

**GREAT SOUTHERN
CRICKET ASSOCIATION**

2023-24

**JUNIOR
PLAYING CONDITIONS**

CODE OF CONDUCT

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JUNIOR CRICKET CODE OF CONDUCT

The obligation on parents and coaches is to focus on the development of players' skills and enjoyment of the game which should never be overshadowed by an emphasis on winning.

FOR PLAYERS

- * Be a good sport
- * Play for enjoyment
- * Work hard for your team as well as for yourself
- * Treat all team-mates and opponents as you enjoy being treated yourself
- * Play by the rules
- * Cooperate with team and game officials
- * Control your behaviour on and off the field
- * Learn to value honest effort, skilled performance and improvement

FOR COACHES

- * Set a good example for your players
- * Encourage and create opportunities to develop individual skills
- * Teach a wide range of team skills
- * Ensure that the sport is appropriate for the age-group and the skill development level of the players involved
- * Teach your players to be friendly towards officials and opponents
- * Give all those interested a chance to participate in training and in games
- * Remove from the field of play any of your players whose behaviour is not acceptable
- * Keep your own knowledge of coaching and the developments of the game up to date

FOR PARENTS

- * Encourage participation by your children
- * Provide a model of good sportsmanship for your children to copy
- * Be courteous in your communication with players, team officials, game officials and sport administrators

FOR SPECTATORS

- * Demonstrate appropriate social behaviour
- * Remember that children play for enjoyment. Don't let your behaviour detract from their enjoyment.
- * Let game officials conduct events without interference
- * Support skilled performances and team play with generous applause
- * Demonstrate respect for opposing players and their supporters

FOR ADMINISTRATORS AND OFFICIALS

- * Ensure rules, equipment, training schedules and games are safe and match the skill level of those involved
- * Ensure that equal opportunities for participation are available for all children
- * Involve children in planning, evaluation and decision making
- * Ensure everyone involved understands his/her responsibilities regarding fair play and appropriate behaviour
- * Encourage a positive attitude towards children's sport
 - emphasise fun and enjoyment
 - encourage both teams
 - set a good example
- * Be consistent, courteous and helpful toward all participants
- * Use common sense in decision making to ensure that the spirit of the game for children is maintained
- * Ensure that adequate supervision is provided by qualified, competent coaches and officials capable of developing appropriate sports behaviour and skill technique; and that these officials are given the opportunity to improve their coaching and officiating
- * Remember that children play for enjoyment - downplay the importance of rewards

GENERAL RULES & PLAYING CONDITIONS FOR SENIOR AND JUNIOR COLTS

IT IS THE EXPECTATION OF THE GSCA THAT EVERY PLAYER SHOULD BE GIVEN THE OPPORTUNITY TO BAT AND BOWL IN EACH MATCH.

1. All players must be registered on **PlayHQ** in accordance with the GSCA Playing Conditions.
2. Age group eligibility:
 - a. Senior Colts – aged under 16 on 1 April in the year that the season commences.
 - b. Junior Colts – aged under 14 on 1 September in the year that the season commences
3. Players wishing to learn about umpiring may stand with the official umpire during these matches.
4. First innings win – 6 points; outright win – 8 points (**Senior Colts only**); draw – 3 points.

PERMITS:

1. A player who is considered not out of place in a lower age group based on the previous season's performances, may be given a permit by the Junior Management Committee to play in the lower age group.
2. Permits must be requested by email with the GSCA secretary.
3. Permits are reviewed after round three.
4. Up to 2 permit players are allowed to be named in any given Junior Colts and Senior Colts teams.
5. Permit players are ineligible to represent the association in GSCA teams or to receive a GSCA trophy
6. Permit players may **initially** participate as full members of the team, without special restrictions.
7. Restrictions may be imposed during the season as appropriate

FINALS:

1. Players must play a minimum of six days of minor round matches to be eligible for finals.
2. Play may be extended on either day of rain affected finals to achieve a result, but no over may commence after 12.30 pm. Play may commence up to an hour early on finals Sundays, where weather has prevented a full day of play on the Saturday.
3. Two neutral umpires will officiate, with coaches from teams not playing finals expected to assist.
4. The ball may be replaced with one of similar use if it becomes unplayable.
5. Players eligible for Junior Colts competition may count matches played in Senior Colts competition towards qualification for Junior Colts finals.

HEAT POLICY:

All Senior Colts and Junior Colts matches will be cancelled on any day of scheduled play where the forecast temperature for Victor Harbor is 38C or higher on the television news the previous evening. Play may be called off at any time in any match if the conditions become unfit for play. Coaches are reminded of their duty of care and of their responsibility for the welfare of the players in administering this policy.

RISK MANAGEMENT:

Teams and clubs must ensure that the playing field is safe before the commencement of play on any day.

CRICKET BALLS:

1. 2 pce 156 g Kookaburra balls will be used in all matches, including matches on turf pitches.

REPORTING SCORES & MATCH DETAILS FOR U16 & U14 MATCHES:

1. ***Both teams are to enter their selected team into PlayHQ at least 10 minutes before the scheduled match starting time.***
2. ***Matches should be live scored wherever possible, with the match finalised immediately following completion of the match.***
3. ***Where matches are not live scored, all match scores as well as full details of individual batting and bowling, must be entered by 8.00 pm on the Sunday following each day's play.***
4. ***Fielding votes are to be emailed to Todd Kelly by 8.00 pm on the Sunday following the competition of each match.***

SENIOR COLTS MATCH CONDITIONS – 40 OVER MATCHES:

1. 8.45 am start, 11.30 am finish, 10 minute drinks break after 20 overs. 40 overs play/day. Each team's innings max of 40 overs. Team batting second receives 1 extra over for each over faced on the first day if innings starts in over 38, 39 or 40 of the day.
2. Max 8 overs/bowler, 50 runs/batter per innings, but batters may return after all others have batted.
3. Players who retire before reaching the run limit may return to the crease at any time, but must return before any player who retired after making the run limit.
4. A compulsory close of innings will occur when any batting side reaches 250 runs. Should a team exceed that total by scoring a boundary, the individual player runs will be counted, but the total score must not exceed 250.
5. Teams may declare in 40 over matches after passing the opposition score once all batsmen not dismissed have faced a minimum of 12 balls. Maximum 250 team score still applies.
6. Each batter's ball count does not include wides and no-balls.
7. A maximum of 6 overs may be bowled per spell by all bowlers except slow bowlers in any game including finals. All bowlers (except slow bowlers) must be rested while at least twice the number of overs in their spell are bowled. All bowlers are eligible to begin a new set of 6 overs from the commencement of play on the second day. Any pace bowling during a spell brings the '6 over rule' into play.
8. Any full toss above waist high or ball that bounces above shoulder high shall be called 'no-ball'. Any ball that lands off the pitch when bowled is to be called and signalled 'no-ball'. The first 2 wides or no-balls in each over shall be re-bowled for a maximum of 8 balls in any over. Any subsequent wides or no-balls in an over incur a penalty of one run (plus any score), but are not re-bowled.
9. Batters are not to be crowded by fielders. Except for the wicketkeeper and slips, no fielder shall be placed within 10m (half a pitch length) of the batsman.
10. All batters in all junior grades must wear a helmet with visor/grille. Wicket keepers must wear facial protection when keeping up to the stumps.
11. Teams consist of 9 players, but may name up to 11 named players. A maximum of 9 fielders may be on the field at a time, with no restriction on the interchange of fielders provided no time is wasted. There is no requirement for a player to be on the field for a certain time following an absence before bowling. The side will be all out at the fall of the 8th wicket.
12. Teams shall provide up to 2 sub-fielders to opposition teams if required to bring the number of fielders up to a maximum of 9.
13. Boundary to be 50m from the stumps at each end if oval size allows.
14. Where weather interrupts play on the first day, 2 overs are deducted for each 7 minutes play lost. The total number of overs for the match is divided equally between the 2 teams' innings, with a minimum of 20 overs/side needed to constitute a game. If weather interrupts play on the second day, before the team batting first has completed its innings, one over is deducted from each team's entitlement for each full 7 minutes of play lost. If weather interrupts play on the second day after the team batting first has completed its innings and prevents a first innings decision, a draw results. Rain may delay the start of play until up to 10.00 am on any day.
15. If weather prevents any play on the first day, the second day's play becomes a 20 over match.
16. *IN FNALS* – There is no restriction on the total overs/bowler or runs/batter, except those under the '6 over' rule. Teams dismissing the opposition in less than the allotted overs may add those unused overs to their first innings allowance. Retired batters, other than those retired hurt, cannot return to the crease during that innings. The 250 runs innings maximum does not apply.

SENIOR COLTS MATCH CONDITIONS – 20 OVER MATCHES:

1. 8.45 am start, 11.30 am finish, 10 minutes change of innings after 20 overs. Max 20 overs/ team.
2. Max 4 overs /bowler, 30 runs/batter.
3. Players who retire before reaching the run limit may return to the crease at any time, but must return before any player who retired after making the run limit.
4. All balls passing outside the leg stump and outside the batsmen's pads shall be called wides.
5. No more than 5 fielders on the leg side at any time.
6. No more than 3 fielders more than halfway to the boundary in the 1st 6 overs and 5 thereafter.
7. Rules 8 to 13 above apply.

JUNIOR COLTS MATCH CONDITIONS – 40 OVER MATCHES – INCLUDING FINALS:

1. 8.45 am start, 11.30 am finish, 10 minute drinks break after 20 overs. 40 overs play/day. Each team's innings max of 40 overs. Team batting second receives 1 extra over for each over faced on the first day if innings starts in over 38, 39 or 40 of the day.
2. Max 8 overs/bowler for 2 bowlers and 6 overs/bowler for the rest of the team. No bowler may bowl more than 8 overs in a match, including a second innings, if applicable.
3. Batters must retire after facing 50 balls but may return at the fall of the last wicket, in the order in which they retired.
4. Players may be retired after facing a minimum of 12 balls and before reaching maximum balls faced limit. He/she may return to the crease at any time, but must return before any player who retired after facing 50 balls.
5. Each batter's ball count does not include wides and no-balls.
6. A compulsory close of innings will occur when any batting side reaches 250 runs. Should a team exceed that total by scoring a boundary, the individual player runs will be counted, but the total score must not exceed 250.
7. No 1st innings declaration is permitted, but the maximum 250 team runs still applies
8. A maximum of 4 overs may be bowled per spell by all bowlers in any game including finals. All bowlers must be rested while at least twice the number of overs in their spell are bowled. All bowlers are eligible to begin a new set of 4 overs from the commencement of play on the second day.
9. Bowlers who cannot get the ball on a length on a full-sized pitch will be allowed to bowl over a reduced pitch length of 18m. A marker will be used to indicate the bowler's revised crease line. No change is made to the length that batsmen must run. An opposition coach may only veto this option based on the bowler's pace.
10. Any full toss above waist high or ball that bounces above shoulder high shall be called 'no-ball'. Any ball that lands off the pitch when bowled is to be called and signalled 'no-ball'. The first 2 wides or no-balls in each over shall be re-bowled for a maximum of 8 balls in any over. Any subsequent wides or no-balls in an over incur a penalty of one run (plus any score), but are not re-bowled.
11. Batters are not to be crowded by fielders. Except for the wicketkeeper and slips, no fielder shall be placed within 10m (half a pitch length) of the batsman.
12. All batters in all junior grades must wear a helmet with visor/grille. Wicket keepers must wear facial protection when keeping up to the stumps.
13. Teams consist of 9 players, but may name up to 11 named players. A maximum of 9 fielders may be on the field at a time, with no restriction on the interchange of fielders provided no time is wasted. There is no requirement for a player to be on the field for a certain time following an absence before bowling. The side will be all out at the fall of the 8th wicket.
14. Teams shall provide up to 2 sub-fielders to opposition teams if required to bring the number of fielders up to a maximum of 9.
15. Boundary to be 45m from the stumps at each end if oval size allows.
16. Where weather interrupts play on the first day, 2 overs are deducted for each 7 minutes play lost. The total number of overs for the match is divided equally between the 2 teams' innings, with a minimum of 20 overs /side needed to constitute a game. If weather interrupts play on the second day, before the team batting first has completed its innings, one over is deducted from each team's entitlement for each full 7 minutes of play lost. If weather interrupts play on the second day after the team batting first has completed its innings and prevents a first innings decision, a draw results. Rain may delay the start of play until up to 10.00 am on any day.
17. If weather prevents any play on the first day, the second day's play becomes a 20 over match.

JUNIOR COLTS MATCH CONDITIONS – 20 OVER MATCHES:

1. 8.45 am start, 11.30 am finish, 10 minute change of innings after 20 overs. Max 20 overs/team.
2. Max 4 overs/bowler for 2 bowlers and max 3 overs/bowler all others; max 25 balls faced/batter.
3. Players who retire before reaching the balls faced limit (minimum 12 balls faced) may return to the crease at any time, but must return before any player who retired after making the run limit.
4. All balls passing outside the leg stump and outside the batter's pads shall be called wides.
5. No more than 5 fielders on the leg side at any time, and
6. No more than 3 fielders more than halfway to the boundary in the 1st 6 overs and 5 thereafter.
7. Rules 8 to 13 above apply.

UNDER 12 MATCH CONDITIONS

1. Participation is the major focus of this grade, which is open to boys and girls aged under 12 on September 1.
2. All matches are played on Friday evenings with a 5.00 pm start. Each team's innings is 20 overs.
3. The pitch length is 18m, with the stumps moved to the normal batting crease.
4. Teams consist of 8 players.
5. The players bat in pairs for 5 overs, facing 15 balls each. The non-striker is to face the next ball after a dismissal, except where he/she has faced the maximum quota of balls. Next batters must be ready at the end of each set of overs.
6. Teams bowl from one end only. Bowlers bowl one over and then the whole field (except for the wicket keeper) rotates one position to allow the next player in the rotation to bowl.
7. Bowlers who cannot get the ball on a length on an 18m pitch will be allowed to bowl over a reduced pitch length of no less than 16m. A marker will be used to indicate the bowler's revised crease line. No change is made to the length that batsmen must run.
8. 142g Kookaburra balls are used for all matches. A new ball is not required for each game.
9. The outer boundary is set at a maximum of 40 metres from the centre of the pitch.
10. An inner boundary is set at 20 metres from the pitch, with no fielders other than the wicket keeper to field within a pitch length of the batter.
11. Batters may not be dismissed LBW.
12. All batters and wicketkeepers must wear a helmet with visor/grille as well as the normal protective equipment. Wicketkeepers may wear a baseball catcher's mask.
13. Only 6 balls are bowled in each over, irrespective of wides and no-balls. All balls that would normally be called wides are to be called no-balls.
14. Any full toss above waist high or ball that bounces above shoulder high shall be called no-ball.
15. The coach of the fielding side may by-pass younger bowlers after one or two overs, but the remainder of the rotation order is continuously maintained.
16. Extra fielders substitute one at a time after each over, with the bowler leaving the field.
17. Hot Weather Policy – extra clause: When the forecast temperature for Adelaide is above 35 degrees, games only proceed if both coaches agree.
18. Drinks and/or snacks are to be taken at the halfway point of the match. Drinks breaks may be added if it is hot. Players are encouraged to wear wide brimmed hats when fielding.
19. The home team is to field first in all matches to help with matches starting as early as possible.

BLOM SHIELD:

1. To be contested annually on the 3rd Sunday in February, between the best 12 players aged under 12 on September 1 from each of the Northern and Southern groups of clubs. These club groupings are to be determined each year, depending on the teams fielded.
2. A coordinator from each group is nominated each year to organise the teams from club nominations.
3. Under 12 players who participate in any GSCA grades and/or teams are eligible for selection.
4. Clubs will nominate 2-3 players per U12 team, with the coordinator to make a final selection.
5. At least one player must be selected from each nominating club.
6. Teams consist of 12 players, all of whom can bowl, but only 11 can bat.
7. The match will be played using modified Junior Colt playing conditions, with the addition of impact players – five fielders within 4m of the boundary or in the slips cordon – to allow for eleven fielders.
8. The pitch length will be 18m and the boundary will be set 45m from the centre of the pitch.
9. 10.00 am start, 40 overs/side, maximum 6 overs/bowler, 25 runs or 30 balls faced/batter.
10. Retiring batters may return – in order of retirement – to continue their innings after all others have batted.
11. An award is to be presented to the best player in each team, selected by the two coordinators.
12. A certificate is awarded to each player selected.

UNDER 10 MATCH CONDITIONS

1. Participation is the major focus of this grade, which is open to boys and girls aged under 10 on September 1, however the age is considered indicative of ability rather than mandatory.
2. All matches are played on Friday evenings with a 5.00 pm start. Each team's innings is 16 overs.
3. The U10 field is set up outside the boundary of the corresponding U12 match at that venue.
4. The pitch length is 16m, with plastic stump sets used.
5. The boundary is set at a maximum of 30 metres from the centre of the pitch.
6. Teams consist of 8 players, however additional players may participate, provided that there are no more than 8 fielders at any time.
7. No fielder is allowed within 10m of the bat until after the ball is hit. This excludes the wicket keeper and slips. There must be 3 fielders on each side of the pitch for all deliveries.
8. The players bat in pairs for 4 overs, facing 12 balls each. Batters swap ends at the end of each over and when dismissed, except in the event of a run out. Batters should also swap ends after one has failed to hit three consecutive balls.
9. Batters may not be dismissed LBW.
10. Plastic or wooden bats can be used. Batters are not required to wear pads, gloves or helmets.
11. Kookaburra Softaballs or similar are used for all matches. A new ball is not required for each game.
12. Teams bowl from one end only. Bowlers bowl one over and then the whole field rotates one position to allow the next player in the rotation to bowl.
13. Bowlers who cannot get the ball on a length on the 16m pitch will be allowed to bowl over a reduced pitch length. No change is made to the length that batsmen must run.
14. Only 6 balls are bowled in each over, irrespective of wides and no-balls. All balls that would normally be called wides are to be called no-balls.
15. Any full toss above waist high or ball that bounces above shoulder high shall be called no-ball.
16. Extra fielders substitute one at a time after each over, with the bowler leaving the field.
17. Hot Weather Policy – extra clause: When the forecast temperature for Adelaide is above 35 degrees, games only proceed if both coaches agree.
18. Drinks and/or snacks may to be taken at the halfway point of the match. Drinks breaks may be added if it is hot. Players are encouraged to wear wide brimmed hats when fielding.
19. The home team is to field first in all matches to help with matches starting as early as possible.

COVID-19 PLAYING CONDITIONS

1. Infected players should act as they would with a case of influenza or heavy cold – maintaining social distancing at all times, washing hands, using hand sanitizer and not sharing equipment and/or drink bottles.
2. As per the Laws of Cricket – sweat may be used to shine the ball but **NOT** saliva.
3. Requests for replacement players for day 2 of 2-day matches will be considered on a case-by-case basis.

ASSOCIATION GAMES

U13, U15

ROUND 1 – SUNDAY 4 FEB

ROUND 2 – SUNDAY 11 FEB

FINAL – SUNDAY 25 FEB

PROGRAM OF MATCHES

The match program for all junior and senior matches can be found on the

PLAY CRICKET APP