

2016 Japan Junior Cricket League - Under 15 Playing Conditions

Preface

In setting up a league, initially the JCA would like to be as flexible as possible in regards to scheduling, match formats and playing conditions. The following playing conditions reflect this intention. Hopefully this can allow teams a smooth entry into playing regular competitive cricket. Team managers and coaches are reminded to bear in mind that the principles of fun, participation and fair play should be upheld at all times.

Under 19 matches will be played under standard Japan Cup playing conditions (as set out by the regional association in which the match is to be played).

1. Team composition
 - Maximum 11 on the field
2. Boys/Girls
 - Mixed teams allowed
3. Age limit
 - Players born April 1st, 2001 or after are eligible to play league matches in 2016.
 - Players born before this date will be allowed to play but only with the consent of the opposition team manager.
 - Coaches/managers intending to play over-age players need to check with the opposition team manager prior to the match.
4. Toss
 - 20 minutes before the scheduled start of the match
 - If a team is not available to toss at this time they will be deemed to have lost the toss
5. Length of innings
 - 20 overs
 - A team will bat 20 overs regardless of whether they are bowled out or not.
 - If a team is bowled out inside 20 overs they will continue to bat but additional scoring will not be recorded.
6. Over rate
 - Coaches are to ensure that teams maintain a bowling rate of at least 15 overs per hour.
7. Pitch length
 - Regulation (22 yards)
8. Boundaries
 - Must be marked by cones or rope
9. Ball
 - Colt 2 piece (about ¥2000 each)
 - 142g for Under 15, 156g for Under 19
 - Whenever possible a new ball should be used at the start of each innings.
 - If the ball is not new, coaches must ensure it is fit for play.

- Two replacement balls must be kept by the scorers table in case the ball is lost.
- On grounds where hard cricket balls are not allowed an approved softer ball can be used. This must be approved by the league committee.

10. Replacement players

- A maximum of three replacement players may be used during a game
- Batting 11 must be named in the scorebook before the start of play
- Replacement players may bowl, field and keep wickets

11. Declarations

- Not allowed

12. Weather affected matches

- Declared a draw if 10 overs in each innings is not possible due to weather conditions.
- If weather interferes with play, match time can be extended by up to half an hour if both coaches agree.
- If playing time is lost, the number of overs in the match will be reduced by one over for each four minutes of play is lost counting back from 20.
- If an interruption occurs in the innings of a team batting second, its target score will be calculated by multiplying the reduced number of overs available by the average runs per over of the team batting first.

13. Intervals

- Maximum of 10 minutes between innings
- One drinks break, not exceeding 5 minutes may be taken midway through each innings.
- Players should not leave the field of play during a drinks break.

14. Dismissals

- Batsman is out when dismissed

15. Stumpings

- Yes

16. LBWs

- Yes
- Umpires must use extreme caution when awarding LBWs and must be absolutely certain that the appeal is out.

17. Uneven team numbers

- A team may bat players twice if they have less than 11 players but players must return in ascending order, i.e. the lowest scoring batsman must return first and so on.
- The batting team must provide up to two players if requested to assist with fielding. These players may be rotated as the need arises.

18. No balls/wides

- Normal Cricket Laws apply
- Any delivery which passes (or would have passed) above the batsman's shoulder, or any full-toss which passes (or would have passed) above the batsman's waist, shall be called a no-ball.

- Umpires/coaches must agree on wide lines before the start of play.
- There shall be no restrictions on the number of wides/no-balls that can be called in an over, but there will be a maximum of 9 deliveries in an over.

19. Double bounce rule

- Normal Cricket Laws apply
- Called a no-ball if the ball, without having touched the bat or person of the striker, bounces more than twice, or rolls along the ground, before reaching the popping crease.

20. Length of overs

- Maximum 9 balls per over (including wides and no-balls)
- There will be no maximum number of deliveries for the **last** over of the innings.

21. Bowling restrictions

- Maximum 4 overs per bowler
- If 20 overs are bowled, a minimum of 8 players must bowl at least one over
- Where there are more than 11 players, any player who is not named in the batting 11 must bowl at least one over or keep wickets.

22. Retirement/batsmen returning

- Compulsory retirement of batsmen at the end of the over in which they reach 35 runs or 25 balls (whichever comes first)
- Batsmen may also be retired before they reach 35 runs or 25 balls but may only return at the end of the innings, in the order of the lowest scoring batsmen first.
- Batsmen who have retired may return after all other batsmen have been dismissed (once).
- For teams with less than eleven players, batsmen who have retired may return before batsmen who have been dismissed return.

23. Fielding restrictions

- No players may field within 10 metres of the bat except behind square on the off side (between 'point' and the wicketkeeper).
- There will be no 30 yard "inner circle".

24. Wicket keepers

- No more than two wicketkeepers may be used during an innings to ensure there are no undue delays in the match. Wicketkeepers may only be changed during the scheduled drinks break (unless an injury occurs).
- Wicket keepers must wear a helmet when keeping up to the stumps.

25. Umpires

- If possible, a neutral umpire should umpire the match
- Parents of players are allowed to umpire the match as long as they are suitably aware of the laws of cricket and the junior league playing conditions
- If no neutral umpire is present, coaches may umpire the match
- It must be ensured that a square leg umpire is present at all times
- A player on the batting team can act as square leg umpire if necessary to adjudge stumpings and run outs. The square leg umpire can be rotated as required.

26. Exchange of umpires

- Allowed but umpires must umpire at least 10 overs to ensure some consistency for the players, unless agreement to do otherwise has been reached by the coaches.

27. On field coaching

- Allowed but coaches may only provide advice between overs to ensure the match is not unduly delayed.
- At no stage during the match should the coach be on the field unless he/she is umpiring.
- In the interests of player development, coaches should direct their advice to the captain.

28. Competition Format

- Based on number of team entries, availability of teams, ground availability.
- If possible each team shall play at least five matches throughout the course of the season.

29. Points

- Win: 3 points
- Draw/Tie/No result: 2 points
- Loss: 1 point
- Teams will accumulate points during the season. The teams with the most points will qualify for the National Finals in Fuji at the end of the season.

30. Finals

- At the conclusion of the season there will be a two-day tournament in Fuji to decide the champion. This will consist of semi finals and a final.
- If two teams are equal on points they will be separated by net run rate.
- A team must play at least 3 matches throughout the course of the season to qualify for the finals.

31. Scoring

- Two scorebooks should be used during each match. Each team should supply one scorebook and one scorer.
- At the conclusion of the match, scores are to be entered into the CricHQ score system by the winning team.
- Teams may also score “live” using the CricHQ app.