

13.10 Points Score for One Day Games (Under 13 to Open age groups only)

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| (i) | Match win | 6 points |
| | Tied Game (equal scores) | 3 points |
| | Washed Out Games | 3 points |
| | Match Loss / Loss by Forfeit | 0 points |
- (ii) Bonus Points are awarded as follows;
- 0.01 points per run scored
 - 0.2 points per wicket taken
- (Note: 'All Out' counts as for 10 wickets, i.e. .2 x 10 = 2 points however, Retired (unless Retired Out) is not considered as Out.)*
- (iii) Any team on receiving a forfeit in a match shall be awarded 9 points.
- (iv) Points to a team for a bye (if applicable) - 9 points will be awarded.
- (v) Outright decisions are not applicable in one day games.

14. RULES FOR UNDER 12 GROUP – PATHWAYS FORMAT (Boys' Teams Only)

Note: This Section 14 relates to the under 12 pathways format. Games under this format are played as two day games over 4 quarters of 25 overs each but also include some one day games of 26 over each.

A second under 12 format is available called Junior stage 2 format. Games under this format are played as single day one innings games only with teams batting a maximum of 30 overs each. The rules for this alternative under 12 boys format are listed in the next section 15.

These Section 14 special rules recognise that the Under 12 age groups is developmental, based on non-competitive matches designed to foster maximum participation by all players.

Coaches should regard themselves as the third team in the match, a special team of two people who are not there to oppose each other but, rather, to help each other and the players from both sides to not only learn cricket skills, but also the proper spirit of the game. In this regard the Coaches should not only be the living example of the ASC Codes of Behaviour, but should also take responsibility for all players and their parents observing such Codes.

14.1 Length of pitch

- (i) The length of the pitch shall be 18 metres. Normal batting creases will apply.
- (ii) A set or sets of free-standing stumps may be used to achieve the lesser distance.
- (iii) The idea of a reduced pitch length has been devised in accordance with the advisory policy of Cricket Australia.
- (iv) To achieve the 18 metre rule, the batters will bat from one end only. Batters rotate at the end of each over. The batters run from popping crease to popping crease of the 18 metre pitch.

14.2 Bowling

- (i) Each player shall bowl a minimum of 3 overs in a two day match and a minimum of 2 overs in a one day match.
- (ii) In either a one or two day match a bowler shall bowl, in an over, a maximum of 8 deliveries or 6 fair balls whichever comes first.
- (iii) Bowlers will bowl from one end only for the first 12 overs of a 25 over quarter (refer to rule 14.4) then change ends for the remaining overs in the quarter.

14.3 Batting

If a player is nominated to bat in one of the last three batting positions in an innings, that player must bat in one of the first nine batting positions in the next innings. If a player is nominated in the first nine positions as a result of this rule but still does not actually have a bat, that player shall again be nominated in the first nine positions until they do have a bat

14.4 Four Quarters Cricket

Preamble. The two day games for Under 12 pathways will be played as 4 quarters cricket. The matches will constitute 100 overs over two days divided into 4 quarters of 25 overs each, with 2 quarters each day. **Unless bowled out, the duration of the first innings of each team is to be 50 overs.**

The matches subject to the general rules 14.4 (i) to (vi) set out later in this section are to be played in accordance with the procedure set out below to ensure that during the course of a game, each team fields during both parts of the morning.

First Saturday: One team (Team 1) will bat in the first quarter and if not dismissed 'all out' after 25 overs will have its innings suspended, to be continued on the second Saturday. Following a 10 minute break for a change of innings, the other team (Team 2) will bat in the second quarter and after 25 overs will have its innings suspended, to be continued on the second Saturday.

Second Saturday: At commencement, Team 2 will continue its innings for a further 25 overs in the third quarter, continuing with the batters who were not out, retaining their respective batting positions (striking or non-striking) when the innings was suspended the previous Saturday. Following a 10 minute break for change of innings, Team 1 will continue its innings for a further 25 overs in the fourth quarter, continuing with the batters who were not out retaining their respective batting positions (striking or non-striking) when the innings was suspended the previous Saturday

- (i) Subject to Rule 14.4 (iii) both teams are to receive their full allocation of 50 overs batting over the two days, each receiving 25 overs in each of 2 quarters, unless dismissed 'all out' before 25 overs have been bowled.

Should a team be dismissed all out before receiving 50 overs further innings shall be played by that team until it has received 50 overs.

For those situations when a team plays a third innings to ensure it receives 50 overs, this third innings is to be regarded for statistical purposes as practice only and no statistics shall be recorded by either team for that third innings. Teams are to record into the MyCricket database under Rule 11.2 only the statistics that have been achieved over the first and second innings of a game

- (ii) A team batting in a quarter will bat right throughout that quarter unless dismissed 'all out' before the end of the quarter. If a team is dismissed 'all out' before the required number of overs have been bowled in the quarter, the opposition team shall commence its innings immediately, allowing for a break of up to 10 minutes for a change of innings. The opposition team will bat in the quarter until the other team has bowled the required remaining overs in the quarter and unless dismissed 'all out' beforehand shall continue batting for 25 overs in the next quarter.
- (iii) The allocation of 50 overs batting for each team will need to be reduced in the event of time lost under Rule 3 (Fitness of the Ground).
- (iv) For time lost on the first day the total number of overs to be bowled to each team over the two days will be the number of overs completed on the first day, plus 50, divided by 2 and rounded up. For each 4 minutes of play lost, a game is reduced by 1 over.

- (v) For time lost on the second day the total number of overs to be bowled to each team will be the number of overs already completed plus the number of overs still to be bowled all divided by 2 and rounded up. For each 4 minutes of play lost, a game is reduced by 1 over

Note: Where a team has already batted in excess of this number that number batted shall stand, and the remaining overs be bowled to the other team.

- (vi) If part of an over has been bowled when an innings is suspended or terminated, that part over will not count as an over bowled.

Example of a match based on (i) and (ii) above.

For this example Team 1 is called 'Gold' and Team 2 'Green'.

First Saturday.

Gold bats first in the 1st quarter and is all out in its 1st innings in 20.3 overs, finishing at 10-62. Green, after a break of not more than 10 minutes for the change of innings commences its 1st innings and bats for 5 overs to complete the 25 overs in the 1st quarter and scores 0/20. Green continues its first innings in the 2nd quarter and bats for the full allocation of 25 overs to be 3/120 after 30 overs. This ends the play for the first Saturday.

At the end of the first Saturday the match situation is Gold 10/62 (20 overs) versus Green 3/120 (30 overs). Green has already won on the 1st innings, but the match continues on the second Saturday regardless.

Second Saturday.

Green resumes its 1st innings which was suspended from the first Saturday with the same batters and the correct batter facing the 1st ball bowled. Green bats right through its 20 overs allocation in the 3rd quarter and its 1st innings is terminated at 7/278 after 50 overs total batting in the innings (30 the previous Saturday and 20 this Saturday).

Gold commences its 2nd innings after an innings break of no more than 10 minutes. Gold bats out the remaining 5 overs in the third quarter since Green were only able to utilise 20 overs of the 25 overs available in that quarter and Gold's score at the end of the 3rd quarter was 2/25 after 5 overs. Gold continues its 2nd innings in the 4th quarter and bats for the full allocation of 25 overs to be 5/106 after 30 overs (5 overs in the 3rd quarter and 25 overs in the 4th quarter). At this point all quarters of the match have been completed and the match has concluded.

The match result in this example is Green 7/278 (50 overs) defeated Gold 10/62 (20 overs) and 5/106 (30 overs) by 216 runs on the first innings.

15. RULES FOR UNDER 12 AGE GROUP – JUNIOR STAGE 2 FORMAT (Boys' Teams)

Note: This Section 15 relates to the under 12 Junior stage 2 format. Game under this format are played as single day one innings games only with teams batting a maximum of 30 overs each.

A second under 12 format is available called pathways format. Games under this format are played as two day games over 4 quarters of 25 overs each but also including some one day games of 26 over each. The rules for this alternative under 12 boys format are listed in the previous section 14 and sections 12 and 13 also apply.

These Section 15 special rules recognise that the Under 12 age groups is developmental, based on non-competitive matches designed to foster maximum participation by all players.

Coaches should regard themselves as the third team in the match, a special team of two people who are not there to oppose each other but, rather, to help each other and the players from both sides to not only learn cricket skills, but also the proper spirit of the game. In this regard the Coaches should not only be the living example of the ASC Codes of Behaviour, but should also take responsibility for all players and their parents observing such Codes.

15.1 Competition

- (i) Matches will be non-competitive and played as single day games of one innings each with both teams allotted a maximum of 30 overs each.
- (ii) The overs allocation for each team is listed as a “maximum” because there is provision for a team to be dismissed “all out” before the maximum allotted overs have been completed.

15.2 Hours of Play

- (i) Each game shall be played at the following times to the following schedule;-
 - **Game where both teams bat for the duration of their allotted 30 overs and are not dismissed “all out”.**

Starts 7:15am – Finishes 10:45am	Duration	Start at:	Finish by:
<i>Team 1 batting vs Team 2 bowling</i>			
Bowl 30 overs	100 mins	7:15 am	8.55 am
Break between innings	10 mins	8:55 am	9:05 am
<i>Team 2 batting vs Team 1 bowling</i>			
Bowl 30 overs	100 mins	9:05 am	10:45 am

- **Game where either team is dismissed “all out” before the maximum 30 overs have been allotted.**
 - The schedule above will need to be modified by altering the time in the “Finish by” column to the time when the team was dismissed “all out”. If Team 1 is dismissed “all out” before the allotted 30 overs, the new time in the “Start at:” column for Team 2 shall be 10 minutes after Team 1 was dismissed “all out”, allowing for the 10 minutes break between innings.
 - If Team 1 is dismissed “all out” before the allotted 30 overs, Team 2 shall receive its full entitlement of 30 overs, even if a result is achieved earlier, unless also dismissed “all out”.
- (ii) A drinks break of a maximum of 3 minutes must be taken at the completion of the 15th over. A change of wicketkeeper should be made at this break. In oppressive weather conditions, breaks may be taken more frequently if considered appropriate by coaches/managers.
 - (iii) The team batting first in a game shall not bat past the times listed in the “Finish by:” columns of the above schedule or 30 overs whichever comes first. Should the team batting first not receive their allocation of overs by the “Finish by:” time, their innings shall finish at that “Finish by:” time and the side batting second will receive at least the same number of overs as the side batting first, on the proviso that the games must finish no later than the “Finish by:” time for the team batting second.
 - (iv) For time lost under Rule 3 (Fitness of the Ground) a game will be reduced by 2 overs for every 6 minutes lost.

15.3 Team Sizes

- (i) A team consists of 9 players. A team is dismissed “all out” when 8 players have been dismissed. A team cannot be greater than the standard 9 players.
- (ii) The minimum number of players deemed necessary to constitute a team shall be 7 players and an official, all present on the day.

- (iii) Nine fielders only are allowed on the field at any one time.
- (iv) For teams with an excess of 9 players, a roster system is encouraged to rotate the players so that all players participate on an equal basis throughout a season.

15.4 Length of Pitch

- (i) The length of the pitch shall be 18 metres. Normal batting creases will apply.
- (ii) A set or sets of free-standing stumps may be used to achieve the lesser distance.
- (iii) The idea of a reduced pitch length has been devised in accordance with the advisory policy of Cricket Australia.
- (iv) To achieve the 18 metre rule, the batters will bat from one end only. Batters rotate at the end of each over. The batters run from popping crease to popping crease of the 18 metre pitch.

15.5 No balls

- (i) The front foot rule shall apply with respect to no balls.
- (ii) The umpire at the bowler's end shall call and signal No ball if a ball which the umpire considers to have been delivered:
 - 1) bounces more than twice, or
 - 2) rolls along the ground,
 before it reaches the striker.
- (iii) The umpire at the bowler's end shall call and signal Dead ball if a ball which the umpire considers to have been delivered comes to rest before it reaches the striker or, if not otherwise played by the striker, before it reaches the popping crease. Once the umpire has called Dead ball, the striker may not attempt to hit the ball and the delivery is to be re-bowled.

15.6 Leg Before Wicket (LBW)

LBW decisions shall apply.

15.7 Bowling and Over Limitations

The following bowling and over limitations shall apply.

- (i) Bowlers will bowl from the one end for the first 15 overs of the innings then change ends for the remaining overs.
- (ii) A bowler shall bowl, in an over, a maximum of 8 deliveries or 6 fair balls whichever comes first.
- (iii) All players in the team listed in the scorebook to play, including the two players selected to be wicketkeepers, are to bowl, with the 30 overs on offer divided as follows:-

Team of 9 players - 5 players who are not wicketkeepers bowl 4 overs; 2 more players who are not wicketkeepers bowl 3 overs and the 2 players who are wicketkeepers bowl 2 overs.

Team of 8 players - 6 players who are not wicketkeepers bowl 4 overs, and the 2 players who are wicketkeepers bowl 3 overs.

Team of 7 players - 4 players who are not wicketkeepers bowl 5 overs; 1 more players who is not a wicketkeeper bowls 4 overs and the 2 players who are wicketkeepers bowl 3 overs.