

## 1.0 Introduction

Bulimba Cricket Club operates an in-house Under 9 Competition over Term 4 and Term 1 each summer season. The following document defines the playing conditions for the games that operate within this competition.

The MCC Laws of Cricket are to be followed unless described in the following playing conditions.

The Under 9 Competition follows the Cricket Australia Stage 1 Junior Format unless described in the following playing conditions.

Above all else the Under 9 competition is designed to provide a learning environment for our youngest cricketers to develop their cricketing skills while presenting a fun, low pressure setting to also build a love for the game with their friends. The club values provide the backbone of the environment:

1. Fun
2. Learning
3. Respect
4. Resilience
5. Inclusive

### 1.1 MCC Laws of Cricket

The MCC are the custodians of the Laws of Cricket, while a detailed understanding of the Laws of Cricket is not required for Under 9's the basic concept of the laws is recommended. The following website can be used to review the laws of the game - <https://www.lords.org/mcc/about-the-laws-of-cricket>.

### 1.2 Cricket Australia Stage 1 Junior Format

Cricket Australia has provided the following resources which provides a detailed break down for a Stage 1 Junior Cricket Format - <https://www.community.cricket.com.au/clubs/participation-programs/junior-formats/format-summary>

## 1.3 Inclusion

As per our Member Protection policy that can be found on our [club website](#) :

In the spirit of cricket, we encourage all participants in our in house under 9 competition, including players, coaches, managers, parents and carers, to have an open and accepting mindset when interacting with our grass roots players. We ask that all participants make reasonable and necessary adjustments during training and game time to provide all players with the opportunity to play the game of cricket. This may include affording players time for a sensory break and allowing a reasonable substitute if required, e.g. a player from the other team to field, a batter to bat again to allow play to continue.

## 2.0 Playing Conditions

### 2.1 Game Length

Under 9 games take the form of a T20 game with 20 overs per side. A drinks break is provided at 10 overs per innings. On hot days, please have as many drinks breaks that is required to ensure proper heat management of the players.

### 2.2 Field Setup

<b>PITCH LENGTH</b>	16 meters stumps to stumps
<b>CREASE</b>	1.2 meters stumps to crease
<b>BOUNDARY</b>	Max 35 meters

*Note – Bowling only takes place at the one end.*

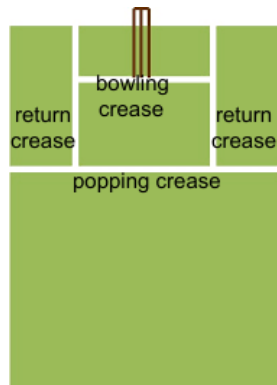
#### 2.2.1 Pitch Length

It is encouraged that the pitch length is made consistent each game via the use of a measuring tape or pre-measured rope. This helps our bowler's development in being able to reach the full length each delivery in a consistent manner.

#### 2.2.2 Crease

Most pitches will have existing crease lines (popping, bowling, return) in place. With the shortened pitch a new popping crease will need to be drawn 1.2 meters away from the stumps at the shortened end. Bowling and return creases are not required.

The crease is to be drawn with chalk provided by the club and should be reapplied during the game when deemed necessary to help both players and umpires.



### 2.2.3 Boundary

The boundary is to be measured from the **batting** end that provides a 'short' straight boundary. This encourages players to hit the ball in between Mid-off and Mid-on. This also helps to develop our players' ability to hit with a vertical straight bat.

Under 9 grounds are by and large generally played on smaller ovals and ovals with unusual characteristics so a common sense approach to boundary sizes is required. Early season games may require a shorter boundary to help players develop confidence – Team Coaches should agree on this at the start of play.

Boundaries are to be marked out with fielding cones provided by the club.

The designated **Home** team is to carry out the field setup at each game unless prior arrangements have been made.

### 2.2.4 Fielding Positions

Each team will be provided field markers that are to be placed at key positions on the field no closer than 15 meters from the batter. Further back allows the batters to develop skills with running between the wickets, which is a highly sort after learning opportunity in this age group.

Three fielding positions are to be marked on each side of the wicket:

Offside: Point, Cover, Mid-Off

Leg Side: Square Leg, Mid-Wicket, Mid-On

The use of the fielding markers serves the following principles:

- Safety for the fielders
- Learning of fielding positions
- A tool to encourage batters to run between the wickets

Fielders are encouraged to start behind their markers at the start of the delivery then walk in to be at the marker when the batter take's a shot to then be able to attack and contain the ball.

At the conclusion of the over the fielders rotate positions clock wise so the bowler becomes mid-off (RH batter) and the next bowler comes from mid-on (RH batter).

This allows for a faster game; fielders experience different fielding positions; and it removes the need for a bowling line up.

## 2.3 Teams

<b>MAXIMUM</b>	8 Players on the field
<b>RECOMMENDED</b>	7 Players on the field
<b>MINIMUM</b>	6 Players (5 with opposition fielding help)

### 2.3.1 Team Sizes

The Cricket Australia Stage 1 Format recommends a team size of 7 players, this allows for the maximum participation in both Batting and Bowling for each player. The more players in the team the less involvement each player will have.

### 2.3.2 Short on players

If a side is below 6 players, the batting side should supply an additional fielder to reach the 6-player requirement when the opposition are fielding. The additional fielder should be rotated after 2-3 overs to allow for the player to take a break or get ready to bat. The additional fielder should always be encouraged to play in the spirit of the game while fielding for the opposition. The additional fielder will not bowl or bat for the opposition.

#### 2.3.2.1 *Playing with less players*

When a side is 'short' on players the players that are available for the side will face more balls when batting and bowl more overs when fielding. Before the game commences the coach and manager should divide up the balls and overs so all players receive an equal amount within the team.


### 2.3.3 Clothing

All players are required to wear the Bulimba Cricket Club game day playing shirt along with white cricket pants. An appropriate wide brimmed white or Bulimba blue cricket hat or club baggy blue hat is also to be worn.

## 2.4 Batting

Each player in the team will bat unless medically unable to do so. Batters are retired at the end of their allotted balls regardless of how many dismissals they have incurred.

The following break downs the amount of balls to be faced by each batter to reach 20 Overs (when 7 players one batter will face 18 balls to reach the required 120 balls for the innings).

PLAYERS PER TEAM				
5	6	7 <sup>#</sup>	8	9
 <b>BATTING</b> Max Balls faced per batter before retiring <sup>1</sup>				
24	20	17	15	13

Batters are to change ends on the following:

- Each dismissal at the batting end
- End of each over

At the coach's discretion, batters can swap ends mid over i.e. to balance out the balls faced typically on the last batters for the innings.

The Team Coach should determine the batting order the night before the match. The batting order should be changed each game to allow all players to experience different batting positions.

**Having the same players in the same batting positions each match is discouraged.**

**All** batters are to wear the following protective equipment while in the act of batting (striker / non-striker):


- Helmet
- Gloves
- Pads
- Protector (box)

**No exceptions will be made on the protective equipment to be worn.**

## 2.5 Bowling

All players are required to bowl unless medically unable to do so. An over is 6 balls regardless of wides and no balls.

Bowlers are restricted in the number of overs they can bowl as per the following:

PLAYERS PER TEAM				
5	6	7 <sup>#</sup>	8	9
 <b>BOWLING</b> Number of overs per bowler options <sup>2</sup>				
5 x 4 overs	2 x 4 overs 4 x 3 overs	3 x 4 overs 2 x 3 overs 2 x 1 over	6 x 3 overs 2 x 1 over	4 x 3 overs 3 x 2 overs 2 x 1 over

Bowling is to take place at the one end using a **100gm Premium Junior** moulded foam ball. A leather ball with stiches is not to be used. Balls are supplied to each team by the club at the start of the season. The Home team is to provide the game ball. One ball is to be used for both innings.

The used ball is to be returned back to the Home team at the conclusion of the game. It is expected the used ball will then be used during training, pre-game warm ups and returned back to the club at the end of season.

### 2.5.1 Non-legal deliveries

Non-legal deliveries should not incur an extra against the bowler. On a wide, no ball, unplayable ball a **free hit** is taken as detailed in section 2.5.1.a.

#### 2.5.1.a Free Hit

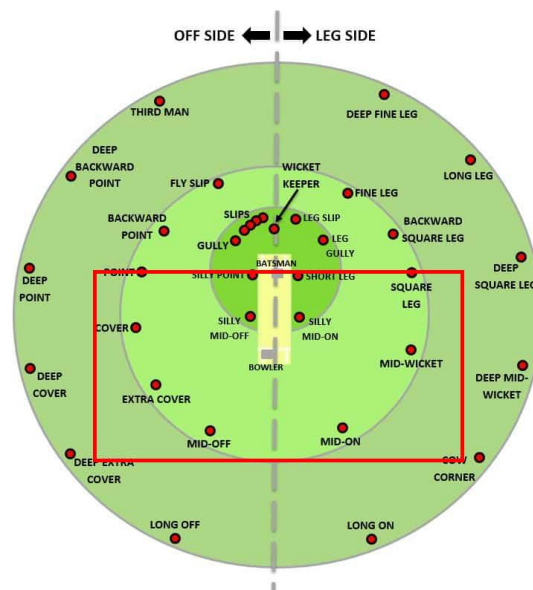
For non-legal balls a free hit is to be taken by the batter who is on strike. Our Under 9 competition uses a staged approach to deliver the free hit which allows for the coach/umpire to adjust to the skill level of the batter so they achieve success and develop as a cricketer. Coaches are empowered to make an appropriate choice for their players.

**The only form of dismissal that is in play for a free hit is a run-out at either striker / non-striker end.**

All options below are acceptable and are proven methods of developing a player to achieve the ultimate goal of scoring runs against a moving ball. If required a coach can use a scorcher ball to roll along the ground if a player is experiencing significant difficulties in executing a free hit:

**Tee Shot** – tees are set on each side of the popping crease with a ball on top (used ball as part of home team’s kit). When indicated by the bowling end umpiring the batter is to execute a tee shot in

**front of square** (see image below for outlined zone) i.e. from point on the offside to square leg on the legside. Shots taken in the direction of third man and or fine leg will not be allowed with the shot taken over again. Batters who are progressing skills wise should be challenged to pick gaps or hit to areas that they are not regularly hitting to.



**Drop Feed** – A drop feed should be used for a batter who is still finding hitting a moving ball challenging but can successfully score runs from the tee shot. The coach/umpire is to stand on the offside of the batter and drop the ball straight down so the batter can execute a step to the ball and have a free swing of the bat.

**Underarm** – The final stage is an underarm delivered to the batter from approximately half-way down the wicket by the bowling end umpire/coach. The free hit should be delivered so the batter can execute a free swing of the bat with the intention to score runs. At the umpire's discretion a free hit can be delivered again if the original free hit was poorly delivered by the umpire i.e. a free swing of the bat was unable to be executed, but not when no runs were scored.

#### 2.5.1.1 No-Balls

- Above waist high full toss are to be called as no balls as they are deemed dangerous. This can be called by both umpires i.e. the bowling end and square leg umpires. A free hit will be executed by the bowling end umpire.
- Front foot no balls are discouraged from being called. The bowling end umpire should instead encourage the player to bowl with the front foot behind the line.
- Bent arm (throwing) no balls are not to be called. The bowling end umpire should instead encourage the use of a straight arm to bowl. A useful technique is the sea-saw method with the bowler standing still side-on with arms out straight and the player tipping over to bowl the ball.
- Multiple bounce no balls - umpire's discretion should be applied on balls that bounce multiple times at this age group. Bowlers are encouraged to reach the full length of the pitch on a single bounce. Balls may bounce a second time and still deemed to be in play if the batter is able to reach the ball to execute a free swing of the bat. A free-hit may be executed if the ball is deemed to be un-playable. **Wickets resulting from multiple bounce deliveries will be acceptable but at the umpire's discretion.**

The bowling end umpire is able to move a bowler up to be closer to the batter to allow the bowler to achieve single bounce deliveries. Caution and care should always be expected to ensure the safety of the bowler on being moved closer to the batter.

#### 2.5.1.2 Wides

All deliveries on the pitch and within reasonable reach by the batter are deemed legal, if a ball falls outside of these guidelines they are to be called a wide. A free hit is to be called by the bowling end umpire. Batters are always encouraged to move to the line of the ball and attempt to score runs from the bowler's delivery instead of waiting for a free hit to be given.

**Balls that bounce above shoulder height are deemed to be wide balls and a free hit is to be called by the bowling end umpire.**

## 2.6 Modes of Dismissal

A batter can be dismissed by:

- Bowled
- Caught or caught behind
- Run Out
- Hit wicket
- Stumped

The following dismissals are not accepted in Under 9s:

- LBW
- Obstructing the Field
- Timed Out

Where appropriate the bowler is to be accredited with the wicket apart from a Run-Out dismissal.

## 2.7 Wicket Keeping

Throughout the season it is encouraged that all players take a turn at wicket keeping. The wicket keeping role should be rotated at the 10 over drinks break. Wicket keepers are to wear the following protective equipment:

- Helmet
- Wicket Keeping Gloves
- Wicket Keeping Pads
- Protector (box)

**No exceptions will be made on the protective equipment to be worn.**

A fielding marker should be placed at no closer than 5 meters from the batter. Further back is recommended to allow the player to be able to react to the ball. Common sense should be followed by the team coach in determining a safe distance for the wicket keeper and to also enforce that safe distance throughout the innings.



## 2.8 Scoring

Scoring is to be completed in the official Cricket Australia Stage 1 scorebook. Both teams are required to supply a scorer for the match. The scorers and umpires should work together to ensure balls are counted correctly and that a batter's remaining balls is clearly communicated.

The scores should always follow the signal delivered by the umpire.

Scores and stats are **NOT** to be entered into MyCricket.

Penalising dismissals through loss of runs is discouraged, bonus runs for wickets taken is the encouraged method. See 2.8.1 for further information.

The end result of the game is not a directive of the under 9 competition, there is no points ladder for the competition.

### 2.8.1 Further Information For Scorers

In the scorebook, each square represents a ball bowled by the bowler & a ball faced.

The scorer will record the result for:

**NO SCORE** – place a dot against the bowler and the batter. This is called a dot ball.

**ONE RUN SCORED** – place a 1 (one) beside the bowler and 1 (one) beside the batter and cross off one on the progressive score.

**MULTIPLE RUNS SCORED** – place the relevant number of runs scored beside the batter and bowler and cross off the relevant number of runs on the progressive score.

**WICKET** - If there is a wicket (except for a run out) then:

- Place an X in the next box for the batter and an X in the next box for the bowler
- Mark one in the batter's Number of Outs Section
- Mark one in the Wickets Section

**RUN OUT** – depending on which batter is run out then:

- if the batter who faced the ball is run out – place an X against the batter and an RO (Run Out) against the bowler AND add one in the Wickets Tally; OR
- if the batter at the non-strikers end (i.e. non-facing batter/batter who didn't hit the ball) is run out – place a dot against the batter who faced the ball AND an X on the edge of the next scoring square against the non-facing batter AND place an RO (Run Out) in the next box for the bowler AND one to the Wickets Tally. (This ensures the non-facing batter will still face the correct number of balls.)

**NOTE:** Run outs are not counted as a wicket for the bowler. It is only recorded as a wicket for the team.

**BYES & LEG BYES** - all byes and leg byes are recognized as runs and added to the score of the batter and bowler.

**NOTE:** This only occurs in Under 9s. Byes and leg byes are recorded as extras in Under 10s and above.

Do not record anything in the Byes or Leg Byes section of the scorebook.

**WIDES, NO BALLS & DEAD BALLS** - In the case of unplayable deliveries i.e. wides, no balls and dead balls – a free hit is called as detailed in Section 2.5.1.a - the result is to be recorded as the score. For example:

- (a) If a one is scored off the free hit then 1 is written for the batter and 1 for the bowler and also marked on the progressive score; OR
- (b) If no run is scored off the free hit then place a dot against the batter and bowler.

**NOTE:** This only occurs in Under 9s. Wides and No balls are recorded as extras in Under 10s and above.

Do not record anything in the Wides or No Balls section of the scorebook.

**END OF THE OVER** - At the end of the over:

- Tally the bowler's figures
- Record the game score in the Progressive Over Score.

**BATTERS ALLOTTED NUMBER OF BALLS** – it is important for the scorer to advise the umpires when the players are close to completing their allotted number of balls so that the umpires/coaches are able to rotate the batters to meet their allotted number of balls evenly.

**AT THE END OF THE INNINGS:**

The scorers will need to

- I. Tally the bowling figures for each bowler – total number of overs bowled, number of wickets and number of runs;
- II. Tally the batting figures and number of outs for each player; and
- III. Workout the team scores.

**WORKING OUT THE TEAM SCORE:**

The team score is made up of the number of runs scored off the bat plus bonus runs.

Bonus Runs are the sum of the number of wickets from your team's bowling innings x 4.

For example:

If your team scored 79 runs off the bat and they took 7 wickets when they were bowling. The team's net result is: Runs scored off the bat + Bonus Runs =  $79 + 28 (7 \times 4) = 107$

### 2.8.2 Scoring Example

For an over that has a no score (dot ball), two runs, four runs, no score (dot ball), wicket and one run:

**. 2 4 . X 1**

At the end of the over, tally the bowler's figures for that over. For the example over shown above, it would be 1/7 (i.e. 1 wicket for 7 runs) and tally the innings score.