

## NOTES FOR CRICKET COACHES IN ALL GRADES

Below are listed past resolutions for GPS Cricket [PR] and the more relevant changes to the Laws of Cricket as outlined in the latest MCC Code (2000) [MCC]. Where there is conflict between the MCC Code and the GPS By-Laws and Rules, the latter shall take precedence. It is noted that the awarding of penalty extras and penalty runs in the new Code is not applicable to the GPS Competition at this time.

### 1. LBW LAW [MCC]

- i. Out LBW, The striker is out LBW in the circumstances set out below:
  - a. the bowler delivers a ball not being a No Ball, and
  - b. the ball, if not intercepted full pitch, pitches in line between wicket and wicket or on the off side of the striker's wicket, and
  - c. the ball not having previously touched his bat, the striker intercepts the ball, either full pitch or after pitching, with any part of his person, and
  - d. the point of impact, even if above the level of the bails, is either
    - i. between wicket and wicket, or
    - ii. between wicket and wicket or outside the line of the off stump if the striker has made no genuine attempt to play the ball with his bat, and
  - e. but for the interception, the ball would have hit the wicket.
- ii. Interception of the ball
  - a. In assessing point's c, d, e in 1 above only the first interception is to be considered.
  - b. In assessing point e in 1 above, it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched (and turned) subsequently or not.
- iii. Off-side of the wicket
  - a. The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery.

## 2. NO BALL LAW [MCC]

- The basis of change in the MCC (2000 Code) is as follows:
  - a. The onus is on the Umpire to ascertain the bowler's action (LH or RH, over or around), and then inform the batsman

- b. A throw is no longer defined. Instead, a fair delivery is defined:

A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that point until the ball has left the hand.

- c. If the bowler throws at the striker's end before entering his delivery stride (a change from 'before delivering the ball') it is a No Ball.

- d. Experimental Law which stated a No Ball is called if the ball:

- i. bounces more than twice, or

- ii. rolls along the ground, or

- iii. comes to rest in front of the line of the striker's wicket, is now Law.

Note also with respect to (iii) the Umpire calls No Ball and immediately Dead Ball, so taking away the 'free hit' by the batsman.

### 3. WIDE BALL [MCC]

- The major change in the MCC (2000 Code) redefines the wide:
  - a. The Umpire shall judge a non No Ball a Wide if according to the definition in (b) below, in his opinion, the ball passes wide of the striker where he is standing and would have passed wide of him standing in a normal guard position.
  - b. The ball will be considered as passing wide of the striker unless it is sufficiently within his reach for him to be able to hit it with his bat by means of a normal cricket stroke.
  - c. The Umpire shall revoke the call of Wide if the ball is a No Ball.

### 4. DANGEROUS AND UNFAIR BOWLING [MCC]

- a. The bowling of fast, short-pitched deliveries is to be considered dangerous and unfair when it is considered by their repetition, length, height and direction, they are likely to inflict physical injury on the striker, irrespective of his protective equipment but taking into account his relative skill.
- b. Any ball which, after pitching, goes over head height of the striker, is unfair and even if not dangerous, is to be called and signalled No Ball by the Umpire at the bowler's end and shall be considered part of the repetition process.
- c. For full pitched balls:
  - i. a slow delivery which passes or would have passed on the full above shoulder height standing upright at the crease, and
  - ii. any other delivery which passes or would have passed on the full above waist height standing upright at the crease is dangerous and unfair.
- d. Umpire's action unchanged, except it must be taken by the Umpire at the bowler's end.

### 5. CARE OF PITCH [PR]

Coaches and Umpires are urged to keep all players, except Captains and vice-Captains, well away from the playing strip especially when it is wet or covered, before play starts.

## 6. TIME WASTING [PR]

- a. Coaches and Umpires are to be strict in dealing with all forms of time-wasting. Note that Schools have agreed that batsmen in all grades will cross ON the field, and the not-out batsman shall NOT meet the in-coming batsman.
- b. Captains are to toss at least 15 minutes before the agreed start of play.
- c. Umpires are asked to take the field 5 minutes before the scheduled start of play and 5 minutes before any scheduled resumption.

## 7. LIGHT APPEALS [MCC]

- The basis of change in the MCC (2000 Code) redefines suspension of play due to ground, weather and light:
  - a. When Umpires agree conditions are unsuitable for play, Captains may agree to continue (batting Captain only for light)
  - b. Subsequent appeal will be upheld if conditions are the same or worse than when offered.
  - c. If Umpires together agree conditions are so bad there is obvious and foreseeable risk to safety of any player, so that it would be unreasonable or dangerous for play to take place, they shall suspend play regardless of wishes of Captain(s).

## 8. HELMETS [PR]

- a. Unless wearing a full helmet, no fieldsman may be stationed within 10 metres of a batsman (a) in front of the wicket on the off-side, (b) on the leg-side.
- b. All batsmen are strongly encouraged to wear a full helmet whilst batting. However it is the prerogative of individual schools to decide whether the wearing of helmets by their players, whilst batting, is to be compulsory.

## 10. SPECIAL RESOLUTIONS [PR]

All teams are to be properly attired in School cricket cap, white or school-coloured helmet or hat. Coloured socks (except that the tops of white socks may be coloured), coloured jumpers and track-suit tops are not to be worn.

- Further, the following are to be strongly discouraged in all grades:
  - a. conferences between batsmen at the end of every over where time is wasted
  - b. unnecessary hold-ups for batsmen taking block many times per over
  - c. excessive movement away from the wicket as the bowler runs in
  - d. deliberate delays in field-setting
  - e. bowlers dawdling to their mark and coming up slowly to their positions from the outfield to hand caps and sweaters to Umpires
  - f. deliberately slow over rates
  - g. talking to and at batsmen and deliberate intimidation, whether audible or not
  - h. intimidation of Umpires by unnecessarily loud and dramatic appealing
  - i. showing displeasure by word or action when an appeal is turned down
  - j. unnecessary antics at the fall of a wicket
  - k. showing displeasure by word or action at being given out and not moving immediately away from the wicket
  - l. mindless, repetitive and mechanical comments and applause between balls within each over.
  
- In the case of any of the above, the Umpires shall:
  - i. step in quickly and defuse the situation
  - ii. report any such incident to Coaches at the first break
  - iii. report officially, if deemed necessary, to the Secretary AAGPS, any individual or team for blatant misconduct.

## 11. OTHER [MCC]

- a. Note that as from 2000, neither batsman may be run out after the bowler has entered his delivery stride without a fieldsman touching the ball before the wicket is put down. This ends the Mankad situation.
- b. Any part of the glove holding the bat is now considered part of the bat: there is now no mention of the 'wrist'.

## 12. OTHER [NEW GPS RECOMMENDATIONS]

- a. Every effort be made to maintain consistency in the interpretation of:
  - i. Wides
  - ii. No balls
- b. To maintain the integrity of the rule limiting faster bowlers in Competition games, any Umpire-defined fast bowler, or one who bowls more than one medium paced or fast delivery in one over will be limited to the prescribed maximum for fast bowlers for their age group irrespective of the type of bowling he later uses.
- c. To avoid unnecessary confrontations later in the match
  - i. Coaches of all non-Competition teams are to get together before the start of each game and clarify any likely disagreements, and
  - ii. The rules applicable to non-Competition games be copied and pasted inside the cover of all scorebooks.

### 13. FAST BOWLER LOADS

| Age Group | Max Overs In a Spell |         | Max Overs In a Day |              |
|-----------|----------------------|---------|--------------------|--------------|
|           | Two Day              | One Day | Two Day            | One Day      |
| Under 19  | 8                    | 8       | 20                 | 1/5 of Total |
| Under 17  | 6                    | 6       | 16                 | 1/5 of Total |
| Under 16  | 6                    | 5       | 12                 | 1/5 of Total |
| Under 15  | 6                    | 5       | 12                 | 1/5 of Total |
| Under 14  | 5                    | 5       | 10                 | 1/5 of Total |
| Under 13  | 5                    | 5       | 10                 | 1/5 of Total |

It is the responsibility of Coaches in all grades to educate Captains and check that the application of rules appropriate to each age group are followed

The following guidelines for Coaches are recommended at practice sessions:

| Age Group | Balls/Session | Session/Week |
|-----------|---------------|--------------|
| Under 19  | 48            | 3            |
| Under 17  | 36            | 3            |
| Under 16  | 36            | 2            |
| Under 15  | 36            | 2            |
| Under 14  | 30            | 2            |
| Under 13  | 30            | 2            |