



DARWIN AND DISTRICTS
CRICKET

Junior Cricket Playing Conditions

(revised 16/1/20)

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PART A – GENERAL

1. Introduction

Refer to the Darwin and Districts Cricket Competition Rules with the exception of the following conditions.

1.1. Rules

- 1.1.1.** The following shall be known as the Darwin and Districts Cricket Junior Competition Playing Conditions and such rules shall be binding on all affiliated Clubs and financial members of the Competition
- 1.1.2.** All Rules are to be read in conjunction with the rules of cricket and the Darwin and Districts Cricket Competition Rules.
- 1.1.3.** Codes of Behaviour are also in place to protect players, spectators and officials from incidents that may bring the game into disrepute.
- 1.1.4.** The intention of these rules is to ensure that cricket in this. Competition is played and administered in keeping with the true spirit of the game.
- 1.1.5.** Where a matter arises, which is not otherwise provided for in these rules or the laws of cricket, the Committee shall the power to determine the matter as it sees fit.

2. Registration

Refer to the Darwin and Districts Cricket Competition Rules with the exception of the following conditions;

2.1. Teams

Clubs are required to nominate their team(s) and a suitably qualified coach and/or manager, prior to the commencement of the season, in enough time to allow for competition draws to be produced. Teams without a coach and/or manager will not be accepted.

2.1.1. Clubs will be required to forward the following information for each of the team that is being nominated at least 2 weeks prior to the start of competition:

- 2.1.1.1.** Team name – such as Darwin Gold Division 2
- 2.1.1.2.** If the team is being nominated into a competition that has grading rounds, whether this team is being nominated as a blue shield team (subject to conditions set out in 3.2-3)
- 2.1.1.3.** The list of players and their dates of birth
- 2.1.1.4.** Any dispensation requests associated with that team;
- 2.1.1.5.** A list of officials associated with the teams – including name, address, email, phone number (preferably mobile), CA number (for coaches only) and their ochre card number:

2.1.2. All coaches are also required to have obtained a current 'volunteer' WWCC (Ochre Card).

2.2. Upgrades and Downgrades of Players

Teams involved in the competition shall be divided into divisions, based on playing ages as decided by the Committee. The divisions, and age eligibility for these divisions are provided as an appendix (see Schedule A).

2.2.1. The following rules apply to all player movements between divisions (unless specified otherwise in Schedule A):

- 2.2.1.1.** A player may move from a lower division to a higher division without requiring approvals, subject to all other applicable rules; but once they have played 6 playing days in the higher division, the player will be considered a higher division player and will require a downgrade to play in the lower division.
- 2.2.1.2.** All player movements from a higher division to a lower division must be approved by the committee;

2.2.2. The following rules apply to all player movements within the same division but across different shields (unless specified otherwise in Schedule A):

- 2.2.2.1.** A player may move from a red to blue shield teams at any time – but once they have played 6 playing days in the blue shield, they will be considered a blue shield player and will require a downgrade to play in the red shield
- 2.2.2.2.** All player movements from a blue shield to red shield team must be approved by the committee chairperson;
- 2.2.3.** The following rules apply to all player movements within the same division and same shield (unless specified otherwise in Schedule A):
 - 2.2.3.1.** A player may move between teams in the same shield; but once they have played 3 playing days (excluding any grading rounds) with one team, any further player movement must be approved by the committee.
- 2.2.4.** All approvals made will be circulated to the junior committee as soon as is practicable (preferably before the game day) and will be reviewed by the Committee at the next meeting;
 - 2.2.4.1.** All unapproved movement of players may result in loss competition points at the discretion of the committee.

PART B – THE COMPETITION

3. Grades

Refer to the Darwin and Districts Cricket Competition Senior Rules with the exception of the following conditions:

3.1. Competition Structure

The junior competition will be structured to balance the two competing priorities of participation and competition.

- 3.1.1.** Teams competing in the premiership competition shall be divided into divisions, based on playing ages as endorsed by the DCMC. The divisions, and age eligibility for these divisions are provided as an appendix in Schedule A.
- 3.1.2.** The divisions may be further divided into sub-competitions. For example;
 - 3.1.2.1.** Blue shield – designed to challenge the skill level of the more talented participants;
 - 3.1.2.2.** Red shield – designed to increase participation;

3.2. Grading of players

- 3.2.1.** If a division does not have enough players to run a Blue and Red shield competitions, then the junior sub-committee will advise whether the competition will be played as a Red Shield or Blue Shield competition.
- 3.2.2.** If a division is to have Blue and Red shield competitions, the committee may organise up to 3 grading rounds to determine which competition each of the team is to be allocated to.
- 3.2.3.** Clubs that have 2 teams in one division may nominate one team, and only one team, in the Blue shield competition.
- 3.2.4.** The Committee may grade the teams nominated for the Red shield competitions to determine in which competition each of the teams will be playing.
- 3.2.5.** The mechanism for grading will be decided by the Committee prior to the start of the season.
- 3.2.6.** Under extreme circumstances, permission may be granted by the Committee to allow a club to field more than one team in the same division without fielding a team in the other shield.

3.3. Eligibility

- 3.3.1.** As the divisions are based around age groups, only players in the defined age group will be permitted to play in the division, except for:
 - 3.3.1.1.** Female players will be given an automatic 2-year dispensation;
 - 3.3.1.2.** A player may play one year above their nominal age and the associated division, provided

- i. The club has considered the risks associated with that decision, and indemnifies the Committee for any potential injuries;
- ii. Parental permission has been provided to the Committee in writing; and
- iii. Relative skill, ability, maturity, physical size and coordination are taken into account.

3.3.2. A player wishing to play more than one year above his/her nominal age group will require dispensation from the DCMC. Dispensation may be granted only if the DCMC is satisfied that the inclusion of the player in the higher competition will be in the best interest of the athlete and the whole competition. This applies to sub-fielders as well.

3.3.3. A player who is above the nominal age for the division, may be allowed an age dispensation by the DCMC, which will allow him/her to play in the lower division for the whole season. The decision will be based on what is the best outcome for that individual athlete and will take into account whether this athlete is likely to have a disproportionate impact on the game in the lower division. Considerations such as whether the club can put a team in or not will be put aside during the discussion. Examples of possible reasons for seeking dispensation may be:

- 3.3.3.1.** Player has played in a red shield team in previous seasons, and need to step up into the next division without having gone through the blue shield competition;
- 3.3.3.2.** Player has some disability that will prevent him from competing at his age group; or
- 3.3.3.3.** Player is a new (less than 1 year) to the game.
- 3.3.3.4.** During the grading rounds, all player movements between teams (regardless of the divisions) must be approved by the committee.

4. Minor Round

Refer to the Darwin and Districts Cricket Competition Senior Rules with the exception of the following conditions;

4.1. Premiership Points

4.1.1. The following points system shall be applied to all home and away matches to decide the Minor Premiership.

	One-Day Game
Bye	0 points
First Innings Loss	0 points
First Innings Tie	2 points
Abandoned match before first innings result	2 points
First Innings Win	4 points
Loss by Forfeit	0 points
Win by Forfeit	4 points

5. Bye Team

Refer to the Darwin and Districts Cricket Competition Senior Rules.

6. Match Results

Refer to the Darwin and Districts Cricket Competition Senior Rules with the exception of the following conditions;

6.1. Abandoned Matches

- 6.1.1.** A match shall be deemed to be abandoned if NEITHER team has at least the minimum number of players prescribed for the division players present and ready 30 minutes past the scheduled starting time of the first day of the match. Under these circumstances, 0 points will be awarded to both teams.
- 6.1.2.** It is encouraged in these circumstances that both teams give each player present an equal opportunity to have a bat and a bowl, however no player statistics/results are to be entered into MyCricket.

- 6.1.3. Teams must always maintain the minimum number of players prescribed for the division throughout the match. Refer to rule 4.3 with regards to allocation of match and bonus points.

7. Umpires

Refer to the Darwin and Districts Cricket Competition Senior Rules with the exception of the following conditions;

- 7.1. In junior grades, the umpires should be the Coach/Manager of the teams, or adult representatives of the clubs concerned, except where official umpires are provided. Where an official Umpire is appointed, they shall umpire at the bowling end for the duration of the Match.
- 7.2. In all grades under the control of the DCMC, where no official Umpire is appointed, each team shall provide an umpire to officiate at one end, or as agreed by both of the coaches.
- 7.3. Umpiring guidelines for Coaches/Managers of each grade, shall be distributed by the DCMC and may be viewed in the NT Cricket website at [Umpire Code of Behaviour](#). Clubs shall ensure that all junior coaches/managers are familiar with these guidelines, and that little or no interruption to play is experienced.
- 7.4. All umpires are expected to umpire / manage / control the games with impartiality. While encouragement of younger players is recommended, excessive coaching and /or controlling of the game is not permitted.
- 7.5. Any instances of the above occurring shall be referred to the Committee, at the earliest opportunity.

PART C: PLAYING CONDITIONS

GENERAL PLAYING CONDITIONS

8. General Conditions of Playing Time

Refer to the Darwin and Districts Cricket Competition Rules with the exception of the following conditions.

8.1. Game Times

- 8.1.1. All junior games must be completed 12:30, with the following exceptions:
- 8.1.1.1. Any junior games played on turf wicket prior to an A grade game, must be completed by no later than 12:00noon;
- 8.1.1.2. Any junior games played on turf wicket prior to B or C grade game, must be completed by 12:15PM;
- 8.1.1.3. No under-12 game is to finish prior to 10:50 AM, with the losing side to commence a second batting innings until the scheduled completion time.
- 8.1.1.4. No under-15 games are to finish prior to 11:20 AM, with the losing side to commence a second batting innings until the scheduled conclusion time.

9. Other Conditions of Play

Refer to the Darwin and Districts Cricket Competition Rules with the exception of the following conditions

9.1. Bowling

9.1.1. No Ball

The following will be defined as no ball

- 9.1.1.1. any ball pitched short which passes, or would have passed, within striking distance and above head height of a striker standing upright at the batting crease as determined by either umpire; OR
- 9.1.1.2. Shall be any delivery, irrespective of pace bowled, as a full-toss, which passes, or would have passed, within striking distance and

above waist height of a striker had the striker been standing upright at the batting crease, as determined by either umpire; OR

- 9.1.1.3. On matting pitches, shall be a ball landing outside the width of the matting (or on the edge), or, the adjoining lashings. It shall be signalled "NO BALL" by either umpire; OR
- 9.1.1.4. Shall be any ball bowled during a match, which bounces more than twice, rolls along pitch or comes to rest before it reaches the popping crease at the striker's end. It shall be called and signalled "NO BALL" by either umpire.
- 9.1.1.5. No Balls will count as a "Ball Faced" only when the ball has been struck and runs are scored
- 9.1.1.6. A "Free Hit" will bowled following a ball called and signalled "NO BALL" by either umpire. The batter may only be dismissed as a Run Out. Should the "Free Hit" occur on the 8th ball of the over it will be the first ball of the new bowlers over.

9.1.2. See Schedule A for agreed ruling in some divisions

9.1.3. On a two-piece matting pitch, where a ball pitches between the matting or on the centre mat ends, the ball shall be called and signalled "DEAD BALL" by either umpire.

9.1.4. Wides

9.1.4.1. If the bowler bowls the ball that passes so wide of the striker, that in the opinion of the Umpire, it passes out of their reach when standing in a normal batting stance, they shall call and signal "wide" as soon as the ball has passed the bowling crease (stumps) at the striker's end.

9.1.4.2. NOTE: The Umpire shall not judge a ball as being "wide" if:

- i. The striker, by moving from the guard position, causes the ball to pass out of reach OR
- ii. The striker moves and brings the ball within their reach.

9.1.4.3. Any runs completed by the striker, or boundary allowance, together with the penalty for the Wide shall be scored as Wide Balls

9.1.5. Illegal Bowling Actions

Under no circumstances shall a junior player be called during a game for having a faulty bowling action.

9.1.5.1. Within 48-hours of a game at which a coach/umpire, whether qualified or not, believes a bowling action to be faulty, he/she is to report that belief in writing to the Junior Committee, for determination;

9.1.5.2. Upon receipt of a report of a perceived faulty action being received by the Committee, it, or its delegate, will consider the report and, at its discretion, either dismiss the report, or refer the individual bowler to NT Cricket for analysis and, where needed, remedial coaching;

9.1.5.3. The Chairperson will then notify both clubs of the outcome the Board's determination, and will work the player concerned and their club, and NT Cricket to ensure that the player gets appropriate remedial action.

9.1.6. The Over

9.1.6.1. All games shall consist of six (6) ball overs, with special consideration for Divisions as specified in Schedule A.

9.2. Batting

9.2.1. Retirement of a Batsman

The compulsory retirement rules are in place to ensure that the format of the games encourage participation.

9.2.1.1. Batters may only retire in the following situations:

- (a) Hurt – due to obvious injury.
- (b) Not Out – where the player has faced the limited amount of

deliveries/made the limited amount of runs to be 'Retired, Not Out'.

- (c) Out – only when a player must leave the venue to attend another commitment such as playing another match, work or family arrangement.
- (d) Batters shall not retire in order to allow more competent players to commence or resume batting.
- (e) No retired batter will return from retirement until all nominated players have participated in the batting innings

9.2.1.2. Batters returning from retirement shall return in the order of the retirement taken. If a player is unable to return in order, they must meet the "Out" Criteria and will be given out.

9.2.2. Last Man Standing

Last man standing shall only occur when:

- 9.2.2.1.** It is included in the Division and Shield as per Schedule A
- 9.2.2.2.** The Bowling Team has not taken enough wickets to achieve the Batting Teams "All Out" total (see 13.11.5 and Schedule A)
- 9.2.2.3.** The Batting Team does not exceed the Game Specified Team size as per Schedule A

9.2.3. All Out

9.2.3.1. All players in the nominated batting team must participate until the all-out total is achieved by the bowling team. See Schedule A for the all-out totals per grade

9.3. Fielding

9.3.1. Fielders Leaving the Field

No fielder shall leave the field or return during the session of play, without the consent of the umpire at the bowler's end. The umpire's consent is also necessary if a substitute is required for a fielder at the start of play or when their side returns to the field after an interval. Substitute fielders may be subbed on and off in between overs.

9.3.2. Restrictions on the Placement of Fielders.

- 9.3.2.1.** An imaginary circle will radiate in all directions 10m from the batter in their normal batting position. No fielders (other than the wicketkeeper and slip fielders on the offside) will be allowed inside this circle at the instant of delivery. This field restriction area may not be marked on the ground but will be identified at the discretion of the umpires.
- 9.3.2.2.** At the instant of delivery, there must be less than half the fielders allowed on the leg side. (c) At the instant of delivery, there must be two (2) fielders in "catching positions" during the entire innings - eg slip, gully, short cover, short mid-wicket.
- 9.3.2.3.** In the event of an infringement of any of the above fielding restrictions either umpire shall call and signal "No Ball"
- 9.3.2.4.** Cricket Australia strongly recommends that all senior cricketers wear a helmet when batting, wicket keeping or fielding in close (or in a zero-reaction time position).

9.3.3. Mankads

There is no mankad in junior cricket. It is unfair to attempt to steal a run during the bowler's run-up. Encourage non-strikers to 'back-up' but watch the bowler's hand with the ball. If the non-striker 'wanders' (as the younger ones can) before delivery stride, and the bowler attempts runout - give not out and remind/ reinforce bowler of no mankad and remind/reinforce non-striker of fair play. Explanation of 5 run penalty can be given but not applied.

10. Dress

10.1. General Dress Conditions

10.1.1. Refer to the Darwin and Districts Cricket Competition Rules with the exception of the following conditions

10.1.1.1. Spiked cricket shoes must be worn by bowlers in Junior matches played on Turf pitches.

10.2. Helmets

10.2.1. It is mandatory for all juniors to wear a helmet in all junior grades. The helmet is to be a British Standard 7928:2013 compliant helmets when batting, wicket-keeping up to the stumps and fielding in close to the batter. Failure to wear helmets in accordance with the above, will require umpires to compel the batters to retire immediately upon reaching the crease or fielders to move from the current fielding position.

11. Implements of the Game

11.1. Ball

11.1.1. Schedule 1 describes the balls that are to be used in the various divisions.

11.1.2. Failure to use the correct ball will result in loss of match points for the offending team, at the discretion of the Committee.

11.1.3. On mornings where severe dew is present, and the ball could be adversely affected, the following approach may be taken by the fielding team. The intention to adopt this approach must be communicated to the batting team immediately after the coin toss. A maximum of two old ball may be used at the start of each day for a maximum of 15 overs. If a new ball is taken on day 1, the fielding team may still take an old ball the following morning. This option is only available at the start of each day's play.

11.1.3.1. The fielding team may commence with up to two old ball (15 overs +)

11.1.3.2. The captain / coach of the batting team shall approve the 'old' balls which the fielding team intend to use.

11.1.3.3. The new ball shall then be taken after 15 overs.

11.1.3.4. The fielding team may continue with one of the older balls if they desire. If so, the opportunity to take the new ball is lost, and play must continue with one of the old balls for the remainder of the innings.

11.1.3.5. If the team bowling second is required to bowl more than 50 overs (55 in Division 1), a new ball may be taken after the 50th (55th) over.

12. Major Rounds

Refer to the Darwin and Districts Cricket Competition Rules

PART D: Records, Awards and Representative Competitions

13. Trophies

Refer to the Darwin and Districts Cricket Competition Rules with the exception of the following conditions;

13.1. Clubs are required to enter individual player statistics for all matches during the season on MyCricket and provide any further detail to the Committee if/when requested.

13.2. Trophies shall be awarded by the DCMC at the end of each season as it sees fit. In general, the awards shall be batting & bowling aggregates, and Most Valuable Player for each grade. Other trophies may be awarded as deemed necessary by the DCMC.

13.3. Conditions for consideration of trophies will be at the discretion of the Committee, but it shall be necessary for any player to have played in at least half the games in that grade during the home and away season.

13.4. The Junior Cricketer of the Year shall be for outstanding performance throughout the year. Consideration may be given to performance in domestic games, representative games, and senior games. Player's attitude and application may also be considered. Clubs may nominate players, and include supporting evidence, as to who they consider are worthy of such an award.