

**JUNIOR RULES - SECTION THREE**  
**RULES OF PLAY FOR THE UNDER 13's COMPETITION**

1. In Under 13 games, the pitch shall be 19 yards in length.
2. The ball shall weigh 4.75 ounces and only League approved cricket balls shall be used.
3. Each Under 13 team shall comprise of 10 players. If a team has 9 players, the opposition shall choose 1 player from the first 4 pairs to make up the fifth pair with points awarded in the normal manner.  
  
If a team has 8 players, the match will be played with the fifth pair made up in similar fashion but the points will be forfeited to the opposition. Normal Group Match Ratio applies.
4. Each game shall consist of one innings per side, each innings shall be of 20 overs duration. Play shall commence at 6:15 pm for Wednesday evening games except for the first two matches of the season which will commence at 6:00 pm.
5. If, for any reason, a match does not start by 7:00 pm (6:45 pm for a 6:00 pm start) the match becomes a 30 over game. No match shall start after 7:00 pm (6:45 pm for a 6:00 pm start)  
  
If a League match does not commence or cannot be completed because of adverse weather conditions, it shall be regarded as an abandoned match and shall not be replayed. It may be replayed as a friendly but any result will not count towards League standings.
6. An Under 13 batting side shall be divided into pairs, each pair batting for 4 overs.  
  
Pairs shall change at the end of the 4th, 8th, 12th and 16th over.  
  
For a reduced overs Under 13 match, each pair will change at the end of the 3rd, 6th, 9th and 12th over.
7. Each team shall commence its innings with a score of 150 runs.
8. Batsmen shall have unlimited "lives" but each life lost shall result in 5 runs being deducted from the total.  
  
Batsmen shall change ends at the fall of a wicket with the exception of the last ball of an over.
9. Each player of the fielding side must bowl (including the wicketkeeper if this position is rotated).  
  
No player shall bowl more than 4 overs in a full match or 3 overs in a reduced overs match.  
  
Umpires should use common sense when adjudging wide balls and no over should exceed 8 deliveries, legal or otherwise.
10. In all matches, no fielder, except the wicketkeeper, shall be allowed to field nearer than 11 yards measured from the middle stump, except behind the wicket on the "off" side.
11. The winning team shall be the team scoring the greater number of runs after the deductions for the fall of each wicket.  
  
In the event of the scores being equal, the result shall be a tie and both teams receive two points.
11. The points are as follows:
  - 3 points for a win
  - 2 points for a tie.
  - 1 point for an abandoned game.

12. League Finals Day.

- (a) Finals Day will be held at a venue to be decided on the basis of bids received before the season opens. The finalists will be the two divisional winners plus the two best runners up. There will then be two semi finals based upon the 40 over per match format and thereafter a League Final again in the same 40 over per match format. The conditions of play for the semi finals and the Final will be the same as for the weekly League matches.

The day will commence at 10:00 am and each semi final will be played as outlined with a 10 minute break between innings. The Final will have a tea interval of 25 minutes between innings or at a time decided by the Umpires should there be an interruption in play. If tea is not taken between innings, the interval shall not exceed 10 minutes.

The semi final order of play will be decided through a random draw undertaken prior to the day by the junior league secretary. Competing teams will be advised of their opponents and match time before Finals Day.

- (b) Under normal circumstances, the 1st semi final would commence at 10:00 am and the 2nd semi final shortly after the end of the 1st semi final. If, however, a semi final cannot commence as scheduled due to the prevailing conditions, the following shall apply: For every complete 9 minutes lost, 2 overs will be deducted from the total number of overs to be bowled. If a semi final can start before 45 minutes have elapsed, then the match will proceed with reduced overs as above.

If no play is possible before 45 minutes have elapsed or a game having started cannot continue to a conclusion, then the match is deemed as abandoned and the result shall be decided by a bowl out - See Page 55 -Section Four Para 4(L) In the event of a tied match in a semi final, the result shall be decided by a bowl out.

If the start of the Final is also delayed, the same overs reduction and time limitation will apply. If the match is subsequently abandoned it shall be replayed on a mutually agreed date by both teams. If the match ends in a tie, then the League title will be shared between the competing finalists.