

BEARS

BAYSIDE EAST & REDLANDS
CRICKET ASSOCIATION INC.



Rules for the Conduct of Cricket 2025 – 2026





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PREFACE

The Laws of Cricket, the QCA Rules and BEARS Rules provide concise instructions for the organisers of Junior Cricket. Team Managers and Coaches must remember that the enclosed Rules may not appear to provide a solution for every situation or occurrence during the game. It is hoped that Team Officials can solve these situations amicably with a practical solution that adheres to the BEARS Principles of Play outlined below. All Clubs must ensure that their Team Officials read and become familiar with this document prior to the commencement of the season. This will minimise misunderstandings and aggravation between teams over the rules during games and throughout the season.

Any aggrieved Team should submit a report/complaint to the BEARS Management Committee for consideration and further action if deemed necessary.

BEARS Principles of Play

The following principles must be followed during a game by all participants in BEARS Junior Cricket.

1. Participants' welfare is paramount

- Provide a safe, fair and inclusive environment for everyone involved in Junior Cricket.
- Adhere to CA's Policies and Codes for safeguarding children and young people.
<https://www.cricketaustralia.com.au/about/safeguarding/safeguarding-kids>
- Do not play if the condition of the field and/or wicket are dangerous or unplayable, including lightning. For example, wet and slippery, pools of surface water, soft and muddy patches, extra-long grass, obstacles and hazards, etc. However, play should not be suspended merely because the grass is wet/dewy, and the ball is slippery.
- Allow for sufficient drink breaks for the fielding team and regularly run water out to the batters between overs on exceptionally hot days.

2. Promote maximum participation for all players regardless of their ability

- Team Officials and Captains should provide as many players as possible an opportunity to participate in all facets of the game.
- The beneficiaries of Junior Cricket are the participants regardless of their ability. This concept should be clear and foremost in the minds of Team Officials and the participant's carers.

3. Teach players the skills and etiquette of the game as well as to engender the concepts of fair play and good sporting conduct.

- Demonstrate respectful behaviours towards the umpires, team officials, captains, and fellow players.
- Accepting the umpire's decision without dissent.
- Abstaining from the use of foul language and not incommoding the batsman, etc.
- Adhere to the BEARS Expectations & Etiquette Guidelines.
http://www.bears.qld.cricket.com.au/files/6828/files/BEARS_Expectations_Etiquette.pdf
- Adhere to CA's Codes of Conduct
<https://www.community.cricket.com.au/clubs/protecting-your-club/codes-of-conduct>

4. The normal Laws of Cricket apply (2022 Code 1st Edition), except for the modified rules outlined below.

Summary of recent changes to the Laws of Cricket

The following changes introduced in the laws of cricket (2022 Code 1st Edition) take effective 1st October 2022, should be noted by the Team Officials and Umpires during the game.

Law 18 When the strike batter is dismissed either by being caught or obstructing the field (where the obstruction or distraction prevents the striker being out caught), the incoming batter must face the next delivery unless the wicket was taken at the end of the over.

Law 20 Additional situations when either umpire shall call and signal Dead ball:

- The bowler throws the ball towards the striker's end before entering their delivery stride.
- Either umpire considers that either side has been disadvantaged by a person, animal or other object within the field of play. However, if both umpires consider the ball would have reached the boundary regardless of the intervention, the boundary should stand.



- The striker attempts to play the ball and no part of their person, whether grounded or raised, remains within the pitch as defined in Law 6.1 (Area of pitch).

Law 22 A Wide will apply to where the batter is standing, where the striker has stood at any point since the bowler began his/her run up, and which would also have passed wide of the striker in a normal batting position.

If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal guard batting position.

Law 28 If the ball while in play strikes the protective helmet, placed behind the wicket-keeper and in line with both sets of stumps, the ball shall immediately become dead and:

- the umpire shall signal No ball or Wide to the scorers, if applicable.
- the umpire shall award 5 Penalty runs to the batting side.
- any runs completed by the batters before the ball strikes the protective helmet shall be scored, together with the run in progress if the batters had already crossed at the instant of the ball striking the protective helmet.

Law 29 The wicket is broken when at least one bail is completely removed from the top of the stumps, or one or more stumps is removed from the ground.

Breaking the wicket fairly does not include the striker's protective helmet, or any part thereof, becoming detached from his/her person.

Law 41 Use of saliva on the ball is not permitted. Using saliva will be treated the same way as any other unfair methods of changing the condition of the ball.



In instances where no rule or regulation is written to cover the situation, the normal Laws of Cricket are to apply (2022 Code 1st Edition)

1 ZONE RULES and BY LAWS

1.1 Definitions

Term	Meaning
Zone	BEARS
District(s)	Either or both EDJCA and RCI.
Divisions, Divs Quarters and CA Stage 2	Are the grading of teams based on a combination of age and skill of the players, refer to Rule 1.6.
Team Officials	The team's Coach, Manager, or any other representative of the Club on the day of the game.

1.2 Membership

All Districts must be affiliated and financial with the Zone and the QJCA by the 31st October each season.

1.3 Zone Competitions

- The Zone may provide cricket for players in a Divisional format. The Zone shall determine the maximum Divisions for each competition.
- The Districts will be responsible for organising the Under 12 and below competitions. This will be reviewed as required.
- The Zone and Draw Committee shall be free to choose the type of competition (Divisions and CA Stage 2) being played based on One-Day or Two-Day games or a combination of these. The decision to play finals is at the discretion of the Zone.

1.4 Registration of Players

- Players must be registered with a Club, a District, BEARS and QJCA.
- Only registered players shall participate in District, BEARS and QJCA competitions.
- Before the completion of the first fixture in each season, each Club playing in the BEARS Competition must lodge with BEARS the names and details of all registered players, and the names and contact details of all registered Team Officials by electronic submission in PlayHQ. Registrations must be updated as each player and Team Official registers with the club.

Divisions 1 to 4

For non-compliance with Rule 1.4(c), the penalty for a team playing an unregistered player or a player under another name will be loss of points for that game.

1.5 Qualification of Players

- A player is eligible to play in an under-age team provided their age on 31st August, is under the aforesaid age group, or they are still attending school (i.e. up to year 12). If a player is eligible to play pre-Christmas, they are also eligible to play post-Christmas in the same season.
Examples: Player is 15 on 31st August and is eligible to play under 16. Player turns 15 on or after 1st September is

- Overage Players: Clubs may, on the written application to the Association, request to play an older player in a lower age group on the basis that it may be detrimental to or dangerous for that player if they participated in their own age group. Clubs will be notified of the players granted permission to play under this rule so that all players can monitor the progress of the player and report to the Association if deemed necessary.
- Permission will also be granted in the exceptional circumstances of needing to make up the requisite numbers to form a team. In this case, **overage players must not play in a division more than one division below that relevant to the player's age group.** As per Rule 1.3(a), 16 and 17 year olds are restricted to the top three (3) Divisions.
- If more than two (2) overage players are needed to make up a team, then the team must play up in a division relevant to the youngest overage player.

1.6 Grading of Teams

- There usually are 15 Divisions before Christmas and six (6) Divisions after Christmas. Clubs are to use the following guidelines to assist them in placing teams in the appropriate Divisions:

Pre-Christmas Competition

U15 and above U14 Rep Players	Divs 1, to 3
U15, U14, U13 Rep Players	Divs 4 to 8
U14, U13, U12 Rep Players	Divs 9 to 14
U13, U12 Players	Lower Divs or CA Stage 2

Post-Christmas Competition

U16 and above, U15 Rep Players	Divs 1, 2
U15, U14 Rep Players	Divs 3, 4
U14, U13 Rep Players	Divs 5, 6
U13, U12 Players	Lower Divs or CA Stage 2

In any season, should the number of divisions vary from the above, then the BEARS Executive is to adjust the above guidelines accordingly for that season.

The above guidelines are not to be taken as meaning that a strong player or team cannot be placed in a higher division commensurate with their skill level. Additionally, the above guidelines are not to be taken as preventing a weaker player or team being placed in a lower division in which case the club must comply with the requirements of Rules 1.5(b) and 1.3(a).

1.7 Boundaries

- The maximum field boundaries will apply for games played in the following divisions:

Divisions 1 to 4	up to 65 metres (note they will often play on senior grounds where boundaries are already marked.)
All other Divisions	up to 55 metres normal oval shape



CA Stage 2	Refer to the Appendix in relation to CA Stage 2 Rules
Under 12 and 11	up to 45 metres normal oval shape
Under 10 & below	up to 35 metres from batsman's wicket

It is recommended that a measured length of rope or string be used to measure the boundaries.

- b) Boundaries are marked by drawing an arc at each stump end and the two arcs are connected by a straight line.

1.8 Umpiring

- a) In all BEARS divisional games there is to be no “On-field Coaching” by any person acting as an Umpire.
Doubtful Bowling Action
- b) A bowler whom the Umpire(s) consider having a doubtful bowling action is not to be called a no-ball.
- c) Immediately the Umpire(s) consider a bowling action to be doubtful the Coach/Manager of the fielding team should be advised, and an appropriate action taken.

1.9 Hours of Play

- a) A day's play shall be 3 ½ hours in duration and commence at either:
- 8:00am and to conclude no later than 11:30am, or
 - 1:00pm and to conclude no later than 4:30pm, according to the competition's assigned fixtures.
- b) Two-Day games will be played on two (2) consecutive fixture days, refer to Rule 10.
- c) If play does not commence on the first day of a Two-Day game, then the second day will be played as a One-Day game, refer to Rule 11.
- d) Alteration of playing hours or days must be submitted to the Zone or Committee for approval, prior to the commencement of the game.

1.10 A Team

- a) The minimum number of players deemed necessary to constitute a team shall be seven (7) players and a Team Official, all present on the day at the commencement of play.
- b) Divisional and Quarters teams may bat thirteen (13) players, but only field eleven (11) players at any one time. The innings will close on the fall of the 10th wicket. As it will be necessary to retire to (2) Batters to let the 12th and 13th players bat, retirements will not be recorded as a fall of a wicket.
- c) Refer to the Appendix for the CA Stage 2 (9-a-Side) team requirements.

2 BEHAVIOUR AND DRESS

2.1 Player's Behaviour and Code of Behaviour

- a) Umpires/Managers/Coaches should intervene in cases of bad behaviour or offensive comments by players on or off the field. If such intervention does not settle the occurrence and if deemed necessary, they shall submit a written report on the details to the Secretary of the Zone and the responsible Committee on the Authorised Code of Behaviour Form.
- b) If the Zone feels it cannot adjudicate on the occurrence, it shall submit a written report of the relevant details

together with its recommendation to the responsible Committee for disciplinary action.

- c) The Committee or BEARS may suspend a player from future play or otherwise deal with him or her at its discretion.

2.2 Dress

- a) Shirts may be white or coloured. All players in the team must wear the same-coloured shirt with the colour being approved by the Association. Trousers must be white and predominantly white sports shoes are to be worn. Footwear must be worn during games. The Club or Association Logo only is to appear on the front of the shirt, and this is to be pocket size only. No Advertising is allowed on the front of the shirt. The rear of the shirt may carry advertising with no restrictions on size, provided the said advertising has the approval of the Association.
- b) Club caps or white sun hats are preferred headwear and should be strongly encouraged.
- c) Batsmen are to wear standard protective gear i.e. batting gloves, groin protector and batting pads. It is strongly recommended that for health reasons, each player provides their own groin protector and batting gloves.
- d) Helmets must be worn in accordance with the BEARS Helmet Policy (as outlined in the Appendix and available on the BEARS' website). A compliant helmet is also required for close in fieldsmen as covered in Rule 6.1(b).
- e) Spiked shoes are compulsory for Divisions 1 to 4 Pre-Christmas and Divisions 1 and 2 Post-Christmas for all turf games. All other Divisions should confirm with the home/hosting Club prior to the whether spiked shoes are required to be worn by the players. Zone Representative players are expected to wear spikes in representative games.

3 FITNESS OF THE GROUNDS

3.1 Ground Unfit for Play

- a) Play should only be suspended when the conditions are so bad (including lightning as per Rule 4 below) that it is unreasonable or dangerous to continue. A ground is unfit for play when it is so slippery so as to deprive Batters or Bowlers of a reasonable foothold, or the Fielder freedom of movement. **The safety of players at all times must be paramount.** Play should not be suspended merely because the grass is wet and the ball slippery.
- b) The decision concerning the fitness of the ground, including pitch for play, must be made by a representative from each team and/or official umpires. In those cases when Club Grounds-person are concerned with ground preparation, the decision concerning ground fitness for play should involve such representatives and/or official umpires and Club Grounds-person (if applicable). When a Club Grounds-person has full control of the grounds his decision shall be final. If team representatives, with their players in attendance, disagree regarding the fitness of grounds for play the present state continues, ie if play has not commenced and the representatives disagree, there will be no play. If play has been suspended because the ground is unfit for play, the team representatives must



agree before play resumes. No time shall be added to the game to make up for lost time through rain.

- c) If the Grounds-person or club responsible for preparing a ground declares the pitch or ground unplayable, as early as possible, the responsible club must notify the home team and the opposing team that the ground is unplayable. They also must notify the Chair of the BEARS Draw Committee by telephone that the ground is unplayable and that teams involved have been advised. In the event that a BEARS club is using a ground belonging to another BEARS or non BEARS club as home ground, that BEARS club is responsible to all other BEARS clubs for that ground and has the responsibility to determine if the ground is playable and to advise teams playing there, the ground is unplayable and to also advise the BEARS Draw Coordinator.

4 ELECTRICAL STORMS

(The 30/30 Rule)

- a) If thunder follows a lightning flash by thirty (30) seconds or less, play must cease immediately. Players and officials must leave the field immediately and must not return until thirty (30) minutes after the initial lightning flash.
- b) If during the suspension of play thunder follows a lightning flash by thirty (30) seconds or less, the thirty (30) minute suspension period is to recommence.

5 BOWLING

5.1 Wide Balls

- a) Should a wide ball proceed past the Wicket Keeper to the boundary, the boundary shall be added to the initial penalty for the Wide Ball and scored as Wides
For Example: If the boundary is a 4, then 5 Wides are scored. Likewise, should a Wide Ball proceed past the Wicket Keeper, any runs taken by the batter shall be scored as Wides and debited against the Bowler as follows:

- If one (1) run is taken 2 wides
- if two (2) runs are taken 3 wides
- if three (3) runs are taken 4 wides

- b) When the ball lands on the synthetic (hard) wicket and is called a Wide, the normal rules of cricket apply (i.e., the Batter can be out Hit Wicket, Stumped, Obstructing the field - aka "Handled Ball", or Run Out.).
- c) Umpires shall be encouraged to call "Wide" when a Bowler persistently bowls wide of leg stump. As a guide for the umpire an imaginary dotted line shall be drawn 45 centimetres either side of the centre stump to cater for left and right-handed Batter. A ball pitching outside the line of leg stump and continuing to move down the legside should be called a Wide.

5.2 No Balls

The laws of cricket in relation to No Balls shall apply for:

- a) A delivery, after pitching, bouncing more than once before the popping crease, rolling along the ground, or pitching wholly or partially off the pitch.

- b) A delivery, after pitching, passes or would have **passed over shoulder height** of the striker standing upright at the popping crease.
- c) The bowler breaking the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from the bowler and breaks the wicket.
- d) The non-striker leaving their ground early shall only apply where the captain of the side has informed the umpire that the non-striker has left their crease prior to when the bowler would usually deliver the ball. If the umpire agrees, they will notify the other umpire and both Batters (and all incoming Batters) that they may be dismissed Run Out. If the umpire is not in agreement, no initial warning shall be given, and batters cannot be Run Out at the non-striker's end.
- e) A Batter can score runs however, may only be dismissed under normal rules of cricket for a No Ball (i.e., Obstructing the field and Run Out only).

A No Ball shall result in one (1) penalty run being recorded in the sundries. If the Batter strikes the ball, any runs from the bat will be credited to the Batter in addition to the penalty runs in the sundries. Likewise, if the Batter runs any byes or leg-byes off a No Ball they will be recorded in the appropriate Sundries column in addition to the penalty runs for the "No Ball".

For Example:

EVENT	RUNS SCORED	SCOREBOOK ENTRY
No Ball bowled; no stroke and no run.	1 run	1 in sundries, against bowler.
No Ball bowled, hit and 2 runs from stroke.	3 runs	1 in sundries, 2 to the batsman (3 in total to score) all against bowler.
No Ball bowled, misses bat but hits pad, goes for 1 leg bye	2 runs	1 in sundries against bowler, plus 1 in leg bye sundries.

5.3 Dead Ball - Non-Turf Wickets

- a) When the ball, having been properly delivered by the Bowler, lands on the pitch and thereafter behaves so erratically that, in the opinion of the Umpire, the behaviour is not due to the Bowler's technique, the delivery shall be declared "Dead" and not counted in the over. (e.g., the ball strikes a hidden join in the concrete wicket producing a delivery that shoots along the deck, etc).
- b) No runs can be scored and no Batter can be dismissed from such a ball.

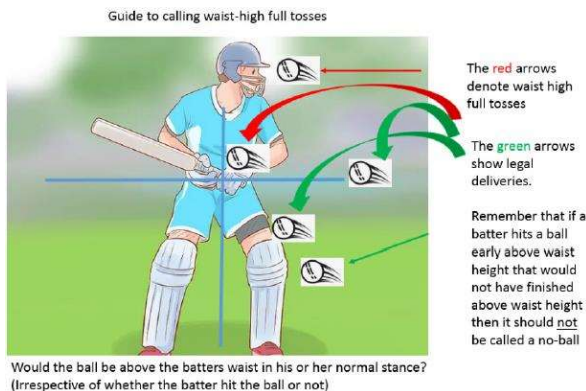
Note: where the ball bounces wholly or partially off the artificial pitch, it shall be called a "No Ball" in accordance with Rule 5.2(a). However, where the ball deviates substantially that the Wicket Keeper is not fairly able to stop the ball, the ball shall be treated as a Dead Ball. This should only be used when the Batter has not hit the ball and it would be unjust for the fielding side for it not to be a Dead Ball. For example, without the deviation from the corner of the pitch (either the, concrete, grass touching the pitch, or synthetic grass) there would have been a reasonable expectation that the ball would have been able to be stopped without additional runs being scored.

5.4 Balls per Over

- For all Divisions and CA Stage 2 an over shall be played under normal Cricket Rules, limited to a maximum of eight (8) ball overs, six (6) legal deliveries or eight (8) deliveries including Wides and No Balls, whichever occurs first.
- For Under 12 and below, rules are covered in Special Rules distributed by the Districts, refer to Rule 14.

5.5 Dangerous Deliveries

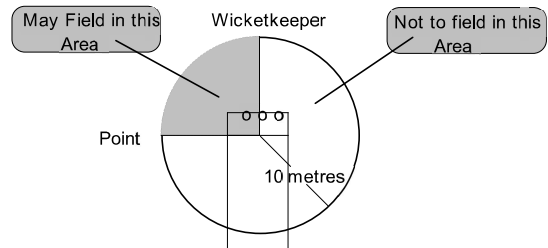
- As per Rule 5.2(b), any ball that has pitched and bounces over shoulder height is a No Ball.
- If the Bowler's end Umpire considers that, taking into consideration the skill of the striker, the Bowler by their speed, length, height and direction they are likely to inflict physical injury on them, the bowling will be deemed dangerous. The fact that the striker is wearing protective equipment shall be disregarded. The Umpire shall warn the Fielding Captain and Bowler that they need to cease from bowling dangerous deliveries. If the Bowler persists, then the Umpire must suspend the Bowler from bowling for the rest of the innings.
- Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is unfair. Whenever such a delivery is bowled, the umpire shall call and signal **"No Ball"**. **This applies to all bowlers, fast and slow.** Refer to the diagram below for examples.



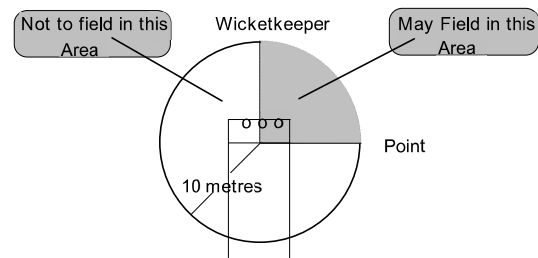
6 FIELDING

6.1 Minimum Fielding Distance

- For Divisions 3 and lower**, no Fielder is to field closer than **ten (10) metres** from the popping crease of the Batter on strike, except in an area 90 degrees on the Off-Side from Point to the Wicket Keeper.
- For Divisions 1 and 2**, Fielders may come within ten (10) metres of the Batter but not closer than **five (5) metres** provided they wear protective gear. A minimum of a helmet (refer to Rule 2.2(d)) and a groin protector must be worn.
- If Rule (a) or (b) above is contravened a **"No Ball"** shall be called.



Right Hand Batsman



Left Hand Batsman

6.2 Maximum Leg-Side Fielders

- In all Divisions no more than five (5) Fielders are allowed on the legside at the instant of delivery, with no more than two (2) Fielders behind the popping crease.
- If this rule is contravened a **"No Ball"** shall be called.

6.3 Wicketkeepers

- Wicket Keepers **MUST** wear a helmet in accordance with the BEARS Helmet Policy in the Appendix. Also, refer to Rule 2.2(d).
 - Turf pitch, within five (5) meters of the stumps.
 - Synthetic (hard) pitch, **all the time**.

7 PROTESTS

(Other than Code of Behaviour - See Rule 2.1)

- The protesting club shall report in writing to the Association, with a copy to the other Club involved, no later than five (5) days after the completion of the game concerned. The outcome of any dispute may result in loss of points.
- Umpires, badged or not, who have not been officially appointed to stand in the game, do so under the direction of Team Officials they represent. Matters of concern to them under this rule, must be directed to their Team Officials and then to the Club for handling under Rule 7(a) as above.

8 MATERIALS

- All teams shall use 78.7 cm (or 31") stumps, without metal tips and ferules. The use of metal tip stumps are banned.
- The ball used for each competition is:

All Divisions	156-gram 2-piece BEARS crested Kookaburra leather ball.
CA Stage 2	A 142-gram leather ball.
- The fielding team must use a new ball in the 1st innings of the batting team.



- d) A used ball may be used in the second innings of the batting team. However, once the innings has commenced, the same ball must be used throughout the innings.
- e) In the event of a lost ball, a similar ball to the one lost must be used.

9 SCOREBOOKS AND RECORDS

9.1 Scorebooks

- a) Team Officials must ensure that the game's scores are accurately recorded and kept using either the PlayHQ App (or other cricket scoring app compliant to the BEARS Rules) or a manual scorebook. The QJCA recommended scorebook is EasyScore.
- b) Both teams may use electronic scoring for the game. The home team has the rights to live scoring in PlayHQ.
- c) In the event of electronic scoring is, or becomes unavailable partway through the game, the affected team(s) should revert to a manual scorebook, or alternative scoring method.
- c) At the end of each day's play, Team Officials of both teams must ensure agreement on the game's recorded score and/or result before leaving the ground. Including ensuring each scoring method reconciles to each other, whether electronically and/or scorebook.
- d) Wides and No Balls are to be included in the runs scored against the bowler as per Rule 5.1 and 5.2 respectively.

9.2 Results

- a) Results and the full score sheets are to be recorded in PlayHQ no later than the Wednesday following the completion of each day's play. PlayHQ is to be the official record of the game.
- b) If the scores or result of the game are not entered in PlayHQ by the required timeframe, the Zone will deduct points obtained from the game by the team or teams breaching Rule 9.2(a) above.
- c) The determining of finalists shall be based on points recorded in PlayHQ over the previous rounds.
- d) A player's eligibility to play finals shall be determined according to team lists, results and statistics entered into PlayHQ, refer to Rule 12.6(a).

9.3 Points Score for Games

(Not applicable to the U12 competitions and below)

- a) Game points shall be allotted as follows:

Basis	Points
Win on first innings and subsequent outright:	
• win	14
• loss	6
• tie	11
Loss on first innings and subsequent outright:	
• win	8
• loss	0
• tie	3
Win on first innings and no further result:	

• two-day game	10
• win in a one-day game	7
Loss on first innings and no further result	0
Drawn game (Play commences, however the minimum number of overs cannot be bowled by either team)	4
Abandoned game (no play takes place)	0
Bye	4
Tie on first innings and subsequent outright:	
• win	9
• loss	5
• tie	7
Tie on first innings one-day game	4

- b) Incentive points shall be allotted in addition to the above game points for both first and second innings as follows:

Batting - 0.01 points for each run scored.

Bowling - 0.25 points for each wicket taken.

- c) Any team on receiving a forfeit in a game shall be awarded the maximum number of points (game and incentive) gained by any team of the same grade in the same round of games.
- d) A team which forfeits a game does not receive any points.

10 RULES FOR TWO-DAY GAMES

(All Divisions, excluding Divs Quarters and CA Stage 2, refer to Rule 13)

10.1 Duration of Innings

- a) The duration of the first innings for each team shall be 50 overs in each Division, or 3½ hours whichever occurs first (a normal day's play). **The day's play finishes at 11:30am for morning games and 4:30pm for afternoon games, without exception,** refer to Rule 1.9
- b) If the team batting first is dismissed in less than 50 overs, or if the 50 overs are completed with time to spare, the fielding team shall be required to bat on the first day, if time permits, after allowing a ten (10) minute break between innings. The day's play is to finish at the required finishing times in Rule 1.9.
- c) The second innings of either team, provided time permits, shall be played to the required finishing times in Rule 1.9. In the second innings there is no limit on the total number of overs bowled, however normal individual bowling and batting restrictions apply.
- d) The game is completed immediately an outright result is achieved.

10.2 Penalty Runs

- a) Subject to Rule 3 (Fitness of Ground), the fielding team is expected to bowl 50 overs in 3½ hours play. Failure to meet this requirement will result in the batting team being awarded penalty runs (added to the sundries), the penalty being one (1) run for each ball not bowled.
- b) Recent changes to the Laws of Cricket have introduced five (5) run penalties for bad sporting conduct and



behaviour and other offences. The BEARS Committee has decided not to adopt these penalties. Refer to Rule 2.1 for dealing with bad sporting conduct and behaviour.

c)

10.3 Forfeits and Time Adjustments

- a) Should any team be unable to commence play within fifteen (15) minutes after the scheduled starting time, a forfeit may be claimed by the non-offending side.
- b) The waiting Manager only may suggest a time adjustment, so that a game can be played. A decision to make the time adjustment must be made prior to the start of play for that day and shall not be altered after play commences.

10.4 Time Lost

(Due to adverse weather conditions or interruptions to play through players injuries)

- a) If play commences on the first day and less than 45 overs have been completed, the first innings of each team will be shortened so that the same number of overs is bowled to each team. The first innings of each team will be limited to the number of completed overs on the first day, plus 50 divided by two (2), and rounded up.
For Example: If the team batting first on the first day only faces 36 overs because of the weather. At the start of the second day, the two managers will add the 36 + 50 to get a total number of 86 overs, to be shared between the two teams, 43 overs each. The first team will then resume its first innings until the completion of their 43rd over, and then the second team will bat for 43 overs.
- b) If play commences on the first day and more than 45 overs but less than 50 overs have been bowled to the team batting first, because of time lost due to adverse weather conditions (providing that team is not out at the conclusion of the days play), the innings shall be deemed to have been completed and the team batting second cannot receive for its first innings any more overs than that bowled to the opposition.
- c) If the weather sufficiently interrupts play on the second day of play that a result cannot be obtained within the normal guidelines or by an agreement with the Team Officials, the game shall be a draw.

10.5 Batting

- a) A Batter **must be** retired when they have faced a maximum number of deliveries applicable to their age group. A No Ball is considered to be a ball faced. Wides are not counted as a ball faced.

CA Stage 2	Refer Appendix for rules
All other Divisions (ex 1 & 2)	75 balls (excluding Wides)
Divisions 1 and 2	100 balls (excluding Wides)

- c) Any Batter **may** be retired Not Out when they have faced a minimum of **30 balls** (including No Balls and excluding Wides).
- d) Any Not Out Batter so retired may resume their innings in order of retirement, once all other players have been dismissed or retired. There are no restrictions on the number of runs a player may score. This Rule is to apply to both first and second innings.
- e) Should a Batter score 100, they shall be retired at the end of the over. This shall not apply if they have previously retired in the innings and returned (other than retired hurt).

NOTE: The intent of this Rule is to provide **MAXIMUM** participation for all players, so **COMMON SENSE AND SPORTSMANSHIP** are to prevail.

10.6 Bowling

- a) In all age groups, no Bowler may bowl more than **one-fifth (1/5) of the total overs allowed in an innings.**
For Example: ten (10) overs in a 50 over game, or eight (8) overs in a game shortened to 40 overs.
- b) The maximum number of overs to be bowled by a **fast or medium pace bowler** in any one spell is as follows.

Under 12 & 13 bowlers to bowl a maximum of 4 overs per spell (with a maximum of 8 overs per day)

Under 14 & 15 bowlers to bowl a maximum of 5 overs per spell (with a maximum of 12 overs per day)

Under 16 & 17 bowlers to bowl a maximum of 6 overs per spell (with a maximum of 16 overs per day)

These maximum overs apply based on the bowlers age and not the competition being played. For example, an u12 or u13 cricketer playing in Divisional cricket is limited to four (4) overs per spell. This is based on the players DOB, refer to Rule 1.5(a).

Team Officials and Scorers must monitor and ensure that the bowling restrictions are complied with based on the player lists in PlayHQ, and the individual player's respective age group.

- c) The equivalent number of overs bowled from both ends during that spell must lapse before that bowler is permitted to bowl again.
For Example: If a Bowler bowls four (4) overs in a spell, then he must wait eight (8) overs before he can bowl again. However, where a Bowler in the middle of his allotted spell advises the Umpire and the opposing Captain that he wishes to change ends, they will be allowed to do so provided that they take the next available over under the laws of Cricket, from the other end and the continued spell shall not exceed the amount set out in (b) above.
- d) At the commencement of the second days play in a Two-Day game, a Bowler is deemed **not** to be commencing new spell of bowling, even if that bowler was bowling at the conclusion of the first day's play.
For Example: If an u14 Bowler completes four (4) overs on the first day, he is only entitled to bowl one (1) additional over on second day to fulfil a maximum of five (5) overs straight at the commencement of the second day. Then there must be the equivalent of ten (10) overs before they can bowl again.
- e) A slow or spin Bowler is not subject to the maximum overs per spell conditions above. A slow or spin Bowler is defined as a bowler to whom the Wicket Keeper stands up at the stumps (within 1.5 meters). If a Bowler changes from fast or medium pace to slow or spin, or from slow or spin to fast or medium pace at any stage, they are restricted to the maximum overs per spell as set out in (b) above for fast or medium pace bowlers.



10.7 Intervals

- a) An interval not exceeding ten (10) minutes will be allowed between innings. Players shall be on the field ready to start at the conclusion of the 10-minute period.
- b) A drink interval not exceeding three (3) minutes will be allowed at the completion of each hours play, or at the discretion of Team Officials. **The welfare of the players must always be the primary consideration in exercising this rule.**

10.8 Follow-on

A lead of 75 runs will be required to enforce the follow-on, at the fielding team's discretion.

10.9 Named and Substitute Players

- a) The team Manager shall, before the start of play on the first morning, list all players in PlayHQ selected to play in their team, including any substitute players to be used on the second day.
- b) A team may substitute up to four (4) players on the second day of a Two-Day game in all age groups, who can bat and bowl on the second day of a Two-Day game, provided that they are included in the PlayHQ team list on the first day of that game.
- c) In cases of illness or injury, players may also be substituted at short notice (ie after the first day's play) for the second day. The team list in PlayHQ should also be updated accordingly.
- d) Substitute players **must be from an equivalent or a lower Division** and be a registered player as per Rule 1.4.

10.10 Points Score for Two-Day Games

(Not applicable to the U12 competitions and below)

- a) Refer to Rule 9.3.
- b) Incentive points apply in Two-Day games.
- c) Points scored are based on either a first innings and/or an outright result.
- d) In the event that a Two-Day game ends up being played as a One-Day game, the One-Day points score system applies. Refer to Rule 9.3. Note, each team must have faced a minimum of fifteen (15) overs.
- e) If play commences on first day, then the game is played as a Two-Day game.

11 RULES FOR ONE-DAY GAMES

11.1 Number of Innings

All games are of one innings only for each Team.

11.2 Number of Overs

- a) For all Divisions, the innings of **the side batting first must not continue past 9.40am** for morning games (8am start) and 2.40pm for afternoon games (1pm start) or 25 overs, whichever is the sooner.
- b) After allowing a maximum of ten (10) minute break between innings, this allows 1 hour 40 minutes per team.
- c) If the team fielding first fails to bowl its allotted maximum overs by the innings close times in 11.2a above, the innings of each team shall be shortened to the number actually bowled and the same number of overs will be bowled to each team.

- d) Maximum number of overs per bowler shall be **five (5)** in the innings.
- e) A drink interval would **not normally** be expected in one-day games. However, can be taken at the discretion of Team Officials. A drink interval should not exceed three (3) minutes.

11.3 Bowling – Free Hit

- a) The ball following a No Ball shall be a Free Hit.
- b) Wickets may only be taken on a Free Hit under the same rule as No Balls, refer to Rule 5.2(e).
- c) Fielders may only change positions if the batsman facing the Free Hit has changed.

11.4 Batting

- a) Any Batter **may** be retired Not Out when they have faced a minimum of 20 balls
- b) Any Batter **must be** retired when they have faced a maximum of 50 balls (including No Balls and excluding Wides).
- c) Any Not Out Batter so retired may resume their innings in order of retirement, once all other players have been dismissed or retired.

11.5 Result of Games

- a) The team batting second shall receive their full overs even if they pass the total of the team batting first. This is to ensure maximum participation.
- b) If the team bowling second fails to bowl the same number of overs as it received, the batting team will be awarded **Penalty Runs** (added to the sundries), the penalty being one (1) run for each ball not bowled.
- c) If the game is abandoned prior to each side receiving 15 overs (or a result being achieved) the result shall be entered as "Draw" and four (4) points will be awarded to each team.

11.6 Games - Delayed Start

- a) To ensure that play ceases within the required time limit, it may be necessary, in cases where games do not start on time, to deduct two (2) overs for every six (6) minutes delay (or part thereof) from the 50 overs to be bowled. This number is halved to give the number of overs to be bowled by each team. Team Officials are to agree on this total before play commences.

11.7 Games - Delays During Play

- a) In case of delays during a game because of rain, at least fifteen (15) overs must be bowled by each team so that a result may be obtained.
- b) A result will be calculated on the state of each batting team as at the maximum number of overs faced, provided that maximum is equal for both teams. **For Example:** Team A bats for 25 overs, Team B only manages 22 overs because of rain, the team totals as at over number 22 are compared and a result obtained.

11.8 Points Score for One-Day Games

- a) Refer to Rule 9.3.
- b) Incentive points apply in One-Day games.
- c) NO outright decisions in One-Day games. That is, points scored are based on a first innings result only.



12 RULES FOR TWO-DAY GAMES FINALS

Finals will only be played by Divisions 1 (or as determined by the Zone (refer to Rule 1.2))
All general playing conditions are the same as a normal Two-Day Game (Rule 10) except as outlined here.

12.1 Duration of Innings

- Such games will commence at 8.00 am and **conclude no later** than 11.30 am. Players are expected to warm-up and take the field early allowing for the first ball to be bowled at 8:00 am.
- The **initial minimum** number of overs to be bowled shall be **55**. This means a team will need to bowl 16 overs minimum per hour or an average of 3.75 mins / over.
- A drinks break of two (2) minutes duration should be taken each hour of play. All drink breaks are to be taken on the field and players must not leave the field during this time.
- No compulsory close of innings. An innings will close when all batters are dismissed, or a declaration is made. (e.g. The team batting first could bat for 55 overs on day one and continue batting into day 2 before declaring).
- If the team batting first is dismissed or a declaration is made, the fielding team shall be required to bat on the first day, if time permits, after allowing a ten (10) minute break between innings.
- When an innings ends and a new innings is to commence before the schedule finishing time, the minimum number of overs remaining to be bowled shall be determined by dividing the time remaining for play by four (4) minutes. A ten (10) minute break for change of innings will be allowed.

12.2 Time Lost

- If playing time is lost for other reasons, namely unfit ground, weather or light, or a player leaving the field due to serious injury, the initial minimum number of overs shall be determined by dividing the time remaining for play by four (4) minutes.
- If no play is possible on the first day of a game, a One-Day game shall be played on the second day, refer to Rule 11.
- Umpires shall encourage a minimum over rate of sixteen (16) overs per hour and will promptly deal with all attempts to waste time.

12.3 Penalty Runs

- Should the minimum number of overs not be bowled the batting team shall be awarded penalty runs (added to the sundries), the penalty being one run for each ball not bowled.

12.4 Batting

- A batter must be retired at the end of the over when they scores **100 runs**.
- Any not out batsman so retired may resume their innings in order of retirement, once all other players have been dismissed or retired.

12.5 Bowling

- All bowling restrictions as outlined in Rule 10.7 still apply.

- The deemed overs for calculating the maximum per bowler shall be 80 (ie a maximum of 16 overs in the innings per bowler, or less depending on age).

12.6 Players

- To be eligible to play in the finals, a player must have played in at least half (50%) of the fixture games during the current competition.
- If a club wishes to seek an exception from this Rule 12.6(a), an application in writing must be submitted to the BEARS Secretary by the Wednesday before the first day of the final.
- The team Manager shall, two (2) days before the start of play on the first morning, list all players in PlayHQ selected to play in their team, including any substitute players to be used on the second day.

12.7 Determination of Premiers

- The team securing either an outright or first innings win (with no further result) shall be declared premiers.
- A Tie on the first innings with no further result is merely a draw for this purpose.
- If the game is drawn, or abandoned, then the team leading on points at the end of the fixtures shall be declared premiers.
- If the outright result is a tie, then Joint Premiers shall be declared.

13 DIVS QUARTERS and CA STAGE 2 (9-a-Side) - SPECIAL RULES

- BEARS DIVS QUARTERS shall follow all the rules of ordinary Divisional cricket for both One-Day and Two-Day games, other than **in Two-Day games teams shall bat for half the allotted time on each day**.
 - Two-Day game innings are played in quarters, changing every 25 overs.
 - The second time the team bats is a resumption of the first innings and not the commencement of the second innings, unless they were bowled out in the first quarter or declare.
- CA Stage 2 Rules are based on the Cricket Australia Junior Cricket Stage 2 Format rules for 9-a-Side. There are some local minor variations of rules. Where a situation arises for which the CA Stage 2 Rules do not specifically provide a solution, the BEARS Rules do apply, but always considering maximum participation for players in this division.

13.1 Two Day Games Quarters and CA Stage 2

Following are the rules for playing Quarters Cricket in CA Stage 2 Two-Day Games. They are to be used in conjunction with the CA Stage 2 Rules.

- The days play starts at 8:00am for 3 ½ hours and must finish at 11:30am.
- A game consists of up to two (2) innings per team (time and wickets permitting).
- Each innings consists of up to 50 overs or the team is dismissed or declares, whichever occurs first.
- Innings are played in quarters, changing every 25 overs or 1 hour 40 minutes.



- Day 1 - Q1: Team A bats for up to 25 overs to 9:40am whereupon their innings is suspended.
- Day 1 - Q2: Team B bats for up to 25 overs to 11:30am whereupon their innings is suspended.
- Day 2 - Q3: Team A resumes its first innings for up to another 25 overs to 9:40am.
- Day 2 - Q4: Team B resumes its first innings for up to another 25 overs to 11:30am.

- e) A three (3) minute drinks break is to be taken after thirteen (13) overs of each team's innings. An additional drinks break may be taken by agreement of Team Officials in exceptionally hot weather.
- f) An innings will close when a maximum of ten (10) wickets fall, or the Captain of the batting team declares the innings, or the maximum overs or time allowed is reached.
- g) If play does not commence on the first day or an outright win is achieved on the first day, then the second day will be played as a One Day Game.
- h) If two (2) Quarters are completed with time to spare on the first day, and the team batting first is not dismissed, then it shall be required to resume its first innings on the first day, if time permits, after allowing a ten (10) minute break between Quarters. The day's play is to finish at 11:30am.
- i) Where a team fails to bowl 25 overs in 1 hour 40 minutes for a Quarter it will have its maximum overs at bat for its Quarter reduced to the same number of overs it bowled. If the shortfall occurs on the first day, the second day shall be adjusted so each side receives an equal number of overs. Where a team has already batted on the second day, the innings total is to be adjusted to the total at the equivalent number of overs that they bowled.
- j) A second innings, provided time permits, shall be played to an 11:30am finish. As per the first innings for each team the second innings shall be a maximum of 50 overs or 3 ½ hours per team played in Quarters, changing every 25 overs or 1 hour 40 minutes or dismissed whichever occurs first.
- k) Follow-on for a second innings is a lead of 75 runs.
- l) If the team batting first is dismissed in its 1st innings within 25 overs (Q1) then it may start its 2nd innings after the team batting second has faced 25 overs (Q2) even though the team batting second's first innings is not complete. Helps manage player workloads.
- m) A team who has not been dismissed or faced their full 25 overs on the second day of play, is allowed to face their full allocation of overs, regardless of the game status. In the event that more than twelve (12) overs (i.e., one quarter of the day's play) are still possible within the specified game time, then a social game is to be played without scoring, with each team batting for an equal number of overs. Time limits still apply, and the game is to conclude at 11:30am.

For Example: Team A was dismissed in week 1 in 18 overs. Team B bats their 25 overs and Team A starts their 2nd innings, facing 7 overs. In week 2, Team A are dismissed in the 18th over of their second innings, being the 11th over of play. Team B bats their full allocation of 25 overs, so the remaining 14 overs to be played in week 2 are split between the two teams in a social game, not scored or recorded in PlayHQ.

13.2 One Day Games – 25 Overs

- a) The team batting second shall receive their full overs even if they pass the total of the team batting first. This is to ensure maximum participation.

14 UNDER 12 and BELOW - SPECIAL RULES

- a) The Under 12 and below Rules will be controlled by the respective Districts organising the games.



APPENDIX: BEARS Quarters and CA Stage 2 (9-a-Side) RULES

1-Day Game

SUMMARY	Playing and competing.	TEAM	Divs Quarters and CA Stage 2 (9-a-Side): 7 players per team minimum are required to play the game. CA Stage 2 (9-a-Side): 9 players per team. However, more players per team may be allocated. It is preferred to keep the team number below 11 to ensure maximum participation. Where required more than 11 players may be included in the team. - Maximum 9 players on field at any given time.
PURPOSE	Community club MAXIMUM PARTICIPATION FOR PLAYERS		
DESCRIPTION	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 in a 3½ hour window.		
INDICATIVE AGE	U12 or U13.	INNINGS	1 innings of 25 overs per team.
COACH	Accredited Community (Level 1) Coach.	BATTING	- With allowances for varying team size, the following retirement rules apply: - 7 player team – max 25 balls faced. - 8 player team – max 25 balls faced. - 9 player team – max 25 balls faced. - 10 player team – max 20 balls faced. - 11 (or more) player team – max 15 balls faced. - Retirement limits are based on the assumption that players will be dismissed. Coaches are encouraged to monitor the batting innings and have the ability to retire players at any time prior to the retirement. - Retirement limits set above to encourage maximum participation. - Any retired batters can return when all others have batted, in the order they retired. - All balls (regardless of whether wides or no balls) will be included in the batter's ball count. - The innings is deemed as closed after the batting team has completed their allotted overs or the following amount of wickets have fallen: - 7 player team: 6 wickets. - 8 player team: 7 wickets. - 9 (or more for 9-a-side) player team: 8 wickets. - 10 player team: 9 wickets. - 11 or more player team: 10 wickets.
GAME TYPE	25 overs per side. The team batting second shall receive their 25 over even if they pass the runs required.		
BALL	142g leather.		
TIME	3½ hrs per day. - Games are to commence at 8:00am and to conclude at no later than 11:30am. - If 25 overs are not completed after 1 hour 40mins, play must stop, and the other side shall commence batting after a 10 minute break. The Association or Competition Manager have the option to reduce the number of overs if required for local needs including facilities usage, travel time, daylight issues or heat.		
PROTECTIVE EQUIPMENT	- Helmets must be worn at all times whilst batting & wicket-keeping. Please refer to Helmet section of the Well Played Playing Policy & Guideline. - Pads - Gloves - Protector - Additional safety equipment can be worn based on game conditions and/or personal preference.	BOWLING	6 balls per over (6 legal deliveries or maximum of 8 including Wides and No Balls, whichever occurs first). - Maximum of 4 overs per bowler. - All players should bowl (excluding wicketkeeper). Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a game. - Bowlers change ends at 10 overs. - Team Officials from both teams can agree bowling may be from one end. - NO Free Hit for No balls.
EQUIPMENT	2 sets of portable stumps recommended, with base and bails – minimum 1 set of portable stumps required. - Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended. - Measuring tape or string to measure Pitch length and boundary. - Boundary markers. - Chalk, tape or paint to mark crease.		
BOUNDARY	45m (maximum) - measured from the middle of the wicket. - Boundary is to be measured from the centre of the pitch.		
PITCH TYPE AND LENGTH	- Hard wicket - 18 meters in length. - For simplicity in measurement, stumps. can be brought in at each end to the 2 front crease lines (17.7 meters). - Option to move stumps in at one end to the crease line and to bowl from one end.	FIELDING	- To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach. - No fielders within 10 metres of the bat, except regulation off-side slips, gully and wicket keeper. - If more than 9 players are present at a game, they should rotate onto the field each over. - Teams have the option to change wicketkeepers at drinks.
OVERS	25 overs per side.		
		DISMISSALS	All modes of dismissal count.



2-Day Game

SUMMARY	Playing and competing
PURPOSE	Community club MAXIMUM PARTICIPATION FOR PLAYERS
DESCRIPTION	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 in a 3½ hour window.
INDICATIVE AGE	U12 or U13
COACH	Accredited Community (Level 1) Coach
GAME TYPE	50 overs per side (played in quarters). The game concludes at the conclusion of time on day 2 or when a team wins outright.
BALL	142g leather.
TIME	3½ hrs per day. - Games are to commence at 8:00am and to conclude at no later than 11:30am. - If 25 overs are not completed after 1 hour 40mins, play must stop, and the other side shall commence batting after a 10 minute break. The Association or Competition Manager have the option to reduce the number of overs if required for local needs including facilities usage, travel time, daylight issues or heat.
PROTECTIVE EQUIPMENT	- Helmets must be worn at all times whilst batting & wicket-keeping. Please refer to Helmet section of the Well Played Playing Policy & Guidelines. - Pads - Gloves - Protector Additional safety equipment can be worn based on game conditions and/or personal preference.
EQUIPMENT	2 sets of portable stumps recommended, with base and bails – minimum 1 set of portable stumps required. - Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended. - Measuring tape or string to measure Pitch length and boundary. - Boundary markers. - Chalk, tape or paint to mark crease.
BOUNDARY	45m (maximum) - measured from the middle of the wicket. - Boundary is to be measured from the centre of the pitch.
PITCH TYPE AND LENGTH	- Hard wicket - 18 meters in length. - For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7 meters). - Option to move stumps in at one end to the crease line and to bowl from one end.
OVERS	50 overs per side, played in quarters: Day 1 - Q1: Team A bats for up to 25 overs to 9:40am whereupon their innings is suspended. Day 1 - Q2: Team B bats for up to 25 overs to 11:30am whereupon their innings is suspended. Day 2 - Q3: Team A resumes its first innings for up to another 25 overs to 9:40am. Day 2 - Q4: Team B resumes its first innings for up to another 25 overs to 11:30am.

TEAM	Divs Quarters and CA Stage 2 (9-a-Side): 7 players per team minimum are required to play the game. CA Stage 2 (9-a-Side): 9 players per team. However, more players per team may be allocated. It is preferred to keep the team number below 11 to ensure maximum participation. Where required more than 11 players may be included in the team. - Maximum 9 players on field at any given time.
INNINGS	1 innings of 50 overs per team.
BATTING	- With allowances for varying team size, the following retirement rules apply: - 7 player team – max 40 balls faced. - 8 player team – max 40 balls faced. - 9 player team – max 35 balls faced - 10 player team – max 35 balls faced. - 11 (or more) player team – max 30 balls faced. - batters may retire after a minimum of 25 balls. - Retirement limits are based on the assumption that players will be dismissed. Coaches are encouraged to monitor the batting innings and have the ability to retire players at any time prior to the retirement. - Retirement limits set above to encourage maximum participation. - Any retired batters can return when all others have batted, in the order they retired. - All balls (regardless of whether wides or no balls) will be included in the batter's ball count. - The innings is deemed as closed after the batting team has completed their allotted overs or the following amount of wickets have fallen: - 7 player team: 6 wickets. - 8 player team: 7 wickets. - 9 (or more for 9-a-side) player team: 8 wickets. - 10 player team: 9 wickets. - 11 or more player team: 10 wickets.
BOWLING	6 balls per over (6 legal deliveries or maximum of 8 including Wides and No Balls, whichever occurs first). - Maximum of 4 overs per bowler. - All players should bowl (excluding wicketkeeper). Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a game. - Bowlers change ends at 10 overs. - Team Officials from both teams can agree bowling may be from one end. NO Free Hit for No balls.
FIELDING	- To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach. - No fielders within 10 metres of the bat, except regulation off-side slips, gully and wicket keeper. - If more than 9 players are present at a game, they should rotate onto the field each over. - Teams have the option to change wicketkeepers at drinks.
DISMISSALS	All modes of dismissal count.

CONCLUSION

It is stressed that when a rule does not seem to cover a particular situation, then common sense and a decision within the spirit of the game should always be made within the guiding principle of ensuring maximum participation of all players.

The BEARS Committee welcomes constructive input and encourages such feedback on these rules through the respective Club representatives.

We believe that Junior Cricket is now entering a new era in Queensland and hope you, as a parent or coach, can assist us make each season a progressive and enjoyable one for your children to participate in.

Further to this, we encourage parental participation by becoming involved with scoring, umpiring and getting to know the rules of cricket.

We wish you a most enjoyable season.



BEARS HELMET PLAYING CONDITIONS AND ENFORCEMENT

NOTE: This guideline is effective from 19 August 2019 and supersedes all playing conditions contained in the BEARS rules. Where an inconsistency results, this guideline shall prevail.

Below is a simplified summary of the Playing Conditions and Enforcement procedures. A British Standard 7928:2013 compliant helmet **must** always be worn when a helmet is prescribed.

In all BEARS sanctioned competitions and training sessions the following regulations must be adhered to:

Batting

A batter must wear a helmet at all times when batting.

Wicketkeeping

A wicketkeeper must wear a helmet at all times when keeping up to the stumps AND when NOT playing on a turf pitch. When playing on a turf pitch, a helmet must be worn at all times when standing closer than 5 meters from the stumps.

Fielding

No fielder (other than from the wicketkeeper to point) shall be closer than 10 meters from the batsman. As such, no helmet policy is required.

Enforcement

For games with an official umpire:

The umpire(s) are responsible for ensuring that a helmet is worn when required but are **not** responsible for ensuring that the helmet being worn is compliant with British Standard 7928:2013.

For games without an official umpire:

In a game without association appointed umpires, the captains (or coaches) of both batting and bowling teams are responsible for compliance. The captains (or coaches) of both batting and bowling teams shall not permit the game to continue during any period in which any player fails to wear a helmet at the prescribed time.

In all cases, the player (or parents / guardian) are responsible for ensuring the helmet being worn is compliant with British Standard 7928:2013.

Additional Information

The wearing of a helmet is mandatory in all games when batting, wicket keeping up to the stumps or fielding in close to the batter (or any other time game officials or the Association deem them appropriate).

The **responsibility** for ensuring a helmet meets these standards **rests with the parents / players**. By playing (or allowing your child to play) in a BEARS sanctioned fixture, you acknowledge this responsibility on behalf of yourself or the player being nominated.

Bears Representative Teams

If you are selected for any BEARS State or Development team, you will only be allowed to participate when wearing a British Standard 7928:2013 compliant helmet. Your helmet will be checked by the Coach / Manager prior to the carnival.

ADDITIONAL RESOURCES CAN BE FOUND ON THE CRICKET AUSTRALIA COMMUNITY WEBSITE AS FOLLOWS:

FAQ:

<https://www.community.cricket.com.au/clubs/policies/helmets/resources> (goto the bottom of the page to download the FAQ).

A catalogue of compliant helmets is available at:

<https://www.community.cricket.com.au/clubs/policies/helmets> (go to the bottom of the page and select the Catalogue link).

