



HILLS CRICKET ASSOCIATION

JUNIOR COMPETITION BY-LAWS

2024/2025 UPDATE

OBJECTIVE

Our Objective is that all players playing junior cricket in our association are given a chance for equal participation in each game.

INTERPRETATION

These By-Laws are to be read in conjunction with the Hills Cricket Association Match Rules and By Laws which also apply to the Junior competitions. In the event that there is a conflict between the provisions of the Junior By Laws and the Hills Cricket Association Match Rules and By Laws the Junior By-Laws take precedence.

On matters where the Junior By Laws are silent the Hills Cricket Association Match Rules shall apply.

PLAYER ELIGIBILITY

The following age limitations apply in each grade:

- Under 12 - Players must be Under 12 years on 1st September of the commencing season.
- Under 14 - Players must be Under 14 years on 1st September of the commencing season.
- Under 16 - Players must be Under 16 years on 1st September of the commencing season.

OVERAGE PERMITS

Provision exists for a permit to be granted to a player to play in a certain grade, notwithstanding that the player may be over age on the 1st September.

Permit requests must be made in writing to the HCA Junior Coordinator, including date of birth, known playing history and any other information required to support the request.

All permit requests will be reviewed by the Junior coordinator against guidelines provided by the HCA Executive, and those meeting the criteria will be referred to the HCA Executive for approval. The Junior Coordinator may in their discretion also refer permit requests outside the guidelines for consideration by the HCA Executive.

Any permit granted may be subject to conditions as the HCA Executive in its discretion.

An over age player is not permitted to play in the lower grade until confirmation that the permit has been approved and details of any conditions imposed have been provided.

Any permits granted may be revoked at any time.

Details of all permit requests, including the request date, the name of the person making the request, and the recommendation made to the HCA Executive will be recorded by the Junior Coordinator. The HCA Executive will maintain records of all permit requests granted, along with details of any conditions imposed.

Guidelines for use in assessing permit requests:

- Player should not have previously played representative cricket or won performance trophies in the grade for which the permit is sought.
- Player should be no more than 6 months outside the age limitation of the grade for which the permit is sought.
- Player should not have played more than one previous season in the grade for which the permit is sought.
- Players at a disadvantage (eg. developmental, physical or mental disability) should be given special consideration.

Subject to amendment by the Permit Committee, the following conditions will apply to players who are granted a permit.

- Must retire out at the end of the over having reached 20 runs and cannot return.
- Makes 20 runs three times in a season and the permit is revoked.
- Must stop bowling following the completion of the over in which their second wicket is taken
- Takes 2 or more wickets three times in a season and the permit is revoked.
- No specific fielding restrictions affecting the permit.



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TWO TEAMS IN THE SAME GRADE

In Under 14 or Under 16 grades a squad for each team must be nominated to the association prior to the commencement of Round 3 and not interchanged for the remainder of the season (including finals) without the approval of the Junior Sub-Committee. For players commencing after Round 3 the club is required to advise the Junior Sub-Committee of their allocated team. This is not required for Under 12 grade.

MATCH BALLS

Use of the following balls is required in each grade.

- Under 10 - soft (eg, Kookaburra Soft-a-Ball, Easton Incrediball Junior, or equivalent)
- Under 12 - hard 2-piece 142g (eg, Kookaburra Tuf-Pitch, or equivalent)
- Under 14 - hard 2-piece 156g (eg, Kookaburra Tuf-Pitch, or equivalent).). For rounds one, two, the final minor round and all finals a Pink ball (eg Kookaburra Jaffer) shall be used. A red ball is to be used for other matches.
- Under 16 - hard 2-piece 156g (eg, Kookaburra Tuf-Pitch, or equivalent)

HELMETS

All batters must wear a helmet when batting. The wicket keeper must wear a helmet at all times.

PLAYING CONDITIONS

The following playing conditions apply to all games, however for a one-innings game (ie, a scheduled one-day game, or when no play has been possible on the first day of a two-day game) the figure in brackets is to be applied in place of the original number stated.

PLAYING TIMES

No match shall occupy more than 80 (40) overs.

Mornings: Start 9:00am – Drinks at 10:10am until 10:20am. Finish 11:30am or at the completion of 40 overs whichever occurs first.

Evenings: Start 5.00pm, – Drinks at 6:10pm until 6:20pm. Finish 7.30pm or at the completion of 40 overs whichever occurs first. (Note: Start time may be negotiated between two competing teams in advance if allowance needs to be given for travelling, etc as long as sufficient light is available for the completion of 40 overs)

For each change of innings on any day, the number of overs to be bowled is to be reduced by three, except where there is a change of innings during the drinks break. Note: For one-innings games the drinks break is to be taken at the change of innings.

DURATION OF INNINGS

If not dismissed earlier, the team batting first must declare its innings closed after 40 (20) overs or at the end of the first day's play, whichever occurs first. The team batting second, if not dismissed earlier, shall be entitled to bat for the same number of overs received by the team batting first before it shall declare its innings closed.

In Under 14 and Under 16 grades if the team batting first is dismissed before the completion of its entitled number of overs, the team batting second, if not dismissed earlier, shall be entitled to bat for the balance of the overs not used by the team batting first, plus its entitlement of overs and must then declare.

Note: In a one-innings game the maximum number of overs a team can receive is limited to 20 and the paragraph above does not apply.

In Under 12 grade if the team is dismissed before the completion of its entitled number of overs, they shall continue to bat for the balance of the overs not used (with scores taken) by returning dismissed batsmen in reverse order of the scores they achieved.

In this situation the score when the team is all out (ie 8 wickets have fallen in a 9 a side game) is the score used to determine the match result notwithstanding that the team score will continue past that score as a result of continuing to bat on.



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ALLOWANCE FOR TIME LOST

Where playing time is lost due to unforeseen circumstances the number of minutes lost shall be divided by three and a half and rounded to the nearest whole number.

The resulting number shall be deducted from the maximum allotted overs to determine the minimum number of overs to be bowled.

Account shall be taken where the team batting first did not, as a result of unforeseen circumstances, receive its full entitlement of overs and was not dismissed.

It shall be entitled to receive one half of the total number of overs available for play or until it is dismissed, whichever occurs first.

The side batting second will then be entitled to receive the other half of the available overs (plus in a two-innings game, any overs remaining where the side batting first is dismissed prior to having received its half of the total number of overs available).

The deduction of three overs per change of innings does not apply in these circumstances.

Example: Play has been underway in a two-day game for 45 minutes, and the team batting first has received 12 overs, when rain delays play for 70 minutes. Overs to be bowled = $80 - (70/3.5) = 60$. The team batting first is entitled to a further 18 overs. The team batting second is entitled to 30 overs.

Play shall be abandoned when insufficient time remains for both teams to receive at least 15 overs during the course of the entire match.

DETERMINATION OF RESULT

The team which scores the greater number of runs on its first innings shall be declared the winner on the first innings except in the case that the team batting second, not being the winner, has not been dismissed and unforeseen circumstances prevented that team receiving its full entitlement of overs, the result then being a draw.

PLAYER RESTRICTIONS

In order to increase the opportunity for players to take part in all aspects of the game and to minimise the risk of injury, the following restrictions apply to batting, bowling and fielding.

Batting Retirements

Batters must retire (at the end of the over) when they reach the following score in each grade.

- Under 12 - 30 runs
- Under 14 - 50 runs
- Under 16 - 100 runs

Batters may be retired at any time to give other players the chance to bat. Retired batters may only resume their innings once all other players have batted. Batters who have been retired before reaching the maximum retirement score (above) can resume their innings in an order at the discretion of the coach. Batters who have been retired at the maximum score can only resume batting once all other batters are out.

Bowling Restrictions

The maximum number of overs a player may bowl in each grade are as follows:

- Under 12 – 3 overs maximum per spell, 5 overs maximum per innings, a break between spells of double the overs bowled in the first spell
- Under 14 – 4 overs maximum per spell, 7 overs maximum per innings, a break between spells of double the overs bowled in the first spell
- Under 16 – 6 overs maximum per spell, 6 overs maximum per innings



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In Under 14 and Under 16 grades the above limits will reset after the completion of 40 overs for the side bowling second in the event that more than 40 overs are able to be bowled due to the first innings not lasting for the full allocation.

- *For example: If, as a result of the early dismissal of the side batting first the second team is able to bat for 60 overs, an Under 14 bowler may bowl their full allocation of 5 overs in the first 40 overs of the innings and may bowl further overs in the final 20 overs to be bowled. The rules relating to maximum overs in a spell and minimum overs between spells are not altered.*

Teams are to make a genuine attempt to dedicate at least 20% of the total overs to spin bowling.

NUMBER OF PLAYERS

The number of players per team shall be as follows:

- Under 12 – 9 players (8 wickets is all out)
- Under 14 – 9 players (8 wickets is all out)
- Under 16 – 11 players (10 wickets is all out)

These numbers dictate the number of players who may field at any point in time and also the number of wickets to fall for a team to be “all out” notwithstanding that a greater number of players may be named to play in accordance with the following paragraph.

The Replacement Player Rule (By Law 23) shall not apply in junior cricket. Instead there shall be no restriction on the number of players who can be named to play. Any named player may bat or bowl.

FIELDING RESTRICTIONS

The practice of fielding close to the batter demands more by way of judgement, concentration and reflexes than under age cricketers can reasonably be expected to possess. If, at the time of delivery any players other than the wicket keeper and slips fielders are closer than 10 metres from the bat, the umpire at either end should signal and call “dead ball” and the delivery shall be re-bowled.

Except in the case of injury, the wicket keeper may only be changed once during play and this to be done during the drinks break.

MODIFIED LAW INTERPRETATIONS (NO BALLS, WIDES, AND LBW)

No Balls - In all grades, a delivery is to be called a no ball if:

- a full-toss would have passed the batter above waist height in their normal batting stance or b. a short-pitched ball would have passed the batter above shoulder height
- In Under 16 grade, no balls are re-bowled, in Under 14 grade no balls are re-bowled up to a maximum of 8 balls in the over, in Under 12 grade no balls are not re-bowled.
- Law 41.7 of the Laws of Cricket shall apply in U14 and U16 grades with the amendment that the bowler shall be suspended from bowling in the innings once three full toss deliveries above waist height have been delivered in an innings, however Law 41.7 does not apply in U12 grade.

Wides - In Under 14 and Under 12 grades, wides are scored as 1 run to the batting side. In Under 12 wides are not re-bowled. In U14 wides are re-bowled up to a maximum of 8 balls in an over. In Under 16 wides are scored and re-bowled in accordance with the Laws of Cricket.

LBW - The LBW law is to be applied in the following manner in each grade

- Under 12 – No LBW - umpires to educate batters on LBW law
- Under 14 – Full LBW - the LBW law applies as in senior cricket
- Under 16 – Full LBW – the LBW law applies as in senior cricket.



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MODIFIED PLAYING CONDITIONS

Under 12

- All overs are to be bowled from the same end to speed up play.
- The pitch length is to be 18 metres long. Chalk or tape is to be used to mark the crease at the bowler's end. The crease is to be marked 1.2 metres from the bowlers end stumps. A set of spring loaded stumps are to be used at the bowlers' end due to the shorter than normal pitch length.

Under 14

- Rather than bowling overs from alternate ends the bowling end shall change only after every five overs to speed up play.

PREMIERSHIP POINTS

In Under 12 no premiership points are awarded.

In Under 14 premiership points are awarded for the first innings only. No outright results are allowable.

In Under 16 premiership points are awarded for both innings. Outright results are allowable.

The points structure is as follows:

Format	Match Result	Points Awarded	
		Under 14	Under 16
Two-Day	Won Outright & Won First Innings	4	8
Two-Day	Won Outright & Tie First Innings	6	6
Two-Day	Won Outright & Loss First Innings	4	4
Two-Day	Tie Outright & Win First Innings	6	6
Two-Day	Tie Outright (& Tie First Innings)	4	4
Two-Day	Tie Outright & Loss First Innings	2	2
Two-Day	Lost Outright & Won First Innings	4	4
Two-Day	Lost Outright & Tie First Innings	2	2
Two-Day	Lost Outright & Lost First Innings	0	0
Two-Day, One-Day	Won First Innings, No Further Result	4	4
Two-Day, One-Day	Tie First Innings, No Further Result	2	2
Two-Day, One-Day	Lost First Innings, No Further Result	0	0
Two-Day, One-Day	Forfeit Win, Won by Disqualification	4	4
Two-Day, One-Day	Forfeit Loss, Lost by Disqualification	0	0
Two-Day, One-Day	No Result, Draw, Cancelled	2	2
Two-Day, One-Day	Bye	0	0



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Quotient (*Runs For divided by Wickets Lost*) / (*Runs Conceded divided by Wickets Taken*)

- Where teams finish on equal points ladder position shall be decided by a quotient system.
- In the event of two or more teams having an equal number of points their positions on the premiership list shall be determined according to percentage which shall consist of the number of runs scored by that team per wicket lost by it expressed as a percentage of the number of runs scored against the team per wicket taken by it. Players shown as absent shall be deemed out and a wicket captured. Players retired shall not be deemed a wicket captured and should be recorded as “Retired Not Out” within MyCricket.
- *For example If a team scored 2,000 runs and lost 100 wickets and had scored against it 3,000 runs and it took 100 wickets then the percentage would be calculated as follows: $2000/100 \div 3000/100 \times 100 = 66.6\%$*

FINALS

In Under 14 and Under 16 grades, finals games shall be played at the conclusion of the minor round between teams in the following positions on the premiership lists:

- Round 1 (Semi Finals) - 1st v 4th, 2nd v 3rd
- Round 2 (Grand Final) - Winners of each game in Round 1
- Note: If playing conditions so affects a finals match as to prevent either side from gaining a first innings win the match shall be awarded to the team which finished higher on the minor premiership list. To qualify for finals a player must have taken part in 6 playing days.

HOT WEATHER POLICY

Age Group	Timeslot	Temperature Reading Location	Temperature Threshold	Enforcement for Abandoned Matches
Senior Grades	All Matches	Mount Barker	40 degrees	Forecast update the morning of scheduled match day (approx. 5:30am) meets or exceeds the threshold
Junior Grades	Morning Matches	Heathfield	36 degrees	Forecast for 5:30pm on the match day, published on the BOM weather app from 9:00am on match day meets or exceeds the threshold
Junior Grades	Evening Matches	Heathfield	36 degrees	Forecast for 10:30am on the match day, published on the BOM weather app from 5:00pm the day before match day meets or exceeds the threshold
<i>The following shall apply if declared, regardless of the above.</i>				
All Grades	All	Mt Lofty Ranges Fire Ban District	Catastrophic	Fire Danger rating declared prior to match day



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APPENDIX 1 – UNDER 10 MODIFIED RULES (2020)

The following are guidelines to aid umpires, coaches and scorers of U10 matches:

Batters:

1. Teams are organized into pairs for batting. Pairs bat for a set number of overs. Teams may have unequal player numbers but each team bats for no more than a total of 20 overs:
 - a) If 12 in team (6 pairs) each pair bats for 3 overs
 - b) If 11 in team (5 pairs+1) each pair bats for 3 overs
 - c) If 10 in team (5 pairs) each pair bats for 4 overs
 - d) If 9 in team (4 pairs +1) each pair bats for 4 overs
 - e) If 8 in team (4 pairs) each pair bats for 4 overs
 - f) If <8 in team each pair bats for 5 overs.
2. If there is an odd number of players in a team, the last batter goes in with a 'runner' and bats for 2 overs, facing every delivery.
3. Each batter bats for their full number of overs no matter how many times they get out.
4. On getting out, the batters should change ends unless the wicket falls on the last ball of an over or is a run out.
5. There are no LBW dismissals or stumpings.
6. Allowance should be made for smaller players when it comes to running between wickets by allowing them to stand at the shortened crease if they are at the non-strikers end.
7. If one batter faces the first 3 balls in an over the batters should change ends. If one batter faces the last 3 balls of an over that batter should not face the first ball of the next over. The aim is for each batter to face an approximately equal number of balls during their innings.
8. Free Hit – following a no-ball or a wide the batter receives a free hit from the tee. The ball must be hit forward of the wicket.

Bowlers

9. The aim is for all players in a team to bowl the same number of overs (whenever possible). A player should not bowl their second over until their team mates have each bowled an over.
10. All overs are 6 ball overs. Wides are not re-bowled.
11. Due to variations in strength and skill bowlers may bowl from a position on the pitch which the umpire and coach believe to be fairest for both batter and bowler. This may be at the proper bowling crease, at a crease marked at a shortened length or, in some cases, at an even shorter length beyond that. The main aim is to minimize the number of wides.
12. No bowler can be 'no-balled'. Any bowling action is acceptable but bowlers are to be encouraged to try bowling in an orthodox way if such efforts do not result in frustration for the bowler or batter.

Fielding:

13. The wicket keeper should be changed regularly so each child has the opportunity to wicket keep in each match.
14. With the exception of the wicket keeper and any slips, no fielders should be within 10m of the batter. A slips fielder can be useful to help the wicket keeper get the ball back to the bowler quickly.
15. It is recommended that all fielders change fielding positions at regular intervals.
16. All overs are bowled from one end.



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17. Even though the numbers of players per team may be different, teams should have an agreed equal number of fielders on the field at any time. Teams with excess players can rotate fielders off the field. Teams with very low player numbers may request to borrow fielders from the batting team.
18. There should be no more than 8 players from the fielding team on the field at any one time. Coaches may agree to reduce this number to allow for more scoring and fielding opportunities.

Scoring:

19. Wides are scored as one run to the batter.
20. Byes are scored as runs to the batter.
21. Free Hit – runs scored off the free hit, or one run for the wide/no ball (whichever is greater) shall be scored as runs to the batter
22. The bowling team receives 5 bonus runs for each wicket taken
23. The scoring sheet should record the runs scored for each batter and how many times they get out.
24. The team's score is the sum of runs scored plus bonus runs.

Equipment:

25. Each team needs to provide its own bats and ball
26. The home team will provide the stumps and mark the creases
27. Pads are not needed or encouraged as a soft ball is used.
28. Wicket keeping gloves can be used.
29. The preferred ball is a Kookaburra Supa Soft Ball.

Other

30. Games run most efficiently if each team provides a scorer and an umpire.
31. Games should be able to be completed within 2 hours if changes between innings, overs and batting pairs are rapid.

A scoresheet for the Under 10's follows.

BATTING TEAM.....

DATE.....

PLAYER NAME	Over 1	Over 2	Over 3	Over 4	Batter Total Runs	Wickets Lost	TOTAL PAIR SCORE	RUNNING TOTAL
1							/	1 2 3 4 5 6 7 8 9
2							/	10 11 12 13 14 15
3							/	16 17 18 19 20 21
4							/	22 23 24 25 26 27
5							/	28 29 30 31 32 33
6							/	34 35 36 37 38 39
7							/	40 41 42 43 44 45
8							/	46 47 48 49 50 51
9							/	52 53 54 55 56 57
10							/	58 59 60 61 62 63
11							/	64 65 66 67 68 69
12							/	70 71 72 73 74 75
							/	76 77 78 79 80 81
							/	82 83 84 85 86 87
							/	88 89 90 91 92 93
							/	94 95 96 97 98 99
							/	100 101 102 103
TEAM TOTALS								
								=
								TEAM SCORE = TOTAL TEAM RUNS plus TOTAL TEAM WICKETS TAKEN x 5

BATTING TEAM.....

PLAYER NAME	Over 1	Over 2	Over 3	Over 4	Batter Total Runs	Wickets Lost	TOTAL PAIR SCORE	RUNNING TOTAL
1							/	1 2 3 4 5 6 7 8 9
2							/	10 11 12 13 14 15
3							/	16 17 18 19 20 21
4							/	22 23 24 25 26 27
5							/	28 29 30 31 32 33
6							/	34 35 36 37 38 39
7							/	40 41 42 43 44 45
8							/	46 47 48 49 50 51
9							/	52 53 54 55 56 57
10							/	58 59 60 61 62 63
11							/	64 65 66 67 68 69
12							/	70 71 72 73 74 75
							/	76 77 78 79 80 81
							/	82 83 84 85 86 87
							/	88 89 90 91 92 93
							/	94 95 96 97 98 99
							/	100 101 102 103
TEAM TOTALS								
								=
								TEAM SCORE = TOTAL TEAM RUNS plus TOTAL TEAM WICKETS TAKEN x 5

An unplayable ball (wide or rolling) gives the batter a free hit off the cones – score to the batter is 1 run or whatever is scored from the free hit (whichever is greater); Byes go to batter; Wickets marked as X