

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.1 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.

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 overs Lunch 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. Once a bowler bowls any fast or medium deliveries, then the 32 over restation comes into play.**

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) Overs 11 – 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 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 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.

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

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

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.



QJC Under 12 Southern Challenge Championship Rules

