



ISEC SEASON 2023/24 – COMMENTARY TO SUPPORT STANDARD ISEC BY LAWS

General

All ISEC U11 cricket is Stage 1 modified rules

ISEC U13 has competitions for **both** Stage 2 modified rules, and non modified games of cricket. Specifically:

- U13 modified cricket (ANY B or C grade competitions and ALL Saturday A grade) should refer to stage 2 modified rules in the first instance with supplementary information in the ISEC By Laws
- U13 non modified cricket (U13A Fri night and U13A Sunday morning) refer to the MCC laws of cricket in the first instance with supplementary information in the ISEC By Laws

Friday One Day matches are 20 overs per team. Saturday and Sunday One Day matches are 24 overs per team. The only exception is Stage 1 U11 where all matches are 20 overs.

All 2 day matches are 45 overs per team.

All clubs are asked to bowl 5/6 overs consecutively from one end and then change to the other end for the next 5/6 etc... This is specifically for time management and has been incorporated in the rules.

There are NO outright wins in one day games.

One day games are one day games, **not T20 games**. Hence wides are called under the normal MCC rules of cricket. There are no super overs... If scores are level at the end, it is a tie.

To make life easier, given we are maintaining the position that umpires should not hold hats/jumpers etc... there will be NO PENALTY RUNS if a ball hits a jumper or hat that is used to mark a bowling runup. There WILL still be penalty runs if a ball hits a helmet that is retained on the field.

The tea break is strictly 10 minutes.

Start and finish times are 8.45-11.45 for mornings, 5.00 – 8.00 for evenings. As per previous communication, please do your best to start early in particular on Friday nights.

A reminder that in U13 there is one warning for LBW dismissal.

Batting and bowling – non modified

Retirement scores	U13A – 35/50	Max overs per bowler	One Day Friday = 4 (13A/15/17)
	U15 – 50/80		One Day Sat/Sun = 5 (13A/15/17)
	U17 – 50/100		2 Day – U13A = 8 U15/17 = 9

Note the maximum spell in 2 day matches – for U13A and U15 is 5 overs, for U17 it is 6 overs.

Clubs are strongly encouraged to bowl more than the minimum of 5 bowlers, especially in U13. The ISEC view will always be that maximum participation of players is critical.

Wet weather and heat

A reminder to keep yourself acquainted with these rules – and in particular for turf teams, there is no circumstance where playing on a wet pitch is acceptable. If a paid umpire is there, their call is final. We are not to damage pitches as a result of playing on them when they are wet. It puts future use of turf for juniors at risk across the board.

For new clubs, the BOM towers used for heat are critical. If any of your grounds are not noted on the current list please let us know and we will update it as soon as possible.

If wet weather impacts part of a match, **then the minimum number of overs to constitute a match is 15 per team. This applies to both one day and two day matches.**

As rain may interrupt the middle of a match, the start or the end, it is too complex to adjust batting retirement scores or maximum bowling overs. Common sense will need to prevail.

Matches are to be played to completion – that is, if a team passes another in a one day match for example they must continue to play until the completion of their overs or dismissal. This is important for participation purposes, as well as for percentage. The exception is if you have passed the scheduled time for the match to end and a result has been achieved.

Help the umpires and scorers

There is a lot going on in a match. Where possible, the scorers should alert the umpires if an over has a ball short, a bowler is over their allotted spell, or a batter is coming up on a retirement score.

The best way to help the scorers is not to stand in their way, but provide them with quiet guidance if they are unclear of whether to interact with the umpire or not.

PlayHQ

We are ALL new to this. So mistakes will be made. Ideally keep the manual scorebook to absolutely ensure scores are recorded and the game can progress if there is an online scoring issue or PlayHQ confusion.

And we are advised that matches shouldn't be 'started' until the day (ideally at the toss let's say) to allow the maximum time for changes to teams etc to be input so the opposition isn't locked out.

Alcohol consumption at matches

A reminder that our distinct preference is for there to be no consumption of alcohol at junior cricket matches. If a home club has an outright ban on alcohol, we expect the visiting club to honour that ban. In no circumstances should any match official be in any way under the influence of alcohol.

Reminder

If in doubt, chill out. Our job is to provide a safe, enjoyable environment for young cricketers. Overt displays of anger, gamesmanship, criticism of players and such other behaviours by officials and parents should not and will not be tolerated. Success as you might define it is not going to be the same as the enjoyment the children get from playing a sport they love with their friends.