

Playing Conditions

Hurricanes Junior League – Under 15 Competition

Summary of Rules (40 Over Matches)

Hours of Play	<ul style="list-style-type: none">• Sunday afternoons from 12:45pm – 4:45pm.
Age Eligibility	<ul style="list-style-type: none">• Players must be Under 15 as at 31st August 2020.
Protective Equipment	<ul style="list-style-type: none">• Helmet (including Wicket-Keeper when keeping up to stumps).• Pads, Gloves & Protector.
Ball	<ul style="list-style-type: none">• Kookaburra Regulation 156g White (supplied by CT).
Boundary	<ul style="list-style-type: none">• 50 metres maximum. Boundary is measured from the middle of the pitch (full length).
Team	<ul style="list-style-type: none">• Nine (9) players per team.• Seven (7) players per minimum are required to play the match• 11 players per team maximum are to be allocated to a team (maximum of 9 players on field at any given time)
Innings	<ul style="list-style-type: none">• 40 overs per team
Pitch	<ul style="list-style-type: none">• The wicket shall be 20.1 metres in length (full pitch)
Batting	<ul style="list-style-type: none">• Batting Retirement not compulsory• Coach can choose to retire players at 40 balls These batters can return in order once all players have batted (dismissed or retired)
Bowling	<p>For 40 Over Matches</p> <ul style="list-style-type: none">• Fielding teams are to change bowling ends after every five (5) overs• Standard six (6) ball overs apply with a maximum of eight (8) balls per over, including the re-bowling of wides and no balls.• Players can bowl a maximum of eight (8) overs per innings• Five (5) players' minimum must bowl• As per CA Youth Pace Bowling Guidelines:<ul style="list-style-type: none">• U/11's – Two (2) Overs Maximum Each Spell• U/13's – Four (4) Overs Maximum Each Spell• U/15's – Five (5) Overs Maximum Each Spell• Short pitched deliveries passing over shoulder height and full tosses passing over the batter's waist are not allowed and will be deemed a no-ball.
Fielding	<ul style="list-style-type: none">• No fielders within ten (10) metres of the batter or other fielders except for the slips, gully and Wicket-Keeper (to encourage singles).
Dismissals	<ul style="list-style-type: none">• All dismissals

Competition

Description

This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket.

Age of Players

All players shall be under the age of 15 as at the 31st August 2020. Any team breaching this playing condition will incur a forfeiture with maximum points awarded to the opposition.

Eligibility

Players can play in other Cricket Tasmania competitions for underage teams during the same weekend of roster and finals matches, however, only players registered with Cricket Tasmania Premier League (CTPL) clubs are permitted to play in CTPL Under 15 and Under 17 matches.

Player Registration

Players are required to be registered with Cricket Tasmania and clubs must upload all player information to the competition management program, MyCricket.

Should a player wish to play in any Cricket Tasmania Premier League Competition, the normal CTPL player registration procedure applies. Players not registered with a club as a CTPL player can register as a CTPL player with any other club; however, once they have registered as a CTPL player with a club they will be bound to the By-Laws of the CTPL registrations, which means that they are tied to that club for one season only

Results Entering Procedures

Clubs **must** upload their own results and player statistics into MyCricket following each match. Results entered by 11am on the Monday following a match will be provided to *The Mercury* for publication later that week.

As per previous seasons, a round of 'finals' matches will be played in the week following the final roster match in this competition. The match ups and venues are determined early in the week prior to this match and are based on results/ladders from all divisions in this age group. **The submission of weekly results is imperative** to the accuracy of 'finals round' match ups, as well as Cricket Tasmania to provide notification of 'finals round' matches in a timely manner.

Clubs who require assistance in the entry of match results and player scores into MyCricket can contact CT's Competitions Officer, Paul Crosswell on 03 6282 0457 or pcrosswell@crickettas.com.au.

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MyCricket Live Scoring App

The MyCricket Live Score 'App' is now available on iPad, iPhone & Android Tablets/Phones. The app is designed to help any administrator score matches live and upload scorecards automatically. Friends and supporters can follow matches. It's **FREE** to download, easy to use for experienced or first-time scorers and it also has a **DEMO MATCH** feature for scorers to practice scoring. If you require assistance in using the MyCricket Live Score App, please contact Paul Crosswell on 03 6282 0457 or pcrosswell@crickettas.com.au.

Wet Weather & Cancellations

Cricket Tasmania, in conjunction with the clubs, may cancel any round of matches during the season if the ground has been closed by councils or a ground is unfit for play. In this instance, Cricket Tasmania will advise clubs if grounds have been closed

Matches are **not permitted to be played** if a local council or club which manages the ground has closed the ground, or in the event both umpires deem playing conditions unsafe during the scheduled match time.

Number of Players in a Team

- The optimum team size is 9 players; however, it is understood that teams often contain additional players in community setting to cater for kids being away, ill or with clashes in commitments
- Minimum 7 players per team required to play the game.
- Maximum 11 players allocated to a team (only 9 on field).

Balls & Scoresheets

Association supplied Kookaburra Regulation 156g White (2 Piece) balls and scorebooks are to be used. Clubs also have the option to use the MyCricket Live Score App. The ball used must be of a standard satisfactory to the Umpire/s.

Hours of Play

40 Over Matches			
Start Time/s	Break	End Time/s	Max. Overs Per Innings
9:00am	11:00am - 11:05am	1:05pm	40 Overs
12:15pm	2:15pm – 2:20pm	4:20pm	40 Overs
1:15pm	3:15pm – 3:20pm	5:20pm	40 Overs

Match Result

- The result will be determined by the team scoring the most runs.

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Allocation of Points

Win	6
Bye	6
Tie/Washout	3
Loss	1
Forfeit Loss	0

Wides & No-Balls

- Wides and No-Balls are one (1) run plus runs scored off them.
- Any ball that pitches off the synthetic surface shall be called a no-ball and batters can hit this ball. Fielders must not attempt to gather the ball prior to the batter attempting to hit it.

Fielding Restrictions

- All fielders must be at least 10 metres from the batter. This restriction does not apply to the Wicket-Keepers or regulation slip fielders (including gully).
- Wicket-Keepers **must** wear a helmet when keeping within ten (10) metres from the batter.

Umpire Rulings

- Normal LBW rules apply. **Reminder – for an LBW decision to be adjudicated as out, the umpire must be 100% convinced that the ball pitched and hit the batter in line with the wickets, the ball is going to hit the wickets and the ball did not hit the bat prior to hitting the pad.**
- The interpretation of these rules shall be the responsibility of the umpires, in conjunction with the coaches of the teams. All umpire's decisions are final.

Rain Affected Matches

Should weather or other factors delay the start of a match by more than 30 minutes; the maximum number of overs shall be reduced using the following method:

The time remaining for the match, less a 10-minute change of innings, shall be divided by 3.5 minutes for the number of overs left in the match. This number shall be rounded up and divided by two. This shall be the number of overs for each team.

Rain Affected Matches—Example

Play cannot commence until 2.05pm (based on a 12:30pm start). Time left in match is 3 hours and 55 minutes. Total 235 minutes less 10 minutes' change of innings = 225 minutes, divided by 3.5 minutes per over = 64.286 divided by two = 32.14 overs each, rounded up to 33 overs per team.

The minimum number of overs to constitute a match shall be 20 overs per side for a rostered 40 over match and 10 overs per side for a Twenty20 match.