

DVCA

Junior Coordinators

Guidebook

2023-24 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
- ❖ 2023-24 Junior Rule Summary
- ❖ Junior Guidelines & Rules for Each Age Group

This guidebook must be read in conjunction with 2023-24 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.

Merged Teams

- The feedback from last season was that junior clubs want an easier way to communicate their need for a merged team. With that in mind, a shared table with access given to all junior clubs, has been created in Google Sheets. This provides a central location for clubs to communicate their need to merge a team due to low player numbers, and to confirm merged teams with other clubs. **This is a LIVE DOCUMENT - All changes you make can be seen in real time and will be saved automatically for everyone. There is no need to save your work. If you make a mistake, delete something you shouldn't or are unsure of something, please ask for assistance.** As this is a live document, the link to the table is strictly for use by Junior Coordinators only and **MUST NOT** be forwarded onto coaches or other club administrators.

Note, the new DVCA Merged Team procedure that was sent to junior clubs via email on the 1st September contains the link that you will need to access the shared table.

Dispensations

- Approvals for junior dispensations will be tightened for the 2023-24 season onwards. The previous process of clubs requesting dispensations via an email to the Junior Manager has now changed. For the upcoming season, Junior clubs will be required to complete and submit a compulsory online form. If the form is submitted incomplete or the information required is not provided, the request will be automatically denied.

In addition, dispensations will not be issued for additional players in any finals game. i.e. if a player hasn't qualified to play finals, they will not be granted permission to play. It is expected that clubs manage player eligibility from the start of the season. Note, PlayHQ has been set with the minimum number of games a player is required to play for a team before they can be allocated to a team line up in finals games.

Note, the new DVCA Junior Dispensation procedure that was sent to junior clubs via email on the 1st September contains the links that you will need to access the online forms.

Transfers and Permits

- Information regarding Registrations, Transfers and Permits was sent to clubs on the 15th August; it can also be accessed on the DVCA website via the following link <https://dvca.org.au/dvca-forms/>. This document provides information on how registrations, transfers & permits will be administered on PlayHQ (applying DVCA Rules) as we transition across to the new platform for the **1st season**. Note, the DVCA rules regarding allowing player movements "Prior to 1st playing date of the season" and "From the 1st playing date of the season" remain the same as last year.

DVCA Playing & Administration Rules

- 2023-24 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. Note, 2023-24 DVCA Rule Books will be distributed around the start of the season. Once finalised, a digital copy can be found on the DVCA website or by clicking this link <https://dvca.org.au/dvca-rule-admin-book/>

Adverse Weather Notifications

- With the introduction of PlayHQ, we no longer have the ability to send text messages for adverse weather notifications. From this season onwards, adverse weather notifications will be via email and Facebook notifications only. Clubs will be notified by 3pm where an obvious decision can be made to call off cricket for the evening. If no obvious decision can be made, teams will report to ground as normal.

Junior Coordinator Administration 2023-24

Deadlines for Junior Cricket

	Deadline
Forfeits	To be advised by 12pm on day of match
Team Selections	To be entered into competition management platform by 5pm Wednesday & Friday
Match Results	To be entered into competition management platform by 10pm Saturday (all grades)
Full Scorecards	To be entered by 10pm Sunday (all grades)

Forfeits

- Notice of forfeits must be sent via email to the opposing club, copying in the following:
 - DVCA General & Junior Manager
 - DVCA Operations Manager
 - DVCA Umpires Association

The opposing club must confirm that the forfeit notice has been received as soon as possible. The forfeit will not be considered final until this has occurred.

Administration

It is important that the following information is passed onto all club administrators.

- **Match Results/ Scores**
Clubs are encouraged to assign someone to look after entering all match results/ scores by the deadlines set out in the DVCA Rule Book. These deadlines are important as not entering them can affect results, ladders, regrading, players statistics, award results etc. Note, opposition clubs no longer need to confirm match results, however, it is strongly advised that prior to the deadline, opposition clubs check that match results/ scores are correct.
- **Score Corrections/ Disputed Results**
Where there are issues with results/ scores that the opposition club has entered, it is the 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.
- **PlayHQ Match Lock Access**
Matches will be automatically locked on PlayHQ at 5pm Mondays for all competitions. Clubs will not be able to enter results after this time.
- **Matches Permanently Closed**
As introduced last season, ALL matches will be permanently closed off at the end of every month. No further updates or corrections can be made to any matches once they have been permanently closed off.
- **Cancelled Matches**
Where a match has been cancelled/ abandoned, clubs **MUST select "Match Drawn"** on PlayHQ to enable points to be allocated. DO NOT select "Match Cancelled" as zero points will be allocated.
- **Fines**
Fines are used as a tool to ensure compliance of the deadlines as outlined above in **Match Results/ Scores**. Reports are run regularly with fines issued for non-compliance.

PlayHQ Notes

- The PlayCricket App will show an abbreviated ladder (similar to the MyCricket ladder we previously used). Full ladder details will be located on the PlayCricket website once up and running.
- E-scoring has been set up according to the relevant rules for that competition. I.e. overs, batting and bowling limits etc. Scorers will be prompted as limits are getting close. **Note, DVCA rules take precedence over PlayHQ limits set.**
- E-scoring will be open for access 1 hour prior to the start of the match.
- Team managers and coaches must register for the season to be allocated to teams. Once allocated, they can login into PlayHQ to select squads, enter results etc. Team managers and coaches who play will need to register twice.
- E-scoring 'Fill-in' function - A 'fill-in' is a participant that is not allocated to the team in the game that is about to be scored. Note, statistics are not recorded for 'fill-in' players. Any unregistered players added to a game/ team lineup in e-scoring must be registered as outlined in A7 Player Registrations in the DVCA Rule Book or they will be deemed an ineligible player. Reports will be run on a weekly basis to ensure compliance.
- Suspended players cannot be selected for teams during the suspension period.
- Searching for a person's playing history can be done on the PlayCricket App.

Scorebooks

- Scorebooks for Level 1 (U10's and Girls) and Level 2 (U12's & Girls) can be purchased through the Cricket Victoria Junior Cricket Shop <https://shop.cricketblast.com.au/collections/junior-cricket>. If you are unable to obtain a Level 1 or 2 scorebook and require copies of a template, please contact DVCA General & Junior Manager.

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 that it is audited and updated regularly. 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 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 Coach App to their phone/tablet as this is a great resource for coaching throughout the season.

Junior Behaviour & Complaints

- Clubs are reminded that there is no place in junior cricket for sledging, negative, aggressive, belittling or intimidating comments or behaviour towards any junior player (including club's own players), opposition players or coaches.
- **Sledging is not acceptable in any form in junior cricket.** Many juniors do not know the difference between banter and when they've crossed the line. It is expected that all clubs/ coaches discuss this with their juniors.

Junior Coordinator Administration 2023-24



- Clubs are to communicate with each other (**in the first instance**), to resolve any issues or complaints from matches played **and** only involve the DVCA when the matter is both of a serious nature and there is **undisputed evidence** of the claim not simply one view versus another.
- All clubs in the DVCA are expected to act within the spirit of the DVCA.

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.
- A reminder not to 'Reply All' when replying to DVCA emails as all clubs will be copied into to your correspondence.

If you have any questions, please contact the following:

Ann Perrett
DVCA General & Junior Manager
E: ann.perrett@dvca.org.au

Cory Heaven
DVCA Operations Manager
E: cory.heaven@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

E-scoring

- Permitted by both teams, however, at least one club **MUST** paper score. If both clubs wish to e-score, then the away team (lower team in finals) will be required to paper score.
- 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.

Team Selections

- To be entered on competition management platform before the match commences to enable e-scoring.

Playing Apparel for Junior Matches

- **Playing Pants/Shorts**
All junior players may wear:
 - Club-branded coloured playing pants **or** club-branded shorts **or** white playing pants during matches.
 - Coloured clothing is **not compulsory**. Clubs may continue to wear white clothing.
 - Teams may wear mixed attire during matches e.g. pants & shorts, coloured pants & white pants
- **Playing Tops**
 - **All** players in any team **must** wear the same playing top. I.e. Each player in the team **must** wear only white tops **or approved** coloured tops.
 - There is **NO** provision for players from the same team to wear a mix of white and coloured playing tops.

Note, All coloured clothing must be approved by the DVCA Executive, as per the criteria outlined in the DVCA Rule Book.

DVCA Junior Formats & Playing Information



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
- Fee is \$80 per umpire (\$40 per club)

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, except for finals
- Home team fields first
- Friday night competition – Semi Finals and Grand Finals will be played Friday/ Friday with no reserve day.



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.

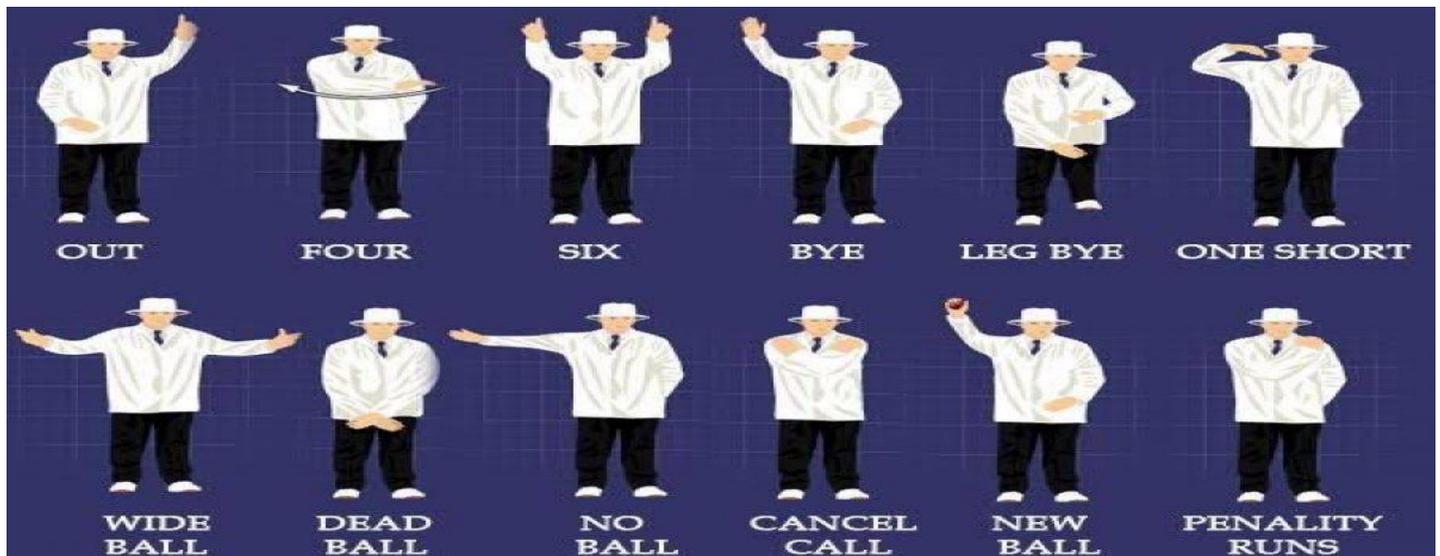
A junior umpire should have three simple aims when it comes to monitoring the players in the game thus ensuring a safe environment.

- 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:



2023-24 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	1	2	1	3	2	3	3	3
	Mixed	Mixed	Girls	Mixed	Girls	Mixed	Girls	Mixed
	U10	U12	U13	U14	U15	U16	U17	U18
Player numbers								
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	N/A	N/A	N/A	N/A	N/A	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
Batting - Compulsory Retirement Limits								
No. Balls faced each batter (No. players in side) = (Balls faced)	5 = 24 6 = 20 7 = 17 8 = 15 9 = 13	18 Balls maximum per player	5 = 24 6 = 20 7 = 17	N/A	7 = 20 8 = 20 9 = 20	N/A	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	50/ 1 day N/A
Bowling - Compulsory Limits								
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 max.	6 8 max.	6 max.	6 legal	6 8 max.	6 legal	6 legal	6 legal
Minimum No. bowlers	each player inc. keeper	each player ex. keeper	N/A	5	N/A	5	N/A	5
Max. per <u>spell</u> each bowler								
Overs/ 1 day	4	3/ 1 day	4	4/ 1 day	3/ 1 day	4/ 1 day	3/ 1 day	4/ 1 day
Overs/ 2 day	N/A	N/A	N/A	5/ 2 day	N/A	5/ 2 day	N/A	N/A
Max. per <u>day</u> each bowler								
Overs/ 1 day	4	3/ 1 day	4	4/ 1 day	4/ 1 day	4/ 1 day	4/ 1 day	4/ 1 day
Overs/ 2 day	N/A	N/A	N/A	8/ 2 day	N/A	8/ 2 day	N/A	N/A

Junior Guidelines & Rules 2023-24 Season



DIAMOND VALLEY
CRICKET ASSOCIATION

Under 10's

Guidelines & Rules	U10's
Age Limit	Under 10 on 1 st September. Dispensation is required for older players.
Description of Format	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.
Coach Accreditation	Accredited Community Coach (Level 1)
Working With Children Check	Compulsory
Overs	20 Overs (1 Day Matches Only)
Pitch & Stumps	Pitch: 16m from stump to stump Stumps: Full sized, portable stumps are to be used, with base and bails.
Boundary	Except where natural boundaries are shorter, 40 metre boundary.
Ball	Pink Kookaburra Star Ball or Pink Softa Ball. Do not use 142g balls.
Players	Number of players in a side: 7 Minimum number of players in a side: 5 Maximum number of players in a side: 9 End of Innings: The innings is closed after the batting team has finished the allocated overs. Unlimited dismissals apply.
Team Playing Equipment	<ul style="list-style-type: none"> • Pink Kookaburra Star Ball or Pink Softa Ball; one for each innings (each team will provide their own balls) • Measuring tape to measure boundary and pitch length • Boundary marker • Two sets of portable stumps, a minimum of one at one end of the pitch • Scorebooks, one for each team
Players Equipment	Helmet with grill (to be worn at all times by all batsmen & all wicketkeepers), Bat, Gloves, Pads, Protector. Additional safety equipment can be worn based on match conditions and/ or personal preference.
Fielding	<ul style="list-style-type: none"> • Rotation of players is required to ensure all players experience all positions. • Restricted Zone: No fielders within 15 metres of each batter or each other (except the wicketkeeper) to encourage singles and safety. • Option to change wicketkeeper at 10 overs. • If more than 7 players, rotation of players must be completed at the end of each over, maximum of 9 players.
Bowling	<ul style="list-style-type: none"> • All from one end • 6 balls (maximum) in an over • All players to bowl including the wicketkeeper • Maximum overs per spell for each bowler: 4 • Maximum overs per day for each bowler: 4
Batting	<ul style="list-style-type: none"> • All balls count in the batter's ball count including wides/ no balls. • 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. • Batters are to retire after facing number of balls, not at end of the over. • Compulsory Retirement Limits: 5 Players = 24 Balls 6 Players = 20 Balls 7 Players = 17 Balls 8 Players = 15 Balls 9 Players = 13 Balls
Other	<ul style="list-style-type: none"> • No LBW • No finals • Entering scores into the competition management platform is optional.

Note: Junior Guidelines & Rules must be read in conjunction with 2023-24 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 2023-24 Season



DIAMOND VALLEY
CRICKET ASSOCIATION

Under 12's

Guidelines & Rules	U12's
Age Limit	Under 12 on 1 st September. Dispensation is required for older players.
Description of Format	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.
Coach Accreditation	Accredited Community Coach (Level 1)
Working With Children Check	Compulsory
Overs	20 Overs (1 Day Matches Only)
Pitch & Stumps	Pitch: 18m from stump to stump Stumps: Full sized, portable stumps are to be used, with base and bails.
Boundary	Except where natural boundaries are shorter, 45 metre boundary.
Ball	142g Pink ball
Players	Number of players in a side: 9 Minimum number of players in a side: 7 Maximum number of players in a side: 11 End of Innings: 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"> • 7 player team: 6 wickets • 8 player team: 7 wickets • 9-11 player team: 8 wickets
Team Playing Equipment	<ul style="list-style-type: none"> • Two 142g Pink balls; one for each innings (each team will provide their own ball) • Measuring tape to measure boundary and pitch length • Boundary marker • Two sets of portable stumps, a minimum of one at one end of the pitch • Scorebooks, one for each team
Players Equipment	Helmet with grill (to be worn at all times by all batsmen & all wicketkeepers), Bat, Gloves, Pads, Protector. Additional safety equipment can be worn based on match conditions and/ or personal preference.
Fielding	<ul style="list-style-type: none"> • Rotation of players is strongly recommended. • Restricted zone: No fielders within 10m from batter, except regulation off side slips, gully and wicketkeeper. • Option to change wicketkeeper at 10 overs. • If more than 9 players, rotation of players must be completed at the end of each over, maximum of 11 players.
Bowling	<ul style="list-style-type: none"> • Bowl from one end for entire match • 6 balls in an over, 8 maximum • All players must bowl one over (excluding the wicketkeeper) • 1 day match – Maximum overs per spell for each bowler: 3 • 1 day match – Maximum overs per day for each bowler: 3
Batting	<ul style="list-style-type: none"> • Compulsory Retirement Limit: 18 Balls maximum (regardless of the number of players in each team) • 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.
Other	<ul style="list-style-type: none"> • No LBW

Note: Junior Guidelines & Rules must be read in conjunction with 2023-24 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 2023-24 Season



DIAMOND VALLEY
CRICKET ASSOCIATION

Under 14's

Guidelines & Rules	U14's
Age Limit	Under 14 on 1 st September. Dispensation is required for older players.
Description of Format	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.
Coach Accreditation	Accredited Community Coach (Level 1)
Working With Children Check	Compulsory
Overs	20 Overs (1 Day) or 40 Overs (2 Day)
Pitch & Stumps	Pitch: 20.1m (Standard pitch length) Stumps: Full size stumps & bails
Boundary	Except where natural boundaries are shorter, 50 metre boundary.
Ball	142g Pink ball
Players	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 End of Innings: The innings is closed at the fall of the 10 th wicket, or after the following number of wickets have fallen: <ul style="list-style-type: none"> • 7 player team: 6 wickets • 8 player team: 7 wickets • 9 player team: 8 wickets, and so on.
Team Playing Equipment	<ul style="list-style-type: none"> • Two 142g Pink balls; one for each innings (each team will provide their own ball) • Measuring tape to measure boundary • Boundary marker • Two sets of stumps with bails • Scorebooks, one for each team
Players Equipment	Helmet with grill (to be worn at all times by all batsmen & all wicketkeepers), Bat, Gloves, Pads, Protector. Additional safety equipment can be worn based on match conditions and/ or personal preference.
Fielding	<ul style="list-style-type: none"> • Rotation of players is strongly recommended. • Restricted zone: No fielders within 10m from batter, except regulation off side slips, gully and wicketkeeper, plus one with helmet and grill. • Option to change wicketkeeper at 10 overs. • If more than 11 players, rotation of players must be completed at the end of each over.
Bowling	<ul style="list-style-type: none"> • Change bowling ends after 10 overs • 6 balls in an over • Minimum no. bowlers: 5 • 1 day match – Maximum overs per spell for each bowler: 4 • 1 day match – Maximum overs per day for each bowler: 4 • 2 day match – Maximum overs per spell for each bowler: 5 • 2 day match – Maximum overs per day for each bowler: 8
Batting	<ul style="list-style-type: none"> • Compulsory Retirement Limits: 1 day match: 40 Runs 2 day match: 75 Runs • 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.
Other	<ul style="list-style-type: none"> • Normal LBW rules apply

Note: Junior Guidelines & Rules must be read in conjunction with 2023-24 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 2023-24 Season



DIAMOND VALLEY
CRICKET ASSOCIATION

Under 16's

Guidelines & Rules	U16's
Age Limit	Under 16 on 1 st September. Dispensation is required for older players.
Description of Format	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.
Coach Accreditation	Accredited Community Coach (Level 1)
Working With Children Check	Compulsory
Overs	20 Overs (1 Day) or 40 Overs (2 Day)
Pitch & Stumps	Pitch: 20.1m (Standard pitch length) Stumps: Full size stumps & bails
Boundary	Except where natural boundaries are shorter, 50 metre boundary.
Ball	156g Pink ball
Players	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 End of Innings: The innings is closed at the fall of the 10 th wicket, or after the following number of wickets have fallen: <ul style="list-style-type: none"> • 7 player team: 6 wickets • 8 player team: 7 wickets • 9 player team: 8 wickets, and so on.
Team Playing Equipment	<ul style="list-style-type: none"> • Two 156g Pink balls; one for each innings (each team will provide their own ball) • Measuring tape to measure boundary • Boundary marker • Two sets of stumps with bails • Scorebooks, one for each team
Players Equipment	Helmet with grill (to be worn at all times by all batsmen & all 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.
Fielding	<ul style="list-style-type: none"> • Rotation of players is recommended. • Restricted zone: No fielders within 10m from batter, except regulation off side slips, gully and wicketkeeper, plus two with helmet and grill. • Option to change wicketkeeper at 10 overs. • If more than 11 players, rotation of players must be completed at the end of each over.
Bowling	<ul style="list-style-type: none"> • Change bowling ends after 10 overs • 6 balls in an over • Minimum no. bowlers: 5 • 1 day match – Maximum overs per spell for each bowler: 4 • 1 day match – Maximum overs per day for each bowler: 4 • 2 day match – Maximum overs per spell for each bowler: 5 • 2 day match – Maximum overs per day for each bowler: 8
Batting	<ul style="list-style-type: none"> • Compulsory Retirement Limits: 1 day match: 50 Runs 2 day match: 100 Runs • 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.
Other	<ul style="list-style-type: none"> • Normal LBW rules apply

Note: Junior Guidelines & Rules must be read in conjunction with 2023-24 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 2023-24 Season



DIAMOND VALLEY
CRICKET ASSOCIATION

Under 18's

Guidelines & Rules	U18's
Age Limit	Under 18 on 1 st September. Dispensation is required for older players.
Description of Format	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.
Coach Accreditation	Accredited Community Coach (Level 1)
Working With Children Check	Compulsory
Overs	20 Overs (1 Day Matches Only)
Pitch & Stumps	Pitch: 20.1m (Standard pitch length) Stumps: Full size stumps & bails
Boundary	Except where natural boundaries are shorter, 50 metre boundary.
Ball	156g Pink ball
Players	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 End of Innings: The innings is closed at the fall of the 10 th wicket, or after the following number of wickets have fallen: <ul style="list-style-type: none"> • 7 player team: 6 wickets • 8 player team: 7 wickets • 9 player team: 8 wickets, and so on
Team Playing Equipment	<ul style="list-style-type: none"> • Two 156g Pink balls; one for each innings (each team will provide their own ball) • Measuring tape to measure boundary • Boundary marker • Two sets of stumps with bails • Scorebooks, one for each team
Players Equipment	Helmet with grill (to be worn at all times by all batsmen & all 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.
Fielding	<ul style="list-style-type: none"> • Rotation of players is recommended. • Restricted zone: No fielders within 10m from batter, except regulation off side slips, gully and wicketkeeper, plus unlimited with helmet and grill. • Option to change wicketkeeper at 10 overs. • If more than 11 players, rotation of players must be completed at the end of each over.
Bowling	<ul style="list-style-type: none"> • Change bowling ends after 10 overs • 6 balls in an over • Minimum no. bowlers: 5 • 1 day match – Maximum overs per spell for each bowler: 4 • 1 day match – Maximum overs per day for each bowler: 4
Batting	<ul style="list-style-type: none"> • Compulsory Retirement Limit: 50 Runs • 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.
Other	<ul style="list-style-type: none"> • Normal LBW rules apply

Note: Junior Guidelines & Rules must be read in conjunction with 2023-24 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 2023-24 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
Age Limit	Under 13 on 1 st September. Dispensation is required for older players.
Description of Format	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.
Coach Accreditation	Accredited Community Coach (Level 1)
Working With Children Check	Compulsory
Overs	20 Overs (1 Day Matches Only)
Pitch & Stumps	Pitch: 16m from stump to stump Stumps: Full sized, portable stumps are to be used, with base and bails
Boundary	Except where natural boundaries are shorter, 40 metre boundary.
Ball	Pink Kookaburra Star Ball or Pink Softa Ball. Do not use 142g balls.
Players	Number of players in a side: 7 Minimum number of players in a side: 5 Maximum number of players in a side: No limit End of Innings: The innings is closed after the batting team has finished the allocated overs. Unlimited dismissals apply.
Team Playing Equipment	<ul style="list-style-type: none"> • Pink Kookaburra Star Ball or Pink Softa Ball; one for each innings (each team will provide their own balls) • Measuring tape to measure boundary and pitch length • Boundary marker • Two sets of portable stumps, a minimum of one at one end of the pitch • Scorebooks, one for each team
Players Equipment	Helmet with grill (to be worn at all times by all batsmen & all wicketkeepers), Bat, Gloves, Pads, Protector. Additional safety equipment can be worn based on match conditions and/ or personal preference.
Fielding	<ul style="list-style-type: none"> • Rotation of players is required to ensure all players experience all positions. • Restricted Zone: No fielders within 15 metres of each batter or each other (except the wicketkeeper) to encourage singles and safety. • Option to change wicketkeeper at 10 overs. • If more than 7 players, rotation of players must be completed at the end of each over.
Bowling	<ul style="list-style-type: none"> • All from one end • 6 balls (maximum) in an over • A maximum of 7 players may bowl in any innings • Maximum overs per spell for each bowler: 4 • Maximum overs per day for each bowler: 4
Batting	<ul style="list-style-type: none"> • All balls count in the batter's ball count including wides/ no balls. • 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. • Batters are to retire after facing number of balls, not at end of the over. • Compulsory Retirement Limits: 5 Players = 24 Balls 6 Players = 20 Balls 7 Players = 17 Balls
Other	<ul style="list-style-type: none"> • No limit on maximum player numbers: A maximum of 7 players may bat or bowl in any innings. The onus is on clubs to ensure every player participates in the match i.e. every player selected in the team must be given the opportunity to bat or bowl (or both) in each match. • Four run Penalties: As a consequence for dismissals 4 runs per wicket will be added to the opposition (bowling team) at the end of the innings. • No LBW • No finals • Entering scores into the competition management platform is optional.

Note: Junior Guidelines & Rules must be read in conjunction with 2023-24 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 2023-24 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
Age Limit	Under 15 on 1 st September. Dispensation is required for older players.
Description of Format	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.
Coach Accreditation	Accredited Community Coach (Level 1)
Working With Children Check	Compulsory
Overs	20 Overs (1 Day)
Pitch & Stumps	Pitch: 18m from stump to stump Stumps: Full sized, portable stumps are to be used, with base and bails.
Boundary	Except where natural boundaries are shorter, 45 metre boundary.
Ball	142g Pink ball
Players	Number of players in a side: 9 Minimum number of players in a side: 7 Maximum number of players in a side: No limit End of Innings: 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"> • 7 player team: 6 wickets • 8 player team: 7 wickets • 9+ player team: 8 wickets
Team Playing Equipment	<ul style="list-style-type: none"> • Two 142g Pink balls; one for each innings (each team will provide their own ball) • Measuring tape to measure boundary and pitch length • Boundary marker • Two sets of portable stumps, a minimum of one at one end of the pitch • Scorebooks, one for each team
Players Equipment	Helmet with grill (to be worn at all times by all batsmen & all wicketkeepers), Bat, Gloves, Pads, Protector. Additional safety equipment can be worn based on match conditions and/ or personal preference.
Fielding	<ul style="list-style-type: none"> • Rotation of players is strongly recommended. • Restricted zone: No fielders within 10m from batter, except regulation off side slips, gully and wicketkeeper. • Option to change wicketkeeper at 10 overs. • If more than 9 players, rotation of players must be completed at the end of each over.
Bowling	<ul style="list-style-type: none"> • Bowl from one end for entire match • 6 balls in an over, 8 maximum • A maximum of 9 players may bowl in any innings • Maximum overs per spell for each bowler: 3 • Maximum overs per day for each bowler: 4
Batting	<ul style="list-style-type: none"> • Compulsory Retirement Limits: 7 Players = 20 Balls 8 Players = 20 Balls 9 Players = 20 Balls • 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.
Other	<ul style="list-style-type: none"> • No limit on maximum player numbers: A maximum of 9 players may bat or bowl in any innings. The onus is on clubs to ensure every player participates in the match i.e. every player selected in the team must be given the opportunity to bat or bowl (or both) in each match. • No LBW

Note: Junior Guidelines & Rules must be read in conjunction with 2023-24 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 2023-24 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
Age Limit	Under 17 on 1 st September. Dispensation is required for older players.
Description of Format	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 2 hours with time saving strategies i.e. short drinks break and only change of wicketkeeper permitted after 10 overs for 20 over games.
Coach Accreditation	Accredited Community Coach (Level 1)
Working With Children Check	Compulsory
Overs	20 Overs (1 Day)
Pitch & Stumps	Pitch: 20.1m (Standard pitch length) Stumps: Full size stumps & bails.
Boundary	Except where natural boundaries are shorter, 50 metre boundary.
Ball	142g Pink ball
Players	Number of players in a side: 9 Minimum number of players in a side: 7 Maximum number of players in a side: No limit End of Innings: The innings is closed after the following number of wickets have fallen: <ul style="list-style-type: none"> • 7 player team: 6 wickets • 8 player team: 7 wickets • 9+ player team: 8 wickets
Team Playing Equipment	<ul style="list-style-type: none"> • Two 142g Pink balls; one for each innings (each team will provide their own ball) • Measuring tape to measure boundary • Boundary marker • Two sets of stumps with bails • Scorebooks, one for each team or 1 scorebook and 1 tablet for scoring
Players Equipment	Helmet with grill (to be worn at all times by all batsmen & all wicketkeepers), Bat, Gloves, Pads, Protector. Additional safety equipment can be worn based on match conditions and/ or personal preference.
Fielding	<ul style="list-style-type: none"> • Rotation of players is strongly recommended. • Restricted zone: No fielders within 10m from batter, except regulation off side slips, gully and wicketkeeper, plus one with helmet and grill. • Option to change wicketkeeper at 10 overs. • If more than 9 players, rotation of players must be completed at the end of each over.
Bowling	<ul style="list-style-type: none"> • Change bowling ends after 10 overs • 6 legal balls in an over • Maximum of 9 players may bowl in any innings • 1 day match – Maximum overs per spell for each bowler: 3 • 1 day match – Maximum overs per day for each bowler: 4
Batting	<ul style="list-style-type: none"> • Compulsory Retirement Limits: 40 Runs • 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.
Other	<ul style="list-style-type: none"> • No limit on maximum player numbers: A maximum of 9 players may bat or bowl in any innings. The onus is on clubs to ensure every player participates in the match i.e. every player selected in the team must be given the opportunity to bat or bowl (or both) in each match. • No LBW

Note: Junior Guidelines & Rules must be read in conjunction with 2023-24 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.