CLARENCE VALLEY

CRICKET ASSOCIATION

General Playing Conditions
And
By-Laws

2026/27 Season

General Playing Conditions
And By - Laws

Set out below are the general rules and conditions of the CVCA Junior matches. These rules apply to all age groups. Where necessary you will be directed to specific age groups for exceptions and special applications of these rules.

If a ruling is not noted in this guide, then, under the laws of cricket, you must revert back to the law as stated by the MCC.

It is the intention of the CVCA to ensure that all cricketers enjoy the game and play it in the correct spirit. There should not a "win at all costs" mentality.

Younger players should be encouraged to play and have fun, while older players should be encouraged to increase the game craft.

It is also the duty of the coaches and adults that safety of the children is paramount. No child should be left at a ground at the completion of a day's play unsupervised.

DRESS CODE

All players of the CVCA are allowed to wear Club coloured shirts and pants if available. If not available, white pants are preferred.

PLAYER ELIGIBILTY

The anniversary date for age cut off in the CVCA is the 1st of September. See specific age groups for specific age limitations.

Girls who play in the CVCA are permitted to play 2 years down from their actual age.

Where a Finals Series is played, a player must have completed 2 full games in that team in order to qualify for those finals, however, a player from a younger age division may play up and substitute in a team if that team is short of players.

Under special conditions any player may request that he or she be permitted to play in a younger age group. This request must be to the CVCA Board in writing prior to the beginning of the season. If granted permission the Board will monitor the child's progress throughout the season. The Board reserves the right to reverse their decision if they feel that the younger age group is being disadvantaged in any way.

SCORE RECORDING (PlayHQ), RESULTS and POINT SCORES

The Under 10 age group has no active point scores however players stats can be uploaded to PlayHQ. The emphasis in this age group is fun, not competition.

For all other age groups, the team with the most runs at the completion of the 1st innings will be deemed the winner and first innings points shall be awarded.

If a game is washed out before a first innings can be completed the game shall be deemed a draw and draw points will be awarded.

With games that are washed out completely, a draw will be deemed, and points will be allocated accordingly, on a NO RESULT – DRAW basis.

IT IS THE RESPONSIBILTY OF BOTH COACHES AND SCORERS TO ENSURE THE ACCURACY OF THE RESULT/OUTCOME ON BOTH PLAYHQ AND/OR SCORE BOOKS PRIOR TO LEAVING THE GROUND AT THE COMPLETION OF THE GAME.

It is the responsibility of each team to enter their team lineup into PlayHQ at least one hour before the scheduled start of the game.

The home team is expected to use PlayHQ Live Scoring during the match unless prior arrangements have been made. The away team may use either PlayHQ secondary scorer or a physical scorebook (Stage 2 for U12s). Any minor discrepancies in scores between the two methods will be resolved in favour of PlayHQ Live Scoring.

The PlayHQ app does not need to be connected to the internet while scoring.

Final scores must be submitted on the CVCA PlayHQ website within a reasonable period after the completion of the game.

Points for Under 12, Under 14 and Under 16 shall be as follows:

2 Innings Matches Single Innings Matches

Result	**Points**
Win	7
Loss	1
Draw/Tie/Abandon	4
Bye - where byes are not shared equally, points will be allocated as an average of winning team points.	4
Forfeit Win	7
Forfeit Loss	0

Individual Points

An individual points system **may** be used to calculate Player of the Year. The CVCA Board will address each age group with certain criteria, as older age groups will find it easier to obtain points.

The points system would be as follows:

- .10 per run scored
- 1 per not out innings
- 1 per 50 runs scored in an innings
- 5 per 100 runs scored in an innings
- 1 per wicket taken
- 5 per 5 wickets taken in an innings
- 1 per catch taken
- 1 per unassisted run out
- .5 per run out assist
- 1 per stumping

HOURS OF PLAY and LENGTH OF GAME

Saturday games should start by 8.30am and conclude at 11.30pm.

Weekday games of an afternoon start between 4pm and 4.30pm but no later than 4.30pm and conclude by 7.30pm.

Duration of play should not exceed 3 hours, if possible, regardless of when play begins. Each day's play will cease if 40 overs have been completed regardless of time.

INTERRUPTION OF PLAY

Should the game be interrupted by rain during day 1, time and overs should be split so that both teams have equal overs. Time lost will be calculated at 4 minutes per over.

PROTECTIVE EQUIPMENT

All age groups must always wear helmets whilst batting and when keeping up to the stumps (within 7m), pads, gloves, protector and any other safety equipment based on match conditions or personal preference.

LEG BEFORE WICKET LAWS

The CVCA uses the LBW Laws in all age groups except Under 10. For U12's a batter can be given out LBW however a high degree of discretion should be given to the batter. A lot of the younger players have no concept or understanding of the diverse criteria that accompanies the LBW Laws.

WIDES & NO BALLS – Where applicable

A ball delivered by the bowler that pitches off the pitch surface before reaching the line of the striker's wicket shall be called and signalled as a "no-ball". It will be scored as a one (1) run penalty unless runs are scored otherwise. A front foot "No- Ball" incurs a penalty of one (1) run plus whatever runs are scored. A wide should be given if the ball delivered lands on the pitch surface but is out of reach of the batter.

RESTRICTIONS

Under NSW Cricket guidelines there are a series of restrictions placed on junior players in regard to bowling and the number of overs that a young bowler can bowl. Please see the table below for the AGE specific restrictions.

The CVCA also has a series of restrictions in relation to batters, fielders and field sizes. Please check individual age groups for clarification.

Bowling restrictions for under-age bowlers

These guidelines have been formulated to help alleviate a high incidence of back problems incurred by under-age bowlers. For the safety of young bowlers as well as for legal reasons they should be strictly adhered to.

AGE AT 31 AUGUST	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN A DAY'S PLAY
Under 19	6	18
Under 17	5	16
Under 15	5	12
Under 13	4	8
Under 11	2	4

* Rest between spells should be the same number of overs from the same end as the completed spell

BATTING RETIREMENTS

The CVCA has implemented a **COMPULSORY RETIREMENT** when batting as per the playing guidelines for each age group. These figures change with age groups and game types.

In relation to the administering of the rules of retirement, the following guidelines are concurrent throughout all of the age groups.

1. Upon reaching the specific total for that age group the batter shall retire. If the batter passes the score in a single shot, he/she shall be credited with the full value of that shot.
2. A batter may re-commence his innings only when ALL of the following batters have been dismissed or retired after reaching their full allotment of balls/runs. A batter must resume the innings in the SAME BATTING ORDER as he batted prior to his original innings. He may then bat until the conclusion of the match or until he/she is dismissed

3. If a batter does not resume the innings and remains RETIRED at the conclusion of the game, he shall be deemed RETIRED – NOT OUT.
4. A coach, should he/she choose, may retire a batter at any stage of an innings, as to make sure that all players get a fair amount of game time, but any batter that retires short of their full allotment of balls/runs **must return** prior to any batter that has face their full allotment. The resumption of the innings still carries the above criteria.

OTHER REQUIREMENTS

There is to be no movement of junior players between club's midseason except for extenuating circumstances that are outside of the player's control. Movement of a junior player mid-season will only take place once formalised in writing with the agreement of both clubs and approved by the Board, prior to movement taking place.

It is the responsibility of both teams to supply 1 set of stumps and bails each, one half of the required boundary markers each and a scorer per team.

WET WEATHER FOR THE FINALS

Wet Weather & Semi Finals:
If during the semi-finals the whole 1st day of play is washed out the 2nd day will be played under the By-Laws & rules of a 20 over match. If both days are washed out or there is no result from the game the side which finished the competition higher on the ladder at the end of the season will go through to the final.

Wet Weather & Finals:
If during the Final the whole 1st day of play is washed out the 2nd Day will be played under the By Laws and rules of a 20 over match. If both days are washed out or there is no result from the game a spare week will be used. If in the spare week both days are washed out or there is no result from the game the side which finished the competition higher on the ladder at the end of the season will be the major premier.

UNDER 10s:

FORMAT

The format for the U10 competition will be based on the Australia Cricket Junior Format "Stage 1" rules and conditions. 20 overs per team

Matches to be played on a Friday from 4pm.

AGE

Players must be Under 10 as of the 1st September. Girls are to be under 12. (As per CVCA Guidelines)

PLAYER NUMBERS

7 players per team. 5 players per team is the minimum required to play the game. 9 players is the maximum to be allocated to a team. (Maximum 7 players on field at any given time).

BALL

The ball is to be a modified soft ball.

BATTING

All balls (regardless of whether wides/no balls) will be included in the batter's ball count. Batter to swap end following a dismissal. No runs deducted or added for a loss of wicket. If there is a run out the not out batter is required to face the next delivery.
Unlimited dismissals (each player will face the nominated number of balls each) As there are allowances for varying team size, the following retirement rules apply:

-- 5 player team – batters retire at 24 balls
-- 6 player team – batters retire at 20 balls
-- 7 player team – batters retire at 17 balls
-- 8 player team – batters retire at 15 balls
-- 9 player team – batters retire at 13 balls

If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119)

Batters are to retire as soon as they face their allotted balls, not at the end of the over.

BOWLING

20 overs per team (120 balls)
6 balls per over (maximum)
All players are to bowl (each Wicketkeeper is to bowl one over each)
Maximum overs bowled by a player are 4 overs
Bowlers are to bowl from the one end for entire game

DRINKS

Drinks may be taken when required and shall be no longer than 5 minutes.

GENERAL GAME FLOW

20 overs bowled (120 balls) per innings.
Boundary Size – 40 metres (maximum) Boundary is to be measured from the batter's end stumps.
Pitch length – 16 metres measured stump to stump.
Rotation of fielders is required to ensure all players experience all positions No fielders within 15 metres of batter or each other (except Wicketkeeper) to encourage singles and safety
Each team is required to use two (2) wicket keepers if possible (10 overs each) If more than 7 players are present at a match, they should try and rotate onto the field after each over rather than having 8 or 9 fielders on at the same time.
The following dismissals apply in this format: Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket.

UNDER 12s:

FORMAT:

The format for the U12 competition will be based on the Australia Cricket Junior Format "Stage 2" rules and conditions for 20 Over games. Both batting sides must face 20 overs, unless all players are out.

Matches to be played on a Saturday morning from 8.30am.

A British Standard 7928:2013 compliant helmet **MUST BE WORN** when batting, wicket keeping up to the stumps.

The Game & scoring must continue for the entirety of the match, even when the 2nd batting team has passed the first batting teams score.

AGE

Players must be Under 12 as of the 1st September. Girls are to be under 14 (As per CVCA Guidelines).

PLAYER NUMBERS

A team may have more than 9 players however only 9 players are allowed on the field at any given time. 7 players per team is the minimum required to play a game.

BALL

The ball is to be a 142-gram hard leather with every team/club is to use the same brand/colour ball.

BATTING

All batters retire at 20 balls faced (with the assumption that some players will be dismissed).

All balls (regardless of whether wides/no balls) will be included in the batter's ball count.

More than 9 players can bat if the team has extra players however the innings is deemed as closed after 8 wickets have fallen or the batting team has completed their allotted overs.

BOWLING

6 balls per over with a maximum of 8 balls per over to be bowled including the last over.

Maximum of 4 overs per bowler.

More than 9 players can bowl if the team has extra players.

Bowlers will bowl from the one end, and the batters will change strike at the end of each over. This will allow for less field changes and a quicker game.

DRINKS

Drinks may be taken when required and shall be no longer than 5 minutes.

GENERAL GAME FLOW

20 overs bowled per innings.

Boundary Size – 45 metres (maximum) Boundary is to be measured from the batter's end of the pitch.

Pitch length – 18 metres measured stump to stump.

To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach. No fielders within 10 metres of the bat (except regulation offside slips, gully and wicket keeper).

If more than 9 players are present at a match, they should rotate onto the field each over. Teams have the option to change wicketkeepers after 10 overs.

All modes of dismissal count however for U12's high degree of discretion should be given to the batter in relation to an LBW decision as a lot of the younger players have no concept or understanding of the diverse criteria that accompanies the LBW Laws

UNDER 14s:

FORMAT

The format for the U14 competition will be based on the Australia Cricket Junior Format "Stage 3" rules and conditions for 20 Over & 40 Over games however the CVCA by-laws take precedent with some minor modifications.

Matches to be played on Thursday afternoon from 4pm.

Finals to be played on Tuesday and Wednesday from 4pm.

In a 40 over game, it will be broken up into quarters with each Team on day 1 batting and bowling 20 overs with a continuation of the game on day 2 with a further 20 overs batting & bowling.

There are **NO DECLARATIONS** of an innings both T20 and 2Day games. This means that a Team must bat for their allocated 20 or 40 overs, or until the batting side is all out.

A British Standard 7928:2013 compliant helmet **MUST BE WORN** when batting, wicket keeping up to the stumps and fielding in close to the batter.

AGE

Players must be Under 14 as of the 1st September. Girls are to be under 16. (As per CRJCA Guidelines).

PLAYER NUMBERS

11 players per team. 7 players per team is the minimum required to play a game.
There are to be no more than 11 players on the field at any given time.
A batting team may only bat 11 players.
There are no restrictions on how many bowlers can be used.

BALL

The ball is to be a 156-gram hard leather with every team/club is to use the same brand/colour ball.

BATTING

All batters retire at 30(T20)/45(2 Day) balls faced (with the assumption that some players will be dismissed).

All balls (regardless of whether wides/no balls) will be included in the batter's ball count.

BOWLING

6 balls per over with wides and no-balls re-bowled.
Maximum of 8 balls per over to be bowled including the last over.
20 over game - Maximum of 4 overs per bowler
40 over game - Maximum of 7 overs per bowler (Only 4 overs to be bowled in a spell)
Bowlers change end after each over.

DRINKS

In a 20-over match, a drinks break will be taken at the change of innings. Additional drinks breaks may be allowed at the discretion of the coaches/umpires, particularly during periods of extreme heat.

In a 40-over cricket match, a single drinks interval is taken after 20 overs of an innings, with a duration of no more than five minutes. If a wicket falls within five minutes of the designated drinks time, the drinks break is taken immediately after the wicket falls. The coaches/ umpires can also permit additional drinks breaks in conditions of extreme heat.

FIELDERS

The fielding team is not permitted to be any closer than 10 meters from the striker, except for the minor arc between POINT and WICKET KEEPER.

GENERAL GAME FLOW

The pitch shall be a standard size.
Boundaries no more than 50 metres.
All modes of dismissal count.

INTERRUPTION OF PLAY

Normal game rules apply to rain effected games. Should day one of a 2 day match be washed out a T20 match will commence on day 2. If day two is washed out, then a draw shall be awarded, unless a result was achieved on day 1.

Should the game be interrupted by rain during the game, time and overs should be split so that both teams have equal overs. Time lost will be calculated at 4 minutes per over.

UNDER 17s:

FORMAT

The format for the U16/U17 competition will be based on the Australia Cricket Junior Format "Stage 3" rules and conditions for "20 Over" & "40 Over" games however the CVCA by-laws take precedent with some minor modifications.

Matches to be played on a Friday afternoon from 4pm.

Finals to be played on a Thursday and Friday from 4pm.

There are **NO DECLARATIONS** of an innings both T20 and 2Day games. This means that a Team must bat for their allocated 20 or 40 overs, or until the batting side is all out.

A British Standard 7928:2013 compliant helmet **MUST BE WORN** when batting, wicket keeping up to the stumps and fielding in close to the batter.

AGE

Players must be under 17 years of age as of 1st September each year. Female players must be under 18 years of age as of 1st September (in accordance with CRJCA guidelines). Any players who are 18 years old and wish to participate in the season must obtain approval prior to the season start. The CVCA must be notified at least one week in advance for any 18-year-old fill-in players.

PLAYER NUMBERS

11 players per team. 7 players per team is the minimum required to play a game.
There are to be no more than 11 players on the field at any given time.
A batting team may only bat 11 players.
There are no restrictions on how many bowlers can be used.

OVER AGE PLAYER RESTRICTION

Any over age player given an exemption by the Board of Directors will be

BALL

The ball is to be a 156gm Leather Ball with every team/club to use the same brand/colour ball.

BATTING

All batters retire at 50 runs (T20) and 100 runs (2 Day) regardless of how many balls are faced**.**

BOWLING

6 balls per over, with wides and no-balls re-bowled.
Maximum of 8 ball overs during regular play; however, the final over of the innings must contain six legal deliveries.
20 over game - Maximum of 4 overs per bowler
40 over game - Maximum of 8 overs per bowler (Only 6 overs to be bowled in a spell).
Bowlers change end after each over.

DRINKS

In a 20-over match, a drinks break will be taken at the change of innings. Additional drinks breaks may be allowed at the discretion of the coaches/umpires, particularly during periods of extreme heat.

In a 40-over cricket match, a single drinks interval is taken after 20 overs of an innings, with a duration of no more than five minutes. If a wicket falls within five minutes of the designated drinks time, the drinks break is taken immediately after the wicket falls. The coaches/ umpires can also permit additional drinks breaks in conditions of extreme heat.

FIELDERS

Any player closer than 10 meters to the striker, except for fielders in the arc between POINT and WICKETKEEPER must wear protective equipment, i.e. helmet and protector.

GENERAL GAME FLOW

The pitch shall be a standard size.
Boundaries no more than 50 metres
All modes of dismissal count.

INTERRUPTIONS OF PLAY

Normal game rules apply to rain effected games. Should day one of a 2 day match be washed out a 20 Overs per side match will commence on Day 2. If Day 2 is washed out, then a draw shall be awarded, unless a result was achieved on Day 1.

Should the game be interrupted by rain during the game, time and overs should be split so that both teams have equal overs. Team A batting 1st will receive as many overs as possible with 7.30pm being cut out point. To work out formula for over reductions add number of overs bowled on day 1 to 40 overs available on Day 2, halve that amount to get new maximum overs for each team (e.g. Team A receives 28 overs before washout on day 1. Add 28+40=68, divide by 2. Both teams reduced to 34 max. Team A bats their remaining 6 overs; Team B then has their max 34 overs.

DAY 1
Team A bats for 40 Overs and scores 9 for 160.
DAY 2
Team B then bats for 40 overs and scores All out 140. Team A wins on first innings.

A maximum of 40 overs can be bowled in a day.

Objective to play minimum of 35 overs on Day 1, in the event team batting first is bowled out. (e.g. If team A is bowled out in the 30th over, regardless of if it's 29.1 or 29.6 (30), Team B will bat for the remaining 10 overs. If team A bowled out in 35th over Team B will bat remaining 5 overs. If team A is bowled out in 36th over or later, play ceases for the day).