

# Champions Cricket Club Bylaws – Junior Cricket

Champions Cricket Club is affiliated with Eastern Cricket, and therefore our bye-laws correspond to those included in the bye-laws of the EJCCA (Eastern Junior Club Cricket Association). A copy of the EJCCA bye-laws is available on our website. We recommend that players and parents acquaint themselves with the bye-laws of the club, as well as the bye-laws of EJCCA.

## HEADING

Champions cricket club aims to make cricket safe, fun and inclusive for all its members. Boys and girls are welcome at the club.

Children play sport to have fun. It is great to win but winning is secondary to fun. It is the fun and exhilaration of competing, not just the winning.

Therefore Champions Cricket Club coaches should not be measured on how many games they win, but on how many players return for the following season.

## 1. PLAYER REGISTRATION

- 1.1 Players need to complete a Champions Cricket Club registration form. Each registration form should be submitted with 2 ID photos of the player, as well as a copy of their birth certificate or ID document and a completed and signed transfer form, if transferring from another club.
- 1.2 Since Champions Cricket Club is affiliated with Eastern Cricket, all club members are registered with Eastern Cricket. Any players registered with another club can transfer between 31 March and 31 October of each year. There is a transfer window at the beginning of the second half from 1 January to 15 January of each year.
- 1.3 Players registered with another club will not be allowed to play for Champions Cricket Club unless transferred timeously.
- 1.4 Existing members need not re-register.
- 1.5 Membership fees are payable by all members and should be paid by the end of the first week in September. Players that have not paid fees by the end of September, will not be recognised as members of the Champions Cricket Club.

## 2. PLAYERS

### 2.1 Player ages per team:

Under 8:	Must be younger than, or turn 8 by the end of the December of the year that the season begins
Under 10:	Must be younger than, or turn 10 by the end of the December of the year that the season begins
Under 12:	Must be younger than, or turn 12 by the end of the December of the year that the season begins
Under 14:	Must be younger than, or turn 14 by the end of the December of the year that the season begins
Under 16:	Must be younger than, or turn 16 by the end of the December of the year that the season begins

Please refer to the club website for dates specific to the current season.

- 2.2 Players may play in an older age group but may not play in a younger age group.
- 2.3 Girl club players may be one year older in their league age group.

## 3. EASTERN JUNIOR CRICKET CLUB ASSOCIATION

- 3.1 Champions cricket club is affiliated with Eastern Cricket Club Association (EJCCA).
- 3.2 Junior cricket leagues are available for U8, U10, U12 and U14.
- 3.3 The grading of teams in each age group, i.e., Super League (SL), A, and B is dependant on availability of teams/fixtures set by Easterns.

- 3.4 Team entry by Champions Cricket Club is dependant on approval by EJCCA. This approval is based on the previous year's team's performance, other registered clubs' team availability, and other factors determined by EJCCA.
- 3.5 The season consists of two halves; the first half runs from October to early December, and the second half runs from mid-January to March.
- 3.6 New teams may be submitted, or teams reduced for the second half of the season in January.

#### **4. TRIALS**

- 4.1 Trials are held before the commencement of the season to assist the coaches with team selection.
- 4.2 A trial registration fee applies, but this fee is deducted from membership fees.
- 4.3 Coaches assess and evaluate children on their skill in the nets over a period of a few hours.
- 4.4 **Parents are not permitted by the net area while trials are in session.**
- 4.5 Any action which is seen to abuse the Spirit of the Game, or any fellow player, member, coach or spectator, will result in the offending player and/or spectator being removed from trials.
- 4.6 Any player joining after trials will be placed in the lowest team for that age group for the first half of the season. (Please see 5.7)

#### **5. TEAM SELECTION**

- 5.1 Coaches select teams based on skill, position and age.
- 5.2 In U8 and U10, position is not as important as the older age groups. However, each team needs at least a wicket keeper and 5 bowlers.
- 5.3 In most instances, players spend two years in an age group. Players in their first year of an age group are usually (but not always) placed in a lower team of the age group. Players in their second year are usually (but not always) placed in the higher teams of the age group.
- 5.4 If a higher team does not have players to fill certain positions (wicket keeper and/or bowlers) or does not have enough players to fill the team, younger players may be used to fill the vacancies.
- 5.5 As teams are resubmitted in January, team members may be shuffled between teams of an age group, based on player performance in the first half.
- 5.6 Team placement should be less of a concern for parents of players, than match time, technique- and skill development and the concept of "team". There are many lessons to be learnt on the sports field and Champions Cricket Club takes a longer-term view on development. Winning is great, but development comes first.
- 5.7 If a players join late, they will be placed in the lowest team of the age group for the first half of the season. They may be reshuffled between teams of an age group, based on their performance in the first half.
- 5.8 Players may be requested to play for another team, from time to time. Super league matches may not be cancelled due to a shortage of players. Players from teams in the same age group will be requested to fill the vacancies on super league teams. Players that are 'off' due to rotation will be considered first, failing which, a player already committed to a match may be selected. If this results in a shortage of players in the other team of that age group, then players from a younger age group **may** be called up to fill the vacancy on that team, alternatively, the match for the lower team may be cancelled. If selection is done from a younger age group, players that are 'off' due to rotation will be considered first. Please refer to 24.

#### **6. PRACTICE SESSIONS**

- 6.1 Practice sessions are held during the week and times may vary based on age, player commitments and coach availability.
- 6.2 Teams usually practice for two to three hours per week, sometimes split up between two days or scheduled for one day, as decided by the team.
- 6.3 Players that are not excused from practice, will not be eligible to play in the match following that practice. The player forfeits his scheduled match time. Rotation continues as scheduled. (Please see point 15)

#### **7. TEAMS**

- 7.1 Match teams consist of not more than 12 players and not less than 9 players.
- 7.2 The 12<sup>th</sup> man may bowl but may not bat in a match.

7.3 Only eleven fielders are allowed on the field at any one time during the bowling innings.

7.4 Super League players may not play in lower leagues, even in the same age group.

## 8. THE ROLE OF 12<sup>TH</sup> MAN

The 12<sup>th</sup> man plays a key role in the match. He is there in case there is an injury on the field and will substitute the injured player. The 12<sup>th</sup> man must be prepared: know when drinks are to be taken, be alert to requests from players such as water or first aid. 12<sup>th</sup> man will be switched halfway through the fielding innings. The 12<sup>th</sup> man may bowl but may not bat.

## 9. DRESS CODE

- a. Club shirt
- b. Cricket longs, cream or white
- c. White socks
- d. Cricket shoes or suitable sports shoes
- e. Club cap
- f. No spiked shoes are allowed when playing on astro or concrete pitches.
- g. No Eastern Cricket, other club or any academy clothing may be worn to a club match
- h. Club shirt can be purchased from the club
- i. Club cap can be purchased from the club

## 10. PLAYER PROTECTIVE CLOTHING AND KIT

10.1 Each player requires his own set of protective clothing and a bat.

10.2 A fielder within 3 metres of the batsman on strike **MUST** wear a full helmet (with visor) and box.

10.3 The wicket-keeper **MUST** wear a full helmet (with visor), pads and cricket box for the duration of his role as wicket-keeper in the innings. If the wicket-keeper is not protected as required, and refuses to comply, he will not continue in this role.

10.4 All batsmen **MUST** wear a full helmet (with visor) and cricket box for the duration of their innings. Any batsman failing to comply after being requested, will not be allowed to bat.

## 11. CRICKET BALLS

11.1 U8s and U10s play matches with a 2-piece 113g ball

11.2 U12s play matches with a 2-piece 135g ball

11.3 U14s play matches with a 2-piece 156g ball

11.4 Day matches are played with a red ball in the required size

11.5 Night matches are played with a white ball in the required size

## 12. DAY MATCHES

12.1 Junior matches are played on Saturday mornings. Matches start at 8h30 at the arranged venue. Players are to meet at the arranged venue by 8h00 to warm up.

12.2 U8s, U10s and U12s play up to 25 overs per innings. The duration of each innings is 3 hours and 20 minutes. The first innings should start at 8h30 and should end by 10h05. Change of innings should be done in 10 minutes. The second innings should begin at 10h15 and end at 11h50. Overs should be adjusted for late starts. Average over rate should be 3.5 minutes.

12.3 U14s play up to 30 overs per innings. The duration of each innings is 3 hours and 50 minutes. The first innings should begin at 8h30 and should end by 10h20. Change of innings should be done in 10 minutes. The second innings should begin at 10h30 and should end by 12h20. Overs should be adjusted for late starts. Average over rate should be 3.5 minutes.

12.4 All cricket fields should be vacated by 13h00. Any teams causing a delay to the start of any men's cricket league match will be penalised by Eastern Cricket. (20 points deducted from the team plus a fine)

## 13. NIGHT MATCHES

13.1 Junior night matches are played on Friday evenings. Matches start at 18h00 at the arranged venue. Players are to meet at the arranged venue by 17h30 to warm up.

- 13.2 U8s, U10s and U12s play up to 25 overs per innings. Each over should be bowled in 8 minutes, duration of each innings is 3 hours and 20 minutes. The first innings should start at 18h00 and should end by 19h35. Change of innings should be done in 10 minutes. The second innings should begin at 19h45 and end at 21h20. Overs should be adjusted for late starts.
- 13.3 U14s play up to 30 overs per innings. The duration of each innings is 3 hours and 50 minutes. The first innings should begin at 18h00 and should end by 19h50. Change of innings should be done in 10 minutes. The second innings should begin at 20h00 and should end by 21h50. Overs should be adjusted for late starts. Average over rate should be 3.5 minutes.

#### **14. LATE ARRIVALS**

- 14.1 If a team does not have nine players thirty minutes after the match should have started (by 9h00), the team is considered a “No Show” and forfeits (the team loses the match). In the spirit of cricket, the match should still be played as a friendly.
- 14.2 Any team causing a late start, after forfeiting the match, (between 9h00 and 9h30) shall also forfeit one batting over for every 4 minutes late from scheduled start of play.

#### **15. TEAM LINE-UP**

- 15.1 A team must begin the season with at least 14 players.
- 15.2 In the spirit of being inclusive, the U8 and U10 teams work on a rotation basis. This means that there may be matches that a player is not required to play. These players may be used in other teams if there are not enough players for a match.
- 15.3 Team managers will track the rotation and ensure the rotation system is followed.
- 15.4 If a player is not available for a certain week, the team manager should be notified by the Wednesday before the match, so that weekly line-ups can be exchanged based on player availability, the player does not lose play time, and additional players for that week can be notified of their obligation timeously. It is best to confirm player availability with the manager at the beginning of the season, if unavailability is known, so that the manager can plan the weeks accordingly.
- 15.5 If the team manager is not notified by the Wednesday before the match, the player forfeits his scheduled match time. Rotation continues as scheduled.
- 15.6 Any players that are not excused from practice for any week, will not be able to play in the match on the Saturday for that week. The player forfeits his scheduled match time. Rotation continues as scheduled.
- 15.7 If a match is cancelled or rained out, the rotation is halted and continues for the next week, i.e., If the week 3 match is rained out, the following week will continue with the week 3 rotation.
- 15.8 If a team has more than 14 players, they will be included in the above rotation.
- 15.9 Late joiners will be added to the end of the list and the rotation will be adjusted accordingly.
- 15.10 The order will be adjusted to exclude any players that leave the club during the season.

#### **16. THE BOWLER**

- 14.1 No bowler shall bowl more than:
- two consecutive overs of a maximum five overs per 25 overs in an U8 match.
  - three consecutive overs of a maximum of five overs per 25 overs in an U10 match.
  - three consecutive overs of a maximum of five overs per 25 overs in an U12 match.
  - four consecutive overs of a maximum of six overs per 30 overs in an U14 match.
- 14.2 In U10 and U12 matches, at least five overs should be spin, of which four should be bowled before the end of the twentieth over.
- 14.3 In an U14 and U16 match, at least six overs should be spin, of which five should be bowled by the end of the twenty-fourth over.
- 14.4 No spin bowling is required in U8 matches.
- 14.5 There is no limit on the bowlers run up.

## 15. THE OVER

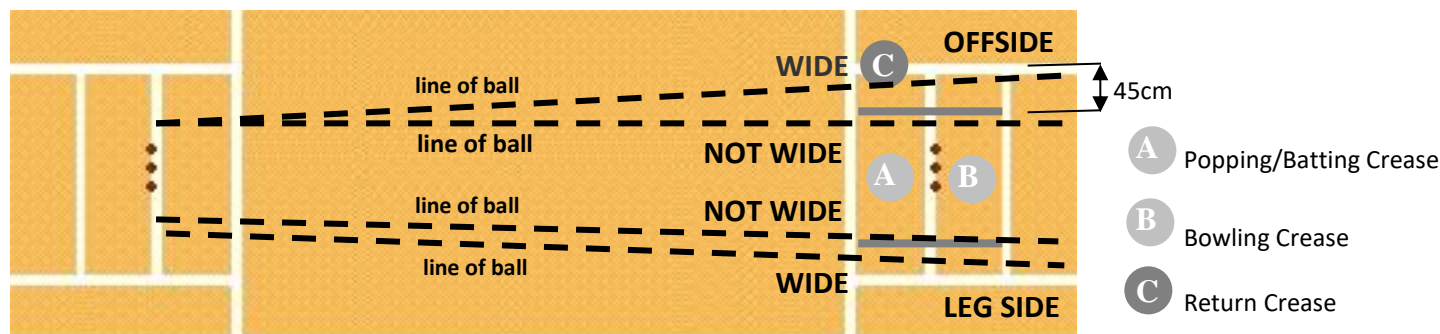
15.1 A maximum of six balls may be bowled in one over in any U8 match, and a maximum of eight balls in one over for all other age groups, however, each 'wide' and 'no-ball' shall be called by the umpire and recorded as extras in the scorebook.

15.2 The average over rate should be 3.5 minutes per over.

## 16. THE WIDE BALL

16.1 Two lines shall be marked, one either side of the wickets parallel to and 450mm from the return crease. The line shall extend from the popping crease to the bowling crease. Should a ball deemed fairly delivered pass between these lines, it shall **NOT** be regarded as a wide ball.

16.2 If the ball passes to the leg side of the leg side line, or to the offside of the offside line it **MUST** be regarded as a wide ball.



16.3 In addition to the penalty run for bowling a wide ball, all other resulting runs should be scored as wide runs.

16.4 In U14, it may be agreed before the match that any balls bowled on leg-side are treated as wides.

## 17. NO BALL

17.1 Either Umpire can call and signal the no ball from their field positions.

17.2 A ball is considered a no ball when:

- it bounces three times or more before reaching the batsman
- it rolls along the ground before reaching the batsman
- it is a full pitch ball, which passes or would have passed above the batsman's waist, standing in an upright stance at the crease.
- it bounces above shoulder height of the batsman, standing in an upright stance at the crease.

17.3 A maximum of one bouncer per over may be bowled in the U14 and U16 leagues.

17.4 Any bowler that bowls a beamer at the batsman's head must be warned on the first occurrence and then removed from the bowling line up on the second offence.

17.5 A No Ball may also be called for a fielding infringement (please refer to 18.1)

17.6 In addition to the penalty run for bowling a No Ball, all other resulting runs should be scored as runs to the batsman if hit, and extras if not hit, as the case may be.

## 18. THE FIELDSMEN

18.1 There shall be no more than five on-side fielders, of whom not more than two may be behind the popping crease at moment of the bowler's delivery. Infringement will result in either Umpire calling a No Ball.

18.2 The twelfth man may substitute any fielder that leaves the field, for any reason. The twelfth man may bowl, but may not be wicket keeper, batsman, or captain.

18.3 In any U8 match, all fielders in front of the batsman at the striker's end may not be closer than 15 metres at the time of the bowler's delivery.

## 19. MATCH RESULTS

19.1 Any decision regarding the result of a match shall be made by the two opposing coaches/managers.

19.2 If a decision cannot be reached, the matter should be referred to the Co-ordinator of Club Cricket EJCCA for a result. In the event of a dispute, both teams must produce the original signed scorebook to the EJCCA.

## **20. THE WINNER**

The winner shall be the team scoring the most runs in the overs permitted.

## **21. A TIE**

When both teams score the same number of runs, irrespective of the number of wickets lost, the match results in a tie.

## **22. RESULT INFORMATION**

Match information should be completed in the match results excel schedule supplied by Champions Cricket Club. Results sheets should be submitted by the Tuesday following the match, to [matches@championscricketclub.co.za](mailto:matches@championscricketclub.co.za).

Club results will be completed from the results schedule on to the EJCCA Official Match Return and submitted by Wednesday following the matches. Scorers and managers are requested to assist with meeting this deadline by submitting their results timeously.

## **23. FIXTURES**

23.1 EJCCA compiles the fixtures for the season.

23.2 The home team is required to confirm the match with the opposition team by Thursday of each week.

23.3 No match may take place at any date, time or venue other than specified on the fixture list. If the fixture is amended in any way by either club or team, all points earned by either team will be forfeited.

23.4 No match may be postponed by any team or club – however, the EJCCA junior club cricket Co-ordinator may postpone or reschedule a game in the event of a fixture/game/field becoming unavailable.

23.5 If a match is cancelled due to the unavailability of a field, without notice via the team entry and field submission due date without an alternative venue will be penalised. The extent of penalties are published in the EJCCA bylaws, which are available on our website.

## **24. CANCELLATIONS**

24.1 A team must notify their opponents three days in advance if they are not available for a match. The team cancelling the match will be penalised, and the opposing team will be deemed to have won the match. Please refer to the EJCCA bylaws for penalties, available on our website.

24.2 In the event of rain, it will be the responsibility of each club to determine if a field is playable or not. The opposing team should be notified of the rainout timeously.

24.3 No super league team match may be cancelled due to a shortage of players. Players should be taken from below it in the same age group to replace players. Only the lowest team in each age group may be cancelled to ensure that the fixtures above it are played.

24.4 If a super league match is cancelled, the EJCCA reserves the right to withdraw the super league status of that club. The demotion will be applied, without appeal, in the second half of the season, or the following season.

## **25. NO SHOWS**

25.1 The opposing team is automatically awarded a win and the “No Show” team will be penalised. Please refer to EJCCA bylaws for penalties, available on our website.

25.2 If a team is a “No Show” twice during a season, they will be penalised, and withdrawn from their league. Please refer to EJCCA bylaws for penalties, available on our website.

## **26. BEHAVIOUR OF PLAYERS AND SPECTATORS**

26.1 Players and spectators should remember that they represent Champions Cricket Club, on and off the field.

26.2 Champions Cricket Club players and spectators are expected to treat fellow and opposing players and spectators with respect.

26.3 Players are expected to be respectful to players on the field. Chirping of a personal nature to any player is considered unacceptable behaviour and should be discouraged. Offending players will face disciplinary action.

- 26.4 Any behaviour on the sideline that is considered to be disrespectful or degrading to any player or spectator at a match or practice, should be documented and reported to club officials for disciplinary action to be taken. Please remember that children learn by example. Yelling from the side line is not condoned. Abusive language will not be tolerated.
- 26.5 The Umpire's decision is final and should be accepted as such by players and spectators with dignity. Poor umpiring should be recorded and reported through the correct club channels to EJCCA.
- 26.6 Fielding team players and spectators should acknowledge 50s and 100s by opposition batters, as well as players from their own team (by clapping or sincere verbal acknowledgement). These are a huge achievement in a match for any player and should therefore be recognised.
- 26.7 Players and spectators should acknowledge bowling achievements such as five wicket hauls and hat-tricks (by clapping or sincere verbal acknowledgement). These are a huge achievement in a match for any player and should therefore be recognised.
- 26.8 Teams should ensure that they leave home or away venues clean, and free from damage. If anyone person litters or damages property, this should be documented and reported to club officials for disciplinary action to be taken.
- 26.9 Covers should be replaced where applicable or in the event of rain.

