

UNDER 12's (2-day fixtures)

Aim of Quarters Cricket Players are still undergoing a learning process and an active participation by a maximum number of players is to be encouraged within a Four Quarters Cricket format which seeks to control the time in the field for the fielding side. Coaches and Managers may need to be flexible to provide all the players the opportunity for maximum participation in the time and weather conditions permit.

Teams consist of Nine players on the field with a maximum of 11 players named who must bowl (if they are present at the game). In each innings, all players nominated must be given the opportunity to participate in the match in either batting or bowling. A team is considered all out when 10 wickets have fallen, if a team does not have a full complement of players, the batting team is able to continue batting using previously dismissed batters until all 10 wickets have been taken. The order of returning batsman will be lowest scoring batsman first.

1. Format

Matches that are scheduled as two day matches are to be played under the quarters cricket format (ideally each team gets to bat and bowl for 25 overs each day)

1.1 During the first innings of both teams each batting quarter is limited to a maximum of 25 overs unless a team is dismissed or time is lost.

1.2 In the quarters cricket format each team's first innings will be concluded after 50 overs unless dismissed earlier or time has been lost.

1.3 ~~deleted.~~

1.4 An outright win can only be achieved if a team has been bowled out twice and hasn't reached the opposing teams score and the total overs in the match doesn't exceed the maximum of 100 overs for the two days.

1.5 No team shall commence their 2nd innings until both teams have concluded their 1st innings ie: if team 1 bats first and are 2 for 50 after their 25 overs and team 2 gets bowled out for 40 in 10 overs. Team 1 will continue their 1st innings (remaining 15 overs that day and first 10 overs on day 2) until they reach 50 overs or get dismissed or time is lost. Only then will both teams commence their 2nd innings, batting quarters format of 25 overs each unless dismissed or time lost. Game will continue until 100 overs of play for the 2 days has been reached unless overs have been deducted for time loss. Note: because it's still the 1st innings it may mean a team has to bat longer than its daily allotted quota of overs, but not exceed the total overs allowed for the day and will continue their 1st innings on day 2

1.6 There is no follow on rule in Quarters Cricket cricket. Teams must adhere to above format

2 .Minimum Overs

2. To constitute a match, each team must receive a minimum of 20 overs, unless dismissed, has declared its innings closed or a result is achieved prior to the minimum overs being bowled. Note: The minimum target cannot be lower than that required after the minimum overs. Example: Assume that Team 1 has batted their 50 overs and has scored 150 runs resulting in a run rate of 3 runs per over. The minimum target for Team 2 is 61 runs at 20 overs (i.e. 3 runs per over x 20 over minimum +1)

3. Hours of Play Hours of Play

Start Time Finish Time Quarter 1 (Day 1) 8.00 am- 9.33 am Quarter 2 (Day 1) 9.43 am 11.15 am
Quarter 3 (Day 2) 8.00 am 9.33 am Quarter 4 (Day 2) 9.43 am 11.15 am Note 1: A drinks break not exceeding 3 minutes may be taken mid-way through each quarter.

Note 2: On day 2 the times may vary depending on the game situation. For instance if Team 2 has already batted 30 overs on day 1, they only bat 10 overs day 2. The time will vary. Please treat the change of innings as a drinks break. The above times are maximum allowed. Coaches should endeavour to ensure the overs are bowled before this time, otherwise penalties apply as per rule 7.
The Ball

The Pitch is 18 meters in length, the bowlers will bowl from one (1) end with boundaries set at 45 meters.

A maximum of 4 players are to field on the leg side.

No cricketer is to field within ten metres of the batting crease when in front of the batsman on strike. The Umpire shall give a warning to the Team Captain and for any continued breach of this rule the Umpire shall call "no ball.

All players must bowl a minimum of 3 overs per innings, with a maximum 7 overs per innings. Players may not bowl more than 3 overs until ALL NAMED PLAYERS (INCLUDING THE DESIGNATED WICKET-KEEPER) in the team has bowled 3 overs.

Maximum number of balls per over is 8 irrespective of number of wides and no balls.

WIDES AND NO BALLS – CLARRIFICATION UNDER 12 ONLY.

A delivery which hits the edge of the pitch or misses the pitch is a no ball and can subsequently be scored off by the Batsman.

Generally a wide should only be called for those deliveries that land on the pitch and are wider than the edge of the pitch when passing the batsman, irrespective of whether on the off or leg side.

In the absence of injury, a batsman can only retire after facing a minimum of 25 legal deliveries (excluding wides and no balls). Batsmen retired may resume their innings after all 12 other players have batted in the strict order of their retirement.

4 The ball

The ball shall be a 142g .

5 Quarters Cricket

General Procedure: The matches, subject to lost time, are to be played in accordance with procedure set out below to ensure that during the course of a game, each team fields during the day.

Day 1: First quarter: One team (Team 1) will bat in the first quarter and after 25 overs will have its innings suspended to be continued on Day 2. Second quarter: The other team (Team 2) will bat the second quarter and after 25 overs will have its innings suspended to be continued on Day 2.

Day 2: Third Quarter: At commencement, Team 1 will continue its innings in the third quarter for a further 25 overs, continuing with the batters who were not out, retaining their respective batting positions (striking or non-striking) when the innings was suspended from Day 1. Fourth Quarter: Team 2 will continue its innings for a further 25 overs in the fourth quarter, continuing with the batters who were not out, retaining their respective batting positions (striking or non-striking when the innings was suspended from Day 1).

6. General Rules

6.1 A team is permitted to declare its innings closed, however in the second innings rule 10.1 will apply.

6.2 No team may commence their second innings until both teams have completed their first innings.

6.3 Should Team 1 be bowled out within the first quarter, Team 2 (batting in the second quarter) shall bat for the remaining overs on Day 1 and resume its innings at the start of Day 2 for the third quarter (to whichever occurs first) to complete its allocation of overs, or is dismissed, or has declared.

Example 1: On Day 1, Team 1 begins its batting innings and is all out in the 18th over. Team 2 then bats for the remaining 32 overs to end Day 1. At the start of Day 2, Team 2 continues batting its first innings until 50 overs, it is dismissed or has declared. Team 1 will now commence its second innings until it bats out 25 overs, is dismissed or declares. Team 2 bats the remaining overs to end day 2

6.4 Assuming Team 1 bats its 25 overs in the first quarter, should Team 2 be dismissed within the second quarter, Team 1 may resume its innings for the third quarter until the days overs have been bowled (i.e. 50 overs) Example 2: Team 1 begins its batting innings (first quarter) and faces its full quota of 25 overs without being dismissed. Team 2 starts their innings (second quarter) and are dismissed in 18 overs. Team 1 is then required to resume its first innings batting (third quarter) and bat for the remaining overs of the day then play ceases for Day 1. At the start of Day 2 (still third quarter) Team 1 continues batting until it bats its balance of the 25 overs out, team is dismissed or they declare. Team 2 then bats its second inning for 25 overs or until team is dismissed. At the completion of Team 2's second innings Team can choose to bat a second innings until the end of Day 2

7 Slow Bowling

Should the fielding team in each quarter fail to bowl the required number of overs of time, a penalty of 6 runs per over or the average runs per over (whichever is the higher) shall be awarded to the batting side for each over short of the required number and in addition will forfeit that number of over in its batting quarter.

8 Lost Time

Where play is delayed or interrupted, the time remaining in the match will be equally divided and the overs for each teams' innings shall be equally reduced.

8.1 Should Day 1 be abandoned without a ball being bowled the match will be played as a One-Day match on Day 2. (One day rules apply)

8.2 (Day 1) – For time lost on the first day the total number of overs to be bowled to each team over the two day will be the number of overs completed, divided by 2 and rounded up.

8.3 The number of over to be bowled in the first and second quarters will remain at 25 overs on Day 1 and at the start of Day 2. After the change of innings into the third quarter the remaining time on Day 2 will be equally divided with the number of overs to be calculated as 2 overs for each 7 minutes remaining.

8.4 (Day 2) – For time lost on the second day the total number overs to be bowled to each team will be the number of overs already completed plus the number of overs still to be bowled all divided by 2 and rounded up. Note: Where a team has already batted in excess of this number that number batted shall stand and the remaining overs be bowled to the other team. The number of overs to be bowled shall be calculated as 2 overs for each 7 minutes remaining.

9 Limitations

The number of overs in a team's 2nd innings is unlimited but note: matches proceeding into a second innings shall follow the same quarter format and shall be limited to the maximum allowed in a batting quarter.

10 Batting Restrictions

Players must retire once they have reached a score of 50 runs or have faced 60 balls whichever has been achieved first. Retired batsmen may resume their innings after all named players have batted, in the strict order of their retirement. In the absence of injury, a batsman can only retire after facing a minimum of 25 legal deliveries (excluding wides and no balls).

10.1 Any batters who did not bat in the teams' first innings are to bat before any other batters in the teams' second innings.

10.2 LBW does apply in this age group.

11 Match Result

The team with the most runs at the end of the 1st innings wins 1st innings points (6) If an outright result has been achieved, then the winning team receives the outright points (10).

11.1 If the match is not constituted, the result is a draw.

11.2 In the event of a match being interrupted such that the team batting second does not receive all of its allotted overs (but have received the amount for a constituted match), the team with the better run rate wins. Example: Team 1 scores 120 from 40 overs – average run rate is 3 runs per over. Team 2 are allotted 30 overs to bat therefore $3 \times 30 = 90$, therefore must score 91 to win.

11.3 In all circumstances if a team is dismissed before receiving its 50 overs, the run rate shall be determined as if they had faced the 50 overs

12 Umpiring:

The batting team will provide the main/central umpire and the fielding team will provide the square leg umpire, unless an official umpire provided by the association is present.

12.1 Official umpires shall each be paid \$40 per team per day.

UNDER 12's (1-day fixtures)

NOTE: Parents, coaches and children are reminded that the development of players' skills and having fun are much more important than winning.

1. Hours of Play: 8.00 am to 11.15 am (sharp)
 - a. Team one: 8.00 am to 9.33 am
 - b. Team two: 9.43 am to 11.15 am
 - c. Note all times are QLD time regardless of ground location
2. Overs per Innings: max 25 overs or time.
3. A team consist of a maximum of 11 players all of whom may bat and bowl, but 9 fieldsmen. only shall be allowed on the field of play at any one time. A team is considered all out when 10 wickets have fallen, if a team does not have a full complement of players, the batting team is able to continue batting using previously dismissed batters until all 10 wickets have been taken. The order of returning batsman will be lowest scoring batsman first.
4. Bowlers to bowl from one end for the entire game.
5. All games are subject to Compulsory Closure. Provided that no time has been lost through conditions, compulsory closure will occur at the allotted time of play. Should the team batting first, having not been dismissed, not receive the required number of overs in the time allotted and have its innings compulsorily closed, the team batting second shall be entitled only to the same number of overs as that faced by the team which batted first (Examples 1a and 1b).

The team batting second MUST receive the same number of overs bowled to them as they bowled to the opposition within the allotted time of play (subject to there being no interruptions to play). In the event of there being a shortfall of overs bowled, the winner will be determined by scores at the equal number of completed overs for the team batting second.

It is the responsibility of both coaches to ensure that overs are bowled as quickly as possible to ensure the 25 overs are bowled within the time allotted, e.g. a minimum of 16/17 overs should be bowled in the first hour including a drinks break.

Example 1a

Team A batting first receives 23 overs from Team B in the allotted time 8.00 a.m. to 9.33 a.m. and scores 120 for the loss of 5 wickets – innings compulsorily closed. Team B batting second MUST then receive 23 overs from Team A in the allotted time 9.43 a.m. to 11.15 am

Example 1b

Team A batting first is dismissed in 20 overs within the allotted time 8.00 a.m. to 9.33 am. Team B batting second MUST then receive the full complement of 25 overs from Team A in the remaining allotted time 9.43 am to 11.15 am

6. Players may not bowl more than 2 overs until all named players (including the wicket keeper) in the team have bowled 2 overs . The maximum overs to be bowled by a single player is 4 overs.
7. Maximum number of balls per over is 8 irrespective of number of wides and no balls.

8. WIDES AND NO BALLS – CLARIFICATION OF RULE 6 FOR UNDER 12 ONLY.

A delivery which hits the edge of the pitch or misses the pitch is a no ball and can subsequently be scored off by the Batsman.

In this age group, umpires must appreciate that the players are at an early stage of learning the game and should allow latitude in the calling wides.

Generally a wide should only be called for those deliveries that land on the pitch and are wider than the edge of the pitch when passing the batsman, irrespective of whether on the off or leg side.

No cricketer is to field within ten metres of the batting crease when in front of the batsman on strike. The Umpire shall give a warning to the Team Captain and for any continued breach of this rule the Umpire shall call "no ball".

9. Players must retire once they have reached a score of 50 runs. Retired batsmen may resume their innings after all 12 other players have batted in the strict order of their retirement. In the absence of injury, a batsman can only retire after facing a minimum of 25 legal deliveries (excluding wides and no balls).

If retired hurt/injured, a batsman may resume play at the fall of any wicket.

10. The winner shall be the side that scores the most runs irrespective of wickets lost. There are no outright results in one day fixtures.

The team batting second should complete the innings regardless of whether a result has been achieved, e.g.

Team A – all out for 75 after 20 overs

Team B – should bat for a maximum of 25 overs unless dismissed earlier

NOTE – If BOTH teams agree, the game may finish once a result has been achieved.

11. Premiership and bonus points begin in this age group - refer Rule 12 for specific point's details. Finals will be played: format to be announced.

12. If play is delayed and/or interrupted (by weather or other considerations) the number of overs allocated to each team shall be reduced by 1 over for every 4 minutes of time lost.

a. If play is not possible, the match shall be declared abandoned.

b. Each team must receive a minimum of 15 overs for there to be a match.

13. A Kookaburra “CGC” or “Cricket Gold Coast” stamped 142g ball is to be used.

14. Ten minutes between innings is a maximum break.

15. Recommended field size, 45 metres from the stumps.

16. The match may be played bowling from only one end. This is only in the case of wet weather and the conditions being considered “SAFE” to bowl at one end and “UNSAFE” to bowl from the other end. This will be at the umpires discretion, or if no umpires then both coaches MUST agree or play shall not continue.

17. The batting team will provide the main/central umpire and the fielding team will provide the square leg umpire, unless an official umpire provided by the association is present.

17.1 Official umpires shall each be paid \$40 per team per day.

NOTE

As this age group are in the early stages of development, participation by all players should be encouraged with the emphasis put on having fun.

On field coaching is permitted and encouraged in this age group but will not be allowed from U13 upwards. U12 is to be used as a transition season and coaches are encouraged to limit on field coaching during the second half of U12 season in order to prepare players for U13.