



**Bylaws
&
Code of Conduct
Season 2014-15**

COFFS HARBOUR DISTRICT JUNIOR CRICKET ASSOCIATION

CODE OF BEHAVIOUR

PLAYERS

- Play by the rules
- Never argue with an umpire. If you disagree, have your captain, coach or manager approach the umpire in an appropriate manner during a break or after the game.
- Control your temper. Verbal abuse of officials and sledging other players, deliberately distracting or provoking an opponent are not acceptable or permitted behaviours in cricket.
- Work equally hard for yourself and your teammates. Your team's performance will benefit and so will you.
- Be a good sport. Applaud all good plays whether they are made by your team or the opposition.
- Treat all participants in cricket as you like to be treated. Do not bully or take unfair advantage of another competitor.
- Cooperate with your coach, teammates and opponents. Without them there would be no competition.
- Participate for your own enjoyment and benefit, not just to please parents, teachers or coaches.
- Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.

COACHES

- Remember that young people participate for pleasure and winning is only part of the fun.
- Never ridicule or yell at a younger 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 involved in cricket. This includes opponents, coaches, umpires, administrators, parents and spectators. Encourage our players to do the same.
- Show concern and caution toward sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
- Obtain appropriate qualifications and keep up-to-date with the latest cricket coaching practices and principles of growth and development of young people.
- Any physical contact with a young person should be appropriate to the situation and necessary for the player's skill development.
- Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.
- To keep within the spirit of the game, players should not be retired before reaching the retiring score applicable to the game and especially if it is for the sole purpose of winning the game. Players should only be retired early if they are injured in the game.

PARENTS/SPECTATORS

- 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 play by all participants.
- Support all efforts to remove verbal and physical abuse from sporting activities.
- Respect official's decisions. Teach children to do likewise.
- Show appreciation for volunteer coaches, officials and administrators. Without them, your child could not participate.
- Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.

The Codes of Behaviour were developed by the Australian Sports Commission and have been adapted to reflect the principles and Spirit of Cricket in Australia.

COFFS HARBOUR & DISTRICT JUNIOR CRICKET ASSOCIATION

RULES AND BY-LAWS

In the interest of fairness to all players, coaches are encouraged to rotate the batting and bowling order to give all players an even chance to bat and bowl and enjoy the game.

1. There will be cricket competitions conducted from October to March in the following divisions:-

Under 10 years

Under 12 years

Under 14 years

Under 16 years

2. To be eligible for each division players MUST be under the stipulated age as at 1 September in the year the season commences.
3. The fee per team shall be fixed by the Association. The fee set shall be payable within two instalments by dates set by the Executive Committee of the Association.
4. Teams MUST be adequately supervised with an Umpire and Scorer provided by each side.
5. Players must wear white clothes and/or club shirts.
6. Home teams will be required to enter the match results on the MyCricket Site with the away team to confirm for an official result. Each team will be required to enter their own players scores in the games.
7. **Wet Weather**

In the case of wet weather the association will post a notice on the junior website by 7:30 am on the Saturday morning <http://www.chdjca.nsw.cricket.com.au/> Alternatively, the wet weather contacts for each area will be as follows:-

Chris Neal – Sawtell/Toormina – 0429 703 610

Ken Hoad – Coffs Harbour – 0428 425 424

Peter Holmes – Woolgoolga – 0417 274 130

Gerry O'Connor – Nana Glen – 6654 3157/0419 760 574

Tim Bekis – Macksville – 0418 640 607

U16 T20 – Jo Symons – 0421 909 781

In such cases matches not played shall be deemed a draw or may be played at another convenient time at the discretion of the association. When some matches can take place if conditions are suitable at the allocated ground, those matches will be played despite other games being cancelled. If a game cannot be played because of playing conditions at the allocated ground that game for recording purposes will be considered a draw. Other finalised games shall count.

8. A player may not change from one club to another during the season unless approved by the Executive Committee. If a team is dissolved during the season, players may join other clubs with the approval of the Executive Committee. In the case of a club with two or more teams, players may be brought up from the lower grades within that club to fill vacancies. For Under 10's to U14's, upon playing three games the player must remain in the higher grade.

9. After two competition rounds a player must stay within their nominated team and cannot switch from team to team within that club. To vary this rule the player and club concerned must approach the Executive Committee of the Coffs Harbour Junior Cricket Association for a decision.
10. The following are the approved balls for use in the various competitions:

Under 10	“Eclipse” Ball
Under 12	142 gm 2 piece ball
Under 14	156 gm 2 piece ball
Under 16	156 gm 2 piece ball (pink)

11. Points

Under 10 - Averages

Win	7 points
Loss	1 point
Tie	5 points
Draw (including rain affected matches)	4 points
Bye	7 points
Forfeit	No points to forfeiting team. 7 points to other team.

Under 12 – Under 16

Outright Win	10 points (For Two Day U14 games only)
Win on First Innings	7 points
Loss on First Innings	1 point
Outright loss	0 points
Defeated Outright after First innings Win	7 points
Outright win after First Innings Loss	10 points
Tie	5 points
Draw (including rain affected matches)	4 points
Bye	7 points
Forfeit	No points to forfeiting team. 7 points to other team.

12. Finals

Under 10s will not play finals. Semi-finalists in other age groups will be determined by total point scores at the end of the competition with top four to play for place in final. In all semi-finals and finals matches any illegal delivery/deliveries bowled in the final over of each innings will be required to be re-bowled. Six legal bowls will be needed to complete the final over. This will apply to all age groups who play semi-finals and finals to complete the season.

13. Protests

All protests shall be made to the Secretary of the Association and are to be received within 7 days of the completion of the match in question. They are to be made only by the Coach and/or Manager and forwarded through the Club Secretary.

14. Designated Batter and Bowler

When a team has 12 or more players, it is permissible to bowl more than 11 bowlers. However, teams cannot bat more than 11 players. If a coach retires a batsman before the required runs eg due to slow run rate, this is classed as a wicket and the batsman is unable to return to the crease. This does not apply if the batsman retires injured.

15. Field Size

Each team shall have boundary markers. Boundaries shall be set in reasonable position for the standard of the ground for the day and shall be as follows:-

Under 10	35-40 metres
Under 12	40-45 metres
Under 14	50-55 metres
Under 16	60-65 metres

Measured from the centre of the stumps.

16. Match Times

Under 10 to Under 14 8:30am to 11:30am

Under 16 5:30pm to 7:30pm (unless otherwise mutually agreed to be an earlier time)

Games **MUST** start at the scheduled times. Teams not ready to commence within 15 minutes of the scheduled starting time shall be deemed to have forfeited. Unless the committee is satisfied with the reason given lost time may be deducted from the offending team's batting time.

17. Field Placing

Up to the Under 12's, the Coach may assist with the field placings when umpiring only between overs and not between balls. The coach shall not call the batsmen through for runs.

Under 14 and Under 16 may only be assisted with field placings during drinks breaks. The coach shall not call the batsmen through for runs.

No fieldsman shall field any closer than 10 metres from the batsmen when fielding in front of the crease or behind square leg. Only five players are permitted to field on leg side.

18. Wicket Keeper

Wicket Keepers may be changed at any time through the game but recommend this be done at drinks breaks to avoid time delays.

19. Declarations

A team may not declare its innings closed before its allocated overs have been bowled.

20. Leg before Wicket

LBW's shall not be given in the Under 10 or Under 12 competition, unless the batsmen is taken to be deliberately protecting his stumps with his pads and only after a warning has been given.

21. No Balls

If a ball is bowled and pitches off the side of the concrete before the batsmen or lands on the extreme edge of the concrete and breaks erratically a NO BALL shall be called. Runs may be scored from the bat for a No Ball and normal rules apply to dismissals from a No Ball eg run out. A batsmen is not out if caught off a No Ball.

If the ball bounces more than twice, or rolls along the ground, before reaching the crease at the striker's end it must be a No Ball.

A ball striking the middle join of the mats or the pitch between the mats must be a No Ball.

Any ball, either a full toss or a long hop, that passes over shoulder height of the batsmen, shall be called a No Ball.

Further, the bowling of a high pitched ball is a No Ball. A high full pitched ball shall be defined as a ball that passes or would have passes on the full above the waist of the batsman standing upright at the crease.

No Balls are scored as sundries to the batting side but no extra ball is to be bowled. Runs scored off no balls are to be added to the batsman score in addition to the penalty for the no ball.

22. Wides

Normal cricket rules apply to WIDES. These also occur if the ball pitches on the pitch and passes out of the reach of the batsmen.

Wides are scored as sundries to the batting side but no extra ball is to be bowled. Runs may be scored from the delivery and shall be added to the runs scored as "Wides".

23. Special Rules for "Averages Cricket" – Under 10's only

- Teams are to comprise 8 players, a designated batter/bowler is permitted.
- All overs shall be 8 ball overs.
- Matches shall conclude when 16 overs have been completed per side or by the nominated time nominated in Rule 16.
- Batting will be in pairs. A pair of Batsmen will face 4 consecutive overs. If a player gets out during his 4 overs, he does not retire, rather the batsman change ends and the bowling continues to completion.
- At the completion of each over, batsmen swap ends.
- All available players (except the wicket keeper) must bowl two (2) overs in rotation before a bowler can bowl his third over. A bowler may only bowl four (4) overs if the team is short. Application can be made to the Executive Committee for variation of this rule in extreme cases (eg embarrassment). Bowlers who have problems bowling may have the length of the pitch varied up to 2 metres at the discretion of the umpire.
- The team average is calculated by dividing the total number of players out + 1 into the total number of runs scored.
Eg A team scores 8 out for 63 runs
 Average = 63 divided by 9 (8+1)
 = 7
- Drinks may be taken at the completion of 16 overs in each innings at the discretion of the umpire.

24. Special Rules for One Day Matches – Under 12 & Under 14

- Matches shall conclude when the nominated number of 25 overs have been completed per side.
- Batsmen must retire upon reaching 25 runs unless there are no more wickets to fall. Multiple runs may be scored after the retirement total has been scored eg 23 + 4. Batsmen may return to bat on the fall of the last wicket if overs are remaining.
- All overs shall be 6 ball overs. Wides and No Balls are not to be re-bowled.
- All available players, (except the wicket keeper) must bowl two (2) overs in rotation before a bowler can bowl his third over. A bowler may only bowl four (4) overs or more if the team is short. Bowlers who have problems bowling may have the length of the pitch varied up to 2metres at the discretion of the umpire and agreed to by both coaches.
- There cannot be an outright win in a one day match.
- Drinks (5 minutes maximum) may be taken at the completion of 13 overs in each innings at the discretion of the umpire.

25. Special Rules for Two Day Matches – Under 14

- Games shall be played over two days and shall conclude at the end of 40 overs per side, or as per Rule 16 whichever is the earlier. The team batting second will be required to face at least the number of overs bowled to the team batting first unless that team was dismissed.
- All overs shall be 6 ball overs. Wide and No Balls are not to be rebowled.
- Senior cricket rules are to apply except where modified hereafter –
 - Equal overs apply if time is lost on the first day due to rain etc
 - Drinks may be taken after each hour of play at the discretion of the umpire/coaches
 - Where no play occurs on the first day of the match, the match will revert to a one day game. If no play occurs on the second day, results from the first day's play shall determine the points.
- One day games will occasionally apply where indicated on the draw and one day rules will apply except as regards the type of ball used.
- Batsmen must retire immediately upon scoring 40 runs unless there are no more wickets to fall. A batsman who has been forced to retire because of his score may come back in at the end of the innings if there are still overs left in the innings.
- Bowlers are limited to EIGHT overs. All available players (except the wicket keeper) must bowl three (3) overs in rotation before a bowler can bowl his fourth and subsequent overs. Where an outright result is being attempted the bowling restrictions will apply as if the second innings is a continuation of the first innings.
- No bowler may bowl more than FOUR overs in a spell.
- A team may be forced to follow on if it is behind by 75 runs or more.
- Drinks may be taken at the completion of 20 overs in each innings or at the discretion of the umpire/coaches in the event of extreme heat. The maximum time for change of innings is 5 minutes.

26. Special Rules for T20 – Under 16s

- Matches shall conclude when a maximum of 20 overs have been completed per side.
- Batsmen are not required to retire at any stage unless injured.
- All overs shall be 6 ball overs. Wides and No Balls are not to be re-bowled.
- All available players (except the wicket keeper) must bowl two (2) overs in rotation before a bowler can bowl his third over. The bowlers run up will be in accordance with
- A drinks break is not to be allocated to ensure games are completed within set timeframe.
- Ten (10) overs are to be bowled from the same end and then swap to other end for remaining ten (10) overs. Batsmen will be required to swap ends after each over.
- The bowlers are only allowed a maximum 7 step run up.
- If the match is rain interrupted and the game is unable to be completed the game is to be deemed a draw. Both sides must have the opportunity to complete the maximum 20 overs for an official result.
- A team may arrange an alternative date for a game if they will be short of players due to another **cricket responsibility (eg school cricket)** and they would have to forfeit. The result of the game is based on the newly arranged game eg if alternative date is rain affected result would be a draw.