

UNDER 13 CARNIVAL RULES



January Carnivals

ORANGE | NSW | AUSTRALIA



WESTERN NSW JUNIOR CRICKET CARNIVALS

U13 BOYS RULES

Format	Cricket Australia Junior Format 2 Representative Rules
Matches Include	1 x 40 over a side game each day – Monday to Thursday. 1 x T20 Invitational (selected players) game on second evening of each week.
Pitch length	18m
Fielding Restrictions	As per Cricket Australia Junior Format 2 Representative Rules
Balls Provided	Kookaburra Red King 2 Piece 142g - red
Overs	Normal – 6 legitimate balls. There will be no maximum balls in an over.
Batting	No enforced retirement rule.
Teams	11 players may take the field during play. For the Carnival 13 players may be named on a team sheet given to the umpire at the toss. 11 of those players may bat as listed on the team sheet. All 13 players may bowl and field. Non-batters should be different on each day of the carnival. A player named at 12 or 13 may replace a batter in the 11 because of an injury in the game. Teams will notify the umpire/s and the opposing coach in this instance.
Bowling	- All player bowling loads are to be managed by team officials. - Maximum of 8 overs per bowler per day, with no more than 4 overs in any one spell. - Exception – true spin bowlers will be allowed to bowl up to the maximum in any way including in one spell. - Rest period between spells of a minimum of twice the number of overs in bowler's last spell <u>Example</u> – A player opens the bowling with a 3 over spell. - Must wait min. 6 overs before bowling again. - The bowler returns and bowls a 4 over spell (max allowed). - Must wait min. 8 overs before returning - To bowl last remaining over. - Short-pitched bowling – 1 short-pitched ball shall be permitted per over. - To be judged by the umpire in the normal stance of the batter as between the shoulder and the top of the helmet. - Any ball bouncing over the head of the batter will be call Wide and will count as the short-pitched delivery for that over.
Fielders (All games)	- All fielders, apart from regulation OFF side fielders; wicketkeeper, slips & gully, must be at least 10 metres from the facing batter even if wearing protective equipment. - Impact players apply as per Junior Rep 2 fielding restrictions - In overs 1-10 teams <u>must</u> have TWO fielders on the boundary* - In overs 11-40 <u>must</u> have FOUR impacted players+

	▪ *Impacted players are players fielding in Slips / Gully OR on the boundary. Teams may use any combination of fielders in these positions to constitute their FOUR impacted. ▪ *Players must be within 4 metres of the boundary at bowlers point of release. • No more than 5 fielders may be on the leg slide (No Ball)			
Protective Equipment	• All batters must wear appropriate protective equipment including as a minimum: an approved cricket helmet with face grill, two (2) batting gloves and two (2) batting pads. • All wicket keepers must wear a helmet when standing up to the stumps.			
Shortened Match	• A match is live once the side batting second completes 15 overs (unless dismissed prior). • Where playing time is lost the Duckworth Lewis Stern (DLS) feature within PlayHQ will be used to redefine batting innings scores and targets. https://support.playhq.com/hc/en-au/articles/7464052105369-DLS-calculator-on-PlayHQ • The umpire/s will reduce the number of overs according to time lost based on an hourly rate of 16 overs per hour. Before play recommences both scorers and umpires shall agree on the redefined target calculations assisted by PlayHQ live score.			
Field Boundaries	The 50m marked boundaries are to be used where present or measure 50m from the centre of the pitch. Markers should be used to indicate the boundary clearly.			
Starting Times	Monday – 10.00am – for travel to Orange	Tuesday – 9.00am 6.30 - T20 Invitational @ Wade Park	Wednesday – 10.00am	Thursday – 9.00am
Match Times	• Innings to be completed within a 2 hour and 40-minute period. ○ 16 overs/hr + 2 drinks breaks (10 min) • At the Umpire's discretion the bowling side may be penalised if overs are not completed – 10 run penalty for every uncompleted over. • Lunch - 40 minutes maximum. • Drinks breaks to be decided between Captains and Umpire/s prior to game start. Two per innings is the acceptable minimum. Maximum time period of any drinks break to be 5 minutes. ○ Extra drinks breaks may be taken at the discretion of the umpire/s. • Any person running a drink to a player, batters for instance, must seek the permission of the Umpire. ○ This person must be dressed differently to the players e.g vest / coloured clothing. • If the first innings is completed within 2 hours the second innings should commence immediately with lunch to be taken later at the Umpire's discretion. • The Umpire/s have discretion to complete games by playing until 6.00pm while considering other issues including travel and the T20 Nights.			
T20 Invitational	Rules, times and player selection criteria advised separately.			
Coach / Manager Meeting	6.00pm – on the Sunday before the Carnival begins. At Carl Sharpe Cricket Centre Concourse at Wade Park – a good time to discuss any issues and collect balls etc.			
Ground Information	Refer to draws. Alternate Synthetic Wickets for inclement weather to be advised. PLEASE NOTE – Wet weather & information will be available via PlayHq, WhatsApp and Facebook, including final day draws and venues.			
Batting End Umpire	Each team must be prepared to provide an umpire during the batting innings. Please arrange to bring a counter and ensure some level of experience.			

Scorers	Each team must provide a scorer, a scorebook and means to live score via PlayHQ. One scorebook is required in conjunction with live scoring. Scores should be entered, and games finalised in PlayHQ as soon as possible after the conclusion of the game. Inappropriate language – Swearing or other forms of inappropriate language, and / or abuse of players, officials or volunteers are not within that spirit. This applies to players, parents, spectators, match and team officials.
Spirit of the Carnival – The spirit of our carnival is one of fair play and respect.	Sledging – overt or over the top sledging, swearing or abuse of players is not in the spirit of the Carnival. Players should primarily encourage their own team rather than target the opposing players.
	Dissent – Dissent towards Umpires including arguing, excessive gestures or standing one's ground, are not within the spirit of the carnival. Everyone must accept the Umpires decision even if they believe it to be wrong.
	Appropriate behaviour at Junior Cricket – Players, officials and spectators are reminded that smoking, vaping or alcohol are not permitted at Junior cricket matches, at Orange City or Cabonne Council sporting venues or at Kinross Wolaroi School.
	Coaching from the Sideline or Square Leg – there is to be no flagrant shouting of instructions or systematic coaching from any team official, parent or spectator. Respecting the facilities – Please respect our fantastic cricket facilities and partners. Please dispose of rubbish, park in the correct areas and use change / toilet facilities appropriately and keep them tidy. Please notify the committee if there are issues to be rectified.
Breaches of the Spirit / Code	Code of Behaviour – The points listed above summarise the Code of Behaviour in the ODJCA By-Laws. Together these make up the Code of Behaviour for the Carnival.
	Judiciary – The ODJCA Committee as the organisers of the WNSWJCC acts as the Judiciary for the Carnival as set down in the ODJCA By-Laws. The Committee may select other suitable persons to act as panellists of the Judiciary. A judiciary may be called to address breaches of the Code of Behaviour as deemed necessary. Penalties for breaches of the Code may include suspension of players, officials, or spectators and / or loss of points.
Table Points	7 points for a win, 3 points for a loss, 5 points for a draw or tie, equal points rankings decided by “Net Run Rate” formula in PlayHQ.
Other	The top two teams on points after the first three days will play off for the trophy on day four. Third will play fourth, and so on. Apart from the two Grand Final teams, if this sees teams that have played each other previously in the week, the organisers will in most circumstances arrange it so that teams play different opposition.
Trophies	- The winning team will be awarded the perpetual Shield (retained in Orange). - Players in the winning team and the runner up team will receive medallions. - Centuries, Hat tricks and 5 Wickets / Innings may be awarded at the discretion of the committee. (forwarded after the carnival) - From 2026 a Player of the Final Medal will be awarded.