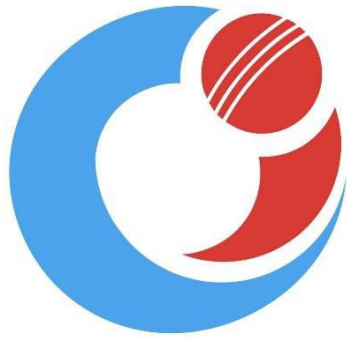




Toowoomba
Cricket Inc

Introduction

This document sets out the codes of behaviour, playing conditions and administrative rules for cricket played in Toowoomba Cricket Inc. Junior Competitions.

Any queries should be directed to the Competition Administrator at the following email address:

Brendan.Bowers@qldcricket.com.au

For details about Toowoomba Cricket Inc. and our competitions, please visit our website:

<https://toowoombacricket.com.au>

The Laws of Cricket

These Rules are to be read with the MCC Laws of Cricket ("Laws"). If there is a difference between the two, these Rules prevail.

Codes of Behaviour

The Toowoomba Cricket Code of Behaviour shall apply at all times to all participants.

Players

- Play by the rules.
- The umpire's decision is final – respect all decisions and never argue with an official.
- Control your temper and remain calm – verbal abuse, sledging or deliberately distracting or provoking an opponent is unacceptable.
- Be a good sport – applaud all good plays whether they are your team's or the opposition's.
- Treat all players with respect – regardless of gender, ability, cultural background or religion.
- Work equally hard for yourself and your team.
- Cooperate with your captain, coach, manager, teammates and opponents.
- Have fun at all times – play to enjoy the game, not just to please others.

Coaches

- Remember that young people participate for pleasure – winning is only part of the fun.
- Compliment the performance of all players – never ridicule or yell at a player.
- Be reasonable in your demands on players' time, energy and enthusiasm.
- Ensure all players receive equitable attention and playing opportunities
- Abide by local conditions – encourage players to settle disagreements calmly.
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- Control your temper and remain calm at all times – encourage players to do the same.
- Treat all people with respect – regardless of gender, ability, cultural background or religion.

Parents and spectators

- Enjoy the game – remember that players participate in sport for their own enjoyment.
- Encourage players to participate – do not force them.
- Focus on the player's efforts and performances rather than whether they win or lose.
- Respect the decisions and actions of all coaches, managers, captains and match officials.
- Encourage players to respect local conditions and settle disagreements calmly.
- Compliment the performance of all children – never ridicule or yell at a child.
- Lead by example and be a positive role model.
- Support efforts to remove verbal and physical abuse from sporting activities.
- Treat all people with respect – regardless of gender, ability, cultural background or religion.

Competition Rules

The TCI Competition Rules are designed to support cricket clubs of all sizes and to provide an inclusive, sustainable competition that maximises opportunities for young people to participate in cricket.

TCI recognises that clubs have different numbers of players, resources and local circumstances. The introduction of age-based competition is intended to provide an appropriate structure for junior cricket while recognising the challenges that some smaller clubs may face in forming teams within specific age groups.

Where a club is experiencing difficulty forming a team as a result of the age-based competition structure, the club is encouraged to contact TCI to discuss the circumstances and explore appropriate options. TCI will work collaboratively with clubs to identify practical solutions that enable as many young people as possible to participate in cricket, while maintaining the integrity and objectives of the competition.

The overarching aim of these rules is to support a competition that is inclusive, enjoyable and sustainable, ensuring that opportunities to play cricket are available to as many young people as possible across the TCI competition.

Coaching Accreditation

- All Coaches must have a valid blue card.
- Coaches should be accredited as a bronze Community Coach (or better).
- Clubs must be able to provide evidence they are actively organizing community coaching accreditation for their coaches when requested by TCI.

Grounds

- Both teams will contribute to setting up the ground for play.
- The home side will inspect the condition of the ground and confer and decide with the opposing team management as to its playability. This discussion will take place in sufficient time to allow the away team to advise its members of a cancellation before they depart for the ground.
- If player safety is a concern due to poor condition of the playing surface of the pitch or the outfield, both coaches must agree to play before play starts. Where a ground is unfit for play, every effort

should be made to find a replacement ground within the same geographical location within the draw and on the same day. Once a match commences there can be no change of venue.

- In the event of wet weather affecting grounds, any decision to play by the coaches must follow Toowoomba Regional Council ground inspection requirements. This is to include the completion of necessary forms and checklists as required on their website.

Age Group Rules

The TCI Saturday Junior competition has: -

- Seven (7) competitions (U10, U12A, U12B, U14A, U14B, U16, Colts)
- in five (5) Age Groups (U10, U12, U14, U16, Colts)

Players will play within the Age Group matching their eligibility. They must meet the criteria of an age under the age grouping as at 31 August of the year registering. For Example:

- Player A wants to register for the 2026/27 season, their age is 10 on 1st August 2026. Because they are not under 10 at 31 August, they must play in the Under 12 competition unless a pre-approved dispensation applies.

Dispensations

Clubs are strongly encouraged to ensure players are playing in their correct age group. TCI recognises that there will be exceptional circumstances leading to players needing to play different age groups. To support player retention and participation the following circumstances have a pre-approved dispensation:

- To change competitions within an Age Group (e.g., from U12A to U12B);
- Players too young to play in U12 but are deemed capable of participating in a hard leather ball competition by an accredited coach, may play up into U12B without dispensation.
- There is no minimum age to a player entering the Under 10 competition. It is strongly encouraged new players have completed a minimum of 1x Blaster and 1x Smash Season and are able to bowl with a straight arm over 14m most of the time
- Girls may play one Age Group below their eligible Age Group.
- Players with a disability may play one Age Group below their eligible Age Group or a lower Age Group as recommended by an accredited coach.
- Families with relatives close in age (~2 years) may play up or down an Age Group to support transport and logistics.

The following circumstances will require a dispensation:

- Any request to play in a different age group not associated with the above pre-approved circumstances. This includes any player proposing to play higher age groups from U12A/B to under U14 or U14A/B to U16 respectively.

Despite the use of a dispensation, the TCI Competition Administrator will monitor the performance of players throughout the season and report any anomalies to TCI. If TCI deem a player, participating under a dispensation arrangement, is having a regular and large influence on match outcomes, they reserve the right to direct that player to participate in the appropriate age range. Any dispensation request is to be

submitted via email to the secretary@toowoombacricknet.com.au who will distribute to the TCI Junior sub-committee. The TCI Junior sub-committee will be made of one (1) representative of each club participating in the competition

Eligibility and Age Policy for Colts and Senior Cricket

Colts Eligibility

- Colts cricket is primarily intended for players aged **14 to 16 years**.
- Eligible **Under 17 players** may also be considered for participation.

Senior Cricket Eligibility

- Players aged **15 years and older** may participate in senior cricket where their club determines they have the appropriate skill level, maturity, and capability.

Return to Colts Restriction

- Any player aged **15 years or older** who elects to play **four (4) senior cricket matches** will become **ineligible to return to Colts cricket for the remainder of that season**.
- **No dispensations or exceptions will be granted.**

Dispensations

- Players **under 14 years of age** seeking to play Colts cricket, and players **under 15 years of age** seeking to play senior cricket, must apply for a dispensation.
- Dispensation applications will be assessed on a **case-by-case basis**, and approval is not guaranteed.

Dispensation Assessment Process

Applications will be assessed in two stages:

1. Performance Criteria Assessment

- The player must have achieved at least one of the following during the previous season:
 - Scored **200 or more runs** in junior **club** cricket; or
 - Taken **15 or more wickets** in junior **club** cricket.

2. Independent Panel Review

- Applications meeting the minimum performance criteria will be reviewed by a neutral assessment panel comprising:
 - **Brendan Bowers**
 - **Alex Newton**
 - **Adam Ottobrine**

Application Requirements

- Clubs must submit all relevant junior cricket statistics with each dispensation application to support the player's eligibility assessment.

Policy Objective

The purpose of this policy is to:

- Encourage 15-year-old players to remain engaged in Colts cricket by providing quality playing opportunities, including turf wickets, accredited umpires, and experienced mentors.
- Support player development within an age-appropriate environment.
- Safeguard player welfare and safety.
- Maintain the integrity and competitiveness of both Colts and senior cricket competitions.

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Club Nomination

- The TCI will accept team nominations in competitions at its absolute discretion.
- A club nominating a team into the U12A or U14A competitions may be asked to provide evidence acceptable to the TCI of appropriate skill and maturity of the players in the team.
- The number of teams accepted into in the U12A, and U14A competitions will be limited to 1 team per club in the first instance, with the aim to fill 10 teams.
- Where a bye is likely in an "A" competition, or clubs choose not to participate, TCI will then allow multiple teams from whichever club they deem likely to be able to compete effectively, at its absolute discretion.
- Where there is an A & B competition for an Age Group, but the combined teams in the A and B competitions are not an even number, such that a bye is required for one competition, the bye will be in the B competition.

Formats

The TCI Junior Competition will have three formats:

- Modified T20 Competition (U10, U12B)
- 25 Over One Day Competition (U12A, U14B)
- 30 Over One Day Competition (U14A, U16B)

One-Day Competition

- Should weather / ground conditions etc prevent both sides from completing at least 10 overs each, then it shall be a wash-out.
- A team batting second cannot face more overs than the team batting first, unless the team batting first was dismissed before completing its allotment of overs.
- If the team bowling second does not complete their allotted overs in the required time, their batting total will be adjusted downwards by run rate calculation (runs scored / overs faced x overs bowled).

Points

One-Day Game

- Tie or Draw - 4 points
- Win - 7 points
- Forfeit - 7 points to team who did not forfeit; 0 points to the team who did forfeit
- Bye or Wash Out – 4 points.

Finals (U12A, U14A)

- Semi-final matches are 1 v 4 and 2 v 3. Other teams shall play off 5 v 6, 7 v 8 etc. in their final round.
- The Grand Final will then be the winner of the semi-finals to decide the premiership.
- In competitions with odd numbers of teams, the lowest placed team shall not play a playoff game.
- Where a Semi-Final is washed out, the teams for the Grand Final round will be determined by the places on the ladder (1 v 2, 3 v 4 etc. and 1 v 1, 2 v 2 in split competitions).
- Where a Grand Final is washed out, the highest placed team after the Semi Finals is the winner
- During a finals series, fixtures will still be scheduled for all teams in the competition to maximise participation.

Finals (Other)

- U10 and U12B are entry level non-competitive formats. There will be no finals to maximise opportunity for scheduling fixtures.
- U14B and U16B are competitive competitions with no Finals. To maximise opportunity for scheduling fixtures the winners of that format will be determined by the highest team position on the ladder at the end of the season. In the instance of a tie in points the winner will be determined by Net Run Rate (NRR).

Player Participation Rules

Players must be registered to play for the relevant club in the TCI competition before participating in any junior match within any competition. If a player is a fill-in, in accordance with Cricket Australia insurance requirements, they can only play one match before then requiring to be registered with a club.

- Players must be listed in the match day line up in PlayHQ to be playing at the coin toss.
- Players not entered to PlayHQ before the coin toss cannot bat or bowl in the game, but they can sub field.

Player Movement Rules

Players may:

- change competitions within an Age Group (e.g., from U12A to U12B or vice versa) throughout the season as part of selections due to availability. The player cannot go from an

A competition to a B competition if that player has exceeded the runs/wickets threshold in that team; and

- change teams within a competition (e.g., from one U14B side to another U14B side) unless once a player has exceeded the runs/wickets threshold in that team, they must stay in that team
- Unless approved through a dispensation a player shall not move outside of their age group.

Runs/Wickets Threshold

- U12A - Once a player has scored 100 runs or taken 10 wickets in U12A, they are bound to stay in that related team for the duration of the season (e.g. if a player has scored 100+ runs in U12A, they are not allowed to move back to U12B for the duration of the season, unless dispensation is approved by TCI).
- U14A - Once a player has scored 150 runs or taken 12 wickets in U14A, they are bound to stay in that related team for the duration of the season (e.g. if a player has scored 150+ runs in U14A, they are not allowed to move back to U14B for the duration of the season, unless dispensation is approved by TCI).

Finals Eligibility

To be eligible to play in finals, a player must have played a minimum of 5 days cricket in the relevant team.

- A washout / forfeit / or otherwise abandoned match is considered a day of cricket (for finals eligibility) if the player is named in the team before the scheduled start of the game.
- Where a team is playing in the finals but has player unavailability and does not have enough available players who are eligible to play in the finals, prior dispensation is required for a non-eligible player to play in the final. Note – to be considered for dispensation, the player must be from the same club, and from the same or a lower competition.

Potential action by TCI

The TCI competition administrator will monitor the competition. If the administrator feels that a player, who is playing outside their correct Age Group, is dominating, the TCI can (and even if the player was given dispensation) at any time during the season at the TCI's discretion: -

- move a player to their correct Age Group.
- place restrictions on a player batting or bowling; or
- require a player to cease playing in that Age Group.

If there is disagreement with the TCI's decision above,

- an appeal may be lodged to the TCI Management Committee in writing within 7 days of the club receiving notice of the decision. The Management Committee will review the matter and then make a binding decision within 7 days.
- If there is an appeal (within 7 days), then a decision made by the TCI will not apply until the appeal is decided by the Management Committee (and the player can continue playing until the appeal is decided).

Any confirmed breach of the Age Group Rules, the Player Participation Rules, or the Player Movement

Rules will result in the offending team being deemed to have forfeited (zero points) the game(s) in which the breach occurred, regardless of whether the breach was intentional.

Scoring

Each team will provide a scorer. Additionally, for U10 – U16 competitions: -

- Both Clubs enter the full names of the selected players for the teams before a match.
- The Club will complete all relevant details in the PlayHQ database for each game.
- Home Clubs shall enter, and Away Clubs confirm, the result of the game before the next fixtured round.
- Score cards in the PlayHQ database will be completed on or before: -
 - For the last fixture and finals – 4.30pm on the Monday after completion of each match.
 - For all other fixtures – 12 pm (midnight) on the Monday after completion of each match.
- For all Fixtures, for teams receiving a forfeit, an abandoned match where the minimum overs are not completed or a bye, an entry of such a result on the PlayHQ database is required, listing the result of the match and the names of the selected Players.
- Failure to provide that data (as above) will result in a penalty of the
 - first offence - a warning,
 - second offence - final warning and
 - repeat offenders – potential loss of the relevant match points at discretion of the TCI

Time Available for Play

The time allocated for play is limited. The coach and team captains will ensure all overs are completed in time and as much cricket as possible is available for the players. To assist this, the TCI has adopted the following:

- Where a game is played on a turf wicket, the covers must be removed by the home side by no later than 7am.
- Play must commence by the start time.
- Play can commence before the scheduled start time if the coaches agree.
- If play commences early that does not extend an available innings time. Innings times are to be complied with.
- The next incoming batter must be ready to immediately enter the field.
- When a batter is dismissed or retires, his/her replacement shall enter the field of play without delay – before the outgoing batter has left the field.

Bowling Restrictions

Bowlers can bowl no more than 20% of allotted overs. Maximum over spell lengths for U12, U14 and U16 are in accordance with Cricket Australia Pace Bowling Workload Guidelines, being:

- Under 11: 2 overs max in a spell, 4 overs max in a day
- 11 to under 13: 4 Overs max each spell, 8 Overs max per day
- 13 to under 15: 5 overs max each spell, 12 overs max per day
- 15 to under 17: 5 overs max each spell, 16 overs max per day

As a rule of thumb, bowlers may be regarded as bowling “fast” when the wicket keeper stands back from the stumps prior to the delivery, however, Umpires have sole discretion to determine fast or slow bowling.

- At the completion of any spell, the bowler will be restricted from bowling again on that day until a further number of overs has been bowled which is equal to the number which he / she delivered in their last spell.

Fielding Restrictions

The fielding restrictions are designed to promote the safety of the players at all ages of junior cricket. They must be observed by all coaches and are non-negotiable.

- U12 With the exception of the wicket keeper, no player shall field closer than 15 metres to the batter.
- U14 and U16 – Players cannot be in close (within 10 metres) on the “off-side” or the “on-side” in front of the batter. i.e., short leg etc.

Additional requirements

Equipment

- It is compulsory to wear protective helmets, pads, gloves, and protector when batting and for wicket keeping up to the stumps, in any junior cricket match.

No Balls

- Any ball that, after bouncing, passes over the shoulder of the batter in his/her normal batting position (regardless of whether the batter moves from their normal batting position when playing a shot) is a no ball, irrespective of bowler’s speed.
- Any full toss that passes or would have passed a batter above his/her waist, when in a normal batting position (regardless of whether the batter moves from their normal batting position when playing a shot) is a no ball, irrespective of bowler’s speed.
- A ball that bounces twice before reaching the popping crease, or runs along the ground to the batter, is a no ball.
- On an artificial pitch, a ball which lands off that surface or on the edge of that surface is a no ball and a penalty of 1 run only will be added to the score. The ball will be re-bowled (except for U10 and U12B, which has 6- ball overs only).
- The penalty for a no ball shall be one run in addition to any runs, byes or leg byes scored. The ball will need to be re-bowled (except for U10 and U12B, which has 6 ball overs only).

Short-pitched bowling

- Persistent bowling of short-pitched deliveries will be regarded as intimidating and dealt with in accordance with the Laws (41.6).
- Bowling of high full pitched balls, in all Age Groups, shall be dealt with in accordance with the Laws (41.6).
- 41.6 generally requires that 1 full dangerous delivery receives a warning, another one and the bowler is removed and can’t bowl again that innings.

Dead Ball

- If, during delivery, a ball strikes a join, strap or lands on the concrete between the artificial surfaces it shall be called “dead” by the umpire. The ball does not count as one of the over.
- If, however, the delivery lands on the edge of an artificial pitch or off the pitch altogether it shall be called a no ball as mentioned above.

Interruptions Due to Weather

- The DLS method in PlayHQ will be used to determine the winner.
- The following support tool shall be used to determine overs remaining.
 - <https://play.cricket.com.au/dls-calculator>
 - A rule of thumb is 3 overs are lost per 10mins delay.

TCI decisions

- If an issue arises regarding the competition that is not expressly covered by these Rules, the TCI can decide on that issue.
- Where the TCI is to decide on matters arising in this document, or where there is a decision that is not covered by these Rules, the decision is made in the absolute discretion of the TCI.
- As a guide to clubs, when making a submission regarding a decision made by the TCI, or when making a request, the following is a non-exclusive list of matters to be considered by the TCI (some of which may not be applicable, depending on the decision or issue):
 - Player Safety
 - Fairness
 - Spirit of Cricket
 - Participation
 - Draw (including minimizing byes)
 - The individual circumstances of the issue at hand

UNDER 10 – Playing Conditions

FOCUS	Playing the game
DESCRIPTION	T20 – non-competitive – No Finals
GAME TYPE	T20 (20 over game)
BALL	Modified compound ball supplied by TCI (100g) – All season
TIME	120 mins (2 hrs) - Hours of Play to address dual game venues: - Game one - 7.30 am to 9.30 am (Play to time) - Game two - 9.45 am to 11:45 (Play to time) - Players should exit the field immediately after the first game to allow the second game to start on time.
PROTECTIVE EQUIPMENT	- Helmet (including the Wicket keeper) – British Standard as of 202-21. - Pads - Gloves - Protector - Additional safety equipment is available based on match conditions and/or personal preference
FIELD SIZE	40m (maximum) – measured from batter's end stumps
PITCH & LENGTH	Hard wicket surface - 16m length
OVERS	20 overs per team (120 balls)
TEAM	7 players per team (maximum of 7 players on field) - A team with fewer than 5 players will not take the field at any time and will be deemed to have forfeited the match. In the interests of player development, a scratch match should be played whenever possible
INNINGS	1 innings of 20 overs per team
BATTING	- Batters are to retire at equal distribution of balls in the innings. That is, 120 balls/No. of players in team. - All balls (regardless of whether wides/no balls) will be included in the batter's ball count. If there is balls remaining at the end of the innings, the batter facing at the time will face the extra ball. - Batter to swap end following a dismissal. If there is a run out the not out batter should face the next delivery.
BOWLING	6 balls per over (maximum). Max 4 overs per player All players are to bowl (each Wicketkeeper is to bowl one over each minimum) Bowlers are to bowl from the one end for entire game - Current Cricket Australia Pace Bowling guidelines apply.
FIELDING	- Rotation of fielders is recommended to ensure all players experience all positions - No fielders within 15 metres of batter or each other (except Wicketkeeper) to encourage singles and safety - Each team is required to use two (2) wicket keepers (10 overs each) - If more than 7 players are present at a match, they should rotate onto the field each over.

UNDER 10 – Playing Conditions

DISMISSALS	• Unlimited dismissals (each player will face the nominated number of balls each) • The following dismissals apply in this format: Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket. • Batter to swap end following a dismissal. In the event of a runout batters should remain at the end they were running towards at the fall of the wicket. • If the opposition score is reached before the maximum allotted overs, play will continue until innings is complete (to develop junior cricket)
MINIMUM & MAXIMUM PLAYERS & IMPACT	• 7 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments) • 5 players per team minimum are required to play the game • 9 players per team maximum are to be allocated to a team (only 7 on field at any given time) • Only 7 players can be on the field at any given time i.e. only 7 can bat and bowl, however, any non-batter(s) can bowl • The number of players impacts the players' opportunity to develop skills in the game, for example. • 5 player team – 5 players bowl 4 overs, batters retire at 24 balls. • 6 player team – 2 players bowl 4 overs; 4 players' bowl 3 overs, batters retire at 20 balls. • 7 player team – 3 players bowl 4 overs; 2 players' bowl 3 overs: 2 players bowl 1 over (WK), batters retire at 17 balls. • 8 player team – 6 players bowl 3 overs; 2 players' bowl; 1 over (WK), batters retire at 15 balls. • 9 player team – 4 players bowl 3 overs; 3 players' bowl 2 overs; 2 players bowl 1 over (WK), batters retire at 13 balls. • The numbers of balls faced per batter will be 120 balls divided by the number of players rounded down. • Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match
EQUIPMENT	• All teams should provide 1 set of stumps for each game. • Measuring tape or string to measure Pitch length and boundary markers • Chalk, tape or paint to mark crease • Electronic scoring device
RESULTS	• Despite an opposition passing the first innings total, the match will continue until all overs are bowled.

UNDER 12B – Playing Conditions

FOCUS	Playing the game
DESCRIPTION	T20 – Non Competitive – No Finals
GAME TYPE	T20 (20 over game)
BALL	142g 2 Piece Leather Ball
TIME	120 mins (2 hrs) - Hours of Play to address dual game venues: - Game one - 7.30 am to 9.30 am (Play to time) - Game two - 9.45 am to 11:45 (Play to time) - Players should exit the field immediately after the first game to allow the second game to start on time.
PROTECTIVE EQUIPMENT	- Helmet (including the Wicket keeper) – British Standard as of 2020-21. - Pads - Gloves - Protector - Additional safety equipment is available based on match conditions and/or personal preference
BOUNDARY	40m (maximum) – measured from batter's end stumps
PITCH & LENGTH	Synthetic Grass surface - 16m length
OVERS	20 overs per team (120 balls) with a minimum of 12 overs per side constituting a game.
TEAM	7 players per team (maximum of 7 players on field) - A team with fewer than 5 players will not take the field at any time and will be deemed to have forfeited the match. In the interests of player development, a scratch match should be played whenever possible
INNINGS	1 innings of 20 overs per team
BATTING	- Batters are to retire at equal distribution of balls in the innings. That is, 120 balls/No. of players in team, however they can be dismissed and required to leave the field from the 11th ball faced. - All balls (regardless of whether wides/no balls) will be included in the batter's ball count. Batter to swap end following a dismissal before 11 balls. If there is a run out the not out batter should face the next delivery. - If there is balls remaining at the end of the innings, the batter facing at the time will face the extra ball/s.
BOWLING	6 balls per over (maximum) - All players are to bowl (each Wicketkeeper is to bowl one over each) Bowlers are to bowl from the one end for entire game - Current Cricket Australia Pace Bowling guidelines apply - All bowlers bowl from one end for time saving play.
FIELDING	- Rotation of fielders is recommended to ensure all players experience all positions - No fielders within 15 metres of batter or each other (except Wicketkeeper) to encourage singles and safety

UNDER 12B – Playing Conditions

	- Each team is expected to use two (2) wicket keepers (10 overs each) - If more than 7 players are present at a match, they should rotate onto the field each over.
DISMISSALS	- Unlimited dismissals for the first 10 balls. - Regular dismissals after 10 balls. - The following dismissals apply in this format: Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket (after 10 balls only). - Batter to swap end following a dismissal or leave the field after 10 balls. In the event of a runout batters should remain at the end they were running towards at the fall of the wicket. - The innings is deemed over once 6 wickets have fallen. - In a run out situation at bowler's end, a ball hitting any part of the stumps or base is deemed to have dislodged the bails in accordance with the Laws of Cricket. - Coaches should strongly discourage the use of legs to avoid getting bowled in order to hit across the line. This prepares U12b players for higher levels when LBW is a form of dismissal.
MINIMUM & MAXIMUM PLAYERS & IMPACT	7 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments) 5 players per team minimum are required to play the game 9 players can be allocated to a team however only 7 players can be on the field at any given time to allow sufficient gaps in the field to encourage opportunity to score runs. - The number of players impacts the players' opportunity to develop skills in the game, for example. 5 player team – 5 players bowl 4 overs, batters retire at 24 balls. 6 player team – 2 players bowl 4 overs; 4 players' bowl 3 overs, batters retire at 20 balls. 7 player team – 3 players bowl 4 overs; 2 players' bowl 3 overs; 2 players bowl 1 over (WK), batters retire at 17 balls. 8 player team – 6 players bowl 3 overs; 2 players' bowl; 1 over (WK), batters retire at 15 balls. 9 player team – 4 players bowl 3 overs; 3 players' bowl 2 overs; 2 players bowl 1 over (WK), batters retire at 13 balls. - Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match
EQUIPMENT	- All teams should provide 1 set of stumps for each game - Measuring tape or string to measure Pitch length and boundary - Boundary markers - Chalk, tape or paint to mark crease - Electronic scoring device
RESULTS	Despite an opposition passing the first innings total, the match will continue until all overs are bowled or all wickets are taken. Allowing the opposition to "bat again" and complete all overs is subject to agreement between coaches involved, however; scores may not be recorded due to game format limitations.

Under 12A Playing Conditions

SUMMARY	Playing and competing
DESCRIPTION	One Day – Competitive – Finals in Term 1
GAME TYPE	One Day - 25 over (maximum) game
BALL	142g hard leather 2-piece ball
TIME	7.45 am to 11.25 am (One Day, 25 overs) (Play to time) - Drinks breaks shall be taken each hour, or more frequently at the discretion of the umpires/coaches (who should be mindful of extreme weather conditions and take breaks accordingly).
PROTECTIVE EQUIPMENT	- Helmet (including the Wicket keeper) – British Standard as of 2020-21. - Pads - Gloves - Protector - Additional safety equipment is available based on match conditions and/or personal preference
BOUNDARY	50m (maximum) - measured from the middle of the wicket
PITCH & LENGTH	Synthetic Wicket – 18m Length
TEAM	9 players per team (maximum of 9 players on field)
INNINGS	- One Day - 1 innings of 25 overs (maximum) per team – 1hr, 45 minutes per innings - Innings 1 – 7:45am – 9:30am: As many overs up to 25 overs. - Innings 2 – 9:40am – 11:25am: Equal to the number of overs bowled in the 1st innings.
BATTING	- Batter shall be required to retire upon: One Day Games - 40 balls faced or 60 runs – whichever comes first (includes wides and no balls). Coach may retire batter earlier at their discretion provided a player a faced a minimum of 25 balls. - The batter will retire immediately as outlined above and may not resume until all other batters in the team have completed their innings or retired. - Retirees return in order of least balls faced, then original batting order - If a batter "retires hurt" they may resume their innings upon being declared fit to play and at the fall of the next wicket or retirement. - Any batter who retires during a game shall be recorded as "Retired - not out".
FIELDING	- Only 9 players on the field at any one time - No fielding within 10m of the batsmen outside regulation wicket keeper and slips - Wicket Keeper to always wear a helmet with grid/grill - The rules of cricket apply in relation to any further fielding - Bowling from one end. - Failure to comply with the fielding regulations result in a NO BALL being called by either umpire

Under 12A Playing Conditions

BOWLING	- No bowler may bowl consecutive overs - Only one (1) ball shall be used by each team for the duration of match. - Overs will consist of six (6) balls. 8 ball maximum in the over. - Over rate – a minimum of 16 overs per hour or one over each 3.75 minutes shall be bowled. - No bowler shall bowl more than 20% of the team's allotted overs in an innings.
DISMISSALS	- All modes of dismissal count - Law 38.3 (Non-striker leaving his or her ground early) shall apply, except that before being able to successfully run out a non-striker, the batting team shall first be given a warning by the umpire for passing the popping crease before the bowler is in position to release the ball. - The fielding captain must request a warning, which can be upheld or not upheld by the umpire. If the request is upheld, both not out batters and any subsequent batter shall be advised of the warning upon coming to the wicket. At the next interval, the batting captain shall also be advised of the warning. The warning applies until the completion of the innings.
MINIMUM & MAXIMUM PLAYERS & IMPACT	- A minimum of 7 players is required to constitute a match. - Only 9 players can take the field at any given time - Teams can name up to 11 players in a squad but will be required to rotate them on and off the field - An innings will be closed when the 8th wicket falls - When a fielder is subbed out they will need to wait 1 full over before being eligible to bowl - No more than 9 can be on field at one time. 11 players can bat, and 11 players can bowl when subbing on and off players. - The innings is complete when wickets fallen is number of players -1 to a maximum of 8 wickets or overs completed (i.e. if 8 players, 7 wickets must fall prior to maximum overs – if 7 players, 6 wickets must fall). Only 9 players are allowed on the field by the fielding side at any stage. Forfeit - A team with fewer than 7 players will not take the field at any time and will be deemed to have forfeited the match. In the interests of player development, a scratch match should be played whenever possible; however, no scores or player stats are recorded.
EQUIPMENT	- All teams should provide 1 set of stumps for each game - Measuring tape or string to measure Pitch length and boundary markers - Chalk, tape or paint to mark crease - Electronic device for scoring.
RESULT	The result will be determined by the team with the highest total at the end of the match. Innings must close once all wickets are taken.

Under 14B Playing Conditions

SUMMARY	Playing and competing
DESCRIPTION	One Day – Competitive – No Finals
GAME TYPE	One Day - 25 over (maximum) game
BALL	142g hard leather 2-piece ball
TIME	7.45 am to 11.25 am (One Day, 25 overs) (Play to time) - Drinks breaks shall be taken each hour, or more frequently at the discretion of the umpires/coaches (who should be mindful of extreme weather conditions and take breaks accordingly).
PROTECTIVE EQUIPMENT	- Helmet (including the Wicket keeper) – British Standard as of 2020-21. - Pads - Gloves - Protector - Additional safety equipment is available based on match conditions and/or personal preference
BOUNDARY	50m (maximum) - measured from the middle of the wicket
PITCH & LENGTH	Synthetic wicket – 18m
TEAM	9 players per team (maximum of 9 players on field)
INNINGS	- One Day - 1 innings of 25 overs (maximum) per team – 1hr, 45 minutes per innings - Innings 1 – 7:45am – 9:30am: As many overs up to 30 overs. - Innings 2 – 9:40am – 11:25am: Equal to the number of overs bowled in the 1st innings.
BATTING	- Batter shall be required to retire upon: One Day Games - 40 balls faced or 60 runs – whichever comes first (includes wides and no balls). Coach may retire batter earlier at their discretion provided a player a faced a minimum of 25 balls. - The batter will retire immediately as outlined above and may not resume until all other batters in the team have completed their innings or retired. - Retirees return in order of least balls faced, then original batting order - If a batter "retires hurt" they may resume their innings upon being declared fit to play and at the fall of the next wicket or retirement. - Any batter who retires during a game shall be recorded as "Retired - not out".
FIELDING	- Only 9 players on the field at any one time - No fielding within 10m of the batsmen outside regulation wicket keeper and slips - Wicket Keeper to always wear a helmet with grid/grill - Bowling from one end (unless agreed by coaches to bowl from both) - Failure to comply with the fielding regulations result in a NO BALL being called by either umpire

Under 14B Playing Conditions

BOWLING	- No bowler may bowl consecutive overs - Only one (1) ball shall be used by each team for the duration of match. - Overs will consist of six (6) balls with a maximum of eight (8) balls if wides or no balls are bowled. - The over is to be called immediately after the eighth (8th) ball has been bowled. - Over rate – a minimum of 16 overs per hour or one over each 3.75 minutes shall be bowled. - When an innings is completed more than twenty (20) minutes before the finish time, the opposition team shall start their innings and play will continue until the finish time. - No bowler shall bowl more than 20% of the team's allotted overs in an innings.
DISMISSALS	- All modes of dismissal count - Law 38.3 (Non-striker leaving his or her ground early) shall apply, except that before being able to successfully run out a non-striker, the batting team shall first be given a warning by the umpire for passing the popping crease before the bowler is in position to release the ball. - The fielding captain must request a warning, which can be upheld or not upheld by the umpire. If the request is upheld, both not out batters and any subsequent batter shall be advised of the warning upon coming to the wicket. At the next interval, the batting captain shall also be advised of the warning. The warning applies until the completion of the innings.
MINIMUM & MAXIMUM PLAYERS & IMPACT	- A minimum of 7 players is required to constitute a match. - Only 9 players can take the field at any given time - Teams can name up to 11 players in a squad but will be required to rotate them on and off the field - An innings will be closed when the 8th wicket falls - When a fielder is subbed out they will need to wait 1 full over before being eligible to bowl - No more than 9 can be on field at one time. 11 players can bat, and 11 players can bowl when subbing on and off players. - The innings is complete when wickets fallen is number of players -1 to a maximum of 8 wickets or overs completed (i.e. if 8 players, 7 wickets must fall prior to maximum overs – if 7 players, 6 wickets must fall). Forfeit A team with fewer than 7 players will not take the field at any time and will be deemed to have forfeited the match. In the interests of player development, a scratch match should be played whenever possible; however, no scores or player stats are recorded.
EQUIPMENT	- All teams should provide 1 set of stumps for each game - Measuring tape or string to measure Pitch length and boundary markers - Chalk, tape or paint to mark crease - Electronic device for scoring.
RESULT	The result will be determined by the team with the highest total at the end of the match. Innings must close once all wickets are taken.

Under 14A Playing Conditions

SUMMARY	Playing and competing
DESCRIPTION	One Day – Competitive – Finals in Term 1
GAME TYPE	One Day - 30 over (maximum) game
BALL	156g hard leather 2-piece ball
TIME	7.45 am to 11.25 am (One Day, 30 overs) (Play to time) - Drinks breaks shall be taken each hour, or more frequently at the discretion of the umpires/coaches (who should be mindful of extreme weather conditions and take breaks accordingly).
PROTECTIVE EQUIPMENT	- Helmet (including the Wicket keeper) – British Standard as of 2020-21. - Pads - Gloves - Protector - Additional safety equipment is available based on match conditions and/or personal preference
BOUNDARY	50m (maximum) - measured from the middle of the wicket
PITCH & LENGTH	Turf Wicket preferred – Full Length
TEAM	11 players per team (maximum of 11 players on field)
INNINGS	- One Day - 1 innings of 30 overs (maximum) per team – 1hr, 45 minutes per innings - Innings 1 – 7:45am – 9:30am: As many overs up to 30 overs. - Innings 2 – 9:40am – 11:25am: Equal to the number of overs bowled in the 1st innings.
BATTING	- Batter shall be required to retire upon: One Day Games – 40 balls faced or 60 runs – whichever comes first (includes wides and no balls). Coach may retire batter earlier at their discretion provided a player has faced a minimum of 25 balls. - The batter will retire immediately as outlined above and may not resume until all other batters in the team have completed their innings or retired. - Retirees return in order of least balls faced, then original batting order - If a batter "retires hurt" they may resume their innings upon being declared fit to play and at the fall of the next wicket or retirement. - Any batter who retires during a game shall be recorded as "Retired - not out".
FIELDING	- Only 11 players on the field at any one time - No fielding within 10m of the batsmen outside regulation wicket keeper and slips - Wicket Keeper to always wear a helmet with grid/grill - The rules of cricket apply in relation to any further fielding - Rotate both ends of the wicket - Failure to comply with the fielding regulations result in a NO BALL being called by either umpire

Under 14A Playing Conditions

BOWLING	- No bowler may bowl consecutive overs - Only one (1) ball shall be used by each team for the duration of match. - Overs will consist of six (6) balls. There is no maximum number of balls in the over in the A competition. - Over rate – a minimum of 16 overs per hour or one over each 3.75 minutes shall be bowled. - No bowler shall bowl more than 20% of the team's allotted overs in an innings.
DISMISSALS	- All modes of dismissal count - Law 38.3 (Non-striker leaving his or her ground early) shall apply, except that before being able to successfully run out a non-striker, the batting team shall first be given a warning by the umpire for passing the popping crease before the bowler is in position to release the ball. - The fielding captain must request a warning, which can be upheld or not upheld by the umpire. If the request is upheld, both not out batters and any subsequent batter shall be advised of the warning upon coming to the wicket. At the next interval, the batting captain shall also be advised of the warning. The warning applies until the completion of the innings.
MINIMUM & MAXIMUM PLAYERS & IMPACT	- A minimum of 7 players is required to take the field and constitute a match - Only 11 players can take the field at any given time - Teams can name up to 13 players in a squad but will be required to rotate them on and off the field, furthermore an innings will be closed when the 10th wicket falls - When a fielder is subbed out they will need to wait 1 full over before being eligible to bowl - No more than 11 can be on field at one time. 11 players can bat, and 11 players can bowl. - Additional players may participate as subs only, and can wicket keep and field. An example is 13 in the squad, the 12 and 13th players will be unable to bat or bowl in match. - The innings is complete when wickets fallen is number of players -1 to a maximum of 8 wickets or overs completed (i.e. if 8 players, 7 wickets must fall prior to maximum overs – if 7 players, 6 wickets must fall). Forfeit - A team with fewer than 7 players will not take the field at any time and will be deemed to have forfeited the match. In the interests of player development, a scratch match should be played whenever possible; however, no scores or player stats are recorded.
EQUIPMENT	- All teams should provide 1 set of stumps for each game - Measuring tape or string to measure Pitch length and boundary markers - Chalk, tape or paint to mark crease - Electronic device for scoring.
RESULT	The result will be determined by the team with the highest total at the end of the match. Innings must close once all wickets are taken.

Under 16 Playing Conditions

SUMMARY	Playing and competing
DESCRIPTION	One-Day Competition – Competitive – No Finals
GAME TYPE	One Day - 30 over (maximum) game
BALL	156g hard leather 2-piece ball
TIME	7.45 am to 11.25 am (One Day, 30 overs) (Play to time) - Drinks breaks shall be taken each hour, or more frequently at the discretion of the umpires/coaches (who should be mindful of extreme weather conditions and take breaks accordingly).
PROTECTIVE EQUIPMENT	- Helmet (including the Wicket keeper) – British Standard as of 2020-21. - Pads - Gloves - Protector - Additional safety equipment is available based on match conditions and/or personal preference
BOUNDARY	50m (maximum) - measured from the middle of the wicket
PITCH & LENGTH	Synthetic Wicket – Full Length
TEAM	11 players per team (maximum of 11 players on field)
INNINGS	- One Day - 1 innings of 30 overs (maximum) per team – 1hr, 45 minutes per innings - Innings 1 – 7:45am – 9:30am: As many overs up to 30 overs. - Innings 2 – 9:40am – 11:25am: Equal to the number of overs bowled in the 1st innings.
BATTING	- Batter shall be required to retire upon: One Day Games – 40 balls faced or 60 runs – whichever comes first (includes wides and no balls). Coach may retire batter earlier at their discretion provided a player a faced a minimum of 25 balls. - The batter will retire immediately as outlined above and may not resume until all other batters in the team have completed their innings or retired. - Retirees return in order of least balls faced, then original batting order - If a batter "retires hurt" they may resume their innings upon being declared fit to play and at the fall of the next wicket or retirement. - Any batter who retires during a game shall be recorded as "Retired - not out".
FIELDING	- Only 11 players on the field at any one time - No fielding within 10m of the batsmen outside regulation wicket keeper and slips - Wicket Keeper to always wear a helmet with grid/grill - The rules of cricket apply in relation to any further fielding - Rotate both ends of the wicket - Failure to comply with the fielding regulations result in a NO BALL being called by either umpire

Under 16 Playing Conditions

BOWLING	- No bowler may bowl consecutive overs - Only one (1) ball shall be used by each team for the duration of match. - Overs will consist of six (6) balls. There is no maximum number of balls in the over in the A competition. - Over rate – a minimum of 16 overs per hour or one over each 3.75 minutes shall be bowled. - When an innings is completed more than twenty (20) minutes before the finish time, the opposition team shall start their innings and play will continue until the finish time. - No bowler shall bowl more than 20% of the team's allotted overs in an innings.
DISMISSALS	- All modes of dismissal count - Law 38.3 (Non-striker leaving his or her ground early) shall apply, except that before being able to successfully run out a non-striker, the batting team shall first be given a warning by the umpire for passing the popping crease before the bowler is in position to release the ball. - The fielding captain must request a warning, which can be upheld or not upheld by the umpire. If the request is upheld, both not out batters and any subsequent batter shall be advised of the warning upon coming to the wicket. At the next interval, the batting captain shall also be advised of the warning. The warning applies until the completion of the innings.
MINIMUM & MAXIMUM PLAYERS & IMPACT	- A minimum of 7 players is required to take the field and constitute a match - Only 11 players can take the field at any given time - Teams can name up to 13 players in a squad but will be required to rotate them on and off the field, furthermore an innings will be closed when the 10th wicket falls - When a fielder is subbed out, they will need to wait 1 full over before being eligible to bowl - No more than 11 can be on field at one time. 11 players can bat, and 11 players can bowl. - Additional players may participate as subs only, and can wicket keep and field. An example is 13 in the squad, the 12 and 13th players will be unable to bat or bowl in match. - The innings is complete when wickets fallen is number of players -1 to a maximum of 8 wickets or overs completed (i.e. if 8 players, 7 wickets must fall prior to maximum overs – if 7 players, 6 wickets must fall). Forfeit - A team with fewer than 7 players will not take the field at any time and will be deemed to have forfeited the match. In the interests of player development, a scratch match should be played whenever possible; however, no scores or player stats are recorded.
EQUIPMENT	- All teams should provide 1 set of stumps for each game - Measuring tape or string to measure Pitch length and boundary markers - Chalk, tape or paint to mark crease - Electronic device for scoring.
RESULT	The result will be determined by the team with the highest total at the end of the match. Innings must close once all wickets are taken.

Colts Competition

- The Colts competition is intended to represent a clubs best junior cohort.
- The Colts competition will comply with the rules of the TCI Senior Cricket competition including pitch and field conditions, hours of play, participation numbers.
- It is expected up to 3 adult “mentors” will be able to be allocated to a Colts team if required.
- Clubs are encouraged to use mentors as coaches/managers and umpires as much as possible to maximize junior participation.
- Kids aged Under 17 are eligible to participate in the Colts competition. Any player participating in U16 is eligible to participate in the Colts competition. Any younger age group will require dispensation.
- Any adult mentor participating as a player will be:
 - Required to bat with a junior participant (mentors shall not bat together).
 - ineligible to open the batting or the bowling
 - when bowling, must bowl in partnership with a
 - If batting must retire at 35 runs scored.
 - If bowling must stop after 4 overs or after 3 wickets, whichever comes first.