

Under15 Male State Carnival 2023/2024

Playing Conditions Summary

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

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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
- Fielding Circle: 27.43m

Drinks Breaks

- 20 Overs
 - 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
 - Two drinks intervals per innings shall be permitted, after the 14th and 28th over.
- 50 Overs
 - Two drinks intervals per innings shall be permitted, after the 17th and 34th over.
 - 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 EXTRA GAME attachment. This game will not count towards the carnival result.

Bowling Limitations

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

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
 - **Powerplay 1** – no more 2 fielders outside the fielding restriction area. In an innings of 20 overs, these are overs 0 – 6 inclusive.
 - **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
 - **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.
 - **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.
 - **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
 - **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.
 - **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.
 - **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.

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