EDCA – PLAYING CONDITIONS FOR 2017-18
GRADES: YEARS 2 – 4

Notes to EDCA Years 2 - 4 Playing Conditions for 2017-18 Season

General

All games shall be played in accordance with:

1. The specific Playing Conditions specified here;
2. The Laws of Cricket (2017 Code) of the Marylebone Cricket Club, (refer https://www.lords.org/mcc/laws-of-cricket/new-code-of-laws-october-2017/)

and to the extent that there is any conflict between those conditions, the conditions shall be applied in the order of priority set out above.

Law 42 of the MCC Laws of Cricket (Players' Conduct) does not apply to these grades. Therefore there is no provision for umpires to issue a "yellow or red card" to a player. Unacceptable behaviour should be reported to the relevant Club Manager and/or Junior Club Captain.

Comments on Rules

The specific Playing Conditions for these grades have not been changed from 2016-17, except that Year 4 games are now 16 overs per side.

Rules 19 and 20:
These rules are in place to:

i) Encourage the wicket keepers to take the ball cleanly, and
ii) Discourage the running of extras before the wicket keeper has been given a fair chance to field the ball cleanly.

The Laws of Cricket permit the batsman at the non-striker's end to safely leave his ground once the back foot of the bowler has landed in the delivery stride. This rule is not practical in these grades; for example, many of the bowlers do not have a run up so the back foot sometimes never actually 'lands', and for those who do run-up there can be a significant time delay between the back foot landing and the ball being released.

Therefore, in these grades, the non-striker is safe to leave his ground only when the bowler has delivered the ball.
The non-striker should be encouraged to back-up in accordance with these rules – i.e. to anticipate runs on offer, but to take them only when there are either runs, byes, leg-byes, or wide or no-ball extras are allowed per Rule 19.

Years 2 and 3: Boundaries will **not** be awarded as a result of Byes, Wides or Overthrows - only runs made by the batsmen will be counted. However, care needs to be taken on wickets where the perimeter of the ground is close to a road, a car park, a grass bank, or anything similar which might pose a risk to a fielder in chasing a ball which would otherwise have been called a boundary. The two Team Coaches are to identify any such risk prior to the start of play and determine what to do in that situation. The recommendation is to call "Dead Ball" and ensure that the fielder does not go beyond the safe field of play – the batsmen can complete the run in progress at the call of Dead Ball, and that run will count.

Rule 16: Wides.
It is imperative that the calling of wides be **consistent** throughout the game. If an umpire is exchanged (permitted, but try to avoid it), his replacement must be briefed on the wide lines which have been used in the game so far.

Rule 17: No balls.
At Years 2-4, responsibility for calling and signalling "No-ball" has been given to the umpire at the Striker's end (square leg) as he is in the best position to make the decision. Care must be taken whenever extras are taken off a no-ball as extras are signalled by the Bowler's end umpire - both umpires **must** ensure that the scorers acknowledge both signals so that the correct number of runs scored is recorded.

Note: a No-ball overrides a Wide.

Rules 26 and 27: Uneven Team Numbers.
Where one team has 7 players and the other has 9, it is recommended that one player transfers to the team which is short and plays the entire game for that team. This is consistent with EDCA Policy that all players present on the day should get the maximum amount of cricket possible at these participation grades.

Rules Arbiter
The EDCA Rules Arbiter will promptly, by mobile phone availability, provide decisions on Rules or Spirit of Cricket issues arising during the course of play to try and avoid any subsequent debate or dispute. The Arbiter will also receive and rule on written issues arising during the season on behalf of EDCA. The Arbiter's decision is final, binding and non-negotiable. All participating teams agree to be bound by these guidelines and decisions of the Arbiter.
The EDCA Arbiter for the 2017-18 season is Richard Walker, Auckland University CC. 027-424-1880, admin@aucc.co.nz

Cancellations
Cancellation notices will also be posted on the Grafton, Parnell and University websites by 7am.

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		YEAR 2	YEAR 3	YEAR 4
1	**Team Numbers**	8	8	8
2	**Boys/Girls**	Mixed	Mixed	Mixed
3	**Graded**	No	No	No
4	**Ball**	"Junior" size Incrediball	"Junior" size Incrediball	"Junior" size Incrediball
5	**Bat**	Plastic or wooden	Plastic or wooden	Wooden bats only
6	**Length of innings**	16 overs - 4 overs per batting pair.	16 overs - 4 overs per batting pair.	16 overs – 4 overs per batting pair.
7	**Wicket Length**	12 Metres. Wickets may need to be shortened.	14 Metres. Wickets may need to be shortened.	16 Metres maximum. Wickets may need to be shortened.
8	**Boundaries**	Yes and marked by cones or flags. Boundaries are not awarded as a result of Byes, Wides or Overthrows. Batsmen must make the runs. (See notes.)	Yes and marked by cones or flags. Boundaries are not awarded as a result of Byes, Wides or Overthrows. Batsmen must make the runs. (See notes.)	Yes and marked by cones or flags. Boundaries should be set as large as practical without encroaching on any adjacent wicket.
9	**Hours of Play**	Saturdays 8.30-10.15 approx	Saturdays 8.30-10.15 approx Fridays – refer draw for start time	Saturdays 8.30 –10.30 approx Fridays – refer draw for start time
10	**Toss**	Made 10 minutes before the start of play. Teams with less than half of their players available will bat first.	Made 10 minutes before the start of play. Teams with less than half of their players available will bat first.	Made 10 minutes before the start of play. Teams with less than half of their players available will bat first.
11	**Drinks Break**	Between each innings only.	Between each innings only.	Between each innings only.
12	**Innings**	Teams play two innings each. First innings concludes after the first four batsmen have batted out their overs. Remaining four batsmen bat during the 2nd innings.	Teams play two innings each. First innings concludes after the first four batsmen have batted out their overs. Remaining four batsmen bat during the 2nd innings.	Teams play two innings each. First innings concludes after the first four batsmen have batted out their overs. Remaining four batsmen bat during the 2nd innings.
13	**Minimum No. of balls before batsman out**	4 overs per pair regardless of dismissals. Umpires should do their best to ensure that batsmen face the same number of deliveries. Batsmen must change ends after every dismissal.	4 overs per pair regardless of dismissals. Umpires should do their best to ensure that batsmen face the same number of deliveries. Batsmen must change ends after every dismissal.	4 overs per pair regardless of dismissals. Umpires should do their best to ensure that batsmen face the same number of deliveries. Batsmen must change ends after every dismissal.
14	**Overs per player bowled**	2 per player.	2 per player.	Minimum 2, maximum 3 per player. No player can bowl their 3rd over until all players have bowled 2 overs.
15	**Over length**	Max 8 deliveries (including wides/no balls)	Max 8 deliveries (including wides/no-balls)	Max 8 deliveries (including wides/no balls)
16	**Wides**	Umpires must agree wide lines before the game begins. 1 run per wide added to extras. If the batsmen run on a wide then wide + runs are added to extras. If a batsman hits a wide then the ball is not called a wide.	Umpires must agree wide lines before the game begins. 1 run per wide added to extras. If the batsmen run on a wide then wide + runs are added to extras. If a batsman hits a wide then the ball is not called a wide.	Umpires must agree wide lines before the game begins. 1 run per wide added to extras. If the batsmen run on a wide then wide + runs are added to extras. If a batsman hits a wide then the ball is not called a wide.
17	**No Balls**	Only called for a full toss above the waist or a bouncer above the shoulder. To be called by the striker's end umpire.	Only called for a full toss above the waist or a bouncer above the shoulder. To be called by the striker's end umpire.	Only called for a full toss above the waist, a bouncer above the shoulder, or a "double bounce" ball. To be called by the striker's end umpire.
18	**Double Bounce Rule**	Does not apply.	Does not apply.	Called a no-ball if the ball, without having touched the bat or person of the striker, bounces **more than once** (i.e., 2 times), or rolls along the ground, before reaching the popping crease. A player may bowl from 14M if he/she is having trouble reaching the popping crease on the first bounce.

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19	**Non-striker leaving his ground**	The bowler is permitted, before delivering the ball (or completing the bowling action), to attempt to run-out the non-striker. The ball shall not count in the over unless the bowler succeeds in the run-out attempt.	The bowler is permitted, before delivering the ball (or completing the bowling action), to attempt to run-out the non-striker. The ball shall not count in the over unless the bowler succeeds in the run-out attempt.	The bowler is permitted, before delivering the ball (or completing the bowling action), to attempt to run-out the non-striker. The ball shall not count in the over unless the bowler succeeds in the run-out attempt.
20	**Extras**	The batsmen shall not be entitled to run extras if the WK *standing in a traditional position and not artificially far back* takes the ball cleanly. If they do attempt a run, Dead Ball shall be signalled and no runs awarded. Neither batsman can be dismissed. The ball counts as one for the over and shall not be re-bowled.	The batsmen shall not be entitled to run extras if the WK *standing in a traditional position and not artificially far back* takes the ball cleanly. If they do attempt a run, Dead Ball shall be signalled and no runs awarded. Neither batsman can be dismissed. The ball counts as one for the over and shall not be re-bowled.	The batsmen shall not be entitled to run extras if the WK *standing in a traditional position and not artificially far back* takes the ball cleanly. If they do attempt a run, Dead Ball shall be signalled and no runs awarded. Neither batsman can be dismissed. The ball counts as one for the over and shall not be re-bowled.
21	**Fielding Restrictions**	No player may field within 10 metres of the bat except between 'point' and the wicket keeper.	No player may field within 10 metres of the bat except between 'point' and the wicket keeper.	No player may field within 10 metres of the bat except between 'point' and the wicket keeper.
22	**Wicket Keeper**	All players must take turn as WK as part of field rotation.	All players must take turn as WK as part of field rotation.	Minimum of two players must take turn as WK – one for each innings.
23	**Field rotation**	The field must be rotated after every over.	The field must be rotated after every over.	The field must be rotated after every over with the exception of the wicket keeper. However all players must bowl.
24	**Stumpings**	No.	No.	No.
25	**LBW**	No. However umpires can insist that batsmen take their stance on middle and leg.	No. However umpires can insist that batsmen take their stance on middle and leg.	No. However umpires can insist that batsmen take their stance on middle and leg.
26	**Teams with less than the required team numbers**	A team with less than 8 players may bat a player twice, but batsmen must be returned in ascending order - the lowest scoring batsman must return first and so on. The coach of the **batting** team shall nominate the bowlers for the extra overs, in consultation with the bowling team coach. No player shall bowl more than one additional over. If requested, the opposition coach must provide up to two players to assist with fielding when the fielding team is short. The coach of the team to whom the request has been made shall decide on the players who will field for the other team and may roster others on and off.	A team with less than 8 players may bat a player twice, but batsmen must be returned in ascending order - the lowest scoring batsman must return first and so on. The coach of the **batting** team shall nominate the bowlers for the extra overs, in consultation with the bowling team coach. No player shall bowl more than one additional over. If requested, the opposition coach must provide up to two players to assist with fielding when the fielding team is short. The coach of the team to whom the request has been made shall decide on the players who will field for the other team and may roster others on and off.	A team with less than 8 players may bat a player twice, but batsmen must be returned in ascending order - the lowest scoring batsman must return first and so on. The coach of the **bowling** team shall nominate the bowlers for the extra overs. No player shall bowl more than one additional over. If requested, the opposition coach must provide up to two players to assist with fielding when the fielding team is short. The coach of the team to whom the request has been made shall decide on the players who will field for the other team and may roster others on and off.

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27	**Replacement players (ie Teams with more than the required team numbers)**	Teams may use any number of replacement players, but all players present must bat, bowl and field. The team coach must re-arrange the batting and bowling orders to ensure that all players have the opportunity to bat and bowl during the 16 overs. There shall be no more than 8 players fielding (including bowler and WK) at any time during the match, unless agreement has been reached with the opposition coach.	Teams may use any number of replacement players, but all players present must bat, bowl and field. The team coach must re-arrange the batting and bowling orders to ensure that all players have the opportunity to bat and bowl during the 16 overs. There shall be no more than 8 players fielding (including bowler and WK) at any time during the match, unless agreement has been reached with the opposition coach.	Teams may use any number of replacement players, but all players present must bat, bowl and field. The team coach must re-arrange the batting and bowling orders to ensure that all players have the opportunity to bat and bowl during the 20 overs. There shall be no more than 8 players fielding (including bowler and WK) at any time during the match, unless agreement has been reached with the opposition coach.
28	**On-field Coaching**	Allowed.	Allowed.	Allowed.
29	**Exchange of umpires**	Allowed at completion of an innings.	Allowed at completion of an innings.	Allowed at completion of an innings.
30	**Determination of Result**	Total runs for both innings minus 2 runs for every wicket lost.	Total runs for both innings minus 2 runs for every wicket lost.	Total runs for both innings minus 3 runs for every wicket lost.
31	**Championship Points**	Non-championship grade.	Non-championship grade. However teams play for the **Coyne Cup** on a challenge basis. Please acquaint yourself with the rules for these challenge games.	Non-championship grade. However teams play for the **McLellan Cup** on a challenge basis. Please acquaint yourself with the rules for these challenge games.

Rules Arbiter

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