

Junior Club

Bye Laws, Code of Behavior, Code of Ethics & General Playing Conditions, as per Senior Clubs

1. GENERAL:

1.1 Matches will be played as follows:

U/9	24 overs
U/11 P & G	30 overs
U/11 S	24 overs
U/13 P & G	40 overs
U/13	30 overs
U/15	40 overs

Sections

P = Platinum
G = Gold
S = Silver

1.2 Batsmen – Applicable to U/9 only

Upon reaching the score of 30 runs the batsman will retire as to provide the other members of his/her team a chance to bat as well. The batsman can only come back to bat after **all** the other batsmen have been dismissed. If the retired batsman does not come back to bat he/she will be recorded as retired – not out.

1.3 Overs per bowler:

All the players needs to bowl 2 overs in the match, **including the wicket keeper, in the U/9 & U/11 S league.** After all the players have bowled the last 2 overs will be bowled by spin bowlers (2 overs per seamer and 3 overs for 2 spinners).

U/9	2 overs per bowler, 2 spin bowlers can bowl a maximum of 3 overs
U/11 P & G	6 overs per bowler maximum
U/11 S	2 overs per bowler, 2 spin bowlers can bowl a maximum of 3 overs
U/13 P & G	8 overs per bowler maximum
U/13 S	6 overs per bowler maximum
U/15	8 overs per bowler maximum

1.4 Spinners to bowl as follows:

One fifth of the allotted overs per inning must be bowled by spin bowlers except in the **U/9 and U/11 S league** .

U/9	2 overs minimum, 2 spinners 3 overs maximum
U/11 P & G	6 overs
U/11 S	2 overs minimum, 2 spinners 3 overs maximum
U/13 P & G	8 overs
U/13 S	6 overs
U/15	8 overs

NB : Should there be no spinner in the team the wickets keeper will bowl 2 overs.

1.5 Match duration:

U/9 & U/11	-	team must bowl their 24 overs in 90 minutes (3.75 min / over)
U/11 P & G	-	team must bowl their 30 overs in 120 minutes (4 min / over)
U/13 P & G	-	team must bowl their 40 overs in 160 minutes (4 min / over)
U/13 S	-	team must bowl their 30 overs in 120 minutes (4 min / over)
U/15	-	team must bowl their 40 overs in 160 minutes (4 min / over)

NB: A minimum of 16 overs per team shall constitute a match.

1.6 Dress code:

Players are to be correctly kitted out.

Helmets - all players to wear helmets at all times while batting (Compulsory). Wicket Keeper standing up as well as close fielders in the inner ring in front of the bat (within 5m from the bat) to wear their helmets.

1.7 Break between innings:

- 1.6.1 A maximum of 10 minutes break between innings.
- 1.6.2 Home team to provide cold drinks during change of innings.

1.8 Balls per over:

**A maximum of 9 balls per over will be allowed for ages U/9.
For higher age groups, a maximum of 8 balls per over will be allowed.**

1.9 Wide ball:

Judging a Wide

A wide ball will be called when the ball passes the line of the striker's wicket wider than 0,75 meters (75cm) on either side of the striker's wickets.

Age groups U/11 and upwards

A wide ball will be called when the ball passes the line of the striker's wicket wider than 0,75 meters (75cm) on the off side of the strikers wicket. The leg side wide will be judge as in senior leagues.

If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition.

The ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position.

The ball passes above the head height of the striker standing upright at the popping crease.

The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat by means of a normal cricket stroke.

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

Call and signal of Wide ball

If the umpire adjudges a delivery to be a Wide he shall call and signal Wide ball as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant that the bowler entered his delivery stride, even though it cannot be called Wide until it passes the striker's wicket.

Revoking a call of Wide ball

The umpire shall revoke the call of Wide ball if there is then any contact between the ball and the striker's bat or person before the ball comes into contact with any fielder.

The umpire shall revoke the call of Wide ball if a delivery is called a No ball.

Delivery not a Wide

The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him, or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

The umpire shall not adjudge a delivery as being a Wide if the ball touches the striker's bat or person, but only as the ball passes the striker.

Ball not dead

The ball does not become dead on the call of Wide ball.

Penalty for a Wide

A penalty of one run shall be awarded instantly on the call of Wide ball. Unless the call is revoked this penalty shall stand even if a batsman is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

Runs resulting from a Wide – how scored

All runs completed by the batsmen or a boundary allowance, together with the penalty for the Wide, shall be scored as Wide balls. Apart from any award of 5 Penalty runs, all runs resulting from a Wide shall be debited against the bowler.

Wide not to count

A Wide shall not count as one of the over.

Out from a Wide

When Wide ball has been called, neither batsman shall be out under any of Conditions except Hit wicket, obstructing the field, Run out or Stumped.

The necessary markings should be made on the crease in order to assist the umpire in calling a wide ball.

1.10 No ball

The normal Law on no ball will apply and **NO** free hits will be player in all leagues

1.10 Kit:

- 1.9.1 Home team to supply stumps and bails.
- 1.9.2 Each team to provide their own cricket kit and balls.
- 1.9.3 New balls to be used in all matches.

1.11 Match control:

Each team to provide team manager / parent to be responsible for:

1.10.1 Umpiring

1.10.2 Control scoring

1.10.3 Control player behavior on and off the field and collection of children after completion of the game.

1.12 Postponement / Cancellation:

Should a team not be available for a match, ***the team manager must notify the opponents before 12h00, on the Thursday, before the scheduled match.***

1.13 Hours to play:

Saturdays:	24 overs	08h00 – 09:30	09:40 – 11:10
	30 overs	08h00 – 10:00	10:10 – 12:10
	40 overs	08h00 – 10:40	10:50 – 13:30
	(or where indicated on the fixtures – 13h00 – 15:40 15:50 – 18:30)		
Sundays:	40 overs	12h30 – 15:10	15:20 – 18:00

NB: Any junior club match being played where a senior club fixture has been scheduled to commence at 12H00, such a match will have to be completed by 11H30. This means that each team will have to forfeit 5 overs for 30-over league and 15 overs for the 40-over league before the commencement of the match depending on the number of overs for that league.

1.14 Late arrival:

Teams that arrive late for the toss, but before the start of the match, will forfeit the toss and the team that was there on time will have the right to choose between batting or bowling.

Teams that arrive late for the start of the match by 45 min will forfeit the match as this will then contravene the playing condition with regards to the minimum number of overs to constitute a match.

Teams arriving late forfeit ***one over for every 4 minutes*** after scheduled starting time.

1.15 Results:

There will be league winners for all sections. Winners will be determined on a points system. Points will be awarded to clubs after the result sheets have been handed in. ***The cut-off date for the handing in of result sheets, will be the following Thursdays at 12h00, after the scheduled match.***

1.16 Points:

Win	:	4
Tie	:	3
No result	:	2
Loss	:	1
Failure to pitch or submit score card <u>on time</u>	:	0

1.17 Fields:

The clubs will be allowed to enter 4 teams per available field in the different age groups, i.e. one each U/9, U/11, U/13 and U/15 group.

2. **AGE GROUPING:**

Age will be determined in line with school policy, i.e. the age group in which a child will play, will be determined by the age he turns in that school year.

- U9: born on or after the year 2011 (all players participating must be of 9 yrs or under before the 31 December 2020)
- U11: born on or after the year 2009 (all players participating must be of 11 yrs or under before the 31 December 2020)
- U13: born on or after the year 2007 (all players participating must be of 13 yrs or under before the 31 December 2020)
- U15: born on or after the year 2005 (all players participating must be of 15 yrs or under before the 31 December 2020)

NB: Remember that from the 1st of January - all age groups changes by a year to cater for players having their birthday earlier in the year (Part of one cricketing season).

3. **ENTRY FEE:**

A team levy of R100-00 per team is to be paid to the Northerns Cricket Union before the start of the season. Transgressing teams may be suspended or expelled for the rest of the season.

4. **PENALTIES:**

A fine will be imposed on Clubs as per the Union's bye-laws for non- attendance of meetings or absenteeism due to unacceptable apologies.

A fine and log points deduction will be imposed on Clubs for not handing in their result sheets on time as per 1.15 & 1.16 above

5. **DISCIPLINARY:**

The NCU disciplinary code applies to all clubs and matches.