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 - WYNNUM / GOLD COAST

#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

# U16 BOYS METRO CUP

QJC

Host Centre: Wynnum & Mudgerraba Nerang DCC
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 Under 16 Metro Cup Championship Rules

## 1. OBJECTIVES

**The Championships**

Whilst the QJC State Championships 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 16 Age Group. Male players must be Under 16 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

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 50 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.

The Secretary QJC will put together the Draw for the Championships.

**d. General Conditions relating to playing surface**

I. Under 16 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

**di. 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.

**f. 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 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.

**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.

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 16** 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. The maximum number of overs by a fast and medium pace bowler in a spell is 6 overs per spell.
   *i.* 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)*

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

**c. Fielding Restrictions**

1. In Under 16 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 maximmum of five (5) fieldsmen are permitted on the leg side. Only four of these are permitted to be within 10 metres of the boundary.

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 16**,** 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 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 | 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

1. Kookaburra Balls shall be provided by QJC
2. Balls shall be four-piece leather 156 grams

## 14. REPLACEMENT PLAYER

**1. Replacement for remainder of Championship.**

a. 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: -
b. A doctor's certificate indicating a player's inability to continue playing the Championship is tobe obtained and passed on to the QJC representative.
c. 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.

a. The QJC President has the authority to allow/not allow a replacement player, under any circumstances.
b. 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 16 | 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 MyCricket Live 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.

a. Games must have the match result finalised by saving and exiting the MyCricket Live Score by 5:45 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 official's decisions and teach children to do likewise
- Show appreciation for volunteer coaches, officials, and administrators. Without them, your child could not participate
- Respect the rights, dignity and worth of every young person regardless of 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.