HQ by Tuesday evening following the conclusion of the match.
BALL	NEJCA Two-Piece 156g Leather Ball	FIELDING POSITIONS	<p>Except for the Wicketkeeper, Slips and Gully Fielder no player will be permitted to stand within 10m of the batters' middle stump until after the ball is hit, strikes the body of the batter or passes through to the wicketkeeper.</p> <p>Non-compliance is a no ball.</p> <p>Except for the Wicket Keeper, Slips and Gully Fielder no player shall enter the restricted zone (which is 5 metres from the batter's middle stump), unless wearing protective equipment i.e. helmet and protector until after the ball is hit strikes the body of the batter or passes through to the wicketkeeper</p>
TWO-DAY MATCH ONE DAY MATCH	<p>60 Overs maximum per side 60 Overs/day</p> <p>40 overs maximum per side</p>		
TIMES INNINGS	<p>Two Day: Sunday: 1:00pm - 5:30pm 1st Session 1:00pm - 3:05pm 2nd Session: 3:25pm - 5:30pm</p>		
TIMES INNINGS	<p>One Day: Sunday 12:30pm – 5:45pm 1st Innings 12:30pm - 2:50pm 2nd Innings: 3:10pm - 5:45pm</p>		
ON FIELD DRINKS BREAKS	<p>One on-field drinks break/session If 30 degrees or above two on-field drinks breaks/session</p> <p>On-field drinks breaks may be taken more often in hot weather if agreed with the umpires prior to the commencement of the play.</p>		
AFTERNOON TEA BREAK	<p>20-minute afternoon tea break One-day game: 2:50pm – 3:10pm Two-day game 3:05pm – 3:25pm</p>		
TEAM	<ul style="list-style-type: none"> • 8 minimum to play, 13 maximum per team. • Recommended is 11 players per team. • 11 maximum on the field at any given time. • A team will forfeit if 8 players are not present 30 minutes after the scheduled commencement of play 		
EQUIPMENT	<ul style="list-style-type: none"> • Helmet's must be worn at all times whilst batting & wicket-keeping up to the stumps. • Pads, Gloves and Protector must be worn at all times whilst batting & wicket-keeping 		
CLOTHING	<p>White- or cream-coloured shirts with a collar (club shirts permitted) White- or cream-coloured trousers with white socks and cricket shoes.</p> <p>Caps or wide brimmed hats and sunscreen are strongly recommended</p>		
UMPIRES BOUNDARY AND PITCH LENGTH	<p>If only one SACA Umpire, the SACA Umpire will officiate at the Bowlers End</p> <p>Length of the Pitch: 20.1m Boundary is to be measured from the centre of the pitch with a tape measure: maximum 60m Circle., marked with cones/rope. Two sets of standard stumps with bails. Chalk is required to mark the crease lines</p>		
		BATTING	<p>Two-Day Matches and One -Day Matches</p> <p>Only 11 players are permitted to bat in any one innings</p> <p>Batters must immediately compulsorily retire on reaching 100 runs, even if it is mid over.</p> <p>Compulsorily retired batters may recommence their innings after all other batters are dismissed and are to return in the order of the lowest to highest scorer.</p> <p>Compulsorily retired players will be considered not out at the end of the innings, unless they returned to the crease and are subsequently dismissed.</p> <p>Coaches may retire players at their discretion prior to a batter reaching 100 Runs</p> <p>All modes of dismissals are applicable</p> <p>The innings is closed after 10 wickets have fallen or 40/60 overs have been completed.</p> <p>If the team batting first in a two-day game is dismissed in less than its allotted overs, a 10-minute innings changeover will occur, the team batting second faces the re-calculated required number of overs</p>
		 <p>TEAM BATTING FIRST In A TWO-DAY GAME IS DISMISSED EARLY</p> 	<p>If the team batting first is dismissed in less than its allocated sixty (60) overs, there is a ten (10) minute change of innings.</p> <p>The overs to be faced by the team batting second are calculated by dividing the remaining time in minutes until the scheduled completion of the days play by 3.5 and rounding up to the nearest whole number. This is the number of overs to be bowled to complete day one's play. The team batting second is entitled to sixty (60) overs on Day Two unless dismissed.(Rule 2.9)</p>



<p>BOWLING AND FIELDING</p>  <p>WIDE</p> <p>NO BALL</p>	<p><u>Two-Day Matches & One-Day Matches</u></p> <p>Six (6) legal deliveries per over (wide's and no-balls are to be re-bowled).</p> <p>A bowler who bowls less than 6 overs in a spell and then has a break of 12 overs may subsequently commence a new spell of 6 overs (subject to the bowler's innings limit).</p> <p>A bowler who has bowled a spell of less than 6 overs may resume bowling prior to the elapse of 12 overs but this will be considered a continuation of the same bowling spell and the limit of 6 overs in that spell shall still apply. Following the completion of the spell the normal requirement for a break of a period of 12 overs shall apply.</p> <p>This rule shall include the number of overs bowled between a first and second innings where a team has been made to follow on i.e. A bowler who bowls his last 6 overs in the last 12 overs in the first innings where an innings is followed on is unable to bowl until 12 overs have been bowled in the second innings.</p> <p>One (1) short-pitched or waist high full toss delivery permitted per over. Any subsequent short-pitched or over waist high full toss will be called no ball.</p> <p><u>Two-Day Matches</u></p> <p>Medium or Pace Bowlers - A maximum spell of six (6) consecutive overs with a maximum of twelve (12) overs in an innings. The bowler must have a break from bowling for twelve (12) overs.</p> <p>Slow Bowlers – may bowl all twelve (12) overs in a spell</p> <p><u>One-Day Matches</u></p> <p>Medium or Pace Bowlers - A maximum spell of six (6) consecutive overs, with a maximum of ten (10) overs in an innings. The bowler must have a break from bowling for twelve (12) overs.</p> <p>Slow Bowlers – may bowl all ten (10) overs in a spell</p> <p>Wide: Any ball passing outside the reach of a batting player in their normal batting stance that DOES NOT bounce off the pitch.</p> <p>NEJCA does NOT use the “Limited Over Competition Wide Interpretation”</p> <p>No Ball: A ball that bounces more than once OR rolls along the ground before it reaches the popping crease called by the square leg umpire.</p> <p>Any ball that lands or bounces off the pitch.</p> <p>Front Foot No Ball</p>	<p>DEAD BALL</p> <p>COACHING</p> <p>SEASON DATES</p> <p>ADVERSE WEATHER</p> <p>NO CHATTER TO THE BATTER</p>	<p>Dead Ball: The ball deviates from the edge of the wicket matting, concrete, or raised piece of turf OR a fielder is inside the 10m exclusion zone prior to the batter hitting the ball/ball passing through to the wicketkeeper.</p> <p>Coaching is restricted to drinks; afternoon tea & the innings break or prior to the commencement of the game</p> <p>Sunday 13th October – Sunday 15th December 2024 Sunday 12th January – Sunday 23rd February 2025 SF Sunday 2nd & 9th March GF Sunday 16th & 23rd March No games scheduled Adelaide Test Match Weekend 2024 or Long Weekend January 2025</p> <p>The full <u>Adverse Weather Policy</u> is available on the NEJCA Website: nejca.com.au</p> <ul style="list-style-type: none"> • Extreme wet weather conditions may lead to an Association cancellation of games – notification will be via NEJCA Facebook • If a ground is unsuitable for play, the home team may source an alternative suitable ground and notify the opposition by 9am on the morning of a Sunday game of alternative venue or cancellation of the game. • If no cancellation all players from both teams must attend the ground ready to play • <u>U16 SACA Umpired games</u> that are cancelled due to wet weather please notify nejcapresident@gmail.com asap, so the umpires can be notified of the cancellation. • In the event of a Lightning flash followed by thunder less than 30 seconds later play must cease immediately - please refer to the policy for resumption of play. • Heat guidelines refer to the BOM APP temperature at Windsor Gardens @ 12:30pm for a Sunday game, as published at 6:00pm on a Saturday, 38 degrees or above, matches will be cancelled. • If the Umpire/s deem no play is possible on account of weather, light or, unfitness of the ground by 3:00pm the match will be abandoned. <p>20 overs/team constitutes a match</p> <p>See Full Rule 1.13 No Chatter to The Batter Spirit of Cricket</p> <p>Teams, players, spectators, coaches and umpires are to promote encouragement of all players from both sides to eliminate sledging directed at opponents</p>
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