

HPJCC Sub-Juniors Winter season rules (cheat sheet)

Competition objectives

- We don't play for premierships or points.
- Our focus is on participation for all children irrespective of their skill level.
- We always encourage inclusion and diversity.

Team sizes

- Maximum of 10 players
- Minimum of 6 players
- 8 players is the maximum number of players allowed on the field (6 fielders, 1 wicketkeeper and 1 bowler).

Balls and player's clothing and equipment

- This competition uses 110g Kookaburra soft-a-ball
- Players to wear club approved clothing, including a hat or cap when fielding.
- When batting or wicket keeping must wear a helmet, batting or WK gloves, 2 pads and a protector. **No exceptions** – this always applies to wicket keepers too!

Umpires

- Each team manager/coach appoints umpires for the game (recommend a parent roster)
- Suggested bowling team appoint the bowling end umpire and the batting team the square leg umpire.
- 2 parents allowed on the field to coach (and only 2 parents!).

Doubtful bowling action

- Not to be called a no ball at this age.
- Before the game a coach should notify the opposing coach if he/she believes any player in the team has a suspect action.
- It is the club's responsibility to coach the child away from the game in order to improve.
- Instruction can be provided during the game but it is recommended to limit this to keep the game moving.

Condition of the ground

- The Team Managers shall inspect the field prior to the game commencing and satisfy themselves that it is fit for play.
- If rain has been around the home team manager should do a ground inspection 2 hours before play.
- Play should only be suspended when the conditions are so bad (including lightning) that it is unreasonable or dangerous to continue.
- A ground is unfit for play when it is so slippery so as to deprive batsmen or bowlers of a reasonable foothold, or the fieldsman freedom of movement.

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Innings

- One day game – each team has 20 overs each. Games must finish within 3 hours (morning games before 11am to allow for Warehouse games afterwards if applicable).
- Drinks break at end of each ten overs, morning tea between innings.

Bowling limits

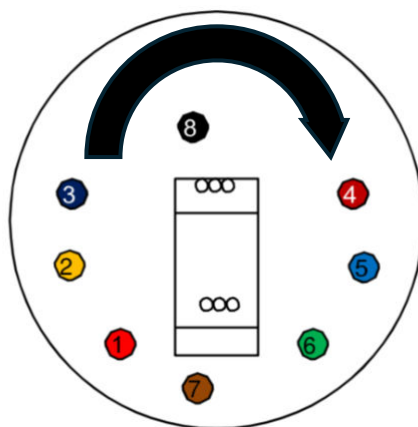
- All bowlers to bowl a minimum of 2 overs, no bowler to bowl a 3rd over until all bowlers have bowled 2 overs.
- A change of wicket keeper is required at the end of each quarter (10 overs).
- Rotate the bowling order each match.

Batting limits

- Batters continue to bat if dismissed – no maximum number of dismissals.
- All batters to receive equal number of balls (includes wides and no balls).
- Number of balls for each batter is calculated by dividing 120 balls (20 overs) by the number of players in the team.
- Rotate the batting order each match.

Fielder limits

- A maximum of 8 fielders on the field at one time.
- Rotate extra players on and off between overs.
- No fielder within 15 meters of the striker (except the wicket keeper)
- It is recommended that fielders rotate positions (either clockwise or anti-clockwise) after each over to help them stay engaged in the game. This can also help the coach/manager maintain the bowling order. **For example:**
In the diagram below, fielder 7 is the bowler. Once they have finished and the fielder rotate clockwise, fielder 6 becomes the next bowler, then fielder 5 etc.
- There are no backstops!
- No more than 3 fielders on either side of the wicket.
- Coaches are encouraged to rotate the wicket keeping role each week.



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Pitch and boundaries

- Pitch is shortened to 16 meters in length.
- Batters are to bat from one end only and rotate at the end of each over or on dismissal.
- Boundaries are a maximum of **35 meters from the batsman's stumps**.

The result

- Emphasis for players and parents should be on enjoying the game and having fun, rather than who won or lost.
- The result of the match is determined by the **highest average based on runs divided by wickets lost**.

Bowling

- Over is a maximum of 6 deliveries (including wides and no balls – do not bowl extra deliveries).
- A ball hits the edge of the pitch / does not reach the batsman is a dead ball and is re-bowled.
- Place two balls on hitting tees at either side of the crease at the start of the game. It is recommended to have a parent/coach/manager (that is different from the umpire) to stand behind the wicketkeeper to replace the balls on the hitting tees, to keep the game moving.
- **No balls** are balls that bounce more than twice or roll before reaching the striker or that is an over waist height full toss.
- Bowler over-stepping should not be called a no ball, instead help the bowler.
- **Wide balls** are balls that pass outside of the batting tees, however if the batter hits the ball play on and do not call a wide.
- Wide balls and no balls are deemed to be dead balls **and replayed by using the batting tee**.
 - Batsman shall hit off the tee on the side the wide went past.
 - Ball off the tee must be hit forward, not behind the wicket.
 - Umpire shall call "TEE SHOT" and then count down "three, two, one, hit."
 - Batsman can be dismissed from a tee shot. Runs count as a normal shot.
- Mankads are not permitted. LBW does not apply in this competition.