

EASTERN GOLDFIELDS CRICKET ASSOCIATION



Junior By-Laws

October 2024

AMENDMENTS LOG			
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1. ASSOCIATION

1.1 Aim - The aim of the EGCA is to foster strong clubs and provide young people with enjoyable competitive cricket in a safe and fair environment. Emphasis will be on teaching and developing individual and team skills as well as sharing responsibilities. All decisions by coaches and parents should reflect collaboration, sportsmanship and the betterment of the game of cricket.

1.2 Affiliation & Registration Fees- Junior fees for clubs are incorporated into overall EGCA fees.

2. COMPETITIONS AND FORMATS

2.1 AGE GROUPS

2.1.1 While safety is a prime consideration of the EGCA responsibility for use of protective equipment rests with individual players and their parents.

2.1.2 Players will play in their Birth Year as outlined in the EGCA Junior Formats.

2.1.3 Clubs may seek dispensation for a player to play out of their designated Age Group, as per the table above. The following criteria will be used to assess whether a dispensation should be granted:

- Intellectual and/or physical impairment.
- A demonstrated need to fill a team:
- For long term requests, up to the maximum number of players allowed in a team for that grade.
- For individual match day requests, up to the maximum number of players allowed on the field.
- To allow a participant to play in the Competition Age Group that aligns with their School Year Level as of 30 June in the year of the season start.

A dispensation for Intellectual and/or physical impairment can only applied for the player to play below their designated Age Group, and can allow the player to play as far below their age group as necessary.

The Club can approve a dispensation to play one Competition Age Group higher than their designated Age Group. All other requests require approval from the EGCA.

All dispensations to play are for one season only and new approvals are required each year.

EGCA Dispensation requests must be submitted at least 48 hours before the start time of the match, except where a team requires an additional player to avoid a forfeit. Where a team

requires an additional player to avoid a forfeit, they should first attempt to find a player one Age Group below the Competition Age Group to play.

2.2 PLAYER SAFETY

- 2.2.1 The EGCA mandates that all players use all standard protective cricket equipment including helmets which are Mandatory (see playing conditions).
- 2.2.2 All players should be encouraged to wear adequate sun protection including SPF30+ sunscreen and hats.
- 2.2.3 Individual water bottles should also be used.
- 2.2.4 COVID protocols as prescribed by Cricket Australia

2.3 MATCH DAY REQUIREMENTS

- 2.3.1 Coaches are to inspect the wicket and oval and be satisfied that play can commence on time, or reschedule a start time in accordance with local laws.
- 2.3.2 In the presence of both coaches, the captains shall toss for choice of innings no less than 15 minutes before the time scheduled for the match to start, or before the time agreed upon for the play to start.
- 2.3.3 club delegates are responsible for turning the lights on and off on for each game for the season. The club delegates must ensure the responsible person on the night understands how to operate the lights.

2.4 RECORDS AND SCORESHEETS

- 2.4.1 Both teams must use PlayHQ scoring. If there are technical issues with live scoring all match statistics must be entered within three (3) days following the match by the home side. Failing to enter these results before then will result in deduction of premiership points. The team listed as the HOME team is to be the Primary scorer on PlayHQ. The team listed as the AWAY team is to be the Secondary scorer on PlayHQ.
- 2.4.2 No game is to be rescheduled to another night unless within the rules of the local laws initiated by the EGCA.

3. PLAYER ADMINISTRATION

3.1 PlayHQ

- 3.1.1 The EGCA uses PlayHQ to administer player registrations and movements. All clubs must

use PlayHQ and abide by the local laws contained in this Section 2.

- 3.1.2 A Club commits an offence if it allows a player to play for their Club in a match that is not in accordance with the laws contained in this Section 2.

3.2 REGISTRATION OF PLAYERS

- 3.2.1 For the purpose of clarity, the term Registration of Players also includes Transfers and Permits.
- 3.2.2 For each cricket season, a club must register all players, including transfers using the PlayHQ website.
- 3.2.3 For all matches, the EGCA doesn't allow unregistered players to play.
- 3.2.4 Players must be registered before they can play a competitive match due to insurances. Clubs found playing unregistered players will be deducted match points and possible suspensions to coaches.

4. COMPETITIONS

4.1 PLAYING CONDITIONS

- 4.1.1 If a ball lands on the edge of a synthetic wicket or on the grass it will be called a no ball.

- 4.1.2 No ball – front foot

In Under 10's and 12's the coach is to warn the bowler and then call a no ball should they continue to over-step. Coach's, umpires need to ensure they communicate with each other.

In Under 14's and above umpires should call no balls as per the normal laws of cricket.

- 4.1.3 Any short-pitched ball that goes above the batsman's shoulder when in their normal batting standing shall be called a no ball.

- 4.1.4 Any full toss ball above the waist is to be called a no-ball.

- 4.1.5 Free Hit after any No Ball (under 14's and under 17's ONLY)
The delivery following any No Ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or a Wide Ball), then the next delivery will become a free hit for whichever batter is facing it. The umpire will indicate the free hit delivery by making a circular motion with one arm above the head. For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball.
Field changes are not permitted for free hit deliveries unless the strike batter has changed.

- 4.1.6 See **EGCA Junior Cricket Playing Conditions** for full playing conditions for each grade.

4.2 MATCH RESULTS

The following match results are:

4.2.1 **Win**

The winner is the team with the aggregate most number of runs at the conclusion of the match.

4.2.2 **Forfeit**

If a team has 6 or less players present after 30 minutes of the prescribed starting time, this team will be deemed to have forfeited the match.

4.2.3 **Tie**

A tie occurs where the aggregate number of runs for both competing teams at the conclusion of the match is equal.

4.2.4 **Loss**

The team with the aggregate least number of runs scored at the conclusion of the match.

4.2.5 **No Result – Abandoned**

The match shall be abandoned when weather conditions including lightning, pitch conditions and light are considered unsafe by both coaches or and EGJCC official.

A "No result" will be the match outcome. Both teams will receive points as per rule 3.5.1

4.3 MATCH POINTS

4.3.1	Win	4 points
	Forfeit	4 points
	Tie	2 points each
	Draw	2 points each
	No result (Abandoned matches)	2 points each

4.3.2 If due to fixturing, there is a difference in the number of games played by teams within their grade, the total team aggregate match points will adjusted by the required ratio so that such teams will not be disadvantaged by the unequal draw.

4.4 APPEALS

4.4.1 All appeals must be lodged in writing no later than 24 hours after a match and addressed to the EGCA.

4.4.2 No appeals can be lodged against an umpire's decision during play.

4.4.3 The Council will rule on the appeal in a scheduled meeting with all associated parties and the verdict relayed in a timely manner.

4.4.4 The EGCA final findings will stand, and no further process or appeal is possible.

4.5 FINALS QUALIFICATION

This rule describes which grade(s) a player is eligible to play in throughout the finals series.

- 4.5.1 In order for a player to be eligible to play Finals,
- The Club that they are registered with must have qualified to play Finals as published in the EGCA Ladder in PlayCricket, and
 - The player must have played at least **5 matches** in the applicable season for that team.
- 4.5.2 A player cannot play finals in two grades unless they have played 5 qualifying matches in both grades. This may be reviewed upon request by the EGCA if a team is short in finals and wishes to bring a player in from a lower grade.

4.6 ADVERSE CONDITIONS

- 4.6.1 In the event of **adverse conditions** coaches and the EGCA Administrator will make a decision as early as practical.
- 4.6.2 Refer to Law 4.2.5 for a definition of Abandoned – No Result.
- 4.6.3 **Extreme weather conditions.**

In exceptionally hot weather, games will be modified so that drinks breaks may be scheduled as frequently as required subject to the overall minimum period of play between two drinks breaks, or between a drinks break and the start or conclusion of an off-the-field interval, being 20 minutes.

- 4.6.4 On days where the temperature is forecast to be extremely hot, the EGCA advise as to whether games will go ahead, this advice will be provided by 12.00pm on the day of game to all delegates.

4.7 GENERAL CONDITIONS OF PLAY FOR FINALS

- 4.7.1 Age groups under 14's and under 17's will play finals under the same format that they have played throughout the season. There is no finals for under 10's and under 12's.
- 4.7.2 In the event of a semifinal not reaching a first innings decision due to the unfit state of the ground, wicket or light for play to continue, then the side which has finished in the higher ladder position will advance to the further finals.
- 4.7.3 In the event of the Grand Final not reaching a first innings decision due to the unfit state of the ground, wicket or light for play to continue, then the side which has finished in the higher ladder position will be the premiership side.
- 4.7.4 In Finals if ANY wicket is unfit for play due to rain or other weather conditions and prior to the commencement the match may be moved to an alternate venue as set out by the EGCA.
- 4.7.5 No matches can be transferred to another day. If a result is not possible on the fixtured day

then the match will be Abandoned (Refer to Law 4.2.5 for a definition of Abandoned – No Result).

- 4.7.6 Once a finals match has commenced a match cannot be transferred.
- 4.7.7 In all finals matches the higher ranked team can choose the wicket to play on. This will then be ratified and sent out to all clubs by the EGCA Administrator.

5. CODES OF BEHAVIOUR

- 5.1.1 The EGCA will consider approving clothing with club colours or design change, new designs and colour changes need to be approved by the EGCA.
- 5.1.2 Clubs that have chosen to wear EGCA approved club colours must make all reasonable endeavours to ensure all players are clothed in the correct club attire.
- 5.1.3 Wearing of Spikes is required by all players playing on turf wickets.
- 5.1.4 Players must not assault or attempt to assault an umpire, another player or spectator.
- 5.1.5 Players must not abuse or dispute an umpire's decision, or react in an obviously provocative or disapproving manner either towards an umpire, decision, or generally, following an umpire's decision.
- 5.1.6 Players must not use crude and/or abusive language, or engage in conduct detrimental to the spirit of the game.
- 5.1.7 Players must not in any manner use "well known" crude or abusive hand signals.
- 5.1.8 Players can be reported to the EGCA for code breaches by the Umpires officiating the game.
- 5.1.9 Dissent - Acts of dissent (as determined by either umpire) should be addressed on the field wherever possible. Options for the umpire are as follows:-

Minor Offences - for minor acts of dissent, either umpire may give a verbal warning to the player.

Moderate Offences – for moderate acts of dissent, or after a warning has been issued for minor offence, the umpires shall agree to apply a 5 run penalty and/or send the player off the field for 5 overs (not replaced in the field or retire not out for 5 overs).

Major Offences – for major acts of dissent, the umpires shall agree to: -

- a) apply a 5 run penalty and/or
- b) send the player off the field for the remainder of the game (no replacement) and
- c) send a written summary of the incident to the president of the EGJCC of further consideration be the committee.