



*The Playing Conditions appear to be formal, but it is important to promote discipline and observance of cricket etiquette and good behaviour at a young age. This is where coordinators and all youth coaches must play a vital role in promoting the SPIRIT OF THE GAME!
In all instances, the MCC Laws of Cricket shall apply, unless there are specific adjustments made thereto that are outlined in this document.*

KZN INLAND JUNIOR LEAGUE PLAYING CONDITIONS: 2022/2023 SEASON

U9 Players - players must be under 9 as of 1 January 2022 - Players must be born in 2013 and after.
U11 Players - players must be under 11 as of 1 January 2022 - Players must be born in 2011 and after.
U13 Players - players must be under 13 as of 1 January 2022 - Players must be born in 2009 and after.
U15 Players - players must be under 15 as of 1 January 2022 - Players must be born in 2007 and after.
If an under 13 player is in High School, that player must play in the under 15 Age Group.

Girls wanting to play in the boy's league can be up to two years older.

U13 girls can play in the U11 league.
U15 girls can play in the U13 League.
U17 girls can play in the U15 league.

If a team is found guilty of playing an over-age player [male or female] in any of the leagues, the club team will be withdrawn from the league with immediate effect.

Take note of the following:

Registration of Players

Every junior league player must fill in a registration form.
All age group teams per club must be filled in full and submitted to the office before the fixtures start. **Failure to do so will result in the club not being awarded any points for the league matches.**

Covid-19 Restrictions

Covid-19 Protocols must be always followed.

RESULT SHEETS:

Each team competing in any competition shall deliver to the Union office, the result of each of its matches before noon on the Monday following such matches. (Premier, Promotion, Junior, and Women's clubs are urged to submit result sheets by **noon** on Monday following such matches) The result sheet will be supplied to clubs by the Union and the Captain of each team shall complete a result sheet in all respects.

If a club is scoring on the live app or desktop/mobile app then a link and PDF scorecard for both innings (match) must submit it to the union office. The submission must be by **noon** on the Monday following such matches.

Failure to submit the result sheet completed in all respects within the prescribed time, at the discretion of the amateur office, will result in the forfeiture of all points earned in that match. Should the defaulting team not have earned any points in the match, such team shall forfeit four (4) points earned by them from previous matches or a further match that result in a win. In addition, a monetary penalty of R200.00 on defaulting teams for each transgression.

Note:

- i) Results may be emailed to the Union offices at MuhammedJ@Cricket.co.za provided that all the information required on the result card is reflected on the email.
- ii) Result sheets with names are to be submitted even if a match has been canceled by the Union/rained out.
- iii) The onus is on the club to ensure that the result sheet has been received by the Union.

CLUB DUTIES

Clubs are to ensure the following:

- All coaches, coordinators, team managers, Umpires, and scorers are to be made aware of and must familiarize themselves with the playing conditions outlined herein.
- All coaches, coordinators, team managers, and Umpires are instructed to ensure that player safety is always adhered to.
- Interaction with other Clubs with regards to the organization and coordination of matches is done timeously.
- Playing fields are prepared properly and are suitable for matches to be played.
- Fields are properly marked and ready for play 15 minutes before the scheduled commencement of the match.
- Refreshments (drinks) for teams are the responsibility of each club and must be available at the changeover.
- Parental conduct is always managed. Clubs are to ensure that parents are informed on appropriate conduct towards their children and players of the opposing team.

Rules of the game:

Coaches and managers should adopt the PROCESS approach to the game and not the PRODUCT or “Win at all costs” approach. Remembering the spirit of the league coaches is to ensure that ALL players get a chance to play in at least one match in three and on a regular basis.

The following specific conditions will apply:

Dress Code:

Players will be neatly dressed in white clothing or club colour shirts. White shirts, shorts or long pants, socks and takkies or cricket shoes. Shirts may discreetly carry club colours and sponsor logos. Players are to wear the appropriate protective equipment as laid out in section 23.

Player Safety:

Coaches are to always ensure the safety of their players and under no circumstances may a child be allowed to play in training or a match situation without the relevant protective gear. As a guideline, the following should apply:

- Any player batting or keeping wicket shall wear a full helmet (visor included) and box when play is in progress.
- No fielder may be allowed within 5 meters in front of a batsman without wearing the relevant protective equipment: helmet and box.
- In all cases, no actions involving helmets are to waste playing time. Umpires are not to hold helmets.
- No bowler may be allowed to bowl more than 4 overs in succession in any single spell and must rest for at least 8 overs between spells.
- An adequately stocked first-aid kit must be always readily available and accessible during practice and play. If possible, each team must have a first aid kit should the team be playing at the ground was no club facilities are available during the match.

The KZN Inland Cricket Union NPC indemnifies itself from any recourse failing the implementation of these guidelines.

The Fielder:

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the Umpires do not consider that it constitutes a waste of playing time. A batsman may only change other items of protective equipment (e.g. batting gloves, etc.) provided that there is no waste of playing time.

Conduct:

Cricket is a gentleman's game and Coaches, and managers are responsible for the conduct of them players and their supporters are always and are to ensure the following conduct guidelines are implemented:

- Swearing, blasphemy, intimidation, and derogatory language will not be tolerated by players, parents, coaches, or team supporters.
- At no time may a player argue an Umpire's decision. Disputes may be discussed and settled formally and amicably after a match or resolved through the relevant authority channels.
- Punctuality and sportsmanship are to be respected.
- Players, coaches, and managers must never lose sight of the fact that a victory is always gained at the expense of a defeat. Public gloating over a victory should, therefore, be strongly discouraged.
- At the end of the match coaches must encourage players to shake hands with the opposition to educate sportsmanship players at a young age.

Number of players

U11 to U15:

A match is played between two sides, each of eleven players, one of whom shall be captain. A side shall consist of eleven players but not more than eleven players may field at any time.

U9:

A match is played between two sides, each of eight players, one of whom shall be captain. A side shall consist of more than 8 players but not more than eight players may field at any time.

Nomination and replacement of players: Each captain shall nominate 11 players plus a maximum of 2 substitute fielders in writing to the Umpire/Coach before the toss.

The Umpires

For the league stages, there shall be no umpires appointed. Each team shall nominate coaches/management as umpires on match days.

Each team is to provide a competent Umpire who is conversant with the laws of cricket and the playing conditions for this competition. In addition, each team is to provide a competent scorer properly equipped with a cricket scorebook.

Neither team will have a right of objection to an umpire's appointment.

Team coaches/management (League Matches) & Umpires (Semi-Finals & Finals) shall be the final judges of the fitness of the ground, weather, and light for play. Suspension of play for adverse conditions of ground, weather, or light

- (a) All references to ground include the pitch.
- (b) If at any time the umpires together agree that the conditions of ground, weather, or light are so bad that there is an obvious and foreseeable risk to the safety of any player or umpire so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make.

The Ball

Each fielding team shall have one new ball for its innings.

U9: 113g

U11: 113g

U13: 135g

U15: 156g (2pce)

Non-turf pitches

Will apply to all age groups.

The league does not lay down requirements for the standard of the pitch and it is perfectly acceptable to play on rolled and mowed portions of the outfield, astro, turf, or matting wickets. The proviso is that the surface must be safe and appropriate for the age group playing on it.

Change of venues or matches

For all Divisions: In the event of the pitch or ground not being fit for play, on any day, teams may play such scheduled game at an alternative venue. However, if clubs request a change of ground, for very good reasons, such a change of grounds must be approved by the Cricket Services Manager or Club Coordinator during normal working hours, up to midday Saturday, preceding the match. If a game has been moved or changed/rescheduled without permission no points will be allocated.

NB. THE DECISION MAY NOT BE TAKEN BY A BOARD OR OTHER STAFF MEMBER.

Covering the pitch

Covers are not obligatory and do not apply to junior league cricket.

Start and Cessation Times

There will be 2 sessions, each separated by an interval between innings as listed below:

Junior League Matches

Morning Matches

First Session: 09:00 – 10:20

Interval: 10:20 – 10:40

Second Session: 10:40 – 12:00

Afternoon Matches

First Session: 13:30 – 14:50

Interval: 14:50 – 15:10

Second Session: 15:10 – 16:30

Innings

All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.

Uninterrupted Matches

(a) Each team shall bat for 20 overs unless all out earlier.

(b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to their being a minimum interval of 10 minutes. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

(c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

(d) If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

Delayed or Interrupted Matches

(a) Delay or Interruption to the Innings of the Team Batting First

(i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour, in the total remaining time available for play.

(ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to the innings not being completed earlier.

Extra Time

There shall be no extra time allocated to any match

Number of Overs per Bowler

No bowler shall bowl more than 4 overs in an innings.

In a delayed or interrupted match where the overs are reduced for both teams or the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

The minimum over the rate to be achieved by the fielding team shall be 15 overs per hour.

Sanction

No sanction may be imposed in respect of minimum over rates in the event of the batting team being bowled out within one hour and twenty minutes of playing time for that innings.

The toss

The captains shall toss for the choice of innings on the field of play. The toss shall take place not earlier than 30 minutes, nor later than 15 minutes before the scheduled or rescheduled time for the match to start.

Note: The captain of the side winning the toss to notify the opposing captain as soon as the toss is completed of his decision to bat or to field first shall apply.

The Result

A result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

All matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result.

Should a result not be reached, and the umpires determine this due to ground, weather or light, or any acceptable circumstance and not limited to. The top placed teams in the group stages shall proceed to the Semi-finals. Should a result in the final not be reached due to ground, weather or light, or any acceptable circumstance and not limited to. The top-placed team in the group stage will be deemed the winner.

<u>Points System:</u>	<u>Points Allocation:</u>
Win, with a bonus point	5
Win, without a bonus point	4
No Result / Washout	2
Loss	0

Run Rate

A team's run rate is calculated by dividing the total runs by the number of overs bowled.

In the event of a team being all out in less than its full quota of overs, the calculation of its run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed. Only those matches where results are achieved will count for the run rate calculation.

Bonus Points

If no result is achieved on the day, the match shall be declared a "No Result" match.

The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. In line with National and International competitions, the winning team can earn a maximum of 1(one) bonus point in a league match. The losing team cannot earn a bonus point. "In a full game a side batting second can gain a bonus point by reaching their target within 16 overs" or "the side bowling second can gain a bonus point by restricting the opposition to a score of less than 80% of the target and win the match", e.g. Team batting first scores 240, team bowling second must restrict the opposition to 191 or less to qualify for the bonus point. (240 – 20% = 192)

In reduced games, the target/overs will be adjusted proportionally.

Reduced Games: Bonus point for any team that achieves victory with a run rate of 1.25 times that of the opposition. (Target x100/1.25)

A Tie

If the scores are equal, the result will be a tie and no account shall be taken of the number of wickets that have fallen. In the event of a tied match, the teams shall compete in a Super Over to determine the winner.

Delayed or Interrupted Matches – calculation of the Target Score

If due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than the originally allotted minimum of 20 overs, then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the run rate method. The target set will always be a whole number and one run less will constitute a Tie.

Mode of delivery

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.

Free Hit

In addition to the above, the delivery following a no ball called for all modes of no ball shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not legitimate (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless: there is a change of striker.

a) There is a change of striker or b) The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach. Umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

Wide Ball

Judging a Wide

Umpires are instructed to apply very strict and consistent interpretation regarding this Law to prevent negative bowling wide of the wicket.

Any offside or legside delivery that in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide, any ball pitching outside leg stump and going down leg will be called wide. The wide markings shall be marked 0.75m (2' 6") from each of the two outer stumps to assist the Umpires adjudicating offside wide for right- and left-handed batsmen.

Fielding Restrictions

Note: Squad members of the fielding team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (Including the area between the boundary and the perimeter fencing).

U13 and U15:

- a. Subject to below these additional fielding restrictions shall apply to the first 6 overs of each innings (Fielding Restriction Overs).
- b. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 27.43 meters). The semi-circles shall be linked by two parallel straight lines drawn on the field.
- c. During the Fielding Restriction Overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
- d. During the non-Fielding Restriction Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area

Size of Pitches:

<u>Indicative Age</u>	<u>Pitch Length</u>
U9	17.68 Meters
U11	17.68 Meters
U13	20.12 Meters
U15	20.12 Meters

<u>No. of overs for which fielding in innings restrictions:</u>	
<u>Overs Playing:</u>	<u>Powerplay Overs:</u>
5 – 8	2
9 – 11	3
12 – 14	4
15 – 18	5
19 – 20	6

If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions. In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'. When there is no demarcation of the restricted areas mentioned above, the Umpires shall be the sole judges of these imaginary areas.

