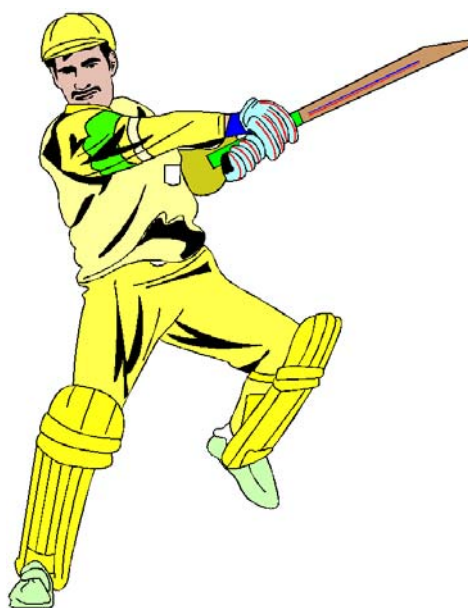


WAGGA WAGGA & DISTRICT CRICKET ASSOCIATION



BY-LAWS & CONDITIONS OF PLAY JUNIOR CRICKET COMPETITION

2009/2010 SEASON

PRE-AMBLE

INFORMATION FOR PLAYERS, PARENTS, COACHES AND UMPIRES

The WWDCA Junior Committee has adopted the ACB Junior Cricket Policy as the framework to enhance the development of junior cricket within the Association.

The primary objectives of the WWDCA Junior Committee are : -

- To make cricket fun for all participants
- To develop safety guidelines and principles to prevent injuries to players competing in games and competitions run and approved by the WWDCA
- To foster the spirit of cricket and etiquette of the game
- To adopt appropriate Codes of Behaviour for all participants

To ensure the safety and development of all junior players, the importance of well-organised Junior Committees, at club level, cannot be overstated.

General Safety Guidelines

- It is important that warm up and stretching activities (especially for fast and medium pace bowlers) form a routine part of every game and training session. On match day, parents are requested to have players at the ground well before the appointed starting time of the game as this will enable a proper warm up to be conducted prior to the start of the game.
- Where practical, all junior coaches are to be accredited to Level 1. As a minimum standard for the Under 13 competition, all team coaches **must** be accredited to Level 1.
- All players are encouraged to wear broad brim cricket hats when fielding. The WWDCA Junior Committee has adopted a no hat / cap – no play policy. Therefore, it is compulsory for all junior players to wear a cricket or baseball style cap as a minimum requirement.
- All players in the WWDCA Junior Competition are required to wear helmets when batting. Due to health and safety concerns it is recommended that each player provide his own helmet.
- Each junior player is encouraged to take a water bottle to each game to ensure adequate hydration during the course of play. Due to the risk of hepatitis / meningococcal disease the sharing of drink bottles is discouraged.
- All junior players are encouraged to have a SPF 30+ sunscreen in their kit.
- First Aid kits are to be provided by each team at every game.
- All injuries occurring during competition or representative games are to be notified immediately at the conclusion of each game to the WWDCA Junior Co-ordinator and the Junior Co-ordinator at the player's club.

Spirit and Etiquette of the Game

The following is an extract from the Laws of Cricket.

“Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action, which is seen to abuse this spirit, causes injury to the game itself.”

The Spirit of the Game involves RESPECT for : -

- Your opponents
- Your own captain and team
- The role of the umpires
- The games traditional values

It is against the Spirit of the Game : -

- To dispute an umpire’s decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance : -
 - (a) to appeal knowing that the batsman is not out.
 - (b) to advance towards an umpire in an aggressive manner when appealing.
 - (c) to seek to distract an opponent, either verbally or by harassment with persistent clapping or unnecessary noise, under the guise of enthusiasm and motivation of one’s own team.

Etiquette of the Game

The WWDCA Junior Committee encourages coaches and players in the Junior Competition to adopt the following “unwritten laws” or practices as a means of respect for the game, your opponents and your team.

Toss of the Coin

- The home team captain should always have a coin for the toss.
- The home team captain tosses the coin; the opposition captain calls.
- The toss of the coin should be out on the pitch where the game is to be played.
- Captains should always shake hands prior to and after the toss.
- Team captains should be properly attired at the toss.

During Play

- The batting team should sit together on the sidelines (except where individuals may be warming up in preparation for batting).
- It is normally the responsibility of the batting side to keep score.

Drinks

- Drinks should be taken on the field of play and should be no longer than three (3) minutes in duration.

Role of the 12th Man

- The 12th man must be dressed in playing apparel.
- If there are only 11 cricketers in a team (that is, no 12th man) the batting side should have someone in playing apparel, at all times, who can be utilised should the need for a substitution arise.
- Players who are performing 12th man duties must know their role and be prepared to assist the players at all times.

Bowler's Markers

- When marking their run up, bowlers should refrain from damaging the grass or surface. Bowling markers are to be used for this purpose. This is in the interests of the participants and also as a sign of respect for those responsible for preparing the ground. The same applies to fielders who mark the ground to indicate their positions on the field.

Acknowledgment of Good Play

- Fielding teams should always acknowledge 50's and 100's scored by opposition batters.
- Players should acknowledge bowling achievements such as five (5) wickets and hat tricks.
- Fielding teams are to acknowledge the opposing captain after he takes guard.
- After the game players should acknowledge the opposition by shaking hands.
- Captains should always shake hands after the match.

Support Staff and Spectators

- Coaches, parents, teachers and spectators should respect the nature of the game and accept that it is the responsibility of the umpire and the team captains to conduct the match in the appropriate manner.
- Any noise from the sidelines (other than appropriate recognition of good performance or effort) or any signals or other forms of communication to players are not in the best interests of the game.
- Any communication is to be via the 12th man at drinks breaks or during breaks in play, where teams leave the field.

- Yelling from the sidelines is not condoned.
- Coaches shall not enter the field of play to coach players. A coach may umpire but he is not to coach while carrying out umpiring duties.

CODES OF BEHAVIOUR

The WWDCA Junior Committee has adopted the following Codes of Behaviour from the ACB Junior Cricket Policy.

Coaches Code of Behaviour

- 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 player's 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 the players.
- Display control and respect to all those involved in cricket. This includes opponents, coaches, umpires, administrators, parents and spectators.
- 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.

Players Code of Behaviour

- Play by the rules
- Never argue with an umpire. If you disagree, have your captain, coach or manager approach the umpire during a break or after the game.
- Control your temper. Verbal abuse of officials and sledging other players, deliberately distracting or provoking an opponent are not acceptable or permitted behaviours in cricket.
- Work equally hard for yourself and your teammates. Your team's performance will benefit and so will you.
- Be a good sport. Applaud all good plays whether they are made by your team or the opposition.
- Treat all participants in cricket, as you would like to be treated. Do not bully or take unfair advantage of another competitor.
- Co-operate with your coach, teammates and opponents. Without them there would be no competition.
- Participate for your own enjoyment and benefit, not just to please parents and coaches.
- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

Parents Code of Behaviour

- Do not force an unwilling child to participate in cricket.
- Remember, children are involved in cricket for their enjoyment, not yours.
- Encourage your child to play by the rules.
- Focus on the child's efforts and performance rather than winning or losing.
- Never ridicule or yell at a child for making a mistake or losing a game.
- Remember that children learn best by example. Appreciate good performances and skilful plays by all participants.
- Support all efforts to remove verbal and physical abuse from sporting activities.
- Respect official's decisions and teach children to do likewise.
- Show appreciation for volunteer coaches, officials and administrators. Without them, your child could not participate.

- Respect the rights, dignity and worth of every young person regardless of the gender, ability, cultural background or religion.

Umpires Code of Behaviour

- Place the safety and welfare of participants above all else.
- In accordance with ACB 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 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.
- Give all young people a “fair go” regardless of their gender, ability, cultural background or religion.

WWDCA JUNIOR COMPETITION BY-LAWS & CONDITIONS OF PLAY

1. COMPETITION

The WWDCA Junior Competition shall compete for the following age division premiership trophies :-

U13's	<i>Minor Premiers - WWDCA Cup</i>	<i>Premiers - Wagga Marketplace Shield</i>
U14's	<i>Minor Premiers - WWDCA Shield</i>	<i>Premiers - DG & NG Harper Shield</i>
U15's	<i>Minor Premiers - David Mumford Shield</i>	<i>Premiers - Rob McCallum Shield</i>
U16's	<i>Minor Premiers - WG Huthwaite Cup</i>	<i>Premiers - Bob Ashton Shield</i>

2. ELIGIBILITY

U13's - player must be under the age of 13 and over the age of 11 as at midnight on the 31st August in the year in which the competition commences and :-

- (a) must be ineligible to participate in a Primary School side; or;
- (b) unable to participate in a Primary Schools side.

U14's - player must be under the age of 14 as at midnight on the 31st August in the year in which the competition commences.

U15's - player must be under the age of 15 as at midnight on the 31st August in the year in which the competition commences.

U16's - player must be under the age of 16 as at midnight on the 31st August in the year in which the competition commences.

3. PLAYER NUMBERS

U13's Each team shall have 12 players, all listed in both scorebooks as batsmen prior to the commencement of the match. Only 11 players shall be permitted on the field during the innings; with the 12th player rotating on and off. A 13th Man is allowable as a substitute player for fielding but may not bat or bowl, though they may participate as a wicketkeeper.

To constitute a team, there must be a minimum of eight (8) players available to take the field at the start of play; otherwise a forfeit will be the match result.

U14/U15/U16's Each team shall have 11 players, all listed in both scorebooks as batsmen prior to the commencement of the match. A 12th Man and a 13th Man are allowable as substitute players for fielding but may not bat or bowl, though they may participate in the match as a wicketkeeper.

To constitute a team, there must be a minimum of seven (7) players available to take the field at the start of play; otherwise a forfeit will be the match result.

4. DRINKS

Drink breaks shall be taken at the discretion of the team managers and umpires and should be clarified before the start of play. As a rule of thumb, in a one day match there shall be one break at the halfway point of each innings and in a two day game two breaks at equal points during the innings.

In extreme hot weather Team managers/Coaches and umpires are required to schedule extra drinks breaks equal to both teams .

5. BALL

All teams shall use an Australian made two (2) piece leather ball. If a ball is lost, a ball of similar condition is to be substituted.

All Junior games must use 156gram ball commencing season 2009-10. Junior clubs may use up 142gram balls leftover from the previous season until they run out.

6. FOLLOW ON

In two day matches; to be able to enforce the opposition team to “follow on”, the lead must be a minimum of seventy-five (75) runs. In the one (1) day game there shall be no follow on 1st innings only.

7. FIELDING

U13 / U14 / U15 No player is allowed to field closer that half a pitch (ie approx. 10 metres) from **forward** of the popping crease.

U/16 Players fielding closer than half a pitch (ie approx. 10 metres) from **forward** of the popping crease must wear protective equipment – helmets and protectors.

Umpires are to use their discretion in relation to fielders fielding too close to the bat **behind** the popping crease. (ie short leg, gully, point, etc)

8. BOUNDARIES

Each team shall have as part of its ‘kit’, a length of cord or rope to measure placement of boundary markers so as to ensure equality not only on both sides of the wicket, but also equality for both teams over a two day match.

Where there are no fenced boundaries or marked line boundaries on the ground, boundaries shall be set with markers at :-

U13’s – 45 metres (semi circle from each stumps at each end)

U14’s – 50 metres (semi circle from each stumps at each end)

U15’s – 50 metres (semi circle from each stumps at each end)

U16’s – 50 metres (semi circle from each stumps at each end)

9. DURATION OF MATCHES AND HOURS OF PLAY

- (i) Play is to commence at 8.30 am on each match day. A late start will result in a penalty of one (1) run per minute against the offending team to be deducted from the offending teams batting score.
- (ii) Each team has the right to play out their allowable overs in the pursuit of bonus points. A match shall only end early upon the agreement of both team captains.

(iii) **ONE DAY MATCH**

Under 13 & 14 Competitions

- (a) Maximum allowable play is fifty (50) overs for the match.
- (b) Maximum overs per team innings shall be twenty five (25) overs each.

Under 15 & 16 Competitions

- (a) Maximum allowable play is fifty six (56) overs for the match.
- (b) Maximum overs per team innings shall be twenty eight (28) overs each.

(iv) **TWO DAY MATCH**

- (a) Played over two consecutive Saturdays.
- (b) Any change of innings shall result in a deduction of three (3) overs from the maximum allowable overs of play in a day.
- (c) On the first day, the maximum play allowable shall be fifty (50) overs (less any deductions) for the day.
- (d) The maximum overs per team innings shall be fifty (50) overs.
- (e) On the second days play if the match goes into a third and/or fourth innings; **if required** there shall be allowable up to a maximum of twenty (20) overs to be bowled from 11.00 am to allow a team the opportunity to complete their maximum allowable fifty (50) overs in an innings (less any deductions). The time and over number should be noted by umpires and scorers at 11.00 am and play must be completed no later than 12.30 pm.

This does not mean that twenty (20) overs must be bowled. The match would stop at the point after 11.00 am that the bowling team has completed their fifty (50) over innings (less any deductions) or at 12.30 pm whichever comes first.

Example Two Day Match :

Each team is allocated 50 overs per innings as stated in Rule 9 (iv) clause (d). This means that each team, time permitting, could face 100 overs each in the match.

DAY1:

1. Team 1 is dismissed after 22 overs in their first innings. Scoring 75.
2. Team B is required to bat for a further 25 overs on the first day of play.

DAY2:

1. Team B is dismissed after facing a further 4 overs for the day meaning they have faced a total of 29 overs in their first innings. Scoring 175.
2. As the game is now entering a third innings Team A is entitled to face a further 50 overs in their second innings.
3. Team A when play reaches 11:00am have faced 35 overs in their second innings. Play then reverts to Rule 9 (iv) clause (d) - 20 overs maximum to be bowled until the match is complete.
4. Team A faces out their further 15 overs to complete 50 overs for that innings. Scoring 120 runs for a lead of 20.
5. After allowing for a deduction of three overs for the change of innings this would mean that Team B has the right to face a further 2 overs to attempt to score the required runs for an outright victory.
The only rider on this situation is that the match must be complete by 12.30pm.

Quick Summary

Day	TEAM A OVERS	TEAM A SCORES	TEAM B OVERS	TEAM B SCORES	COMPLETE OVERS FOR THE DAY
1	22	10/75	25	8/160	47 (Note: 3 over allowance for change of innings)
2	50	7/120	6: (4 in first innings and 2 in second innings)	2/15: 1 st innings 4 overs. 0/21: 2 overs 2 nd innings	56 (Note: 6 over allowance needed for 2 changes of innings)
Total	72	195	31	196	103

10. MULTIPLE TEAMS

In the event that any club has multiple teams in any one age division, players may not transfer between other teams of the same club in that age division after Round Three of the competition; ie; the team in which they play in Round Four is the team in which they must play for the season. Players may fill in as substitute fielders but may not bat, bowl or keep wickets.

11. PLAYING IN A DIFFERENT AGE DIVISION

Any player may play up in a higher age division at any time during the season, but should they do so on a regular basis, they must keep in mind the finals eligibility for their own age division.

Clubs may use a player from a lower age division as a substitute fieldsman (may not bat or bowl) only if required in a finals match without that player having to have met finals eligibility requirements on the basis that they are not displacing any other player that has been a regular player in that team.

12. ELIGIBILITY FOR FINALS

To be eligible to play in the finals, a player must have competed in three (3) junior competition matches throughout the season in that age division, one of which must be in the last three matches of the season. Any player requesting exemption from this rule must apply in writing to the WWDCA Registration Officer explaining why an exemption should be granted.

13. SHORT PITCHED DELIVERIES

A short pitch delivery ('bouncer') is defined as one that bounces or would have bounced above the shoulder height of a batsman standing in his normal batting stance.

(i) *ONE DAY MATCH*

NO short pitch deliveries will be permitted in a one (1) day game in any age division. Any short-pitched delivery ('bouncer') shall be called a "no ball".

(ii) *TWO DAY MATCH*

U14's – one short-pitched delivery allowable per over, any more are called "no ball"

U15's – two short-pitched deliveries allowable per over, any more are called "no ball"

U16's – two short-pitched deliveries allowable per over, any more are called "no ball"

14. "NO BALL" AND "WIDE" RULE

- (a) Any ball that pitches off a **synthetic** surface is to be called a "no ball".
- (b) Any ball, which passes the batsman in his normal stance above waist high as a full toss will be called a "no ball". This will usually be called by the square leg umpire.
- (c) Any ball that bounces more than twice before reaching the batsman shall be called a "no ball". (NSWCA law 24.1)
- (d) A "no ball" will add one (1) run to the score plus any other runs scored from that delivery.
- (e) Any ball that deviates away out of the reach of the batsman such that he is unable to play at it shall be called a "wide" and will add one (1) run to the score.
- (f) Any ball called a "no ball" or "wide" will be rebowled, however a maximum of eight (8) balls per over will apply whatever the delivery in all age divisions.

15. BOWLING LIMITS

(i) *ONE DAY MATCH*

(a) Bowlers shall be restricted to a maximum of :-

U13's – four (4) overs per match

U14's – five (5) overs per match

U15's – five (5) overs per match

U16's – five (5) overs per match

(ii) *TWO DAY MATCH*

(a) Bowlers shall be restricted to a maximum of :-

U14's – five (5) overs in any one spell ten (10) overs per innings or day

U15's – five (5) overs in any one spell ten (10) overs per innings or day

U16's – five (5) overs in any one spell ten (10) overs per innings or day

(b) Each bowler is to have a break between bowling spells consisting of no less than double the number of overs bowled in his previous spell; eg; if bowled a four over spell then break must be eight overs; etc.

(c) In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over insofar as each bowler's limit is concerned. The remaining balls cannot be bowled by the player that bowled the previous over or by the player who will be bowling the next over.

(iii) A bowling spell is defined as one that occurs from one end only. A bowler cannot change ends without it being deemed as commencing another spell for which the bowler must wait double the previous number of overs bowled before again.

16. BATTING LIMITS

(a) A batsman must retire immediately after the ball that produces a score of :-

(i) *ONE DAY MATCH*

- U13's – thirty (30) runs

- U14's – thirty (30) runs

- U15's - fifty (50) runs

- U16's – fifty (50) runs

(ii) *TWO DAY MATCH*

- U14's - fifty (50) runs

- U15's - no limit

- U16's - no limit

- (b) A retired batsman may resume his innings after the fall of the last wicket, in order of their retirement. A batsman not returning to the crease after mandatory retirement shall be marked as "not out" on the results sheet.
- (c) A batsman who voluntarily retires earlier than the batting limit specified in (a) above shall not be allowed to return to the crease and will be deemed as "out" in the scorebook and for the purposes of bonus points calculations and statistics.
- (d) A batsman who retires hurt, may return to the crease at any time during the innings, following the fall of a wicket or a retiring batsman.

17. POINTS ALLOCATION

(a) All points scoring will be under the incentive bonus point system. Bonus points shall be calculated at a rate of 0.01 per run and 0.15 per wicket for each innings played. Maximum batting points shall be limited to 9.

(b) As at 17/10/09 a team having a bye shall receive the average of all points from all matches in that age division in that weekend.

Outright Win	12 points
Outright Win if first innings tie	12 points
Outright Win if loss on first innings	12 points
Outright Tie	6 points
First Innings Win	6 points
First Innings Win but Outright Loss	6 points
Tie on first Innings	3 points
Outright loss after tie in first innings	3 points
Draw	3 points
Wash out/Unplayable/Extreme heart	Average points for theround for that age division.
Each run scored	0.01 of a point
Each wicket taken	0.15 of a point
Forfeits	the team receiving the forfeit will receive the maximum points gained by any team in that grade for that age division.

Where the competition draw does not allow for each team to play each other team either once or twice in the season in a 2 day game, that the points for a win be the same as that for a 1 day game (ie. 6 points) but that Bonus Points for wickets and runs be over the whole match.

18. COACHING

No coaching shall be permitted from the boundary in the Under 14, Under 15 and Under 16 age divisions. Team coaches can assist their players from the boundary in the Under 13 age division - not parents or spectators.

A person acting as an umpire during the match cannot coach in any age division. Coaching is permitted during drinks.

19. PROTESTS

All protests must be in writing and reach the WWDCA Secretary within four (4) days of the disputed match. The match should be completed, the result sheet filled in and signed by both Captains and the dispute documented on the back of the result sheet.

20. RESULTS

Results of matches should be recorded on the Wagga Daily Advertiser result sheets, by the winning team and submitted to the Daily Advertiser offices no later than midday on the day immediately following the match. In a two (2) day match, where the result of the match has yet to be determined, it is the responsibility of the team batting first to submit the result sheet to the Daily Advertiser, showing the progress of the match to date.

Where a game is “tied”, “drawn” or “washed out” both teams are obliged to deliver a result sheet to the Daily Advertiser office, by the appointed time. In the case of a forfeit, the team claiming the forfeit is responsible for submitting the result sheet to the Daily Advertiser office, by the appointed time.

Failure to deliver the results sheet to the Daily Advertiser, by the appointed time, will result in the following penalties being applied : -

- First Offence – written warning from the Junior Committee
- Second Offence – loss of bonus points for that match – penalty to be verified in writing by the Junior Committee
- Third and subsequent offence(s) – loss of all match and bonus points for that match – penalty to be verified in writing by the Junior Committee

The following general requirements apply to the completion of all result sheets : -

- Details of the match shall only be recorded on the face side of the sheet. No match details are to be recorded on the reverse side.

- All players participating in the game must be listed in the batting list on the result sheet. If a player does not bat in a match, the abbreviation “DNB” must be shown in the runs scored column, next to their name on the result sheet. Failure to record this detail correctly may result in a player being ineligible for the finals matches.

Finally, each club shall provide a list of contact details (telephone numbers and e-mail address, where applicable) for the coach / manager of each junior team to the Junior Recording Officer, by the completion of Round 1.

21. FINALS

Finals will be contested in each age division with 1st versus 2nd ,winner progressing through to grand final.3rd versus 4th loser drop out.Loser of 1st versus 2nd plays winner of 3rd versus 4th, winner goes on to play winner of 1st versus 2nd in grand final , loser is out.In the event of a washout in the finals series, the team that finished higher on the points table shall be declared the winner.

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22. WASHOUTS

In the event of wet weather or Extreme Heart, the WWDCA Grounds committee shall have the right to cancel a round of Junior cricket if necessary . WWDCA Grounds committee for Juniors shall consist of the President, Junior Co-ordinator, & Operation Manager .

Should there be a single isolated venue that is affected by a wet ground or the match cannot commence for any other reason, the umpire(s) shall in accordance with the laws of cricket make a decision on whether they consider the playing arena and pitch to be safe for players.

If there are no official umpires, then whether play can commence or not shall be determined by the team managers in consultation with the team captains. Should one team consider that the venue is unsafe for play, then the match shall be abandoned and the result declared a washout.

If the first Saturday of a two-(2) day game is a washout, then the match shall revert to a one-(1) day match played on the second Saturday.

If the second day of a two day game is a washout, then all bonus points from Day 1 of the match will be counted and be applied as well as the points for a washout. all junior games cancelled by Washout or extreme weather will not be replayed.

23. VENUE CHANGES

Once a match has commenced there cannot be a change of ground. The WWDCA Grounds Committee may at their discretion, change the scheduled venue for any match prior to the commencement of play.

24. WEATHER INTERRUPTED OR DELAYED MATCHES

(i) ONE DAY MATCH

If a competition match is interrupted by bad weather or start is delayed due to unforeseeable circumstances, the match shall be a washout if the normal number of overs is not completed by both teams. (see Rule 9. DURATION OF MATCHES AND HOURS OF PLAY).

(ii) TWO DAY MATCH

If on the first day of a competition, the match is interrupted by bad weather or start is delayed due to unforeseeable circumstances, the result shall be declared a washout and be played as a 'one day' match on the following Saturday if the batting team does not complete its 50 overs innings. However if the batting team is bowled out before the weather interruption then the match continues as a two day game.

If on the second day of a competition match, the match is interrupted by bad weather or start is delayed due to unforeseeable circumstances, the match shall be a washout if the normal number of overs is not completed by both teams. (see Rule 9. DURATION OF MATCHES AND HOURS OF PLAY).

25. EQUIPMENT AND PERSONNEL

In all age divisions, each side shall provide :-

- 1 x adult to officiate as umpire and square leg umpire.
- 1 x adult scorer and scoring book
- 1 x set stumps and bails
- 1 x match ball for their fielding innings
- 1 x quantity boundary markers
- 1 x first aid kit

26. PLAYERS ATTIRE

Players must wear “whites” in the WWDCA Junior Cricket competition. Coloured shirts are not permitted.

Shirts are to be tucked in.

27. AWARDS

Each club shall supply to the Junior Recording Officer, no later than seven days after the completion of the competition rounds, with a list of the three highest qualifiers in :-

- Batting Average
- Bowling Average
- All Rounder

to enable the Junior Recording Officer to check the club submissions against the official score sheets, prior to any award being decided or announced.

In order to qualify for the end of season awards, batsmen must acquire a minimum of 150 runs in at least 5 matches and bowlers a minimum of 15 wickets in at least 5 matches.

All Rounder points shall be calculated by 15 points per wicket; catch or stumping and 1 point per run scored.

Players subject to disciplinary action of any nature during the current season shall not be eligible for awards .

28. PLAYER REGISTRATION

All players must be duly registered with the WWDCA. Any new players to a club cannot take the field until such a time that a completed registration form or clearance has been supplied to the WWDCA Registration Officer. A copy of a birth certificate or a letter from the child's school Principal to prove their age is required at the Under 13 Registration Day or if registering for the first time with the WWDCA.

29. UNREGISTERED PLAYERS

Any team playing an unregistered player shall be stripped of all points for that match involving an unregistered player. The matter shall then be considered by the WWDCA Executive Committee for further action.

30. MANKADING

"Mankading" is a practice not considered to be in the spirit of the game and should be discouraged in junior cricket. The practice of the non-striking batsman leaving their crease before the bowler has commenced their action should also be discouraged thus eliminating any occasion for "mankading".

31. CODE OF CONDUCT

Captains and Umpires **MUST** ensure that the game is played in a congenial atmosphere.

The WWDCA will not tolerate the use of abusive, offensive or derogatory language on or off the field of play during a match. The all too common practices of sledging, bat and hat throwing; etc; are banned and any reports of such by an Umpire will be considered by the WWDCA Executive for disciplinary action.

Players must accept the umpire's decision as final; if a dispute arises, the umpire(s) and/or player(s) should notify the Association in writing within four (4) days of the incident.

The WWDCA when considering a dispute or official report by an umpire may request the player(s) and umpire to give a verbal explanation of the circumstances.

Consumption of alcohol and smoking are banned by junior players at any WWDCA match or any match as a representative of the WWDCA. Non-compliance will result in any player reported being brought before the WWDCA Executive for consideration of penalty.

32. REPRESENTATIVE TEAMS

The WWDCA Junior Committee shall enter representative teams into competitions within the "*Northern Riverina Cricket Council*" jurisdiction and other competition and/or carnivals they judge to be in the interest of the players and the Association.

All players will have the opportunity to participate in representative selection trials, which will be advised to them through their club's junior delegate.

Under 12 & Under 13 representative teams – a player must attend the selection trial.

Under 14, Under 15 & Under 16 representative teams – a player must either attend the representative trial or, if not able to attend the selection trial, the player must submit a letter to put their name forward for selection and that letter must be received by the coach either before or at the selection trial. The letter must state why the player can't attend the selection trial.

A junior cricketer does not have to play in the WWDCA junior competition to be eligible for selection in a WWDCA junior representative team.

Players will be selected on merit either at the selection trial and/or based on current and prior year performances.

A Player may only be selected in their eligible age group in a Wagga Wagga representative team. eg. Players cannot be picked in an U16 team if still eligible for selection in an U15 team.

A WWDCA junior representative team's composition may be changed at the discretion of the coach during the cricket season.

A "Wagga Wagga Junior Cricket" hat be supplied to all Wagga Wagga junior cricket representatives. These hats to be worn in representative games.

33. PROTECTIVE EQUIPMENT

It is recommended by the WWDCA for all players to wear any and all available protective equipment.

- (i) The wearing of helmets by all junior players in WWDCA competitions is compulsory.
- (ii) It is recommended by the WWDCA that for health and safety reasons, all junior players should provide their own helmets.
- (iii) All players are encouraged to wear broad brim hats and sunscreen to protect them from the sun. It is compulsory for every player to wear a cricket or baseball style cap as the minimum form of sun protection.
- (iv) Players will **not** be allowed to participate in WWDCA competitions if they do not wear the minimum sun protection described above. (ie no hat / cap – no play)
- (v) Wicketkeepers **must** wear mouth guards as minimum protection against injury when standing up to the stumps for medium pace and spin / slow bowlers.
- (vi) It is recommended by the WWDCA that Wicketkeepers wear helmets (with integral face guards) when standing up to the stumps for medium pace and spin / slow bowlers.

SCORING OF RUNS ON A "WIDE" CALL

When a "WIDE BALL" is signalled by the Umpire and :-

(a) No runs are taken by the batsmen then :-

BATSMAN - scored as a dot ball

SUNDRIES - "1" scored against "wides"

BOWLER - **X** marked against the bowler as one (1) penalty and the ball rebowled (subject to bowling restrictions)

TEAM SCORE - is increased by one (1)

(b) If 1 run is taken by the batsmen then :-

BATSMAN - scored as a dot ball

SUNDRIES - "2" scored against "wides"

BOWLER - **X** marked against the bowler as two (2) penalties and the ball rebowled (subject to bowling restrictions)

TEAM SCORE - is increased by two (2)

(c) If 2 runs are taken by the batsmen then :-

BATSMAN - scored as a dot ball

SUNDRIES - "3" scored against "wides"

BOWLER - **X** marked against the bowler as three (3) penalties and the ball rebowled (subject to bowling restrictions)

TEAM SCORE - is increased by three (3)

(d) If 3 runs are taken by the batsmen then :-

BATSMAN - scored as a dot ball

SUNDRIES - "4" scored against "wides"

BOWLER - **X** marked against the bowler as four (4) penalties and the ball rebowled (subject to bowling restrictions)

TEAM SCORE - is increased by four (4)

(e) If ball reaches boundary then :-

BATSMAN - scored as a dot ball

SUNDRIES - "5" scored against "wides"

BOWLER - **X** marked against the bowler as five (5) penalties and the ball rebowled (subject to bowling restrictions)

TEAM SCORE - is increased by five (5)

SCORING OF RUNS ON A "NO BALL" CALL


(where ball is **not** struck by the batsman)

When a "NO BALL" is signalled by the Umpire and :-

(a) No runs are taken by the batsmen then :-

BATSMAN - scored as a dot ball

SUNDRIES - "1" scored against "no-balls"


BOWLER -  marked against the bowler as one (1) penalty and the ball rebowled (subject to bowling restrictions)

TEAM SCORE - is increased by one (1)

(b) If 1 run is taken by the batsmen without striking the ball then :-

BATSMAN - scored as a dot ball

SUNDRIES - "2" scored against "no-balls"


BOWLER  marked against the bowler as two (2) penalties and the ball rebowled (subject to bowling restrictions)

TEAM SCORE - is increased by two (2)

(c) If 2 runs are taken by the batsmen without striking the ball then :-

BATSMAN - scored as a dot ball

SUNDRIES - "3" scored against "no-balls"


BOWLER -  marked against the bowler as three (3) penalties and the ball rebowled (subject to bowling restrictions)

TEAM SCORE - is increased by three (3)

(d) If 3 runs are taken by the batsmen without striking the ball then :-

BATSMAN - scored as a dot ball

SUNDRIES - "4" scored against "no-balls"


BOWLER -  marked against the bowler as four (4) penalties and the ball rebowled (subject to bowling restrictions)

TEAM SCORE - is increased by four (4)

(e) If ball reaches the boundary without striking the ball then :-

BATSMAN - scored as a dot ball

SUNDRIES - "5" scored against "no-balls"

BOWLER  marked against the bowler as five (5) penalties and the ball rebowled (subject to bowling restrictions)

TEAM SCORE - is increased by five (5)