

1. ELIGIBILITY

- a. Junior: As defined by ICC for none Test playing countries, a player 19 years of age and Under and whose 19th birthday fell, or would fall, on or after September 1st of the previous year of that summer competition, is considered a junior.
- b. Under 19: A player is eligible to participate in the Under 19 competition if 19 years of age and under, and whose 19th birthday fell, or would fall, on or after September 1st of the previous year of that summer competition. (eg for 2012 - Sept 1st 1992)
- c. Under 17: A player is eligible to participate in the Under 17 competition if 17 years of age and under, and whose 17th birthday fell, or would fall, on or after September 1st of the previous year of that summer competition. (eg for 2012 - Sept 1st 1994)
- d. Under 15: A player is eligible to participate in the Under 15 competition if 15 years of age and under, and whose 15th birthday fell, or would fall, on or after September 1st of the previous year of that summer competition. (eg for 2012 - Sept 1st 1996)
- e. Under 13: A player is eligible to participate in the Under 13 competition if 13 years of age and under, and whose 13th birthday fell, or would fall, on or after September 1st of the previous year of that summer competition. (eg for 2012 - Sept 1st 1998)
- f. Under 11: A player is eligible to participate in the Under 11 competition if 11 years of age and under, and whose 11th birthday fell, or would fall, on or after September 1st of the previous year of that summer competition. (eg for 2012 - Sept 1st 2000)
- g. To be eligible to participate in the play-offs, a player must have actively played in at least **four (4) games**, in the Division or lower, for the club prior to the play-offs –([‘actively’] means that the game was actually started, that is to say, at least one (1) ball was bowled in the match). In addition, the player must have been an active participant in at least 50% of the game.
- h. Any team that is found to have wilfully played a player in a division for which that player does not meet the eligibility requirements, would automatically forfeit any points gained from any games that player participated in, and would face disciplinary actions and/or fines by the T&DCA.
- i. Any player that is found to have wilfully played in a division for which he or she does not meet the eligibility requirements, would face disciplinary actions that could result in suspension and/or fines by the T&DCA.

2. REGISTRATION

- a. A Junior player is only allowed to “belong” to one club in the T&DCA, their Home Club.
- b. A junior player is only allowed to register and play with one club in a particular age division in the Junior Competition.
- c. A Junior is allowed to play for an alternate club within the junior competition, if and only if, his Home Club does not have a team in that age division.

d. Each player must be duly registered and an active member of the club, within the T&DCA Registration System and have received a valid Player ID Number prior to his or her participation in any league games.

e. Registration of the player must use the following standard convention for their name

I. Home Club

x First name Last name (Age Div) - eg Monty Panesar (U17)

II. Alternate Club2

x First name Last name (Age Div-<club code> - eg Monty Panesar (U17-T&D)

f. Proof of Age is required before participating in any games and must be produced before all playoff games.

g. Teams are asked to provide accurate registration information with photo ID.

h. The valid photo ID that are acceptable are:

I. A health card that bears the picture of the player and identifies date of birth

II. A combination of recent school photo ID and birth certificate.

III. Driver's License

IV. Passport and other applicable immigration documents that bear a photo ID.

V. A T&DCA league issue photo id card showing name and date of birth

NOTE: For U-13 and U-15 divisions, only T&DCA issued photo id cards are valid

i. Managers and Coaches are responsible for the accuracy of the players' registration information.

j. Any team that is found to have wilfully played a player who is not duly registered with that club, would automatically forfeit any points gained from any games that the player participated in and would face disciplinary actions and/or fines by the T&DCA

k. **If opposing coach/manager has any objection with the ID of a player they can see the ID of the opposing team in presence of the umpire(s)**

3. RELEASE

a. A junior player, who wishes to transfer to another club within the T&DCA, must follow the release procedures as outlined in the T&DCA Senior Match Play Rules and By-Laws.

b. A release is only required when transferring from the player's Home Club.

c. A release is not required when changing an Alternate Club. However, a player is not allowed to change Alternate Club during a season.

d. Clubs shall not willfully and unduly withhold any Junior from being transferred to another club.

e. Any player who is of the opinion that they are being unfairly treated in a release request, has the right to appeal or report the circumstances to the T&DCA Board.

f. Any team that is found to have willfully registered and/or played a player who, having been previously registered with another club, without the proper release documents, would automatically forfeit any points gained from any games that the player participated in and would face disciplinary actions and/or fines by the T&DCA

4. HOURS OF PLAY

a. The toss must be taken at 8:45 am. Games start at 9:00 am and Finish at 11:50 am as follows;

9:00am – 10:20am (80 minutes) - First Inning

10:20am – 10:30am (10 minutes) - Break

10:30am - 11:50 am (80 minutes) - Second Inning

b. If the start of the game is delayed due to rain, unsuitable field conditions or any other reason(s) not caused by either of the opposing teams, the time remaining shall be divided equally. The length of the game (overs) will be based on 4 minutes per over and any one bowler will be restricted to a maximum of 1/5 of the total overs. Start and end time of each interval, as per above, must be set and agreed to before the start of the game.

THE BALL:-

Juniors :-

STIGX 4 pc Pink Ball or Kookaburra Crown Pink Ball

PS: Under 13A & B, and U-15B can play with used balls.

U-15A, U-17 and U-19 shall use new balls for all matches.

a. Opposing coaches have the right of refusal to the usage of “Used Balls” if in their opinion the ball is not up to standard, or if the make or brand of the ball is questionable.

b. Any team that is found guilty of using an illegal ball, or a ball not specified in the match play rules, would automatically forfeit any points gained from any games such a ball is used in, and would face disciplinary actions and/or fines by the T&DCA.

c. In games where an umpire is present, the umpire shall make the decision on the suitability of the ball.

5. PLAYING CONDITIONS

a. U-13

I. Each inning will be twenty (20) Overs or 80 minutes long, with ten (10) minutes between innings, and a water break no longer than five (5) minutes. **First 6 overs are powerplay overs with no more than 2 fielders allowed outside 30 yard circle, this only applies to U-15, U-17 and U-19. No powerplay rule for U-13. No batting or bowling powerplays.**

II. Any one bowler is limited to a maximum 1/5 of the total overs.

III. If the team fielding first fails to bowl the required number of overs by **10:20** am, the over in progress shall be completed. The inning of the team batting second shall then be limited to the same number of overs.

IV. A minimum of **8** overs per inning is required for a game to be considered complete.

V. The length of the pitch shall be marked at 20 yards, **if both the teams agree**. The Home Team is required to provide portable stumps for at least one end of the pitch.

VI. The boundary shall be clearly marked of approximately 40 yards radius from the pitch or as agreed to by the coaches.

VIII. Wide and No Ball would be called and recorded, however, they would not be re-bowled and the over would be limited to six deliveries. **Each wide or a no-ball is 2 runs**. Coaches are encouraged to teach and correct these faults. Any bowler deliberately abusing this rule, should be removed from bowling and not allowed to bowl for the rest of the game. The incident should be reported to the T&DCA.

IX. Coaches, Managers and parents are advised to encourage fun, fair play and sportsmanship. Any breach of the “Spirit of Cricket” Guidelines should be reported to the T&DCA. See the following link for full details of the Spirit of Cricket <http://www.lords.org/laws-and-spirit/spirit/>

b. U-19, U-17, and U-15

I. The matches shall consist of one (1) inning per side and each inning shall be limited as follows: -

II. Each inning will be twenty (20) Overs or 80 minutes long, with ten (10) minutes between innings, and a water break no longer than five (5) minutes . **First 6 overs are powerplay overs with no more than 2 fielders allowed outside 30 yard circle, this only applies to U-15, U-17 and U-19. No powerplay rule for U-13. No batting or bowling powerplays**

III. Any one bowler is limited to a maximum 1/5 of the total overs.

IV. If the team fielding first fails to bowl the required number of overs by **10:20** am, the over in progress shall be completed. The inning of the team batting second shall then be limited to the same number of overs.

V. A minimum of 8 overs per inning is required for a game to be considered complete.

VI. **For U-15 only**, Wide and No Ball would be called and recorded, however, they would not be re-bowled and the over would be limited to six deliveries. **Each wide or a no-ball is 2 runs**. Coaches are encouraged to teach and correct these faults. Any bowler deliberately abusing this

rule, should be removed from bowling and not allowed to bowl for the rest of the game. The incident should be reported to the T&DCA.

6. MATCH PLAY SYSTEM

a. Each team must present its completed 'Match Sheet', including players name and registration number, to the opposing team before the match begins.

b. The winning team is responsible for faxing one completed Match Sheet with match result to the Statistician no later than the **Wednesday evening (6pm)** after the game. Each team is responsible for updating their statistics to the league website no later than **Wednesday evening (6pm)** after the game. Failure to update the stats on the website would result in minus 2 (-2) points to the defaulting team.

c. Should play be suspended because of bad weather, or other conditions, during the inning of the team batting first, the time shall be arranged so that each side bats for the same period of time. No adjustment shall be made to the number of overs per bowler.

d. Should play be suspended because of bad weather, or other conditions, during the inning of the team batting second, no adjustment shall be made to the end time or length of the inning. No adjustment shall be made to the number of overs per bowler.

e. Points

Win - six (6) points

Tie - four (4) points

No Result - three (3) points

Default - minus three (-3) points

Failure to update stats - minus 2 (-2) points

f. Suspension of play or expiration of time may prevent the side batting second from receiving its full quota of overs. The winner will be the side achieving the highest run rate per over during their innings. A team that has been all out, shall be considered to have received the full quota of overs

g. If at the end of the game, the scores are tied and both teams have batted the same number of Overs, that is to say, the run rate per Over is the same, as per T&D Match Play Rule 11.2 "If the scores are equal, the result shall be a tie, and no account shall be taken of the number of wickets that have fallen" The game will be a tie and each team shall be awarded 4 points.

h. Any team that fails to show-up for a game without a minimum of 12 hours notice, in addition to the penalty of minus (-3) points, will be required to pay the full umpire's fee plus a fine of \$50 for each infraction. **Notice has to be sent to Junior coordinator and the opposing team via e-mail.**

i. Any team that defaults 3 games in the season, would automatically be suspended from the competition and will not be accepted in the competition in the following year.

- j. If the game is abandoned before each team bowls **eight (8)** overs, the result is considered
- a. 'No Result' – each team shall be awarded three (3) points each. In the event a game is abandoned due to weather conditions, it is considered a 'No Result' and will not be rescheduled.
- k. Teams are not allowed to refuse to play a game, unless there are legitimate concerns for the safety of its players. Any team refusing to play shall be considered to have defaulted the game.

7. TOSS

- a. At 8:45am all teams must have at least 7 players dressed in cricket apparel and ready to play. The home team must have the wicket and field markings ready. If one team is ready to play at 8:45am and the second team is not, the team that is ready has the option of claiming the toss. If both teams are ready, then the toss must be taken by 8:45am. If both teams are NOT ready at 8:45am then the toss must be taken at the earliest time possible.
- b. If a team is not ready to start the game by 9:00am, a penalty of one Over for every full four (4) minutes delay shall be applied to the team causing the delay. An example is as follows;
- i. If Team A is late by 18 minutes, then the penalty is 4 Overs.
- ii. If Team A bats first, they are entitled to receive 16 Overs maximum and Team B would be entitled to 20 Overs.
- iii. If Team A only receives 14 Overs due to the time limit, then Team B is entitled to 18 Overs.
- iv. If Team A bats second, they are entitled to 4 Overs LESS than Team B.
- c. If a team is not ready to start the game by 9:30am, that team will automatically forfeit the game and the opposing team will be declared the winner and awarded the full points.
- d. The opposing team (the team NOT responsible for the delay in 8c above) through its Captain, may over-rule the automatic default rule in Section 8c and allow the game to be started after the starting time. Once the game has commenced, the decision cannot be reversed and all rules that normally applies shall be enforced.

8. OTHER RESPONSIBILITIES

- a. It is mandatory that every batsman and wicket-keeper **MUST** wear a helmet at all times on the field of play.
- b. Each team will be responsible for its own refreshments.
- c. Coaching on the field must be restricted to over changes or fall of wickets and must never cause a delay in the progress of the game.
- d. Players must be dressed in the proper cricket apparel.

e. Clubs with more than one (1) team in the same Division must nominate 5 seeded players on each team. The top 5 players must be seeded on the “A” team. The T&D Junior Coordinator has the right to make changes to this list on a monthly basis.

f. Where a club has multiple junior teams, all attempts would be made to avoid clashes between teams of consecutive age groups, for example U-15 and U-17 should not play on the same day. This is subject to availability of grounds and other scheduling complexities.

g. All communication to the league, especially with regards to Match Play queries, reports etc. must be directed to the Junior Coordinator via email. In circumstances where time is a factor, a phone call may be acceptable, followed by an email at a later time.

h. Any request for schedule changes before the start of the season, must be forward to the Junior Coordinator via email

i. Any request for schedule changes after the start of the season, must be worked out between both clubs, then communicated to the Junior Coordinator via email.

9. SENIOR USE OF JUNIORS

a. Juniors are permitted to play for any team in the T&DCA Senior League providing the following conditions are met: -

I. It does not interfere with the Junior scheduled games

II. It does not interfere with their own Club’s Senior game (if selected)

III. Senior team obtains permission of Junior Coach/Manager, or if this is not possible, notifies him/her as soon as possible after the game and before using player from the same team again.

IV A Junior player is only allowed to register and play with one club in a particular division.

V. If and only if, his Home Club does not have a team in that division.

10. FINAL LEAGUE STANDINGS

a. If two (2) teams finish with the same number of points, the tie with regards to the final league standings will be broken by the following: -

1. The team with the most wins.

2. The result of the game between the two (2) teams or Head to Head.

3. The net run rate of both teams (T&D Match Play Rules 17.2). A team net run rate is calculated by deducting the average runs per over scored against that team throughout the league from the average runs per over scored by that team throughout the league i.e. (runs scored for/overs) – (runs scored against/overs)

4. If all of the above remains equal, a special playoff game would be arranged.