



## **UNDER 16's SPECIFIC COMPETITION RULES**

(Updated – October 2023)

**These rules must be read in conjunction with the CAW Junior Cricket Common Laws for Junior Competitions Document**

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## **1 MAXIMUM PLAYERS AND RESTRICTIONS**

A maximum of 13 players can be named, of which 11 can bat and 11 can bowl.

All players must be listed in Play HQ prior to the commencement of the match.  
If this cant be done due to Play HQ issues then they are to be named as a Fill in Player

## **2 2 DAY GAME STRUCTURE (Maximum overs per days play is 40)**

Each innings of a two-day match shall consist of 240 legitimate deliveries (40 overs).

An innings shall consist of 10 overs from one end and then 10 overs from the other end. Players will then have a drink break and then bowl 10 overs from the initial end and then 10 overs from the other end. At this stage the innings shall be compulsorily closed.

If the innings of the team batting first is completed other than by compulsorily closure, the team batting second, unless dismissed, shall be entitled to the remaining overs for the day minus 3 overs for the change over.

The team batting first shall receive 240 legitimate deliveries (40 overs).

After the completion of the required number of legitimate deliveries the innings shall be compulsorily closed.

If the innings of the team batting first is compulsorily closed, the team batting second, unless dismissed, shall be entitled to 240 legitimate deliveries (40 overs) on day 2.

### **Game adjustment for late starts due to wet or adverse weather**

For scenario 1 refer to Laws 11a, 11b, 11c and 11d of the CAW Junior Cricket Common Law Doc, page 5.

#### **Scenario 2**

If the innings of the team batting first is completed during, or after, the 37th over the innings of the team batting second shall commence on day 2 and unless dismissed shall be entitled to receive 40 overs for the day.

### **Game adjustment for late starts due to wet or adverse weather**

For scenario 2 refer to Laws 11a, 11b, 11c and 11d of the CAW Junior Cricket Common Law Doc, page 5.

#### **Scenario 3**

If the innings of the team batting first is completed prior to the 37th over on day 1, the team batting second shall commence their innings after a 10 minute change over and, unless dismissed, receive the remaining overs for the day minus 3 overs for the change over. Eg if the first team is dismissed in the 35th over the second team shall be entitled to 2 overs on day 1.

The team batting second will then continue their innings on day 2 and if not dismissed, shall be entitled to receive 40 overs for the day.

### **Game adjustment for late starts due to wet or adverse weather**

For scenario 3 refer to Laws 11a, 11b, 11c and 11d of the CAW Junior Cricket Common Law Doc, page 5.

### 3 1 DAY GAME STRUCTURE (for matches not effected by wet or adverse weather)

Each innings of a one-day match shall be scheduled for 80 minutes in duration and shall consist of a Each innings of a one-day match shall consist of 120 legitimate deliveries (20 overs).

An innings shall consist of 10 overs from one end, then a drinks break, and then 10 overs from the other end. At this stage the innings shall be compulsorily closed.

If the innings of the team batting first is compulsorily closed, the team batting second, unless dismissed, shall be entitled to 120 legitimate deliveries (20 overs).

If the innings of the team batting first is completed other than by compulsorily closure, the team batting second, unless dismissed, shall only be entitled to 120 legitimate deliveries (20 overs).

Game adjustment for late starts due to wet or adverse weather

Refer to CAW Junior Cricket Common Laws 12a, 12b, 12c or 12d page 6.

### 4 DRINKS BREAK

There shall be one drink break per day. This is to be held after 20 overs have been bowled or, in the case of a one day match, at a compulsory closure of innings.

In the event of extreme heat, an additional drinks break may be necessary.

### 5 BATTING AND BATTING RESTRICTIONS

Each batter shall be restricted to a maximum of:

100 runs (per 2 DAY GAME) and 50 runs (per 1 DAY GAME) this is referred to as a Compulsory Retirement. A player scoring the required runs shall retire immediately.

Coaches or team managers have the option to retire any player at any time during the game, providing the batsman has batted for a minimum of 4 overs. This is called a **Non-Compulsory Retirement**. A batsman who is non-compulsory retired does not have the right to resume their innings and it shall be recorded in the scorebook as Retired Out.

Compulsory retired players may resume their innings as per the Sequence of batters returning to bat below.  
Batsmen

Sequence of batters returning to bat:

- Compulsory retired batters in order of retirement and only after all other batsman have batted.

In Finals there will be no compulsory retirement.

### 6 BOWLING AND BOWLING RESTRICTIONS

An over shall consist of no more than 6 legitimate deliveries, up to a maximum of 8.

**Note:** The scheduled last over of the innings has to have all wides and no-balls re-bowled

In two-day matches, each medium or fast bowler shall be restricted to a maximum of 36 legitimate deliveries (6 overs) per innings, which are to be bowled in a minimum of two spells. The maximum number of overs in a spell is 4 overs.

#### Time between bowling spells

Eg. If a medium to fast bowler bowls 4 overs (24 legitimate deliveries) from one end this bowler must wait the same number of legitimate deliveries from the same end before they can start their second spell.

These bowling restrictions apply for the duration of the match. However if the bowling spell is interrupted by a rain period or a break in game (day 1 to day 2, provided the rest period is greater than specified as above, then the bowler can continue his spell to the maximum permitted. (allow 4 minutes per over)

Regardless of any break in the game no bowler can bowl 2 consecutive overs. Eg Last over of day 1 and first over of day 2

A spin bowler may bowl 6 overs straight, however if they change from pace to spin or spin to pace then the above rule applies.

In one-day matches, all bowlers shall be restricted to a maximum of 24 legitimate deliveries (4 overs)

## 7 EXTRA OVERS

In all matches a bowler may bowl an additional 12 legitimate deliveries (2 overs) if:

- when a compulsory retired batter resumes their innings.

## 8 SHORT PITCHED DELIVERIES

In 2 day matches, two fast-paced deliveries per over that:

*bounce between shoulder and head height to the facing batter whilst the batter is in their normal stance at the crease are allowed **and** any delivery that bounces above head height shall be called a NO BALL.*

In 1 day matches, one fast-paced delivery per over that:

*bounces between shoulder and head height to the facing batter whilst the batter is in their normal stance at the crease is allowed **and** any delivery that bounces above head height shall be called a NO BALL.*

## 9 BALL

The ball used will be a new 156g 2-piece stamped CAW ball. **A new ball must be used for each innings.**

## 10 FIELDING

No fielders within 10 metres of the on batsman on strike (except regulation off side slips, gully and wicket keeper).

## 11 POINTS

- 1st innings win 6 points
- Outright win with winning on 1st innings 10 points
- Outright win after loss on 1st innings 4 points
- Outright loss after 1st innings win 6 points
- Tie 3 points each
- Game abandoned 3 point

A bye shall be allocated 6 points, except in the event that all games in the round are abandoned .In this case the bye shall be allocated 3 points.

Ladder positions will be determined firstly by points and then by percentage. The percentage is determined as follows (total runs for / total wickets lost)/(total runs against / total wickets taken) .

## 12 BOUNDARY

Grounds where possible 50 metres from the centre of the wicket to the boundary and shall be suitably marked. Please note: Boundaries must be 3 metres inside a solid object. I.e.: fence/shed/Light Poles

## 13 FINALS

There are Finals played in the U16 competition. See CAW Junior Cricket Common Laws document for further details on finals, their structure and player qualification.

## 14 DISMISSALS

All modes of dismissal count