**BEARS Junior Cricket Rules Summary**

**BEARS GUIDING PRINCIPLES**

Participants’ welfare is paramount.

Promote maximum participation for all players regardless of their ability.

Teach players the skills and etiquette of the game as well as to engender the concepts of fair play and good sporting conduct.

The normal Laws of Cricket apply (2022 Code 1st Edition), except for the modified rules outlined below.

**SUMMARY OF RECENT CHANGES TO THE LAWS OF CRICKET**

We may already know these as they apply to all forms of cricket but handy to familiarise by viewing these on the official BEARS Junior Cricket Rules document.

**BOUNDARY LENGTH**

Div 1 to 4; 65 metres (note they will often play on senior grounds where boundaries are already marked).

Other divisions; 55 metres.

It is recommended that a measured length of rope or string be used to measure the boundaries. Boundaries are marked by drawing an arc at each stump end and the two arcs are connected by a straight line.

**UMPIRING**

In all BEARS divisional games there is to be no “On‐field Coaching” by any person acting as an Umpire.

Doubtful Bowling Action. A bowler whom the Umpire(s) consider having a doubtful bowling action is not to be called. Immediately the Umpire(s) consider a bowling action to be doubtful the Coach/Manager of the fielding team should be advised, and an appropriate action taken.

**HOURS OF PLAY**

A day’s play shall be 3 ½ hours in duration and commence at either: 8:00am and to conclude no later than 11:30am, or 1:00pm and to conclude no later than 4:30pm, according to the competition’s assigned fixtures.

Two‐Day matches will be played on two (2) consecutive fixture days. If play does not commence on the first day of a Two‐Day game, then the second day will be played as a One‐Day game.

**TEAM SIZE**

The minimum number of players deemed necessary to constitute a team shall be seven (7) players and a Team Official, all present on the day at the commencement of play.

Divisional and Quarters teams may bat and bowl thirteen (13) players, but only field eleven (11) players at any one time. The innings will close on the fall of the 10th wicket. As it will be necessary to retire to (2) Batters to let the 12th and 13th players bat, retirements will not be recorded as a fall of a wicket.

Spikes shoes compulsory for Div 1-4 turf games, up to the home team’s discretion for games in lower divisions.

**PLEASE READ ITEMS 3 AND 4 PERTAINING TO WET WEATHER AND ELECTRICAL STORMS**

**WIDES, NO BALLS, AND DEAD BALLS**

When the ball lands on the synthetic (hard) wicket and is called a Wide, the normal rules of cricket apply (i.e., the Batter can be out Hit Wicket, Stumped, Obstructing the field ‐ aka “Handled Ball”, or Run Out.). Umpires shall be encouraged to call “Wide” when a Bowler persistently bowls wide of leg stump. As a guide for the umpire an imaginary dotted line shall be drawn 45 centimetres either side of the centre stump to cater for left and right‐handed Batter. A ball pitching outside the line of leg stump and continuing to move down the legside should be called a Wide.

The laws of cricket in relation to No Balls shall apply for (as well as all regular no ball rules):

* A delivery, after pitching, bouncing more than once before the popping crease, rolling along the ground, or pitching wholly or partially off the pitch.
* A delivery, after pitching, passes or would have passed over shoulder height of the striker standing upright at the popping crease.
* The bowler breaking the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from the bowler and breaks the wicket.

When the ball, having been properly delivered by the Bowler, lands on the pitch and thereafter behaves so erratically that, in the opinion of the Umpire, the behaviour is not due to the Bowler's technique, the delivery shall be declared “Dead” and not counted in the over. (e.g., the ball strikes a hidden join in the concrete wicket producing a delivery that shoots along the deck, etc). No runs can be scored and no Batter can be dismissed from such a ball. Note: where the ball bounces wholly or partially off the artificial pitch, it shall be called a “No Ball” in accordance with Rule 5.2(a). However, where the ball deviates substantially that the Wicket Keeper is not fairly able to stop the ball, the ball shall be treated as a Dead Ball. This should only be used when the Batter has not hit the ball and it would be unjust for the fielding side for it not to be a Dead Ball. For example, without the deviation from the corner of the pitch (either the, concrete, grass touching the pitch, or synthetic grass) there would have been a reasonable expectation that the ball would have been able to be stopped without additional runs being scored.

**BALLS PER OVER**

For all Divisions, limited to a maximum of eight (8) ball overs, six (6) legal deliveries or eight (8) deliveries including Wides and No Balls, whichever occurs first.

**MANKADS**

Allowed one warning per innings after which it is permitted.

**DANGEROUS DELIVERIES**

Bowlers bowling dangerous deliveries may be warned by the umpire after which they may been suspended from bowling for the rest of the innings. The fact that the striker is wearing protective equipment shall be disregarded.

**FIELDING**

For Divisions 3 and lower, no Fielder is to field closer than ten (10) metres from the popping crease of the Batter on strike, except in an area 90 degrees on the Off‐Side from Point to the Wicket Keeper. For Divisions 1 and 2, Fielders may come within ten (10) metres of the Batter but not closer than five (5) metres provided they wear protective gear. A minimum of a helmet a groin protector must be worn.

No more than five fielders on the leg side.

No more than two fielders behind square on the leg side.

A no ball is called if the above rules are not followed.

Wicket Keepers MUST wear a helmet in accordance with the BEARS Helmet Policy in the Appendix. Also, refer to Rule 2.2(d). • Turf pitch, within five (5) meters of the stumps. • Synthetic (hard) pitch, all the time.

**COMPETITION POINTS**Win on first innings and subsequent outright: win 14, loss 6, tie 11 Loss on first innings and subsequent outright: win 8, loss 0, tie 3. Win on first innings and no further result: two‐day game 10, win in a one‐day game 7. Loss on first innings and no further result 0. Drawn game 5. Abandoned game (no play takes place, or the minimum number of overs cannot be bowled by either team) 4. Bye 4. Tie on first innings and subsequent outright: win 9, loss 5, tie 7. Tie on first innings one‐day game 4. Note: the result of a game shall be a tie on the first innings when the scores are equal at the conclusion of the first innings, but only if the side batting second has completed its first innings by loss of all wickets.

Incentive points shall be allotted in addition to the above game points for both first and second innings as follows: Batting ‐ 0.01 points for each run scored. Bowling ‐ 0.25 points for each wicket taken.

Any team on receiving a forfeit in a game shall be awarded the maximum number of points (game and incentive) gained by any team of the same grade in the same round of games.

A team which forfeits a game does not receive any points.

**TWO DAY GAMES**

Duration of Innings

The duration of the first innings for each team shall be 50 overs in each Division, or 3 1/2 hours whichever occurs first (a normal day’s play). If the team batting first is dismissed in less than 50 overs, or if the 50 overs are completed with time to spare the fielding team shall be required to bat on the first day, if time permits, after allowing a ten (10) minute break between innings. The days play is to finish at the agreed finishing time. The second innings, provided time permits, shall be played to an 11.30 am finish. In the second innings of each team there is no limit on the total number of overs, but normal individual restrictions apply. The game is completed immediately an outright result is achieved.

Penalty Runs

The fielding team is expected to bowl 50 overs in 3 1/2 hours play. Failure to meet this requirement will result in the batting team being awarded penalty runs (added to the sundries), the penalty being one (1) run for each ball not bowled.

No penalty runs given for bad behaviour.

Forfeits and Time Adjustments

Should any team be unable to commence play within fifteen (15) minutes after the scheduled starting time, a forfeit may be claimed by the non‐offending side. The waiting Manager only may suggest a time adjustment, so that a game can be played. A decision to make the time adjustment must be made prior to the start of play for that day and shall not be altered after play commences.

Time Lost

If play commences on the first day and less than 45 overs have been completed, the first innings of each team will be shortened so that the same number of overs is bowled to each team. The first innings of each team will be limited to the number of completed overs on the first day, plus 50 divided by two (2), and rounded up.

If play commences on the first day and more than 45 overs but less than 50 overs have been bowled to the team batting first, because of time lost due to adverse weather conditions (providing that team is not out at the conclusion of the days play), the innings shall be deemed to have been completed and the team batting second cannot receive for its first innings any more overs than that bowled to the opposition.

If the weather sufficiently interrupts play on the second day of play that a result cannot be obtained within the normal guidelines or by an agreement with the Team Officials, the game shall be a draw.

Batting

A No Ball is a ball faced. Wides is not counted as a ball faced.

Retirements; minimum 30 balls, maximum 75 balls (except Div 1 and 2 where it is 100 balls).

Any Not Out Batter so retired may resume their innings in order of retirement once all other players have been dismissed or retired. There are no restrictions on the number of runs a player may score. This Rule is to apply to both first and second innings.

Should a Batter score 100, they shall be retired at the end of the over. This shall not apply if they have previously retired in the innings and returned (other than retired hurt).

Bowling

In all age groups, no Bowler may bowl more than one‐fifth (1/5) of the total overs allowed in an innings.

The maximum number of overs to be bowled by a fast or medium pace bowler in any one spell is as follows. Under 12 & 13 bowlers to bowl a maximum of 4 overs per spell (with a maximum of 8 overs per day) Under 14 & 15 bowlers to bowl a maximum of 5 overs per spell (with a maximum of 12 overs per day) Under 16 & 17 bowlers to bowl a maximum of 6 overs per spell (with a maximum of 16 overs per day) These maximum overs apply based on the bowlers age and not the competition being played.

The equivalent number of overs bowled from both ends during that spell must lapse before that bowler is permitted to bowl again.

However, where a Bowler in the middle of his allotted spell advises the Umpire and the opposing Captain that he wishes to change ends, they will be allowed to do so provided that they takes the next available over under the laws of Cricket, from the other end and the continued spell shall not exceed the amount set out above.

At the commencement of the second days play in a Two‐Day game, a Bowler is deemed not to be commencing their spell of bowling, even if that bowler was bowling at the conclusion of the first day’s play.

A slow or spin Bowler is not subject to the maximum overs per spell conditions above. A slow or spin Bowler is defined as a bowler to whom the Wicket Keeper stands up at the stumps (within 1.5 meters). If a Bowler changes from fast or medium pace to slow or spin, or from slow or spin to fast or medium pace at any stage, they are restricted to the maximum overs per spell as set out above for fast or medium pace bowlers.

Intervals

Ten-minute change of innings drinks every hour (or more frequent in cases on hot weather).

Follow On

A lead of 75 runs will be required to enforce the follow on.

Players

A team may substitute up to four (4) players on the second day of a Two‐Day game in all age groups, who can bat and bowl on the second day of a Two‐Day game if they are named as substitutes and written in the scorebook on the first day of that game (to be written as no. 11 Smith/Jones and no. 12 Black/White). b) In cases of illness or injury, players may also be substituted for the second day. Substitute players must be from an equivalent or a lower Division and be a registered player as per Rule 1.4.

The team Manager shall, before the start of play on the first morning, present to the opposing Coach or Manager, a list of players set down to play in that game, including the names of substitutes if these are to be used on the second day. Names are to be in the scorebook by the end of the first day’s play and must include ages as at 1st September of the current season.

If a change is needed to be made in between days, approval from the opposition is recommended, in most cases this shouldn’t be an issue.

**ONE DAY GAMES**

Duration of Innings

One innings per team.

For all Divisions, the innings of the side batting first must not continue past 9.40am or 25 overs, whichever is the sooner.

After allowing a maximum of ten (10) minute break between innings, this allows 1 hour 40 minutes per team.

If the team fielding first fails to bowl its allotted maximum overs by 9.40 am, the innings of each team shall be shortened to the number actually bowled and the same number of overs will be bowled to each team.

Maximum number of overs per bowler shall be five (5) in the innings.

A drink interval would not normally be expected in one‐ day games. However, can be taken at the discretion of Team Officials. A drink interval should not exceed three (3) minutes.

The ball following a No Ball shall be a Free Hit. Wickets may only be taken on a Free Hit under the same rule as No Balls. Fielders may only change positions if the batsman facing the Free Hit has changed.

Batting

Any Batter may be retired Not Out when they have faced a minimum of 20 balls.

Any Batter must be retired when they have faced a maximum of 50 balls (including No Balls and excluding Wides).

Any Not Out Batter so retired may resume their innings in order of retirement, once all other players have been dismissed or retired.

Result

The team batting second shall receive their full overs even if they pass the total of the team batting first. This is to ensure maximum participation.

If the team bowling second fails to bowl the same number of overs as it received, the batting team will be awarded Penalty Runs (added to the sundries), the penalty being one (1) run for each ball not bowled.

15 overs minimum per team for a game.

Delays

To ensure that play ceases within the required time limit, it may be necessary, in cases where games do not start on time, to deduct two (2) overs for every six (6) minutes delay (or part thereof) from the 50 overs to be bowled. This number is halved to give the number of overs to be bowled by each team. Team Officials are to agree on this total before play commences.

In case of delays during a game because of rain, at least fifteen (15) overs must be bowled by each team so that a result may be obtained.

A result will be calculated on the state of each batting team as at the maximum number of overs faced, provided that maximum is equal for both teams. For Example: Team A bats for 25 overs, Team B only manages 22 overs because of rain, the team totals as at over number 22 are compared and a result obtained.

**ADDITONAL RULES**

All batters must wear helmets (of compliant standard).

Wicketkeepers shall always wear helmets unless standing more than 5 metres back from the stumps on turf.

*Please view the BEARS official rules document for code of conduct information and more detailed information on all rules.*