

Northern Rivers Junior Country Week



2025/26
Handbook





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Country Week Cricket Balls

The Region appreciates the support of the VCCL and CV for the supply of match balls.



Northern Rivers History

The restructure “The Pathway” was considered simply a logical bringing together of competitions and VCA programs to provide a long-needed structure for Victoria cricket. The need to arrest a decline in the number of participants had been recognised for some time and addressed in various ways.

Several questions were posed, Firstly, why is the metropolitan area under-represented on a population basis? Secondly, given the obstacles facing junior country cricketers and the ad hoc nature of the current cricket system, how many promising country players are being missed?

Following the adoption of the Pathway by VCA Delegates, it was subsequently endorsed by the VCCL Executive, the most logical way of achieving the structure required is to redefine the boundaries of the existing 12 VCCL Zones and form 8 Regions.

The Northern Rivers Region was formed from two disbanded VCCL Regions – Goulburn Murray Zone and Loddon Zone.

The first carve up plan for the country Victoria had Bendigo as the hub of one new region with some former Goulburn Valley associations joining either the Bendigo hub or joining the North East region which was relatively small association-wise. That plan did not get off the ground because it was argued that Shepparton should be the centre of a new region.

A compromise plan subsequently accepted by the effected associations was for several of the Loddon Zone associations to join a new region with associations from the Mildura region and others including Bendigo to join a new region later to be called Northern Rivers. The new region would then be administered / centred jointly around Bendigo and Shepparton e.g. Meetings to alternate between those two places.

On 18th May 1999 a meeting was held in Shepparton to get the new Region established, John Harris was elected by the associations in the new region as the Convenor of a Steering Committee. The Steering Committee drew a new constitution and addressed other important procedural matters in readiness for the first ‘official’ meeting of the new Region.

On the 22nd August 1999 at a meeting of the Victorian Country Cricket League the Eight (8) new VCCL Zone (Regions) groupings were confirmed, acknowledging that the Northern Rivers steering committee effectively become the management committee of Region 5 and will remain so until a new constitution is adopted and formal elections held in accordance with that new constitution.

The Northern Rivers Board held its first official meeting on the 12th October 2000 at Deakin Reserve Shepparton. The make up the inaugural Executive included President – Bill Williams, Vice President – Gary Athanatis, Secretary – Alan Dennett, Treasurer – John Harris, V.C.A Manager - Rohan Larkin. Board Representatives included, Bendigo – Tusitha Karunaratne, Campaspe – Graham Turner, Kyabram – Graeme Chalker, Murray Valley Gary Athanatis, Seymour Noel Oehm, Shepparton – Ken O’Meara, Shepparton Juniors Ron Martin.



Northern Rivers Shield - Winners

Year:	Seniors:	Under 17:	Under 16:	Under 15:	Under 14:	Under 13:
1999/00	Kyabram	Bendigo	-	Bendigo	-	-
2000/01	Kyabram	Campaspe	-	Bendigo	-	-
2001/02	Kyabram	Bendigo	-	Murray Valley	-	-
2002/03	Murray Valley	Murray Valley	-	Bendigo/Shepparton	-	-
2003/04	Shepparton	Murray Valley	-	Shepparton	-	-
2004/05	Campaspe	Kyabram	-	Shepparton	-	-
2005/06	Campaspe	Shepparton	-	Campaspe	-	-
2006/07	Campaspe	Shepparton	-	Campaspe	-	-
2007/08	Shepparton	Shepparton	-	Shepparton	-	-
2008/09	Murray Valley	Campaspe	-	Shepparton	-	-
2009/10	-	Campaspe	-	Kyabram	-	Shepparton
2010/11	-	Campaspe	-	Shepparton	-	Shepparton
2011/12	-	Kyabram	-	Shepparton	-	Seymour
2012/13	-	Campaspe	-	Shepparton	-	Bendigo
2013/14	-	Shepparton	-	Seymour	-	Bendigo
2014/15	-	Goulburn Murray	-	Shepparton	-	Murray Valley
2014/15	-	Shepparton	-	Bendigo	-	Bendigo
2015/16	-	Shepparton	-	Bendigo	-	Bendigo
2016/17	-	Bendigo	-	Murray Valley	-	Bendigo
2017/18	-	-	Goulburn Murray	-	Goulburn Murray	
2018/19	-	-	Goulburn Murray	-	Bendigo	



Junior Country Week - Winners

Year:	Under 17:	Under 16A:	Under 16B:	Under 15A:	Under 15B:	Under 14:	Under 13A:	Under 13B:	Under 12:	Under 14 Girls:	Under 17 Girls
2000/01	-	Kyabram	Shepparton	-		Murray Valley	-	-	-	-	
2001/02	-	Seymour	Seymour	-		Shepparton	-	-	-	-	
2002/03	-	Bendigo	Seymour	-		Shepparton	-	-	-	-	
2003/04	-	Kyabram	Shepparton	-		Kyabram	-	-	-	-	
2004/05	-	Kyabram	Campaspe	-		Shepparton	-	-	-	-	
2005/06	-	Shepparton	Deniliquin	-		Campaspe	-	-	-	-	
2006/07	-	Shepparton	Shepparton	-		Shepparton	-	-	-	-	
2007/08	-	Campaspe	Shepparton	-		Shepparton	-	-	-	-	
2008/09	-	Campaspe	Bendigo	-		Shepparton	-	-	-	-	
2009/10	-	Shepparton	Shepparton	-		Shepparton	-	-	-	-	
2010/11	-	Kyabram	Shepparton	-		Bendigo	-	--	-	-	
2011/12	-	Shepparton	Shepparton	-		Bendigo	-	-	-	-	
2012/13	-	-	-	-			-	-	-	-	
2013/14	-	Shepparton	ACT	-		Shepparton	-	-	-	-	
2014/15	-	Shepparton	Shepparton	-		Shepparton	-	-	-	-	
2015/16	-	Murray Valley	-	-		Shepparton	-	-	-	-	
2016/17	-	Bendigo	-	-		Bendigo	-	-	-	-	
2017/18	Murray Valley	-	-	Bendigo		-	Bendigo	-	-	-	
2018/19	Goulburn Murray	-	-	Goulburn Murray		-	Shepparton	Shepparton	-	-	Bendigo (16s)
2019/20	Bendigo	Shepparton	Shepparton	Shepparton		Shepparton	Shepparton	Shepparton	-	-	Bendigo (16s)
2020/21	Bendigo	Shepparton	-	Bendigo	Seymour	Shepparton	Shepparton	Bendigo	-	Goulburn Murray	Bendigo
2021/22	Shepparton	Shepparton	-	Bendigo	-	Shepparton	Sunraysia	Bendigo	-	Gisborne	Shepparton
2022/23	Sunraysia	Shepparton	-	Bendigo	-	Shepparton	Bendigo	Seymour	-	Gisborne	Shepparton
2023/24	Shepparton	Bendigo	-	Shepparton	-	Bendigo	Bendigo	-	Goulburn Murray	Gisborne	Gisborne
2024/25	Bendigo	Shepparton	-	Bendigo	-	Murray Valley	Bendigo	-	Goulburn Murray	Bendigo	Bendigo

Northern Rivers - Junior Country Week

With Associations from across the Region entering teams in JCW it makes for an exciting week of cricket. The week provides for each Associations junior players to challenge themselves against the best players from across our Region.

To provide the Country Week with maximum exposure in the media, please ensure if your Association is the **Home Team**, all scores are entered on Play HQ by 7:00pm on the night of each game.

Associations are encouraged to live score where possible, ensuring match progress being able to be watched from far and wide. All teams must be selected on Play HQ before the commencement of each match. This is imperative if Associations intend to live score.

After all scores have been entered, an updated ladder and any other relevant information for all divisions will be viewable on the Play Cricket app.

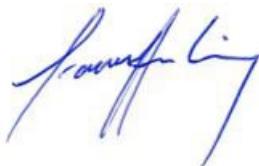
When Associations are nominating grounds for home games, please endeavor to play games within a reasonable distance of one another. One of the requests from Associations was for the draw to allow Away Associations to play its games near one another when possible to allow easier travel arrangements and enable supporters to watch all the Associations games on the one day.

Please advise the Competition Co-Ordinator of the grounds nominated to be used throughout the competition as soon as possible so that these can be entered on the website fixture. This year's coordinator is James Stokes.

Please refer all Junior Country Week enquires to James Stokes on 0488 720 220 or email at nriversregion5@gmail.com

Good luck and enjoy the week of representative junior cricket across our Region.

Regards



Travis Harling
President
0429 950954

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The "Northern Rivers Region Board" will hereafter be referred to as "the Board".

The "Northern Rivers Region" will hereafter be referred to as "the Region".

"Junior Country Week" will hereafter be referred to as "JCW".

POWERS OF THE BOARD

The Board is empowered inquire into and determine all disputes, protests, reports, breaches of rules or any other matter covered or not specifically covered in these rules arising from or in connection with the administration and playing of the Northern Rivers Junior Country Week Competition.

1. RULES OF PLAY

- a) The Laws of Cricket and Rules for Cricket Victoria matches as authorised by Cricket Victoria shall be applied except as hereinafter modified.
- b) All matches will be decided on the date as designated in the draw.
- c) The board may, if necessary, alter the program in respect of dates or grounds on which any of the matches shall be played.
- d) Application to vary from dates or grounds as set down in the draw must be forwarded to the Board.

Note: Any match so changed is subject to the weather conditions not only on the new date, but also on the date the match was to be played and set out in the draw (i.e... If the play on the day originally set down in the draw results in washout or no first innings result, then no result will be recorded for the rescheduled match. Similarly, if no first innings result is achieved on the rescheduled day but the weather allows results on the original date for play then those results shall stand).

2. POINTS SYSTEM

Points for matches shall be awarded as follows...

2.1 Match Points

Win	2 points
Tie	1 point
Draw or abandoned game	1 point
Bye	Average points awarded in the round.

2.2 Forfeiture

Points awarded shall be the maximum number of points scored by any other team in the same round. The team forfeiting shall also **be fined \$100**.

2.3 Competitions/Finals

- a) The following Associations will be hosting the full week of matches for the respective age groups:

Under 17 boys – Goulburn Murray	Under 13 boys - Bendigo
Under 16 boys – Murray Valley	Under 12 boys - Bendigo
Under 15 boys – Seymour	Under 17 girls - Bendigo
Under 14 boys – Cricket Shepparton	Under 14 girls - Bendigo

- b) Associations are responsible for:
 - Booking suitable venues to host the matches.
 - Under 17, 16, 15 and 14s matches are scheduled to be played on turf wickets, under 14 girls, 13 and 12 boys matches are scheduled for hard wickets.
 - Appointing umpires for each match (refer rule 5.1.4).
- c) To be eligible to play in a final a player must have played at least two qualifying games.
- d) In the event of teams being equal on points, Net Run Rate will be used to determine placing on the ladder.
- e) In the event the **Final** ends in a draw, the team who finished on top of the ladder after the preliminary rounds will be awarded the Premiership.

3. ELIGIBILITY

- a) To be eligible, all players are required to be registered members of clubs belonging to their respective Associations and participate in over 50% of the scheduled home (up to the commencement of this carnival) and away games during the current season with a Club within their respective Association.
- b) Players' ages will be taken on September 1 of the season of the competition.
- c) JCW will have eight (8) divisions: Under 12, 13 boys, Under 14 boys and girls, Under 15 and 16 boys and Under 17 boys and girls.
- d) The Board may, as it sees fit, allow a player to play with another Association, should the player's own Association not have a competing team. Application must be made to the Board and if approved a permit must be submitted on Play HQ.
- e) Where a player plays in two junior competitions in two different Associations concurrently, the player is considered eligible to represent the Association that the player plays juniors and seniors at. Should the player not be selected by the Association with senior links for JCW the player may represent the other Association that they play junior cricket only.
- f) Girls are permitted to play in a boy's representative team two years below their actual age as of the 1st September of the season of competition.
- g) An Association may request for an exemption on the age limit of a player. Application must be made to the Board.
- h) "Fill ins" are not permitted to play in this competition, every player must be a registered player of the Association they are representing.

4. TRANSFERS

- a) All players are required to receive a permit from their member club to the Association to enable selection within teams on Play HQ.

- b) Should a player move within Clubs (within the Region) the player will require a transfer from their former club to their new club. Once transferred the player will be able to request a permit to the Association to enable selection for the match.
- c) Players moving to Clubs within the Region during the year should also seek a transfer on Play HQ to ensure the players former club is aware of the player moving on.
- d) For transfer timeframes please refer to the appropriate Association's rules regarding time limits of providing a response to the clearance request.

5. RULES FOR INTER-ASSOCIATION LIMITED-OVER COMPETITION

5.1 Match Conditions.

5.1.1 Game/Team Requirements

Competition	17, 16 and 15	14, 13 and 12
	Game 1	Game 1
Length of Innings	45 Overs *	40 Overs *
Commencement Time	10.30 am	10.30 am
Scheduled Closure 1 st Innings	1.25 pm	1.00 pm
Change of Innings		
Lunch Break	30 minutes	30 minutes
Commencement of 2 nd Innings	1.55 pm	1.30 pm
Scheduled Closure 2 nd Innings	4.50 pm	4.00 pm

*10-minute allowance each innings for a drinks break

- a) All games will commence at 10:30am
- b) A 30-minute lunch break will commence whenever the first of these occurs:
 - The first batting team is all out, or
 - The first batting team has received the maximum number of overs allotted as per 5.2.1.1, or
 - For Interrupted Games – refer 5.2.2.
- c) All teams should always be under the control of a team manager or coach.
- d) A coach or team manager is to be present at the coin toss with their captains 15 minutes prior to the start of play.

5.1.2 Balls

- a) UNDER 14, UNDER 15, UNDER 16 and UNDER 17 MALE MATCHES:
Each team must supply one new 4-piece, 156 gram red cricket ball per match.
- b) UNDER 12, UNDER 13, UNDER 14 and UNDER 17 GIRLS MATCHES:
Each team must supply one new 142 gram red cricket ball per match.

If the Region is successful in receiving balls under the Cricket Victoria “Free Balls Program”, each Association will use the balls that are allocated to them.

If the Region does not receive balls from Cricket Victoria, the Region is to provide two new 4-piece, Kookaburra Senator 156 - or 142-gram red balls (depending on the age group) per match, Associations will be invoiced accordingly.

5.1.3 Pitch/Ground Conditions

Games must be played on the designated date, however, prior to the commencement of play, if the pitch and/or ground drawn for a game is considered by the umpire(s) to be unfit for play then the game can be transferred to another venue (either a hard-wicket or turf ground). If an umpire(s) has not been appointed to the game, both coaches or team managers must agree to the transfer of the game for this to occur.

The **boundary line** is to be in accordance with Cricket Australia’s Format:

- (a) For the Under 17, 16 and 15 Competitions **55 metres (Max)**
- (b) For the Under 13 and 14 Competitions **50 metres (Max)**
- (c) For the Under 12 Competitions **45 metres (Max)**

It is recommended that the team responsible for marking the ground use a tape measure / string, or other suitable line, to ensure the maximum distance is not exceeded, and that the boundary line is similar on all days played.

The **pitch length** is to be in accordance with Cricket Australia’s Format:

- (a) For the Under 17, 16, 15, 14 and 13 Competitions **20.1 metres**
- (b) For the Under 12 Competitions **18 metres**

5.1.4 Umpires

- a) *JCW (Under 14, Under 15A & B, Under 16 and Under 17 boys matches)* - For the preliminary rounds, each competing team must provide one adult umpire (respectfully attired). The host Association will appoint one umpire for each Finals match and the highest finishing team shall appoint an umpire also if possible.
- b) *JCW (Under 12, 13 boys & Under 14 & 17 girls)* – The home Association will provide one umpire to officiate each game. The fielding team coach or team manager will umpire from square leg in each innings and assist the captain with field placements and bowling changes. The host Association will appoint one umpire for each Finals match.

5.2 Compulsory Closure/Length of innings

5.2.1 Uninterrupted innings

5.2.1.1 The maximum overs per innings will be:

- Under 17, 16 and 15 games 45 overs
- Under 12, 13, 14s boys and girls games 40 overs

5.2.1.2 Fielding teams must complete their allotted overs within the following time periods:

- Under 15, 16 and 17 games 2 hours and 40 minutes
- Under 12,13 and 14 games 2 hours and 20 minutes

The umpire(s) will report any team who does not meet these timeframes. The umpire(s) has the discretion to make allowances for extreme weather conditions, extra drinks breaks, lost balls etc.

The Board reserve the right to investigate and penalise the team through warning, fine or loss of points.

- a) The fielding side is entitled to receive the same number of overs when batting as it bowled to the first batting side.
- b) If the first batting side is dismissed, the second batting side will be entitled to receive the **maximum** number of overs as above at Rule 5.2.1.1
- c) The second batting side is not entitled to bat for any longer than the maximum number of overs (regardless of how many overs the first batting side faced).
- d) The game will be concluded once:
 - The second batting side is dismissed, or
 - The second batting side reaches the target score
 - 1. for Under 17, Under 16, Under 15.
 - 2. for Under 14, 13 and 12 the batting team may elect to continue batting its innings and receive its maximum overs (Weather conditions must be considered when the decision to bat on is made). Electing to continue batting may impact the teams Net Rune Rate, this must be considered by the batting team when electing to bat on or
 - The second batting side receives its allotted overs.

5.2.2 Delayed or Interrupted Innings.

1. LESS THAN 30 MINUTES PLAYING TIME LOST

- a) **First Batting Team**
Provided their innings is not earlier terminated, the first batting side will have their innings compulsory closed once they have received their maximum overs or in accordance with scheduled 1st innings closing time highlighted by the Table at 5.1.1, whichever occurs first.
- b) **Second Batting Team**
Provided their innings is not earlier terminated, the second batting side will receive their full allotment of overs if the first batting team's innings was terminated, or the same number of overs as the first batting team if their innings was compulsory closed.

2. MORE THAN 30 MINUTES PLAYING TIME LOST

Matches interrupted by weather – Duckworth/Lewis method.

Calculations will be completed in the Duckworth/Lewis calculator in the official Play Cricket Scoring app.

If due to suspension of play after the start of the match, the number of overs in the innings of either team must be revised to a lesser number than originally allotted,

then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing (provided the completed overs to be faced is not fewer than 15 overs). This revised target is to be calculated using the current Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie.

If the innings of the side batting second is suspended and it is not possible for the match to be resumed, the match will be decided by comparison with the Duckworth/Lewis Par Score determined at the instant of the suspension by the Duckworth/Lewis method (providing the number of completed overs faced is not fewer than 15 overs). If the score is equal to the par score, the match is a Tie. Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

- a) Under Rule 5.2.1 (d) - If the second batting team does choose to continue batting, the Net Run Rate for both teams will be calculated at the conclusion of the innings (i.e... not once the target score has been reached)

a. Batting Restrictions

There are no compulsory retirements set for any division of JCW

Should a Coach or Team Manager voluntarily retire a batter, the batter will be considered out, but must be entered in Play HQ as "**Retired Not Out**"

5.3 Declarations

Neither side shall be permitted to declare its innings closed.

5.4 Results of Matches

5.4.1 Win or Tie: Second Side Overs Entitlement Received.

If the second batting side receives its entitlement of overs under 5.2 or is dismissed in less overs, the winner shall be the side with the higher actual score and if the scores are equal it shall be a tie.

5.4.2 Win or Tie: Less Overs for Second Side.

If a win result has not been reached already and the completed overs received or to be received by the second batting side are less than its entitlement under 5.2, a number of runs as calculated in clause 5.2.2 (2) shall be the first sides deciding score which, subject to the provision for a draw in 5.4.3, must be exceeded by the second side for a win or equaled for a tie.

5.4.3 Drawn Match.

If the side batting second receives less than 15 completed overs and no other result has been obtained, the match shall be a draw.



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5.5 Helmets - WICKET KEEPER, FIELDERS and BATTERS HELMETS

5.5.1 In all Northern Rivers sanctioned competitions and training sessions, it is compulsory that all players wear helmets when batting (5.5.7), wicket-keeping (5.5.5) up to the stumps and when fielding (5.5.6) in a position closer than seven (7) metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side.

5.5.2 All helmets must be British Standard 7928:2013 compliant. A list of compliant helmets to be worn is available on the VCCL website.

5.5.3 Helmets should be replaced immediately in accordance with the manufacturer's recommendation following a significant impact.

5.5.4 Any helmet that has been modified from manufacturers standards is deemed non-compliant and is not permitted to be worn.

5.5.5 Wicket Keeper: At all times when wicket-keeping up to the stumps, the wicketkeeper must wear a helmet with a faceguard. The match umpires shall be responsible for ensuring that a helmet is worn when required by this playing condition.

5.5.6 Fielder: At all times when fielding in a position closer than 7 metres (unless otherwise approved by an umpire in their discretion) from the batter's position on the popping crease on a middle stump line (such as short leg or silly point), with the exception of any fielding position behind square of the wicket on the off-side, the fielder must wear a helmet with a faceguard.

5.5.7 Batter: At all times when batting against a fast or medium paced bowler a batter must wear a helmet with a faceguard.

RESPONSIBILITY:

5.5.8 The match umpires shall be responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant with British Standard 7928:2013.

5.5.9 In matches with Association appointed umpires, the umpires shall not allow the match to continue during any period in which any batter, wicket keeper or fielder within the prescribed area fails to wear a helmet when required. (Refer 5.5.1, 5.5.5, 5.5.6, 5.5.7)

23.10 In matches without Association appointed umpires, the coaches/managers of both teams are responsible for compliance of these clauses. The coaches/managers of both teams shall not permit the match to continue during any period in which any batter, wicketkeeper, or fielder within the prescribed area fails to wear a helmet when required. (Should a team not have a coach or manager present this responsibility will be passed onto the team captain) (Refer 5.5.1, 5.5.5, 5.5.6, 5.5.7)

5.6 Over Limits

5.6.1 Limit per Bowler

- a) A bowler shall not deliver more than one-fifth of the maximum of overs permitted for an uninterrupted innings, but where the maximum is reduced for either inning because of interruptions the limit shall be one-fifth of the adjusted maximum, except for any bowler who has already exceeded the reduced limit.
- b) Where the overs of the second side have been limited under provisions in 5.2 the calculation in <a> shall be made on the number of overs which would have applied for the innings had the limitations not occurred.

5.6.2 Limit Reached or Exceeded

No further deliveries shall be made by a bowler who has reached or exceeded a re-calculated limit except to complete an over previously commenced by him.

5.6.3 Fractioned Adjustments

Where the re-calculation of a bowler's limit results in a fraction, the limit shall be raised to the next higher number for as many bowlers as is necessary to absorb the balance in whole overs.

5.6.4 Part-Over Incapacity or Suspension

A part of an over bowled under the provisions of the Laws of Cricket, Law 17.8 shall count as one full over in the limit of each bowler concerned in that over.

5.6.5 Bowling "Spell" Limitations

- a) The following "spell" bowling limitations – whether the bowler is considered fast, medium or spin – shall apply:

Age of bowler as at September 1st of the season	Consecutive overs permitted
Under 17	6
Under 16	6
Under 15	5
Under 14	4
Under 13	4
Under 12	4

- b) The minimum break between spells shall be at least twice the number of overs bowled in the bowler's immediate previous spell. A spell ends when that bowler ceases to bowl from that end.

5.7 Inner Field Area Restriction

5.7.1 Area of Restriction

The restricted area shall be the area around the pitch with semi-circles, one at each end and straight line, one on each side.

5.7.2 Semi Circles and Line Measurements

The radius of each semi-circle shall be 27.5 metres from the centre stump and the extremities of its base shall meet with the straight lines of the pitch length, at points in line with the bowling crease.

5.7.3 Marking of Restriction Area Limits

The limits of the restricted area shall be clearly marked by a white line or by white discs.

5.8 Fielding Restrictions

5.8.1 On-Side Fieldsmen

At the instant of the bowler's delivery not more than 2 fieldsmen shall be behind the line of the popping crease and, inclusive of those 2, not more than 5 fieldsmen on the leg-side.

5.8.2 Fieldsmen Within Restricted Area

a) The fieldsmen permitted to be outside the restricted area during the overs set for compulsory closure at the start of an innings shall not be more than the number indicated in the tables below:

Under 17, 16, 15, 14 boys and girls, U13 and 12 – Uninterrupted Matches

	U17, U16 & U15 Matches 45 Overs	U14, U13 & U12 Matches 40 overs
Powerplay 1: no more than two (2) fielders shall be permitted outside the fielding restriction area.	Overs 1 to 9 20%	Overs 1 to 8 20%
Powerplay 2: no more than four (4) fielders shall be permitted outside the fielding restriction area.	Overs 10 to 36 60%	Overs 9 to 24 60%
Powerplay 3: no more than five (5) fielders shall be permitted outside the fielding restriction area.	Overs 37 to 45 20%	Overs 25 to 40 20%

5.8.3 Fielding Restrictions Infringements

In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal no-ball.

5.8.4 Bowling Restrictions

Bowler Restrictions, the number of maximum overs permitted to bowl per bowler shall be in accordance with the table below which shall be applied independently to both innings of the match.

Innings Length	Max Overs/Bowler	Innings Length	Max Overs/Bowler	Innings Length	Max Overs/Bowler
45	5 x 9		30	5 x 6	
44	4 x 9	1 x 8	29	4 x 6	1 x 5
43	3 x 9	2 x 8	28	3 x 6	2 x 5
42	2 x 9	3 x 8	27	2 x 6	3 x 5
41	1 x 9	4 x 8	26	1 x 6	4 x 5
40	5 x 8		25	5 x 5	
39	4 x 8	1 x 7	24	4 x 5	1 x 4
38	3 x 8	2 x 7	23	3 x 5	2 x 4
37	2 x 8	3 x 7	22	2 x 5	3 x 4
36	1 x 8	4 x 7	21	1 x 5	4 x 4
35	5 x 7		20	5 x 4	
34	4 x 7	1 x 6	19	4 x 4	1 x 3
33	3 x 7	2 x 6	18	3 x 4	2 x 3
32	2 x 7	3 x 6	17	2 x 4	3 x 3
31	1 x 7	4 x 6	16	1 x 4	4 x 3
				15	5 x 3
				14	4 x 3
				13	3 x 3
				12	2 x 3
				11	1 x 3
				10	5 x 2
				9	4 x 2
				8	3 x 2
				7	2 x 2
				6	1 x 2
					4 x 1
				5	5 x 1
				4	4 x 1
				3	3 x 1
				2	2 x 1
				1	1 x 1

5.8.5 Powerplay Overs – Commencement, each block of Powerplay Overs must commence at the start of an over.

5.8.6 Powerplay Overs – Interruptions, if play is interrupted, when play resumes the overs completed plus the total overs lost to the interruption will determine the applicable Powerplay the innings resumes under. during a Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then the Powerplay applicable will be in line with the Powerplay blocks in the Table at 5.8.2.

5.9 Restricted area

- a) No fielder is permitted within 10 metres of the batter except within a 90-degree arc between point and the wicketkeeper (such as slips and gully). This area should be marked either by a dotted line or with discs.
- b) No fielder can enter the restricted area until the ball:
 - Is hit by the batter
 - Strikes the batter's body
 - Passes the batter's stumps
- c) If a fielder enters the restricted area early, then either umpire should call 'dead ball' and the ball should be re-bowled.

5.10 No Ball

5.10.1 Fielding Restriction Infringements

Either Umpire shall call and signal "no ball" for infringements of Rule 5.9.

5.10.2 Free Hit After a No Ball

The delivery following any no ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery will become a free hit for whichever batter is facing. For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball even if the delivery for the free hit is called a wide.

Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery. The bowler's end umpire will signal a free hit (after the normal no ball signal) by extending one arm straight upwards and moving it in a circular motion.

5.11 Wide Ball

Umpires are instructed to apply a strict and consistent interpretation regarding this Law.

5.11.1 Under 12, 13 and Under 14 matches will be determined as follows:

The “Wide Guideline (Offside)” shall apply as the markings used to define a wide on both sides of the stumps.

- Example: a ball passing behind a right-handed batter must be outside the off-side wide line for a left-handed batter to be called a wide.

5.11.2 Wides in Under 15, Under 16 and Under 17 matches will be determined as follows:

- a) Leg side: All balls that pass down the leg side and behind the striker shall be interpreted as negative bowling and called “Wide”. The delivery is not a Wide if it passes on or inside the “Wide Guideline (Leg Side)” crease marking when the striker moves towards the offside or it passes between the striker and leg stump.
- b) Offside: A delivery shall be called “Wide” if it passes:
 - outside the “Wide Guideline (Offside)” with the batter in a “normal” batting stance; or
 - wide of the return crease, regardless of the striker bringing it within reach or
 - a bowler bowling around the wicket bowling full pitched yorkers on the offside just within the “Wide Guideline (Offside)”.
 - the delivery is not a Wide if the batter moves to the offside and brings the ball within reach.
- c) Reverse Sweep or Switch Hit. When a switch hit, or reverse sweep is played or attempted the striker is deemed to have brought the ball within reach on both sides of the wicket and the Wide Guideline (Offside) shall apply on both sides of the stumps. The leg stump wide interpretation is no longer in play.

5.12 DANGEROUS AND UNFAIR BOWLING

15.12.1 FAST SHORT-PITCHED DELIVERIES LIMIT –

15.12.1.1 Fast Short Pitched Limit per Over

A bowler shall be limited to two fast short-pitched deliveries per over. A fast short-pitched ball is defined as one which passes or would have passed above the shoulder height of the striker standing upright at the crease. Should a third such delivery be bowled in an over either umpire shall call and signal no ball and caution the bowler in accordance with Law 41.6 If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6 shall be applied.

15.12.1.2 Fast Short-Pitched Limit Delivery Not Within Striker's Reach

Any fast short-pitched delivery, not being a no ball, which passes so high that it is not sufficiently within the striker's reach for it to be hit by the bat with a normal cricket stroke, shall be called and signaled wide ball by the umpire at the bowler's end. Such delivery shall be counted in the fast short-pitched limit of two per over.

15.12.2 High Full-Pitched Deliveries

Either umpire shall call and signal no ball for any high full-pitched delivery in breach of the Laws of Cricket. Any cautionary or other action is to be implemented by the bowler's end umpire as required.

15.12.3 Slow High Full-Pitched Deliveries

The dangerous and unfair bowling provisions of the Laws of Cricket shall apply except that a slow high full-pitched delivery above waist height of an upright striker, if considered not to have been deliberately so bowled, shall be called and signaled no ball only. No cautionary or action shall be taken.

5.13 Notification to Captains

After each adjustment of an anticipated batting time the Umpires shall inform both Captains of the reduced time and the effect on the overs to be bowled, limitations for bowlers and field restrictions.

6. TWELFTH AND THIRTEENTH MAN

Maximum of 13 players can take part in the match (11 bat, 11 bowl, 11 field at any one time). Players can be interchanged through the game and therefore the 11 who fielded/bowled do not necessarily have to be the 11 who bat.

7. WORKING WITH CHILDREN CHECKS

Associations are to provide Working with Children Check (WWCC) details, including the expiry date, for all team coaches and managers to the Northern Rivers Board Secretary (nriversregion5@gmail.com) prior to Round 1 of the relevant competition.

8. TEAM SHEETS AND PLAY HQ

Prior to the toss of the coin at each match, team coaches/managers must complete the Northern Rivers Representative Cricket Team Sheet listing player names and ages (for bowling guidelines purposes) as well as details of each coaches WWCC.

It is the responsibility of the home team to provide the hard copy of this sheet on match day.

9. CODE OF CONDUCT

All players shall abide by the code of conduct set out in the “Spirit of Cricket”, refer next page.

Any player who is reported by the umpire in a Junior Country Week game shall stand before an independent tribunal chosen by the Board. This tribunal reserves the right to suspend the player from any form of cricket to which the tribunal sees a sufficient penalty, including non-representative cricket.

10. HEAT POLICY

Northern Rivers Junior Heat Policy

The Heat Rule requires cancellation of all morning and evening matches where the forecast maximum temperature is to be greater than 40 degrees Celsius. The forecast is to be taken at 6pm of the preceding day and is to refer to the temperature forecast for the town/city the match is played at on the weather zone website: www.weatherzone.com.au.

The Northern Rivers Secretary is to confirm by email or telephone by 6.15pm on the preceding day if the game is to be abandoned. In all cases where play is abandoned due to heat, the rule follows as if play was washed out and points are shared evenly between the two teams.

The Northern Rivers Board reserves the right to cancel games in extreme weather.

SPIRIT OF CRICKET

IN THE LATE 1990S, TWO DISTINGUISHED MCC MEMBERS (AND EX-ENGLAND CAPTAINS), TED DEXTER AND LORD (COLIN) COWDREY,

SOUGHT TO ENSHRINE THE 'SPIRIT OF CRICKET' IN THE GAME'S LAWS.

This would remind players of their responsibility for ensuring that cricket is always played in a truly sportsmanlike manner.

The Dexter/Cowdrey initiative proved successful. When the 2000 Code of Laws was introduced, it included, for the first time, a Preamble on the Spirit of Cricket.

"Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this Spirit causes injury to the game itself".

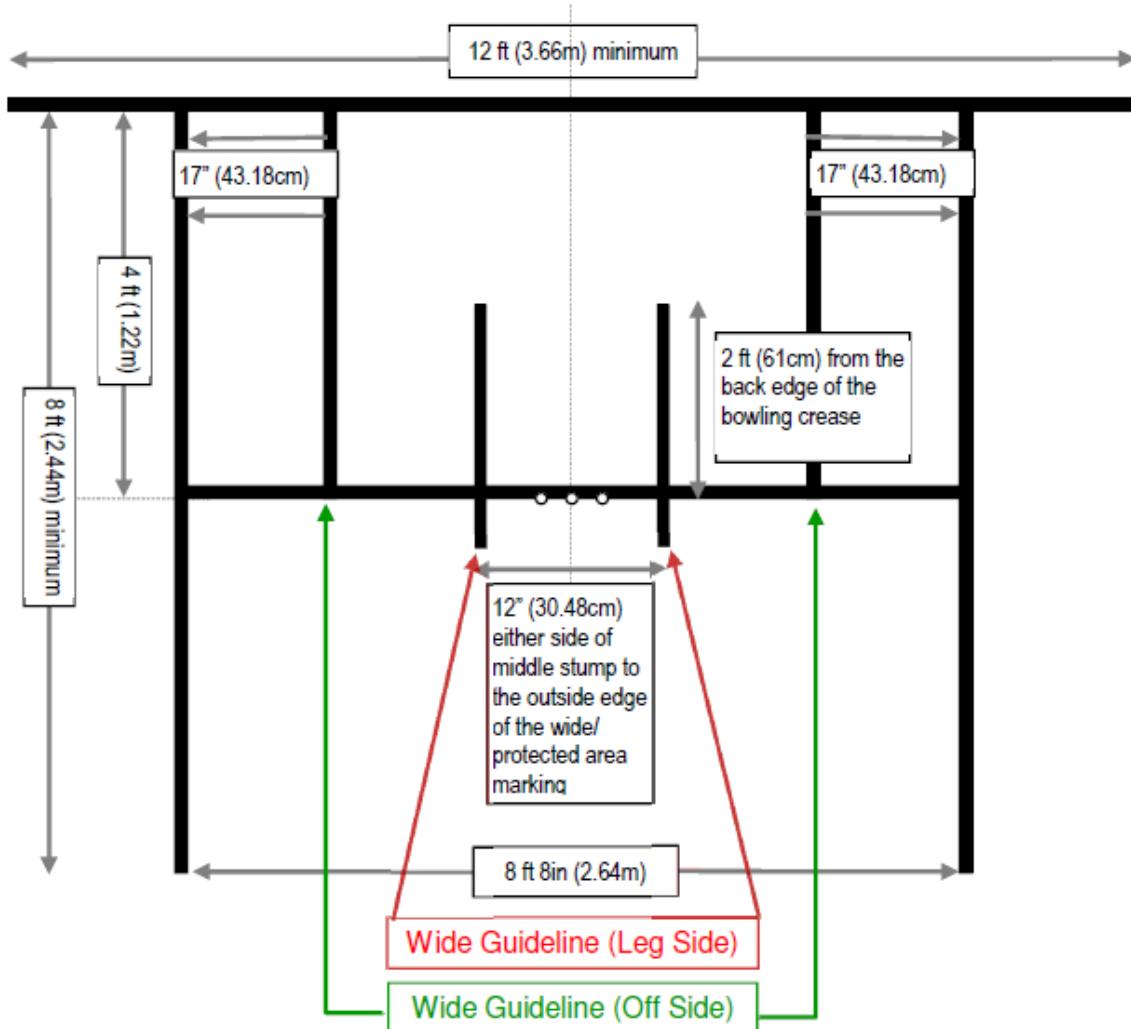
The Preamble goes on to explain the roles and responsibilities of captains, players and umpires in respecting and upholding the Spirit of Cricket.

Since the 2000 Code was published, MCC has promoted the new Laws - and the Spirit of Cricket - as widely as possible, both in Britain and overseas. As a result, cricketers, right across the world, are increasingly aware that they should not merely obey the game's Laws but safeguard its Spirit.

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches, and parents.

- Respect is central to the Spirit of Cricket.
- Respect your captain, team-mates, opponents, and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.
- Cricket is an exciting game that encourages leadership, friendship, and teamwork, which brings together people from different nationalities, cultures, and religions, especially when played within the Spirit of Cricket.

Crease Marking Diagram



Association Checklist

- Ensure each team coach/manager has a current Working with Children Check (WWCC).
- Forward WWCC details for each team coach/manager to Northern Rivers Board Secretary (nriversregion5@gmail.com) prior to Round 1 of the relevant competition.
- Ensure teams are selected on PlayHQ before each match.
- Ensure Team Sheet with age of players and coach details is completed and provided to opposition coach/umpire before the start of play.
- Arrange one umpire for each match – regardless of whether playing at home or away. (Exception: Under 13 and 12 Junior Country Week and All-Girls matches where home team is to supply one umpire and the fielding coach will umpire from square leg)
- Home team to enter all scores on Play HQ before 1pm on Monday following match (\$100 fine for each match not completed by this deadline).

Northern Rivers Country Week - Team Sheet

Round No:

Date: / /

Age group/Division:

Home team:	Age*	Away team:	Age*
1	1		
2	2		
3	3		
4	4		
5	5		
6	6		
7	7		
8	8		
9	9		
10	10		
11	11		
12	12		
13	13		

* Age shall reflect the players age as at 1st September at the start of the current season.

Home Team selected on Play HQ Away Team selected on Play HQ

Home Team Coach Name:	
Home Team Coach WWCC ID No:	
Home Team Coach WWCC Expiry:	
Away Team Coach Name:	
Away Team Coach WWCC ID No:	
Away Team Coach WWCC Expiry:	

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