QUEENSLAND JUNIOR CRICKET INC

2023

SOUTHERN CHALLENGE

11TH – 15TH DECEMBER 2023

UNDER 12'S – IPSWICH

UNDER 13'S – SUNSHINE COAST

UNDER 14'S – TSS

UNDER 15'S – MACKAY - STATE CHALLENGE

UNDER 16'S - BRISBANE

#TEAMKOOKABURRA

KOOKABURRA CRICKET

ALYSSA HEALY

KOOKABURRA WISH ALL PLAYERS THE BEST OF LUCK IN THE QJC STATE CHAMPIONSHIP!

ZONE ABBREVIATION IN DRAWS

WB	Wide Bay
SC	Sunshine Coast
BN	Brisbane North
BEARS	Bayside East & Redlands
MSW	Metropolitan South West
SEQ	South East Queensland
DDSWQ	Darling Downs & South West Qld
GC	Gold Coast
CB	Coastal Burners
WS	Western Swelter
NF	Northern Flames
CI	Central Infernos

QJC EXECUTIVE COMMITTEE 2023

President	Dean McCartney
Vice President	Tony Potts
Secretary	Andrew Pearce
Treasurer	Nick Egan
Patron	Don Proctor

Message from QJC President

The QJC Committee would like to welcome all players, team officials, scorers, umpires & volunteers from all zones to the 2023 Challenges.

The Northern and Southern Conference structures will be played as follows
U12M Southern at Ipswich
U12 M Northern at Atherton
U13F Southern in Toowoomba
U13F Northern in Bowen
U13M Southern Sunshine Coast
U13M Northern in Proserpine
U14M Southern at Gold Coast
U14M Northern in Rockhampton
U15F Southern at BEARS
U15F Northern in Rockhampton

The U15 Male State Challenge utilising the Qld Country Merged Zone structure will take place in Mackay,
The U16 Bulls Masters Youth Cup in Cairns and the U16 Metro Carnival at Wynnum & Mudgeeraba Nerang District Cricket Club.

We thank the hosting zones, your time and commitment to our game is outstanding – events like these do not happen without you.

Thank you to Kookaburra Sports for again providing the match balls for the events.
Thank you to Queensland Cricket for their support for all these events, enormous work goes on behind the scenes to make these events happen.

Finally, thank you to the QJC Committee for all their work undertaken in the off season & leading into each of these challenges.

Please enjoy your cricket, and travel safe to and from these events.
Most of all play within the Spirit of the Game.

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.
- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct, and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes, and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

Dean McCartney
QJC President

UNDER 12
Southern Challenge
Don Proctor Cup

QJC

Host Centre: Ivor Marsden Sports Complex
Championship Coordinator: Andrew Catton & Fay Marsden

Darcy	Burgess
Spencer	Considine
Cooper	DeLivera
Nick	Hodgson
Lucas	Howe
Archie	Jackson
Zane	MacDougall
Thomas	Muller
Brodie	Rivers
Ethan	Rivers
Lachlan	Russell
Louis	Stickney

Coach: Ben Thallon
Manager: Greg Rivers
Scorer: Michael Russell

William	Campbell
Akamjot	Dhaliwal
Chase	Elliott
Jayden	Foran
Mitchell	Halpin
Dhaanraajveer	Lamba
Rudra	Mahadik
Thomas	Rose
Shivansh	Sharma
Sharanpreet	Singh
Marcus	Swan
Spencer	Tsingos

Coach: Steve Casey
Manager: Blake Wrigley
Scorer:

Charles	Barwick
William	Cantrell
Dominic	Cavanagh
Thomas	Curtin
Darcy	Dunk
Myles	Ehrlich
Ryley	Fryer
Finlay	Lockwood
Samuel	Makkai
Harry	McCosker
Avery	Mead
Corben	Moodie

Coach: Phil Lockwood
Manager: Steve Fryer
Scorer: Sean Mead

Cooper	Armstrong
Ziggy	Benton
Aaron	Curtin
Dane	Cutler
Jacob	Davies
Aiden	Durbridge
William	Hooper
Zane	Murrill
Carragher	Piddick
Max	Reid
Rocco	Ryan
Riley	Slack-Smith

Coach: Brendan Callaghan
Manager: Lachlan Creed
Scorer:

Ryan	Arthur
Jailer	Ballaggan
Magnus	Frederiksen
Ted	Henry
Sebastian	Lippiatt
William	O'Connor
Rishav	Patel
Jackson	Rowell
Aubrey	Satharasinghe
Aadit	Sharma
Harrison	Sulisz
Carter	Teys

Coach: Reuben Burger
Ass. Coach: Jake Collins
Manager: Geoff Teys
Scorer: Keshan Satharasinghe

Harrison	Barac
Asher	Davies
Mohnish	Haricharan
Blake	Harriden
Max	Hillier
Adam	Langmack
Nicholas	Morris
Ethan	Parravicini
Callum	Pentecost
Sohind	Rauke
Blake	Rovera
Aiden	Russell

Coach: Rob Hillier
Manager: Matthew Langmack
Scorer: Seka Haricharan

Henry	Blackwell
Max	Bloomfield
Hudson	Bourne
Ben	Cleary
Sonny	Harvey
Ryder	Ottaway
Marcel	Patullo
Lewis	Ramsden
Perry	Tasker
Matthew	Wheeler
Nash	Wilson
Eamon	Zutt

SCCA INC.

Coach: Jack Whisker
Manager: Andrew Ottaway

Adrian	Cunningham
Cameron	Dempsey
Levi	Donnison
Hudson	Govers
Riley	Johnston
Jack	Juster
Leyton	McDonald
Tyson	Melein
Noah	Sanders
Cooper	Sorrell
Hamilton	Suter
Deegan	Zemek

WIDE BAY CRICKET

Coach: Paul Sanders
Manager: Merv McDonald

QJC Under 12 Southern Challenge Championship Rules

1. OBJECTIVES

The Championships

Whilst the QJC Southern Challenges are played in a highly competitive spirit, it should not be lost on participants and parents that player development is the real and most important objective of the Championships.

The Rules

a. These rules have been written to clarify modifications to the game and satisfy time constraints. Modifications are designed to enhance player safety and permit equitable opportunity for skill development. (Rule 6.)
b. If rules are not covered by this document, then the MCC Laws of Cricket (2017 code - 3rd Edition) apply
c. The **QJC Rules must be adhered** to by local Host Organisations and Umpires
d. If a decision on any rule, or interpretation, is required then it should be referred to the QJC Representative at the respective Championship

2. AGE GROUPS

QJC Championship matches shall be played in Under 12 Age Group. Male players must be Under 12 as at 31st August of the year of the Championship.

3. DURATION OF MATCHES AND COMPOSITION OF TEAM

a. Matches shall be of one day scheduled duration and matches will consist of one innings per side.
b. Each innings shall be limited to
    i. 50 overs Monday - Thursday played in Quarters (refer Rule 6a)40 overs Friday played in Quarters (refer Rule 6a)
    ii. Except for the Southern Challenge Final which will be a 50 overs match.
c. A team shall consist of twelve (12) players, all of whom may bat and bowl, but eleven (11) fieldsmen only shall be on the field of play at any one time
d. Interchange of fieldsmen without restriction is permitted, provided no playing time is wasted
e. Eleven (11) wickets must fall for a side to be all out

4. PLAYING TIMES and INTERVALS

a. Hours of play are to be set by the host zone, subject to Rule 5c.I Delayed Start. The final over of the match must commence prior to 5:30 pm.
b. Lunch interval of forty (40) minutes shall apply, and the time for the lunch interval shall be set by the Host Zone.
    - Where the innings of the team batting in the 2nd quarter is completed within 1 (one) hour of the
    - scheduled lunch interval, then and only then, if the umpires agree, and if possible, the lunch interval shall be taken early.
c. Drink breaks shall be taken as per Rule 6a or more frequently by arrangement with the umpires in extreme conditions. All drink breaks are to be taken on the field of play and supplied by the Host Zone. Players must not leave the field during a drink break.

KOOKABURRA

5. PLAYING CONDITIONS

It is the intent of the Playing Conditions to facilitate the maximum length match possible and achieve a fair result in a safe environment, while taking account of adverse conditions should such conditions exist.

Under 12 will play a Pools System. The Secretary QJC will put together the 2 Pools and the Draw for the Championships. The pools will be based on where Zones finished in the previous years Championships.

a. General Conditions relating to playing surface

i. Under 12 may be played on turf or synthetic wickets. The pitch length is to be 18 metres

ii. The Match Committee reserves the right to allocate pitches and to relocate from turf pitches to synthetic pitches if the turf pitches are deemed unfit for play

iii. Covering of wickets during the Championship is the responsibility of teams playing, under the control of the Umpires. Failure to assist will be construed as unfair play and dealt with accordingly

iv. Prior to the commencement of play the Captain, Coach and Manager only are allowed on the wicket area

b. Match Condition

i. The team batting second shall face at least the number of overs as specified unless dismissed prior to the number of overs being bowler.

c. Variations to Playing Conditions due to adverse conditions

Lightning Rule: In the event that thunder is heard within 30 seconds of lightning been seen by either Umpire, the match shall be immediately suspended and players leave the field. Play shall not recommence until a period of 30 minutes has elapsed since the last occurrence of thunder being heard within 30 seconds of lightning being sighted.

Calculation of Overs

Delayed Start

In the event of a late start, the number of overs lost shall be calculated at the rate of one over for every four (4) minutes lost. However, if in the umpires opinion the game can be played to a normal completion by extending the scheduled finish time where practical, then no adjustments are considered necessary. Likewise, if two (2) hours are lost and one hour of extra time is possible, the game should be adjusted to reflect one hour lost. The final over of the match must commence prior to 5:30 pm.

Change of Format in Under 12

If fewer than sixty (60) overs (less than 30 per team) are possible in the time remaining, Under 12 shall not play Quarters Cricket.

Interruption to Play

In the event of time lost after the commencement of play, the number of overs lost shall be calculated at the rate of one over for every four (4) minutes of playing time lost. Any overs or time lost shall be adjusted equally between both teams

Determining the Result

I. The team batting second must face twenty (20) completed overs, or be dismissed within 20 completed overs, to constitute a game

If the team batting second has not had the opportunity to complete the agreed number of over and has neither been all out or passed the opponents score, the result shall be decided using the Duckworth Lewis Stern calculation.

https://cricketrecords.online/duckworth-lewis-stern-dls-calculator/

Abandoned Match/Matches

II. If, due to inclement weather, one match of an Age Group has been abandoned without a result under these Rules, then all matches in that age group on that day will be deemed to be abandoned with no points (win / loss or incentive) being allocated. However, if other matches in that age group can still be played on that day, then those matches should proceed even though points (win / loss or incentive) will not be allocated.

6. SAFETY & EQUITY MODIFICATIONS

a. Under 12 Quarters Cricket subject to Rule 5cl. (Change of Format)

- Team A bats for 25 overs
- Team B bats for 25 oversLunch interval
- Team A resumes batting as at the completion of the first 25 overs.
- Team B then does likewise
- On the Friday each quarter is 20 overs
- Change-over periods are of 10 minutes duration

Notes specific to Quarters Cricket

Monday to Thursday (and the final on Friday):

- A Drink Break shall be taken after 13 overs of each Quarter
- The 26th over of an innings constitutes a continuation of the innings hence
- A bowler cannot bowl overs 25 and 26
- The correct batsman must take strike at the commencement of over 26
- The period between a team's bowling quarters constitutes sufficient lapsed time for a bowler to begin a second spell at the start of the second quarter

Friday (all other games other than the final):

- A Drink Break shall be taken after 11 overs of each Quarter
- The 21st over of an innings constitutes a continuation of the innings hence
- a bowler cannot bowl overs 20 and 21
- the correct batsman must take strike at the commencement of over 21
- the period between a team's bowling quarters constitutes sufficient lapsed time for a bowler to begin a second spell at the start of the second quarter.

b. Batting Restriction

In **Under 12** a batsman may be retired not out after having faced 50 fair balls, but a not out batsman must be retired not out after facing 75 fair balls.

(A fair delivery is defined as a delivery not called WIDE or NO BALL)

All batsmen who have retired not out may return to bat again, without compulsory retirement at 75 fair balls, in order of retirement if all other batsmen are dismissed or retire. Except when a batsman retires through illness, injury or other unavoidable circumstances, a batsman who retires before facing at least 50 fair balls shall be retired out and shall constitute the fall of a wicket.

c. Bowling Restrictions

I. No **fast or medium pace bowler** may bowl more than 8 overs in an innings.

II. The maximum number of overs by a **fast or medium pace bowler in a spell** is 4 overs per spell. The equivalent of twice the number of overs bowled must elapse before that bowler may be permitted to bowl again *(*except as in *Notes specific to Quarters Cricket)*

III. The maximum number of overs by a **fast or medium pace bowler in a week is 32 overs and should include a rest day.**

Note: A slow or spin bowler is **not subject** to maximum overs per spell conditions in all above.

d. Fielding Restrictions

In Under 12 no player is allowed closer than ten (10) metres from the popping crease of the batsmen on strike, **prior to the batsman playing the ball**, except in an area ninety (90) degrees on the offside from point to wicket-keeper.

e. Power play restrictions in the field apply:

a) Overs 1-10 – Allowed 2 fieldsman outside the circle
b) Overs11 -40 Allowed 4 fieldsman outside the circle
c) Overs 41-50 Allowed 5 fieldsman outside the circle

7. Coaching Restrictions

In Under 12, coaches and/or managers may go onto the field of play during drink breaks to exchange ideas with Team Captains. Twelfth men are allowed on the field of play to carry drinks. Coaching from the boundary or any other portion of the playing area or surrounds, shall not be permitted under any circumstances whilst the game is in progress.

8. Protective Equipment

Batsmen must wear standard protective gear i.e., helmet, batting gloves, groin protector, and batting pads.

Wicketkeepers are to wear wicket keeping gloves, groin protector and pads.
While standing up at the stumps wicketkeepers must wear a helmet complying with the relevant Australian standard. When not in use, helmets are to be placed behind the wicketkeeper.

9. Dangerous Deliveries

Any fast short-pitched delivery reaching the batsman above shoulder height, or any fast full- pitched delivery reaching the batsman above waist height, when standing upright at the batting crease, shall be called NO BALL, and can becalled by either umpire. A fast delivery is a delivery to which a wicketkeeper would normally stand back to receive, in the opinion of the umpire.

No warnings shall be applied (Laws 41.6.3, 41.7.1), however, in the event the Umpire decides that a fast non pitching delivery was deliberate, Law 41.7.4 shall be applied.

10. Wide Deliveries

The Host Zone shall instruct umpires to call WIDE should a bowler persistently bowl wide of leg stump. As a guide for the umpire, a dotted line shall be drawn 45 centimetres either side of the centre stump to cater for both left andright-handed batsmen. This line shall extend 15 centimetres either side of the bowling crease.

11. Bowling - Free Hit

The ball following a No Ball shall be a Free Hit. Wickets may only be taken under the same rule as No Balls for the Free Hit. Fielders may only change positions if the batsman facing the Free Hit has changed.

12. MATCH POINTS

Points shall be awarded as follows: -

Win	Six (6) points
Loss	Nil (0) points
Tie or draw	Three (3) points

Incentive points will be allotted at 0.01 point for each run scored and 0.20 point for each wicket taken.

13. MATCH BALLS

a. Kookaburra Balls shall be provided by QJC
b. Balls shall be two piece leather 142 gram (pink)

14. REPLACEMENT PLAYER

a. Replacement for remainder of Championship.
In the case of a team requiring a replacement for one of the original nominated twelve players after the Championship has commenced, the following conditions will apply:-

I. A doctors certificate indicating a players inability to continue playing the Championship is to be obtained and passed on to the QJC representative.
II. The Host Management Committee in consultation with the QJC Representative will make any decision on a replacement player.

b. Temporary Incapacity Replacement
Should a team require a replacement player for an interim period, due to illness or minor injury, team management will report circumstances to the QJC Representative. The host association may provide a replacement player in liaison with the QJC Representative.

c. The QJC President has the authority to allow/not allow a replacement player, under any circumstances.
d. There are **no restrictions** on a replacement players **participation** in a match.

15. TROPHIES

a. Each Age group **winner** shall receive a trophy, and each member of the winning team shall receive a medallion. Trophies and medallions will be supplied by QJC.

b. No **individual** trophies are to be awarded but **Certificates** for meritorious performances, in any aspect of the game, shall be awarded.

Base Criteria

Age Group	Batting (per innings)	Bowling (per innings)
Under 12	50 runs	4 wickets

Certificates may be awarded for special performances (eg hat tricks, partnerships, fielding, keeping, Spirit ofCricket). These shall be determined by the QJC Representative and the Championship Coordinator.

16. SCORERS & SCORE BOOKS

i. A Scorer shall be an official part of each team
ii. The PlayHQ Play Cricket Scoring App is to be used for each game, in addition to the Easyscore scorebook (1 Scorer uses Live Score, 1 Scorer uses Easyscore) and all official Scorers must be competent in the use of the Live Scoring App.
iii. Games must have the match result finalised by saving and exiting the PlayHQ Play Cricket Score by 5:45 pm.
iv. Host zones will advise whether IPads / Tablets will be provided or must be provided by the teams
v. Scorers are required to have appropriate scoring materials, including a calculator
vi. Each zone shall provide a score book for its team
vii. Easyscore Junior Scorebook is the QJC preferred scorebook

17. Players Code of Conduct

- Play by the rules
- Never argue with an umpire.
- If you disagree, have your captain, coach or manager approach the umpire during a break of 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 like to be treated. Do not bully or take unfair advantage of another competitor
- Cooperate 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.

18. Parents Code of Conduct

- 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 skillful plays by all participants
- Support all efforts to remove verbal and physical abuse from sporting activities
- Respect officials 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 their gender, ability, cultural background or religion

19. Coaches Code of Conduct

- 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 players' 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 all players
- Display control and respect to all those involved in cricket. This includes opponents, coaches, umpires, administrators, parents and spectators. Encourage your players to do the same
- 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 players skill development
- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

QJC Under 12 Southern Challenge Championship Rules

Quick Summary of Playing Conditions

To be read in conjunction with full Playing Conditions and MCC Laws 2022 Edition

Overs/Innings

50 overs for each side Monday to Thursday and the final on Friday **(minimum 20 overs)**
40 Overs for each side not involved in the final on Friday **(minimum 15 overs)**
Innings less than 30 overs then the game will not be played in quarters

Suggested Times for each Innings (based on 4 minutes/over) – up to the Host

	50 Over Games	**40 Over Games**	**Other Conditions**
Quarter One	0900 - 1040	0900 - 1020	**Delayed Start:** Last over of the match must be commenced prior to 5:30 pm. Overs reduced at 4 minutes per over. **Scorers:** Scorers must have the match result finalized by saving and exiting the PlayHQ Play Cricket App by 5:45pm.
Change of Innings	1040 - 1050	1020 - 1030	
Quarter Two	1050 - 1230	1030 - 1150	
Interval	1230 - 1310	1150 - 1230	
Quarter Three	1310 – 1450	1230 - 1350	
Change of Innings	1450 -1500	1350 - 1400	
Quarter Four	1500 - 1640	1400 - 1520	
Drinks	After Overs 13 and 38	After Overs 11 and 31	
Powerplay 1 (2 outside the circle)	Overs 1 to 10	Overs 1 to 8	
Powerplay 2 (4 outside the circle)	Overs 11 to 40	Overs 9 to 32	
Powerplay 3 (5 outside the circle)	Overs 41 to 50	Overs 33 to 40	

Nominated Team

12 Players to Bat (11 dismissals to an innings)
11 Players to field (unrestricted interchange within the 12 players)

Bowling Restrictions

Fast and Medium Bowlers (Keeper is back – determined by the umpires)

- Maximum 4 overs in a spell (rest for twice the number of overs in the spell)
- Maximum 8 overs in a game
- Maximum 32 Overs for the week (should include a rest day)

Spin/Slow Bowlers

- Maximum 10 overs in a game with no restriction on the length of the spell
- Maximum 50 overs for the week

Batting Restrictions

May retire a batsman after having faced 50 legal deliveries (do not include wides and no balls)
Compulsory retirement after facing 75 legal deliveries

Fielding Restrictions

No fielder within 10 metres of the popping crease until the ball is played by the batsman (**Except from point to the wicketkeeper -off side only**)
No more than 5 on leg side – **maximum of four on the boundary on leg side**

Dangerous Deliveries

Any short-pitched delivery bouncing **over shoulder height** is **dangerous** and is a **no ball.**
Any non-pitching delivery over waist height as the batsman is standing upright at the crease is **dangerous** and is a **no ball**.
Warning process is not to apply unless the umpire deems it deliberate then MCC Laws 41.7.4 shall apply and the bowler will be suspended.

KOOKABURRA

UNDER 13 GIRLS
Southern Challenge
Jenny Black Cup

QJC

Host Centre: Darling Downs - Toowoomba
Championship Coordinator: Dylan Sherriff

Ayla	Ahfuni
Maggie	Booth
Madhumika	Dinesh
Piper	Fraser - Hardy
Heidi	Gough
Targa	Jenkins
Lucy	Logan
Jayani	Maharaj
Ruwenthika	Nithyanantha
Charlotte	Rafton
Aarya	Repal
Audrey	Walker

Coach: Troy Rafton
Manager: Craig Walker
Scorer: Mitchell Fraser-Hardy

Gracie	Clay
Clare	Daley
Sahajdeep	Dhaliwal
Peppa	Hodge
Emily	Honsig-Erlenburg
Ayla	Johnson
Sara	Lalwani
Georgina	Peters
Minnie	Vickery
Margot	Wallwork
Lauren	Win

Coach: Ava Silversteain
Manager: Ben Wallwork
Scorer: Damien Honsig-Erlenburg

Zoe	Cosh
Georgie	Cussons
Maddison	de Gier
Emaya	Fegan
Erin	Irvine
Jessica	Johnston
Sasha	Kirkland
Amelia	Kuhn
Gemma	Montgomery
Evie	Phillips
Verity	Schultz
Macie	Whiting

Coach: Wayne Bichel
Ass. Coach: Brett Montgomery
Manager: Dan Kuhn

Audrey	Allan
Catey	Brookes
Chanel	Geldenhuys
Taylor	Hall
Olivia	Healy
Summer	Hines
Jiaya	Meudell
Uditi	Ratnala
Lilly-Grace	Reeves
Eleena	Sandhu
Zoe	Sherriff
Aanya	Sudame

Coach: Lauren Haydon
Ass. Coach: Megan Roberts
Scorer:

Georgia	Black
Lillani	Entriken
Renata	Gonzalez Smith
Tanisha	Gudigar
Hannah	Jones
Varneet	Kingra
Kiara	MacGregor-Smith
Lily	McLaughlin
Pahanmee	Meegasdeniya
Isabel	Stephen
Pippa	Stephensen
Piper	Veivers

Coach: Ryley Wotherspoon
Manager: Ross Entriken
Scorer:

Amreen	Batth
Sukhmin	Batth
Emma	Blackman
Sai	Deveshvar
Adelaide	Gunstone
Bella	Murphy
Lola	Rout
Aditri	Sarkar
Tvisha	Shukla
Bronte	Trevethan
Addyson	Ward
Karleigh	Ward

Coach: Adrian Ward
Manager: Matthew Gunstone
Scorer: Amita Shukla

Lucy	Abra
Jessica	Atkinson
Eloise	Campbell
Kiara	Carruthers
Tiffany	Cook
Stella	Dwyer
Ava	Frankhauser
Abby-Rose	Gaston
Bianca	McCrea
Hayley	Moss
Indica	Obst
Sophie	Steele

WIDE BAY CRICKET

Coach: Peter Abra
Manager: Ann Black

JENNY BLACK CUP

QJC U13 GIRLS – Southern Challenge Rules

CARNIVAL PREAMBLE

These Rules have been modified from the current QJC Southern Challenge Rules and apply to the Under 13 Girls QJC Southern Challenge Competition. Where not indicated, normal ICC rules (MCC Laws of Cricket 2022 Code) apply. The following also applies:

- The QJC RULES MUST BE ADHERED by local Host Organisations and Umpires
- If a decision on any rule, or interpretation, is required then it should be referred to the QJC Carnival Coordinator at the Host Venue or the QJC Rules Coordinator.
- Note that 'Mankad' (now referred to as 'Run Out') is not sanctioned in QJC Carnivals.

GAME PLAY

ALL MATCHES (including Grand Final)

- Note that Grand Final will be First on the competition ladder versus second on the competition on the ladder after the completion of the Preliminary Rounds.

MAXIMUM 20 OVERS PER SIDE:
Morning Games – First innings 9.30am to 10.50am, second innings 11.10am to 12.30pm.
Afternoon Games – First innings 1.30pm to 2.50pm, second innings 3.10pm to 4.30pm.

TIME – 90 minutes per innings Including Drinks & Change over of innings

MANDATORY INNINGS CLOSE – 11 Wickets Falling or 20 overs, whichever occurs first.

DRINKS – Maximum 5 minutes drinks break after 10 overs.

PLAYING CONDITIONS

It is the intent of the Playing Conditions to facilitate the maximum length match possible and achieve a fair result in a safe environment, while taking account of adverse conditions should such conditions exist.

Under 13 Females will play against all Zone teams and contest Grand Final & Final placings-

a. U13 Girls may be played on turf or synthetic wickets. The pitch length is to be 18 metres in length, stump to stump.
b. Inner Circle - 23metres from middle of stump at each end, then joined by a straight line.
c. Boundary – 50 metres measured from the middle of the pitch.
d. The Match Committee reserves the right to allocate pitches and to relocate from turf pitches to synthetic pitches if the turf pitches are deemed unfit for play.
e. Covering of wickets during the Championship is the responsibility of teams playing, under the control of the Umpires. Failure to assist will be construed as unfair play and dealt with accordingly.
f. Prior to the commencement of play the Captain, Coach & Manager ONLY are allowed on the wicket area.
g. Lightning Rule: In the event that thunder is heard within 30 seconds of lightning been seen by either Umpire, the match shall be immediately suspended and players leave the field. Play shall not recommence until a period of 30mins has elapsed since the last occurrence of thunder being heard within 30 seconds of lightning being sighted.

BOWLING

a. Minimum of 8 (eight) players must bowl.
b. Maximum number of overs for any bowler is 3.
c. 6 legal deliveries constitute an over. Maximum 8 ball over.
d. NO BALLS
    i. Free Hit for ALL NO BALLS
    ii. Any fast short-pitched delivery reaching the batsmen above shoulder height, or any full pitched delivery reaching the batsman above waist height, when standing upright at the batting crease, shall be called a NO BALL. and be called by either umpire. A fast delivery is a delivery to which the wicketkeeper would normally stand back to receive, in the opinion of the umpire.
    iii. Full toss above Waist high includes spinners.
    iv. More than 2 bounces before popping crease.
    v. If the wicket is disturbed at the non-strikers end in the delivery motion this will be a No ball.
e. WIDES - A Wide shall be called if a bowler bowls persistently wide of the leg stump. As a guide, and to assist umpires, a mark 45cm either side of the middle stump shall be drawn on the pitch.
f. Waist High Full Tosses - In the event of a bowler bowling 2 waist high full tosses in a spell, the umpires shall determine if the bowling is intimidatory. If so the player cannot complete the over and the over must be completed by another player. If the bowling is determined not to be intimidatory the player will be able to continue to complete his bowling spell.

BATTING

a. It is mandatory for Batsman to RETIRE at 30 balls including No-balls but exclude wides.
b. Coaches can retire batsman after facing 12 balls include No-balls but exclude wides.
c. Retired batman may bat again, in order of Retirement, after the fall of the last wicket.
d. If a batsman is retired before facing 12 balls, NO retired batsman will be able to return to the crease.
e. Retirement does not constitute the fall of a wicket for bowling bonus point's purposes.
f. Helmet – All players must wear a helmet when batting
g. All players must wear the usual protective gear e.g. batting gloves and two batting leg pads.

FIELDING

a. No fielders within 10 metres of the batsman with the exception of Slips, Gully and Wicketkeeper
b. 11 players on the field at any one time – unlimited interchange

c. No more than 5 players on leg side at any time
d. ***A maximum of 2 players*** *allowed outside the inner circle for the* ***first 6 overs****.* ***A maximum of 4 players*** *allowed outside the inner circle for the* ***remainder of the overs****.*
e. 4 impact players are to be employed at all times. These are either in the slip cordon including gully or within 4 m of the boundary. This is to ensure gaps in the ring field at all times to allow more singles.
f. Breaches of the above fielding rules will be ruled as a "No Ball"

WICKET KEEPERS

a. WHEN STANDING UP TO THE STUMPS – Mandatory wearing of Helmet, Pads & Gloves

COACHES

a. There shall be no on field coaching except at Drinks Breaks. Coaches are able to send out messages in the normal manner with players swapping at regular interval, however, this instruction must not slow the game down.

ADDITIONAL PLAYING CONDITIONS

a. A minimum of 10 overs must be bowled by each team to constitute a game. This also applies to the Grand Final.
b. Unless bowled all out, the team batting second is required to bat 20 overs (or the relevant number of overs in a game shortened by adverse conditions) even though they passed the other teams score. Note that this is not required in the Grand Final and the game can cease once the match has been won.
c. Batting order – Where double headers are played on the same day, every player in that team must bat at least once out of the two matches. Failure to adhere to this rule will constitute loss of points for that match. Note- This will not apply to Grand final matches on Friday.

MATCH BALLS

a. Kookaburra Balls shall be provided by QJC
b. Balls shall be two piece leather 142gram

WET WEATHER / TIME LOST

a. If any time is lost due to weather, play can be extended up to an hour to complete 20 overs for each side.
b. Every 4 mins lost will be a loss of 1 over. If too much time is lost and requires a calculation for a game result as follows:
    i. If time is lost prior to the start of play, the number of overs will need to be reduced for each side.
    ii. If time is lost after the team batting first innings has commenced, the Duckworth Lewis Stern Calculation on MyCricket will be used as per QJC Rules.

Note – In the event of wet weather prior to the start of play, alternate synthetic pitches may be used or the format will be reduced. The Carnival Co-ordinator will advise prior to start of match.

GAME COMPLETION

GAME RESULT

Points shall be awarded as follows for 20 Over Games:

- WIN – 4 points
- DRAW/TIE – 2 points
- LOSS – 0 points
- BONUS POINT
    - 0.01 points per run scored
    - 0.25 points per wicket taken

SCORERS

a. All Wides and "No Balls" will be scored at 1 runs
b. Failure to bowl 20 overs in 90 mins will result in a 10 run penalty per over missed. Penalty runs to be added as Byes to the Batting team.
c. The scorer shall be an official position for each team.
d. The PlayHQ Scoring App is to be used for each game, in addition to the easyscore scorebook. (One scorer to use Play HQ Live App, One scorer to use paper scorebook) and all official scorers must be competent in the use of the live scoring app.
e. Games must have the match result finalised by saving and exiting the PlayHQ score by 5:45pm
f. Host Zones will advise whether iPads/tablets will be provided or must be provided by teams.
g. Scorers are required to have appropriate scoring materials, including a calculator.
h. Easyscore Junior scorebook is the QJC preferred scorebook.

TROPHIES

a. Each Age group WINNER shall receive a trophy, and each member of the winning team shall receive a medallion. Trophies and medallions will be supplied by QJC.
b. No INDIVIDUAL trophies are to be awarded but CERTIFICATES for meritorious performances, in any aspect of the game, shall be awarded.
c. Base Criteria:

Age Group	Batting (per innings)	Bowling (per innings)
Under 13	30 runs	3 wickets

d. Certificates may be awarded for special performances (e.g. Hat tricks, Partnerships, Fielding, Keeping, Spirit of Cricket). These shall be determined by the QJC Representative and the Championship Coordinator.

UNDER 13 MALE
Southern Challenge
Reevesie Cup

QJC

Host Centre: Glasshouse DCC & Maroochydore CC
Championship Coordinator: Andrew Pearce & Gayle Gardiner

Max	Bush
Arjun	Dhanda
Caeden	Ford
Aarav	Gill
Samuel	Haynes
Mekhi	Hunter
Maximilian	Johnstone
Gus	Jones-Sheppard
Max	McKee
Alex	Ramage
Benjamin	Sonter
Ethan	Wright

Coach: Matthew Finch
Manager: Chris Sheppard

Isaac	Brown
Angus	Bryson
Noah	Cooper
Abhay	Dhaliwal
Archie	Francis
Angus	Hetherington
Adam	Johansen
Shaun	Perera
Marcus	Strelow
Carter	Thompson
Aadya	Wadhwani
Aamay	Wadhwani

Coach: Dave Fielding
Manager: Dean Neilsen
Scorer: Matthew Fielding

Logan	Bain
Lachlan	Cherry
Charlie	Day
Iskcon	Gyawali
Aariz	Imam
Aiden	O'Leary
Louis	Seymour
Ethan	Shepherd
Sam	Small
Jackson	Stewart
Archer	Woods
Liam	Wren

Coach: Shane Stewart
Manager: Tobin Cherry
Scorer: Craig Shepherd

Kingston	Currey
Aiden	Georgoulas
Macaulay	Hawkins
Taika	Hoare
Fynn	Holtsbaum
Samuel	Johnston
Daniel	MacDonald
Myles	Massey
Caleb	McDougall
Charlie	McLennan
Edmund	Reidy
Jed	Robinson

Coach: Peter Howarth
Manager: Jack Dwyer
Scorer:

Aahan	Chandorikar
Ben	Craig
Parthveer	Kharoud
Anuk	Kottegoda
Tom	Lansdown
Calem	McCathie
Jack	McGown
Michael	McLeod
Om	Mehta
Smit	Shrimali
Julian	Wall
Eklavya	Yadav

Coach: Trupty Nimkar
Manager: Amanda Wall
Scorer:

Mason	Cumming
Quinn	Davidson
Sohil	Elawadhi
Angus	Hatcher
Nate	Hillier
Hardy	Logan
Taj	Manais
Dean	Naude
Aiden	Peall
Aarush	Sharma
Kade	Watson
Cameron	Whittaker

Coach: Marcus Hillier
Coach: Kevin Cumming
Scorer: Aaron Peall

Joshua	Allen
Joshua	Brooke
Aiden	Broomfield
Levi	Diedricks
Max	Dodunski
Krystian	Hughey
Rory	Lang
Cooper	Maloney
Josiah	Pearce
Lawson	Pohle
Oscar	Rose
William	Stewart

SCCA INC.

Coach: Matt Tebb
Manager: Nick Brooke

Joseph	Carney
James	Cronin
Jai	Durie
Thomas	Dwyer
Atlas	Felstead
Darcy	Harmsworth
Robert	Murree
Tielman	Nieuwoudt
Manev	Patel
Lachlan	Pennell
Wil	Sanders
Dane	Scheltinga

WIDE BAY CRICKET

Coach: Richmond Felstead

QJC Under 13 Southern Challenge Championship Rules

1. OBJECTIVES

The Championships

Whilst the QJC Southern Challenges are played in a highly competitive spirit, it should not be lost on participants and parents that player development is the real and most important objective of the Championships.

The Rules

a. These rules have been written to clarify modifications to the game and satisfy time constraints. Modifications are designed to enhance player safety and permit equitable opportunity for skill development. (Rule 6.)

b. If rules are not covered by this document, then the MCC Laws of Cricket (2022 Code) apply

c. The **QJC Rules must be adhered** to by local Host Organisations and Umpires

d. If a decision on any rule, or interpretation, is required then it should be referred to the QJC Representative at the respective Championship

2. AGE GROUPS

QJC Championship matches shall be played in Under 13 Age Group. Male players must be Under 13 as at 31st August of the year of the Championship.

3. DURATION OF MATCHES AND COMPOSITION OF TEAM

a. Matches shall be of one day scheduled duration and matches will consist of one innings per side.

b. Each innings shall be limited to

50 overs Monday - Thursday

40 overs Friday

Except for the Southern Challenge Final which will be a 50 overs match.

c. A team shall consist of twelve (12) players, all of whom may bat and bowl, but eleven (11) fieldsmen only shall be on the field of play at any one time

d. Interchange of fieldsmen without restriction is permitted, provided no playing time is wasted

e. Eleven (11) wickets must fall for a side to be all out

4. PLAYING TIMES and INTERVALS

a. Hours of play are to be set by the host zone, subject to Rule 5c.I Delayed Start. It is recommended that games are scheduled to start at 9:00am. The final over of the match must commence prior to 5:30 pm.

b. Lunch interval of forty (40) minutes shall apply, and the time for the lunch interval shall be set by the Host Zone.
Where the innings of the first team batting is completed within 1 (one) hour of the scheduled lunch interval, then and only then, if the umpires agree, and if possible, the lunch interval shall be taken early.

c. Drink breaks shall be taken at the 17th and 34th overs ina 50 over innings and at 14th and 28th overs for a 40 over innings; or more frequently by arrangement with the umpires in extreme conditions. All drink breaks are to be taken on the field of play and supplied by the Host Zone. Players must not leave the field during a drink break.

KOOKABURRA

5. PLAYING CONDITIONS

It is the intent of the Playing Conditions to facilitate the maximum length match possible and achieve a fair result in a safe environment, while taking account of adverse conditions should such conditions exist.

Under 13 will play a Pools System. The Secretary QJC will put together the 2 Pools and the Draw for the Championships. The pools will be based on where Zones finished in the previous years Championships.

a. General Conditions relating to playing surface

i. Under 13 may be played on turf or synthetic wickets. The pitch length is to be 18 metres

ii. The Match Committee reserves the right to allocate pitches and to relocate from turf pitches to synthetic pitches if the turf pitches are deemed unfit for play

iii. Covering of wickets during the Championship is the responsibility of teams playing, under the control of the Umpires. Failure to assist will be construed as unfair play and dealt with accordingly

iv. Prior to the commencement of play the Captain, Coach and Manager only are allowed on the wicket area

b. Match Condition

i. The team batting second shall face the number of overs and balls for a result to be achieved. Once a result is achieved the game is concluded.

c. Variations to Playing Conditions due to adverse conditions

Lightning Rule: In the event that thunder is heard within 30 seconds of lightning been seen by either Umpire, the match shall be immediately suspended and players leave the field. Play shall not recommence until a period of 30 minutes has elapsed since the last occurrence of thunder being heard within 30 seconds of lightning being sighted.

Calculation of Overs

Delayed Start

In the event of a late start, the number of overs lost shall be calculated at the rate of one over for every four (4) minutes lost. However, if in the umpires opinion the game can be played to a normal completion by extending the scheduled finish time where practical, then no adjustments are considered necessary. Likewise, if two (2) hours are lost and one hour of extra time is possible, the game should be adjusted to reflect one hour lost. The final over of the match must commence prior to 5:30 pm.

II. Interruption to Play

In the event of time lost after the commencement of play, the number of overs lost shall be calculated at the rate of one over for every four (4) minutes of playing time lost. Any overs or time lost shall be adjusted equally between both teams

Determining the Result

I. The team batting second must face twenty (20) completed overs, or be dismissed within 20 completed overs for a 50 over game, to constitute a game.

II. The team batting second must face fifteen (15) completed overs, or be dismissed within 15 completed overs for a 40 over game, to constitute a game.

If the team batting second has not had the opportunity to complete the agreed number of over and has neither been all out or passed the opponents score, the result shall be decided using the Duckworth Lewis Stern calculation.

https://cricketrecords.online/duckworth-lewis-stern-dls-calculator/

Abandoned Match/Matches

III. If, due to inclement weather, one match of an Age Group has been abandoned without a result under these Rules, then all matches in that age group on that day will be deemed to be abandoned with no points (win / loss or incentive) being allocated. However, if other matches in that age group can still be played on that day, then those matches should proceed even though points (win / loss or incentive) will not be allocated.

6. SAFETY & EQUITY MODIFICATIONS

a. Batting Restriction

In **Under 13** a batsman may be retired not out after having faced 50 fair balls.

(A fair delivery is defined as a delivery not called WIDE or NO BALL)

All batsmen who have retired not out may return to bat again, , in order of retirement if all other batsmen are dismissed or retire. Except when a batsman retires through illness, injury or other unavoidable circumstances, a batsman who retires before facing at least 50 fair balls shall be retired out and shall constitute the fall of a wicket.

b. Bowling Restrictions

1. No **fast or medium pace bowler** may bowl more than 8 overs in an innings.

2. The maximum number of overs by a **fast or medium pace bowler in a spell** is 4 overs per spell.

   i. The equivalent of twice the number of overs bowled must elapse before that bowler may be permitted to bowl again

   ii. Medium pace bowlers must have one rest day and bowl no more than 32 overs in the week of the carnival.

Note: A slow or spin bowler is **not subject** to maximum overs per spell conditions in all above.

c. Fielding Restrictions

1. In Under 13 no player is allowed closer than ten (10) metres from the popping crease of the batsmen on strike, prior to the batsman playing the ball, except in an area ninety (90) degrees on the offside from point to wicket-keeper.

2. A maximum of five (5) fieldsmen are permitted on the leg side.

3. Power play restrictions in the field apply:
   a) Overs 1-10 – Allowed 2 fieldsman outside the circle
   b) Overs11 -40 Allowed 4 fieldsman outside the circle
   c) Overs 41-50 Allowed 5 fieldsman outside the circle

7. COACHING RESTRICTIONS

In Under 13, coaches and/or managers may go onto the field of play during drink breaks to exchange ideas with Team Captains. Twelfth men are allowed on the field of play to carry drinks. Coaching from the boundary or any other portion of the playing area or surrounds, shall not be permitted under any circumstances whilst the game is in progress.

8. PROTECTIVE EQUIPMENT

Batsmen must wear standard protective gear i.e., helmet, batting gloves, groin protector, and batting pads.

Wicketkeepers are to wear wicket keeping gloves, groin protector and pads.
While standing up at the stumps wicketkeepers **must** wear a helmet complying with the relevant Australian standard.
When not in use, helmets are to be placed **behind the wicketkeeper**.

9. DANGEROUS DELIVERIES

Any fast short-pitched delivery reaching the batsman above shoulder height, or any fast full- pitched delivery reaching the batsman above waist height, when standing upright at the batting crease, shall be called NO BALL, and can be called by either umpire. A fast delivery is a delivery to which a wicketkeeper would normally stand back to receive, in the opinion of the umpire.

No warnings shall be applied (Laws 41.6.3, 41.7.1), however, in the event the Umpire decides that a fast non pitching delivery was deliberate, Law 41.7.4 shall be applied

10. WIDE DELIVERIES

The Host Zone shall instruct umpires to call WIDE should a bowler persistently bowl wide of leg stump. As a guide for the umpire, a dotted line shall be drawn 45 centimetres either side of the centre stump to cater for both left and right handed batsmen. This line shall extend 15 centimetres either side of the bowling crease.

11. BOWLING - FREE HIT

The ball following a No Ball shall be a Free Hit. Wickets may only be taken under the same rule as No Balls for the Free Hit. Fielders may only change positions if the batsman facing the Free Hit has changed.

12. MATCH POINTS

Points shall be awarded as follows:-

Win	Six (6) points
Loss	Nil (0) points
Tie or draw	Three (3) points

Incentive points will be allotted at 0.01 point for each run scored and 0.20 point for each wicket taken.

13. MATCH BALLS

a. Kookaburra Balls shall be provided by QJC
b. Balls shall be four piece leather 142 gram (pink)

14. REPLACEMENT PLAYER

a. Replacement for remainder of Championship.

In the case of a team requiring a replacement for one of the original nominated twelve players after the Championship has commenced, the following conditions will apply:-

i. A doctors certificate indicating a players inability to continue playing the Championship is tobe obtained and passed on to the QJC representative.

ii. The Host Management Committee in consultation with the QJC Representative will make any decision on a replacement player.

b. Temporary Incapacity Replacement

Should a team require a replacement player for an interim period, due to illness or minor injury, team management will report circumstances to the QJC Representative. The host association may provide a replacement player in liaison with the QJC Representative.

c. The QJC President has the authority to allow/not allow a replacement player, under any circumstances.

d. There are **no restrictions** on a replacement players **participation** in a match.

15. TROPHIES

a) Each Age group **winner** shall receive a trophy, and each member of the winning team shall receive a medallion. Trophies and medallions will be supplied by QJC.

b) No **individual** trophies are to be awarded but **Certificates** for meritorious performances, in any aspect of the game, shall be awarded.

Base Criteria

Age Group	Batting (per innings)	Bowling (per innings)
Under 13	50 runs	4 wickets

Certificates may be awarded for special performances (eg hat tricks, partnerships, fielding, keeping, Spirit of Cricket). These shall be determined by the QJC Representative and the Championship Coordinator.

16. SCORERS & SCORE BOOKS

a. A Scorer shall be an official part of each team

b. The PlayHQ Play Cricket Scoring App is to be used for each game, in addition to the Easyscore scorebook (1 Scorer uses Live Score, 1 Scorer uses Easyscore) and all official Scorers must be competent inthe use of the Live Scoring App.

c. Games must have the match result finalised by saving and exiting the Play HQ Play Cricket Score by 5:45 pm.

d. Host zones will advise whether IPads / Tablets will be provided or must be provided by the teams

e. Scorers are required to have appropriate scoring materials, including a calculator

f. Each zone shall provide a score book for its team

g. Easyscore Junior Scorebook is the QJC preferred scorebook

17.. PLAYERS CODE OF CONDUCT

- Play by the rules
- Never argue with an umpire.
- If you disagree, have your captain, coach or manager approach the umpire during a break of 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 like to be treated. Do not bully or take unfair advantage of another competitor
- Cooperate 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

18. PARENTS CODE OF CONDUCT

- 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 skillful plays by all participants
- Support all efforts to remove verbal and physical abuse from sporting activities
- Respect officials 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 their gender, ability, cultural background or religion

19. COACHES CODE OF CONDUCT

- 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 players' 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 all players
- Display control and respect to all those involved in cricket. This includes opponents, coaches, umpires, administrators, parents and spectators. Encourage your players to do the same
- 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 players skill development
- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

UNDER 14
Southern Challenge
Ross Labinsky Cup

QJC

Host Centre: TSS - The Southport School
Championship Coordinator: Zane Beattie & Brendan Callaghan

Henry	Bader
Aden	Biddle
Kian	Chapman
James	Cowan
Luke	Felsman
Finn	Haller
Shoubhit	Jain
Banjo	Jenkins
Zac	Moore
Rafa	Schroor
Benjamin	Stevens
Kobe	Todman

Coach: Liam Murphy
Manager: Millian Agarwal

Ben	Del Favero
Jack	Gold
Oliver	Harris
Adam	Hogan
Pat	Hughes
Jake	Keiler
Tyson	Meaden
Harvey	Mortimer
Josh	Pope
Tom	Rollason
Mattys	Visser
Harry	Weibgen

Coach: Bryan Hadden
Manager: John Powell

Leo	Alexander
Nayte	Baker
Jonas	Brazier
Lincoln	Bryant
Jake	Fox
Alby	Galbraith
Cormac	Haas
Carter	Llewellyn
Jack	Penfold
Dom	Seaby
Marko	Van Vuuran
Tom	Yeo

Coach: Mark Alexander
Manager: Peter Llewellyn
Scorer: Tom Galbraith
John Penfold

Archie	Atkinson
Tom	Bouwmeester
Cooper	Brown
Ryan	Callander
Michael	Causer
Parker	Cunneen
Thomas	Edlinger
Cody-Jett	Farag
Oliver	Lum
Henry	Shut
Joshua	Slack-Smith
Taylor	Waugh

Coach: Leigh Callander
Manager: Craig Causer
Scorer: Peter Bouwemeester

Jack	Atkinson
Alexander	Bacalakis
Bailey	Beachy-Head
Spencer	Comyn
Sidney	Dawson
Luke	Harvie
Alex	Heseltine
Charlie	McGrath
Aum	Patel
Christopher	Shield
Johnathon	Tennakoon
Methuka	Wickrama

Coach: Matt Short
Ass.Coach: Josh Lossberg
Manager: Alistair Comyn

Harrison	Brown
Kaleb	de Winnaar
Archie	Foster
Aehraj	Hayer
Finn	Jones
Jack	Newlove
Declan	O'Donnell
Darsh	Patel
Hayden	Rovera
Nissanpal	Sing Saroya
Angus	Summerville
Mathew	Uppington

Coach: Paramjit Singh
Manager: Peter O'Donnell

Hudson	Barrett
Harry	Brennan
Malcolm	Daykin
Toby	Elms
Cody	Emerson
Euan	Gibson
Jackson	Jennings
Emile	Lewis
Harvey	Pennay
Jasper	Reeves
Aiden	Thompson
Yumeth Hewa	Walgamage

SCCA INC.

Coach: Chad Soper
Manager: Matt Jennings

Cale	Anderson
Beau	Donnison
Corin	Driver
Harry	Elphinstone
Liam	Fitzpatrick
Samson	Juster
Theo	Kelly
Byron	Kratzmann
Ashton	Lamond
Tana	Malein
Archie	Webster
Josh	Williams

WIDE BAY CRICKET

Coach: Adam Kratzmann
Manager: Andrew Donnison

QJC Under 14 Southern Challenge Championship Rules

1. OBJECTIVES

The Championships

Whilst the QJC Southern Challenges are played in a highly competitive spirit, it should not be lost on participants and parents that player development is the real and most important objective of the Championships.

The Rules

a) These rules have been written to clarify modifications to the game and satisfy time constraints. Modifications are designed to enhance player safety and permit equitable opportunity for skill development. (Rule 6.)

b) If rules are not covered by this document, then the MCC Laws of Cricket (2022 Code) apply

c) The **QJC Rules must be adhered** to by local Host Organisations and Umpires

d) If a decision on any rule, or interpretation, is required then it should be referred to the QJC Representative at the respective Championship

2. AGE GROUPS

QJC Championship matches shall be played in Under 14 Age Group. Male players must be Under 14 as at 31st August of the year of the Championship.

3. DURATION OF MATCHES AND COMPOSITION OF TEAM

a) Matches shall be of one day scheduled duration and matches will consist of one innings per side.

b) Each innings shall be limited to:
50 overs Monday - Thursday
40 overs Friday

Except for the Southern Challenge Final which will be a 50 overs match

c) A team shall consist of twelve (12) players, all of whom may bat and bowl, but eleven (11) fieldsmen only shall be on the field of play at any one time

d) Interchange of fieldsmen without restriction is permitted, provided no playing time is wasted

e) Eleven (11) wickets must fall for a side to be all out

4. PLAYING TIMES and INTERVALS

a. Hours of play are to be set by the host zone, subject to Rule 5c.I Delayed Start. It is recommended that games are scheduled to start at 9:30am. The final over of the match must commence prior to 6:00 pm.

b. Lunch interval of forty (40) minutes shall apply, and the time for the lunch interval shall be set by the Host Zone.

- Where the innings of the first team batting is completed within 1 (one) hour of the scheduled lunch interval, then and only then, if the umpires agree, and if possible, the lunch interval shall be taken early.

c. Drink breaks shall be taken at the 17th and 34th overs in a 50 over innings and at 14th and 28th overs for a 40 over innings, or more frequently by arrangement with the umpires in extreme conditions. All drink breaks are to be taken on the field of play and supplied by the Host Zone. Players must not leave the field during a drink break.

KOOKABURRA

5. PLAYING CONDITIONS

It is the intent of the Playing Conditions to facilitate the maximum length match possible and achieve a fair result in a safe environment, while taking account of adverse conditions should such conditions exist.

Under 14 will play a Pools System. The Secretary QJC will put together the 2 Pools and the Draw for the Championships. The pools will be based on where Zones finished in the previous year's Championships.

a) **General Conditions relating to playing surface**

I. Under 14 may be played on turf or synthetic wickets. The pitch length is to be 20.12 metres.

II. The Match Committee reserves the right to allocate pitches and to relocate from turf pitches to synthetic pitches if the turf pitches are deemed unfit for play.

III. Covering of wickets during the Championship is the responsibility of teams playing, under the control of the Umpires. Failure to assist will be construed as unfair play and dealt with accordingly.

IV. Prior to the commencement of play the Captain, Coach and Manager only are allowed on the wicket area.

b) Match Condition

The team batting second shall face the number of overs and balls for a result to be achieved. Once a result is achieved the game is concluded.

c) **Variations to Playing Conditions due to adverse conditions**

Lightning Rule: In the event that thunder is heard within 30 seconds of lightning been seen by either Umpire, the match shall be immediately suspended and players leave the field. Play shall not recommence until a period of 30 minutes has elapsed since the last occurrence of thunder being heard within 30 seconds of lightning being sighted.

Calculation of Overs

Delayed Start

In the event of a late start, the number of overs lost shall be calculated at the rate of one over for every four (4) minutes lost. However, if in the umpire's opinion the game can be played to a normal completion by extending the scheduled finish time where practical, then no adjustments are considered necessary. Likewise, if two (2) hours are lost and one hourof extra time is possible, the game should be adjusted to reflect one hour lost. The final over of the match must commence prior to 6:00 pm.

Interruption to Play

In the event of time lost after the commencement of play, the number of overs lost shall be calculated at the rate of one over for every four (4) minutes of playing time lost. Any overs or time lost shall be adjusted equally between both teams

Determining the Result

I. The team batting second must face twenty (20) completed overs, or be dismissed within 20 completed overs for a 50 over game, to constitute a game.

II. The team batting second must face fifteen (15) completed overs, or be dismissed within 15 completed overs for a 40 over game, to constitute a game.

If the team batting second has not had the opportunity to complete the agreed number of over and has neither been all out or passed the opponents score, the result shall be decided using the Duckworth Lewis Stern calculation. https://cricketrecords.online/duckworth-lewis-stern-dls-calculator

Abandoned Match/Matches
If, due to inclement weather, one match of an Age Group has been abandoned without a result under these Rules, then all matches in that age group on that day will be deemed to be abandoned with no points (win / loss or incentive) being allocated. However, if other matches in that age group can still be played on that day, then those matches should proceed even though points (win / loss or incentive) will not be allocated.

6. SAFETY & EQUITY MODIFICATIONS

a. Batting Restriction
In **Under 14** a batsman may be retired not out after having faced 50 fair balls.
(A fair delivery is defined as a delivery not called WIDE or NO BALL)
All batsmen who have retired not out may return to bat again, in order of retirement if all other batsmen are dismissed or retire. Except when a batsman retires through illness, injury or other unavoidable circumstances, a batsman who retires before facing at least 50 fair balls shall be retired out and shall constitute the fall of a wicket.

b. Bowling Restrictions
1. No **fast or medium pace** bowler may bowl more than 8 overs in an innings.
2. The maximum number of overs by a **fast or medium pace bowler in a spell** is 5 overs per spell.

The equivalent of twice the number of overs bowled must elapse before that bowler may be permitted to bowl again.

Medium pace bowlers must have one rest day and bowl no more than 32 overs in the week of the carnival.

Note: A slow or spin bowler is **not subject** to maximum overs per spell conditions in all above.

c. Fielding Restrictions
1. In Under 14 no player is allowed closer than ten (10) metres from the popping crease of the batsmen on strike, prior to the batsman playing the ball, except in an area ninety (90) degrees on the offside from point to wicketkeeper.

2. A maximum of five (5) fieldsmen are permitted on the leg side.

3. Power play restrictions in the field apply:
a) Overs 1-10 – Allowed 2 fieldsman outside the circle
b) Overs11 -40 Allowed 4 fieldsman outside the circle
c) Overs 41-50 Allowed 5 fieldsman outside the circle

7. COACHING RESTRICTIONS

In Under 14, coaches and/or managers may go onto the field of play during drink breaks to exchange ideas with Team Captains. Twelfth men are allowed on the field of play to carry drinks. Coaching from the boundary or any other portion of the playing area or surrounds, shall not be permitted under any circumstances whilst the game is in progress.

8. PROTECTIVE EQUIPMENT

Batsmen must wear standard protective gear i.e., helmet, batting gloves, groin protector, and batting pads.

Wicketkeepers are to wear wicket keeping gloves, groin protector and pads.
While standing up at the stumps wicketkeepers must wear a helmet complying with the relevant Australian standard. When not in use, helmets are to be placed behind the wicketkeeper.

9. DANGEROUS DELIVERIES

A bowler shall be able to bowl two short-pitched deliveries in an over. Any ball that passes clearly over the head of the batsman shall be called a wide. After two short balls have been delivered in an over, any subsequent short-pitched ball that passes over the shoulder of the batsman shall be called a No Ball. Any fast full- pitched delivery reaching the batsman above waist height, when standing upright at the batting crease, shall be called NO BALL, and can be called by either umpire. A fast delivery is a delivery to which a wicketkeeper would normally stand back to receive, in the opinion of the umpire.

In the event the Umpire decides that a fast pitching or non- pitching delivery was deliberate breach, Laws 41.6.3 and 41.7.4 shall be applied.

10. WIDE DELIVERIES

The Host Zone shall instruct umpires to call WIDE should a bowler persistently bowl wide of leg stump. As a guide for the umpire, a dotted line shall be drawn 45 centimetres either side of the centre stump to cater for both left andright handed batsmen. This line shall extend 15 centimetres either side of the bowling crease.

11. BOWLING - FREE HIT

The ball following a No Ball shall be a Free Hit. Wickets may only be taken under the same rule as No Balls for the Free Hit. Fielders may only change positions if the batsman facing the Free Hit has changed.

12. MATCH POINTS

Points shall be awarded as follows:-

Win	Four (4) points
Loss	Nil (0) points
Tie or draw	Two (2) points

One bonus point for any team that achieves victory with a run rate 1.25 times that of the opposition.
One additional bonus point for any team that achieves victory with a run rate 2 times that of the opposition.

13. MATCH BALLS

Kookaburra Balls shall be provided by QJC
Balls shall be four-piece leather 156 gram
(Pink)

14. REPLACEMENT PLAYER

1. **Replacement for remainder of Championship.**
In the case of a team requiring a replacement for one of the original nominated twelve players after the Championship has commenced, the following conditions will apply:-

   I. A doctor's certificate indicating a players inability to continue playing the Championship is tobe obtained and passed on to the QJC representative.
   II. The Host Management Committee in consultation with the QJC Representative will make any decision on a replacement player.

2. **Temporary Incapacity Replacement**
Should a team require a replacement player for an interim period, due to illness or minor injury, team management will report circumstances to the QJC Representative. The host association may provide a replacement player in liaison with the QJC Representative.

   I. The QJC President has the authority to allow/not allow a replacement player, under any circumstances.
   II. There are **no restrictions** on a replacement players **participation** in a match

15. TROPHIES

Each Age group winner shall receive a trophy, and each member of the winning team shall receive a medallion. Trophies and medallions will be supplied by QJC.

No individual trophies are to be awarded but Certificates for meritorious performances, in any aspect of the game, shall be awarded.

Base Criteria

Age Group	Batting (per innings)	Bowling (per innings)
Under 14	75 runs	5 wickets

Certificates may be awarded for special performances (eg hat tricks, partnerships, fielding, keeping, Spirit of Cricket). These shall be determined by the QJC Representative and the Championship Coordinator.

16. SCORERS & SCORE BOOKS

A Scorer shall be an official part of each team

The Play HQ Play Cricket Scoring App is to be used for each game, in addition to the Easyscore scorebook (1 Scorer uses Live Score, 1 Scorer uses Easyscore) and all official Scorers must be competent in the use of the Play Cricket Scoring App.

A. Games must have the match result finalised by saving and exiting the Play Cricket Scoring App by 6:15 pm.
B. Host zones will advise whether IPads / Tablets will be provided or must be provided by the teams
C. Scorers are required to have appropriate scoring materials, including a calculator
D. Each zone shall provide a score book for its team
E. Easyscore Junior Scorebook is the QJC preferred scorebook

17. PLAYERS CODE OF CONDUCT

- Play by the rules
- Never argue with an umpire.
- If you disagree, have your captain, coach or manager approach the umpire during a break of 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 like to be treated. Do not bully or take unfair advantage of another competitor
- Cooperate 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

18. PARENTS CODE OF CONDUCT

- 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 skillful plays by all participants
- Support all efforts to remove verbal and physical abuse from sporting activities
- Respect officials 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 their gender, ability, cultural background or religion

19. COACHES CODE OF CONDUCT

- 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 players' 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 all players
- Display control and respect to all those involved in cricket. This includes opponents, coaches, umpires, administrators, parents and spectators. Encourage your players to do the same
- 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 players skill development
- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

UNDER 15
STATE CARNIVAL
Dave Rockley Cup

QJC

Host Centre: Mackay - Great Barrier Reef Arena
Championship Coordinator: Kath Verri & Tony Hampson

Kingsley	Bray
Will	Cassell
Joshua	Claude Millard
Rory	Farrell
Jackson	McDonald
Samuel	Pauli
Fraser	Smith
Liam	Stieper
Thomas	Vaseo
Jackson	Williams
Ezra	Wolfik
Phoenix	Zeller

Coach: Jonathan Dalwood
Manager: Dominc Cassell

Harry	Clay
Henry	Edmonds
Spencer	Green
Charlie	Henderson
Sam	Jones
Bailey	Keenan
Preston	Lovell
Angus	Peters
Nate	Smith
Archer	Tallon
Sam	Tallon
Theo	Tsingos

Coach: Richard Clay
Manager: Simon Green
Scorer: Chris Lovell

Theodore	Bacalakis
Sree Shauri Parthiv	Bachu
Hemant	Balamurugan
Finn	Collins
Hamis	Down
Beau	Guppy
Mitchell	Harte
Lenny	Henry
Jordan	Hook
Luke	Mayer
Callum	Parmenter
Daniel	Staines

Coach: Luke Haegel
Manager: Brett Collins
Ass. Coach: Paul Draheim

Morgan	Carter
Jaxson	Davies
Adam	Davis
Nathan	Iffland
Max	Kemp
Isaiah	Leo
Ryder	Mendoza
Ishaan	Sandhu
Shanuka	Silva
Roley	Thomas
Edward	Wallace
Krrish	Whala

Coach: Oscar Richardson
Manager: Jagdev Sandhu
Scorer:

Harrison	Cato (SEQ)
Cameron	Dennis (DDSWQ)
Malachi	Foster (SEQ)
Max	Halls (SEQ)
Zachary	Hayward (SEQ)
Fraser	Judd (DDSWQ)
Isaac	Krause (SEQ)
Ollie	Lockwood (DDSWQ)
Rylan	McDonald (SEQ)
Darcy	Muckert (SEQ)
Lachlan	Ottobrino (DDSWQ)
Kaelan	Reynolds (SEQ)

Western Swelter

Coach: Adam Ottobrino
Manager: Grant Ebber

Lewis	Andteassen (WB)
Caelan	Barr (WB)
Ben	Blackwell (SCCA)
Connor	Caldwell (SCCA)
Zavier	Carter (SCCA)
Nic	Delay (WB)
Daniel	Desmet (SCCA)
Ferdy	Jenner (WB)
Kale	Keating (SCCA)
Cooper	Keogh (WB)
Luke	Wellington (SCCA)

Coastal Burners

Coach: Robert Rasmussen
Manager: Todd Keogh

Hunter	Brischetto (NQ)
Jaxon	Caswell (NQ)
Kade	Corby (CFN)
Archie	Ferguson (CFN)
Ethan	Golder (NQ)
Zachary	Hayes (NQ)
Owen	Macpherson (CFN)
Hamish	Murphy (NQ)
Oscar	Storor (NQ)
Lachlan	Patterson (NQ)
Finn	Vikionkorpi (CFN)
Kalan	Wilson (CFN)

Northern Country Flames

CRICKET FAR NORTH

NORTH QUEENSLAND CRICKET ASSOCIATION

Coach: Cooper Guest
Manager: Justin Dixon

Axel	Amos (CQ)
Euan	Austin (CQ)
Oliver	Bennett (CQ)
Lachlan	Ipson (MW)
Henry	Lau (CQ)
Jack	Law (MW)
Ayden	Loader (MW)
Connor	Muller (MW)
John	Mulville (CQ)
Ishan	Rana (MW)
Riley	Roser (CQ)
Corey	Stroud (MW)

Central Infernos

CENTRAL INFERNOS

Coach: Jason Butterworth
Manager: Scott Macdonald

QJC U15 Male State Carnival Championship
Playing Conditions

Medical Briefing

Medical briefing with Umpires, Coaches/Managers and Medical Personnel will take place upstairs of the Terry Hayes Grandstand at 8.00am daily.

Coin Toss

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

Key Contact

Pathways and Match Commissioner at the carnival

Luke Kennedy
Coach and Talent Specialist
E: luke.kennedy@qldcricket.com.au M: 0428 492 884

Below is a summary of the Under15 Male State Carnival Playing Conditions relevant to the competition held from Monday 11th – Friday December 15th, 2023, at Harrup Park, Mackay, incorporating the MCC Laws of Cricket 2017 Code 3rd Edition, 2022. A full summary of the tournament's playing conditions have been approved and provided to tournament officials.

Game start times

- Monday 11th December 2023, game starts at 9.30am
- Tuesday 12th December 2023, game starts at 9.30am
- Thursday 14th December 2023, game starts at 9.30am
- Friday 15th December 2023, game starts at 8.30am
- LUNCH – 45-minute break for lunch

The Players

- only 12 players shall be permitted to bat in each innings and at the fall of the 11th wicket the innings will be considered closed.
- only 11 players shall be permitted to field at any one time: but
- all 12 players may bat and bowl in the match.

The Ball

- 156g Kookaburra brand white ball has been approved.
- Each fielding side will have One (1) new ball at the commencement of the innings, to be used from both ends for the duration of the innings.

Ground setup

- Boundary Length: 60m preferred (measured from the middle of the wicket)
- Wicket Length: 20.12m

QJC U15 Male State Carnival Championship
Playing Conditions

Drinks Breaks

- *20 Overs*
  - o No drinks breaks permitted, unless required under heat guidelines, in which case would be permitted at the end of the 10th over each innings.

- *40 Overs*
  - o Two drinks intervals per innings shall be permitted, after the 14th and 28th over.

- *50 Overs*
  - o Two drinks intervals per innings shall be permitted, after the 17th and 34th over.
  - o Each interval shall be kept as short as possible and, in any case, shall not exceed 5 minutes.
    - ▪ 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, provided they do not HOLD UP THE GAME. **No coaching allowed at any other time!**
    - ▪ Note: Drinks may be taken at other times as referred by the Heat Policy.

Match Points

Match Points earned by a team:

- Win: 4 points
- Tie: 2 points each
- No result 2 points each
- Loss: 0 points

Please note: Should a team successfully surpass their oppositions score with overs and wickets remaining, the batting team will be declared to have won the match.
If time permits a new game will be started, please see under EXTRA GAME. This game will not count towards the carnival result.

Bowling Limitations

- Under-15:
  - o A maximum spell of 5 consecutive overs. A maximum daily allocation of 12 overs.
- Under-13:
  - o A maximum spell of 4 consecutive overs. A maximum daily allocation of 8 overs.

QJC U15 Male State Carnival Championship
Playing Conditions

Free Hit after a No ball

- The delivery following a No ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball) then the next delivery will become a free hit for whichever batter is facing it.
- For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball.
- Field changes are not permitted for free hit deliveries unless:
- There is a change of striker.
- The No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach."

Protective Equipment

- At all times when wicket-keeping up to the stumps, the wicketkeeper must wear a British Standard 7928:2013 compliant helmet, unless otherwise approved in writing by Cricket Australia.

Powerplay

- *20 Overs*
  - o Powerplay 1 – no more 2 fielders outside the fielding restriction area. In an innings of 20 overs, these are overs 0 – 6 inclusive.
  - o Powerplay 2 - no more than 5 fielders shall be permitted outside the fielding restriction area. In an innings of 20 overs, these are overs 7 – 20 inclusive.

- *40 Overs*
  - o Powerplay 1 - no more than 2 fielders shall be permitted outside the fielding restriction area. In an innings of 40 overs, these are overs 0 to 8 inclusive.
  - o Powerplay 2 - no more than 4 fielders shall be permitted outside the fielding restriction area. In an innings of 40 overs, these are overs 9 to 32 inclusive.
  - o Powerplay 3 – no more than 5 fielders shall be permitted outside the fielding restriction area. In an innings of 40 overs, these are overs 33 to 40 inclusive.

- 50 Overs
  - o Powerplay 1 - no more than 2 fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
  - o Powerplay 2 - no more than 4 fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
  - o Powerplay 3 - no more than 5 fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

Over-rate penalties (all matches)

- 10 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.

QJC U15 Male State Carnival Championship
Playing Conditions

Over-rate calculation

- If time is lost, remaining overs are calculated on 3.75 minutes per over. Duckworth Lewis and Stern will be available, please refer to Umpires and/or Match Convener.
- Bonus Points – not used

Minimum overs to constitute a match

- T20 – minimum of 5 overs per team
- 40 Overs – minimum of 12 overs per team
- 50 Overs – minimum of 15 overs per team

THE SPIRIT OF CRICKET

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket. Respect your captain, team-mates, opponents and the authority of the umpires.

Play hard and play fair. Accept the umpire's decision.

Create a positive atmosphere by your own conduct and encourage others to do likewise. Show self-discipline, even when things go against you.

Congratulate the opposition on their successes and enjoy those of your own team. Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

QJC U15 Male State Carnival Championship
Playing Conditions

PLAYER'S CODE OF BEHAVIOUR

• Play by the rules;
• Never argue with an umpire. If you disagree, have your captain, coach or manager approach the umpire in an appropriate manner 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 like to be treated. Do not bully or take unfair advantage of another competitor;
• Cooperate 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, teachers or coaches;
• Respect the rights, dignity and worth of every person regardless of their gender, ability,- cultural background or religion.

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 players' 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 all players;
• Display control and respect to all those involved in cricket. This includes opponents, coaches, umpires, administrators, parents and spectators. Encourage your players to do the same;
• 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 person regardless of their gender, ability, cultural background or religion.

QJC U15 Male State Carnival Championship
Playing Conditions

SPECTATORS 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 play by all participants;
• Support all efforts to remove verbal and physical abuse from sporting activities;
• Respect officials' 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 person regardless of their gender, ability, cultural background or religion

Key Contacts

For any questions or concerns throughout the tournament, Queensland Cricket encourages you to discuss them directly with your son's respective coaches. In the event that the concerns require escalation the coaches will do so directly to them tournament director.

Luke Kennedy - Senior Coach & Talent Specialist - 0428 492 884
Matthew Brown - Operation Manager – Harrup Park - 0419 920 104
Kath Verri - Catering at Harrup Park - 07 2944 0000

UNDER 15 GIRLS
Southern Challenge
Beth Mooney Cup

QJC

Host Centre: BEARS Wynnum CC & Holland Park CC
Championship Coordinator: Marg Haynes

Aurelia	Burgess
Jessica	Cremin
Aarcha	Gautham
Astrid	Muniandy
Gracy	Patel
Gurleen	Sethi
Ishani	Singh
Chelsea	Sonter
Ayaka	Stafford
Rebecca	Storrs
Filppa	SueSee
Abbie	Trevethan

Coach: Darren Sonter
Manager: Simon Muniandy
Scorer:

Abigail	Burgess
Ophelia	Donohue
Lara	Dowsett
Matisse	Easton
Poppy	Irvine
Manbir	Kaur
Lilly	Rosengren
Bridie	Swain
Emma	Swanepoel
Holly	Townsend
Sarah	Traynor
Sofia	Velic

Coach: Ravleen Kahlon
Manager: Phoebe Smith
Scorer:

Rhiannon	Beer
Emmy	Cussons
Eve	Dale
Mabel	Gailbraith
Molly	Harrison
Sage	Martin
Lucy	Mills
Emilie	Peck
Matilda	Rogers
Morgan	Smith
Marley	Stokes
Hannah	Whiting

Coach: Ian Mills
Manager: Amanda Whiting

Steph	Antees
Kiara	De Vito
Riley	Dealy
Tarnia	Elvy
Amy	Evison
Ruby	Hasted
Lily	Markou
Kayla	Prigg
Alvina	Rauf
Corey	Ross
Claire	Schiller
Chloe	Taylor

Coach: Gareth Roberts
Manager:

Eady	Burg
Emily	Childs
Lillian	Dart
Phoebe	Howard
Ruth	Howlett
Namreet	Kingra
Alicia	Lipp
Anushka	Mankad
Devika	Menon
Vibha	Pillai
Anisha	Sarka

Coach: Naiya Varidel
Manager: Mike Childs

Crystal	Bauer
Kayla	Bradshaw
Lucy	Heeb
Leah	Henley
Aariel	Joseph
Akem	Kaur
Baarish	Limbachiya
Lauren	Patterson
Reniesha-Ruby	Rony
Paige	Simpson

Coach: Melissa Benstead
Manager: Justine Henley
Scorer: Justine Henley

Olivia	Abell
Josephine	Black
Mackenzie	Bourke
Murraya	Buckley
Isabella	Eisenmenger
Lily	Fraser
Annabelle	Hawken
Atalia	Knight
Amelia	Mather
Charlotte	Reed
Abby	Stevens
Shylah	Thom

WIDE BAY CRICKET

Coach: Brett McLellan
Manager: Ann Black

U15 Female Playing Conditions and Rules can be found on QJC Website

U16 BOYS METRO CUP

QJC

Host Centre: Wynnum & Brisbane
Championship Coordinator:

Joshua	Barrett
Lachlan	Buckle
Atharva	Chatrapati
Hugo	Collett
Caleb	Connor
Noah	Ebeling
Benjamin	Howard
Harry	Morton
Conor	Reilly
Joshua	Ritchie
Alexander	Smith
Hrishith	Vinodh

Coach: Stephen Gouws
Manager: Wade Ebeling

Gurkirat	Behl
Lewis	Bullock
Hayden	Dalmazzo
Isaac	Nixon
Isaac	Paine
Ben	Rothwell
Jake	Salvestrin
Dominic	Scott
Luke	Sentance
Join	Singh
Austin	Tsingos

Coach: Clinton Keenan
Manager: Mark Dalmazzo
Scorer: Ranjeet Singh

Campbell	Dixon
Riley	Eckersley
Patrick	Eveleigh
Luke	Herrmann
Lewis	Jones
Beau	Jorgensen
Ayaan	Khan
Phoenix	Lawson
Ellis	McCarthy
Lachie	Mulcahy
Zak	Patel
Cooper	Turner

Coach: Aaron Pook
Manager:

Christian	Alexander
Luke	Alexander
Blake	Armstrong
Ryan	Atley
Shlok	Dani
Rushi	Kakkad
Lachlan	McCreath
Liam	McGrath
Lachlan	Moore
Jagmeet	Singh
Alex	Walduck
Dilshan	Wickrama

Coach: David Lossburg
Manager: Karen McCreath

QJC

QUEENSLAND CRICKET

KOOKABURRA