

## U12 MALE SOUTHERN HUB CARNIVAL

### Playing Conditions Overview

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#### MEDICAL BRIEFING

Medical briefing with Umpires, Coaches/Managers and Medical Personnel will take place at the centre building at times outlined in the tournament handbook.

#### COIN TOSS

The coin toss will be conducted 45 minutes prior to the scheduled start of play each day.

#### KEY CONTACT

Match Commissioner at the carnival

*Simon Emmerson*

*Carnival Coordinator*

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The below information highlights the key details from the U12M Playing Conditions for 2024/25:

#### MATCH BALL

- White 142g (2 piece) Kookaburra cricket ball to be used.
- One new ball, per innings.

#### GROUND SETUP

- **Boundary Length:** 50m preferred (measured from the middle of the wicket)
- **Wicket Length:** 18m (move stumps in at each end to the 2 crease lines 17.7m)
- **Fielding Circle:** 23m
- **Pitch:** Astro/ Turf

#### PLAYERS

- Only 11 players may be permitted to field at any one time, however 12 will be permitted to bowl.
- All 12 players may bat, and innings is closed at the fall of the 11th wicket.
- No fielders are allowed within 10m of the striker unless in the arc between the wicket keeper and point.
- Wicket keepers must wear a helmet when keeping up at the stumps.
- The 12th player, or any other emergency fielder, must wear a distinguishing top from the players on the field when walking inside the fence (but outside the boundary rope).

#### REPLACEMENT PLAYERS

- If injury occurs preventing a player from continuing in the event, a replacement player with like for like skills from the host zone will be brought in for the remainder of the carnival.

#### BOWLING WORKLOAD MANAGEMENT

- **Under 13 years:**
  - A Maximum spell of 4 consecutive overs for pace bowlers (medium/fast)

- 6 legal deliveries bowled per over (all wides and no-balls to be re-bowled)
- Spin bowlers can bowl 8 overs straight without having a break.
- No bowler shall bowl more than one-fifth of the total number of overs.

## Fast/Medium Pace Bowlers:

- A Maximum of 8 overs per day.

## REST SPELLS

- Rest between completed spells must be no less than 30 minutes.
- If a bowler bowls less than the maximum allowance of 4 overs there are two scenarios.
  - The bowler may resume their bowling at any time and if the rest period is greater than 30 minutes the bowler can bowl a 4 over spell.
  - If the rest period is less than 30 minutes, then the overs bowled in the original spell will be added to the new spell to a maximum of 4 overs.
- Example: Bowler bowls 2 overs and then is taken off for 14 minutes and then comes back into the attack: the bowler can now bowl a max 2 overs. If a bowler comes back within 30 minutes any further overs are considered to be a part of the same spell.

## SHORT PITCHED DELIVERIES

- A bowler shall be allowed to bowl one short-pitched delivery per over - defined as a ball that after pitching passes or would have passed above the shoulder height of the batter standing upright in their normal guard position. Any second ball of the over is to be called a No Ball.
- In addition, a ball that clearly passes above the head height of the batter that prevents the batter from playing a normal cricket stroke shall be called a wide.

## SESSION TIMES – 40 over Matches

- Session 1 – 9am to 11.40am
- Lunch – 11.40am to 12.25pm
- Session 2 – 12.25pm to 3.05pm
  - Start time as indicated above or as directed by the umpire/s is when the first ball needs to be bowled for that innings.
  - Note: If the last wicket falls 30 minutes or more from the scheduled lunch break there will be a 10-minute change of innings. If last wicket falls within 30 minutes, lunch is taken immediately.
  - See below in Over rate penalties.
  - 40 over games finishing early, refer below – point 2 in Match Result.

## T20 Matches [Wednesday]

- Session One – 9am to 10.20am
- Break - 20 minutes
- Session Two – 10.40am to 12pm

## MATCH RESULT

- Matches are completed once a team has won the match.
- If time permits when a match finishes early a 2<sup>nd</sup> match can be played if BOTH coaches agree. Please see extra match options outline.

## POINTS

- Win - 4 points
- Wash out/ Tie/ Abandoned – 2 points
- Loss – 0 points

## GRAND FINAL: *if applicable*

- In the event of a tie at the completion of the regular innings a super over will be played.
- Each team will bat for a maximum of 6 legal deliveries or until 2 wickets fall.
- At the end of each team super over the team with the highest score will be declared the winner.
- In the unlikely event of a tie after the super over another super over will be played but those that batted and bowled in the first super over are ineligible to bat and bowl in the second super over.
- If it is still a tie, then teams will be joint winners.

## SCHEDULED BREAKS – Drinks

- T20 – no drinks break
- 40 over – 14th and 28th
  - Drinks to be taken on by players in On field or Warm Up apparel and enclosed footwear must be worn.
  - Coaches can speak to the players during drinks breaks. Drinks breaks should be no more than **5 minutes** and are controlled by the umpire.
  - **Coaches ONLY can talk to individual players on the boundary during the game.**
  - Note: Drinks may be taken at other times as referred by the Heat Policy.

## FIELDER ABSENT / OR LEAVING FIELD OF PLAY

- Penalty time does not apply.

## OTHER NOTES

- Free hit for all No Balls
- Runners are not permitted.
- No more than 5 fielders allowed on the on-side and 2 behind the popping crease on the on-side.
- Leg Side Wide's – a ball passing on or inside the protected area mark is NOT to be called a wide

## OVER-RATE PENALTIES (ALL MATCHES)

- Teams have a 10-minute grace period to bowl their 40 overs, after this below applies.
- **5 runs per full over** that was not completed in the scheduled time will be added to the opposition's team total score. Umpires should note the over number at the time of the scheduled end of session time.
- Teams still must bowl the overs they were short.

## OVER-RATE CALCULATION

- If time is lost, remaining overs are calculated on 4 minutes per over. Duckworth Lewis and Stern will be available, please refer to Umpires and/or Match Convener.

## MINIMUM OVERS TO CONSTITUTE A MATCH

- Each team needs to face a minimum of 12 overs

## FIELDING RESTRICTIONS

- At all times there must be 2 fielders starting their fielding on the boundary when the bowler commences his run up.

## POWERPLAY OVERS

- Overs 1-8 no more than 2 fielders permitted outside the circle
- Overs 9-30 inclusive no more than 4 fielders permitted outside the circle
- Overs 31-40 inclusive no more than 5 fielders permitted outside the circle

## DETERMINATION OF POSITIONS ON THE LADDER

- Points
- Net run rate
- Wins v losses/ team scoring most runs/ team taking most wickets

## ADDITIONAL TIME

- In the event of play being delayed or suspended for any length of time other than normal intervals, playing time can be extended by the amount of time lost up to a maximum of 60 minutes.

## BATTER RETIRING

- Batters are to retire after 50 runs or 50 balls – whichever comes first
- Retiring batter may return after all other batters have batted
- Where more than one batter retires batters return in the order they retired

## POLICIES

### Lightning:

- When thunderstorms are nearby, the 40/30 rule is to be applied.
- Thunderstorms within 10km are dangerous: the 40/30 rule is used to assess the distance between the storm and play. Sound travels at a speed of 1km every 3 seconds. When you see lightning count the seconds between the flash of lightning and the sound of thunder.
- Less than 30 seconds: Suspend play – the storm is less than 10km away. Suspend play for at least 30 minutes and wait to resume till 30 minutes after the last audible thunder.

### Heat (refer to full Australian Cricket Heat policy)

- The Australian Cricket Heat Policy applies to all Players, Player Support Personnel and Match Officials (collectively known as Participants) involved in any QC sanctioned events/competitions.
- In extreme conditions the Heat Stroke Risk Index [HSRI] tool should be used. Depending on the reading this could mean anything from extra drinks breaks to drinks being taken of the field and even suspension of play:
  - The HSRI rating outlines the Heat Stress Management Interventions to be considered for different heat-related weather conditions. In the instance that:

- a) HSRI rating is between 0 to 3 (inclusive): no change to usual heat management strategies.
  - b) HSRI rating is between 4 to 7 (inclusive): heat management strategies and consider extra drinks breaks. Medical Officials should be extra vigilant in monitoring Participants that exhibit signs of heat stress illness such as excessive muscle cramping, dizziness, excessive fatigue etc.);
  - c) HSRI rating is between 8 to 10 (inclusive): extra drinks breaks should be considered; and with potential that each drink's break should be extended (e.g., 15 mins instead of 5 mins) to allow Players and Match Officials to leave the field of play if required.
  - d) HSRI rating is above 10: all Heat Stress Management Interventions to be applied and /or consideration to suspend the match until the HSRI is 10 or below.
- Implementation of the Heat Stress Management Interventions must take a common-sense approach. In situations when Medical Officials become concerned for Participants welfare due to heat, they should consider implementing the relevant strategies. Conversely, in circumstances where Participants are responding to the Heat Stress Management Interventions, Medical Officials and Match Officials may decide to adjust the Heat Stress Management Interventions (e.g. not suspend play if Players and Match Officials are responding well to additional and/or extended drinks breaks).
  - If no data is available to calculate the HSRI, the Medical Official at the match must decide if players are likely to be at risk of heat stress illness and if the Heat Stress Management Interventions apply. The Medical Official should then communicate with the Match Referee and/or Match Manager the recommendations. The Match Manager and/or highest Match Official and the Medical Officials are responsible for making any decision to suspend the match.

### **Concussion or Head Trauma** (refer to full Australian Cricket policy)

- If a head trauma occurs or the concussion of a player or umpire is suspected by an umpire, team-mate, team support staff or qualified medical personnel (either immediately after a head/neck trauma or at any later time during play), play shall cease immediately and the highest qualified medical personnel available can enter the field of play (in his/her absolute discretion) to conduct an initial assessment for the presence of concussion symptoms and signs.
- If the medical personnel determine that concussion is established or that further assessment is required:
  - the medical personnel (in his/her absolute discretion) may direct the player or umpire to leave the field of play; and
  - play must not resume until that player or umpire has completely left the field of play.
- A maximum of 5 minutes will be allowed for the initial assessment on the field of play.
- For clarity:
  - A batter instructed to leave the field of play following an assessment is deemed to have retired pursuant to clause 25.4 and can, if no concussion has been diagnosed after a full assessment, return to play pursuant to clause 25.
  - A player on the fielding team instructed to leave the field of play following an assessment can, if no concussion has been diagnosed after further assessment, return to play pursuant to clause 24.

- Where an umpire is instructed to leave the field of play following an assessment, clause 2.2 applies.
- If a player or umpire has been diagnosed with a concussion following any assessment, then their return to play will be strictly in accordance with the provisions of the Australian Cricket Concussion and Head Trauma Policy and will be managed by the relevant medical personnel.
- The outcome of any assessment by the relevant medical personnel is final and should not be subject to any influence or interference from any players, umpires, coaches, or team support staff