

UNDER 14, 15, 16 FLCA PLAYING CONDITIONS 2023/2024

(A) Hours of play shall be

TWO DAY GAME: 8.00AM to 11.30AM **DAY ONE**

8.00AM to 11.45AM **DAY TWO** to achieve a First Innings Result.

If an Outright result is being pursued, the match must conclude at the end of the over in progress at 11.30am

- (B) Ten (10) metre fielding restriction circles shall be marked on all grounds at both ends of the pitch from the base of the middle stump, on both sides of the pitch and joined behind the stumps. If it is not adequately marked, the Umpires shall be the sole judge of the ten (10) metre circles.
- (C) No fielder shall field within ten (10) metres of the batter on strike unless wearing the minimum protective equipment of a specifically designed properly fitted helmet with face guard and a protector. The only exceptions are the wicket-keeper, and offside fielders behind the popping crease.
- (D) If a fielder enters the ten (10) metre circle without the required minimum protective equipment, either Umpire shall call and signal Dead ball as soon as the encroachment occurs and before the batter has an opportunity to play the ball. The delivery is to be re-bowled. The fielder is to be cautioned and the captain informed that further infringements will be dealt with as fair and unfair play.
- (E) Fourteen (14) players may be nominated on the declared team sheet and be used in any way, with the exception that only eleven (11) players shall be allowed on the field at any one time and only eleven (11) players shall be allowed to bat.
- (F) In both two (2) and one (1) day matches, no bowler shall bowl more than 1/5th of the total number of overs available when play commences. 5 OVERS MAX FOR A ONE DAYER. 10 OVERS MAXIMUM PER INNINGS FOR A TWO DAYER.
- (G) In addition, all bowlers are restricted by their age to a number of overs in a spell. In Under 14 , 15 and 16 the Maximum spell is 5 overs per bowler. – Regardless of Pace
- (H) No compulsory Batting retirements.
- (I) **TWO DAY GAMES:** The first (1st) innings of the team batting first shall be limited to a maximum of fifty (50) overs, unless dismissed beforehand. (Rule K the exception). The team scoring the greater number of runs will be awarded first (1st) innings points, regardless of wickets lost. Either team may pursue an Outright Result.

- (J) The team bowling first is entitled to any overs unused by the team batting first. (Whole Overs only)
- (K) 50 Overs is the maximum playable on both days. For any change of Innings 2 whole overs is to be deducted from the 50 overs for the day.
- (L) If 8 overs or less are lost on the first day, and the team batting first has not declared or been dismissed will have their innings compulsory closed. The team batting second will only receive the equivalent amount of overs to which they bowled.
- (M) The team batting first may only continue its first innings on the second day when there has been a loss of more than 8 overs on Day 1. Play will not be over divided time and there must be an actual result, otherwise the match is deemed a Draw. For this calculation, up to 8 completed overs is regarded as 8 overs or less, 8.1 overs and more is regarded as more than 8 overs.
- (N) 50 Runs or more is the Follow on score.
- (O) Where no play takes place on the first day due to condition of wicket or ground, the match shall become a one (1) day match. These matches shall be played on a twenty-five (25) overs first innings limit, unless dismissed beforehand. The team scoring the greatest number of runs shall be the winner.

ONE DAY GAME: 8.00AM to 12 Noon

ONE DAY GAMES: The maximum overs either team shall receive is 30 Overs.

- (Q) A minimum of Twenty (20) overs by both sides in a one (1) day game to constitute a match, unless a result is achieved beforehand, otherwise it shall be regarded as a draw.
 **If play cannot commence by 9.45am the match is abandoned and deemed a Draw
- (R) If ground or weather conditions cause a loss of time prior to or during the first (1st) innings of the team batting first, each team shall deduct one (1) over for every full Seven (7) minutes lost. If ground or weather conditions cause a loss of time after the first innings of the team batting first and a result is not clear by the end of play, then the result will be determined by countback.
- (S) If the team batting second does not receive its quota of overs for any reason, the match result will be determined by over by over countback provided both teams have completed 20 overs otherwise it will be deemed a Draw.
- (T) In a one (1) day match the team batting first FROM 8.00AM shall conclude its innings at the completion of the over in progress at 9.50AM. 10 Minute Change of Innings. The team batting second from 10am. If the Team batting first has not declared or been dismissed and did not receive its allotted overs the Team batting second shall be limited to receiving the same number of overs, however, is allowed to continue till the end of the over in progress at 12 noon to receive its allotted overs. If Dismissed earlier it's a 10 minute Innings break with no unused overs available.

Once a first Innings result is achieved in a One Day game the match is deemed over.

Scorers to sit together and regularly audit each other's books or App to ensure an accurate recording of score is occurring.

In the Junior competitions, ALL bowlers are restricted by their age to the number of overs they can bowl in a spell and in a day, regardless of the age group in which they are playing. The restrictions are as follows and must be read in conjunction with the specific rules for each competition:

UNDER 14, 15, 16 : 5 OVER MAXIMUM SPELLS:

ONE DAY GAME: 5 OVER MAXIMUM PER GAME

TWO DAY GAME: 10 OVER MAXIMUM PER INNINGS

ALL HOME TEAMS TO SET UP THE BOUNDARY. BOTH TEAMS TO SUPPLY A SET OF STUMPS EACH

HOME TEAM TO ENSURE CREASES ARE CLEARLY MARKED

BOUNDARIES: WHERE POSSIBLE BOUNDARIES TO BE 50 METRES MINIMUM.

JUNIOR MATCHES: SQUARE LEG UMPIRE TO BE THE FIELDING TEAM IF AN OFFICIAL UMPIRE IS IN ATTENDANCE

Umpire fees: \$30 each Junior Team.

An umpire appointed by FLCA is entitled to over rule a decision made by a non appointed umpire at Square Leg if he/she believes an incorrect decision has been made.

Ball: 156g RED LEATHER 2 piece AG THOMPSON BRAND.

THE TOSS: 15 MINUTES FROM THE START AT LATEST. 7 PLAYERS MUST BE AT GROUND FROM EACH TEAM OTHERWISE THE TOSS IS ENTITLED TO BE CLAIMED.

Special working By -Law regarding MCC Laws Law 41.16.1 Juniors only

41.16.1 If the non-striker is out of his/her ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be Run out. In these circumstances, the non-striker will be out Run out if he/she is out of his/her ground when his/her wicket is put down by the bowler throwing the ball at the stumps or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.

All players must receive one warning first before they can be dismissed this method. The warning must be for someone actually out of his ground.

Lightning

Play shall cease immediately in the event that a lightning flash is followed by thunder less than 30 seconds later. Play shall not resume until 30 minutes after the last lightning flash. All players must leave the field immediately.

JUNIOR AND SENIOR PLAYERS WHO ARE CITED AND SUSPENDED WILL INCUR A 5 POINTS PENALTY FROM THE COMPETITION TABLE.

