



Mornington Peninsula Cricket Association

Norm Jardine Shield Under 18 T20 COMPETITION MANUAL

RULES AND PLAYING CONDITIONS

Introduction

Clubs are responsible to familiarize themselves with the Playing Rules and Guidelines, the onus is on the club to conform to these Playing Rules and Guidelines.

Should a club be not clear on any of the rulings and guidelines or procedures contained herein, they are to seek advice from the MPCA office at their earliest convenience prior to playing.

A Tournament Committee comprising of nominated representatives from the Junior Pennant Committee shall deal with the management and operation of the event. The Tournament Committee shall hereafter be known as the Committee.

Format

A fixture of matches in the preliminary will be as per PlayHQ Fixtures

Venues

Where possible, matches in the Norm Jardine Shield are to be played at the home ground of the first drawn Club however an alternative venue may be arranged by the 2 competing Clubs and endorsed by the committee.

Equipment

The home teams/host club (Grand Final) are required to supply stumps, bails, boundary markers, inner-field discs/lines, and scoreboard.

Uniform

Competing clubs will wear their regular cricket uniforms. This can include coloured clothing, provided all players are wearing the same style of uniform. These uniforms including sponsors brandmarks must be in line with the MPCA uniform guidelines.

Umpires

Each match of the Norm Jardine Shield regular season will be umpired by suitably qualified club umpires
Each Semi Final/Finals match of this competition will have at least one appointed MPCUA Umpire.

MPCUA Umpires' fees shall be fixed at \$80 per umpire paid and shared by the two competing clubs.

Scorers

- (a) Each team will need to provide a scorer. Clubs are to supply their own scorebooks.
- (b) Signing the Scorebook The captains and officiating umpire/s must sign the scorebook at the conclusion of the match.

Match Reports

Within 24 hours of the completion of the match and Team Sheets/Results are required to be lodged into PlayHQ.

Awards

The following awards will be presented at the conclusion of the Norm Jardine Shield Final.

- ☐ Player of the Final
- ☐ Winning team player medallions
- ☐ Norm Jardine Shield

PLAYING RULES

1. **Playing Conditions**

- 1.1 The Laws of Cricket (2000 Code 4th Edition 2010), as adopted by Cricket Victoria except as varied hereunder, shall apply.

2. **Eligibility of Players Participating**

- 2.1 All participating players must be Under 18 as of 1st September and must have attained the age of 14 years of age in the current season of competition.
- 2.2 All participating players must be a registered member (PlayHQ) of the club/merged club they are representing in the season of the competition.
- 2.3 (a) Victorian Premier Cricket or Victorian Sub District or equivalent players that have not played junior cricket within the MPCA will not be permitted to play in the MPCA U18's competition.
(b) Have played at least one season of Junior Cricket for the club they are representing, including sufficient matches to qualify for finals in that season.
(c) Any player new to a club, i.e.: maybe moved into the area or new to competitive cricket, must apply to the Pennant Committee for a permit to play in the MPCA Under 18 competition.
(d) Any Victorian Premier Cricket or Victorian Sub District competitions or equivalent player, who wishes to play in the MPCA Under 18 competition, must play Under 18's with their junior club refer to rule 2.3(b).
(e) Any MPCA eligible player, whose club is not submitting a team in the Under 18 competition, may apply to the Pennant Committee for a permit to play with another club in the Under 18 competition only. Any club in this situation may only have a maximum of 2 permitted players in any one season.
- 2.4 A club that fields more than one team or merged teams in this competition, once a player has been nominated to play in a particular team, that player cannot transfer to another team of that club during the competition.
- 2.5 Players currently playing with a Premier or Victorian Sub District Cricket Association Clubs may return to their registered MPCA club to play in this competition, subject to written approval of their Premier or Victorian Sub District Cricket Club, any player becoming 18 years of age before 1st September 2022 will not be eligible to play in this competition.
- 2.6 Any player serving a suspension at the time of a scheduled match for their club is ineligible.
- 2.7 All Players participating in Semi Final and/or grand final must have played at **least three (3)** matches in the previous rounds.
- 2.8 **Playing an Ineligible or Unregistered Player**
Clubs playing ineligible or unregistered player/s shall lose all points gained for the match that the ineligible/unregistered player/s played in and in the case where the team attracted no points, it shall lose 12 points. If the opposition team lost the match, they will be awarded the 12 points. Scores for the match will remain unchanged.
- ### 3. **The Ball**
- 3.1 Balls are to be 2-piece 156gm Pink Kookaburra as determined by the MPCA.
- ### 4. **Duration of Match & Nomination of Teams**
- 4.1. The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. Teams can be up to 13 per side as nominated by the Captain.
- 4.2. Before the toss for innings the Captain shall nominate his 13 players including his 11 nominated batsmen. The nominations shall be in writing and may not thereafter be changed without the consent of the opposing Captain.
- 4.3 Fielding team may not have more than 11 players on the playing field at any one time and shall not bowl more than 11 players.

4.4 Each participating Club shall enter its team into PlayHQ and retain a copy of their team list in the back of their scorebook signed off by both captains prior to the toss for innings.

5. **Hours of Play and Intervals**

5.1 Intervals between innings shall be of 10 minutes duration. No drinks intervals are permitted however drink persons may be used providing they do not delay play.

5.2. If no play is possible or any of the matches are a tie or no result, a “bowl out” may take place (refer Rule 6 for details).

6. **Length of Innings**

6.1. Uninterrupted matches

Each team shall bat for 20 overs unless all out earlier. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

6.2 Delayed or Interrupted Matches

(a) Minimum Overs

In the event of a delayed or interrupted match, a minimum number of 5 overs per side shall constitute a match. In this case the calculations, subsequent over reductions and consequential actions detailed below shall be used to determine the result of the match.

(b) Reduction of Overs

If the first side's innings is delayed or interrupted the umpires shall reduce the maximum overs by one for each full seven minutes of the aggregate time lost. If the reduction calculation results in fewer than 5 overs the match shall be abandoned.

(c) Should a match be abandoned then the match should be re-scheduled to take place before the next scheduled match or day of play – Should any reason not permit this to occur then the match is declared “no result” and Rule 7.2 comes into effect.

(d) Teams receiving equal overs

When there is no interruption after play has commenced and when both sides have had the opportunity to bat for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. The result will be a tie, irrespective of wickets lost, if the same number of runs have been scored.

(e) Team batting second receiving less overs than team batting first

Where there is a reduction of overs so the team batting first faces a minimum of five (5) overs and the number of overs in the second innings is reduced to less than five (5) and both captains agree a win is not possible, the match shall be declared a “no result”.

(f) Target Score

i. In a Match where an interruption to the innings of the team batting second occurs, Target Score, relevant to the allowable overs shall be determined. To win the match, the team batting second must achieve the Target score.

ii. The Target Score is calculated from the run rate per over of the team batting first:

Calculations:

Run rate team batting first = $\frac{\text{Number of runs}}{\text{Overs faced.}}$

Target score = Number of overs available to the team batting second
multiplied by:

Run rate of team batting first + 1 (rounded up to the nearest whole number)

iii. Should the team batting first be dismissed in less than 20 overs the remainder, shall be deemed to have been received, i.e. the Target Score shall be calculated using 20 overs.

- iv. Where the recalculated overs for the team batting second are fewer than 5 completed overs the Target Score shall be calculated on a minimum of 5 overs.
- v. The result shall be a “no result” if the batting team does not achieve the Target Score nor the bowling team dismiss the batting team if the recalculated overs is less than 5.

7. The Result

- 7.1. When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. A tie is equal runs, irrespective of wickets lost, refer 6.2.

7.2 (a) Tie / Super Over

In the event of a tie, if circumstances permit (Umpires shall decide) a Super Over will be contested to achieve a result – If after the Super Over the match is still a tie a Bowl-out will be contested to achieve a result.

(b) Bowl-Out

In the event of a tie or no result, if circumstances (outdoors or indoors) permit (Umpires shall decide) a ‘bowl-out’ will be contested to achieve a result: five players from each side will bowl over-arm two deliveries each at a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9). The first bowler from Team A will bowl two deliveries, then the first bowler from Team B will bowl two deliveries, and then the second bowler from Team A will bowl two deliveries, and so on.

The side which bowls down the wicket (as defined in Law 28.1) the most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a ‘sudden death’ basis. If circumstances make a ‘bowl-out’ impossible the match shall be decided by the toss of a coin under the supervision of the Umpires.

The team winning the ‘Bowl Out’ shall add one (1) run to the batting extra’s to create the winning score.

The following shall also apply in respect of ‘bowl-outs’:

The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the umpires’ approval.

If a bowler bowls a ‘no ball’ it will count as one of his two deliveries but will not count towards the score of the team, i.e. if a wicket is achieved, it will not count.

If the original match has started, the five cricketers to take part in the ‘bowl-out’ must be selected from the original 13 nominated players. If the match has not started, the five cricketers to take part in the ‘bowl-out’ can be any five eligible, registered players from that club. Each side will appoint a wicketkeeper to stand behind the wicket but out of reach of the stumps.

7.3. Inner Field Area Restriction

(a) Area of Restriction

The restricted area shall be the area around the pitch within semi-circles, one at each, end, and straight lines, one on each side.

(b) Semi-Circles and Line Measurements

The radius of each semi-circle shall be 27.5 metres from the centre stump and the extremities of its base shall meet with the straight lines of pitch length, at points in line with the bowling crease.

(c) Marking of Area Limits

The limits of the restricted area shall be clearly marked by a white line or by discs. The discs shall be 30 in number and be fixed in place approximately 7 metres apart with one disc at each extremity of the bases of the semi-circles.

(d) Restrictions on the Placement of Fieldsmen

At the instant of delivery there shall not be more than five fieldsmen on the leg side. For the first 5 overs (1-5) of each innings only two fieldsmen are permitted to be outside the field restriction circles.

For the next 5 overs (6-10) only 3 fieldsmen are permitted to be out.

For the next 5 overs (11-15) only 4 fieldsmen are permitted to be out

For the last 5 overs (16-20) only 5 fieldsmen are permitted to be out.

In an interrupted match, the field-restrictions will be as follows:

Length of Innings Overs	2 Fielders Out Over Numbers	3 Fielders Out Over Numbers	4 Fielders Out Over Numbers	5 Fielders Out Over Numbers
20	1-5	6-10	11-15	16-20
19	1-4	5-9	10-14	15-19
18	1-3	4-8	9-13	14-18
17	1-2	3-7	8-12	13-17
16	1	2-6	7-11	12-16
15	-	1-5	6-10	11-15
14	-	1-4	5-9	10-14
13	-	1-3	4-8	9-13
12	-	1-2	3-7	8-12
11	-	1	2-6	7-11
10	-	-	1-5	6-10
9	-	-	1-4	5-9
8	-	-	1-3	4-8
7	-	-	1-2	3-7
6	-	-	1	2-6
5	-	-	-	1-5

8. **Bowling**

8.1 Overs are to be bowled in 5 over blocks alternating between ends ie. Overs 1-5 are bowled from one end, and then overs 6-10 are bowled from the other end, etc.

8.2 At the end of each over, only the two batsmen and two umpires change ends. Apart from the normal field position changes, the fieldsmen only change after each five over block. At the end of each 5 over block, the umpires and batsmen remain at the same end. Umpires are instructed to be stricter than usual with regard to wide balls on the offside. All deliveries passing down the leg side, which do not touch the bat or person of the striker, are to be called as wides.

8.3 Each bowler will be restricted to a maximum of 4 overs per innings. Umpires will make appropriate adjustments for matches of reduced overs, based on the following table.

Length of Innings

Overs	Restriction
20	Maximum 4 overs per bowler
19	Four bowlers can bowl 4 overs each, one bowler bowls 3 overs
18	Three bowlers can bowl 4 overs each, two bowlers bowl 3 overs
17	Two bowlers can bowl 4 overs each, three bowlers bowl 3 overs
16	One bowler can bowl 4 overs, four bowlers bowl 3 overs
15	Maximum of 3 overs per bowler
14	Four bowlers can bowl 3 overs each, one bowler bowls 2 overs
13	Three bowlers can bowl 3 overs each, two bowlers bowl 2 overs
12	Two bowlers can bowl 3 overs each, three bowlers bowl 2 overs
11	One bowler can bowl 3 overs, four bowlers bowl 2 overs
10	Maximum of 2 overs per bowler
9	Four bowlers can bowl 2 overs each, one bowler bowls 1 over
8	Three bowlers can bowl 2 overs each, two bowlers bowl 1 over
7	Two bowlers can bowl 2 overs each, three bowlers bowl 1 over
6	One bowler can bowl 2 overs each, four bowlers bowl 1 over
5	Maximum of 1 over per bowler

9. Declarations

The captain of the batting side may not declare his innings closed at any time during the course of a match.

10. Free Hit after a Foot Fault No Ball

- 10.1. The delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman 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 batsman is facing it.
- 10.2. 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.
- 10.3. Field changes will only be permitted for free hit deliveries if a different batsman is on strike for the free hit delivery.

11. Law 31 – Timed Out

- 11.1. Law 31 will apply. The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready near the boundary to make his way to the wicket immediately a wicket falls and is expected to jog to the wicket.

12. Investigations, Disputes, Protests, Contrived Results

12.1 Committee Investigations

- (a) The Pennant Committee shall have power to investigate and adjudicate upon all matters arising out of, or in connection with, matches.
- (b) If a member of the Committee is a representative of a Club involved in an investigation, he shall cease to act on the Pennant Committee for the duration of the investigation.

12.2 Disputes/Protests

Any club referring a dispute to the Committee shall, within two (2) days after the completion of the match in which the cause of disagreement has occurred, lodge a statement in writing of the matter in dispute to the MPCA General Manager. The General Manager shall forward a copy of the dispute to the Committee and to the other affected club.

12.3 Contrived Results

- (a) The Committee shall have power to investigate a game or the actions of the captains of the clubs or any players involved in a match if it suspects reasonably that the competing clubs with or without the assistance or collusion of any other person or club have colluded to contrive the result of a match. If the Committee decides to carry out an investigation it will conduct such inquiries as it sees fit and invite submissions about the match or the conduct of either captain or any player and will give any person the opportunity to be heard.
- (b) If the Pennant Committee finds that the Clubs, captains, or players have colluded to contrive the outcome of a match the Committee may in its absolute discretion do one or more of the following:
 - i. fine a club, captain or player;
 - ii. suspend a captain or player from playing in any match or matches;
 - iii. take any action it deems appropriate.

12.4 Appeals

Any appeals relating to the Norm Jardine Shield must be submitted to the MPCA General Manager within two (2) working days of the decision of which the subject of the appeal. An Appeal Fee of \$500 must accompany any appeal submitted under this rule. This Fee shall be refunded if the Appeal is upheld.

13. Conduct: Club Player Officials Members and Employees

All Norm Jardine Matches are sanctioned MPCA matches and issues of conduct & Code of Behaviour are subject to MPCA Rules & By-Laws.