

UNDER 13 DIVISION ONE – 2 DAY FIXTURES

DESCRIPTION	<ul style="list-style-type: none"> Parents, coaches, and players are reminded that the development of player skills and having fun are much more important than winning.
TEAM	<ul style="list-style-type: none"> Teams consist of a maximum of 13 players, all of whom may bat and bowl, but 11 players only shall be allowed on the field of play at any one time.
FORMAT	<ul style="list-style-type: none"> Overs per Innings: 50 overs maximum. All games are subject to Compulsory Closure. Compulsory closure will occur at the allotted time of play (11.15 am). Should the team batting first, having not been dismissed, nor declared its innings closed, 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 (Example 1). <ul style="list-style-type: none"> Example 1 - Team A batting first receives 47 overs from Team B in the allotted time 8.00 a.m. to 11.15 a.m. on the first Saturday of the match and has not been dismissed nor declared its innings closed – innings compulsorily closed. Team B batting second must then receive a maximum of 47 overs from Team A in the allotted time the following Saturday. The maximum number of overs to be received by both teams in the first innings is 50 (Example 2). <ul style="list-style-type: none"> Example 2 - Team A batting first is dismissed, or declared its innings closed in 25 overs within the allotted time on the first Saturday of the match. Team B batting second may then receive the full complement of 50 overs from Team A in the remaining allotted time of the match (i.e. over both Saturdays) and, if time then remains, Team A then commences its second innings. 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 either or both batting teams having been dismissed and/or declared its innings closed, the second innings of the match shall be determined solely by time (Example 3). <ul style="list-style-type: none"> Example 3 - Team A batting first is dismissed for 110 runs in 20 overs within the allotted time on the first Saturday of the match. Team B batting second (and being entitled to receive the full complement of 50 overs from Team A in the remaining allotted time of the match, i.e. over both Saturdays) declares its innings closed at 5 for 220 after 40 overs at, say, 9.00 am on the second Saturday. After 10 minutes for change of innings, Team B may bowl an unlimited number of overs at Team A until close of play at 11.15 a.m. If Team A is dismissed or declares its second innings closed, after a 10 minute change of innings, Team B may then bat through the scheduled close of play (11.15 a.m.). To enforce the follow-on in the quest for an outright victory, the team batting first must lead by at least 75 runs.
BOUNDARY & PITCH	<ul style="list-style-type: none"> Bowlers will bowl from one end. The pitch is 18 meters in length from stump to stump. The batting and bowling front crease are 1.2 meters from the stumps. This needs to be correctly measured and ensure that it's the same week to week. Boundaries are set at 50m from the stumps.
HOURS OF PLAY	<ul style="list-style-type: none"> 8am – 11.15am (sharp). All times are Qld times, regardless of ground location. Ten minutes between innings is a maximum break.
LOST TIME	<ul style="list-style-type: none"> Rain delays shall reduce the number of overs by one over for every four minutes lost (refer to Conditions of Play 2-day Fixtures). Unless one team has been previously dismissed, each team must have completed at least 15 overs, for a result to be declared. The winner shall be determined on the run rate on a count back of completed overs at termination of play of the team batting second (refer “Conditions of play 2-Day Fixtures”).
BALL	<ul style="list-style-type: none"> The ball shall be a Kookaburra “CGC” or “Cricket Gold Coast” stamped 2 piece 142g ball.

GOLD COAST JUNIOR CRICKET ASSOCIATION INC. 2023/24

<p>BATTING</p>	<ul style="list-style-type: none"> • Players must retire once they have reached a score of 50 runs or 60 legal deliveries, whichever is achieved first. • In the absence of injury, a player 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. • Retired batters may resume their innings after all other named players have batted, in the strict order of their retirement. • Dismissed batters are not to bat twice. • If there are 11 players, a team is considered all out when 10 wickets have fallen. If less than 11 players are present, then one wicket less than the number of players is to be taken (Eg: If 10 players, 9 wickets to be taken).
<p>BOWLING</p>	<ul style="list-style-type: none"> • 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 in the team have bowled 3 overs. Wicket keepers do not have to bowl. • Maximum number of balls per over is 8 irrespective of number of wides and no balls. • Umpires are instructed to apply a very strict and consistent interpretation of the law to prevent negative bowling. On the leg side, a ball landing clearly outside the leg stump going further away should be called a wide. The same provisions do not apply if the striker makes contact with the ball. • It is the responsibility of both coaches to ensure that overs are bowled as quickly as possible to ensure the overs are bowled within the time allotted, e.g. a minimum of 16/17 overs should be bowled each hour including a drinks break.
<p>FIELDING</p>	<ul style="list-style-type: none"> • A maximum of 5 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 batter 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".
<p>UMPIRING</p>	<ul style="list-style-type: none"> • 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. • Official umpires shall each be paid \$45 per team per day.
<p>COACHING</p>	<ul style="list-style-type: none"> • Policies relating to coaches, parents and players should be strictly adhered to. • On-field coaching or coaching from the boundary is prohibited in this competition. • Poor attitude from players should be regulated as much as possible and all parties should be involved in correcting the poor attitude (disputing decisions, throwing equipment, and bringing the players club and game into disrepute need to be addressed at the time).
<p>MATCH RESULT</p>	<ul style="list-style-type: none"> • A team is considered all out when 10 wickets have fallen. • Premiership and bonus points are applicable in this age group. Finals will be played.

UNDER 13 DIVISION ONE – VARIATIONS FOR 1 DAY FIXTURES

TEAM	<ul style="list-style-type: none"> A team consist of a maximum of 13 players all of whom may bat and bowl, but only 11 fielders shall be allowed on the field of play at any one time.
FORMAT	<ul style="list-style-type: none"> Overs per Innings: max 25 overs or time.
HOURS OF PLAY	<ul style="list-style-type: none"> Hours of Play: 8.00 am to 11.15 am (sharp) <ol style="list-style-type: none"> Team one: 8.00 am to 9.33 am Team two: 9.43 am to 11.15 am <p>Note all times are QLD time regardless of ground location</p> 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). <ul style="list-style-type: none"> Example 1a: Team A batting first receives 23 overs from Team B in the allotted time 8.00 a.m. to 9.33a.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.
LOST TIME	<ul style="list-style-type: none"> 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. If play is not possible, the match shall be declared a draw. Each team must receive a minimum of 15 overs for there to be a match.
BATTING	<ul style="list-style-type: none"> Players must retire once they have reached a score of 50 runs or 60 legal deliveries.
BOWLING	<ul style="list-style-type: none"> Maximum overs to be bowled by a single player is 3 overs.
MATCH RESULT	<ul style="list-style-type: none"> 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. <ul style="list-style-type: none"> Team A – all out for 75 after 20 overs Team B – should bat for a maximum of 25 overs unless dismissed earlier. If BOTH teams agree, the game may finish once a result has been achieved.