



# **CRICKET ACT JUNIOR CRICKET RULEBOOK**

SEASON 2018-2019

# CONTENTS

---

## **FOREWORD**

## **MISSION AND OBJECTIVES**

## **GENERAL RULES**

- 1 PREAMBLE
- 2 COMPETITIONS AND AGE GROUPS
- 3 COMPETITION DESIGN
- 4 ELIGIBILITY TO PLAY
- 5 SCORERS
- 6 UMPIRES
- 7 MATCH TIMES
- 8 COMPETITION CANCELLATION AND WEATHER
- 9 INTERRUPTIONS TO PLAY
- 10 INTERVALS FOR INNINGS COMPLETION AND FOR DRINKS
- 11 SLOW PLAY AND OVER RATES
- 12 DISPUTES
- 13 REPORTING OF MATCH RESULTS AND GROUND CONDITIONS

## **GENERAL GUIDELINES**

- 14 SAFETY
- 15 HEAT INJURY
- 16 CONDUCT
- 17 CODE OF ETHICS
- 18 RACIAL AND RELIGIOUS VILIFICATION
- 19 THE CHILD PROTECTION (PROHIBITED EMPLOYMENT) ACT 1988
- 20 SMOKING AND DRINKING AT JUNIOR CRICKET MATCHES
- 21 DRESS
- 22 GROUNDS
- 23 PLAYER OR PARTICIPANT INJURY
- 24 CRICKETER OF THE WEEK AND YEAR AWARDS

25	CHAMPION CLUB
26	CODES OF BEHAVIOUR
	<b>COMPETITION RULES</b>
27	WOOLWORTH'S JUNIOR & MASTER BLASTER RULES
28	RULES RELATING TO ALL STAGE 1 AND STAGE 2 COMPETITIONS
29	UNDER 14 TO UNDER 18 TWO-DAY COMPETITION RULES
30	COLTS ONE-DAY COMPETITION RULES
31	UNDER 14-U18 T20 RULES
32	QUARTER-CRICKET RULES
33	FOLLOW ON
34	SLIDING RULE FOR REPRESENTATIVE PLAYERS
35	FORFEITS
36	GROUND ARRANGEMENTS
37	NO BALL, WIDE BALL AND DEAD BALL UNDER 14 TO 18 TWO-DAY MATCHES
38	SUBSTITUTION OF PLAYERS
39	RESULTS AND SCORING
40	POINTS ALLOCATION AND COMPETITION POSITION
41	FINALS AND PREMIERSHIPS
42	INTERRUPTIONS TO PLAY AND RESCHEDULING OF FINALS
43	T20 RULES UNDER 14 TO 18 AND COLTS
44	FIELDING RULES
45	BOWLING RULES
46	NO BALLS AND WIDES
47	THE RESULT
48	POINTS ALLOCATION AND COMPETITION POSITION
49	BOUNDARIES
50	HELMETS
51	COLOURED CLOTHING
52	FINALS AND PREMIERSHIPS
53	INTERRUPTIONS TO PLAY AND RESCHEDULING OF FINALS
54	MODIFIED DUCKWORTH LEWIS STERN TABLE FOR RULE 105
55	GROUND LOCATIONS

## FOREWORD

---

As the Chairperson of the ACT Junior Cricket Council, I extend a warm welcome for season 2018-2019.

I would like to thank the members of the council executive Ben Ryan, Joe Gunning, and Andrew Harmer, and club delegates for assisting in preparation of the season. I strongly encourage coaches and umpires to familiarize themselves with the rules before the first matches of the season. Cricket Australia have created a junior formats app that one could easily download and reference throughout the season.

The Junior Council's strategy is aimed at improving the quality of umpiring in junior matches, including clear responsibility for umpires to collaboratively manage junior matches, continues this season. The accreditation course, which is now available on-line is supplemented with a session by Cricket ACT to specifically address umpiring the different age groups in the ACT Junior Competitions.

The competition rulebook includes more than just the rules by which we play the game here in the ACT. Importantly, it also sets out the Junior Council's mission and objectives and the standards which all those involved in the game should uphold into a relation to behaviour and expectations. I encourage you all to familiarise yourselves with these elements. At the end of the day, it is how we all treat each other on and off the field, in our roles as players, coaches, managers, umpires and supporters that contributes to our enjoyment of the game, and ongoing participation of young players. Nothing can justify a "win at all costs" approach.

Should issues arise during the season in relation to rules, they should initially be raised with your Club or School delegate. The Club and School delegates are the single points of contact to Cricket ACT and the Junior Cricket Competition Manager.

I wish all involved in junior cricket in season 2017-2018 an enjoyable season, played out in the true spirit of cricket.

Annette Costello  
Chairperson  
Junior Council

## MISSION AND OBJECTIVES

---

The Mission of the Cricket ACT Junior Council is:

- To develop in all players, a positive attitude towards sport in general, the game of cricket in particular, and to provide for long term appreciation of, and participation in, the game of cricket.
- To cater for the needs of players and to encourage development, confidence and self-esteem through participation at a level of activity, appropriate to the individual's stage of development.

The objectives of the Cricket ACT Junior Council are:

- To attract as many young people (boys and girls) as possible to cricket.
- To foster the enjoyment of cricket for all junior players.
- To provide every young person who wants to play cricket an opportunity to play cricket at their appropriate level.
- To provide competition at the highest possible level for the more talented junior cricketers.
- To provide coaching resources to develop all junior cricketers to their capacity.
- To provide a managed flow of young cricketers through junior cricket to senior cricket.
- To provide the administration and infrastructure at the highest possible level

to support. Note: 'NOTHING CAN JUSTIFY A WIN-AT-ALL COSTS APPROACH'

- When coaching juniors, the coach must develop aims that are meaningful for players who are setting out to learn and enjoy the game.
- Think of yourself as a cricket educator. You are trying to interest a young person in something which may become a lifelong pursuit.
- When players come to believe your sincerity; when they know that winning is not your only, nor your ultimate goal; when they know that your interest in each of them is greater than winning a premiership; when they accept that you want them to learn and improve for their sake, a team will play to the best of its ability and become a winning team in the true sense.

'WINNING COMES AS A BY-PRODUCT OF MORE IMPORTANT AIMS'

## GENERAL RULES

### 1. PREAMBLE

- 1.1 Games are to be conducted within The Laws of Cricket (2017 Code) unless otherwise specified in these Rules.

### 2. COMPETITIONS AND AGE GROUPS

- 2.1 Competitions are arranged for boys and girls in the Woolworth's Junior and Master Blaster programs. Competitions are also arranged in the following ACT Cricket Juniors Divisions:
- Under 10.
  - Under 11.
  - Under 12.
  - Under 13.
  - Under 14.
  - Under 15.
  - Under 16.
  - Under 18.
  - Colts – Division 1 Under 16/18 age groups.
  - Thunder Junior Girls Cricket Cup.
  - Thunder Junior Girls Cricket Plate.
- 2.2 The Under 10, Under 11 and Thunder Junior Girls Cricket Plate competitions will be administered using the Stage 1 provisions of the Australian Cricket Junior Formats. Refer to Section 28 and Section 29.
- 2.3 The Under 12 and Under 13 competitions will be administered using the Stage 2 provisions of the Australian Cricket Junior Formats. Refer to Section 30 and Section 31.
- 2.4 Under 14 to Under 18 Divisions will play quarter-cricket two-day matches and T20 matches. Refer to Section 32 and Section 33.
- 2.5 The Thunder Junior Girls Cricket Cup will be administered using the Stage 2 provisions of the Australian Cricket Junior Formats. Refer to Section 33.
- 2.6 **Woolworth's Junior Blaster and Master Blaster**
- 2.6.1 The first entry level of competition is the Woolworth's Junior Blaster and Master Blaster competition. This format gives kids their first experience of playing games of cricket in a fun and social setting. No competition points are allocated nor are finals played for these competitions.
- 2.7 **Under 10 to Under 18**
- 2.7.1 No competition points are awarded for Under 10 and Under 11 Ungraded

competitions and the Thunder Junior Girls Plate.

Competition points are allocated for all matches scheduled and a final is played in all other age groups and divisions.

### **3. COMPETITION DESIGN**

#### **3.1 Draws**

3.1.1 Draws for each age group will be arranged by the Junior Cricket Competition Manager (hereafter called 'the Competition Manager') and displayed on MyCricket as early as possible before the start of the season. An interim draw may be necessary initially.

3.1.2 As far as practicable, the competitions will be played as 'home-and-away.' A 'home' match will generally be located within a Club/School zone, but each team is not necessarily designated a 'home' ground.

3.1.3 Within each age group teams are arranged by the Cricket ACT Junior Council's Executive (hereafter called 'the Executive') into draws. Priority will be given to establishing eight team or even draws. The next preferred alternative number of teams in a draw is six. Teams in division 1 may not be restricted to 8 teams but priority is for an even number of teams.

#### **3.2 Grading and Divisions**

In the Under 12 to Under 18 age groups, teams are arranged into graded divisions with Division 1 being the highest, Division 2 the next highest and so on. In Under 11 there is a Division 1 competition, with the remaining teams divided into ungraded competitions based on location. Grading of players into teams is the responsibility of Clubs/Schools.

### **4. ELIGIBILITY TO PLAY**

4.1 To be eligible to play in the competition, a player must be registered with an affiliated club: an affiliated club is either a District Cricket Club or School (being a student of that School or accepted for entry to that School) affiliated with the Cricket ACT Junior Council (hereafter called 'the Council') or other organization approved by the Council.

#### **4.2 For a Different Club/School**

4.2.1 The competitions are Club and School based and as such a player is only permitted to be registered, or play, with one affiliated club at any one time in the competition during the same season. A player is not permitted to register and/or play with more than one affiliated club in the competition during the same season.

4.2.2 Players who are members of a combined team retain their original Club or School registration and as such may only substitute to play in teams from their own Club or School.

4.2.3 Any transfer of player registration from one Club or School to another during the same season shall be advised to the Executive. The Club or School for which the player is currently registered may refuse a transfer to another club, whether within or between seasons. This may be overruled by the Executive if the refusal is deemed unreasonable.

4.2.4 Clubs/Schools should be aware of the impact of deliberately inducing players

away from their existing Clubs/Schools whether during or outside the playing season. The poaching of players will not be accepted by the Executive as it detracts from the ideals under which the competition operates.

#### **4.3 In an Age Group**

- 4.3.1 The eligible under age group for a player is determined by the player's age on 1 September in the year the season commences (for example if the player turns 12 on 31 August the eligible age group is Under 13. If the player turns 12 on 1 September, the eligible age group is Under 12).
- 4.3.2 Girls participating in the mixed competition are permitted to be up to two years older than the relevant age group qualifying age.
- 4.3.3 In special circumstances the Executive may approve in writing that a player or team can play in a lower age group. Before the start of competition, the Competition Manager will circulate to all clubs a list of players approved to play down in a lower age group detailing the players' names, correct age group and approved age group. During the season, the Competition Manager will circulate updated lists as required.
- 4.3.4 A player is eligible to play in a higher age group, but Clubs/Schools should carefully assess the benefits for the player.

#### **4.4 For a Different Team**

A player may play for two different teams for the same club. The following provisos apply:

- 4.4.1 Players may not play more than one game within the same playing window on any given day i.e. a player may not play in two matches where the playing times for those matches overlap.
- 4.4.2 Players are only permitted to play for more than one team in the same age group in the same round, if they are a regular player in the lower division team. The player in question must have played more games in the lower division than the higher division in the current season.
- 4.4.3 If a team has a bye in a round or forfeits a match, no player from that team may play for a team in a lower division in the same age group for that round, except if the player has played more games in the current season for the lower graded team.
- 4.4.4 A player graded in a higher division may not play in a lower division of the same age group without the permission of the Competition Manager. A player is deemed to be graded in the higher division once they have played three games in that grade, unless they have played more games in the lower division.
- 4.4.5 In special circumstances the Executive may approve alternatives to these arrangements.

### **5. SCORERS**

- 5.1 Each team in a match must provide a scorebook and a scorer. In the stage 1 and stage 2 junior format divisions, customized scorebooks will be supplied by Cricket ACT. In all other age groups, clubs will supply their own score books. Teams are also encouraged to score using the MyCricket Scorer Application.
- 5.2 In the MILO T20 Blast competition, scoring may be on a Tablet Application or on score sheets supplied by the Blast Centre Coordinator.

## **6. UMPIRES**

- 6.1 Each team will provide an umpire, preferably with Level 1 (Community Officiating) accreditation. Umpires should be adults however mature teenagers with a Community Officiating accreditation is acceptable. The Executive will conduct an audit of umpire qualifications during this season and seek feedback on the general quality of umpiring from all clubs and schools.
- 6.2 It is an objective of the Council to achieve greater separation between the roles of umpires and coaches, to ensure that both roles are performed to the benefit of all involved in junior matches. Wherever possible during the season coaches should not umpire if there is another umpire from their team available.
- 6.3 Both umpires are responsible for the effective management of junior matches including ensuring matches commence and finish on time, overs are bowled within the time parameters set out in Rule 11, appropriate behaviors are demonstrated both on and off the field of play and the match is played in the right spirit. Both umpires are also responsible for resolving any disputes that arise during a match, and if the dispute is not resolved, it is recorded in both scorebooks and signed by both umpires.
- 6.4 The umpire cannot also score (except in Woolworth's Blaster matches).
- 6.5 During finals matches, wherever possible neutral umpires may be allocated by Cricket ACT.
- 6.6 Umpires will move between the bowler's end and square leg at the same end of the field on completion of each over during an innings, in accordance with The Laws of Cricket.

## **7. MATCH TIMES**

### **7.1 Start and finish times**

Following are the scheduled times for matches in the 2018–19 season.

Age	Day	Start	Finish
Woolworth's Junior and Master Blaster	Friday	5.30pm	7:00pm
Woolworth's Junior and Master Blaster	Saturday	9:30am	11:00am
Thunder Junior Girls Cricket Cup and Plate	Friday	5.00pm	7.15pm
Under 10 Ungraded	Friday	5.00pm	7.15pm
Under 10 Ungraded	Saturday	9.00am	11.15am
Under 11 Division 1	Saturday	9.00am	11:15am
Under 11 Ungraded	Friday	5.00pm	7.15pm
Under 12 Friday	Friday	5.00pm	7.15pm
Under 12 Division 1	Saturday	8.30am	12:00pm
Under 12 Division 2	Sunday	8.30am	12:00pm
Under 13 Division 1	Saturday	8.30am	12:00pm
Under 13 Division 2	Sunday	8.30am	12:00pm
Under 14 Division 1	Saturday	8.45am	11:45am
Under 14 Division 2	Sunday	8.45am	11:45am
Under 15 Division 1	Saturday	8.45am	11:45am
Under 15 Division 2	Sunday	8.45am	11:45am
Under 16 Division 2	Sunday	8.45am	11:45am
Under 18 Division 2	Sunday	8.45am	11:45am
Colts	Sunday	8.45am	2:00pm
Mid-week T20's	Mon/Wed	5.00pm	7.30pm

## 7.2 General Adjustments to Playing Times

Playing times may be adjusted by the Executive in special circumstances such as excessively hot weather. If this occurs all clubs will be notified, and a notification placed on the Cricket ACT web site [www.cricketact.com.au](http://www.cricketact.com.au) at least 24 hours prior to that round of matches, if possible. All delegates will also be notified by text message and email.

## 7.3 Rescheduling Specific Matches

7.3.1 With the permission of the Executive and the agreement of both teams, a match may be scheduled to a different time or date to that specified in the

draw. Notification of the change and the reason for the change should be advised to the delegates of all clubs in the relevant age group and division prior to the game commencing.

- 7.3.2 For matches involving points, teams which do this should in no way gain any points advantage over teams whose matches were played when scheduled, but due to weather intervening, a result was not obtained.
- 7.3.3 If all other matches during that round that are not re-scheduled are abandoned due to weather, only four points will be allocated to the winning teams in any rescheduled match from that round.

## **8. COMPETITION CANCELLATION EXTREME HEAT AND WET WEATHER**

- 8.1 The Executive may cancel competition matches due to wet weather, heat or other special circumstances. If there is a decision made by the Executive to cancel competition matches, the Executive will:
  - 8.1.1 Notify a representative of every club of the cancellation (usually the delegate).
  - 8.1.2 Arrange for a notice to be posted on the Cricket ACT Facebook and Twitter Social Media platforms as early as possible prior to the scheduled commencement of play.
  - 8.1.3 Put an announcement on the [www.cricketact.com.au](http://www.cricketact.com.au) website.
  - 8.1.4 When there has been rain in the local area and play is to proceed then similar announcements will be made.
  - 8.1.5 It is important to note that as there are different scheduled commencement times on each weekend for different age groups, each playing window may be the subject of separate decisions and announcements.
  - 8.1.6 The default position is, unless otherwise notified, teams should proceed to the ground with the intention of commencing play with coaches and managers to assess the conditions at the ground.
  - 8.1.7 Lost play during matches is covered under age group specific rules.

## 9. INTERRUPTIONS TO PLAY

### 9.1 Late starts

9.1.1 Coaches or captains may agree on a later scheduled close of play, up to a maximum of 15 minutes, equal to the time lost by delays in starting.

9.2 Play delayed by rain, heat or other factors.

9.2.1 The object shall always be to arrange the number of overs so that both teams have the opportunity of batting for the same number of overs. Each team must have the opportunity to face at least 40 per cent of full match overs to constitute a match.

9.2.2 Games may be extended no more than 15 minutes each day of a match to make up for lost time. This may only apply if there is no match scheduled immediately after this match. Play may commence up to 15 minutes early on a second day, or added to the end of any day, or any combination of the two as determined by the officials in consultation. Depending on when an interruption to play occurs, it is possible for teams to recover up to 30 minutes of playing time in a two-day match, or 15 minutes in a one-day match.

9.2.3 If either team is all out before an interruption to play, as much of the whole remaining time as needed can be used by the other team to complete their first innings. Divide the remaining time by 3.5 to calculate how many overs will be bowled after play resumes. It may still be necessary to determine a target score. See rule 9.2.5

9.2.4 If rule 9.2.3 is not applicable, taking into consideration the time that will be recovered, umpires will be in a position to determine how much playing time was lost. The first innings batting entitlement of both teams is then reduced by the playing time lost divided by seven. (This number is rounded up to allow time for drinks and change of innings.)

9.2.5 If it is not possible for both teams to receive the same number of overs, but if there is sufficient time for the team batting last to receive at least 8 overs, then a target for first inning points shall be determined based on the following formula:

(Runs scored by the team which has completed their overs divided by the maximum number of overs available to that team) multiplied by number of overs available to the team batting last, plus one run.

9.2.6 Target scores are only calculated if play resumes after an interruption. When play cannot continue for at least eight overs after an interruption the match is abandoned.

## 10. INTERVALS FOR INNINGS COMPLETION AND FOR DRINKS

### 10.1 Innings Completed

An interval of 10 minutes only is taken when an innings is completed during play but if the innings is completed within 10 minutes of the scheduled close of play, the game finishes at that time. The interval is included in the scheduled playing time.

### 10.2 Drinks Breaks

10.2.1 A drinks interval is to be taken each hour but is not taken when an innings is

completed within the previous hour, nor are drinks breaks to be taken within 30 minutes of the close of play. The interval is included in the scheduled playing time and must be no longer than five minutes.

- 10.2.2 In the case of one day matches and quarter-cricket, where the interval of play is usually taken after 90 minutes, drinks are taken at the 45-minute mark rather than on the hour.
- 10.2.3 Any drinks break, including change of innings, in addition to the normal two per scheduled session time are considered as interruptions to play for the purposes of Rule 9 - Interruptions to Play.
- 10.2.4 In extremely hot conditions coaches/captains can agree to further drinks intervals of two minute's duration which are considered as interruptions to play for the purposes of Rule 9.
- 10.2.5 In such cases, drinks should be brought onto the field rather than players leaving the field.

## 11. SLOW PLAY AND OVER RATES

### 11.1 Responsibility

Both umpires are responsible for monitoring the time taken by the bowling team to complete its overs, taking account of legitimate interruptions and the fall of wickets. Umpires are encouraged to monitor the rate of overs in 15 minute segments and confer with the fielding Captain (and coach in younger age groups or lower divisions) to ensure that the appropriate rate of overs is maintained.

### 11.2 Reporting slow play

Teams are encouraged to report slow play by an opposing team by submitting the complaint in writing to the Competition Manager ([ben.ryan@cricketact.com.au](mailto:ben.ryan@cricketact.com.au)).

- 11.2.1 The Club/School of a team which is reported for slow play will be called to account by the Executive and, if the team is found by the Executive to have engaged in slow play without reasonable cause:
  - a) In the case of Under 12 to 18 age groups competitions, any points awarded to that team for the match may be forfeited.
  - b) In the case of other age groups, the Executive may take such action as it considers appropriate.

## 12. DISPUTES

### 12.1 Avoiding Disputes

- 12.1.1 It is the duty of coaches, umpires and captains, to become familiar with these Competition Rules and the Laws of Cricket. Disputes will rarely arise if this is done and play is conducted within the correct spirit of the game.
- 12.1.2 Umpires should discuss any concerns they may have regarding the interpretation of these rules as well as the conduct of a match before the commencement of play.
- 12.1.3 It is important that umpires/coaches/players always try and resolve a matter on the field when it happens — it is very difficult for third parties to decide matters later, particularly if the facts are then disputed.

## 12.2 Recording Disputes

Any disputes occurring during the course of play, that are unable to be resolved by the umpires, coaches or captains at the time of the incident, should be entered into the scorebook. Scorers should note the scores and times at which the incident occurred, as well as any other relevant information, to better assist the delegates and, if necessary the Executive, with any resolution process it must undertake after the game. Both umpires must also sign the scorebook entries.

## 12.3 Club Delegates

If umpires/coaches/managers cannot resolve a dispute it should be referred, at the end of the game or after the first day's play of a two-day match, to the respective Club/School Delegates for resolution. Any dispute forwarded directly by umpires/coaches/ managers to the Competition Manager or other members of the Executive will be redirected to the respective Club/School Delegate.

## 12.4 Executive Decision and 21 Day Period for Resolution

12.4.1 On the day a dispute occurs the respective/club school delegates have 21 calendar days from this date to comply with clause 12.3 and reach a resolution. If during this time or when the 21-day period has elapsed, and they cannot resolve the dispute, one of the delegates must forward it by email to the Competition Manager for the Executive to resolve.

12.4.2 The respective club/school delegates can agree on one occasion only to extend the 21-day period to reach a resolution of the dispute but must notify the Administrator of the dispute and the amount of time agreed as an extension. Any agreement must occur before the 21-day period has lapsed. If one or more of the delegates involved in the dispute does not agree to extend the 21-day period or it has lapsed, they must forward the dispute by email to the Administrator for the Executive to resolve.

12.4.3 If required to make a final decision the Executive will take into consideration any failure by a respective club/school delegates to engage in meaningful dispute resolution negotiations without a reasonable excuse.

12.4.4 If a complainant club/school delegate or person acting on their behalf does not forward a complaint in writing to the respondent club/school delegate within 7 days from the date of the occurrence of the dispute, it will not be considered.

12.4.5 The Administrator may redirect the dispute to delegates after the 21-day period if they consider that any written correspondence between the parties during this period was not received. This clause does not remove the onus on the parties to ensure communication alternatives in case of delegate absence and to follow up communication if responses are not forthcoming. .

## 12.5 Discipline Committee

If the Executive are unable to resolve a dispute, it shall be referred to the

Discipline Committee established under the By-Laws pursuant to the Constitution of the ACT Cricket Association (the Constitution).

## **12.6 Appeals**

If a club/school is unhappy with a decision of the Executive, it may appeal in writing. The appeal will be heard by the Independent Tribunal established under the By-Laws pursuant to the Constitution.

## **13. REPORTING OF MATCH RESULTS AND GROUND CONDITIONS**

- 13.1 At the end of each match, the scorers for each team will complete the scorebook and the scorebook should be signed by each umpire (or the relevant coach or manager) as representing the correct result of the match. Unless any qualifications or disputes concerning the result of the match are recorded on the scorebook, Clubs/Schools will not be permitted to question the results as recorded in the scorebook. Every attempt should be made by both teams to resolve any disputes before signing the scorebook.
- 13.2 Full match results, are to be entered on MyCricket by 12.00pm on the Monday following the completion of matches, or on Friday following the completion of Wednesday matches. Matches in the U10 and U11 ungraded divisions (not for competition points) are not required to be recorded on MyCricket.
- 13.3 A report on ground conditions is to be submitted to the Competition Manager by email by 12.00pm on the Monday following the completion of matches or by 12.00pm on the Friday following Wednesday matches.

## **GENERAL GUIDELINES**

### **14. SAFETY**

- 14.1 To instruct young players in the art of cricket and build up cricket skills and confidence, it is essential that a safe environment is provided at all times. Coaches are urged to ensure that the first training session of the season deals with all aspects of safety both in the nets and on the field of play.
- 14.2 Those responsible for very young age groups are to inform them about this most important aspect before and during every training session and match.
- 14.3 Players should be taught that the basic rule of safety is the basic rule of cricket itself i.e. players should watch the ball at all times whether batting, bowling, fielding or preparing to take the field.
- 14.4 Attention is especially drawn to the Competition Rules regarding the position of close-in fieldsmen and the use of equipment. Accidents may still happen, and all properly registered players are to be covered by insurance (details are available from Clubs/ Schools). Coaches should inform parents of insurance arrangements covering players so that they can decide if additional cover is necessary.
- 14.5 All players must wear helmets whilst batting and the Council strongly recommends that helmets also be used during batting practice.

## 15. HEAT INJURY

- 15.1 Precautions are to be taken to ensure player safety in hot weather. Additional water and drinks breaks should be taken to satisfy the conditions of the day. Players should always bring adequate water in anticipation of hot weather.
- If an announcement has not been made by the Executive to cancel play, it is the responsibility of coaches/managers on the day (as with wet weather) to determine if conditions are suitable for play to continue. It is strongly recommended that if the temperature exceeds 34 degrees Celsius, play be suspended. Notwithstanding this, in matches that continue, players should be made to understand the need to be well hydrated before taking the field. All coaches and managers should address the following with their players — player safety must be a priority. They should be mindful of precautions to be taken in hot weather and talk to players and parents about them.

## 16. CONDUCT

- 16.1 Coaches are to ensure that players are aware that:
- Distracting the striker or any other player is unfair play.
  - Bad or obscene language or other misbehavior is not to be tolerated either on or off the field of play.
  - Articles of clothing or equipment are not to be left on the field of play. They are to be handed to an umpire or removed from the field of play.
  - There is to be only one captain at any one time.
  - Players are to be polite to umpires.
- 16.2 It is the policy of the council that abusive language, racial remarks or personal remarks concerning the striker is unfair play. While talk on the field is allowable, and indeed may be encouraged, remarks which are intended to demean a striker are not to be tolerated. On the other hand, remarks which are intended to lift the efforts of the fielding team or the bowler are permissible, notwithstanding that this may add to the pressure faced by the striker. All talk or action on the part of the fielding team must cease when the striker is in the act of receiving the ball — this usually commences when the bowler starts their run up.

## 17. CODE OF ETHICS

- 17.1 People who provide coaching and administrative leadership are in an ideal position to help the development of desirable values and attitudes towards the game of cricket. Coaches and leaders, by their attitudes and behaviour, can play an important part in the way young cricketers develop in relation to the playing of cricket.

- 17.2 It is essential that adults should be aware that the participants should enjoy the game.
- 17.3 Parents and other spectators are not to argue over disputes in the presence of any players. The following code of ethics is recommended for the sport at under age and school levels. This code has been designed to cater for healthy, controlled competition and participation. Junior cricket should provide a source of fun and satisfaction for all. The coaches and Competition Managers code of ethics is as follows:
- a) Be reasonable on the demands that are made on the young players' time, energy and enthusiasm. (Parents are to be discouraged from forcing an unwilling young person to play cricket.)
  - b) Teach the players that rules are mutual agreements which no one should evade or break. Always play by these rules and the Laws of Cricket.
  - c) Try to group players according to size, age and skill whenever possible.
  - d) Do not overplay talented players.
  - e) Remember that young people play for fun and enjoyment and that winning is only part of it.
  - f) Never ridicule or yell at a young person for making mistakes or losing a competition.
  - g) The playing conditions, provisions in these rules regarding equipment, pitch and ground dimensions are designed to be appropriate to the various ages of players. Ensure that they are followed.
  - h) Develop respect for umpires and the ability of opponents.
  - i) Remember that young people need a coach they can respect. Be generous with praise when it is deserved.

## 18. RACIAL AND RELIGIOUS VILIFICATION

- 18.1 Cricket is a game where polite interaction between participants and with spectators has always been an essential component. It is part of each coach and/or manager's role to ensure that the behaviour of all players in the team meet the expectations of the community generally and the cricket community in particular. The cricket community ensures that people of all ethnic backgrounds enjoy playing and watching the game of cricket. No person who is participating in a match under the jurisdiction and auspices of Cricket ACT or its affiliates shall engage in any conduct, act towards or speak to any other person in a manner which offends, insults, humiliates or vilifies such person on the basis of that person's race, religion, colour, descent or ethnic origin.
- 18.2 **Procedures following an allegation**  
Any allegation of a breach of this clause made against a player should be directed by the complainant either verbally or in writing to the team coach and/or manager who shall:
- a) Immediately request the player/s involved to apologize to the complainant, or
  - b) If the allegation is not admitted, undertake an investigation of the matter at the conclusion of the match.
- 18.3 Any person found to be in breach of this clause as a result of an investigation by the team coach and/or manager will be required to apologize to the

complainant before being permitted to play in any future match.

- 18.4 Where a breach of this clause is alleged against a player who has previously breached this clause, the team coach and/or manager will again attempt to resolve the matter. However, if the team coach and/or manager consider the allegation to be more serious than the earlier incident, they shall, through their affiliated club report the matter to the Executive who will refer the complaint to the Discipline Committee established under the By-Laws pursuant to the Constitution.
- 18.5 Where a complainant has alleged a breach of this clause to the team coach and/or manager and is not satisfied with the outcome of the Discipline Committee hearing, the complainant is entitled to request a review by the Independent Tribunal established under the By-Laws pursuant to the Constitution.
- 18.6 The report of complaint shall be dealt with under the Cricket ACT Code of Conduct.

## **19. THE CHILD PROTECTION (PROHIBITED EMPLOYMENT) ACT 1988**

Under the Act: It is an offence for a prohibited person to apply for or remain in child related employment (including acting as a volunteer).

- 19.1 Within one month of its commencement, all employees (including volunteers) must inform the association if they are a prohibited person.
- a) Within six months of its commencement the association must ask existing employees (including volunteers) and applicants for employment (including acting as a volunteer) whether they are a prohibited person. The existing employees (volunteers) have one month to respond to the association.
  - b) Penalties are imposed on the prohibited person, the association and existing employees (volunteers) for non-compliance.
- 19.2 Cricket ACT will seek assurance from all clubs that team officials hold Working with Vulnerable People cards.

## **20. SMOKING AND DRINKING AT JUNIOR CRICKET MATCHES**

- 20.1 Clubs/Schools are asked to encourage the following guidelines by counseling their member families accordingly.
- 20.2 To meet our obligations to some of our sponsors and purely from a socially accepted point of view the following guidelines should be followed always.
- 20.3 An adults' right to smoke is accompanied by their obligations to others, especially children. No adults should smoke within the vicinity of children at any time. Team officials should be strongly encouraged not to smoke in public during a match. Smoking by umpires on the field is not acceptable.
- 20.4 Drinking alcohol during a junior match is to be strongly discouraged always. It does not set an appropriate example for young athletes.

## **21. DRESS**

Cricket is a team game and players who dress uniformly are more likely to feel and function as a team. All players must wear white' pants in all

competition matches. Coloured shirts are permitted, if all players in the team wear the colored uniform and the uniform is a club uniform approved by the Executive. Players may wear their club hat, cap or helmet but ACT Representative Squad players participating outside of their representative responsibilities are not to wear any representative apparel in Junior Competition matches.

## **22. GROUNDS**

- 22.1 The majority of grounds are hired through the ACT Government Sportsgrounds Office and are required to be paid for in advance by Cricket ACT.
- 22.2 All coaches, managers and players are asked to leave their respective match grounds tidy and free from litter and to lock the toilets. It is ultimately a 'home' team responsibility.
- 22.3 All requests for training grounds by clubs are to be booked and paid for by clubs with ACT Government Sportsgrounds.

## **23. PLAYER OR PARTICIPANT INJURY**

- 23.1 When a player sustains an injury, the player's name and the nature of the injury must be advised to the club secretary as soon as practicable by the team manager or coach.
- 23.2 Should the player wish to lodge an insurance claim details can be obtained on the internet [www.jltsport.com.au](http://www.jltsport.com.au) or by contacting their club secretary.
- 23.3 Cricket ACT shall accept no insurance liability for injury or incident beyond that provided for under the national club insurance scheme.

## **24. CRICKETER OF THE WEEK AND YEAR AWARDS**

- 24.1 Awards are made to a Cricketer of the Week each week during the season. At season's end, a Cricketer and Junior Cricketer of the Year, a Junior Female Cricketer of the Year and a Junior Encouragement Award will be awarded.
- 24.2 The Cricketer of the Week will be awarded having regard to the best performance in the relevant round. The Cricketer of the Week will be chosen by the Executive taking into account any nominations submitted by Clubs/Schools. The reasons for nominations are to be stated.
- 24.3 At the end of the season, the Executive will call for nominations from clubs/schools for a number of individual awards. These awards and the selection criteria follow:

### **Cricketer of the Year**

The Cricketer of the Year Award will be presented to that player who is considered by the Executive to have performed at the highest level and made a significant contribution to the efforts of their team in the Under 14 through Under 18 age groups throughout the season.

This contribution can either be in batting, bowling or fielding (or a combination of all three). The Executive will consider supporting material including batting or bowling aggregates and averages, number of games played, leadership qualities, spirit of cricket, conduct on the field and respect of teammates.

Should the Executive believe that two or more nominations have equal claims to the award, performance outside of the Cricket ACT Junior Competition may be taken into consideration. Performance may cover representative and/or grade cricket performances.

### **Junior Cricketer of the Year**

The Junior Cricketer of the Year Award will be presented to that player who is considered by the Executive to have performed at the highest level and made a significant contribution to the efforts of their team in the Under 10 through Under 13 age groups throughout the season.

This contribution can either be in batting, bowling or fielding (or a combination of all three). The Executive will consider supporting material including batting or bowling aggregates and averages, number of games played, leadership qualities, spirit of cricket, conduct on the field and respect of teammates.

Should the Executive believe that two or more nominations have equal claims to the award, performance outside of the Cricket ACT Junior Competition may be taken into consideration. Performance may cover representative and/or grade cricket performances.

### **Junior Female Cricketer of the Year**

The Junior Female Cricketer of the Year Award will be presented to that player who is considered by the Executive to have performed at the highest level and made a significant contribution to the efforts of their team throughout the season.

This contribution can either be in batting, bowling or fielding (or a combination of all three). The Executive will consider supporting material including batting or bowling aggregates and averages, number of games played, leadership qualities, spirit of cricket, conduct on the field and respect of teammates.

Should the Executive believe that two or more nominations have equal claims to the award, performance outside of the Cricket ACT Junior Competition may be taken into consideration. Performance may cover representative and/or other relevant cricket performances.

### **Encouragement Award**

The Encouragement Award will be presented to that player who is considered by the Executive to have made a significant contribution through their involvement in junior cricket. Players in all Cricket ACT Junior Competitions are eligible for nomination.

The Executive will consider the type of contribution nominees have made to the game, their team and club/school. While performances on the field may be considered, more general contributions to the game, team and club/school and their profile as role models will have greater weighting.

The Encouragement Award is intended to recognize standout contributions and act as an incentive for continued good work into the future.

## **25. CHAMPION CLUB**

25.1 To be eligible for the Club Championship, Clubs/Schools must commence the season with more than four teams represented in three different Age Groups in the Under 12 to Under 18 age groups, Thunder Junior Girls Cricket League and Under 11 Division 1. The award is made to the club or school attaining the highest Club Champion point's average. Such average is calculated in accordance with the following method:

For each division within each age group, moderate the points received by each team in the Competition Points Table following the completion of the

Home-and-Away Series. This is done by dividing 100 by the number of points received by the team finishing first in the division in question (rounded to two decimal places). The result is the 'moderating factor.' The team finishing first is given 100 Club Champion points. The competition points for each other team are multiplied by the 'moderating factor' (and then rounded to two decimal points). The resulting value is a team's Club Champion points score.

For example, in a competition where the top team receives 45 points, the second team gets 43 and the last team receives 13, the resulting 'moderating factor' is 2.22 (100 divided by 45 = 2.22). The Club Champion points will be:

- a) First team — 100.
  - b) Second team — 95.46 (43 multiplied by 2.22).
  - c) Last team - 28.86 (13 multiplied by 2.22).
- 25.2 For Division 1 teams multiply their Club Champion points score by 1.3.  
For Division 2 teams multiply their Club Champion points score by 1.2.  
For Division 3 teams multiply their Club Champion points score by 1.1.
- 25.3 Sum the Club Champion points for a Club/ School teams ('Sum Points')
- 25.4 Divide each Club/School's 'Sum Points' by the number of teams fielded by that Club/School.

## 26. CODES OF BEHAVIOUR

### 26.1 Coaches Code of Behaviour

- a) Remember that young people participate for pleasure and winning is only part of the fun.
- b) Never ridicule or yell at a young player for making a mistake or not coming first.
- c) Be reasonable in your demands on players' time, energy and enthusiasm.
- d) Operate within the rules and Spirit of Cricket and teach your players to do the same.
- e) Ensure that the time players spend with you is a positive experience.
- f) Avoid overplaying the talented players; all young players need and deserve equal time, attention and opportunities.
- g) Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of players.
- h) Display control and respect to all those involved in cricket. This includes opponents, coaches, umpires, Competition Managers, parents and spectators. Encourage your players to do the same.
- i) Show concern and caution towards sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
- j) Obtain appropriate qualifications and keep up to date with the latest cricket coaching practices and principles of growth and development of young people.
- k) Any physical contact with a young person should be appropriate to the situation and necessary for the players' skill and development.
- l) Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

- m) Adapted by Cricket Australia from the Australian Sports Commission Codes of Conduct.

## 26.2 Players Code of Behaviour

- a) Play by the rules.
- b) Never argue with an umpire. If you disagree, have your captain, coach or manager approach the umpire during a break or after the game.
- c) Control your temper. Verbal abuse of officials and sledging of other players, deliberately distracting or provoking an opponent are not acceptable or permitted behaviour in cricket.
- d) 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 made by your team or the opposition.
- e) Treat all participants in cricket as you like to be treated. Do not bully or take unfair advantage of another competitor.
- f) Cooperate with your coach, teammates and opponents. Without them there would be no competition.
- g) Participate for your own enjoyment and benefit, not just to please parents and coaches.
- h) Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
- i) Adapted by Cricket Australia from the Australian Sports Commission Codes of Conduct.

## 26.3 Parents Code of Behaviour

- a) Do not force an unwilling child to participate in cricket. Remember, children are involved in cricket for their enjoyment, not yours.
- b) Encourage your child to play by the rules.
- c) Focus on the child's efforts and performance rather than winning or losing.
- d) Never ridicule or yell at a child for making a mistake or losing a game.
- e) Remember that children learn best by example. Appreciate good performance and skillful plays by all participants.
- f) Support all efforts to remove verbal and physical abuse from sporting activities.
- g) Respect officials' decisions and teach children to do likewise.
- h) Show appreciation for volunteer coaches, officials and managers. Without them your child could not participate.
- i) Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
- j) Adapted by Cricket Australia from the Australian Sports Commission Codes of Conduct.

## 26.4 Umpires Code of Behaviour

- a) Place the safety and welfare of participants above all else.
- b) In accordance with Cricket Australia guidelines, modify rules and regulations to match the skill levels and needs of young people.
- c) Compliment and encourage all participants.
- d) Be consistent, objective and courteous when making decisions.
- e) Condemn unsporting behaviour and promote respect for all

opponents.

- f) Emphasize the spirit of the game rather than the errors.
- g) Encourage and promote rule changes which will make participation more enjoyable.
- h) Be a good sport yourself — actions speak louder than words.
- i) Keep up to date with the latest available resources for umpiring and the principles of growth and development of young people.
- j) Remember, you set an example. Your behaviour and comments should be positive and supportive.
- k) Give all young people a 'fair go' regardless of their gender, ability, cultural background or religion.
- l) Adapted by Cricket Australia from the Australian Sports Commission Codes of Conduct.

## COMPETITION RULES

### 27. WOOLWORTH'S JUNIOR AND MASTER BLASTER RULES

27.1 The Woolworth's Blaster competition is a modified form of the game for boys and girls that is designed to be fast, fun and exciting. Refer to [playcricket.com.au](http://playcricket.com.au) for the deliverers handbook that provides a comprehensive guide to the program.

### 28. FOR ALL RULES RELATING TO ALL STAGE 1 AND STAGE 2 COMPETITIONS PLEASE REFER TO THE CRICKET AUSTRALIA JUNIOR FORMATS APP

### 29. UNDER 14 TO UNDER 18: TWO-DAY FORMAT RULES

29.1 All Under 14 to Under 18 divisions will play a combination of two-day 50-over matches and T20 matches. The two-day matches will use the quarter-cricket format. Refer to Table 29.1.1 below for a summary of the two-day rules.

	Table 29.1.1
Summary	PLAYING and COMPETING
Purpose	COMMUNITY CLUB
Description	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.
Indicative age	U14, U15, U16, U18 (50 overs)
Coach	Accredited Community (Level 1) Coach
Game type	50 over game (maximum) Two-Day Quarter Cricket
Ball	156g leather
Time	180mins (3hrs) per day The Association or Competition Manager have the option to reduce the number of overs if required for local needs including facilities usage, travel time, daylight issues or heat.
Protective equipment	Helmet (including the Wicket keeper). *Please refer to Helmet section of the <i>Well Played Playing Policy &amp; Guidelines</i>
	Pads
	Gloves
	Protector (males)

	*Additional safety equipment is available based on match conditions and/or personal preference
Boundary	50m (maximum) - measured from the middle of the wicket
Pitch type and length	Hard wicket or Turf wicket
	20.12m (standard pitch length)
Overs	50 overs maximum per team
Team	11 players per team
Innings	1 innings of 50 overs (maximum) per team
	A 2 <sup>nd</sup> innings may be played if time permits
	<i>The first innings is to be played using the quarter cricket or split innings format. (25/25 overs each)</i>
Batting	There is no compulsory retirement
	The Coach can retire players (60 balls) and any retired batters can return when all others have batted, in the order they retired
Bowling	6 balls per over (All wides and No balls are to be re-bowled)
	A minimum of 5 players must bowl
	There is a maximum of 10 overs per bowler
	Bowlers change end after each over
	The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time
	Current Cricket Australia Pace Bowling guidelines apply (please refer to the <i>Well Played Playing Policy &amp; Guidelines</i> )
Fielding	Rotation of fielders is recommended to ensure all players experience all positions.
	No fielders within 10 metres (except regulation off side slips, gully and wicket keeper)
Dismissals	All modes of dismissal count / as per the laws of cricket
Equipment	2 sets of stumps (with base and bails) *minimum of 1 set of portable stumps for hard wicket
	Bat size: Size 6 (weight <2.2lb or <1000g)
	156gm leather ball
	Measuring tape or string to measure boundary
	Boundary markers

### 30. COLTS ONE-DAY FORMAT RULES

30.1 The Colts Divisions will play a 40-over competition. Refer to Table 30.1.1 below for a summary of the one-day rules

	Table 30.1.1
Summary	PLAYING and COMPETING
Purpose	COMMUNITY CLUB
Description	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.
Indicative age	U18 (Colts)
Coach	Accredited Community (Level 1) Coach
Game type	40 over one-day game (maximum)
Ball	156g leather
Time	300 mins (5hrs) per day
	The Association or Competition Manager have the option to reduce the number of overs if required for local needs including facilities usage, travel time, daylight issues or heat.
Protective equipment	Helmet (including the Wicket keeper). *Please refer to Helmet section of the <i>Well Played Playing Policy &amp; Guidelines</i>
	Pads
	Gloves
	Protector (males)
	*Additional safety equipment is available based on match conditions and/or personal preference
Boundary	50m (maximum) - measured from the middle of the wicket
Pitch type and length	Hard wicket or Turf wicket
	20.12m (standard pitch length)
Overs	40 overs maximum per team
Team	11 players per team
Innings	1 innings of 40 overs (maximum) per team
Batting	There is no compulsory retirement
Bowling	6 balls per over (All wides and No balls are to be re-bowled)
	A minimum of 5 players must bowl
	There is a maximum of 8 overs per bowler
	Bowlers change ends after each over

	The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time
	Current Cricket Australia Pace Bowling guidelines apply (please refer to the <i>Well Played Playing Policy &amp; Guidelines</i> )
Fielding	Rotation of fielders is recommended to ensure all players experience all positions. No fielders within 10 metres (except regulation off side slips, gully and wicket keeper) For the first 12 overs, a maximum of 2 fielders are permitted outside the imaginary 30-yard circle From overs 13-40, a maximum of 5 fielders are permitted outside the imaginary 30-yard circle
Dismissals	All modes of dismissal count / as per the laws of cricket
Equipment	2 sets of stumps (with base and bails) *minimum of 1 set of portable stumps for hard wicket
	Bat size: Size 6 (weight <2.2lb or <1000g)
	156gm leather ball
	Measuring tape or string to measure boundary
	Boundary markers

## 31. UNDER 14 TO UNDER 18, COLTS & THUNDER JUNIOR GIRLS CUP T20 FORMAT RULES

31.1 Refer to Table 31.1.1 below for the T20 rules.

	Table 31.1.1
Summary	PLAYING and COMPETING
Purpose	COMMUNITY CLUB
Description	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.
Indicative age	U14, U15, U16, U18 and Colts (T20) Thunder Junior Girls Cricket Cup (T20)
Coach	Accredited Community (Level 1) Coach
Game type	T20 (20 over game)
Ball	156g leather (male) 142g leather (female)
	120 mins (2hrs)

Time	The game can be completed in 2hrs with time saving strategies. The Competition Manager have the option to include a cut off time for the 1 <sup>st</sup> innings if required for local needs including facilities usage, travel time, daylight issues or heat
Protective equipment	Helmet (including the Wicket keeper). * Please refer to Helmet section of the <i>Well Played Playing Policy &amp; Guidelines</i>
	Pads
	Gloves
	Protector (males) *Additional safety equipment is available based on match conditions and/or personal preference
Boundary	50m (maximum) - measured from the middle of the wicket
Pitch type and length	Hard wicket or Turf wicket
	20.12m (standard pitch length)
Overs	20 overs per team (120 balls)
Team	11 players per team (male)
	9 players per team (female)
Innings	1 innings of 20 overs per team
Batting	There is no compulsory retirement
	The Coach can retire players (40 balls) and any retired batters can return when all others have batted, in the order they retired
Bowling	6 balls per over (All wides and No balls are to be re-bowled)
	A minimum of 5 players must bowl
	There is a maximum of 4 overs per bowler
	Bowlers change ends after each over
	The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time
	Current Cricket Australia Pace Bowling guidelines apply (please refer to the <i>Well Played Playing Policy &amp; Guidelines</i> )
Fielding	Rotation of fielders is recommended to ensure all players experience all positions
	No fielders within 10 metres (except regulation off side slips, gully and wicket keeper)
Dismissals	All modes of dismissal count
Equipment	2 sets of stumps with bails
	Bat size: Size 6 (weight <2.2lb or <1000g)
	156gm leather ball (male)
	Measuring tape or string to measure boundary
	Boundary markers

## 32. QUARTER-CRICKET RULES

- 32.1 Quarter Cricket format is as for Progressive Cricket except the format of innings differs as follows: If both teams bat their fully allocated 50 overs, each team bats 25 over groups on each day (quarters), so that there is more opportunity for participation.
- 32.2 The team batting first (Team A) bats for 25 overs, or less if dismissed. After a 10 minute break, the team batting second (Team B) then bats for the remainder of day one or until they are dismissed. This would usually be 25 overs.
- 32.3 If Team A is dismissed in less than 25 overs, Team B bats until the close of play or for a minimum of 25 overs.
- 32.4 If Team B is dismissed in less than 25 overs, Team A may resume its innings on day one if there is sufficient time. If not it will resume its innings on day two.
- 32.5 On day two, Team B bats first to complete their first innings, unless they were dismissed on day one. After Team B has completed their first innings, Team A completes their first innings, unless already dismissed on day one.
- 32.6 If both team's first innings are completed before the close of play on day two, a second innings may be played. Team A commences their second innings first, unless Team A forces Team B to follow on. No second innings is to commence unless both teams have completed their first innings.
- 32.7 As in any game of cricket, which includes the possibility of a second innings, declarations may be made but coaches/managers should carefully consider whether any such action is contrary to the policy intention behind the scheduling of matches in 25 over quarter format. That is, to provide a more participative game in which each team gets to bat and bowl on each day.
- 32.8 Quarter Cricket Examples:
- a) Day 1: Team A bats for 25 overs and loses 6 wickets. Team B bats for 25 overs and loses 5 wickets. Day 2: Team B resumes at 7 wickets down and completes their first innings 9 down at the end of the first block of 25 overs. Team A then resumes at 6 wickets down and completes their innings in the second 25 over period of the day. They finish 8 down. The team with the higher total wins on first innings.
  - b) Day 1: Team A is dismissed in 20 overs. Team B bats until the close of play (30 overs). Day 2: Team B completes its first innings (20 more overs). Team A commences a second innings. Team B can commence a second innings only if Team A is dismissed or declares.
  - c) Day 1: Team A bats for 25 overs and loses 6 wickets. Team B bats and is dismissed in 15 overs. Team A resumes its first innings and may bat to the close of play (approx.7 overs). Day 2: Team A completes its first innings (approx. 18 overs). Team A then commences its second innings (unless Team A is able to enforce a follow-on).

## 33. FOLLOW ON

- 33.1 In two-day matches, where circumstances allow, the team which bats first and leads the other team at the end of the first innings shall have the option of requiring the other team to follow their innings provided that the following minimum required leads are achieved:

Age group/division	Number of Runs
Under 14	75 runs
Under 15 to Under 18 (including Colts)	100 runs

### 34. SLIDING RULE FOR REPRESENTATIVE PLAYERS

- 34.1 In any match, a team may nominate a special substitute player (nominated representative player) as a substitute player for a nominated representative player who is unable to play because of conflicting representative commitments. A Club/School may in turn nominate another substitute player to play in place of the special substitute player and so on.
- 34.2 For example, in a Division 1 team, Player A (who is normally in Division 2) is nominated as a substitute for Player R (the rep player); Player B (who is normally in Division 3) is nominated as a substitute for Player A (in Player A's Division 2 team) and Player C (who normally plays in a lower age group) is nominated a substitute for player B (in Player B's Division 3 team).  
If during the course of a match, the nominated representative player is able to commence playing in a match, the representative player is entitled to play in substitution for the nominated player. Similarly, any other nominated player may play in place of the player who was nominated a substitute for that player. Any score credited to a nominated player shall be credited to the representative player or relevant nominated player (as the case may be); similarly any bowling restrictions apply to a representative players or relevant nominated player as if he had bowled the same number of overs as the substitute player—the only exception being the rules applying to medium pace or above bowlers as regards overs bowled consecutively.
- 34.3 For example, assuming Player A scores 20 not out in the first week and is still at the crease at the beginning of the second week, Player R may substitute for Player A and bat as if he had scored the 20 runs—this same rule applies down the line of substitute players.
- 34.4 Any nominations under this rule must be made at the time team lists are exchanged.

### 35. FORFEITS

- 35.1 A team forfeits a game if it is not ready to commence a game 15 minutes after the scheduled start of play.
- 35.2 Reasons for forfeit include an inability to field the minimum number of players or there not being a coach or manager in charge of a particular team.
- 35.3 Before claiming a forfeit the team must try to contact the Competition Manager to outline the situation. A forfeit must be recorded in the score book of the team claiming a forfeit, and if possible, counter signed by a representative of the opposition team. Notification should be sent to the Competition Manager when results are submitted.

- 35.4 Coaches/managers may agree to play a practice or modified game but such a game does not count for Competition points.
- 35.5 The Executive may determine that a match is not forfeited if it accepts that there were reasonable grounds for a team believing that the match was scheduled at another location or another time.
- 35.6 Teams claiming a forfeit will be entitled only to the maximum points allocated for that round in the relevant age group and division.
- Any notification by a team that it intends to forfeit a match prior to the scheduled start of that match is conditional upon the Competition not being officially cancelled under Rule 8 - Competition Cancellation and Wet Weather. If all matches are cancelled, then the match is not forfeited.
- 35.7 Teams that forfeit prior to the match must notify their club/school delegate as soon as possible so attempts can be made to notify the opposition team.

## 36. GROUND ARRANGEMENTS

- 36.1 It is a 'home' teams' responsibility to place the stumps and set the boundary markers for the match. The 'home' team is the team nominated first on the draw. If the home team has insufficient equipment the away team should provide one set of stumps and additional boundary markers. It is the home team's responsibility to open the toilets for both teams then lock the toilets at the close of play.
- 36.2 Boundaries are to be marked by the 'home' team. It is recommended that a sized rope or tape measure be used rather than pacing. A representative of the away team should verify boundary markings before play commences. It is important that both teams ensure that boundary markings are consistent on both days of a two-day match, and that landmarks are agreed on the first day to ensure this.

## 37. NO BALL, WIDE BALL AND DEAD BALL UNDER 14 TO 18 TWO-DAY MATHES

### 37.1 Ball off the Pitch

A delivery that bounces off, or on the edge of, the concrete or synthetic surface of a pitch in front of the line of the bowling crease shall be called and signaled No ball. This applies equally if the first bounce or any subsequent bounce is off, or on the edge of, the pitch. A ball that returns to the pitch after bouncing off the pitch is still a No ball.

### 37.2 Wide Ball Notes

Umpires are to note that Law 25 applies for Wides, notably 'passing wide of the striker unless it is sufficiently within their reach for them to be able to hit it with their bat by means of a normal cricket stroke.' It should not be interpreted in the same manner as it would be in a One Day International. Allowance needs to be made for the environmental and developmental situation in which a match is being played. A ball passing down the leg side of a batter is not necessarily a Wide.

### 37.3 Pitch Centre Division

Where a concrete or synthetic pitch has a centre division, a delivery that pitches on the centre division shall be called and signaled

a Dead ball and the bowler is allowed an additional ball.

#### **37.4 Re-bowling of Wides and No balls**

In all divisions, 6 legitimate balls must be bowled in an over.

#### **37.5 Bowling of Fast Short Pitched Balls**

37.5.1 For Under 14 to Under 18 division 2 competitions, any delivery which, after pitching, passes or would have passed over shoulder height of the striker standing upright at the crease, regardless of whether it has been struck is to be considered dangerous, and either umpire shall call and signal a No ball. This provision does not apply when a ball bowled by a slow or spin-bowler passes above the line of the shoulder after pitching.

37.5.2 For Division 1 in Under 14, Under 15 and Colts, one such delivery is allowed per over. Upon the delivery of such a ball the umpire is to advise the bowler about the nature of the delivery. Any similarly delivered balls in the same over shall be called and signaled No ball.

#### **37.6 Bowling of High Full Pitched Balls**

37.6.1 Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be called as a No ball by either umpire.

#### **37.7 Throwing**

Illegal actions should not be called No ball. Players should be coached to correct an illegal action. If an illegal action presents a danger to the batter the bowler should be asked to slow down or removed from the attack.

37.7.1 Suspected illegal actions should be reported to Cricket ACT via club delegates. A Cricket ACT representative will make a ruling on the legality of the action and proposed remedial steps if required.

37.7.2 If a bowler deliberately throws the ball, a No ball shall be called. If a bowler deliberately throws the ball a second time, umpires shall remove the bowler from the attack.

### **38. SUBSTITUTION OF PLAYERS**

#### **38.1 Frequency**

Time must not be wasted in the substitution of fielders.

#### **38.2 Substitute Fielders**

38.2.1 Registered players not included in a team for a match can field as a substitute for a player who is incapacitated at any time during a match. Replacement fielders must be eligible to play for that team in terms of age and club registration. Opposing coaches/captains should be informed but their agreement is not necessary.

38.2.2 Opposing coaches/captains cannot object to the placement of a substitute fielder except as wicket-keeper.

### **39. RESULTS AND SCORING**

#### **39.1 Conclusion of an Innings**

Scores made by all eligible players are to count towards a team's score; however, the fall of 10 wickets indicates the conclusion of an innings.

### 39.2 **Playing Time - All Game Formats**

To satisfy the first point of the Mission of the Cricket ACT Junior Council, matches will continue until the scheduled close of play. The team batting last is always entitled to receive its maximum first innings overs even after a result has been reached. Play may only cease earlier at the agreement of both teams. Such an agreement is to be recorded in both score books and signed by both teams.

### 39.3 **If Significant Playing Time Remains After the First Innings**

#### 39.3.1 One-Day Match

Coaches are encouraged to come to arrangements for unofficial play if significant playing time still remains after a result has been obtained.

#### 39.3.2 Two-Day Match

Two-day matches should continue as a second innings regardless of whether an outright win is likely or not. If an outright result is reached and significant playing time still remains, coaches are encouraged to come to arrangements for unofficial play.

Failure by a team to fulfill its obligations, either by not completing the first innings, or by abandoning a two-day game during the second innings without the agreement of the opposition, should be referred to the Executive for action.

## 40. **POINTS ALLOCATION AND COMPETITION POSITION**

### 40.1 **Points Allocation**

Competition points are allocated on the following basis for each Competition match in the Under 14 to 18 age groups.

<b>Result - One and Two-Day Matches</b>	<b>Pts</b>
Outright win—irrespective of first innings result	10
Outright loss—after leading on first innings	7
Outright loss—after being level on first innings	5
Outright loss—after trailing on first innings	1
Outright tie—after leading on first innings	7
Outright tie—after being level on first innings—each team	5
Outright tie—after trailing on first innings	5
First innings win—if no outright result	7
First innings loss—if no outright result	1
First innings tie—if no outright result—each team	5

Match abandoned due to weather, ground condition etc. unless a result has already been achieved, in which case points for the result will be awarded.	4
Bye	7
Forfeit win (unless all other matches in that age group/ division in that round were abandoned)	Maximum points achieved in that round by any other team in that age group/division
Forfeit loss (unless all other matches in that age group/ division in that round were abandoned)	0

#### 40.2 Competition Position

A team's position on the ladder is decided by the sum of all points gained from one day and two-day competition matches. T20 points do not count towards this competition.

If two or more teams in the same division are level on points at the end of competition matches, their relative positions shall be determined by calculating a quotient. The team with the highest quotient shall be deemed to have a higher position on the ladder. The quotient shall be determined as follows:

$$q = [(a \text{ divided by } b) \text{ divided by } (c \text{ divided by } d)]$$

Where q is the quotient

a = the total number of runs scored for the team

b = the total number of wickets team has lost

c = the total number of runs scored against the team

d = the total number of wickets the team has taken

## 41. FINALS AND PREMIERSHIPS

41.1 All age groups/divisions where competition points are allocated shall play a final to decide a premiership.

#### 41.2 Semi Finals

41.2.1 Age groups/divisions with six or more teams shall play semi-finals among the top four teams to determine the finalists. In the event of a tie or a match being abandoned, the higher placed team shall proceed to the final.

41.2.2 The remaining teams in the age group/division will also play a final round for the season, based on their table position.

Team 1 v Team 4	Semi-final-winner proceeds to Final
Team 2 v Team 3	Semi-final-winner proceeds to Final
Team 5 v Team 6	

Team 7 v Team 8	
Team 9 v Team 10	

41.2.3 Semi Finals will be played under the same rules as for finals.

### 41.3 Finals

41.3.1 Age groups/divisions with less than six teams shall have a final between the team finishing first and the team finishing second on the competition ladder. For all other competitions, the winner of the two semi-final matches will play in the Final.

41.3.2 Finals matches are played over two days. Notwithstanding Rule 9, where there are interruptions to play of more than 60 minutes on the first day of a final match, every reasonable endeavor should be made to play the match over the full 50 or 60 first innings overs (as the case may be) on the following day, subject to the availability of grounds.

41.3.3 Notwithstanding Rule 9, in a finals match, the match is deemed to be abandoned unless each team receives a minimum of 40 overs in its first innings unless, in the case of the team batting first, it is dismissed or makes a declaration beforehand or, in the case of the team batting second, it is dismissed or passes the total of the team batting first.

### 41.4 Eligibility to Play in the Finals Round

A player must have played a minimum of three (3) matches with a team in a particular division to be eligible to play in a finals match with that team.

41.4.1 If 12 eligible players are not available, players from a lower Division or age group may play, with the written permission of the Executive.

41.4.2 In special circumstances, the Executive may approve alternative arrangements in writing.

### 41.5 Premierships

Finals matches are played out to the scheduled close of play on the second day (plus any extensions provided for in these rules). The match may be decided by forfeit or by an outright win. If an outright win is not obtained, a first innings win will determine the result of the match and hence the winner of the premiership. Play may stop after a first innings result has been achieved with the agreement of both teams.

41.5.1 If there is no result in the final, the team which finished higher on the competition ladder will be awarded the premiership.

41.5.2 In the event of a tie, Joint Premierships will be awarded.

## 42. INTERRUPTIONS TO PLAY AND RESCHEDULING OF FINALS

42.1 For the 2018–2019 season a reserve day for the final may be scheduled for the weekend after the final, depending on ground availability.

42.2 Where games are interrupted by inclement weather all efforts should be made to recommence the game in accordance with Rule 9.

42.3 In the event of inclement weather having a major impact without a general cancellation being implemented, the Executive will review the situation taking into account results achieved/not achieved and time lost, etc. and advise what action will be taken.

#### 42.4 **Finals Umpires**

- 42.4.1 Neutral umpires shall officiate, where available, in finals matches under arrangements approved by the Executive.
- 42.4.1 In matches where only one umpire is appointed or available, the batting team is to provide the square leg umpire.

### 43. **T20 RULES - UNDER 14 TO 18 and COLTS**

#### 43.1 **Delayed or Interrupted Matches**

##### 43.1.1 **General**

The objective shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. Each team must have the opportunity to face at least 8 overs to constitute a match.

If either team fails to bowl the revised required number of overs in their allotted time, play shall be extended as per Rule 45.1.

Fractions are to be ignored in all calculations regarding the number of overs.

##### 43.1.2 **Delay or Interruption to the Innings of the Team Batting First**

- 43.1.3 If there is a delay in the innings of the team batting first, there is to be no alteration in the time agreed to for the interval. This will lead to a reduction in the number of available overs at the rate of 3.5 minutes per over per team.

As an example: In all divisions (70 minutes per innings plus 10 minute interval). If the match is delayed at the start by 30 minutes, then that leaves 120 minutes, of which 110 minutes is playing time. Each team therefore receives 55 minutes of batting time and 55 minutes divided by 3.5 minutes gives 15.7 overs. This is rounded UP to 16 overs per team of batting.

- 43.1.4 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

##### 43.2 **Delay or Interruption to the Innings of the Team Batting Second**

If there is a suspension in play during the second innings, there shall be no changes to the agreed finishing time for the second innings.

The overs shall be reduced at a rate of one over per 3.5 minutes of playing time lost except that when the innings of the team batting first has been completed prior to the scheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed. If it is not possible for both teams to receive the same number of overs, but if there is sufficient time for the team batting second to receive at least five overs after the interruption, then a target score shall be set using the modified Duckworth Lewis Stern table. Examples of calculations are also included.

### 44. **FIELDING RULES**

- 44.1 An imaginary circle approximately 20 meters from the pitch is to be agreed on by both coaches. For the first 6 overs a maximum of 2 fielders are allowed outside this circle. From overs 7 to 20, a maximum of 5 fielders are allowed outside this circle. No fielders are allowed to field at any time within 10 meters of the batter unless they are fielding in the slips or gully.

- 44.2 At the instant of delivery, there must be no more than five fielders on the leg side.
- 44.3 In the event of an infringement of any of the above fielding restrictions either umpire shall call and signal No ball.

## 45. BOWLING RULES

- 45.1 For games played on either Saturday or Sunday morning, a red ball is to be used. The ball may be new or used as long as it is in good condition. Either umpire may inspect the ball prior to the innings and at the completion of each over if required.

For games played on a weekday afternoon/evening a white ball is to be used. The ball may be new or used as long as it is in good condition. Either umpire may inspect the ball prior to the innings and at the completion of each over if required.

Each bowler can bowl a maximum of 4 overs in an innings of an uninterrupted match.

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, the following bowling restrictions shall apply.

## 46. NO BALLS AND WIDES

### 46.1 Scoring

One run shall be awarded for each No ball or Wide, plus any runs scored.

- 46.1.1 All No balls and Wides are to be re-bowled .

### 46.2 Fast Short Pitched Bowling

In Division 1 (U14, U15, Colts) — A bowler shall be allowed to bowl one fast short pitched delivery per over.

In all Division 2 (U14–U18) no fast short-pitched bowling is permitted.

A fast short-pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the striker standing upright at the crease. Such deliveries shall be signaled and called No ball.

### 46.3 Full Pitched Bowling

If a full pitched ball passes or would have passed above the waist height of the striker standing upright at the crease regardless of the speed of the bowler, either Umpire shall call and signal No ball.

### 46.4 Free Hit after a Foot Fault No ball

The delivery following a No Ball called for a foot fault 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.

If a foot fault No ball is bowled on the last ball of an over, an additional ball

shall be bowled by the same bowler.

#### 46.5 Wide Bowling

Any delivery that in the opinion of the umpire does not offer the batter a reasonable opportunity to strike the ball shall be called Wide.

### 47. THE RESULT

47.1 A result can be achieved only if both teams have had the opportunity of batting for at least 8 overs, unless one team has been all out in less than 8 overs or unless the team batting second scores enough runs to win in less than 8 overs.

All matches in which both teams have not had an opportunity of batting for a minimum of 8 overs, shall be declared 'No Result' and two points awarded to each team.

#### 47.2 Tie

In matches where both teams have had the opportunity of batting for the agreed number of overs, and if the scores are equal, the result shall be decided by:

47.2.1 The team that hits the most boundaries (4s and 6s combined) shall be declared the winner.

47.2.2 If the result still cannot be determined, the team losing the least number of wickets will be declared the winner.

47.2.3 If the result cannot be decided by the above means the team that has bowled the least number of Wides and No Balls combined, shall be declared the winner.

47.2.4 If the result still cannot be determined teams will compete in a Bowl Off.

#### 47.3 Bowl Off

A bowl off will be conducted ONLY if no result is possible by the above means.

Teams will line up and bowl ball for ball (like a penalty shootout) at three stumps in the ground at the batter's end. A best of five score will count and in the event that scores are tied each member of the nominated team must bowl a ball until there is a winner.

### 48. POINTS ALLOCATION AND COMPETITION POSITION

Competition points are allocated for each competition match in the T20 Divisions:

Result —T20	Points
Win	4
Draw (including match abandoned)	2
Loss	1
Forfeit win	4
Forfeit loss	0
Tie	2

Bye	4
-----	---

#### 48.1 Competition Position

All points gained from the T20 competition only count towards the T20 Competition ladder.

The ladder positions of teams on the same number of points is determined by , the net run rate (NRR) calculation. The team with the highest NRR is the highest placed while the team with the lowest NRR is the lowest placed:

Team average run rate per over

Minus

Opponent average run rate per over

= NRR

## 49. BOUNDARIES

Boundaries are to be a maximum of 50 metres for U14, U15, U16, U18 and Colts.

## 50. HELMETS

The following will apply to the batter: Each batter must wear a helmet at all times when batting. If an incoming batter refuses to wear a helmet, the adjudicating umpire will adjudge that batter as automatically dismissed. As of 2019-2020 all helmets must meet the minimum standards of Cricket Australia regulations.

## 51. COLOURED CLOTHING

Colored shirts are permitted, provided all team members are similarly attired.

## 52. FINALS AND PREMIERSHIPS

52.1 A final will be scheduled to decide the premiership.

### 52.2 Finals

52.2.1 Where there are interruptions to play of more than 30 minutes on the day of a final match, every reasonable endeavor should be made to play the match in a reduced format.

Notwithstanding Rule 9, the match is deemed to be abandoned unless each team receives a minimum of 10 overs in its innings unless, in the case of the team batting first, it is dismissed or, in the case of the team batting second, it is dismissed or passes the total of the team batting first.

### 52.3 Eligibility to Play in the Finals Rounds

A player must have played a minimum of 3 matches with that team to be eligible to play in a finals match with that team.

52.3.1 If 11 eligible players are not available, the Executive may approve alternative arrangements in writing.

### 52.4 Premierships

52.4.1 Finals matches should be played out to the scheduled close of play (plus any

extensions provided for in these rules) however play may stop after a first innings result has been achieved with the agreement of both teams.

52.4.2 If a win or a tie is not obtained, the team which finished higher on the competition ladder will be awarded the Premiership.

52.4.3 In the event of a tie, joint Premierships will be awarded.

### 53. INTERRUPTIONS TO PLAY AND RESCHEDULING OF FINALS

53.1 For the 2018–2019 season a reserve day for the final may be scheduled for a later date.

53.2 Where games are interrupted by inclement weather all efforts should be made to recommence the game in accordance with Rule 9.

53.3 In the event of inclement weather having a major impact without a general cancellation being implemented, the Executive will review the situation taking into account results achieved/not achieved and time lost, etc. and advise what action will be taken.

#### 53.4 Finals Umpires

53.4.1 Neutral umpires shall officiate, where available, in finals matches under arrangements approved by the Executive. Cricket ACT will call for volunteer umpires prior to the finals commencing. As a general rule, an effort will be made to remunerate volunteers.

53.4.2 In matches where only one umpire is appointed or available, the batting team is to provide the square leg umpire.

### 54. MODIFIED DUCKWORTH LEWIS STERN TABLE FOR RULE 105

Overs Left	Wickets									
	0	1	2	3	4	5	6	7	8	9
20	56.6	54.8	52.4	49.1	44.6	38.6	30.8	21.2	11.9	4.7
19	54.4	52.8	50.5	47.5	43.4	37.7	30.3	21.1	11.9	4.7
18	52.2	50.7	48.6	45.9	42.0	36.8	29.8	20.9	11.9	4.7
17	49.9	48.5	46.7	44.1	40.6	35.8	29.2	20.7	11.9	4.7
16	47.6	46.3	44.7	42.3	39.1	34.7	28.5	20.5	11.9	4.7
15	45.2	44.1	42.6	40.5	37.6	33.5	27.8	20.2	11.8	4.7
14	42.7	41.7	40.4	38.5	35.9	32.2	27.0	19.9	11.8	4.7
13	40.2	39.3	38.1	36.5	34.2	30.8	26.1	19.5	11.7	4.7
12	37.6	36.8	35.8	34.3	32.3	29.4	25.1	19.0	11.6	4.7
11	34.9	34.2	33.4	32.1	30.4	27.8	24.0	18.5	11.5	4.7
10	32.1	31.6	30.8	29.8	28.3	26.1	22.8	17.9	11.4	4.7
9	29.3	28.9	28.2	27.4	26.1	24.2	21.4	17.1	11.2	4.7

8	26.4	26.0	25.5	24.8	23.8	22.3	19.9	16.2	10.9	4.7
7	23.4	23.1	22.7	22.2	21.4	20.1	18.2	15.2	10.5	4.7
6	20.3	20.1	19.8	19.4	18.8	17.8	16.4	13.9	10.1	4.6
5	17.2	17.0	16.8	16.5	16.1	15.4	14.3	12.5	9.4	4.6
4	13.9	13.8	13.7	13.5	13.2	12.7	12.0	10.7	8.4	4.5
3	10.6	10.5	10.4	10.3	10.2	9.9	9.5	8.7	7.2	4.2
2	7.2	7.1	7.1	7.0	7.0	6.8	6.6	6.2	5.5	3.7
1	3.6	3.6	3.6	3.6	3.6	3.5	3.5	3.4	3.2	2.5

## **55. GROUND LOCATIONS**

### **Alan McGrath Oval**

Silky Oak Cres, Jerrabomberra NSW

### **Amaroo 2–03**

Burdekin Ave, Amaroo

### **Blundell Park**

cnr Blundell St and Ford St, Queanbeyan NSW

### **Bonner 1-01**

Burnum Cl, Bonner

### **Bonython 1-03**

Barr-Smith Ave, Bonython

### **Burgmann Oval**

cnr The Valley Ave and Gungahlin Dr, Gungahlin

### **Chapman 1–02**

Tauchert St, Chapman

### **Charnwood 1-29**

Lhotsky St, Charnwood

### **Conder 1–03**

cnr Box Hill Ave and Tom Roberts Ave, Conder

### **Conder Turf**

Heidelberg St, Conder

### **Curtin 1–10**

Dunstan St, Curtin

### **Curtin 203**

Carruthers St, Curtin

### **Deakin 1–05**

Denison St (in front of Mint), Deakin

**Deakin 2–05**

Makin PI (closest to carpark), Deakin

**Deakin 2–11**

**Makin PI (away from carpark), Deakin**

**Dickson 1-09**

Antill St (closest to car park), Dickson

**Dickson 1–10**

Antill St (adjacent to soccer building), Dickson

**Dickson 1–11**

Antill St (closest to Dickson College), Dickson

**Duffy 1–01**

Tantangara Cr, Duffy

**Duncan Sporting Fields**

David St Googong, NSW

**Fellows Oval**

Fellows Rd, ANU

**Garran 1–01**

Kitchener St, Garran

**Gordon 1–03**

Midge St, Gordon

**Gowrie 1–06**

Castleton Cres (near buildings), Gowrie

**Gowrie 1–15**

Castleton Cres (top end carpark), Gowrie

**Gowrie 1–16**

Castleton Cres (near Bugden Ave), Gowrie

**Grammar 1 (Flinders Oval)**

cnr Flinders Way and Monaro Cres, Red Hill

**Grammar 2 (Junior School)**

cnr Mugga Way and Alexander St, Red Hill

**Grammar Turf**

Monaro Cres, Red Hill

**Grammar P&F Turf**

Flinders Way, Red Hill

**Hackett 1–03**

Madigan St, Hackett

**Harrison 2–03**

Wimmera St, Harrison

**Harrison No 1 & 2 Turf**

Katoomba St, Harrison

**Hughes 1–03**

Webster St, Hughes

**Isabella Plains 1-03**

Cromwell St, Isabella Plains

**Kaleen 1–09**

Turon Pl, Kaleen

**Kaleen 1–10**

Bririe Pl, Kaleen

**Kaleen 3–04**

Ashburton Cct, Kaleen

**Kambah 1–08**

Chirnside Cct (near carpark), Kambah

**Kambah 1–09**

Chirnside Cct (away from carpark), Kambah

**Kambah 1–10**

Reynell Pl, Kambah

**Keith Tournier Oval**

Angas St, Ainslie

**Kingston Oval Turf**

Dawes St, Kingston

**Kippax 1 & 2 Turf**

Hardwick Cres, Holt

**Latham 1–04**

Macrossan Cr, Latham

**Lyneham 2–09**

Thurbon Rd, Lyneham (adjacent to Northbourne Ave)

**Lyneham 2-10**

Thurbon Rd, Lyneham (adjacent to Mouat St)

**Lyneham 2–11**

Thurbon Rd, Lyneham (behind Netball centre)

**Marist**

Athllon Dr, Pearce

**Marist (Lindwall Oval) Turf**

Marr St, Pearce

**Mawson 3–03**

Mawson Dr, (cnr Ainsworth St) Mawson

**Mawson Turf**

Beasley St, Mawson

**Melba 1–04**

Verbrugghen St, (near tennis courts) Melba

**Narrabundah 2–03**

Sturt St, Narrabundah

**Narrabundah 2–04**

Captain Cook Cres, Narrabundah

**Ngunnawal 1–03**

Unaipon Ave, Ngunnawal

**Nicholls 2–03**

Clarrie-Hermes Dr, (near school) Nicholls

**Nicholls 3–01**

Clarrie-Hermes Dr, (enclosed oval) Nicholls

**O'Connor 2–03**

Macarthur Ave, O'Connor

**O'Connor 3–01**

Pedder St, (enclosed oval) O'Connor

**Page 1–03**

Burkitt St, Page

**Palmerston 1–03**

Kosciuszko Ave, Palmerston

**Pearce 1–03**

Hodgson Cres, Pearce

**Phillip 2–03**

Ainsworth St, (near Kitchener St) Phillip

**Phillip District Turf**

Ainsworth St, Phillip

**Radford P&F**

College St, Bruce

**Reid Oval**

Ellimatta St, Reid

**Rivett 1–04**

Bangalay Cr, Rivett

**Rockley Oval**

Rockley Pde, Googong  
NSW

**Scullin 1–03**

Broadsmith St, Scullin

**St Edmunds (Lonergan Oval)**

Canberra Ave, Griffith

**St Edmunds (Owens Oval) Turf**

Canberra Ave, Griffith

**Snowy Oval (Cooma)**

Yarra St, Cooma NSW

**Taylor Park**

High St, Queanbeyan

**University of Canberra Oval 5**

University Drive, Bruce

**Wanniassa 1–05**

Sternberg Cres, Wanniassa

**Waramanga 1–09**

Badimara St, Waramanga

**Watson 1-03**

Knox St, Watson

**Weetangera 103**

Southwell St, Weetangera

**Wright Park—Lower**

Old Sydney Rd, Queanbeyan

**Yarralumla 1–04**

Mueller St, Yarralumla