

EASTERN DISTRICTS CRICKET ASSOCIATION – RULES FOR 2017-18

GRADE: Year 5

NOTES TO EDCA Year 5 RULES FOR 2017-18 SEASON

General

All games shall be played in accordance with:

1. The Playing Conditions specified in these Rules;
2. The Laws of Cricket (2017 Code) of the Marylebone Cricket Club, (refer <https://www.lords.org/mcc/laws-of-cricket/new-code-of-laws-october-2017/>)

and to the extent that there is any conflict between those conditions, the conditions shall be applied in the order of priority set out above.

Law 42 of the MCC Laws of Cricket (Players' Conduct) does not apply to these grades. Therefore there is no provision for umpires to issue a "yellow or red card" to a player. Unacceptable behaviour should be reported to the relevant Club Manager and/or Junior Club Captain.

Comments on Rules

Rule 6: Pitch length – 16 Metres to comply with Auckland Cricket Association specification. Where games are scheduled on a full-length artificial wicket, then the pitch length must be shortened - it is recommended that the wicket be reduced by 2 metres at each end:

1. position the stumps 2 metres in front of the existing stump recesses and mark with chalk or tape
2. mark new popping (batting) creases - 4 feet (1.22 metres) from the centre of the stumps.

This will result in a pitch length of 16 Metres.

(Note – all Y5 teams must carry a set of free-standing stumps, some chalk or tape, and something to measure 2 metres and 4 feet.)

The wicket length will be reviewed after 2 rounds of play and EDCA reserves the right to increase it to 18 metres should experience suggest there could be any danger of injury to batters.

Rules 5/11/12/28:

In Year 5 games this season, players will "bat-in-pairs" for the whole season. Post-Xmas, the runs lost for a wicket will increase from 3 to 4 as a further incentive to encourage batsmen to protect their wicket.

Rule 15: Wides

It is imperative that the calling of wides be **consistent** throughout the game. If an umpire is exchanged (permitted, but try to avoid it), his replacement **must** be briefed on the wide lines which have been used in the game so far.

Rule 16: No balls

The umpire at the Striker's end should indicate any "over-height" no-ball to his mate at the Bowler's end, who will make the signal to the scorers as soon as the ball is "dead".

Note: a No-ball overrides a Wide.

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1	Team Numbers	8
2	Boys/Girls	Mixed
3	Graded	No
4	Ball	142gm, 2 piece Australian leather.
5	Length of innings	20 overs – 5 overs per batting pair.
6	Wicket Length	16 Metres. Wickets may need to be shortened. (Refer Notes.)
7	Boundaries	Yes and marked by cones or flags. Boundaries should be 35-40 metres from the stumps where ground layout permits.
8	Hours of Play	8.30 –11.30 approx
9	Toss	Made at 8.20am. Teams who are not ready at this time are deemed to have lost the toss.
10	Drinks Break	Between each innings only.
11	Innings	Teams play two innings each. First innings concludes after the first four batsmen have batted out their overs. Remaining four batsmen bat during the 2 nd innings.
12	Minimum No. of balls before batsman out	5 overs per pair regardless of dismissals. Umpires should do their best to ensure that batsmen face approximately the same number of deliveries. A batsman who has been dismissed must not face the next delivery.
13	Overs per player bowled	Minimum 2, maximum 3 per player. No player can bowl their 3 rd over until all players have bowled 2 overs.
14	Over length	Max 8 deliveries (including wides/no balls)
15	Wides	Umpires must agree wide lines before the game begins. 1 run per wide added to extras. If the batsmen run on a wide then wide + runs are added to extras. If a batsman hits a wide delivery then the ball is not called a wide.
16	No Balls	Only called for a full toss above the waist, a bouncer above the shoulder, or a “double bounce” ball. New players struggling to bowl a full length may be allowed to “overstep” at the umpire’s discretion. However, bowlers should be advised if they overstep and be encouraged to take corrective action.
17	Double Bounce Rule	Called a no-ball if the ball, without having touched the bat or person of the striker, bounces more than once (i.e., 2 times), or rolls along the ground, before reaching the popping crease. A player may bowl from 14M if he/she is having trouble reaching the popping crease on the first bounce.
18	Fielding Restrictions	No player may field within 10 metres of the bat except between ‘point’ and the wicket keeper.
19	Wicket Keeper	Minimum of two players must take turn as WK – one for each innings.
20	Field rotation	Players are allowed to maintain their fielding positions.
21	Stumpings	No.
22	LBW	No. However umpires can insist that batsmen take their stance on middle and leg.

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23	Teams with less than the required team numbers	<p>A team with less than 8 players may bat a player twice, but batsmen must be returned in ascending order - the lowest scoring batsman must return first and so on.</p> <p>The coach of the bowling team shall nominate the bowlers for the extra overs. No player shall bowl more than one additional over.</p> <p>If requested, the opposition coach must provide up to two players to assist with fielding when the fielding team is short. The coach of the team to whom the request has been made shall decide on the players who will field for the other team and may roster others on and off.</p>
24	Replacement players (ie Teams with more than the required team numbers)	<p>Teams may use any number of replacement players, but all players present must bat, bowl and field. The team coach must re-arrange the batting and bowling orders to ensure that all players present have the opportunity to bat and bowl during the 20 overs.</p> <p>There shall be no more than 8 players fielding (including bowler and WK) at any time during the match, unless agreement has been reached with the opposition coach.</p>
25	Retirement/ Batsmen returning	N/A
26	On-field Coaching	Allowed.
27	Exchange of umpires	Allowed at completion of an innings.
28	Determination of Result	<p>Pre-Xmas - total runs for both innings minus 3 runs for every wicket lost:</p> <p>Post-Xmas - total runs for both innings minus 4 runs for every wicket lost:</p>
29	Championship Points	<p style="text-align: center;">Non-championship grade.</p> <p>However EDCA teams (Grafton-Parnell-University Clubs) play for the Sports Club Cup on a challenge basis. Please acquaint yourself with the rules for these challenge games.</p>

Rules Arbiter

The EDCA Rules Arbiter will promptly, by mobile phone availability, provide decisions on Rules or Spirit of Cricket issues arising during the course of play to try and avoid any subsequent debate or dispute. The Arbiter will receive and rule on written issues arising during the season on behalf of EDCA.

The Arbiter's decision is final, binding and non-negotiable. All participating teams agree to be bound by these guidelines and the decisions of the Arbiter.

The EDCA Arbiter for the season is Richard Walker, Auckland University CC, 027-424-1880, admin@aucc.co.nz

Cancellations

Cancellation notices will also be posted on the Grafton, University and Parnell websites by 7am.