



UNDER 14'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

Index	Page
1 Maximum Players and Restrictions	2
2 2 Day Game Structure	2
3 1 Day Game Structure	3
4 Drinks Break	
5 Batting and Batting Restrictions	3
6 Bowling and Bowling Restrictions	3
7 Extra Overs (bowling)	4
8 Short Pitched Deliveries	4
9 Ball	4
10 Fielding Restrictions	4
11 Points	4
12 Boundary	4
13 Finals	4
14 Dismissals	4

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 can't 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 changeover.

The team batting first on the first day of a 2 day game cannot declare.

Outrights can be attempted with the follow on figure of 75 runs.

Scenario 1

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

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 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 as per the CAW Heat Policy

5 BATTING AND BATTING RESTRICTIONS

Each batter shall be restricted to a maximum of:

50 runs (per 2 DAY GAME) and 30 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** and each player may have only one non-compulsory retirement per innings.

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

Non-compulsory retired players may resume their innings as per the **Sequence of batters returning to bat** below.

Sequence of batters returning to bat:

- non-compulsory retired batters in order of retirement,
- compulsory retired batters in order of retirement,

Non-compulsory and compulsory retired batters can only return after all other batters have batted.

In Finals compulsory retirement is increased to 75 runs.

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 that can be bowled in one spell is 4 overs.

Time between bowling spells

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

This bowling restriction applies 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 all 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 game.**

10 FIELDING RESTRICTIONS

No fielders within 10 metres of the 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 points each
- 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 shall be 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 Pole

13 FINALS

There are Finals played in the U14 competition. See CAW Junior Cricket Common Law document for further details on finals their structure and player qualification for finals.

14 DISMISSALS

Under 14 Div 1

All modes of Dismissal count

Under 14 Div 2

All modes of Dismissal count except LBW (Which will only be given if the player stands in front of his stumps and does not play a shot).