



RANDBURG CRICKET CLUB JUNIORS

PLAYING CONDITIONS 2022 v2

The Playing Conditions appear to be formal but it is important to promote discipline and observance with 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.

CLOTHING & ITEMS

All players are required to wear Coloured cricket clothing with no additional items of clothing that may distract a players' view of the White ball. The player would be asked to remove such items or shirt before returning to play.

- Coloured cricket shirt and white longs are permitted.
- RJCC 100 Tournament Caps need to be always worn unless a helmet is worn.
- Thigh pads to be worn inside longs.

MATCH DURATION / LENGTH OF INNINGS / HOURS OF PLAY

| Age Group | Match Times | Balls | Times |
|----------------|----------------|-----------|---------|
| All Age Groups | First Innings | 100 Balls | 65 mins |
| | Innings Break | | 10 mins |
| | Second Innings | 100 Balls | 65 mins |

1. All fixtures for ages u9-u13's will be subject to the times indicated above.
2. The matches will consist of one innings per side. Details of the ideal time and number of balls for each age group are outlined in the table above
3. For U9, 5 Balls subject to a maximum of 7 taking no-balls and wides into consideration. The last 5 balls of the innings must be legal balls.
4. For U11 and U13's 5 legal balls are to be bowled.
5. Wides and No Ball value will be 1 extra.
6. A No Ball will result in a Free Hit, if it's the 7th ball in an U9 match the next ball will be a free hit.
7. When the team batting first has completed its innings prior to the scheduled interval, a 10-minute break will occur and the team batting second will commence its innings.
8. Where play is delayed or interrupted the Umpires can reduce the interval time to no less than 5 minutes to assist with Ball rates being maintained.
9. In a match where the start is delayed or play is suspended, the hours of play may be extended up to a maximum of 30 minutes.
10. One Timeout of 2 minutes duration per fielding innings is permitted. The provisions shall be strictly observed except that under conditions of extreme heat the Umpires may permit an interval for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires.
11. 10 penalty runs will be awarded to the batting team for every 5 Balls not completed in the allocated time.

THE TOSS

The captains or their deputies shall toss for the choice of innings on the field of play not later than 15 minutes before the time scheduled for the match to start, or before the time agreed upon for play to start.

If a team arrives late, the toss will be forfeited and the team that was on time will have the right to choose whether to bat or bowl first.

FALL OF WICKET

The non-striker must return to their original end after a caught dismissal

BALLS & PITCH SPECIFICATIONS

Details of ball types and sizes of balls and pitch length specifications can be summarised as follows:

| Age Group | Ball Type | Pitch Length |
|--------------|----------------------------------|--------------|
| UNDER 9 | 113g (2 piece) – White Ball only | 17,68m |
| UNDER 11 | 113g (2 piece) – White Ball only | 17,68m |
| 13's & Under | 135g (2 piece) – White Ball only | 20,12m |

BATSMEN RETIRING & ELIGIBILITY

In the event of batsman being retired during an innings, one of the below shall apply:

1. For U11 and U13s, a batsman can only retire, injured.
2. U9 Players may retire but can only return if all other batsmen have been “out”
3. When a batsman is retired, they can return to bat after all other batsmen have been ‘out’
4. NON-Registered players – No unregistered players will be allowed to play. Any NON-Registered players need to be registered on or before Thursday prior to the Sunday game.
5. Players are not allowed to play for more than one team per age group. Should such an instance arise, BOTH teams will be suspended immediately and will be barred from ALL future RJCC tournaments

RESTRICTIONS ON THE PLACEMENT OF FIELDERS

1. Coaches will be allowed to assist with the field placing. The below shall however apply:
 - For u9: Coaches are allowed on the field of play. This means that clubs can always have both an Umpire and a coach on the field. Coaches to work with cricketers by not interfering with the speed of play.
 - For u11 and u13: There will be an official Umpire per game, the fielding coach may stand square leg.
2. All other restrictions with regards to the placing of fielders will apply as in the laws of the game.
3. The first 25 Balls of the match constitute the **Powerplay**, only 2 fielders are allowed out of the inner ring.
4. During the remaining 75 balls a maximum of 5 fielders are allowed out of the inner ring.
5. A match will constitute 13 players from each side, 11 players can bat and 11 players can bowl, they are not necessarily the same 11, these are rolling and can be switched at any time. NB a maximum of 11 are on the field at any time, if you are not playing you need to be seated.

NUMBER OF BALLS PER BOWLER

No bowler shall bowl more than 20 Balls (one fifth of the total balls of an innings).

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

Balls are bowled in groups of 5 or 10 balls, the bowlers will change ends every 10 balls.

NO BALLS – Free Hits are in Play

No Balls shall include the following;

1. Short, pitched delivery (bounce above shoulder height)
2. Full pitched delivery (above waist height)
3. **Ball is allowed to bounce twice before hitting the wicket - once before the popping crease and once within the popping crease**
4. If the ball bounces twice before the popping crease, this will be deemed a No Ball
5. Ball that rolls along the ground

BOWLING OF HIGH FULL PITCHED DELIVERIES

All laws will apply.

WIDE BOWLING - JUDGING A WIDE

1. Any offside or leg side delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide, on the leg side a ball landing clearly outside the leg stump going further away shall be called wide.
2. The maximum number of balls to be bowled per group of 5 is 7 for U9 and 5 legal balls for all other.

BOUNDARIES

If an unauthorized person enters the playing arena and handles the ball, the Umpire at the bowler's end shall signal a four in favour of the batsman on strike and the ball shall become dead. The Umpire at the bowler's end shall be the sole judge in this regard.

We also apply the below as guidelines:

| Age Group | Size of Field |
|------------------|------------------------|
| UNDER 9 | No more than 30 metres |
| UNDER 11 | No more than 40 metres |
| 13's and Under | No more than 50 metres |

THE RESULT

1. A minimum of 50 Balls shall constitute a match.
2. A result can only be achieved if both teams have had the opportunity of batting for the minimum number of balls required, unless one team has been all out within the minimum number of balls, or unless the team batting second scores enough runs to win within the minimum number of balls.
3. In matches in which both teams have had the opportunity of batting for the agreed number of balls, the team scoring the higher number of runs shall be the winner.
4. In the case of a tie, a Super 5 will take place, 5 balls max runs, 2 wickets.

POINTS SYSTEM

- If a team wins, they will receive 4 points
- Abandoned game, both teams receive 2 points and a +0.5 nett run rate
- There will be NO bonus points

CLUB DUTIES

Clubs are to ensure the following:

1. All coaches, coordinators, team managers, Umpires and scorers are to be made aware of and must familiarise themselves with the playing conditions outlined herein.
2. Ensure they have a white ball, for the appropriate age group ball size (see above)
3. All coaches, coordinators, team managers, Umpires are instructed to ensure that player safety is adhered to at all times.
4. Interaction with other Clubs with regards to the organisation and coordination of matches is done timeously.
5. Playing fields are prepared properly and are suitable for matches to be played.
6. Fields are properly marked and ready for play 15 minutes prior to the scheduled commencement of the match.
7. Refreshments (drinks) for both teams are the responsibility of each club and must be available at the changeover.
8. Parental conduct is managed at all times. Clubs are to ensure that parents are informed on appropriate conduct towards their own children and players of the opposing team.
9. All Umpires decisions will be deemed as final, any disputes can be brought to the attention of the RJCC official on the day of play.

GROUNDS

All matches will be played at Randpark Primary and High Schools. The proviso is that the surface must be safe and appropriate for the age group playing on it.

UMPIRE AND SCORER

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 or preferably able to score on a cricket scoring application.

LENGTH OF SEASON

100 Tournament will be from Mid-October to End-November.

DETERMINING OF AGE GROUPS

The following shall apply in respect of the 2022 calendar year.

| Age Group | Age on 1 st Jan 2022 | Year Born |
|--|---------------------------------|-----------|
| Under 9 | 8 | 2013 |
| Under 11 | 10 | 2011 |
| Under 13 Boys Born in 2008 in Primary School are allowed to Participate. | 12 | 2009 |

RULES OF THE GAME

1. Coaches and Managers should adopt the PROCESS approach to the game and not the PRODUCT or "win at all costs" approach.
2. The following specific conditions will apply:
 - **DRESS CODE**
Players will be neatly dressed in Coloured clothing. Coloured shirts, long pants, socks and "tekkies" or cricket shoes. Shirts may discreetly carry club colours and sponsors logos. Players are to wear the appropriate protective equipment inside their clothing. Tournament Caps are to be worn at all times.

PLAYER SAFETY

1. Coaches are to ensure the safety of their players at all times and under no circumstances may a child be allowed to play in training or in a match situation without the relevant protective gear. As a guideline, the following should apply:
2. Any player batting or keeping wicket shall wear a full helmet (visor included) and box when play is in progress.
3. No fielder may be allowed within 8 meters in front of a batsman without wearing the relevant protective equipment: helmet and box.
4. In all cases, no actions involving helmets are to waste playing time. Umpires are not to hold helmets.
5. An adequately stocked first-aid kit must be readily available and accessible at all times during practice and play. If at all possible, each team must have a first aid kit should the team be playing at a ground where no club facilities are available during the match.
6. Adequate drinking water must be available to prevent dehydration.

*****Randburg Cricket Club Juniors 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.

PLAYER CONDUCT

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

1. Swearing, blasphemy, intimidation and derogatory language will not be tolerated from players, parents, coaches, or team supporters.
2. Players and supporters are not allowed to criticize, verbally abuse or otherwise attempt to intimidate other players, whether directly or indirectly (e.g. via chirping, commenting on any aspect of a player's attire or ability or by means of chanting or singing). Coaches are required to ensure that this is strictly adhered to at all times.
3. 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.
4. Punctuality and sportsmanship are to be respected.
5. 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.
6. At the end of the match coaches must encourage players to shake hands with the opposition to educate sportsmanship to players at a young age.

PARENT CONDUCT

1. Umpire or player abuse will be dealt with by Tournament administrators. If any parent is found to have verbally abused or physically abused or laid a threat to players or match officials, the tournament administrators have right of admission and will either remove, suspend or expel the parents at their own discretion.
2. Under no circumstance will parents be allowed on the field of play, unless a player is injured and the coach has asked for assistance.
3. All vehicles should be parked in the allocated parking bays at each venue/s. Randburg Cricket Club Juniors and its various venues accepts no liability for damages should they arise. Under NO CIRCUMSTANCES may vehicles be parked or used to drop off items on a field.
4. After your team has played a match, the coach/manager must ensure that ALL RUBBISH is picked up and disposed of.
5. It is also requested that every coach/manager informs their respective parents to clean up after matches.
6. NO Alcohol and NO braaiing will be allowed. Food and drink will be available for sale at the venue

SPECTATORS

Spectators are allowed.