EASTERN DISTRICTS JUNIOR CRICKET ASSOCIATION

U12 Rules for Season 2008-9


These variations and additions are designed to make Junior Cricket more accessible and enjoyable for children to play, learn and develop skills, teamwork and sportsmanship.

The latter aspects include the Spirit of the Game as defined in the Preamble to the Laws of Cricket, including:

- Accepting the Umpires decision without dissent.
- Abstaining from the use of foul language.
- Not incommoding the batter etc.

The beneficiaries of Junior Cricket are the children REGARDLESS OF THEIR ABILITY. This concept should be clear and foremost in the minds of adult supervisors.

By documenting these variations to the Laws of Cricket, we provide managers and coaches a defined framework for conducting games, however **rules may not provide a solution for every situation.** It is expected that match officials (Umpires, Team Manager/Coach) will resolve any disagreements over rules, their interpretation and implementation in a quiet and amicable manner as adults. Spectator parents and all players are to be distanced from any of these discussions.

Each team must be equipped with a copy of these rules and the Laws of Cricket, and each team manager and umpire must familiarise themselves with both documents and clarify any doubts with the opposing manager before the match commences. **Note** - It is common for adult cricketers or former cricketers to assume rules that are not correct or no longer correct and not be aware of others.

The Guiding Principle, and reason there are no points tables nor premierships in EDJCA competitions, is: **“Safety and enjoyment of the children playing cricket, sportsmanship and fair play is the priority.”**

The table below shows which of the Laws of Cricket have been varied (V) or are not applicable (NA).

| 1. Players | V | 12. Innings | V | 23. Dead Ball | V | 34. Hit the ball twice |
| 11. Covering the Pitch | NA | 22. The Over | V | 33. Handled the Ball |

Version Date : 22 Sept 2008
1 Players and Teams

1.1 Player Eligibility (Law 1 addition)

A player is eligible to play in an under age team provided his age on 31st August, is under the aforesaid age group. Examples: Player is 11 or younger on 31st August and is eligible to play under 12. Player turns 12 on or after 1st September is eligible to play BEARS (U-13+).

Overage Players: Clubs may, on the written application to the Association, request to play an older player in a lower age group on the basis that it may be detrimental to or dangerous for that player if he participated in his own age group. Clubs will be notified of the players granted permission to play under this rule so that all players can monitor the progress of the player and report to the Association if deemed necessary. Permission will also be granted in the exceptional circumstances of needing to make up the requisite numbers to form a team. Female players may play up to 2 years down in age grade (QCA policy).

Players may play up a grade at club level but not for EDICA representative teams.

All players must be registered with the club, be financial and recorded in the myCricket system before taking the field at training or in matches. This is to ensure coverage by the QCA Insurance policy.

1.2 Team Sizes (Law 1 variation)

The preferred size of an Under 12 team is eleven (11) players per team, and the maximum is twelve (12) players per team. All players in the team must bat where medically able. The wicket keeper may elect not to bowl.

Where a team has 12 players, it may bat all 12 but only field 11 at any one time, however the innings will close on the fall of the 10th wicket.

The minimum number of players required for a team to play is seven (7). If one side is short of players, other side should offer fielders to make a game.

1.3 Nomination of Players (Law 1 variation)

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 two substitutes if these are to be used on the second day. Names are to be in the scorebook by the end of the first days play.

1.4 Substitutes (Law 2 variation)

A team may substitute two players on the second day of a two-day match all age groups. These substitutes may bat and bowl on the second day of a two day match provided that they are named as substitutes and written in the scorebook on the first day of that match (to be written as no. 11 Smith/Jones and no. 12 Black/White).

1.5 Player’s Clothing (Law 1 addition)

a) All players are to wear white clothing, unless wearing an approved club shirt
b) All players are to wear footwear (preferably white) at all times while participating in a cricket game
c) It is encouraged that all players wear sunscreen, a Sun Hat (preferably White) or a Club cap while fielding
d) All clothing should not carry advertising, not approved by Queensland Junior Cricket

1.6 Players Equipment (Law 1 addition)

a) When batting all batters must wear a Helmet, Batting gloves, Two (2) Pads and a Protector
b) When Wicket keeping, wicket keepers must wear a Helmet, wicket keeping gloves, Two (2) Pads and a protector.
c) All Helmets must be of the type approved by Cricket Australia.
d) It is also recommended that a mouth guard be also worn.
e) For hygiene it is recommended that players provide their own protector. Where club protectors are used then two sets of underwear should be used with the protector between.

1.7 **Responsibility for Behaviour (Law 1 clarification)**

It is the responsibility of the team manager/coach to both demonstrate compliance and ensure their players, parents and siblings of players comply with the QCA code of conduct (refer to section 6) and the Spirit of the Game as defined in the Preamble to the Laws of Cricket. On-field behaviour will be governed by the umpires with assistance of team managers/coaches.

2 **The Umpires, Hours and Conditions of Play**

2.1 **Appointment and Changing of Umpires (Law 3 Variation)**

The team managers/coaches shall appoint umpires for periods of play and may be changed at intervals.

There is to be no on-field coaching by any person acting as an umpire. Umpires however should encourage sportsmanship.

2.2 **Doubtful Bowling Action (Law 3 Addition - Special Condition)**

A bowler whom the Umpire(s) consider to have a doubtful bowling action is not to be called a no-ball.

If the Umpire(s) consider a bowling action to be doubtful the Coach/Manager of the fielding team should be advised and the player coached towards corrective action.

Where a manager/coach is aware of a doubtful bowling action prior to the game commencing they should advise the opposing manager/coach and umpires beforehand.

The longer a player continues to bowl with a doubtful action, the lower the chance of corrective action being effective, therefore it is in the players best interests that clubs focus on bowling actions at training.

This rule is not provided to allow players to deliberately throw instead of bowling. It is provided for player development and encouragement. It is consistent with BEARS rules governing the zone (U-13 to U-16).

2.3 **Conditions of Ground (Law 3 Variation)**

The Team Managers shall inspect the field prior to the game commencing and satisfy themselves that it is fit for play. This must be recorded on the QCA standard form “Pre-Game Checklist”, signed by both managers and held by the home team.

Play should only be suspended when the conditions are so bad (including lightning) that it is unreasonable or dangerous to continue. A ground is unfit for play when it is so slippery so as to deprive batsmen or bowlers of a reasonable foothold, or the fieldsman freedom of movement.

The Laws of Cricket state that “the fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. However, if the umpires (team managers) consider the ground is so wet or slippery so as to deprive the bowler of a reasonable foothold, the fielders the power of movement, or the batters of the ability to play their strokes or to run between wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.”

2.4 **Disagreement between umpires/managers over conditions (Law 3 Clarification)**

Law 3 requires agreement of both umpires in respect of conditions. In EDJCA matches this is clarified as “where disagreement arises regarding playing conditions then status quo prevails”, ie:

- if play is underway then play is to continue until conditions change and umpires reach agreement;
- if play is not underway then play remains suspended until conditions change and umpires reach agreement.
2.5 Hours of Play (Law 3 Addition)
   a) The hours of play are 8.00am to 11.30am – Three (3) hours and thirty (30) minutes of play/game.
   b) If rain interrupts play, then reduce the days innings by one over per team for every Six (6) minutes lost.

2.6 Innings and Intervals (Laws 12 and 15 Variation)
   Two Day Games
   a) A match consists of up to 2 innings per team (time and wickets permitting).
   b) Each innings consists of up to 50 overs or 3 ½ hours or the team is dismissed or declares, whichever occurs first.
   c) Innings are played in quarters, changing every 25 overs or 1 hour 40 minutes, typically as follows:
      Day 1 - Q1: Team A bats for up to 25 overs to 9:40am whereupon their innings is suspended;
      Day 1 - Q2: Team B bats for up to 25 overs to 11.30am whereupon their innings is suspended;
      Day 2 - Q3: Team A resumes its first innings for up to another 25 overs to 9:40am;
      Day 2 - Q4: Team B resumes its first innings for up to another 25 overs to 11.30am.
   d) A 3 minute drinks break is to be taken after 13 overs of each team’s innings. An additional drinks break may be taken by agreement in exceptionally hot weather.
   e) An innings will close when a maximum of 10 wickets fall or the captain of the batting team declares the innings or the maximum overs or time allowed is reached.
   f) If play does not commence on the first day or an outright win is achieved on the first day, then the second day will be played as a One Day Game.
   g) If two quarters are completed with time to spare on the first day, and the team batting first is not dismissed, then it shall be required to resume its first innings on the first day, if time permits, after allowing a 10 minute break between quarters. The days play is to finish at 11:30am.
   h) Where a team fails to bowl 50 overs in 3 ½ hours for an innings it will have its maximum overs at bat for the innings reduced to the same number of overs it bowled. Where already batted, the innings total is to be adjusted to the total at that number of overs.
   i) A second innings, provided time permits, shall be played to an 11:30 am finish. As per the first innings for each team the second innings shall be a maximum of 50 overs or 3 ½ hours per team played in quarters, changing every 25 overs or 1 hour 40 minutes or dismissed whichever occurs first.
   j) Follow-on for a second innings is a lead of 75 runs.
   k) If the team batting first is dismissed in its 1st innings within 25 overs (Q1) then it may start its 2nd innings after the team batting second has faced 25 overs (Q2) even though the team batting second’s 1st innings is not complete. Helps manage player workloads.

One Day Games
   a) Each team shall face a maximum of 25 overs in their innings or 1 hour 40 minutes or dismissed whichever occurs first. Cut-off times are 9:40am for the side batting first and 11:30am for the side batting second.
   b) There will be a break of 10 minutes between innings.
   c) A 3 minute drinks break is to be taken after 13 overs of each team’s innings. An additional drinks break may be taken by agreement in exceptionally hot weather.
   d) The innings will close when a maximum of 10 wickets fall or the maximum overs or time allowed is reached.
   e) Where a team’s batting innings is shortened to meet either the 9:40am or 11:30am cut-off, then the other team’s score will be taken at the same number of overs completed in order to determine the match result.

2.7 Bowling Limits – Number of Overs (Law 3 Addition – Special Conditions)
   Bowling limits are provided to ensure all players have an opportunity to bowl.

   Two Day Games
   The maximum number of overs per bowler per innings shall be 10 with a maximum of 4 overs in each spell.
   The bowler must wait for at least the same number of overs to be bowled between spells as they bowled in their last spell before starting a new spell.
One Day Games

The maximum number of overs per bowler shall be 4.

2.8 Batting Limits – Number of Balls Faced (Law 3 Addition – Special Conditions)
Batting limits are provided to ensure all players have an opportunity to bat. Scorers are required to assist umpires to ensure the maximum limits are enforced and to advise managers/coaches when minimum balls have been faced.

Two Day Games

a) A batter must be retired “not out” when he/she faces a maximum of 60 balls excluding wides.
b) A batter may be retired “not out” when he/she faces a minimum of 30 balls excluding wides.
c) Any batter so retired may resume his/her innings in order of retirement once all other players have been retired or dismissed.

One Day Games

a) A batter must be retired “not out” when he/she faces a maximum of 40 balls excluding wides.
b) A batter may be retired “not out” when he/she faces a minimum of 20 balls excluding wides.
c) Any batter so retired may resume his/her innings in order of retirement once all other players have been retired or dismissed.

2.9 Fielder Limits – Number and Placement (Law 41 Variation)

a) A maximum of eleven (11) players from the fielding team may be on the field at any one time.
b) Where there are more than eleven (11) on a team, the manager/coach is to rotate the players on and off the field between overs, giving all players an equal fielding time during the game.
c) The fielding side may have no more than five (5) fielders on the leg side of the wicket.
d) No fielder shall stand within 10 metres of the batter on strike, except in the wicket keeper/slips area.

2.10 Balls (Law 5 Variation)
The balls used for Under 12 are a 142g Kookaburra 2-piece leather ball.

2.11 Pitch, Wickets and Creases (Laws 7, 8 and 9 Variations)

a) The pitch is the standard twenty (20) metres in length. The width is as provided.
b) All teams shall use 78.7 cm (or 31”) stumps, without metal tips and ferrules. The use of metal tip stumps is banned.
c) The crease at the batting end is to have “Centre” marked.

2.12 Practice on the field (Law 17 Variation)
Practice outside the playing area is allowed, however limits apply in terms of distracting batters and intruding on the field with practice balls.
2.13 **Boundaries (Law 19 Variation)**

Field boundaries of a maximum of 45 metres from the stumps at either end (normal oval shape) will apply for all matches played in the Under 12 competition. Boundaries may be reduced by agreement between team managers where long grass prohibits free-running of the ball.

The boundary is to be clearly defined, preferably by use of boundary markers. Where a boundary is not marked with a continuous line and boundary markers are placed at intervals, the boundary is defined as a **straight line between markers** (not an arc). Players and parent umpires must be reminded of this by the managers before play.

It is recommended that the measured length of rope or string be used to measure the boundaries where necessary.

3 **The Result (Law 21 Variation)**

**Two Day Games**

a) Should any team be unwilling to commence play with the minimum number of players within 15 minutes of the scheduled starting time on either day then the opposition team may claim a forfeit.

b) If play commences on Day 1 then the game is played as a two-day game.

c) If play commences but neither team completes its first innings due to rain then the match is a draw.

d) If both teams complete their first innings and neither team completes its second innings then the result is a win on first innings to the team with the highest first innings score or a tie if both scored the same number of runs.

e) If both teams complete their first innings and both teams complete their second innings then the result is an outright win for the team with the highest total score across both innings, however if the other team led after the first innings, then the other team won on first innings but lost outright. If scores are tied on the total score then it is an outright tie and a first innings win to the team scoring the most runs on the first innings.

f) If both teams complete their first innings and only one team completes its second innings then:

   a. The team leading after the first innings won on first innings.
   
   b. If both teams scored the same number of runs on the first innings then the match is a tie.
   
   c. If the team not leading on the first innings also completed its second innings and their total score is less than the first innings of the other team then the other team won outright.

**One Day Games**

a) Should any team be unwilling to commence play with the minimum number of players within 15 minutes of the scheduled starting time then the opposition team may claim a forfeit.

b) The game is completed immediately after the team batting second either passes the other team’s score or is bowled out.

c) If scores are equal on runs at the end of the match, then it is a tie.

d) Where a team’s batting innings is shortened to meet either the 9:40am or 11:30am cut-off, then the other team’s score will be taken at the same number of overs completed in order to determine the match result.

e) Scores must be recorded at the completion of the 15th over and each succeeding over thereafter.

f) A minimum of 15 overs per side is needed to be bowled so a result can be obtained.

The emphasis is on enjoying the game, good performances and fun moments rather than who won or lost. There are no premierships or points tables in EDJCA U-12 Cricket.
4 Bowling

4.1 The Over (Law 22 Variation)
Over is to be called after Six (6) legal deliveries or Eight (8) deliveries including Wides and No Balls whichever occurs first.

All wides and no-balls bowled in the over – whether re-bowled or not - are scored against bowler and sundries. Runs off a no-ball are scored to the batter.
Refer rule on 2.7 on bowling limits and 2.8 on batting limits.

4.2 Dead Ball (Law 23 Addition)
A ball that behaves erratically of a crack or an obstacle on the pitch, or from the edge of the pitch, the ball is called dead and cannot take a wicket. The ball is to be re-bowled.
A ball failing to reach the batsman is to be called a dead ball and the ball re-bowled.

4.3 No Ball (Law 24)
The following are from the Laws of Cricket:
 a) Where the bowler over steps the popping (front crease) at the bowling end.
b) Where the ball bounces more than twice or rolls before reaching the strikers stumps.
c) Either umpire can call a no ball where a short pitched fast delivery lands on the pitch and bounces above the batter’s shoulder height when standing in a normal batting stance. Common sense is to prevail in deciding what is a short pitched fast delivery as the paramount issue is the safety of the batter.
d) Any full pitched delivery delivered by the bowler and directed at the batter above waist height when standing in a normal batting stance shall be called” No Ball” and can be called by either umpire. A Player cannot be bowled from such a delivery or caught off such a delivery. However the batter can be given out run out if attempting a run.
e) No-ball overrides a Wide.

Variation to Law 24 – Fair Delivery: Doubtful Bowling Action is not to be called – refer section 2.2

4.4 Wide Ball (Law 25)
A wide as per the Laws of Cricket is:
a) a ball that does not hit the designated pitch, or
b) hits the pitch but passes the strikers wicket outside the edge of the designated pitch or
c) is not in reach of striker at the crease (eg. bounces too high to reach).

Where a batter hits a wide ball or the batter is struck by the wide ball, normal cricket rules apply (ie. is no longer a wide).

4.5 Fair and Unfair Play (Law 42)
Variation to Law 42: Mankads (running out non-striker before delivery) are not permitted. The umpire is to warn the non-striker to remain in their crease until the bowler bowls.

5 Batting

5.1 Timed Out (Law 31 Variation)
The Timed Out law will be only apply if the batter concerned is absent from the field or refuses to take the field.

5.2 Leg Before Wicket - LBW (Law 36)
In Under 12 cricket “LBW” decisions apply as per the Laws of Cricket.
### 6 QCA Code of Conduct

<table>
<thead>
<tr>
<th>Players</th>
<th>Parents</th>
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<tbody>
<tr>
<td>• Play by the rules.</td>
<td>• Do not force an unwilling child to participate in cricket.</td>
</tr>
<tr>
<td>• Never argue with an umpire. If you disagree, have your captain, coach</td>
<td>• Remember, children are involved in cricket for their enjoyment, not</td>
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<tr>
<td>or manager, approach the umpire during a break or after the game.</td>
<td>yours.</td>
</tr>
<tr>
<td>• Control your temper. Verbal abuse of officials and sledgerg</td>
<td>• Encourage your child to play by the rules.</td>
</tr>
<tr>
<td>other players, deliberately distracting or provoking an opponent are</td>
<td>• Focus on the child’s efforts and performance rather than winning or</td>
</tr>
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<td>not acceptable or permitted behaviours in cricket.</td>
<td>losing.</td>
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<tr>
<td>• Work equally hard for yourself and your team mates. Your team’s</td>
<td>• Never ridicule or yell at a child for making a mistake or losing a</td>
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<td>performance will benefit and so will you.</td>
<td>game.</td>
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<tr>
<td>• Be a good sport. Applaud all good plays whether they are made by</td>
<td>• Remember that children learn best by example.</td>
</tr>
<tr>
<td>your team or the opposition.</td>
<td>• Appreciate good performances and skilful plays by all participants.</td>
</tr>
<tr>
<td>• Treat all participants in cricket as you like to be treated. Do not</td>
<td>• Support all efforts to remove verbal and physical abuse from sporting</td>
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<tr>
<td>bully of take unfair advantage of another competitor.</td>
<td>activities.</td>
</tr>
<tr>
<td>• Cooperate with your coach, team mates and opponents. Without them</td>
<td>• Respect officials’ decisions and teach children to do likewise.</td>
</tr>
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<td>there would be no competition.</td>
<td>• Show appreciation for volunteer coaches, officials and administrators.</td>
</tr>
<tr>
<td>• Participate for your own enjoyment and benefit, not just to please</td>
<td>Without them, your child could not participate.</td>
</tr>
<tr>
<td>parents and coaches.</td>
<td>• Respect the rights, dignity and worth of every young person regardless</td>
</tr>
<tr>
<td>• Respect the rights, dignity and worth of every young person</td>
<td>of their gender, ability, cultural background or religion.</td>
</tr>
<tr>
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### Coaches
- Remember that young people participate for pleasure and winning is only part of the fun.
- Never ridicule or yell at a young player for making a mistake or not coming first.
- Be reasonable in your demands on players’ time, energy and enthusiasm.
- Operate within the rules and Spirit of Cricket and teach your players to do the same.
- Ensure that the time players spend with you is a positive experience.
- Avoid overplaying the talented players; all young players need and deserve equal time, attention and opportunities.
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- Display control and respect to all those involved in cricket. This includes opponents, coaches, umpires, administrators, parents and spectators. Encourage your players to do the same.
- Show concern and caution toward sick and injured players.
- Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
- Obtain appropriate qualifications and keep up to date with the latest cricket coaching practices and principles of growth and development of young people.
- Any physical contact with a young person should be appropriate to the situation and necessary for the player’s skill development.
- Respect the rights, dignity and worth of every young person regardless of their gender ability, cultural background or religion.

### Umpires
- Place the safety and welfare of participants above all else.
- In accordance with Cricket Australia guidelines, modify rules and regulations to match the skill levels and needs of young people.
- Compliment and encourage all participants.
- Be consistent, objective and courteous when making decisions.
- Condemn unsporting behaviour and promote respect for all opponents.
- Emphasise the spirit of the game rather than the errors.
- Encourage and promote rule changes which will make participation more enjoyable.
- Be a good sport yourself - actions speak louder than words.
- Keep up to date with the latest available resources for umpiring and the principles of growth and development of young people.
- Remember, you set an example. Your behaviour and comments should be positive and supportive.
- Give all young people a ‘fair go’ regardless of their gender, ability, cultural background or religion.