

## UNDER 13'S DIVISION TWO – 2 DAY FIXTURES

<b>DESCRIPTION</b>	<ul style="list-style-type: none"> <li>• Players are still undergoing a learning process and active participation by a maximum number of players is to be encouraged.</li> <li>• <b>Parents, coaches, and children are reminded that the development of player skills and having fun are much more important than winning.</b></li> </ul>
<b>TEAM</b>	<ul style="list-style-type: none"> <li>• Teams consist of <b>9 players on the field</b> with a <b>maximum of 11 players named</b> who <b>must all bowl</b> (if they are present at the game).</li> <li>• In each innings, all players nominated must be given the opportunity to participate in the match in either batting or bowling.</li> </ul>
<b>FORMAT</b>	<ul style="list-style-type: none"> <li>• This is a 50 over per side game, split into 25 over quarters. It is not 2 innings each side but simply one innings split into 2 x 25 overs.</li> <li>• 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.</li> <li>• Each team's first innings will be concluded after 50 overs unless dismissed earlier or time has been lost.</li> <li>• <b>General Procedure:</b> The matches, subject to lost time, are to be played in accordance with procedure set out below to ensure that during a game, each team fields during the day. <ul style="list-style-type: none"> <li>○ <b>Day 1 First quarter:</b> Team 1 will bat in the first quarter and after 25 overs will have its innings suspended to be continued on Day 2.</li> <li>○ <b>Day 1 Second quarter:</b> Team 2 will bat the second quarter and after 25 overs will have its innings suspended to be continued on Day 2.</li> <li>○ <b>Day 2 Third quarter:</b> At commencement, Team 1 will continue its innings in for a further 25 overs, continuing with the batters who were not out, retaining their respective batting positions (striking or non-striking) when their innings was suspended from Day 1.</li> <li>○ <b>Day 2 Fourth quarter:</b> Team 2 will continue its innings for a further 25 overs, continuing with the batters who were not out, retaining their respective batting positions (striking or non-striking) when their innings was suspended from Day 1.</li> </ul> </li> <li>• <b>No team shall commence their 2nd innings until both teams have concluded their 1st innings.</b> <ul style="list-style-type: none"> <li>○ <b>Example:</b> If Team 1 bats first and are 2 for 50 after their 25 overs and then 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, get dismissed, or time is lost. Team 2 then bats its second inning for 25 overs or until dismissed. At the completion of Team 2's second innings Team 1 can choose to bat a second innings until the end of Day 2. 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.</li> </ul> </li> <li>• <b>There is no follow-on</b> rule in Quarters Cricket. Teams must adhere to the above format.</li> <li>• Should Team 1 be bowled out in the first quarter, Team 2 shall bat for the remaining overs on Day 1 and resume its innings at the start of Day 2 for the third quarter to complete its allocation of overs, or is dismissed, or has declared. <ul style="list-style-type: none"> <li>○ <b>Example:</b> On Day 1, Team 1 bats first 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, they are dismissed, or 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.</li> </ul> </li> <li>• A team is permitted to declare its innings closed however, in the second innings, <b>any players who did not bat in the first innings are to bat before any other players in the second innings.</b></li> <li>• 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.</li> </ul>

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<b>BOUNDARY &amp; PITCH</b>	<ul style="list-style-type: none"> <li>The pitch is <b>18 meters</b> in length from stump to stump.</li> <li>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.</li> <li>Bowlers will <b>bow from one end</b>.</li> <li>Boundaries set at <b>45 meters</b> from the batting stumps.</li> <li>Boundary markers are to be used where appropriate and as per the laws of cricket, the <b>boundary is a straight line between markers</b>.</li> </ul>
<b>HOURS OF PLAY</b>	<p>Q1 Day 1: 8am – 9.33am; Q2 Day 1: 9.43am – <b>11.15am (sharp)</b>                      Q3 Day 2: 8am – 9.33am; Q4 Day 2: 9.43am – <b>11.15am (sharp)</b></p> <ul style="list-style-type: none"> <li><b>Ten minutes between innings</b> is a maximum break.</li> <li><b>A drinks break not exceeding 3 minutes</b> to be taken mid-way through each quarter.</li> <li>On day 2 the times may vary depending on the game situation. 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.</li> </ul>
<b>LOST TIME</b>	<ul style="list-style-type: none"> <li>To constitute a match, each team must receive a minimum of <b>20 overs</b>, 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. <b>Example:</b> 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).</li> <li>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.</li> <li>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)</li> <li>(Day 1) – For time lost on the first day the total number of overs to be bowled to each team over the two days will be the number of overs completed, divided by 2 and rounded up.</li> <li>The number of overs 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.</li> <li>(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 more than 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.</li> </ul>
<b>BALL</b>	<ul style="list-style-type: none"> <li>The ball shall be a Kookaburra "CGC" or "Cricket Gold Coast" stamped <b>2 piece 142g pink ball</b> (unless Clubs are using previous stock red balls). Preference for both Clubs to have the same colour ball.</li> </ul>
<b>BATTING</b>	<ul style="list-style-type: none"> <li>Players must retire once they have reached a <b>score of 60 runs</b>. <b>There is no limit to balls faced</b>.</li> <li>In the absence of injury, a player can only retire after facing a <b>minimum of 25 legal deliveries</b> (excluding wides and no balls).</li> <li>If retired hurt/injured, a batsman may resume play at the fall of any wicket.</li> <li>Any players who did not bat in the first innings are to bat before any other players in the second innings.</li> <li><b>A team is considered all out when 10 wickets have fallen</b>, if a team does not have a full complement of players, the batting team is able to continue batting using retired and previously dismissed batters, until all 10 wickets have been taken. The order of returning batters will be <b>retired players in order of retirement and then lowest scoring players</b> until 10 wickets have fallen. <b>If there are players who have equal low scores, the player who faced the least number of balls will return first</b>, until 10 wickets have fallen.</li> </ul>

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<p><b>BOWLING</b></p>	<ul style="list-style-type: none"> <li>All players must bowl a <b>minimum of 3 overs per innings</b>, with a <b>maximum 7 overs</b> per innings. Players may not bowl more than 3 overs until <b>ALL NAMED PLAYERS (EXCLUDING THE WICKET-KEEPER)</b> in the team have bowled <b>3 overs</b>. <b>The wicket keeper does not have to bowl.</b></li> <li>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. In addition, the fielding side will forfeit that number of overs in their batting quarter. <b>Only enforceable if CGC umpire present.</b></li> <li><b>LBW does apply in this age group.</b></li> <li><b>Maximum number of balls per over is 8</b> irrespective of number of wides and no balls.</li> <li>It is the <b>responsibility of both coaches</b> to ensure that overs are bowled as quickly as possible to ensure the 25 overs are bowled within the time allotted, e.g. a <b>minimum of 16/17 overs should be bowled in the first hour including a drinks break.</b></li> </ul>
<p><b>WIDES &amp; NO BALLS</b></p>	<ul style="list-style-type: none"> <li>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 batter.</li> <li>Any delivery over the waist or head, at normal batters stance, should be called a no ball by either umpire.</li> <li>A no ball is bowled if the ball <b>bounces MORE than twice</b> before it reaches the batter in the normal stance.</li> <li>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 batter, irrespective of whether on the off or leg side.</li> </ul>
<p><b>FIELDING</b></p>	<ul style="list-style-type: none"> <li>A <b>maximum of 4 players are to field on the leg side.</b></li> <li><b>No cricketer is to field within ten metres of the batting crease when in front of the batsman on strike.</b> The umpire shall give a warning to the team captain and for any continued breach of this rule, the umpire shall call a no ball.</li> </ul>
<p><b>UMPIRING</b></p>	<ul style="list-style-type: none"> <li>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.</li> <li>Official umpires shall each be paid \$45 per team per day.</li> </ul>
<p><b>COACHING</b></p>	<ul style="list-style-type: none"> <li>Polices relating to coaches, parents and players should be strictly adhered to.</li> <li><b>Coaching from the umpiring positions and from the side lines should be in moderation and not cause the game to be delayed.</b></li> <li>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).</li> </ul>
<p><b>MATCH RESULT</b></p>	<ul style="list-style-type: none"> <li>A team is considered all out when <b>10 wickets</b> have fallen.</li> <li>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).</li> <li>An outright win can only be achieved if a team has been <b>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.</b></li> <li>If the match is not constituted, the result is a draw.</li> <li>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 x 30 = 90, therefore must score 91 to win.</li> <li>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.</li> <li>Premiership and bonus points apply in this age group. Finals will be played.</li> </ul>

**UNDER 13'S DIVISION TWO – VARIATIONS FOR 1 DAY FIXTURES**

<b>TEAM</b>	<ul style="list-style-type: none"> <li>A team consist of a <b>maximum of 11 players</b> all of whom may bat and bowl, but only <b>9 fielders</b> shall be allowed on the field of play at any one time.</li> </ul>
<b>FORMAT</b>	<ul style="list-style-type: none"> <li>Overs per Innings: max 25 overs or time.</li> </ul>
<b>HOURS OF PLAY</b>	<ul style="list-style-type: none"> <li>All games are subject to Compulsory Closure. <b>Provided that no time has been lost through conditions, compulsory closure will occur at the allotted time of play.</b> 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).</li> <li>The team batting second <b>MUST</b> 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. <ul style="list-style-type: none"> <li><b>Example 1a:</b> 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 <b>MUST</b> then receive 23 overs from Team A in the allotted time 9.43 a.m. to 11.15 am.</li> <li><b>Example 1b:</b> 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 <b>MUST</b> then receive the full complement of 25 overs from Team A in the remaining allotted time 9.43 am to 11.15 am</li> </ul> </li> </ul>
<b>LOST TIME</b>	<ul style="list-style-type: none"> <li>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.</li> <li>If play is not possible, the match shall be declared a draw.</li> <li>Each team must receive a <b>minimum of 15 overs</b> for there to be a match.</li> </ul>
<b>BATTING</b>	<ul style="list-style-type: none"> <li>Players must retire once they have reached <b>60 runs</b>. The order of returning batters will be <b>lowest scoring players</b> until 10 wickets have fallen.</li> </ul>
<b>BOWLING</b>	<ul style="list-style-type: none"> <li>The maximum overs to be bowled by a single player is <b>3 overs</b>.</li> </ul>
<b>MATCH RESULT</b>	<ul style="list-style-type: none"> <li>The winner shall be the side that scores the most runs irrespective of wickets lost.</li> <li>There are no outright results in one day fixtures.</li> <li>The team batting second should complete the innings regardless of whether a result has been achieved, e.g. <ul style="list-style-type: none"> <li>Team A – all out for 75 after 20 overs</li> <li>Team B – should bat for a maximum of 25 overs unless dismissed earlier.</li> </ul> </li> <li>If <b>BOTH</b> teams agree, the game may finish once a result has been achieved.</li> </ul>