

JCA Guidelines for Junior Cricket on Hot Weather, Wet Weather and Lightning

Updated August 14th, 2020

Guidelines on Hot Weather

Cricket is a summer sport and as such it is inevitable that at times, matches will be scheduled for play during extreme heat conditions.

Responsibility will lie with team managers, while umpires will also be expected to be involved in any decision making during the day. As match and team officials, all involved owe a duty of care and should take all reasonable steps to minimise foreseeable risks which may result in injury or damage.

1. Match cancellation

The Managers may, through consultation with each other, decide to cancel the match due to hot weather. The procedure for reaching that decision is set out below.

1. If the JCA or tournament committee announces there will be no play, then the match will not be played.
2. If the weather forecast announced at 05:00 on the day of the match predicts a maximum temperature of 35°C or higher, managers should consider cancelling the match.
3. If, after each manager has confirmed the weather forecast in (2), either manager wishes to cancel the match, they will contact each other (by phone) and consult with each other. In principle, a decision to cancel the match must be made by 06:00 (AM start) or 09:00 (PM start). For the sake of clarity, if either manager desires to cancel the match, the match will be cancelled.
4. If the match is cancelled, the managers will be jointly responsible for immediately informing the umpires and the tournament committee.

2. Reduction of overs

The managers may, through consultation with each other and the umpires, decide to reduce the number of overs in a match due to hot weather. The procedure for reducing the overs is set out below.

1. Firstly, the recorded temperature at 10:00 on the day of the match must be 30°C or higher.
2. For T20 matches, at the toss, if, in consultation with the umpires, either manager wishes to reduce the number of overs in the match, the number of overs may be reduced to 18 overs per innings. The reduction can be made to ensure adequate drinks breaks are taken but the match is still concluded within 180 minutes.

3. Delaying a match or leaving the field due to hot weather

Once a match has begun managers and umpires should continue to monitor the heat condition. The following guide shall be used to determine whether to delay a match, leave the field due to hot weather or increase the number of drinks breaks.

(Temperatures in degrees centigrade)

Ambient Temperature	Relative Humidity	Risk of heat illness	Action required by Umpires & Managers
24 - 28	Exceeds 70%	Low - Moderate	Increase vigilance and monitor players.
28 - 31	Exceeds 60%	Moderate	Increase drinks breaks, be especially aware of batters.
31 - 35	Exceeds 50%	High - Very High	Uncomfortable for most people. Consider delaying until temperature drops.
35+	Exceeds 30%	Extreme	Players should leave the field.

Guidelines on Fitness for Play in Wet Weather

1. General Principles

1. If the JCA or tournament committee announces there will be no play, then the match will not be played.
2. If on the morning of the match the managers agree not to play, then the match will not be played.
3. In principle, the umpires are the sole judges of the ground's fitness for play and weather conditions during the match.
4. Once play has started in a match, the managers and umpires will aim to make as much time available for playing as possible.
5. Umpires should ensure that play is suspended in similar conditions every time they make a judgment about fitness for play or weather conditions.

2. Umpires' Guidelines for Assessing Conditions

(1) Pitch

What to look for	Criteria	Play / no play	Other comments
Dampness on the wicket	Are the batsmen in any danger of slipping?	If there is danger to the players, then no play.	

Dampness around the bowler's delivery stride and follow-through	Can the bowler with his normal run up and action deliver the ball and be sure he will not slip dangerously?	If the bowler's safety is at risk, do not play. The area of concern is from about three metres behind the popping crease to about three metres beyond it and about three metres to either side of the danger area.	In the take-off area, the risk is of his take off foot going from under him leading to knee damage. In the landing area, if the front foot or follow-through foot slips, this can lead to damage of any of the joints in the ankle or leg. The bowler must also be able to safely stop and change directions after delivery.
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(2) Square

What to look for	Criteria	Play / no play	Other comments
Standing water on the square.	Are the batsmen in any danger when turning for a second run, and can fielders run at the ball and expect to be able to stop or change direction safely?	The square is a 'high traffic' area with players running, stopping and changing direction. It is unlikely they can do this with standing water on the square. Generally, in this case there will be no play.	Any standing water on the square means there is unlikely to be play today. The same applies if there are puddles of mud or if you can push your thumb into the square up to the first joint.
Areas of wetness or dampness on the square.	Are the batsmen in any danger when turning for a second run, and can fielders run at the ball and expect to be able to stop or change direction safely?	If there is danger to the players, then no play	

(3) Outfield

What to look for	Criteria	Play / no play	Other comments
Significant areas of standing water in the outfield	Can the fielders run over the outfield safely? Will the ball run over the outfield or will it stop in the standing water?	Generally only significant areas of wetness in the outfield will preclude play.	Anything swampy or more than a puddle of standing water is certainly a consideration. However there are often workarounds for many of these situations.
Bowler's run-up is wet	Can the bowler safely deliver the ball?	If the popping crease area is so hard that wet shoes will lead to an 'ice-rink' effect, then don't start play until you can make this safe.	There are usually workarounds for this such as scraping the front foot area or grass clippings.

Guidelines on Lightning

If the managers or umpires see lightning and then hear thunder within 30 seconds, play should be suspended. When play is suspended under those conditions, play should must not be restarted until lightning has not been seen for at least 30 minutes.