



JUNIOR TOURNAMENT RULES

Contents

1.	General:	2
2.	Qualification Criteria.....	2
3.	Points System	3
4.	Bad Weather.....	3
5.	Specific Playing Conditions	4
6.	Hack Fest Judiciary.....	5
7.	Code of Conduct	6

1. General:

- 1.1. The Tournament will take place over the long weekend of 22nd September 2017 to 24th September 2018 and will be split into divisions i.e. U14, U12 and U10
- 1.2. Each division of the tournament will consist of 6 teams, broken down into 2 groups of 3 teams.
- 1.3. Each team will play against the other team in their groups.
- 1.4. Each team for a given match will consist of 10 players. Fielding substitutions will be allowed with no limitation other than the player being part of the registered team's squad. Permission to substitute a fielder will not need to be sought from opposition captains.
- 1.5. Players will qualify for each age group provided they are not older than the stated age group at the time of commencement of the tournament e.g. for u14 division, a player must not have turned 15 by the time 21 September arrives.
- 1.6. Each team will be required to submit (register) a list of players for the tournament by 21 September 2018; however, late registrations are permitted as long as it takes place before the group game that the player wishes to play in. No new registrations will be permitted during the knock out stages of the tournament.
- 1.7. No team will be allowed to field a player in any of the knock out matches unless that player has played a minimum of 1 group stage game. The only exception to this rule is where legitimate reasons apply, the team may register a player to form part of the team as a FIELDER only. This player may not bat or bowl in any of the matches.
- 1.8. The tournament will be played with red balls, therefore teams should ensure they dress in colours that do not clash with this colour.
- 1.9. The tournament is to be played within the spirit of the game as contained in the laws of cricket.
- 1.10. Attached hereto marked as annexure "A" is the Marks Park Cricket Club NPC Code of Conduct. All participants are to adhere to terms contained herein.

2. Qualification Criteria

- 2.1. The team with the most points in each group after their group games will proceed to the knockout stages.
- 2.2. In the event of a tie on points, the teams will be separated according to following criteria (in order):
 - 2.2.1. Head to head result
 - 2.2.2. Most number of bonus points
 - 2.2.3. Highest net run rate
 - 2.2.4. Toss of a coin / draw from a hat

2.3. In the event of a tie during the semi-final or final round the teams will progress to a super over playoff.

2.3.1. Super Over:-

2.3.1.1. Each team will face 1 over and are only allowed 3 batsmen, the bowling team will need 2 wickets. The team who scores the most runs in their one over wins.

2.3.1.2. In the unlikely event of the super over being tied, the teams will enter a bowl out as follows:

2.3.1.2.1. Each team will be allowed to bowl 1 (one) over. Each ball being bowled by a different bowler. The team who hits the stumps the most wins.

3. Points System

3.1. A win amounts to 3 points to the winning team.

3.2. A draw/tie amounts to 2 points per team.

3.3. Each match will also have 1 bonus point being awarded. The bonus point may either be a winning bonus point to the winning team, or a losing bonus point to the losing team. The awarding of the bonus point will be as follows:

3.3.1. If the winning team bats second, the target should be achieved within 8 overs. (winning bonus point awarded)

3.3.2. If the winning team bowls second, the losing team should be restricted to a score of exactly 80% of lower than the target. (winning bonus point awarded)

3.3.3. Should the winning team not meet the criteria in 3.3.1 or 3.3.2, the losing team will automatically be awarded the bonus point. (losing bonus point awarded)

3.4. In the event of a no-show by any opposition, a default win will be granted which will equate to a maximum of 4 points (win + bonus point)

4. Bad Weather

4.1. In the event where bad weather forces an abandonment of all games scheduled to take place on a specific day, all teams eliminated from the tournament, having not played a game yet, will be refunded 80% of the entrance fee paid. Unfortunately, 20% will need to be withheld to settle expenses incurred.

4.2. In order to determine who will proceed to the next stage, team captains will enter a draw and the captains who draw number one will proceed to the knockout stage of the tournament.

5. Specific Playing Conditions

- 5.1. Where the rules of this document are silent, standard GCB cricket rules will be applicable
- 5.2. A no ball will amount to 1 run and the next ball will be a free hit. This rule applies to all forms of a no ball (fielding no ball, front foot no ball, height etc.)
- 5.3. Each field will have one standing umpire, they are to be respected accordingly. The decision of the standing umpire is final unless a decision is taken by the judiciary to overrule. The judiciary will only involve themselves in matters of extreme seriousness.
- 5.4. The square leg umpire will be provided by a representative of the batting team. **Any decision taken by the square leg umpire can be overruled by the official standing umpire.**

5.5. Match format and duration

- 5.5.1. Each match will consist of 10 overs per innings.
- 5.5.2. Each team will have 30 minutes to bowl their allotted 10 overs, a change over of 5 minutes will be strictly applied in order to ensure all the scheduled games on a day take place.
- 5.5.3. Each bowler will be allowed a maximum of 2 overs per innings.

5.6. Powerplay Overs

- 5.6.1. Overs 1-4 a maximum of two fielders are allowed outside the 30-yard playing circle.
- 5.6.2. Overs 5-10 a maximum of five fielders are allowed outside the 30-yard playing circle.

5.7. In the event of rain

- 5.7.1. In the event where a team arrives late, overs will be deducted at a rate of 1 over for every 3 completed minutes from the defaulting team's batting innings.

5.8. In the event of rain

- 5.8.1. 4 overs will consist a match.
- 5.8.2. No extra time will be allowed for the game to take place. Cut off times must be strictly adhered to.
- 5.8.3. The result will be determined in terms of the required run rate.
- 5.8.4. Powerplay overs will be proportionately reduced in the event of a reduction in overs due to rain. Where a fraction applies, the number of overs will be rounded down and not up.
- 5.8.5. If bad weather interrupts the first innings of a game, overs will be deducted at a rate of 2 overs for every 8 minutes per over (i.e. 1 over from each innings). Where less than 8 minutes, no overs will be lost. i.e. if 5 minutes are lost due to rain then 0 overs will be lost in total; if 9 minutes are lost due to rain then 2 overs will be lost in total;

where 15 minutes are lost due to rain then still 2 overs will be lost in total; where 17 minutes are lost due to rain then 4 overs will be lost in total; etc.

- 5.8.6. Where each team cannot face a minimum of 4 overs each, the game will be declared a no result and the points for a tie will apply.

5.9. Times of play

- 5.9.1. Each match will entail 1 hours and 15 min including the 5 minute change over of innings.
- 5.9.2. Each team will be allocated 30 minutes to complete their allotted 10 overs. This timing allows for 5 minutes change over between innings and 10 minutes of lost time to be applied/allowed at the umpires discretion.
- 5.9.2.1. If the team bowling first is unable to complete their overs in time, they will continue to bowl till the innings is complete; however, the amount of time the innings was overrun by will be used to determine the docking of overs from their batting innings. (in this case, a rate of 1 over for every 4 minutes or part thereof will apply)
- 5.9.2.2. If the team bowling second overruns their time allocation, they will be docked 1 point for every 4 completed minutes of delay (not part thereof).
- 5.9.2.3. Umpires and the judiciary should be very aware of deliberate attempts to game this system. Where the fault does not lie with the overrun team, umpires should apply discretion.
- 5.9.3. Umpires are to apply this rule strictly in order to ensure that all the scheduled games for the day are completed.

6. Hack Fest Judiciary

- 6.1. A committee of 6 (six) members will be elected by the hosting club.
- 6.2. This committee will be responsible for decisions which are in dispute in relation to the rules of the tournament
- 6.3. The decisions of this committee will be final and will supersede decisions made by any on field umpire, this committee is formed in order to ensure that all grievances in relation to the General Rules of the Tournament are addressed appropriately. This however does not imply that it may not make rulings/decisions in relation to the specific playing conditions.
- 6.4. This committee will not affect the flow of a match, unless settlement of a dispute is paramount to the fair continuation of a game.
- 6.5. Any decision which is in dispute ought to be referred to the committee as soon as possible.

- 6.5.1. Grievances should be reported to the specific field's coordinator.
- 6.5.2. The coordinator for that field will then refer the issue to the committee.
- 6.5.3. The committee need not meet in person, a decision can be made on the WhatsApp group which was created the sake of convenience and to avoid unnecessary delays.
- 6.6. This committee will only have the authority to take decisions as per the power granted to it in terms of this rules document. All decisions relating specifically to playing conditions ought to be deliberated on by the on-field umpires.
- 6.7. Should there be a dispute in relation to specific playing conditions, the on-field umpires will have the authority to refer any decision to the committee.
- 6.8. A decision is ratified if taken by 4 out of 6 members of the judiciary who are as follows:-
- 6.8.1. Chairman – Basheer Haffejee
 - 6.8.2. Member (Club Chairman) – Mehmood Takolia
 - 6.8.3. Member (Player Representative) – Mohammed (Bart) Bhyat
 - 6.8.4. Member (Organising Committee) – Jason Prinsloo
 - 6.8.5. Member (Organising Committee) – Yasin Manack
 - 6.8.6. Member (Organising Committee) – Yasser Ditta

7. Code of Conduct

This Code of Conduct is intended for all players, coaches, parents, supporters, sponsors and the administrators of Medal Paints Marks Park Cricket Club.

A breach of this code may be subject to a disciplinary hearing by the Club Executive and all parties are therefore encouraged to familiarise themselves with this code.

Cricket is a character building sport and teaches discipline and integrity. Medal Paints Marks Park Cricket Club emphasises and encourages the following:

1. To learn, understand and play the game of cricket within the rules and guidelines stipulated by the Gauteng Cricket Board.
2. Treat everyone equally and not discriminate on the grounds of age, gender, disability, race, ethnic origin, nationality, colour, parental or marital status, religious belief, class or social background, sexual preference or political belief.
3. Always apply fair play and be a good sport. Do not claim unfair catches, be prepared to walk if you know you hit the ball and a fair catch was made. Refrain from excessive appeals and do not indulge in over-exuberant celebrations on the field of play.
4. Acknowledge the good play of others, both by your team mates and by the opposition.
5. Refrain from distracting or provoking opponents and players by making derogatory or negative remarks towards players, opponents and officials.

6. Respect and never question the decision of the umpires or demonstrate dissatisfaction in any way.
7. Respect the instructions given by the coach and captain and the decisions taken by the coach, captain, selection committee and Club administration.
8. The coach, captain, selection committee and Club administrators will always act in the best interests of the club without favour.
9. Coaches will give every player equal attention and opportunity.
10. Always recognise good performance of all players and coaches, both on and off the field - and not only match results.
11. Arrive on time for training sessions and for matches. Captains must arrange in advance with the opposing teams captain any changes to venue, date or time of matches prescribed in the fixtures list.
12. Inform the coach and captain in good time if a player will not be available for a match and for training sessions.
13. Always wear the correct cricket attire (white pants, white cricket shirt, cricket shoes) and have the correct cricket equipment and protective cricket gear during training sessions and matches.
14. Respect the cricket pitch, cricket grounds, training facilities and property of the Club and of opposition Club's.
15. Parents must always be clear about their child's whereabouts and agree any arrangements that are made to transport their children to and from matches and training sessions with the Coach. The Club encourages parental support at all matches and training sessions.
16. Inform the Club administrators and coaches of any specific medical need or allergies that a player may have and for parents to be available to administer special medication unless the player is able to administer their own medication.
17. If a player would like to raise a concern or complaint, please approach the coach directly to discuss and resolve the matter. If the matter cannot be resolved with the Coach, please direct your complaints to the Club Chairman. Please note that when addressing any complaint, the game of cricket and the best interests of the Club will always be put first.