



DIAMOND VALLEY  
CRICKET ASSOCIATION

# DVCA

# Junior Coordinators

# Guidebook

## 2022-23 Season

Contained in this guidebook is a summary of information for Junior Coordinators, including:

- ❖ Junior Coordinator Administration
- ❖ DVCA Junior Formats & Playing Information
- ❖ Tips for Umpires & Parents Who Officiate in Junior Matches
- ❖ 2022-23 Junior Rule Summary
- ❖ Junior Guidelines & Rules for Each Age Group

This guidebook must be read in conjunction with 2022-23 DVCA Playing and Administration Rule Book. Clubs, Junior Coordinators, Junior Coaches & Team Managers must ensure that they are aware of the full list of rules as published in the Rule Book. Where a discrepancy exists between this document and the playing rules, the playing rules will take precedence.

# Junior Coordinator Administration 2022-23



## Merged Teams

- Where clubs don't have the required numbers for any junior team, a merged team (with another club) may be possible. If you're seeking a merger with another team/club, please email the DVCA General & Junior Manager who will put you in contact with other clubs in similar situations.

## Dispensations

- Dispensation requests must be sent via email to the DVCA General & Junior Manager at the following email address [ann.perrett@dvca.org.au](mailto:ann.perrett@dvca.org.au). Every dispensation request must include the players name, MyCricket ID, DOB and reason for dispensation. Note, playing with friends is not considered a valid reason.

Each request will be considered on a case-by-case basis. The Junior Executive has the right to monitor the performance of each player and withdraw dispensation approval at any time. The dispensation request must be submitted at least 72 hours prior to the person playing in their first match. Refer to A9 Dispensations & Approvals in the 2022-23 DVCA Playing and Administration Rule Book for further details.

## MyCricket Scores & Deadlines

	Deadline
<b>Forfeits</b>	To be advised by <b>12pm</b> on day of match
<b>Team Selections</b>	To be entered into MyCricket by <b>5pm</b> Wednesday & Friday
<b>Match Results</b>	To be entered into MyCricket by <b>10pm</b> Saturday (all grades)
<b>Full Scorecards &amp; Umpire Reports</b>	To be entered by <b>1pm</b> Sunday (all grades)

- **Note:**
  - Forfeits - Notice of forfeits must be sent via email to both the opposing club and DVCA General & Junior Manager. Note: All affected parties must confirm that the forfeit notice has been received as soon as possible. The forfeit will not be considered final until this has occurred.
  - Results for any match not played due to adverse weather need entered as **Match Drawn** on MyCricket. Please **DO NOT** enter these results as Match Abandoned.

## MyCricket Administration

- **MyCricket Scores & Deadlines**

It's important to ensure all match results, scores and umpires reports are entered by the correct deadline set out in the DVCA Rule Book. Not adhering to any deadline may affect results, ladders, regrading, players statistics and award results, etc.
- **Score Corrections**

Where there is an issue with the result or score of any match that the opposition club has entered, it is the affected club's responsibility to email the opposition to request that the scores be corrected. Up to date contact details can be found in the DVCA Rule Book. Please copy the DVCA General & Junior Manager into these emails to avoid fines being issued for missed MyCricket deadlines.
- **Match Disputed**

Please **DO NOT** use the Match Disputed function in MyCricket if scores have been entered incorrectly. Using this function creates additional and unnecessary work for clubs and the DVCA General & Junior Manager. In most situations selecting Match Disputed will lock the match and will not allow clubs to correct scores. Where scores are incorrect, please email opposing clubs directly as outlined above in **Score Corrections**.

# Junior Coordinator Administration 2022-23



- **Locked Matches**

Where a match has been locked, a request to unlock should be emailed to the DVCA General & Junior Manager.

- **Fines**

Fines are only issued and used as a tool to ensure compliance of the deadlines as outlined in **MyCricket Scores & Deadlines**. Reports will be run weekly for match results, scores, and umpire reports and fines will be issued for non-compliance.

## Working With Children Check

- It is compulsory for everyone at your club that has contact with any junior player (coaches, scorers, team managers, etc.) to hold a current and valid WWCC. Clubs must maintain a register of all WWCC holders and ensure it is monitored and updated as necessary. This includes ensuring all expired and/or expiring WWCC are renewed. A copy of the WWCC Register must be provided to your CV North Metro Cricket Manager.

## Level 1 Coaching Accreditation

- In order to coach a junior team in the DVCA, it is now compulsory for **all** junior coaches to have Level 1 Coaching Accreditation. All clubs are asked to keep a record of their junior coaches that includes their Australian Coaches Association ID number, along with the date the accreditation was attained, and any other supporting information. This will be monitored by the DVCA throughout the season. Note: it is also strongly recommended that **all** junior coaches download the CA Coaching App to their phone/tablet as this is a great resource for coaching throughout the season.

## Covid19

- Cricket Victoria has advised that Covid Return to Play Guidelines will likely remain the same for this season. Note: The recommendation for players remains to **NOT** share food, drinks or equipment.

## DVCA Playing & Administration Rules

- 2022-23 DVCA Rule Books contain full playing and administration rules for juniors. Clubs, Junior Coordinators & junior coaches must ensure that they are aware of the relevant playing & administration rules. A digital copy can be found on the DVCA website or by clicking this link <https://www.dvca.org.au/dvca-rule-admin-book>

## Scorebooks

- Scorebooks for Level 1 (U10's and Girls) and Level 2 (U12's & Girls) can be purchased through the Junior Cricket Shop. If you are unable to obtain a Level 1 or 2 scorebook and require copies of a template, please contact DVCA General & Junior Manager.

## Club Correspondence

- Please ensure **ALL** club related correspondence is sent using your club's official email address. If more than one person has access to your club's email account, please be sure to sign your email off with the name of who any replies need to be directed to.

If you have any questions, please contact the following:

Ann Perrett  
DVCA General & Junior Manager  
E: [ann.perrett@dvca.org.au](mailto:ann.perrett@dvca.org.au)

Shane McCarter  
DVCA Operations Manager  
E: [shane.mccarter@dvca.org.au](mailto:shane.mccarter@dvca.org.au)

# DVCA Junior Formats & Playing Information

## DVCA Junior Formats

Level 1	Level 2	Level 3
U10 U13 Girls	U12 U15 Girls	U14 U16 U18 U17 Girls

## DVCA Junior Playing Days

Wednesday Night	Friday Night
U10 U12 White Girls Level 1 Girls Level 2 Girls Level 3	U12 Red, Teal & Blue U14 U16 U18

## Electronic Scoring

- Permitted by both teams, encourage your teams to enter scores electronically
- Preferable to have same scorer throughout the match, for consistency
- Need to ensure both teams score throughout the entire match including the match end
- Umpire will check electronic and paper scorebook, or both electronic scorebooks

## Team Selections

- To be entered on MyCricket before the match commences to enable electronic scoring
- No paper teamsheets, this requirement was removed several years ago

## Junior Umpires

- There are 20 junior umpires and 10 senior umpires. A total of 30 umpires for Friday nights
- Junior umpires are under the guidance of the DVCA Umpires Association
- Umpires will be allocated to U18's, U16's, U14 Blue, U12 Blue (where possible). This may change depending on availability of umpires, physical location of umpires and ability to get transport to matches
- All junior umpire appointments will be posted on MyCricket by the Wednesday before the start of each round
- Fee is \$80 per umpire (\$40 per club)

## Umpire Report

- Check MyCricket to determine if an umpire has been allocated to your match
- Umpires report to be completed when results are entered – this includes umpire attendance & punctuality, attired (DVCA umpires shirt) and understanding of rules. Feedback is compulsory. In particular, feedback on attendance is required as we have no way of monitoring this and rely on the clubs to advise

# DVCA Junior Formats & Playing Information



## Other Match Information

- A 10 minute drinks break at 6.15 pm or conclusion of first team's batting overs (whichever is reached first)
- If at 6.15pm less than 20 overs have been played by Team A, Team B will receive the equivalent overs. If an over has commenced prior to 6.15pm it must be completed
- Daily overs are to be completed even if there is a result to ensure all players get an opportunity. This applies to **all** junior age groups during the home and away season. Note, this does not apply to finals
- No coin toss in any grade
- Home team fields first



## Tips for Umpires & Parents Who Officiate in Junior Matches



Umpires play an important role in the management of matches at all levels especially in junior cricket. Umpires are an impartial figure who are responsible for upholding the laws of cricket. Nobody expects new and junior umpires to have an in-depth knowledge of all the rules and regulations, but it is important to have a feel for the flow of the game so it can run to plan. Knowledge of our local DVCA rules and playing conditions will assist you in a well-managed match.

At a junior level it is especially important that you keep the enjoyment and safety of the players uppermost in your priorities. Be familiar with safety regulations regarding protective gear, restrictions on bowlers and field placings. Be an example and a teacher of the Spirit of the game. Encourage the coaches, team managers and parents to do the same.

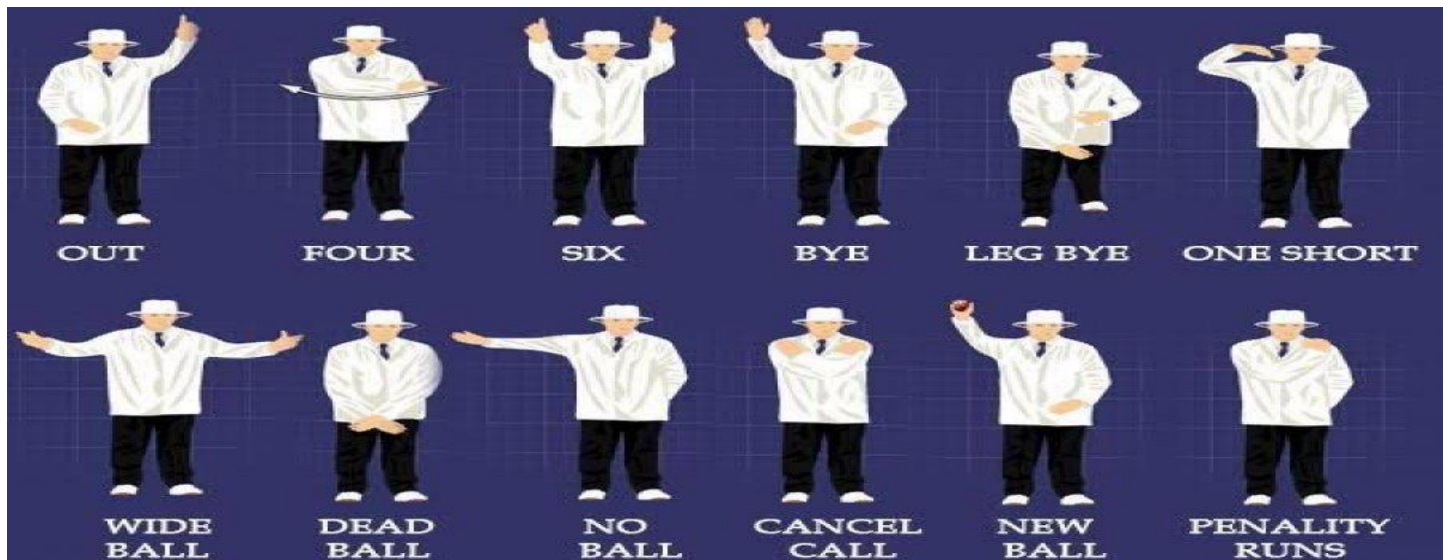
A junior umpire should have three simple aims when it comes to monitoring the players in the game thus ensuring a safe environment.

- Are the batters & wicket keeper wearing a helmet?
- Are the fielders too close to the batter on strike?
- Are there any obstacles on the field?

Umpires should arrive at the match at least 30 minutes before the start of play to ensure the ground, pitch, creases and stumps are ready to commence to match on time. Upon arrival introduce yourself to the coaches, team managers, captains and the scorers.

Non official umpires and parents required to umpire junior matches should remain impartial at all times while encouraging all players involved to make the game enjoyable for all.

### Umpiring Signals:



## 2022-23 Junior Rule Summary

**Note:** This summary is provided as a guide only. Coaches and officials are responsible to make themselves aware of the **full** list of playing and administration rules, as published in the DVCA Playing & Administration Rule Book. Where a discrepancy exists between this document and the playing rules, the playing rules will take precedence.

CA Level	<b>1</b>	<b>2</b>	<b>1</b>	<b>3</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>3</b>
	Mixed	Mixed	Girls	Mixed	Girls	Mixed	Girls	Mixed
	<b>U10</b>	<b>U12</b>	<b>U13</b>	<b>U14</b>	<b>U15</b>	<b>U16</b>	<b>U17</b>	<b>U18</b>
<b>Player numbers</b>								
Number of players in side	7	9	7	11	9	11	9	11
Minimum No. players to start	5	7	5	7	7	7	7	7
Maximum No. players in side	9	11	9	N/A	11	N/A	11	N/A
Maximum No. of players on field	7	9	7	11	9	11	9	11
Maximum No. of wickets lost before innings is closed	N/A	8	N/A	10	8	10	8	10
<b>Batting - Compulsory Retirement Limits</b>								
No. Balls faced each batter (No. players in side) = (Balls faced)	5 = 24 6 = 20 7 = 17 8 = 15 9 = 13	<b>1 day</b> 7 = 20 8 = 20 9 = 20 10 = 15 11 = 15	<b>2 day</b> 7 = 40 8 = 40 9 = 40 10 = 30 11 = 30	5 = 24 6 = 20 7 = 17 8 = 15 9 = 13	N/A	7 = 20 8 = 20 9 = 20 10 = 15 11 = 15	N/A	N/A
	Runs/ 1 day (20 over inn.) Runs/ 2 day (40 over inn.)	N/A	N/A	N/A	40/ 1 day 75/ 2 day	N/A	50/ 1 day 100/ 2 day	40/ 1 day
<b>Bowling - Compulsory Limits</b>								
Bowling end	All from one end	All from one end	All from one end	Change after ea. 10 overs	All from one end	Change after ea. 10 overs	Change after ea. 10 overs	Change after ea. 10 overs
Number of balls in an over	6	6 8 max.	6	6	6 8 max.	6	6	6
Minimum No. bowlers	each player inc. keeper	each player ex. keeper	each player inc. keeper	5	each player ex. keeper	5	5	5
Max. per <u>spell</u> each bowler	4	3/ 1 day 4/ 2 day	4	4/ 1 day 5/ 2 day	3/ 1 day N/A	4/ 1 day 5/ 2 day	3/ 1 day N/A	4/ 1 day 5/ 2 day
Max. per day each bowler	4	4/ 1 day 5/ 2 day	4	4/ 1 day 8/ 2 day	4/ 1 day N/A	4/ 1 day 8/ 2 day	4/ 1 day N/A	4/ 1 day 8/ 2 day

# Junior Guidelines & Rules 2022-23 Season



DIAMOND VALLEY  
CRICKET ASSOCIATION

## Under 10's

Guidelines & Rules	U10's
<b>Age Limit</b>	Under 10 on 1 <sup>st</sup> September. Dispensation is required for older players.
<b>Description of Format</b>	This format is designed for those kids who have completed Cricket Australia's Entry Level Programs and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding.  All U10 non-competitive junior grades are played as one day home and away matches.
<b>Coach Accreditation</b>	Accredited Community Coach (Level 1)
<b>Working With Children Check</b>	Compulsory
<b>Overs</b>	20 Overs (1 Day Matches Only)
<b>Pitch &amp; Stumps</b>	<b>Pitch:</b> 16m from stump to stump <b>Stumps:</b> Full sized, portable stumps are to be used, with base and bails.
<b>Boundary</b>	Except where natural boundaries are shorter, 40 metre boundary.
<b>Ball</b>	Pink Kookaburra Star Ball or Pink Softa Ball. <b>Do not</b> use 142g balls.
<b>Players</b>	Number of players in a side: 7 Minimum number of players in a side: 5 Maximum number of players in a side: 9  <b>End of Innings:</b> The innings is closed after the batting team has finished the allocated overs. Unlimited dismissals apply.
<b>Team Playing Equipment</b>	<ul style="list-style-type: none"> <li>• Pink Kookaburra Star Ball or Pink Softa Ball; one for each innings (each team will provide their own balls)</li> <li>• Measuring tape to measure boundary and pitch length</li> <li>• Boundary marker</li> <li>• Two sets of portable stumps, a minimum of one at one end of the pitch</li> <li>• Scorebooks, one for each team</li> </ul>
<b>Players Equipment</b>	Helmet with grill (to be worn at <b>all</b> times by <b>all</b> batsmen & <b>all</b> wicketkeepers), Bat, Gloves, Pads, Protector. Additional safety equipment can be worn based on match conditions and/ or personal preference.
<b>Fielding</b>	<ul style="list-style-type: none"> <li>• Rotation of players is required to ensure all players experience all positions.</li> <li>• <b>Restricted Zone:</b> No fielders within 15 metres of each batter or each other (except the wicketkeeper) to encourage singles and safety.</li> <li>• Option to change wicketkeeper at 10 overs.</li> <li>• If more than 7 players, rotation of players must be completed at the end of each over, maximum of 9 players.</li> </ul>
<b>Bowling</b>	<ul style="list-style-type: none"> <li>• All from one end</li> <li>• 6 balls in an over</li> <li>• All players to bowl including the wicketkeeper</li> <li>• Maximum overs per spell for each bowler: 4</li> <li>• Maximum overs per day for each bowler: 4</li> </ul>
<b>Batting</b>	<ul style="list-style-type: none"> <li>• All balls count in the batter's ball count including wides/ no balls.</li> <li>• The batter to swap ends after a dismissal. If there is a run out the not out batter is required to face the next delivery.</li> <li>• Batters are to retire after facing number of balls, not at end of the over.</li> <li>• Compulsory Retirement Limits: 5 Players = 24 Balls 6 Players = 20 Balls 7 Players = 17 Balls 8 Players = 15 Balls 9 Players = 13 Balls</li> </ul>
<b>Other</b>	<ul style="list-style-type: none"> <li>• No LBW, warning if repetitive</li> <li>• No finals</li> <li>• Entering scores into MyCricket is optional. If parents do not want players names to appear there is an option at registration or via club to hide details.</li> </ul>

Note: Junior Guidelines & Rules must be read in conjunction with 2022-23 DVCA Playing and Administration Rule Book. Clubs, Junior Coordinators, Junior Coaches & Team Managers must ensure that they are aware of the full list of rules as published in the Rule Book. Where a discrepancy exists between this document and the playing rules, the playing rules will take precedence.



# Junior Guidelines & Rules 2022-23 Season



DIAMOND VALLEY  
CRICKET ASSOCIATION

## Under 12's

Guidelines & Rules	U12's												
<b>Age Limit</b>	Under 12 on 1 <sup>st</sup> September. Dispensation is required for older players.												
<b>Description of Format</b>	A format that looks to further develop the cricket skills of kids that are playing their 2nd or 3rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field.												
<b>Coach Accreditation</b>	Accredited Community Coach (Level 1)												
<b>Working With Children Check</b>	Compulsory												
<b>Overs</b>	<b>U12 White:</b> 20 Overs (1 Day) <b>U12 Red, Teal, Blue:</b> 20 Overs (1 Day) or 40 Overs (2 Day – Split Innings)												
<b>Pitch &amp; Stumps</b>	<b>Pitch:</b> 18m from stump to stump <b>Stumps:</b> Full sized, portable stumps are to be used, with base and bails.												
<b>Boundary</b>	Except where natural boundaries are shorter, 45 metre boundary.												
<b>Ball</b>	142g Pink ball												
<b>Players</b>	Number of players in a side: 9 Minimum number of players in a side: 7 Maximum number of players in a side: 11  <b>End of Innings:</b> The innings is closed after the batting team has finished the allocated overs, or the following number of wickets have fallen: <ul style="list-style-type: none"> <li>• 7 player team: 6 wickets</li> <li>• 8 player team: 7 wickets</li> <li>• 9-11 player team: 8 wickets</li> </ul>												
<b>Team Playing Equipment</b>	<ul style="list-style-type: none"> <li>• Two 142g Pink balls; one for each innings (each team will provide their own ball)</li> <li>• Measuring tape to measure boundary and pitch length</li> <li>• Boundary marker</li> <li>• Two sets of portable stumps, a minimum of one at one end of the pitch</li> <li>• Scorebooks, one for each team</li> </ul>												
<b>Players Equipment</b>	Helmet with grill (to be worn at <b>all</b> times by <b>all</b> batsmen & <b>all</b> wicketkeepers), Bat, Gloves, Pads, Protector. Additional safety equipment can be worn based on match conditions and/ or personal preference.												
<b>Fielding</b>	<ul style="list-style-type: none"> <li>• Rotation of players is strongly recommended.</li> <li>• <b>Restricted zone:</b> No fielders within 10m from batter, except regulation off side slips, gully and wicketkeeper.</li> <li>• Option to change wicketkeeper at 10 overs.</li> <li>• If more than 9 players, rotation of players must be completed at the end of each over, maximum of 11 players.</li> </ul>												
<b>Bowling</b>	<ul style="list-style-type: none"> <li>• Bowl from one end for entire match</li> <li>• 6 balls in an over, 8 maximum</li> <li>• All players must bowl one over (excluding the wicketkeeper)</li> <li>• <b>1 day match</b> – Maximum overs per spell for each bowler: 3</li> <li>• <b>1 day match</b> – Maximum overs per day for each bowler: 4</li> <li>• <b>2 day match</b> – Maximum overs per spell for each bowler: 4</li> <li>• <b>2 day match</b> – Maximum overs per day for each bowler: 5</li> </ul>												
<b>Batting</b>	<ul style="list-style-type: none"> <li>• Compulsory Retirement Limits: <table style="margin-left: 20px;"> <thead> <tr> <th>1 day match</th> <th>2 day match</th> </tr> </thead> <tbody> <tr> <td>7 Players = 20 Balls</td> <td>7 Players = 40 Balls</td> </tr> <tr> <td>8 Players = 20 Balls</td> <td>8 Players = 40 Balls</td> </tr> <tr> <td>9 Players = 20 Balls</td> <td>9 Players = 40 Balls</td> </tr> <tr> <td>10 Players = 15 Balls</td> <td>10 Players = 30 Balls</td> </tr> <tr> <td>11 Players = 15 Balls</td> <td>11 Players = 30 Balls</td> </tr> </tbody> </table> </li> <li>• Any retired batters will return when all other players have batted. Players return in the order they retired. When they return, they face further balls as listed above, not the remaining balls of the innings.</li> </ul>	1 day match	2 day match	7 Players = 20 Balls	7 Players = 40 Balls	8 Players = 20 Balls	8 Players = 40 Balls	9 Players = 20 Balls	9 Players = 40 Balls	10 Players = 15 Balls	10 Players = 30 Balls	11 Players = 15 Balls	11 Players = 30 Balls
1 day match	2 day match												
7 Players = 20 Balls	7 Players = 40 Balls												
8 Players = 20 Balls	8 Players = 40 Balls												
9 Players = 20 Balls	9 Players = 40 Balls												
10 Players = 15 Balls	10 Players = 30 Balls												
11 Players = 15 Balls	11 Players = 30 Balls												
<b>Other</b>	<ul style="list-style-type: none"> <li>• No LBW, warning if repetitive</li> </ul>												

Note: Junior Guidelines & Rules must be read in conjunction with 2022-23 DVCA Playing and Administration Rule Book. Clubs, Junior Coordinators, Junior Coaches & Team Managers must ensure that they are aware of the full list of rules as published in the Rule Book. Where a discrepancy exists between this document and the playing rules, the playing rules will take precedence.

# Junior Guidelines & Rules 2022-23 Season



DIAMOND VALLEY  
CRICKET ASSOCIATION

## Under 14's

Guidelines & Rules	U14's
<b>Age Limit</b>	Under 14 on 1 <sup>st</sup> September. Dispensation is required for older players.
<b>Description of Format</b>	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.
<b>Coach Accreditation</b>	Accredited Community Coach (Level 1)
<b>Working With Children Check</b>	Compulsory
<b>Overs</b>	20 Overs (1 Day) or 40 Overs (2 Day)
<b>Pitch &amp; Stumps</b>	<b>Pitch:</b> 20.1m (Standard pitch length) <b>Stumps:</b> Full size stumps & bails
<b>Boundary</b>	Except where natural boundaries are shorter, 50 metre boundary.
<b>Ball</b>	142g Pink ball
<b>Players</b>	Number of players in a side: 11 Minimum number of players in a side: 7 Maximum number of players in a side: Teams can have more than 11 players  <b>End of Innings:</b> The innings is closed at the fall of the 10 <sup>th</sup> wicket, or after the following number of wickets have fallen: <ul style="list-style-type: none"> <li>• 7 player team: 6 wickets</li> <li>• 8 player team: 7 wickets</li> <li>• 9 player team: 8 wickets, and so on.</li> </ul>
<b>Team Playing Equipment</b>	<ul style="list-style-type: none"> <li>• Two 142g Pink balls; one for each innings (each team will provide their own ball)</li> <li>• Measuring tape to measure boundary</li> <li>• Boundary marker</li> <li>• Two sets of stumps with bails</li> <li>• Scorebooks, one for each team</li> </ul>
<b>Players Equipment</b>	Helmet with grill (to be worn at <b>all</b> times by <b>all</b> batsmen & <b>all</b> wicketkeepers), Bat, Gloves, Pads, Protector. Additional safety equipment can be worn based on match conditions and/ or personal preference.
<b>Fielding</b>	<ul style="list-style-type: none"> <li>• Rotation of players is strongly recommended.</li> <li>• <b>Restricted zone:</b> No fielders within 10m from batter, except regulation off side slips, gully and wicketkeeper, plus one with helmet and grill.</li> <li>• Option to change wicketkeeper at 10 overs.</li> <li>• If more than 11 players, rotation of players must be completed at the end of each over.</li> </ul>
<b>Bowling</b>	<ul style="list-style-type: none"> <li>• Change bowling ends after 10 overs</li> <li>• 6 balls in an over</li> <li>• Minimum no. bowlers: 5</li> <li>• <b>1 day match</b> – Maximum overs per spell for each bowler: 4</li> <li>• <b>1 day match</b> – Maximum overs per day for each bowler: 4</li> <li>• <b>2 day match</b> – Maximum overs per spell for each bowler: 5</li> <li>• <b>2 day match</b> – Maximum overs per day for each bowler: 8</li> </ul>
<b>Batting</b>	<ul style="list-style-type: none"> <li>• Compulsory Retirement Limits: <b>1 day match:</b> 40 Runs <b>2 day match:</b> 75 Runs</li> <li>• A batsman will retire immediately when they reach the limit i.e. before the next ball is bowled. Retired batters may return to the crease once all others have batted, in the order they retired.</li> </ul>
<b>Other</b>	<ul style="list-style-type: none"> <li>• LBW is only given when "Beyond reasonable doubt". Warning to be given.</li> </ul>

Note: Junior Guidelines & Rules must be read in conjunction with 2022-23 DVCA Playing and Administration Rule Book. Clubs, Junior Coordinators, Junior Coaches & Team Managers must ensure that they are aware of the full list of rules as published in the Rule Book. Where a discrepancy exists between this document and the playing rules, the playing rules will take precedence.

# Junior Guidelines & Rules 2022-23 Season



DIAMOND VALLEY  
CRICKET ASSOCIATION

## Under 16's

Guidelines & Rules	U16's
<b>Age Limit</b>	Under 16 on 1 <sup>st</sup> September. Dispensation is required for older players.
<b>Description of Format</b>	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.
<b>Coach Accreditation</b>	Accredited Community Coach (Level 1)
<b>Working With Children Check</b>	Compulsory
<b>Overs</b>	20 Overs (1 Day) or 40 Overs (2 Day)
<b>Pitch &amp; Stumps</b>	<b>Pitch:</b> 20.1m (Standard pitch length) <b>Stumps:</b> Full size stumps & bails
<b>Boundary</b>	Except where natural boundaries are shorter, 50 metre boundary.
<b>Ball</b>	156g Pink ball
<b>Players</b>	Number of players in a side: 11 Minimum number of players in a side: 7 Maximum number of players in a side: Teams can have more than 11 players  <b>End of Innings:</b> The innings is closed at the fall of the 10 <sup>th</sup> wicket, or after the following number of wickets have fallen: <ul style="list-style-type: none"> <li>• 7 player team: 6 wickets</li> <li>• 8 player team: 7 wickets</li> <li>• 9 player team: 8 wickets, and so on.</li> </ul>
<b>Team Playing Equipment</b>	<ul style="list-style-type: none"> <li>• Two 156g Pink balls; one for each innings (each team will provide their own ball)</li> <li>• Measuring tape to measure boundary</li> <li>• Boundary marker</li> <li>• Two sets of stumps with bails</li> <li>• Scorebooks, one for each team</li> </ul>
<b>Players Equipment</b>	Helmet with grill (to be worn at <b>all</b> times by <b>all</b> batsmen & <b>all</b> wicketkeepers with the exception where a wicketkeeper may choose to discard the helmet when standing back from the stumps), Bat, Gloves, Pads, Protector. Additional safety equipment can be worn based on match conditions and/ or personal preference.
<b>Fielding</b>	<ul style="list-style-type: none"> <li>• Rotation of players is recommended.</li> <li>• <b>Restricted zone:</b> No fielders within 10m from batter, except regulation off side slips, gully and wicketkeeper, plus two with helmet and grill.</li> <li>• Option to change wicketkeeper at 10 overs.</li> <li>• If more than 11 players, rotation of players must be completed at the end of each over.</li> </ul>
<b>Bowling</b>	<ul style="list-style-type: none"> <li>• Change bowling ends after 10 overs</li> <li>• 6 balls in an over</li> <li>• Minimum no. bowlers: 5</li> <li>• <b>1 day match</b> – Maximum overs per spell for each bowler: 4</li> <li>• <b>1 day match</b> – Maximum overs per day for each bowler: 4</li> <li>• <b>2 day match</b> – Maximum overs per spell for each bowler: 5</li> <li>• <b>2 day match</b> – Maximum overs per day for each bowler: 8</li> </ul>
<b>Batting</b>	<ul style="list-style-type: none"> <li>• Compulsory Retirement Limits: <b>1 day match:</b> 50 Runs <b>2 day match:</b> 100 Runs</li> <li>• A batsman will retire immediately when they reach the limit i.e. before the next ball is bowled. Retired batters may return to the crease once all others have batted, in the order they retired.</li> </ul>
<b>Other</b>	<ul style="list-style-type: none"> <li>• LBW is only given when "Beyond reasonable doubt". Warning to be given.</li> </ul>

Note: Junior Guidelines & Rules must be read in conjunction with 2022-23 DVCA Playing and Administration Rule Book. Clubs, Junior Coordinators, Junior Coaches & Team Managers must ensure that they are aware of the full list of rules as published in the Rule Book. Where a discrepancy exists between this document and the playing rules, the playing rules will take precedence.

# Junior Guidelines & Rules 2022-23 Season



DIAMOND VALLEY  
CRICKET ASSOCIATION

## Under 18's

Guidelines & Rules	U18's
<b>Age Limit</b>	Under 18 on 1 <sup>st</sup> September. Dispensation is required for older players.
<b>Description of Format</b>	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.
<b>Coach Accreditation</b>	Accredited Community Coach (Level 1)
<b>Working With Children Check</b>	Compulsory
<b>Overs</b>	20 Overs (1 Day) or 40 Overs (2 Day)
<b>Pitch &amp; Stumps</b>	<b>Pitch:</b> 20.1m (Standard pitch length) <b>Stumps:</b> Full size stumps & bails
<b>Boundary</b>	Except where natural boundaries are shorter, 50 metre boundary.
<b>Ball</b>	156g Pink ball
<b>Players</b>	Number of players in a side: 11 Minimum number of players in a side: 7 Maximum number of players in a side: Teams can have more than 11 players  <b>End of Innings:</b> The innings is closed at the fall of the 10 <sup>th</sup> wicket, or after the following number of wickets have fallen: <ul style="list-style-type: none"> <li>• 7 player team: 6 wickets</li> <li>• 8 player team: 7 wickets</li> <li>• 9 player team: 8 wickets, and so on.</li> </ul>
<b>Team Playing Equipment</b>	<ul style="list-style-type: none"> <li>• Two 156g Pink balls; one for each innings (each team will provide their own ball)</li> <li>• Measuring tape to measure boundary</li> <li>• Boundary marker</li> <li>• Two sets of stumps with bails</li> <li>• Scorebooks, one for each team</li> </ul>
<b>Players Equipment</b>	Helmet with grill (to be worn at <b>all</b> times by <b>all</b> batsmen & <b>all</b> wicketkeepers with the exception where a wicketkeeper may choose to discard the helmet when standing back from the stumps), Bat, Gloves, Pads, Protector. Additional safety equipment can be worn based on match conditions and/ or personal preference.
<b>Fielding</b>	<ul style="list-style-type: none"> <li>• Rotation of players is recommended.</li> <li>• <b>Restricted zone:</b> No fielders within 10m from batter, except regulation off side slips, gully and wicketkeeper, plus unlimited with helmet and grill.</li> <li>• Option to change wicketkeeper at 10 overs.</li> <li>• If more than 11 players, rotation of players must be completed at the end of each over.</li> </ul>
<b>Bowling</b>	<ul style="list-style-type: none"> <li>• Change bowling ends after 10 overs</li> <li>• 6 balls in an over</li> <li>• Minimum no. bowlers: 5</li> <li>• <b>1 day match</b> – Maximum overs per spell for each bowler: 4</li> <li>• <b>1 day match</b> – Maximum overs per day for each bowler: 4</li> <li>• <b>2 day match</b> – Maximum overs per spell for each bowler: 5</li> <li>• <b>2 day match</b> – Maximum overs per day for each bowler: 8</li> </ul>
<b>Batting</b>	<ul style="list-style-type: none"> <li>• Compulsory Retirement Limits: <b>1 day match:</b> 50 Runs <b>2 day match:</b> 100 Runs</li> <li>• A batsman will retire immediately when they reach the limit i.e. before the next ball is bowled. Retired batters may return to the crease once all others have batted, in the order they retired.</li> </ul>
<b>Other</b>	<ul style="list-style-type: none"> <li>• LBW is only given when "Beyond reasonable doubt". Warning to be given.</li> </ul>

Note: Junior Guidelines & Rules must be read in conjunction with 2022-23 DVCA Playing and Administration Rule Book. Clubs, Junior Coordinators, Junior Coaches & Team Managers must ensure that they are aware of the full list of rules as published in the Rule Book. Where a discrepancy exists between this document and the playing rules, the playing rules will take precedence.

# Junior Guidelines & Rules 2022-23 Season



DIAMOND VALLEY  
CRICKET ASSOCIATION

## Girls Level 1 – U13's

**Note:** Players are encouraged to participate at the level that is appropriate to their abilities and skills. The age group suggested for this level is indicative only and may vary based on previous experience.

Guidelines & Rules	Girls Level 1 - U13's
<b>Age Limit</b>	Under 13 on 1 <sup>st</sup> September. Dispensation is required for older players.
<b>Description of Format</b>	All U13 Girls (Level 1) are played as non-competitive one day home & away matches.  This format is designed to increase the girl's skills faster, foster a love of the game & provide consistency. It is aimed for younger girl's and/or girls who have never played cricket before. The game can be completed in 2 hours with time saving strategies i.e. short drinks break and only change of wicketkeeper permitted.
<b>Coach Accreditation</b>	Accredited Community Coach (Level 1)
<b>Working With Children Check</b>	Compulsory
<b>Overs</b>	20 Overs (1 Day Matches Only)
<b>Pitch &amp; Stumps</b>	<b>Pitch:</b> 16m from stump to stump <b>Stumps:</b> Full sized, portable stumps are to be used, with base and bails
<b>Boundary</b>	Except where natural boundaries are shorter, 40 metre boundary.
<b>Ball</b>	Pink Kookaburra Star Ball or Pink Softa Ball. <b>Do not</b> use 142g balls.
<b>Players</b>	Number of players in a side: 7 Minimum number of players in a side: 5 Maximum number of players in a side: 9  <b>End of Innings:</b> The innings is closed after the batting team has finished the allocated overs. Unlimited dismissals apply.
<b>Team Playing Equipment</b>	<ul style="list-style-type: none"> <li>• Pink Kookaburra Star Ball or Pink Softa Ball; one for each innings (each team will provide their own balls)</li> <li>• Measuring tape to measure boundary and pitch length</li> <li>• Boundary marker</li> <li>• Two sets of portable stumps, a minimum of one at one end of the pitch</li> <li>• Scorebooks, one for each team</li> </ul>
<b>Players Equipment</b>	Helmet with grill (to be worn at <b>all</b> times by <b>all</b> batsmen & <b>all</b> wicketkeepers), Bat, Gloves, Pads, Protector. Additional safety equipment can be worn based on match conditions and/ or personal preference.
<b>Fielding</b>	<ul style="list-style-type: none"> <li>• Rotation of players is required to ensure all players experience all positions.</li> <li>• <b>Restricted Zone:</b> No fielders within 15 metres of each batter or each other (except the wicketkeeper) to encourage singles and safety.</li> <li>• Option to change wicketkeeper at 10 overs.</li> <li>• If more than 7 players, rotation of players must be completed at the end of each over, maximum of 9 players.</li> </ul>
<b>Bowling</b>	<ul style="list-style-type: none"> <li>• All from one end</li> <li>• 6 balls in an over</li> <li>• All players to bowl including the wicketkeeper</li> <li>• Maximum overs per spell for each bowler: 4</li> <li>• Maximum overs per day for each bowler: 4</li> </ul>
<b>Batting</b>	<ul style="list-style-type: none"> <li>• All balls count in the batter's ball count including wides/ no balls.</li> <li>• The batter to swap ends after a dismissal. If there is a run out the not out batter is required to face the next delivery.</li> <li>• Batters are to retire after facing number of balls, not at end of the over.</li> <li>• Compulsory Retirement Limits: 5 Players = 24 Balls 6 Players = 20 Balls 7 Players = 17 Balls 8 Players = 15 Balls 9 Players = 13 Balls</li> </ul>
<b>Other</b>	<ul style="list-style-type: none"> <li>• No LBW, warning if repetitive</li> <li>• No finals</li> <li>• Entering scores into MyCricket is optional. If parents do not want players names to appear there is an option at registration or via club to hide details.</li> </ul>

**Note:** Junior Guidelines & Rules must be read in conjunction with 2022-23 DVCA Playing and Administration Rule Book. Clubs, Junior Coordinators, Junior Coaches & Team Managers must ensure that they are aware of the full list of rules as published in the Rule Book. Where a discrepancy exists between this document and the playing rules, the playing rules will take precedence.

# Junior Guidelines & Rules 2022-23 Season



DIAMOND VALLEY  
CRICKET ASSOCIATION

## Girls Level 2 – U15's

**Note:** Players are encouraged to participate at the level that is appropriate to their abilities and skills. The age group suggested for this level is indicative only and may vary based on previous experience.

Guidelines & Rules	Girls Level 2 - U15's
<b>Age Limit</b>	Under 15 on 1 <sup>st</sup> September. Dispensation is required for older players.
<b>Description of Format</b>	This format aims to further develop upon the skills of girls who are in their second or third year of playing cricket. The emphasis is on continuous and active participation. The game can be completed in 2 hours with time saving strategies i.e. short drinks break and only change of wicketkeeper permitted at the halfway mark.
<b>Coach Accreditation</b>	Accredited Community Coach (Level 1)
<b>Working With Children Check</b>	Compulsory
<b>Overs</b>	20 Overs (1 Day)
<b>Pitch &amp; Stumps</b>	<b>Pitch:</b> 18m from stump to stump <b>Stumps:</b> Full sized, portable stumps are to be used, with base and bails.
<b>Boundary</b>	Except where natural boundaries are shorter, 45 metre boundary.
<b>Ball</b>	142g Pink ball
<b>Players</b>	Number of players in a side: 9 Minimum number of players in a side: 7 Maximum number of players in a side: 11  <b>End of Innings:</b> The innings is closed after the batting team has finished the allocated overs, or the following number of wickets have fallen: <ul style="list-style-type: none"> <li>• 7 player team: 6 wickets</li> <li>• 8 player team: 7 wickets</li> <li>• 9-11 player team: 8 wickets</li> </ul>
<b>Team Playing Equipment</b>	<ul style="list-style-type: none"> <li>• Two 142g Pink balls; one for each innings (each team will provide their own ball)</li> <li>• Measuring tape to measure boundary and pitch length</li> <li>• Boundary marker</li> <li>• Two sets of portable stumps, a minimum of one at one end of the pitch</li> <li>• Scorebooks, one for each team</li> </ul>
<b>Players Equipment</b>	Helmet with grill (to be worn at <b>all</b> times by <b>all</b> batsmen & <b>all</b> wicketkeepers), Bat, Gloves, Pads, Protector. Additional safety equipment can be worn based on match conditions and/ or personal preference.
<b>Fielding</b> J6	<ul style="list-style-type: none"> <li>• Rotation of players is strongly recommended.</li> <li>• <b>Restricted zone:</b> No fielders within 10m from batter, except regulation off side slips, gully and wicketkeeper.</li> <li>• Option to change wicketkeeper at 10 overs.</li> <li>• If more than 9 players, rotation of players must be completed at the end of each over, maximum of 11 players.</li> </ul>
<b>Bowling</b>	<ul style="list-style-type: none"> <li>• Bowl from one end for entire match</li> <li>• 6 balls in an over, 8 maximum</li> <li>• All players must bowl one over (excluding the wicketkeeper)</li> <li>• Maximum overs per spell for each bowler: 3</li> <li>• Maximum overs per day for each bowler: 4</li> </ul>
<b>Batting</b>	<ul style="list-style-type: none"> <li>• Compulsory Retirement Limits: 7 Players = 20 Balls 8 Players = 20 Balls 9 Players = 20 Balls 10 Players = 15 Balls 11 Players = 15 Balls</li> <li>• Any retired batters will return when all other players have batted. Players return in the order they retired. When they return, they face further balls as listed above, not the remaining balls of the innings.</li> </ul>
<b>Other</b>	<ul style="list-style-type: none"> <li>• No LBW, warning if repetitive</li> </ul>

Note: Junior Guidelines & Rules must be read in conjunction with 2022-23 DVCA Playing and Administration Rule Book. Clubs, Junior Coordinators, Junior Coaches & Team Managers must ensure that they are aware of the full list of rules as published in the Rule Book. Where a discrepancy exists between this document and the playing rules, the playing rules will take precedence.

# Junior Guidelines & Rules 2022-23 Season



DIAMOND VALLEY  
CRICKET ASSOCIATION

## Girls Level 3 – U17's

**Note:** Players are encouraged to participate at the level that is appropriate to their abilities and skills. The age group suggested for this level is indicative only and may vary based on previous experience.

Guidelines & Rules	Girls Level 3 - U17's
<b>Age Limit</b>	Under 17 on 1 <sup>st</sup> September. Dispensation is required for older players.
<b>Description of Format</b>	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game. The emphasis is still on continuous and active participation. The game can be completed in <b>2 hours</b> with time saving strategies i.e. short drinks break and only change of wicketkeeper permitted after 10 overs for 20 over games.
<b>Coach Accreditation</b>	Accredited Community Coach (Level 1)
<b>Working With Children Check</b>	Compulsory
<b>Overs</b>	20 Overs (1 Day)
<b>Pitch &amp; Stumps</b>	<b>Pitch:</b> 20.1m (Standard pitch length) <b>Stumps:</b> Full size stumps & bails.
<b>Boundary</b>	Except where natural boundaries are shorter, 50 metre boundary.
<b>Ball</b>	142g Pink ball
<b>Players</b>	Number of players in a side: 9 Minimum number of players in a side: 7 Maximum number of players in a side: 11  <b>End of Innings:</b> The innings is closed after the following number of wickets have fallen: <ul style="list-style-type: none"> <li>• 7 player team: 6 wickets</li> <li>• 8 player team: 7 wickets</li> <li>• 9-11 player team: 8 wickets</li> </ul>
<b>Team Playing Equipment</b>	<ul style="list-style-type: none"> <li>• Two 142g Pink balls; one for each innings (each team will provide their own ball)</li> <li>• Measuring tape to measure boundary</li> <li>• Boundary marker</li> <li>• Two sets of stumps with bails</li> <li>• Scorebooks, one for each team</li> </ul>
<b>Players Equipment</b>	Helmet with grill (to be worn at <b>all</b> times by <b>all</b> batsmen & <b>all</b> wicketkeepers), Bat, Gloves, Pads, Protector. Additional safety equipment can be worn based on match conditions and/ or personal preference.
<b>Fielding</b>	<ul style="list-style-type: none"> <li>• Rotation of players is strongly recommended.</li> <li>• <b>Restricted zone:</b> No fielders within 10m from batter, except regulation off side slips, gully and wicketkeeper, plus one with helmet and grill.</li> <li>• Option to change wicketkeeper at 10 overs.</li> <li>• If more than 9 players, rotation of players must be completed at the end of each over, maximum of 11 players.</li> </ul>
<b>Bowling</b>	<ul style="list-style-type: none"> <li>• Change bowling ends after 10 overs</li> <li>• 6 balls in an over</li> <li>• Minimum no. bowlers: 5</li> <li>• <b>1 day match</b> – Maximum overs per spell for each bowler: 3</li> <li>• <b>1 day match</b> – Maximum overs per day for each bowler: 4</li> </ul>
<b>Batting</b>	<ul style="list-style-type: none"> <li>• Compulsory Retirement Limits: <b>1 day match:</b> 40 Runs</li> <li>• A player will retire immediately when they reach the limit i.e. before the next ball is bowled. Retired batters may return to the crease once all others have batted, in the order they retired.</li> </ul>
<b>Other</b>	<ul style="list-style-type: none"> <li>• LBW is only given when "Beyond reasonable doubt". Warning to be given.</li> </ul>

Note: Junior Guidelines & Rules must be read in conjunction with 2022-23 DVCA Playing and Administration Rule Book. Clubs, Junior Coordinators, Junior Coaches & Team Managers must ensure that they are aware of the full list of rules as published in the Rule Book. Where a discrepancy exists between this document and the playing rules, the playing rules will take precedence.