



# Competition Rules and Guidelines 2018/19

Issue J  
31 August 2018

Issue History

Issue	Status	Drafted by	Checked by	Approved by	Date
A	Draft Kangas rule changes distributed for comment	Peter Horton			18 October 2015
B	Issued for Competition with Kangas rule changes	Peter Horton	Danny LeMoy	Danny LeMoy	21 October 2015
C	Minor edits	Peter Horton			22 October 2015
D		Peter Horton			28 October 2015
E	T20, finals, Kanga to T20 Blast & boundary changes	Tim Ryan	Graham Scheffers	Graham Scheffers	5 September 2016
F	T20 max overs incorrect in table & added boundary distance diagram	Tim Ryan	Graham Scheffers	Graham Scheffers	9 <sup>th</sup> September 2016
G	Change finals qualification to min. 4 games. U9 clarifications.	Tim Ryan	Graham Scheffers	Graham Scheffers	9 <sup>th</sup> February 2017
H	Adoption of Stage 1 of Cricket Australia Junior formats AND Laws of Cricket 2017, boundary adjustments, modification of U11 rules, minimum overs for a game, finals formats, girls playing down age group	Toby Horstead	Tim Ryan	David Nimmo	7 <sup>th</sup> September 2017
H.1	Boundary diagram U11 Division 2 LBW rule U11 Div. 1 Boundary One Day bowling restrictions	Toby Horstead			14 September 2017
J	Updates for Stage 1 format to U11 and Stage 2 for U12 Master Blaster to U9 Modify other rules for U13 up	Toby Horstead	David Nimmo	David Nimmo	31 August 2018

The work of Ross Denny, former Vice President of the Manly-Warringah Junior Cricket Association, in preparing the original version of this document for the 2014/15 season is gratefully acknowledged.

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# 1. Committee and Office Bearers

## 1.1 2018/19 Association Committee

<b>President</b>	David Nimmo	0400 656 546	president@mwjca.com.au
<b>Vice President</b>	Toby Horstead	0412 257 046	vp_rules@mwjca.com.au
<b>Vice President</b>	Adrian Molloy		vp_comp@mwjca.com.au
<b>Administrator</b>	Rachel Chick		secretary@mwjca.com.au
<b>Treasurer</b>	Fiona Brewster		treasurer@mwjca.com.au
<b>Girls Coordinator</b>	Deanne Hutt		girls@mwjca.com.au
<b>Girls Coordinator</b>	Scott Osborne		sosborne55@gmail.com
<b>Rules Administrator</b>	Toby Horstead	0412 257 046	vp_rules@mwjca.com.au
<b>Web Administrator</b>	Stephen Baldwin	0425 834 212	web@mwjca.com.au
<b>Representative Chairman</b>	Blake Cousemacker	0418 167 102	reps@mwjca.com.au

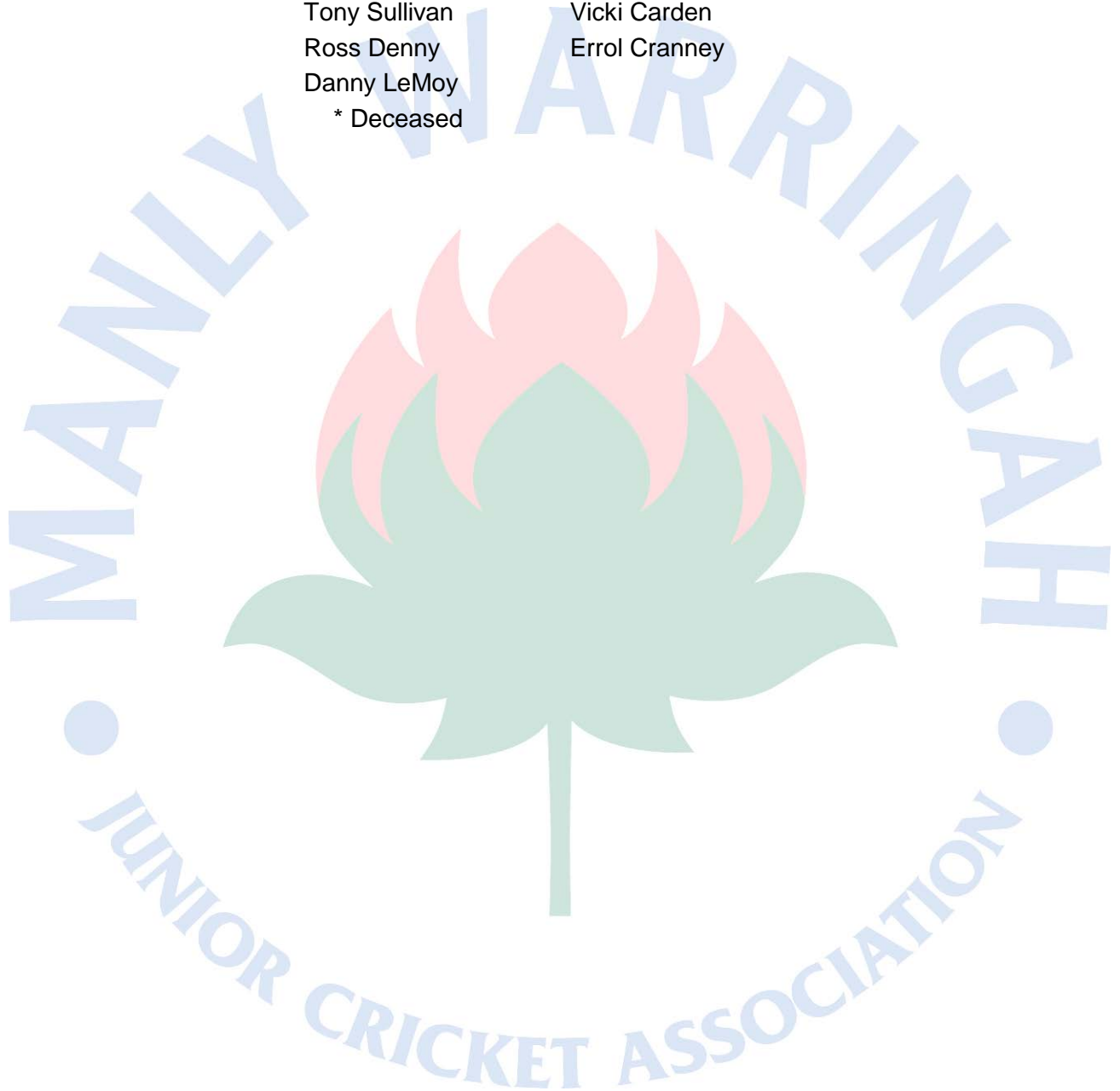
## 1.2 Club Representatives

	<b>Beacon Hill</b>	Peter Horton	0407 012 538	<a href="mailto:peter.horton.au@gmail.com">peter.horton.au@gmail.com</a>
	<b>Collaroy Plateau</b>	Colin Huxley	0407 246 069	<a href="mailto:ichuxley@bigpond.net.au">ichuxley@bigpond.net.au</a>
	<b>Cromer</b>	Richard Fitzgerald		<a href="mailto:president@cromercricket.com.au">president@cromercricket.com.au</a>
	<b>Forest</b>	Jeff Downs		<a href="mailto:events@forestcricket.com">events@forestcricket.com</a>
	<b>Harbord Devils</b>	Kevin Davies	0408 717 241	<a href="mailto:thecurlyolive@bigpond.com">thecurlyolive@bigpond.com</a>
	<b>Peninsula</b>	Dion Epplert		<a href="mailto:e_debbie_dion@hotmail.com">e_debbie_dion@hotmail.com</a>
	<b>Redlands</b>	Vacant		(no team in competition in 2018/19)
	<b>Seaforth</b>	Stephen Baldwin	0425 834 212	<a href="mailto:stephenbaldwin@gmail.com">stephenbaldwin@gmail.com</a>
	<b>St. Augustines</b>	James Scholtens	0411 249 622	<a href="mailto:jscholtens@saintaug.nsw.edu.au">jscholtens@saintaug.nsw.edu.au</a>
	<b>St Pius X</b>	Anthony Nicey	0406 747 741	<a href="mailto:anicey@probuild.com.au">anicey@probuild.com.au</a>
	<b>Wakehurst</b>	Deanne Hutt		<a href="mailto:deannehutt@gmail.com">deannehutt@gmail.com</a>



## 2. Life Members

Bob Lind *	Michael Pawley
Tony Pecar	David Quarford
Bob Rollins	Peter Tasker *
Ron Watkins *	Ted Lindsay
Tony Sullivan	Vicki Carden
Ross Denny	Errol Cranney
Danny LeMoy	
* Deceased	



### 3. Summary of Rule Amendments implemented this Season

The following key updates to the Rules and Guidelines have been made this season:

#	Affected Section(s) <i>(click on link below)</i>	Brief Description
1.	Committee and Office Bearers	Updated MWJCA roles and Club representatives
2.	Integration of Master Blaster, Stage 1 and Stage 2 formats	Rules updated to lift Master Blaster to U9, Stage 1 to U11 and Stage 2 to U12. Remaining rules reviewed to address 'traditional cricket' as U13 and upwards.
3.	6 MWJCA Competition Rules Common to All Age Groups	Table updated with the updates to Master Blaster, Stage 1 and Stage 2
4.	6.18 Boundary Length	Updates to U10 and U11 boundary lengths
5.	6.29.4 Match points	Updated to have U12 win/loss only
6.	7 Cricket Balls	Updated to address Master Blaster and limit the ball for Stage 1 to Kookaburra Rookie / Star
7.	8.2 MWJCA Bowling Restrictions	Amended to reflect age groups and formats
8.	9 Under 8/9 (Master Blaster) Cricket Rules	Updated to include U8/U9 and web links
9.	10 Under 10 and Under 11 Rules, Cricket Australia Club Stage 1	Amended to include include U10 and U11
10.	10.1.1 Teams	Clarification against Cricket Australia rules
11.	10.1.5 The Ball and 10.1.6 The boundary	Updated to be Kookaburra Rookie/Star and 30m boundary
12.	10.1.8 Bowling	Updated to allow 8 <sup>th</sup> player to WK
13.	10.1.10 Fielding	Updated to allow 8 <sup>th</sup> player to WK
14.	10.2 Under 11 Rules	U11 is now covered by Stage 1 rules, refer to U10 rules for changes applicable to U11.
15.	10.2.6 The Boundary	U11 ball confirmed and boundary 35m
16.	11 Under 12 Rules, Cricket Australia Club Stage 1	New section for Stage 2 Format adoption, includes modified MWJCA participation rules.
17.	12 Competition Rules for Traditional Cricket - U13 – U16/18	Modified to start from U13, however still addresses age groups below for cases where U11 or U12 participate in U13 or above.
18.	Appendix 1 2018/19 Age Groups	Updated for 2018/19
19.	Appendix 2 Club Championship Criteria	Clarity that U10 and up will contribute to the Club Championship

## 4. The Spirit of Cricket

### Taken from the MCC's Laws of Cricket October 2017

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 major responsibility for ensuring the spirit of fair play rests with the captains.

#### 4.1 There are two Laws which place the responsibility for the team's conduct firmly on the captain.

##### Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

##### Player's conduct

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

#### 4.2 Fair and unfair play

According to the Laws the umpires are the sole judges of fair and unfair play.

The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

#### 4.3 The umpires are authorised to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

#### 4.4 The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team
- The role of the umpires
- The game and its traditional values

#### 4.5 It is against the Spirit of the Game:

To dispute an umpire's decision by word, action or gesture

To direct abusive language towards an opponent or an umpire

To indulge in cheating or any sharp practice, for instance:

- (a) to appeal knowing that the batsman is not out
- (b) to advance towards an umpire in an aggressive manner when appealing
- (c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

#### 4.6 Violence

There is no place for any act of violence on the field of play.

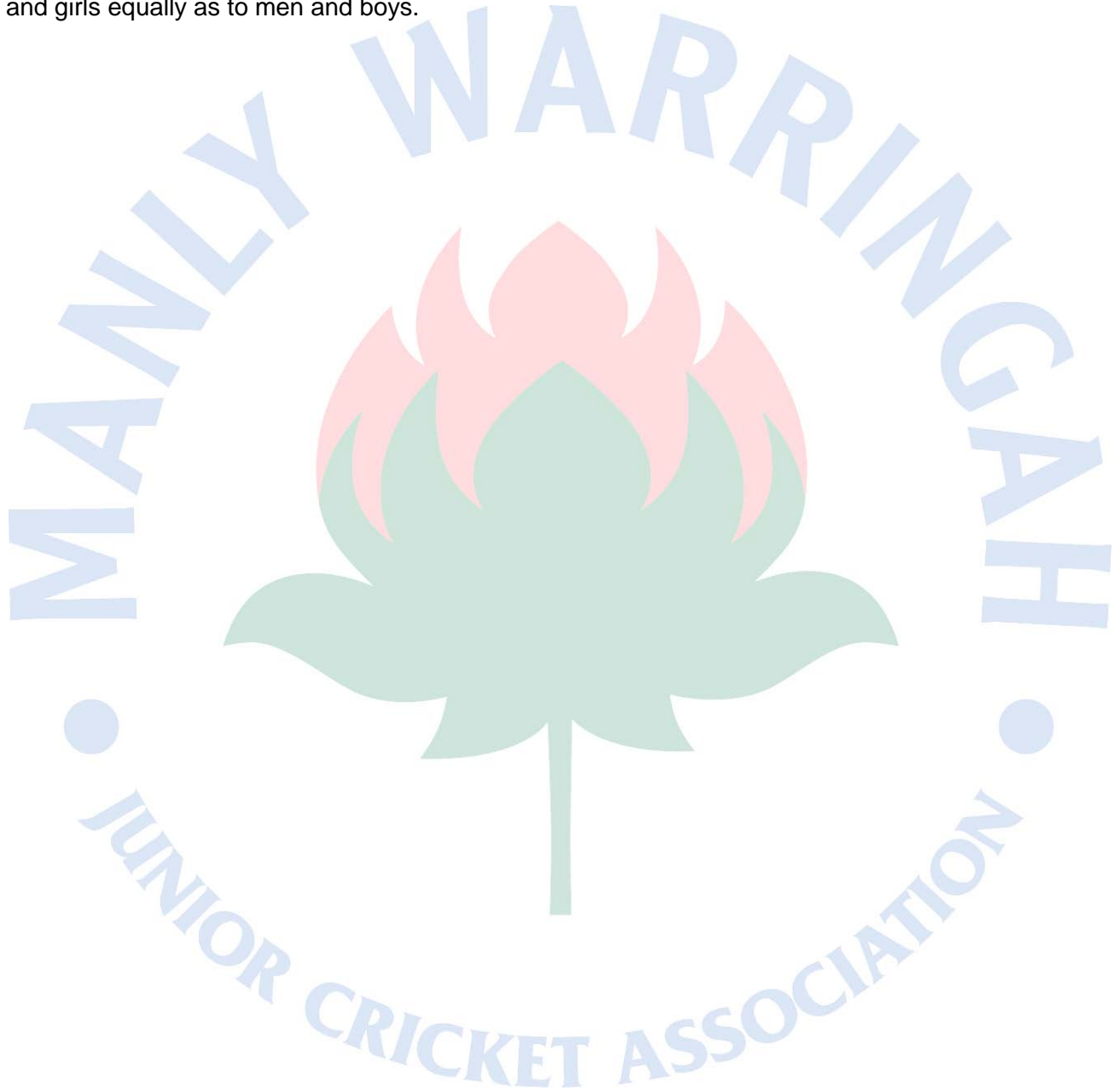


#### 4.7 Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

The players, umpires and scorers in a game of cricket may be of either gender and the Laws apply equally to both.

The use, throughout the text, of pronouns indicating the male gender is purely for brevity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to women and girls equally as to men and boys.



## 5. Code of Conduct

MWJCA have adopted the following Codes of Conduct for all its stakeholders. These have been adapted from Cricket Australia's "[Well Played: Australian Cricket's Playing Policies and Guidelines](#)".

The following codes of behaviour identify a selection of key principles upon which coaches, teachers, umpires, parents and players should base their cricket involvement. The codes ensure that participants develop good sporting behaviours and an inherently positive cricket experience, which encourages them to remain involved in cricket throughout their lives.

### 5.1 Players

- Participate for your own enjoyment and benefit, not just to please parents, teachers or coaches.
- Play by the rules and within the spirit of the game outlined above. Shake hands with your opposition and officials after the game.
- Never argue with an umpire. If you disagree, have your captain, coach or manager approach the umpire in an appropriate manner during a break or after the game.
- Control your temper. Verbal abuse of officials and sledging other players, deliberately distracting or provoking an opponent are not acceptable or permitted behaviours in cricket or any sport. Abuse of equipment or displays of bad temper is not acceptable or permitted.
- Work equally hard for yourself and your teammates. Your team's performance will benefit and so will you.
- Be a good sport. Applaud all good plays whether they are made by your team or the opposition.
- Treat all participants in cricket as you like to be treated. Do not bully or take unfair advantage of another competitor.
- Cooperate with your coach, teammates and opponents. Without them there would be no competition.
- Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.

### 5.2 Parents and Guardians

- Do not force an unwilling child to participate in cricket.
- Remember, children are involved in cricket for their enjoyment, not yours.
- Encourage your child to play by the rules.
- Focus on the child's efforts and performance rather than winning or losing.
- Never ridicule or yell at a child for making a mistake or losing a game.
- Remember that children learn best by example. Appreciate good performances and skillful play by all participants.
- Support all efforts to remove verbal and physical abuse from sporting activities.
- Respect officials' decisions. Teach children to do likewise.
- Show appreciation for volunteer coaches, officials and administrators. Without them, your child could not participate.
- Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.

### 5.3 Coaches and Managers

- Remember that young people participate for pleasure and winning is only part of the fun.
- Remember, children are involved in cricket for their enjoyment, not yours.

- Never ridicule or yell at a young player for making a mistake or not coming first. Teach children that an honest effort is as important as victory, so that the result of each game is accepted without undue disappointment.
- Be reasonable in your demands on players' time, energy and enthusiasm.
- Operate within the rules and Spirit of Cricket and teach your players to do the same.
- Ensure that the time players spend with you is a positive experience.
- Avoid overplaying the talented players – all young players need and deserve equal time, attention and opportunities.
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- Display control and respect to all those involved in cricket. This includes opponents, coaches, umpires, administrators, parents and spectators. Encourage your players to do the same.
- Show concern and caution toward sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
- Obtain appropriate qualifications and keep up-to-date with the latest cricket coaching practices and principles of growth and development of young people.
- Any physical contact with a young person should be appropriate to the situation and necessary for the player's skill development.
- Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.
- Coaches to obtain appropriate qualifications and keep up to date with the latest cricket coaching practices and principles of growth and development of young people.
- Ensure you have a sound knowledge of the MWJCA local rules in this document which are made specifically for the MWJCA competition.

#### **5.4 Umpires and Officials**

- In accordance with Cricket Australia guidelines, modify rules and regulations to match the skill levels and needs of young people.
- Compliment and encourage all participants.
- Be consistent, objective and courteous when making decisions.
- Condemn unsporting behaviour and promote respect for all participants.
- Emphasise the spirit of the game rather than the errors.
- Ensure you have a sound knowledge of the MWJCA local rules in this document which are made specifically for the MWJCA competition.
- Encourage and promote rule changes which will make participation more enjoyable.
- Keep up-to-date with the latest available resources for umpiring and the principles of growth and development of young people.
- Be a good sport yourself - actions speak louder than words.
- Remember, you set an example and need to be a positive role model. Your behaviour and comments should be positive and supportive.
- Place the safety and welfare of participants above all else.
- Give all people a 'fair go' regardless of their gender, ability, cultural background or religion.

## 6. The Laws of Cricket (October 2017 Code)

The MWJCA plays under the Laws of Cricket as owned by the MCC and administered by the ICC. Unless otherwise specified under sections 6 to 12 of this document as MWJCA Competitions Rules and Guidelines, the Laws of Cricket (2017 Code) shall be followed.

The MCC has been the owner of the Laws of Cricket since the 18th century and continues to be a robust law-maker and guardian of the Spirit of Cricket today. A new Code of the Laws of Cricket has been drafted and approved by the M.C.C. Committee. The Code, to be titled Laws of Cricket 2017 Code will come into force on 1st October 2017 (MWJCA will be adopting these laws from the 2017/18 season). The last time that a new Code of Laws was written was in 2000.

The guiding objectives behind all the changes have been:

- to make the Laws work in a way that makes sense to players, umpires and spectators;
- to make the Laws as easy as possible to understand and interpret for new umpires, particularly those for whom English is not their first language;
- to minimise the likelihood of types of misconduct that have been causing players, and particularly umpires, to leave the game;
- to make the Laws as inclusive as possible to all who might play, umpire or watch cricket.

There are still 42 Laws, although two previous Laws have been deleted, with two additions.

MWJCA has identified the following significant changes of note to be adopted from the 2017/18 season forward:

- Law 5 - Bat Size
  - Maximum Thickness of 40mm (Previously no limit)
  - Maximum Depth of 67mm (Previously no Limit)
  - SCA to announce a phase-out of bats to ensure they meet this standard - Initial discussions suggest 2-3 years – not to be enforced by MWJCA for 2018/19.
- Law 20 - Use of Helmets
  - If a Helmet is being worn by a player, it shall now be considered part of his playing equipment. This means that if a ball hits a helmet that a player is wearing, the ball shall be deemed live (Previously, the ball would be declared dead if the ball strikes a helmet while it is being worn).
- Law 21/22 - No Ball
  - Any delivery that bounces twice or more before reaching the popping crease shall be called a No-Ball (was previously 3 times or more)
  - If a No-Ball is called and batsman score runs or the ball goes to the boundary without contact with the bat, the runs scored shall be considered Byes plus 1 No-Ball (Previously, all the runs would have been counted as No-Balls)
- Law 24 (Fielders' absence; substitutes)
  - now allows a substitute to keep wicket, with the consent of the umpires.
- Law 25 - Runner for a Batsman
  - If the injured batsman is on strike, the runner for that batsman must stay in his crease until the ball reaches the batsman. A warning will be given on the first instance. After that, 5 penalty runs will be awarded for every offence. (New Rule)
- Law 30 - Run Out
  - If a batsman makes their ground legally and the bat then fails to maintain contact with the crease when the bails are dis-lodged for a run-out shall be deemed as making their ground in the first place and, hence, shall be ruled "Not Out" (Previously, batsman would be given Out)



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- amended to give protection to a running or diving batsman whose bat bounces up after having been grounded beyond the popping crease.
- Law 36 - LBW
  - If the Bat and Pad of a batsman strikes a ball simultaneously, it shall be deemed that the bat has played the ball first (New Rule, consistent with the benefit of the doubt favouring the batsman).
- Law 37 - Handled the Ball
  - The Handled the ball Law has been deleted, with its contents merged into Obstructing the field, reducing the list of dismissals from ten to nine. This will have no effect on whether a batsman is dismissed; rather, it is just the method of dismissal that might be changed.
- Law 41.3 - Use of Cloth on field
  - Any cloth use for the purpose of protecting a ball from moisture must be approved by an umpire prior to use (New Law)
- Law 41.5 - Mock Fielding
  - Any instances of Mock Fielding shall result in a 5-run penalty (New Rule)
- Law 41.7.1 – No Ball Full toss
  - Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately call and signal No ball.
- Law 41.8 - Deliberate No-Ball
  - Any instances of bowlers deliberately bowling front-foot No-Balls shall result in the bowler being immediately pulled from bowling for the duration of the match and a report shall be submitted against the bowler (New Rule)



## 7. MWJCA Competition Rules Common to All Age Groups

All games are played under the [Laws of Cricket](#) (2017 code) and the MWJCA Competition Rules and Guidelines (this document). These are local MWJCA adjustments to some of those laws.

This section represents rules and guidelines common to all age groups. Information on each of the age groups is summarized in the table below:

Age Group	Division	Applicable Section of this Document <i>(click on link)</i>	Format of games
Master Blaster (T20 Blast)	N/A	<b>Under 8/9 Master Blaster Cricket Rules</b>	All games for the Master Blaster age group will be played as "Average" Cricket. <i>There is <b>no formal competition</b> for the Master Blaster age group and results will <u>not</u> be entered and a competition table will <u>not</u> be kept.</i>
Under 10 Under 11	All	<b>Under 10 and 11 Rules</b> – Club Stage 1	Cricket Australia Junior Format Club Stage 1 – modified ball, 16m pitch, 7 a side, dismissal = 4 runs to bowler <i>Match results must be entered and a competition table will be kept. Individual player statistics will be kept.</i>
Under 12	Div: 1	<b>Under 12 Rules</b> adoption of the Cricket Australia Club Stage 2	Cricket Australia Junior Format Stage 2 – 142g leather ball, 18m pitch, 9 a side, out your out <i>Match results must be entered and a competition table will be kept. Individual player statistics will be kept.</i>
Under 13 Under 14 Under 15 Under 16-18	All	Competition Rules for Traditional Cricket (U13 – U16/18)	<b>Traditional Cricket</b> competition consisting of a mix of one-day and two-day games. <i>Match results must be entered and a competition table will be kept. Individual player statistics will be kept.</i>

### 7.1 Players, Parents, Officials and Supporters

- The aim of the Saturday morning competition is to give all participants, as much as possible, equal opportunity. Players of better than "average" ability are catered for by way of representative cricket, specialised intensive coaching etc.
- All participants should take time to read the **Code of Conduct** section of this document. These codes of behaviour identify a selection of key principles upon which coaches, teachers, umpires, parents and players should base their cricket involvement.
- MWJCA is concerned about bad sportsmanship, abuse and time wasting. The rules of the competition have been framed to endeavour to overcome these problems and the Committee will view seriously, any attempts to circumvent these rules.
- Bad sportsmanship and abuse cannot be controlled by rules and regulations and it must be the responsibility of Clubs and Managers to maintain a satisfactory level of discipline in their teams.

### 7.2 Dress

- It is essential that standard cricket attire be worn on the cricket field by players at all times, i.e. white or cream cricket trousers or shorts, white or cream shirt, jumper and socks, white cricket boots or sand shoes, cricket cap or helmet or white hat. A sponsorship logo may be worn on the

arm or front chest of the cricket shirt. Clubs must seek approval from the MWJCA for any variation on the white or cream shirt and trousers prior to the start of the season.

- If any registered player does not comply with the above the team is liable for the following:
  - First Offence - a fine of \$20 per team.
  - Second Offence - a fine of \$60 per team and possible suspension.
- Managers have the right to refuse to let players either bat or bowl if they are not correctly attired in the accepted cricket gear.

### 7.3 Sledging

- Sledging and bad language will not be tolerated and any team found guilty of the offence is liable to the following:
  - First offence - a fine of \$30 per team.
  - Second offence - a fine of \$100 per team and possible suspension.
- Refer to the **Code of Conduct** section of this document

### 7.4 Reserves

- A Division 1 player may not play in Division 2 in the same age group or lower age group to what they usually play other than filling in as a fielder or wicket-keeper without prior approval from the MWJCA Executive Committee.  
*For example an U12 age player who usually plays U13 Div 1 may not play U12 Div 2 without prior approval from the MWJCA Executive.*
- Clubs having teams in both divisions of the one age group may only play a Division 2 player in Division 1 for 3 matches after which that player may not play Division 2 except with the consent of the MWJCA Executive Committee.
- Similarly, if a club has more than one team in the same Division, players may not be interchanged without the consent of the Executive Committee.

### 7.5 Transfers

- A player registered with a Club and having played 1 or more games for that Club must not transfer to another Club in the same season without the Consent of the Executive Committee or Management Committee. In determining such an application, the Committee is to receive clearance for the transfer from the original Club the player was registered. Note: Transfer of players with representative status and the like is to be avoided except in exceptional circumstances agreed to by the Executive Committee or Management Committee.

### 7.6 Modes of Competition

- The Executive Committee shall use its best endeavours to observe the following guidelines in preparing the competition format each year:
  - Enforce a deadline for team nominations.
  - Where ten (10) or more teams are nominated in a particular age group, grade the teams into stronger and weaker divisions based on the previous seasons results. Any new teams will go into the weaker division.
  - Allow clubs to have only one team in a division one competition unless the previous seasons results show that more than one team should play division one.
  - Where possible have a preference for one-day and two-day fixtures ahead of T20.

### 7.7 Substitutes

- Substitutes are allowed in all cricket games but in traditional cricket games, they cannot bat or bowl, however they may wicket-keep.

## 7.8 Assistance On The Field Of Play

- In Under 10's to Under 12's matches, a manager or coach may give advice to players, i.e. to batsmen and bowlers and regarding field placements but only when the ball is DEAD, not during play.
- In Under 13's to Under 14's matches, a manager or coach may only give advice to his players BETWEEN OVERS.
- In Under 15's and higher grades, a manager or coach cannot give advice to players on the field. Normal rules of cricket apply.

## 7.9 Drinks and Hot Weather

- Details on compulsory drinks breaks for both two-day and one-day matches in Under 12 and upwards where the matches are of a longer duration than younger ages are discussed in the individual age rules in sections.
- On particularly hot days, additional "drinks" breaks may be taken at the discretion of the managers, and the days play extended as discussed in the age specific rules. Here common sense and the welfare of the players is the overriding factor in the decision making. Extra time is not added for the drinks breaks.
- While matches in Master Blaster (90 mins or less) and Club Stage 1 (U10 and U11 - 2 hours) are of a shorter duration than the older ages, the welfare of the players is the overriding factor and drinks breaks should be taken at the discretion of team officials.
- If the forecast temperatures are deemed to be excessive, the entire round may be called off prior by MWJCA Competition Management. All Clubs will be communicated to directly, and a notice will be placed on the MWJCA Website.

## 7.10 Female Players in Boys competition

- Girls wanting to register for the boys Saturday morning Competition will need to gain approval for exemption from the association executive or its delegated committee on a case by case basis. The MWJCA priority is for Girls to play in the MWJCA Girls completion.
- Any request for a girl to play in the Boys Competition at their normal age group is to be submitted by the relevant Club to the Executive Committee using the required format.
- Subsequent to approval of the above, any request to play one (1) year below a Girls normal age group is to be submitted by the relevant Club to the Executive Committee using the required format.
- For 2018/19 any registrations that have been taken and recorded in MyCricket on or prior to the 28 August 2018 shall have automatic dispensation from the above rule, and those girls may play one (1) year below their normal age group as per the 2017/18 Competition Rules and Guidelines.

## 7.11 Procedure on Playing Day

- Teams must arrive at the ground at least 20 minutes before the match is due to commence so that the boundary and wickets can be set to allow play to start on time.
- All requirements in the "[MWJCA Safety Policy](#)" must be adhered to.

## 7.12 Safety, Sun and hydration

- Parents and guardians have the responsibility for their own children when attending games. Do not leave your children unattended unless arrangements have been made with another parent/guardian.
- All players must be made aware of sun protection, hats, lotions and protective clothing. It is up to the coach to explain the importance of slip, slop, slap and the responsibility of parents and guardians to enforce it. Apply SPF30+ at least 30 minutes before going out in the sun,



and reapply at regular intervals, wear sunglasses that meet Australian Standards guidelines and stand or rest in the shade whenever possible.

- Parents and guardians must ensure that their children have an adequate supply of water or other drink for the duration of the game.
- ALL equipment should be checked for damage (cracks, splits, etc) prior to play.
- All trees, car parks, roofs of change rooms, and other dangerous areas are OUT OF BOUNDS at ALL times.

### 7.13 Protective Equipment - Batters

Each batsman is required to wear protective equipment. This equipment is **compulsory** (except in Junior Blaster and Master Blaster) and must be worn regardless of age, experience or skill – an abdominal protector (box), batting pads (both legs), batting gloves and a properly adjusted helmet with full face guard.

### 7.14 Protective Equipment – Wicket-Keepers

The wicket-keeper must wear protective equipment at all times during a game (except in Junior Blaster and Master Blaster).

In the U10 to U12 age groups, all wicket-keepers **MUST** wear a properly adjusted helmet with full face guard, regardless of the type of bowler they are keeping to or their position behind the stumps.

In U13 to U16-18, if the wicket-keeper is standing up to the stumps (or within 2 metres of the stumps) for any type of bowler, then they must wear a helmet. In the U13 to U16-18 age groups, wicket-keepers standing over 2 metres from the stumps are not required to wear helmets unless in the opinion of the Umpires it is unsafe for them not to.

### 7.15 The Ground

- Matches must be played on the pitch or field allocated in the draw. Should weather make the pitch or pitch area unplayable, the match may NOT be played elsewhere by private arrangement between Managers.
- Team managers or a nominated adult from the home team is to ensure that an inspection of the playing field and surrounds is conducted prior to the commencement of the game and that the "[Game Day Checklist](#)" is completed.

### 7.16 The Pitch

- All pitches should be inspected by team officials before the commencement of play and any alterations be agreed to by both teams.
- Pitches may be swept prior the commencement of a match/innings to remove dirt and other debris from the pitch. The sweeping of a pitch is also permissible during an innings if the state of the pitch becomes hazardous during that innings. Either a broom or blower is permissible for this purpose.
- **UNDER NO CIRCUMSTANCES ARE UNAUTHORISED WORKS TO BE CONDUCTED AROUND THE PITCH IN ORDER TO REMOVE WATER. SUCH WORK WOULD INCLUDE THE DIGGING OF TRENCHES ETC TO ALLOW WATER TO DRAIN AWAY.**
- Managers or Coaches must agree that the ground is fit for play. This may be done by inspection or by telephone if it is obvious that play cannot commence.

### 7.17 Setting the Field

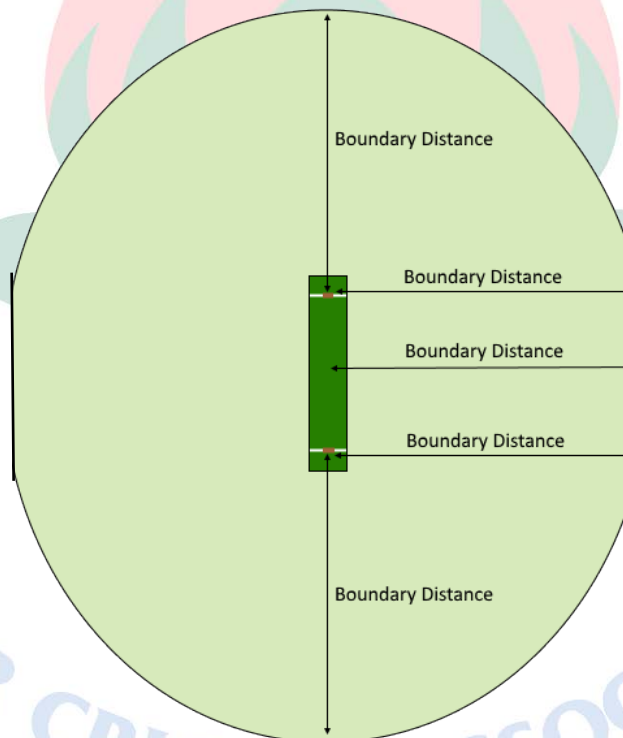
- Teams must provide a string line to measure boundary distance and each team must provide sufficient markers to define at least half the boundary circumference (no flags are to be used as markers).
- Each team must set out half the boundary.

## 7.18 Boundary Length

- Boundary distances shall be as follows:

Age Group	Boundary distance	Boundary measured from
Master Blaster	See <b>Master Blaster</b> Rules	Batting end stumps only
U10 – Stage 1	<b>30 metres</b>	Batting end stumps only
U11 – Stage 1	<b>35 metres</b>	Batting end stumps only
U12 – Stage 2	<b>35 metres</b>	From the centre line of the pitch
U13	<b>40 metres</b>	From the centre line of the pitch
U14	<b>45 metres</b>	From the centre line of the pitch
U15	<b>50 metres</b>	From the centre line of the pitch
U16-18	<b>50 metres</b>	From the centre line of the pitch

- For Under 12 and up, boundaries are measured from the stumps at each end and the centre line of the pitch between wickets.



**Figure: For Under 12 and up the boundary is measured as per the diagram above**

- Where markers are used to define the boundary (and therefore there is no physical marker for a section of boundary between consecutive markers), the boundary edge shall be the imaginary straight line on the ground from the innermost edges of one marker to the next. This is illustrated in the diagram below.
- If an object (e.g. tree, goal post) is close to the boundary or within the boundary then the boundary must be placed in a safe position closer to the cricket pitch (coaches must agree to this).



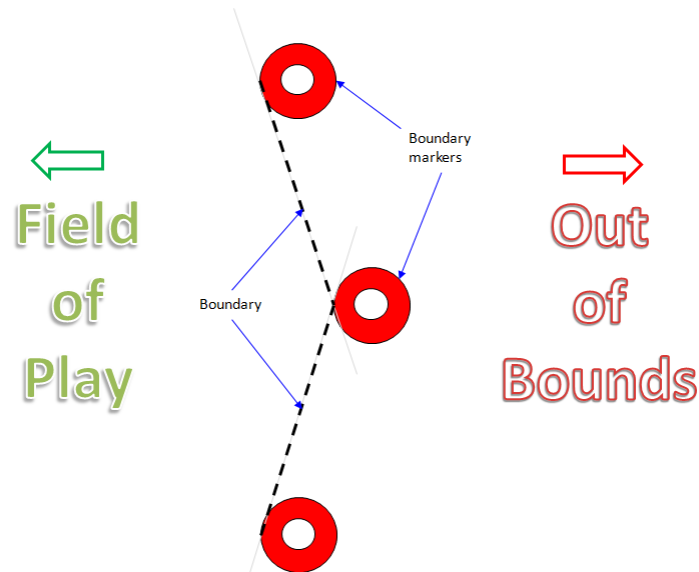


Figure: The boundary edge shall be the imaginary straight line on the ground from the innermost edges of one marker to the next

### 7.19 Late Start

- In both One and Two Day Matches where a formal competition exists (Under 13 and upwards) each team must be ready to play by 20 minutes after the start time. Example: For an 8:00 am start time - Should a team not be ready to play by 8.20am the opposing team will claim the match. An email must be sent to the association secretary claiming the forfeit within 48 hours (see FORFEITS AND CLAIMS below).

### 7.20 Length of Game

- Unless both Managers or Coaches agree, two-day Traditional Cricket matches must continue for the full allotted time of the match (three hours and 30 minutes for Under 13 and upwards), subject to an outright decision having been reached (see OUTRIGHT and CLAIMS below). One day games are finished once the team batting second is bowled out or when the team batting second passes the first batting teams score.

### 7.21 Forfeits and Claims

- Protests and claims for forfeits must be telephoned or emailed to the Secretary of the association IMMEDIATELY the match concludes. The protest or claim for forfeit must be confirmed in writing by the Club Secretary within 48 hours to be awarded maximum points scored in that round. The letter must be sent to the Association Secretary.

### 7.22 Wet Weather

- The Association or Council does NOT cancel games due to WET WEATHER. All such decisions are to be made by TEAM OFFICIALS on the day. In the case of the Managers or Coaches not being able to reach agreement due to rain or pitch and general ground conditions teams must remain at the ground until one hour after the allotted start time – e.g. 9.00 am for an 8:00am normal start. If after this time conditions have not improved play may be called off for the day. The competition secretary may be contacted to help make the decision.
- In the event of a THUNDER STORM in the vicinity it is the responsibility of the Managers or Coaches to see that ALL players leave the field and obtain shelter. It is hoped that common sense and the player's safety are the main considerations when decisions on wet weather play are taken.

- The 30/30 rule is to be used if uncertain i.e.: if you see lightning you count in seconds until you hear the thunder, if the thunder is heard within 30 seconds of the lightning you should abandon the game for at least 30 minutes or until the storm has passed.

## 7.23 Umpires

- On request, the Association may run a Special Basic Rules/Scoring Course at the start of the season to ensure that the rules under which the MWJCA play are understood by Coaches, Managers and Umpires. All Clubs may send as many coaches or managers they want to have attend.
- Qualified Umpires and those certified by the MWJCA may elect to officiate at the bowler's end only. The Managers of both teams must be advised prior to the start of the game, and the opposing team's umpire shall officiate at the square leg position only.
- The executive of MWJCA has the right to appoint an umpire to a game if requested by a club. The club will pay the cost of the umpire.

**NOTE:** Umpires should consult before the start of play and agree on the interpretation of "wides" and "no balls".

## 7.24 Wide

- The Umpire shall call and signal "wide":
  - If a bowler bowls a ball so HIGH or so WIDE as to be out of the batsman's reach in his NORMAL GUARD POSITION (a ball should not be called "wide" until it has been taken by or passes the wicket-keeper).
- A sundry is added to the score and an extra ball is to be bowled (extra ball not bowled for Master Blaster and Club Stage 1 (U10 and U11)) - Refer to playing rules for these age groups).

## 7.25 No Ball

- The Umpire shall call and signal "no ball":
  - If a ball when bowled LANDS OFF THE PITCH AREA before passing the batters stumps.
  - Bowling of high full pitched balls:
    - As per Law 41.7 of the Laws of Cricket, if a bowler bowls a FULL PITCHED BALL which passes, or would have passed, the batsman ON THE FULL ABOVE WAIST HEIGHT in his NORMAL GUARD POSITION.
  - Bowling of fast short pitched balls:
    - If a FAST SHORT PITCHED BALL passes the batsman above SHOULDER HEIGHT in his NORMAL GUARD POSITION.
  - If a bowler, in his delivery stride, does not have some part of his FRONT FOOT whether GROUNDED or RAISED behind the POPPING CREASE
  - If the number of ON-SIDE fieldsmen BEHIND the POPPING CREASE at the instant of the bowlers delivery exceeds TWO (2).
  - BALL BOUNCING - A ball which bounces more than once before it reaches the popping crease is a "no ball". *Note that a rolling ball is a no ball and a ball that becomes stationary is then dead.*
  - For a delivery to be fair in respect of the arm the ball must not be thrown. If, in the opinion of either umpire, the ball has been thrown, he/she shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call. Refer to Law 21 of the Laws of Cricket.
- A penalty of (1) run for a "no ball" shall be scored plus whatever is scored otherwise and an extra ball is to be bowled (extra ball not bowled for U10 and U11 - Refer to playing rules for

these age groups and formats). **Only the umpire at the bowlers end may call no balls (the umpire may ask for signal assistance from the square leg umpire).**

**NOTE:** There are no No-balls in Master Blaster cricket. Please refer to the **Under 8/9 (Master Blaster)** Cricket Rules for details on how to interpret Wide ball sundries.

**NOTE:** Refer to the “**Wides and No Balls**” section in the **Under 10 and Under 11** Rules for details on Under 10 interpretation of no balls.

## 7.26 Dead Ball and Fielding Restrictions

- If a ball when bowled lands ON THE GRASS ENCROACHING ONTO THE PITCH it is to be immediately called a "dead ball" and no run, or sundry, is to be recorded. An extra ball is to be bowled.
- RESTRICTED ZONE
  - **Up to Under 11;** With the exception of the wicket-keeper and ONE offside slips/gully fieldsman, **NO PLAYER SHOULD BE POSITIONED WITHIN 15 METRES OF THE BATTER'S POPPING CREASE** (restricted zone)
  - **Under 12 and up;** When a player is required to field in close proximity to the batsman, with the exception of the wicket-keeper and offside slips/gully fieldsmen, **NO PLAYER UP TO AND UNDER THE AGE OF 18 SHOULD BE POSITIONED WITHIN 10 METRES OF THE BATTER'S POPPING CREASE**, (restricted zone)
    - Therefore for players playing in competitions up to an including Under 18 age divisions, **NO PLAYER** (with the exception of the wicket-keeper and offside slips/gully fieldsmen), **SHOULD BE POSITIONED WITHIN 10 METRES OF THE BATTER'S POPPING CREASE** (restricted zone)
  - No player is permitted to enter the 'restricted zone' until after the ball:
    - Is hit by the batter; or
    - Strikes the body or equipment of the batter; or
    - Passes through to the wicket-keeper.

If players enter this restriction zone, the Umpire must signal and call a 'dead ball' and no run, or sundry is to be recorded. The delivery shall then be re-bowled.

## 7.27 Underarm Bowling

- Underarm bowling is not permitted.

## 7.28 Number of Balls Bowled In An Over

- a) In all age groups where Traditional Cricket is played (U13 and upwards), overs shall be restricted to eight (8) balls which is in accordance with Cricket Australia guidelines.
- b) For Traditional Cricket the rule above does not apply to the last over of an innings, in this case there must be 6 legitimate deliveries.

## 7.29 Scoring and Recording of Results

### 7.29.1 After Each Match

- a) For all formats and age groups (with the exception of Master Blaster) Team managers must enter the results AND player statistics on the Association's MyCricket site by 5pm the Friday following the completion of the match.
- b) If results are not entered on time then the offending team's club may be fined \$20 for 1<sup>st</sup> offence, \$50 for 2<sup>nd</sup> offence, and \$100 for 3<sup>rd</sup> and subsequent offences in a season. Invoices will be issued to Clubs. Fines are levied for each of a club's teams which submit late results.

### 7.29.2 Suggestions

- a) Do these tasks immediately the match/season ends. If you leave it, they will become much more tedious and difficult for you and the officials of your Club and MWJCA whose job it is to prepare this information for publication and arrange for trophies etc.

### 7.29.3 Scorers

- a) Score books MUST be completed in detail.
- b) Ensure that on EACH PAGE, in addition to scoring details, you complete:
  - o Round Number
  - o Date
  - o Opponents
  - o Ground
  - o Innings
  - o Starting Time
  - o Interruptions to Playing Time

### 7.29.4 Match Points

- a) **Master Blaster** – no competition points allocated.
- b) **U10, U11 and U12**

Result	Points allocated
WIN	5 points
LOSS	1 point
TIE	3 points
MATCH DRAWN / ABANDONED	3 points
WON ON FORFEIT	5 points
LOST ON FORFEIT	0 points



• **U13 to U16-18 all Divisions** (Traditional Cricket):

Result	Points allocated		
	2-day match	1-day match	T20 match
Won on First innings	5 Points	5 Points	5 Points
Lost on First innings	1 Point	1 Point	1 Point
Tie on First innings	3 Points	3 Points	3 Points
Match Drawn / Abandoned	3 Points	3 Points	3 Points
Won on Forfeit	5 Points	5 Points	5 Points
Lost on Forfeit	0 Points	0 Points	0 Points
Won Outright after Win on First innings	8 Points	N/A	N/A
Lost Outright after Loss on First innings	0 Points	N/A	N/A
Won Outright after Loss on First innings	5 points	N/A	N/A
Lost Outright after Win on First innings	3 Points	N/A	N/A
Won Outright after Tie on First innings	6 points	N/A	N/A
Lost Outright after Tie on First innings	2 Points	N/A	N/A
Tie Outright after Win on First innings	6 points	N/A	N/A
Tie Outright after Loss on First innings	2 Points	N/A	N/A
Tie Outright after Tie on First innings	4 Points	N/A	N/A

- a) Games WASHED OUT before a result is reached shall be regarded as a DRAW with result entered as "MATCH ABANDONED".

**7.29.5 Bye**

- a) To calculate the points received for a bye, the total points received for the full season are divided by the maximum number of points a team may achieve, multiplied by one hundred. This percentage shall be applied to the maximum points available in a match. The final figure shall be awarded to the teams total for the bye. If all teams have the same number of byes in a competition, then byes are worth 0 points.

Example:

- A team plays 9 games with 1 bye
- They score 63 points from a maximum of 90 points
- $63 \text{ divided by } 90 \times 100 = 70\%$
- 10 points are possible for each game, therefore  $70\% \text{ of } 10 = 7 \text{ points}$
- Total points for the season are  $63 + 7 = 70 \text{ points}$



## 7.30 Rules for rain interrupted matches in Traditional Cricket Two Day Matches

These guidelines are to be used for rain interrupted matches in two-day traditional cricket (i.e. U13 and upwards all divisions).

### 7.30.1 Minimum overs on first week to constitute a two-day match

- As per current MWJCA Traditional Cricket two-day rules (refer to Wash Outs sections in U13 to U16-18: Two Day Matches), any match completely washed out on the first day shall, on the second day, be played as a one day match under the rules relating to ONE DAY MATCHES. In the event of six (6) or fewer overs having been bowled on the first day, they shall be disregarded and play re-commenced on the second day as a ONE DAY MATCH.
- As part of this need to remember
  - The hours of play (8:00am-12:00pm), one-day participation rules, bowling restrictions etc shall all apply as for rules of one-day matches.
  - Note: Auditors of our competitions need to be aware of this when auditing.

*The following guidelines shall only be relevant if your match is not going to be treated as a one day match as per rules above. If it is to be treated as a one day match, then you can disregard the rest of these guidelines below*

### 7.30.2 Determining number of overs per innings if still a two-day match (i.e. Greater than 6 completed overs bowled in week 1)

- To allow for additional game time, week 2 of the match may be played between the hours of **8:00am – 12:00pm** which is the maximum window allowed (i.e. same as for a one day match).
- As 60 overs can be fitted in during that time frame then the maximum overs per innings shall be calculated as follows:
  - Number of overs per innings =  **$((\text{Number of completed overs in week 1}) + 60) / 2$**  – rounded down. *No innings of the match shall last for longer than this number of overs.*
  - Examples:
    - If 20 overs completed in week 1, then the max overs per innings shall be **40**  $((20+60)/2)$ .
    - If 10 overs completed in week 1, then the max overs per innings shall be **35**  $((10+60)/2)$ .
    - If 15 overs completed in week 1, then the max overs per innings shall be **37**  $((15+60)/2$  rounded down).
- Note that the overs per innings is still capped at 50 overs for U13 upwards.
  - Example:
    - In a U13 match, 30 overs completed in week 1 before the rain interruption, then the max overs per innings shall be 40  $((30+60)/2 = 45)$ .
- Note that despite the reduction to the maximum number of overs per innings, the match is still to be treated as a two-day match with 2<sup>nd</sup> innings and outright wins possible (albeit likelihood much reduced due to the time lost in week 1).
- Where possible it is good if both teams can communicate to each other during the week so all in agreement on the number of overs to be bowled per side.
- Important notes: The above guidelines provide information on the maximum number of overs per innings based on extending play to the hours of 8:00am-12:00pm. While there is some flexibility in determining the number of overs per innings that shall be played it is very important that:

- Team officials from both sides in agreement prior to resumption of the match on week 2
- The decisions made are in the best interests of the players
- Time deadline for completion of the 1<sup>st</sup> innings in week 2 is to be calculated and agreed by both sets of team officials. This is based on the time played in week 1 plus total time in week 2 and determining the half way point. The team batting second is then to receive the SAME NUMBER OF OVERS as the team batting first. If the fielding team FAILS TO BOWL the required number of overs by the agreed half-way point on the second day, they shall FORFEIT the match, with the exception of any appropriate delays as discussed under the DRINKS section above.

**7.30.3 Batsmen retirement**

- Retirement rule remains at 50% of overs per side, so if 40 overs now bowled per innings as in example above, then a batsman would retire after being in for 20 completed overs
- If the batsman has already batted more than that number of overs in week 1 before the rain interruption occurred, then he will begin week 2 as retired not out.
- Example:
  - Opening batsman remains not out when rain interruption occurs in week 1.
  - 20 overs have been bowled and it is determined that this will now become a 40 over match.
  - That batsman begins as retired not out in week 2

**7.30.4 Maximum overs per bowler per innings**

- Under 13 and upwards
  - Maximum number of overs that any bowler can bowl should be *reduced by one over for every 5 overs lost* – see table below as an example guideline. For example, if a U14 match has been reduced to 40 overs then maximum overs per innings for each bowler would be reduced from 10 to 8.

Age Group	Division	Max overs in 50 over match	46-50 overs	41-45 overs	36-40 overs	31-35 overs
Under 13 Under 14	All	10	10	9	8	7
Under 15 Under 16-18	All	12	12	11	10	9

- Bowling Restrictions
  - For U13 to U15 there is a minimum bowler restriction such that the bowling side must bowl a minimum of eight (8) bowlers and they must bowl a minimum of four (4) overs each. If an innings is reduced to less than 50 overs the bowlers may be reduced by one (1) for every four (4) over reduction
  - In all cases the MWJCA recommends that all players be given the opportunity to bowl.
- The max number of overs in a spell remains unchanged other than where the maximum overs per innings for a bowler has been reduced to the extent that it is less than the size of the spell as specified in the rules. The lesser number then becomes the maximum number of overs that can be bowled in a spell.

### 7.30.5 Common sense and working together

- In all cases, we encourage opposing teams to work together using these guidelines and common sense to agree prior to the match the overs per side to be bowled and resulting batsman retirement and maximum overs per bowler. This will also help ensure that the players best interests be kept at the forefront.



## 8. Cricket Balls

The following list of cricket balls is the required ball for each age / division playing Saturday morning cricket in the Manly Warringah Junior Cricket Association. These balls have been selected by club delegates at various AGM's over many seasons and have been approved by the Association (club Delegates) at those meetings.

Cricket balls used for Master Blaster, Under 10 and Under 11 have their own unique ball.

All other team balls must be of leather and approved by the Association to maintain uniformity.

All leather balls must be two piece and weigh 142gm or 156gm as listed in table below:

Age Group	Division	Weight	Brand Name	Colour	Options
Master Blaster	N/A	N/A	<b>MASTER BLASTER</b>		Balls supplied by Cricket NSW
Under 10	All	N/A	<b>KOOKABURRA</b>	Red	<b>Kookaburra Rookie / Star</b>
Under 11	All	N/A	<b>KOOKABURRA</b>	Red	<b>Kookaburra Rookie / Star</b>
Under 12	All	142gm	<b>KOOKABURRA</b>	Red	Two-piece leather Red King, Practice, Tuf Pitch, Special Test, Zenith
Under 13	All	156gm	<b>KOOKABURRA</b>	Red	Two-piece leather Red King, Practice, Tuf Pitch, Special Test, Zenith
Under 14	All	156gm	<b>KOOKABURRA</b>	Red	Two-piece leather Red King, Practice, Tuf Pitch, Special Test, Zenith
Under 15	All	156gm	<b>KOOKABURRA</b>	Red	Two-piece leather Red King, Practice, Tuf Pitch, Special Test, Zenith
Under 16-18	All	156gm	<b>KOOKABURRA</b>	Red	Two-piece leather Red King, Practice, Tuf Pitch, Special Test, Zenith



## 9. Bowling Restrictions

### 9.1 Pace Bowling Restrictions

Guidelines for bowling restrictions for **pace** bowlers to assist in the prevention of injury to young fast bowlers have been recommended by Cricket Australia and adapted by the NSW DCA. The MWJCA have adapted the NSW DCA pace bowling restrictions for the MWJCA competition.

- The restrictions are shown below - In circumstances where the pace bowler is playing in an age group older than that to which they qualify, the restrictions apply to his/her own chronological age, rather than the age group.
  - Example: if you are an under 12 aged player playing in the under 13 age group you are only permitted to bowl:
    - 4 overs in a spell
    - 8 overs in an innings.
- No medium-pace or faster bowler shall be permitted to bowl more than the number of overs in a spell, innings and a days' play in the MWJCA competition as set out below:

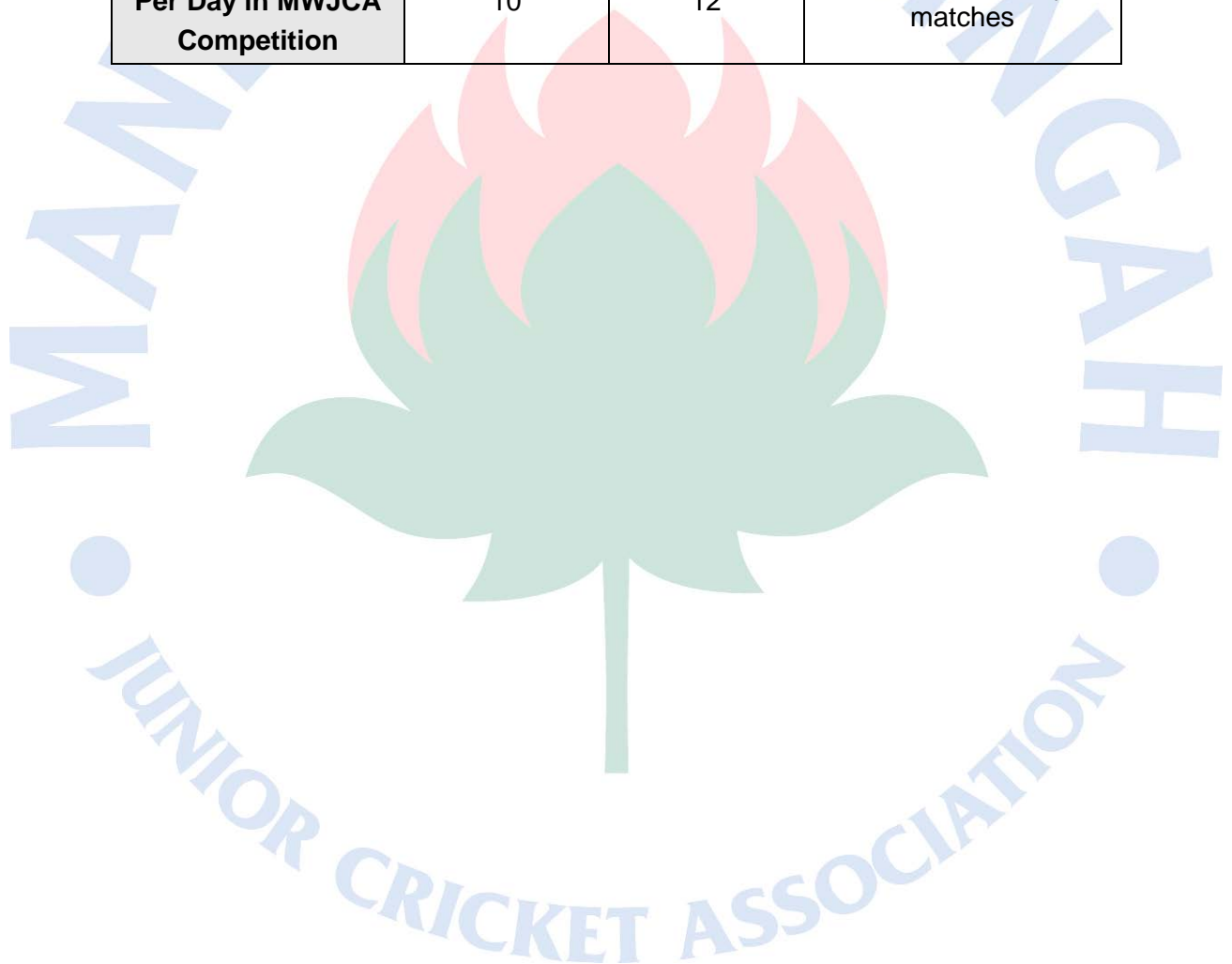
	Player's Age at 31st August								
	U10	U11	U12	U13	U14	U15	U16	U17	U18
<b>Maximum Overs Per Spell</b>	4	4	4	5	5	5	6	6	6
<b>Maximum Overs Per Innings</b>	4	4	8	10	10	10	12	12	12
<b>Maximum Overs Per Day in MWJCA Competition</b>	8	8	8	10	10	10	12	12	12

- It is the coach's responsibility to ensure that all "spells" between overs and other bowling rules, restrictions and safety precautions apply and are adhered to.
- Following any spell of bowling (that is, for any spells of 2 or more overs in duration), a pace bowler must be rested for double the number of overs he/she bowled.

## 9.2 MWJCA Bowling Restriction Rules

Taking into account, the guidelines above, the following are the MWJCA rules for the restrictions on number of overs **any** individual bowler can bowl irrespective of whether a pace bowler or otherwise. See individual age rules for further details.

	Two day matches		One day
	U13 to U15	U16-18	U10 and upwards
<b>Maximum Overs Per Spell</b>	5	6	4
<b>Maximum Overs Per Innings</b>	10	12	6
<b>Maximum Overs Per Day in MWJCA Competition</b>	10	12	Refer to Two day matches



## 10. Under 8/9 (Master Blaster) Cricket Rules

The Master Blaster program has been developed by Cricket Australia to be a fun and exciting form of cricket that is used for first time players. MWJCA use this program for our U8/U9 age groups. The games are played at a number of venues across the Northern Beaches within our existing club structure.

Games are played on both Friday nights and Saturday mornings and available for both girls and boys.

For more details on the program an overview and rules can be found on Cricket Australia playcricket.com.au website:

- Overview: <https://playcricket.com.au/junior/cricketblast-masterblasters>
- Full details: <https://playcricket.com.au/junior/cricketblast-masterblasters/-/media/FC876E23FD0C4CA7A9950B1E2312FC85.ashx>



## 11. Under 10 and Under 11 Rules Cricket Australia Club Stage 1

### Introduction

The Australian Cricket Junior Formats have delivered outstanding results and have proven to provide a far better playing and learning experience for boys and girls early in their cricket journey.

Cricket Australia's evidence confirms the players face more balls, can play more shots in more areas, get more wickets and field far more than a traditional 11 a side, full-length pitch formats.

From 2018/19 the MWJCA will adopt the Cricket Australia Club Stage 1 formats for Under 10 and Under 11 cricket.

The MWJCA's aim of Club Stage 1 cricket is to enable EVERY player to have a chance of success, as well as participating in an enjoyable game. Coaches should be prepared to offer ON THE SPOT coaching/assistance when the need arises – this also includes **encouragement** and **reinforcement**.

This should not, however, add to the length or duration of play. In accordance with Cricket Australia guidelines, players up to the age of 14 years should not participate as designated batters/bowlers or wicket-keepers, but these roles should be rotated fairly and equally throughout the team to enable them to develop as cricketers and reach their full potential later in their playing life.

Note: Please refer to section on **Competition Rules Common to All Age Groups** prior to reviewing these age specific rules.

The competition format for Under 10 and Under 11 is a 18-week regular season where teams play T20 games in a round-robin format.

### 11.1 Under 10 Rules – Club Stage 1

#### 11.1.1 Teams

- a) Clubs are permitted to register up to 9 players per team, although a team consists of 7 players.
- b) There shall be no more than 7 players from the bowling side on the field at one time.
- c) Teams may distribute batting amongst up to 9 players.
- d) Teams may distribute bowling amongst up to 9 players.
- e) Players must be Under 10 years of age as at 31st August.
- f) A team shall have a minimum of five (5) players on match day.

#### 11.1.2 Time

- a) Each game shall be for a period of 2 hours. Each team has 1 hour to complete their innings. There shall be a 5 minute break between innings.
- b) Umpires are to ensure that no time wasting occurs during the match.

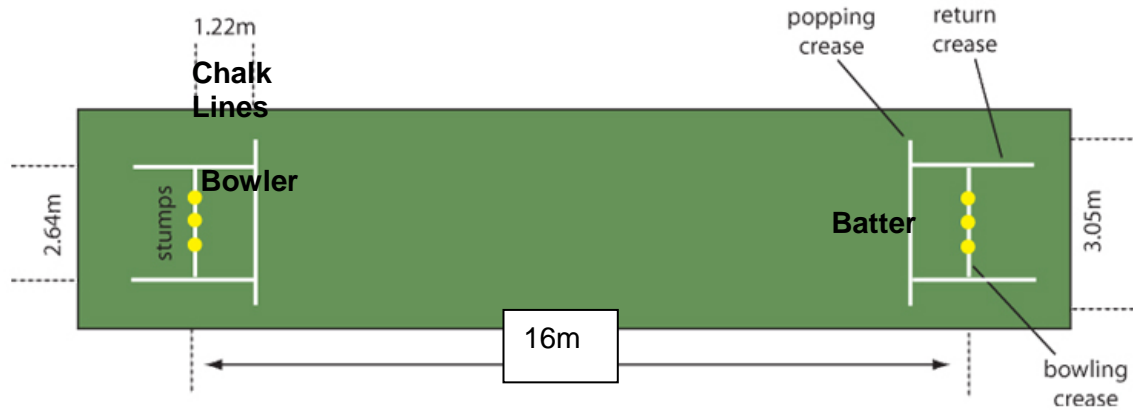
#### 11.1.3 Overs

- a) Each team shall receive a maximum of 20 overs.
- b) Overs consist of six (6) balls maximum. No deliveries are to be re-bowled.
- c) No bowler may bowl two consecutive overs.

#### 11.1.4 Pitch and stumps

- a) The pitch shall be 16m measured from stumps to stumps.
- b) Bowling shall only be from one end of the pitch. To be agreed before the boundary is set.
- c) At the bowling end a chalk line is to be marked 16m from the batters stumps and a popping crease marked 1.22m from the bowling end stumps.
- d) A normal set of wooden stumps (with no metal tips or tops) shall be used at one end. A set of spring loaded wooden stumps or plastic stumps shall be used from the bowlers end.
- e) Metal stumps must not be used.
- f) Games are played on either a concrete or synthetic pitch.





#### 11.1.5 The ball

- a) For under 10's the Kookaburra Rookie or Kookaburra Star ball shall be used.

#### 11.1.6 The boundary

- a) For under 10's the boundary shall be no more than 30m measured from the batting stumps.
- b) Plastic cones shall be used as boundary markers.

#### 11.1.7 Batting

- a) The batting side shall face 20 overs.
- b) Based on 7 batters per team each batter shall face 17 deliveries and then retire.
- c) Batters shall not return after retiring.
- d) The batter on strike for the 120th delivery shall face that delivery, that batter shall face 18 deliveries.
- e) Should the number of batters be more or less than 7 (i.e. between 9 and 5 batters) then the balls faced shall be distributed as follows; 5 player team – retire at 24 balls, 6 player team – retire at 20 balls, 7 player team – retire at 17 balls, 8 player team – retire at 15 balls, 9 player team – retire 13 balls.
- f) It is highly recommended that batters experience batting in all positions and not bat in the same order every game.
- g) Coaches/Managers should ensure that the next incoming batter is padded up and ready to commence their innings when required, to avoid time wasting.
- h) All deliveries, regardless if they are a no-ball or wide shall count in the deliveries faced.
- i) Batters are allowed unlimited dismissals. When dismissed a batter shall change to the non-strikers end.
- j) For each time a batter is dismissed there shall be four (4) runs added to the bowling teams score.
- k) Batters shall only be dismissed bowled, caught, run out, stumped or hit wicket.
- l) There is No L.B.W. dismissal. However, if in the opinion of the umpire, a batsman deliberately uses his pads in order to protect his wicket whilst making no genuine attempt to play the ball with his bat, the umpire shall in the first instance issue a warning to the batsman. In the event of any repeat occurrence the batsman may be given out in the terms of the LBW law.

#### 11.1.8 Bowling

- a) Bowling shall always be from the same end.
- b) All overs shall be a maximum of 6 balls per over.
- c) the Umpire shall call and signal "no ball" as per rule 6.25 No Ball
- d) No pace bowler is permitted to have a run up of more than 10 steps.
- e) A bowler shall not bowl more than 4 overs per innings

- f) When a team has at least seven players, all seven players shall bowl at least one over. Where a team has seven players or less this will include the wicket keepers who must bowl at least one over each per innings.
- g) Overs shall be distributed amongst bowlers for example; 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over. Further guidance as follows:
  - o 5 player team – 5 players bowl 4 overs
  - o 6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs
  - o 8 player team – 6 players bowl 3 overs; 2 players bowl 1 over
  - o 9 player team – 4 players bowl 3 overs; 3 players bowl 2 overs; 2 players bowl 1 over
- h) Coaches should rotate the numbers of overs bowlers deliver each week to ensure that all players have an equal share of bowling.

#### 11.1.9 Scoring and Sundries

- a) The Cricket Australia Stage 1 scorebook shall be used to guide the scoring.
- b) Scores shall be entered into MyCricket.
- c) Each team shall keep score and compare details progressively (preferably at the end of each pair's innings).
- d) At the start of play, write the names of the players of BOTH teams on the score sheet.
- e) For each dismissal taken four (4) runs shall be added to the bowling teams score.
- f) Wides and no-balls shall score 1 run plus whatever runs are scored.
- g) Wide - The Umpire shall call and signal "wide":
  - o If a bowler bowls a ball so HIGH or so WIDE as to be out of the batsman's reach in their NORMAL GUARD POSITION (a ball should not be called "wide" until it has been taken by or passes the wicket-keeper).
- h) No Ball - The Umpire shall call and signal "no ball":
  - o If a ball when bowled LANDS OFF THE PITCH AREA prior to passing the batters stumps.
  - o Bowling of high full pitched balls:
    - As per Law 41.7 of the Laws of Cricket, if a bowler bowls a FULL PITCHED BALL which passes, or would have passed, the batsman ON THE FULL ABOVE WAIST HEIGHT in their NORMAL GUARD POSITION.
  - o Bowling of fast short pitched balls:
    - If a FAST SHORT PITCHED BALL passes the batsman above SHOULDER HEIGHT in their NORMAL GUARD POSITION.
  - o BALL BOUNCING - A ball which bounces more than once before it reaches the popping crease is a "no ball". *Note that a rolling ball is a no ball and a ball that becomes stationary is then dead.*
  - o The Umpire shall call and signal "no ball" as per rule 6.25 No Ball.
- i) A batter may be dismissed off a "No Ball" only if run out.
- j) A batter may be dismissed off a "Wide Ball" only if run out or stumped.
- k) The team with the most runs (including runs added for dismissals) shall be declared the winner.

#### 11.1.10 Fielding

- a) Rotation of fielders is recommended to ensure all players experience all positions.
- b) There shall be no more than 7 players from the bowling/fielding side on the field at one time.
- c) If more than 7 players are present at a match, they should rotate onto the field each over.

d) When a team has five to seven players, there shall be 2 wicket keepers used (10 overs each). When a team has more than seven players, one player may remain wicket-keeper, i.e. there must be 7 different bowlers.

e) **RESTRICTED ZONE**

- o With the exception of the wicket-keeper and ONE offside slips/gully fieldsman, **NO PLAYER SHOULD BE POSITIONED WITHIN 15 METRES OF THE BATTER'S POPPING CREASE** (restricted zone)
- o No player is permitted to enter the 'restricted zone' until after the ball:
  - Is hit by the batter; or
  - Strikes the body or equipment of the batter; or
  - Passes through to the wicket-keeper.

If players enter this restriction zone, the Umpire must signal and call a 'dead ball' and no run, or sundry is to be recorded. The delivery shall then be re-bowled.

**11.1.11 Safety and protective equipment**

- a) Batters - Protective leg pads, protector box (boys) and batting gloves must be worn at all times when batting. The wearing of a helmet when batting is compulsory.
- a) Wicket-keepers - Protective leg pads, protector box (boys), wicket-keeping gloves and a properly adjusted helmet with full face guard must be worn at all times when wicket-keeping.

**11.1.12 Coaching**

- a) It is compulsory for ALL coaches to obtain an Introduction to Cricket accreditation prior to the commencement of the season.
- b) It is highly recommended that coaches obtain a Community (Level One) Coaching accreditation within their first season of coaching.

**11.1.13 Umpiring**

- a) It is highly recommended that umpires obtain a MWJCA Local Ticket prior to the commencement of the season (subject to umpire's course being held).
- b) Further information for people wishing to obtain a full umpires ticket is available from your Club secretary.
- c) The bowling team shall Umpire from the bowlers end in order to support and coach the bowler and fielding team.

**11.1.14 Weather affected and Match Result**

- a) A win will only be achieved if :
  - o Both teams have faced the same number of overs; and
  - o Both teams have faced a minimum of 10 overs
- b) The team batting 2nd must bat out all of their allotted overs even if they have passed the opposition's current score as the bowling team's total can still increase by 4 runs for every dismissal.
- c) Subsequent to the conditions of (b) being met, the team with the highest score at the completion of both teams' innings will be declared the winner.

**11.1.15 Point Score**

- a) Competition points will be awarded, and individual performances will be maintained.

**11.1.16 Entering Match Results**

- a) Team managers must enter the results on the Association's MyCricket site by 5pm the Friday following the completion of the game.

## 11.2 Under 11 Rules – Club Stage 1

Under 11 Rules shall be the same as Under 10 rules with the following exceptions.

### 11.2.1 Teams

- a) Players must be Under 11 years of age as at 31st August.

### 11.2.2 Time

- a) See Under 10 Rules

### 11.2.3 Overs

- a) See Under 10 Rules

### 11.2.4 Pitch and stumps

- b) See Under 10 Rules

### 11.2.5 The ball

- c) See Under 10 Rules

### 11.2.6 The boundary

- a) For Under 11 the boundary shall be no more than 35m measured from the batting stumps.
- b) Plastic cones as boundary markers.

### 11.2.7 Batting

- a) See Under 10 Rules
- b) The LBW method of dismissal applies.

### 11.2.8 Bowling

- a) See Under 10 Rules

### 11.2.9 Scoring and Sundries

- a) See Under 10 Rules

### 11.2.10 Fielding

- a) See Under 10 Rules

### 11.2.11 Safety and protective equipment

- b) See Under 10 Rules

### 11.2.12 Coaching

- a) See Under 10 Rules

### 11.2.13 Umpiring

- a) See Under 10 Rules.

### 11.2.14 Weather affected match.

- a) See Under 10 Rules

### 11.2.15 Point Score

- a) Competition points will be awarded, and individual performances will be maintained.

### 11.2.16 Match Results

- a) Team managers must enter the results on the Association's MyCricket site by 5pm the Friday following the completion of the game.



## 12. Under 12 Rules adoption of the Cricket Australia Club Stage 2

The competition format for Under 12 is an 18-week regular season where teams play one (1) day games in a round-robin format. Followed by a final series for the top four (4) teams and play offs for the rest of the teams.

### 12.1 Under 12 Rules – Club Stage 2

#### 12.1.1 Teams

- Clubs are permitted to register up to 11 players per team, although a team consists of 9 players.
- Only 9 players can be on the field at any given time i.e. only 9 can bat and bowl, however, any non-batter(s) can bowl (up to 11 players)
- There shall be no more than 9 players from the bowling side on the field at one time.
- Players must be Under 12 years of age as at 31st August.
- A team shall have a minimum of seven (7) players plus one kit on match day in order to commence a game.

#### 12.1.2 Player Participation Rules

- In each team, four (4) players shall be nominated as 'batters', three (3) different players shall be nominated as 'bowlers', and two (2) different players nominated as the 'wicket-keepers'. Although the wicket-keepers can bat anywhere in the order, they are not to be included as one of the 4 selected batsmen. This shall be recorded on the official team sheet before the game commences.
- Players shall **not** be permitted to alternate between batter and bowler nominations during the game. However, the wicket-keeper is able to be interchanged at the mid-innings break (15 overs) with that player then to bowl during the second half of the innings.
- The nominated wicket-keepers are also able to bat in any position in the batting order with subsequent players dropping down one place.
- Participation: It is envisaged that nominated Batsmen and Bowlers will change (rotate) between matches to ensure all players in a team participate in all aspects throughout the season. The method and timing of rotation is at the discretion of the Coach/Manager/Team.
- The following guidelines to be used for teams with 9 or less players in one-day matches:

Number of players in team	Player nominations	Bowling restrictions
<b>9</b> (normal case)	<ul style="list-style-type: none"> <li>• 4 nominated batters to bat first</li> <li>• 3 different nominated bowlers to bowl first</li> <li>• Two nominated WKs</li> <li>• <i>These are the current default rules above</i></li> </ul>	All players are to bowl (each Wicket-Keeper is to bowl at least one over each). Max number of overs is 4 per bowler.
<b>8</b>	<ul style="list-style-type: none"> <li>• 3 nominated batters to bat first</li> <li>• 3 different nominated bowlers to bowl first</li> <li>• Two nominated WKs</li> </ul>	All players are to bowl (each Wicket-Keeper is to bowl at least one over each). Max number of overs is 4 per bowler.
<b>7</b>	<ul style="list-style-type: none"> <li>• 3 nominated batters to bat first</li> <li>• 2 different nominated bowlers to bowl first</li> <li>• Two nominated WKs</li> </ul>	All players are to bowl (each Wicket-Keeper is to bowl at least one over each). Max number of overs is 5 per bowler.

### 12.1.3 Time and overs

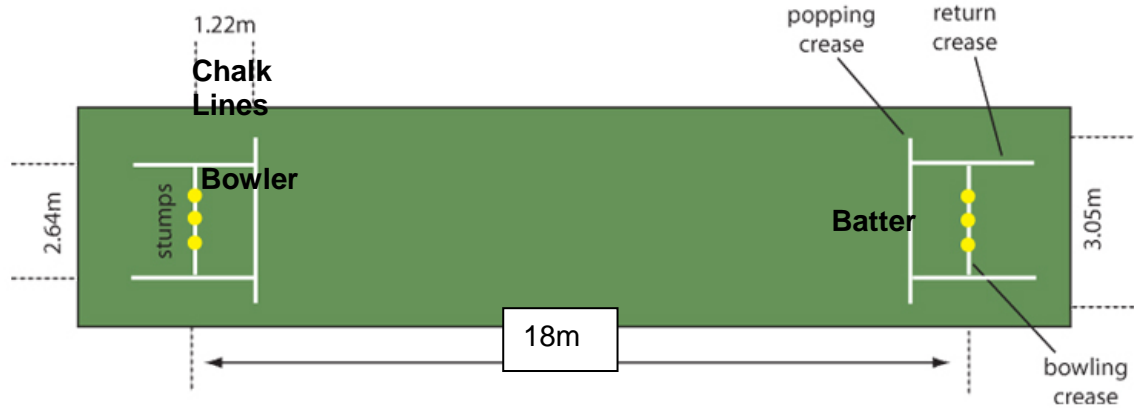
- a) All one day games shall be played over a 4 HOUR time period. Play shall commence at 1:00pm and cease at 4:00pm with each team to receive THIRTY OVERS (30) PER INNINGS or as many as the available playing time will permit, with 30 as the MAXIMUM.
- b) If the team fielding first fails to bowl the required number of overs by 2:55pm, play shall continue until 30 overs have been bowled, providing that the team batting first has not been dismissed or declared its innings closed. At that time the normal interval shall be taken (10 minutes innings break). Unless it is determined by the Umpires that unforeseen circumstances have contributed to the inability of the team fielding first to bowl the required number of overs (by 2:55pm), the innings of the team batting second shall be limited to the same number of overs as it has bowled by 2:55pm.
- c) The team batting second is to receive the SAME NUMBER OF OVERS BOWLED BY THEIR OPPONENTS AT 2:55PM as per 12.1.3 (b). If the required number of overs is not completed by 4:00pm, then the batting side may lodge, for the Executive Committees consideration, a claim for forfeit against the bowling side.
- a) Any time lost at the start of the game shall be compensated for by REDUCING THE NUMBER OF OVERS to be bowled. The reduction will be ONE OVER FOR EVERY FOUR MINUTES of time lost at the start of the game. Refer to Appendix 6 for Table of Overs Lost
- b) The number of overs to be bowled should be agreed upon by both Managers and recorded in the score books BEFORE commencement of play.
- c) The minimum number of overs per side to constitute a match shall be fifteen (15) overs. The minimum number of overs to be bowled to the team batting second shall be fifteen (15).

#### Example

*"In the event of rain impacting the team batting second and less than 30 overs are bowled (but at least 15 overs are bowled) then run rate (not Duckworth Lewis) is to be applied to the team batting second. Example, team batting first is bowled out in 27 overs (a full 30 overs were available) for 107 their run rate would be  $107/30 = 3.57$ . If the team batting second faces less than 15 overs the game is a draw (unless they scored all the runs or were bowled out), if more than 15 but less than 30 overs are faced and they are not all out, run rate of 3.57 is applied to the number of whole overs bowled. If 17 overs faced before the game was called off the target would be  $17 \times 3.57 = 60.69$ , ignore the decimal thus 60 runs would mean a tied game, 61 the winning score. "*

### 12.1.4 Pitch and stumps

- a) The pitch shall be 18m measured from stumps to stumps.
- b) Option to use a set of wooden stumps (with no metal tips or tops) at one end. A set of spring loaded wooden stumps at a distance of 18m. At the spring loaded stump end a chalk line is to be marked 18m from the batters stumps and a popping crease marked 1.22m from the spring loaded stumps.
- c) Option to use two sets of spring loaded wooden stumps and move stumps in at each end to the 2 crease lines (17.7m apart). Then mark a popping crease at 1.22m from the spring loaded stumps at each end.
- d) Metal stumps must not be used.
- g) Games are played on a synthetic pitch.



#### 12.1.5 The ball

- a) For Under 12 the 142g Kookaburra leather ball (Red King, Practice, Tuf Pitch, Special Test, Zenith) shall be used.

#### 12.1.6 The boundary

- a) For Under 12 the boundary shall be no more than 35m measured from the stumps at each end and the centre line of the pitch between wickets.
- b) Plastic cones shall be used as boundary markers.

#### 12.1.7 Batting

- a) Players nominated as 'batters' shall fill the first four (4) spots in the batting order. The remaining players can bat in any sequence.
- b) A batsman must RETIRE after facing 35 deliveries in a 30 over ONE DAY match, irrespective of the number of players per team.
- c) If a batsmen is dismissed they are out.
- d) If all batsmen are dismissed or retired, the retired batsmen are allowed to return to the crease in the same order as they retired and their score continues. Upon their return batters must RETIRE after facing a further 35 deliveries unless 7 wickets have fallen, in which case their innings shall continue.
- e) The batting team's innings is complete after 8 wickets have fallen or 30 overs
- f) Wides shall not be included in the batter's ball count.

#### 12.1.8 Bowling

- a) The three (3) players nominated as 'bowlers' must have bowled at least 3 overs each by the conclusion of the 12th over of the innings.
- b) Balls per over - maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled
- c) For a 9 or 8 player team the maximum overs per bowler shall be 4. For a 7 player team the maximum overs per bowler shall be 5.
- d) All players are to bowl at least one over each (each Wicket-Keeper is to bowl one over each), for example:
  - o 9 player team - 5 players x 4 overs, 2 players x 3 overs, 2 players x 2 over (i.e. Wicket-Keepers)
  - o 8 player team – 6 players x 4 overs; 2 players x 3 overs (wk)
  - o 7 player team – 4 players x 5 overs; 1 player x 4 overs; 2 players bowl 3 overs (wk)
- e) Coaches should rotate the numbers of overs bowlers deliver each week to ensure that all players have an equal share of bowling.

- f) Bowling is from both ends
- g) Further, no bowler may bowl more than four (4) overs in any continuous spell. Following any spell of bowling (that is, for any spells between 2 and 4 overs in duration), the bowler must be rested for double the number of overs he/she bowled.

#### 12.1.9 Scoring and Sundries

- l) The Cricket Australia Stage 2 scorebook shall be used to score (scores may also be entered live into MyCricket).
- m) Scores shall be entered into MyCricket.
- n) Each team shall keep score and compare details progressively (preferably at the end of each pair's innings).
- o) At the start of play, write the names of the players of BOTH teams on the score sheet.
- p) Wides and no-balls shall score 1 run plus whatever runs are scored.
- q) Wide - The Umpire shall call and signal "wide":
  - o If a bowler bowls a ball so HIGH or so WIDE as to be out of the batsman's reach in their NORMAL GUARD POSITION (a ball should not be called "wide" until it has been taken by or passes the wicket-keeper).
- r) No Ball - The Umpire shall call and signal "no ball":
  - o If a ball when bowled LANDS OFF THE PITCH AREA prior to passing the batters stumps.
  - o Bowling of high full pitched balls:
    - As per Law 41.7 of the Laws of Cricket, if a bowler bowls a FULL PITCHED BALL which passes, or would have passed, the batsman ON THE FULL ABOVE WAIST HEIGHT in their NORMAL GUARD POSITION.
  - o Bowling of fast short pitched balls:
    - If a FAST SHORT PITCHED BALL passes the batsman above SHOULDER HEIGHT in their NORMAL GUARD POSITION.
  - o BALL BOUNCING - A ball which bounces more than once before it reaches the popping crease is a "no ball". *Note that a rolling ball is a no ball and a ball that becomes stationary is then dead.*
  - o The Umpire shall call and signal "no ball" as per rule 6.25 No Ball.
- s) A batter may be dismissed off a "No Ball" only if run out.
- t) A batter may be dismissed off a "Wide Ball" only if run out or stumped.
- u) The team with the most runs shall be declared the winner.

#### 12.1.10 Fielding

- a) Rotation of fielders is recommended to ensure all players experience all positions.
- b) There shall be no more than 9 players from the bowling/fielding side on the field at one time.
- c) If more than 9 players are present at a match, they should rotate onto the field each over.
- d) RESTRICTED ZONE
  - o With the exception of the wicket-keeper and ONE offside slips/gully fieldsman, **NO PLAYER SHOULD BE POSITIONED WITHIN 10 METRES OF THE BATTER'S POPPING CREASE** (restricted zone)
  - o No player is permitted to enter the 'restricted zone' until after the ball:
    - Is hit by the batter; or
    - Strikes the body or equipment of the batter; or



- Passes through to the wicket-keeper.

If players enter this restriction zone, the Umpire must signal and call a 'dead ball' and no run, or sundry is to be recorded. An extra ball is to be bowled.

### 12.1.11 Coaching

- It is compulsory for ALL coaches to obtain an Introduction to Cricket accreditation prior to the commencement of the season.
- It is highly recommended that coaches obtain a Community (Level One) Coaching accreditation within their first season of coaching.

### 12.1.12 Umpiring

- It is highly recommended that umpires obtain a MWJCA Local Ticket prior to the commencement of the season (subject to umpire's course being held).
- Further information for people wishing to obtain a full umpires ticket is available from your Club secretary.

### 12.1.13 Weather affected and Match Result

- One day matches are decided on first innings results.
- A result can be achieved only if both teams have had the opportunity to bat for at least 15 overs, unless one team has been all out in less than 15 overs, or unless the team batting second scores enough runs to win in less than 15 overs.
  - The team with the highest score at the completion of both teams' innings will be declared the winner.
  - In the case where an innings is incomplete (but in excess of the minimum overs) the result shall be determined on run rate (total runs scored divided by total overs faced). Where a team is all-out in any innings, for the purpose of calculating the run-rate, the maximum number of overs for the innings shall be used as the number of overs faced in that innings.

### 12.1.14 Point scoring based on result of the match

- Points are awarded for each game in accordance with section 6.29.4.
- individual performances will be maintained

### 12.1.15 Entering Match Results

- Team managers must enter the results on the Association's MyCricket site by 5pm the Friday following the completion of the game.

## 12.2 Finals and Play Offs – Under 12

### 12.2.1 Team Qualification for Semi-Finals and Play offs

- The top four (4) teams based on the points for the regular season qualify for finals.
- Teams finishing from 5<sup>th</sup> place onwards shall qualify for Play Offs.
- In the event that more than one (1) team are on equal points at the end of the regular season the semi-final placings shall be determined by the higher TEAM NET QUOTIENT:

$$\text{TEAM NET QUOTIENT} = \frac{(\text{Runs Scored} \div \text{Wickets Lost})}{(\text{Runs Conceded} \div \text{Wickets Taken})}$$

- If the event that teams have equal points at the end of the regular season and equal TEAM NET QUOTIENT, the semi-final placings shall be determined by the TEAM NET QUOTIENT of the games involving both teams.

- e) In the event that teams are equal on all of the above then final placings shall be determined by highest total of runs scored during the regular season.

#### 12.2.2 Player Qualification for Finals

- a) For a player to be eligible to play in a Finals match of a main competition, that player shall have played four (4) or more matches in that team in the regular season.
- b) Players who become injured through the season may have the matches during the period for which they are injured and unable to play count towards their qualification for Finals matches. In order to be eligible for relief under this paragraph, the relevant club Secretary must furnish to the Association Secretary written advice of which matches the player shall be unable to play due to injury accompanied by a supporting medical certificate in advance of such matches taking place.
- c) The Association Executive Committee reserves the right to allow any person to participate in any Finals match upon application from the relevant club Secretary. The Executive Committee shall exercise this right at its discretion and its decision shall be final. Clubs should be aware that this right shall only be exercised in rare cases of significant extenuating circumstances.

#### 12.2.3 Finals Format – Top 4

- a) The finals for the top 4 teams in each age group division will comprise of semi-finals and finals.
- b) Finals will be one (1) day games.
  - o **Semi-Final 1:** 1<sup>st</sup> vs 4<sup>th</sup>
  - o **Semi-Final 2:** 2<sup>nd</sup> vs 3<sup>rd</sup>
  - o **Final:** Winner Semi-Final 1 vs Winner Semi-Final 2
  - o **3<sup>rd</sup>/4<sup>th</sup> Playoff:** Loser Semi-Final 1 vs Loser Semi-Final 2

#### 12.2.4 Finals Format – 5<sup>th</sup> Place onwards Play Off

- a) For teams finishing from 5<sup>th</sup> place onwards during the regular season there will be a Play Off between paired teams:
  - o **5<sup>th</sup> / 6<sup>th</sup> Playoff**
  - o **7<sup>th</sup> / 8<sup>th</sup> Playoff**
  - o And so on
- b) Play Offs shall be One Day games only.

#### 12.2.5 Finals – Washouts and Incomplete Games

- a) In the event that either a semi-final, play off or grand final cannot be complete due to weather or any other reason the winner shall be the team that finished higher during the regular season.
- b) For semi-finals and 5<sup>th</sup> place onward Play Offs the higher placed team shall be determined as per Team Qualification for Semi-Finals and Play Offs
- c) For the Grand Final the higher placed shall only be determined by points scored during the regular season. Should Grand Final teams be equal on points then they shall be declared joint Premiers.

## 13. Competition Rules for Traditional Cricket - U13 – U16/18

The competition format for traditional cricket comprises into an 18-week regular season where teams play a mixture (depending on the division) of two (2) day, one (1) day and T20 games in a round-robin format. Followed by a semi-final weekend for all teams and final weekend for the top four (4) teams.

### 13.1 Regular Season

- 18 weeks of round-robin games.
- A mixture of two (2) day, one (1) day and T20 games (depending on division)
- Points are awarded for each game in accordance with section 6.29.4.

### 13.2 General rules Under 13 to 16-18

Note: Please refer to section on **Competition Rules Common to All Age Groups** prior to reviewing these age specific rules.

All games are played under the normal laws of the game of cricket. These are local adjustments to some of those laws.

The rules in this section apply to two-day and one-day traditional cricket in all divisions of the competitions listed below:

Age Group	Division
Under 13	All
Under 14	All
Under 15	All
Under 16-18	All

#### 13.2.1 Ball

- a) Cricket balls used must be of leather and approved by the MWJCA to maintain uniformity. Details for each age group is outlined in the section of this document entitled **Cricket Balls** and summarized below:

Age Group	Division	Weight	Brand Name	Options
Under 13 upwards	All	156gm	KOOKABURRA	Two-piece leather Red King, Practice, Tuf Pitch, Special Test, Zenith

#### 13.2.2 Wicket-keeping

- a) Protective leg pads, protector box, and wicket-keeping gloves must be worn at all times when wicket-keeping.
- b) In U13 to U16-18, if the wicket-keeper is standing up to the stumps (or within 2 metres of the stumps) for any type of bowler, then they must wear a helmet. In the U13 to U16-18 age groups, wicket-keepers standing over 2 metres from the stumps are not required to wear helmets unless in the opinion of the Umpires it is unsafe for them not to.

#### 13.2.3 Fielding

- a) Only eleven (11) players shall be permitted on the field at any one time. Fielders (excluding the wicket-keeper) shall be permitted to rotate on and off the field between overs without restriction (with no delay to play). At least one umpire must be notified prior to each fielding substitution.

b) RESTRICTED ZONE

- When a player is required to field in close proximity to the batsman, with the exception of the wicket-keeper and offside slips/gully fieldsmen, **NO PLAYER UP TO AND UNDER THE AGE OF 18 SHOULD BE POSITIONED WITHIN 10 METRES OF THE BATTER'S POPPING CREASE**, (restricted zone)
  - Therefore for players playing in competitions up to and including Under 18 age divisions, **NO PLAYER** (with the exception of the wicket-keeper and offside slips/gully fieldsmen), **SHOULD BE POSITIONED WITHIN 10 METRES OF THE BATTER'S POPPING CREASE** (restricted zone)
- No player is permitted to enter the 'restricted zone' until after the ball:
  - Is hit by the batter; or
  - Strikes the body or equipment of the batter; or
  - Passes through to the wicket-keeper.

If players enter this restriction zone, the Umpire must signal and call a 'dead ball' and no run or sundry is to be recorded. An extra ball is to be bowled.

**13.2.4 Sundries**

- a) WIDES and NO BALLS are to be recorded as sundries and are to be recorded against the bowler.

**13.2.5 Coaching**

- a) It is compulsory for ALL coaches to obtain an Introduction to Cricket accreditation prior to the commencement of the season.
- b) It is highly recommended that coaches obtain a Community (Level One) Coaching accreditation within their first season of coaching.

**13.2.6 Umpiring**

- a) It is highly recommended that umpires obtain a MWJCA Local Ticket prior to the commencement of the season (subject to umpire's course being held).
- b) Further information for people wishing to obtain a full umpires ticket is available from your Club secretary.

**13.2.7 Point scoring based on result of the match**

- a) Points are awarded for each game in accordance with section 6.29.4.
- b) individual performances will be maintained



## 13.3 Two Day Matches

### 13.3.1 Team

- a) A team shall consist of twelve (12) players, with one player being nominated as a batsman only and another as a bowler only prior to the commencement of play. Both of these nominated players may still wicket-keep. However, seven (7) players (plus one kit) constitutes a team.
- b) Only eleven (11) players may field at any one time with the 12<sup>th</sup> rotating with the other fielders. If an agreement is reached before the game, more than one player can rotate on and off the field.
- c) The players who are nominated as batting or bowling only must have that written next to their names on the team sheet when it is handed to the opposition at the toss before the game commences.

### 13.3.2 Time – morning match

- a) The match should commence at 8:00am and finish at 11:30am.
- b) The time for the match shall commence from the time the first ball is bowled and continue for 3 hours 30 minutes (where necessary) which includes a 10 minute break between innings, and a 5 minute “drinks” break at approximately 9:30am. If, for example, the first ball is not bowled until 8:10am, the day’s play shall finish no later than 11:40am. The latest time a two day match may finish play is 11:45am.

### 13.3.3 Time – afternoon match

- a) The match should commence at the scheduled time and should finish three and a half hours from the scheduled time.
- b) The time for the match shall commence from the time the first ball is bowled and continue for 3 hours 30 minutes (where necessary) which includes a 10 minute break between innings, and a 5 minute “drinks” break after approximately 90 minutes. If, for example, the first ball is not bowled until 1:40pm, the day’s play shall finish no later than 5:10pm. The latest time a two day match may finish play is three hours and forty five minutes after the scheduled start time.

### 13.3.4 Drinks

- a) A compulsory 5 minute “drinks” break shall be taken after approximately 90 minutes of play. On particularly hot days, more drinks breaks may be taken at the discretion of the managers, and the day’s play may be extended as appropriate but must finish no later than three hours and forty five minutes after the scheduled start time. Common sense and the welfare of the players is the overriding factor in the decision making.

### 13.3.5 Innings

- b) Unless dismissed beforehand, or an innings is declared closed, each team is to bat for FIFTY (50) overs.
- a) NO INNINGS (either first or second) is to exceed 50 overs.
- b) If the team batting first receives its 50 overs before three hours and five minutes from the scheduled start time, the other team is to then commence its innings after the 10 minute break, however play in these circumstances must finish three hours and thirty minutes from the scheduled start time.
- c) If the 50 overs are completed after three hours and five minutes from the scheduled start time, then play must finish for the day.
- d) If a team DECLARES without receiving their 50 overs after three hours and five minutes from the scheduled start time, then play shall continue after the 10 minute break to the SCHEDULED finishing time (i.e. start time + 3 hours 30 minutes).
- e) If the team batting first is DISMISSED in less than 50 overs, the team batting second may bat for the maximum of 50 overs. However, if the team batting second does not receive 50 overs (unless their innings is declared closed beforehand), the fielding team shall FORFEIT the match.

**13.3.6 Follow on**

- a) A team may only ask the opposing side to FOLLOW ON if their score is ahead of the opposition by FIFTY (50) runs.

**13.3.7 Failure to bowl 50 overs**

- a) If the fielding team fails to bowl the required 50 overs in three hours and thirty minutes, with the exception of any appropriate delays as discussed under DRINKS section above, THEY SHALL FORFEIT THE MATCH.

**13.3.8 Batting**

- a) The following batting retirement rules and restrictions must be used:

Age Group	Division	Batting Retirements and Restrictions
Under 13 Under 14 Under 15	All	<ul style="list-style-type: none"> <li>A batsman must retire on the completion of the over after batting for TWENTY FIVE (25) overs (disregard the first over unless it is a full over). Retiring under these circumstances shall be considered NOT OUT for purposes of average and scorers are to ensure the score book is marked "retired 25 overs".</li> <li>If all batsmen are dismissed or retired (after 25 overs) the retired batsmen are allowed to return to the crease in the same order as they retired and their score continues.</li> </ul>
Under 16-18	All	<ul style="list-style-type: none"> <li>THERE ARE <b>NO RESTRICTIONS</b> ON BATSMEN IN THIS COMPETITION.</li> </ul>

**13.3.9 Bowling**

- a) The bowling restrictions shown in the tables below must be adhered to and apply to all bowlers irrespective of their discipline (e.g. pace, slow).

Restrictions on number of bowlers to be used

Age Group	Division	Restrictions on the number of Bowlers used
Under 13 Under 14 Under 15	All	<ul style="list-style-type: none"> <li>The bowling side must bowl a minimum of eight (8) bowlers and they must bowl a minimum of four (4) overs each. If an innings is reduced to less than 50 overs the bowlers may be reduced by one (1) for every four (4) over reduction.</li> </ul>
Under 16-18	All	<ul style="list-style-type: none"> <li>THERE ARE <b>NO RESTRICTIONS</b> ON THE NUMBER OF BOWLERS OTHER THAN IN MEETING INDIVIDUAL BOWLER RESTRICTIONS AS SHOWN BELOW.</li> </ul>

Restrictions on number of overs and individual bowler can bowl

	Age U12	U13 to U15	U16-18	
<b>Maximum Overs Per Spell</b>	4	5	6	No bowler may bowl more than this number of overs in any <i>continuous</i> spell. Following any spell of bowling, (that is, for any spells of 2 or more overs in duration), the bowler must be rested for double the number of overs he/she bowled. If a bowler bowls a full spell at the end of the first days play they may bowl a full spell at the start of day two because they have covered their required rest period.  Example: In the U13 to U15 age divisions, if a bowler bowls five (5) overs at the end of the first day's play they may bowl five (5) overs at the start of day two because they have covered their required rest period.
<b>Maximum Overs Per Innings</b>	8	10	12	No bowler may bowl more than this number of overs in either innings.
<b>Maximum Overs Per Day in MWJCA Competition</b>	8	10	12	If the match extends into a second innings on the same day, no bowler may bowl more than this number of overs in any day's play in the MWJCA Competition.  Example: In the Under 15 age division, if the match extends into a second innings on the same day no bowler may bowl more than ten (10) overs in any day's play. So for example, if they bowled six (6) overs in the first innings on the same day as the second innings, then only four (4) overs would be allowed in the second innings for that bowler.

- b) Note that guidelines for bowling limitations for pace bowlers is outlined in the section of this document entitled **Bowling Restrictions**. Pace bowler's restrictions are set for the player's age, not the age group.
- o Example: if you are an under 12 aged player playing in the under 13 age group you are only permitted to bowl:
    - 4 overs in a spell
    - 8 overs in an innings.

**13.3.10 Playing for a draw**

- a) A team may only play for a DRAW when the number of overs it received is less than that received by its opponents (for reasons OTHER than outlined above).
- b) For example, the team batting first received its full 50 overs. On the second day of play, rain interrupts play for say 20 minutes or more and it is not possible to bowl the full 50 overs before 11:45am.

**13.3.11 Rain interruption**

- a) See guidelines in section – **Guidelines for rain interrupted matches in Traditional Cricket Two Day Matches**.
- b) If rain interrupts play on the first day, refer to the guidelines in section – **Guidelines for rain interrupted matches in Traditional Cricket Two Day Matches**.

**13.3.12 Wash outs**

- a) Any match completely washed out on the first day shall, on the second day, be played as a one day match under the rules relating to ONE DAY MATCHES. In the event of six (6) or fewer

overs having been bowled on the first day, they shall be disregarded and play re-commenced on the second day as a ONE DAY MATCH.

- b) See also guidelines in section – **Guidelines for rain interrupted matches in Traditional Cricket Two Day Matches.**





## 13.4 One Day Matches

### 13.4.1 Team

- a) Each game shall be played between two teams of up to twelve (12) players, however, seven (7) players (plus one kit) constitutes a team.
- b) In each team, five (5) players shall be nominated as 'batters', five (5) different players shall be nominated as 'bowlers', and one (1) different player nominated as the 'wicket-keeper'. Although the wicket-keeper can bat anywhere in the order, they are not to be included as one of the 5 selected batsmen. This shall be recorded on the official team sheet before the game commences.
- c) Players shall **not** be permitted to alternate between batter and bowler nominations during the game. However, the wicket-keeper is able to be interchanged at the mid-innings break (15 overs) with that player then being eligible to bowl during the second half of the innings.
- d) The nominated wicket-keeper is also able to bat in any position in the batting order with subsequent players dropping down one place.
- e) Participation: It is envisaged that nominated Batsmen and Bowlers shall change (rotate) between matches to ensure all players in a team participate in all aspects throughout the season. The method and timing of rotation is at the discretion of the Coach/Manager/Team.

### 13.4.2 Time and overs

- a) All one day games shall be played over a 4 HOUR time period. Play shall commence at the scheduled start time and cease at four hours later with each team to receive THIRTY (30) OVERS or as many as the available playing time shall permit, with 30 as the MAXIMUM.
- b) The team batting first shall complete its innings when it has received 30 overs or 115 minutes after the scheduled start time, whichever comes LAST (see dot point for "lost time" prior to start). Both teams are to be back on the field, ready to recommence after a ten minute break for change of innings.
- c) If the team fielding first fails to bowl the required number of overs by 115 minutes after the originally scheduled start time, play shall continue until 30 overs have been bowled, providing that the team batting first has not been dismissed or declared its innings closed. At that time the normal interval shall be taken (10 minutes innings break). Unless it is determined by the Umpires that unforeseen circumstances have contributed to the inability of the team fielding first to bowl the required number of overs (by 115 minutes after the originally scheduled start time), the innings of the team batting second shall be limited to the same number of overs as it has bowled by 115 minutes after the originally scheduled start time.
- d) The team batting second is to receive the SAME NUMBER OF OVERS BOWLED BY THEIR OPPONENTS AT 115 minutes after the originally scheduled start time as per 13.4.2 (c). If the required number of overs is not completed by 240 minutes after the originally scheduled start time, then the batting side may lodge, for the Executive Committees consideration, a claim for forfeit against the bowling side.
- e) Any time lost at the start of the game shall be compensated for by REDUCING THE NUMBER OF OVERS to be bowled. The reduction shall be ONE OVER FOR EVERY FOUR MINUTES of time lost at the start of the game. Refer to Appendix 6 for Table of Overs Lost
- f) The number of overs to be bowled should be agreed upon by both Managers and recorded in the score books BEFORE commencement of play.
- g) The minimum number of overs per side to constitute a match shall be fifteen (15) overs. The minimum number of overs to be bowled to the team batting second shall be fifteen (15).

*Example*

*"In the event of rain impacting the team batting second and less than 30 overs are bowled (but at least 15 overs are bowled) then run rate (not Duckworth Lewis) is to be applied to the team batting second. Example, team batting first is bowled out in 27 overs (a full 30 overs were available) for 107 their run rate would be  $107/30 = 3.57$ . If the team batting second faces less than 15 overs the game is a draw (unless they scored all the runs or were bowled out), if more than 15 but less than 30 overs are faced and they are not all out, run rate of 3.57 is applied to the number of whole overs bowled. If 17 overs faced before the game was called off the target would be  $17 \times 3.57 = 60.69$ , ignore the decimal thus 60 runs would mean a tied game, 61 the winning score. "*

**13.4.3 Batting**

- a) Players nominated as 'batters' shall fill the first five (5) spots in the batting order. The remaining players can bat in any sequence.
- b) A batsman must RETIRE after batting for FIFTEEN (15) OVERS in a ONE DAY match (disregard the first over if it is not a full over).
- c) If all batsmen are dismissed or retired (after 15 overs) the retired batsmen are allowed to return to the crease in the same order as they retired and their score continues.

**13.4.4 Bowling**

- a) Players nominated as 'bowlers' shall be the first five (5) bowlers used in the fielding innings. Other players (e.g. the nominated batters) shall only be permitted to bowl once each of the nominated bowlers has bowled at least 3 overs. The 6<sup>th</sup> bowler may however commence his or her spell while the 5<sup>th</sup> bowler is in the process of completing his or her 3 overs – e.g. the first 4 bowlers have completed 3 overs and the 5<sup>th</sup> bowler has bowled the first of his/her 3 when the 6<sup>th</sup> bowler comes on.
- b) The bowling side must bowl a minimum of eight (8) bowlers and they must bowl a minimum of three (3) overs each.
- c) Bowlers can bowl a maximum of six (6) overs.
- d) Further, no bowler may bowl more than four (4) overs in any continuous spell. Following any spell of bowling (that is, for any spells between 2 and 4 overs in duration), the bowler must be rested for double the number of overs he/she bowled.

**13.4.5 Batting and Bowling Guidelines for teams with less than 11 players**

a) The following guidelines to be used for teams with less than 11 players in one-day matches:

Number of players in team	Player nominations	Bowling restrictions
<b>11 / 12</b> (normal case)	<ul style="list-style-type: none"> <li>• 5 nominated batters to bat first</li> <li>• 5 different nominated bowlers to bowl first</li> <li>• One nominated WK</li> <li>• <i>These are the current default rules above</i></li> </ul>	The bowling side must bowl a minimum of <b>eight (8)</b> bowlers and they must bowl a minimum of <b>three (3)</b> overs each
<b>10</b>	<ul style="list-style-type: none"> <li>• 5 nominated batters to bat first</li> <li>• 4 different nominated bowlers to bowl first</li> <li>• One nominated WK</li> </ul>	The bowling side must bowl a minimum of <b>eight (8)</b> bowlers and they must bowl a minimum of <b>three (3)</b> overs each
<b>9</b>	<ul style="list-style-type: none"> <li>• 4 nominated batters to bat first</li> <li>• 4 different nominated bowlers to bowl first</li> <li>• One nominated WK</li> </ul>	The bowling side must bowl a minimum of <b>seven (7)</b> bowlers and they must bowl a minimum of <b>three (3)</b> overs each
<b>8</b>	<ul style="list-style-type: none"> <li>• 4 nominated batters to bat first</li> <li>• 3 different nominated bowlers to bowl first</li> <li>• One nominated WK</li> </ul>	The bowling side must bowl a minimum of <b>six (6)</b> bowlers and they must bowl a minimum of <b>three (3)</b> overs each
<b>7</b>	<ul style="list-style-type: none"> <li>• 3 nominated batters to bat first</li> <li>• 3 different nominated bowlers to bowl first</li> <li>• One nominated WK</li> </ul>	The bowling side must bowl a minimum of <b>five (5)</b> bowlers and they must bowl a minimum of <b>three (3)</b> overs each

**13.4.6 Drinks Break**

a) The 5 minute drinks break is not compulsory for one day matches. For one day matches the innings break shall be held at 9:55am and drinks can be taken at that point.

**13.4.7 Result**

a) One day matches are decided on first innings results.

## 13.5 Twenty20 Rules

Note: Please refer to section on **Competition Rules Common to All Age Groups** prior to reviewing these age specific rules.

All games are played under the normal laws of the game of cricket. These are local adjustments to some of those laws.

### 13.5.1 Applicable Competitions

- a) These rules apply to any age group playing traditional cricket where a T20 match is scheduled. These are all competitions from Under 12 upwards (all divisions).

### 13.5.2 Teams

- a) Each game shall be played between two teams of up to twelve (12) players, however, seven (7) players (plus one kit) constitutes a team.
- b) In each team, five (5) players shall be nominated as 'batters', five (5) players shall be nominated as 'bowlers', and one (1) player nominated as the 'wicket-keeper'. This shall be recorded on the team sheet when it is handed to the opposition at the toss before the game commences.
- c) Players shall **not** be permitted to alternate between batter and bowler nominations during a game. However, the wicket-keeper is able to be interchanged at the mid-innings break (10 overs) with that player then being eligible to bowl during the second half of the innings. The nominated wicket-keeper is also able to bat in any position in the batting order with subsequent players dropping down one place.
- d) Players nominated as 'batters' shall fill the first five (5) batting spots in the batting order. The remaining players can bat in any sequence.
- e) Players nominated as 'bowlers' shall be the first five (5) bowlers used in the fielding innings. Other players (e.g. the nominated batters) shall only be permitted to bowl once each of the nominated bowlers has bowled at least 2 overs.
- f) Only eleven (11) players shall be permitted on the field at any one time. Fielders (excluding the wicket-keeper) shall be permitted to rotate on and off the field between overs without restriction (with no delay to play). At least one umpire must be notified prior to each fielding substitution.
- g) Participation: It is envisaged that nominated Batsmen and Bowlers shall change (rotate) between matches to ensure all players in a team participate in all aspects throughout the season. The method and timing of rotation is at the discretion of the Coach/Manager/Team.

### 13.5.3 Batting and Bowling Guidelines for teams with less than 11 players

- a) The following guidelines to be used for teams with less than 11 players in one-day matches:

Number of players in team	Player nominations	Bowling restrictions
<b>11 / 12</b> (normal case)	<ul style="list-style-type: none"> <li>• 5 nominated batters to bat first</li> <li>• 5 different nominated bowlers to bowl first</li> <li>• One nominated WK</li> <li>• <i>These are the current default rules above</i></li> </ul>	The bowling side must bowl a minimum of <b>five (5)</b> bowlers.
<b>10</b>	<ul style="list-style-type: none"> <li>• 5 nominated batters to bat first</li> <li>• 4 different nominated bowlers to bowl first</li> <li>• One nominated WK</li> </ul>	As above
<b>9</b>	<ul style="list-style-type: none"> <li>• 4 nominated batters to bat first</li> <li>• 4 different nominated bowlers to bowl first</li> <li>• One nominated WK</li> </ul>	As above



<b>8</b>	<ul style="list-style-type: none"> <li>• 4 nominated batters to bat first</li> <li>• 3 different nominated bowlers to bowl first</li> <li>• One nominated WK</li> </ul>	As above
<b>7</b>	<ul style="list-style-type: none"> <li>• 3 nominated batters to bat first</li> <li>• 3 different nominated bowlers to bowl first</li> <li>• One nominated WK</li> </ul>	As above

#### 13.5.4 Time and overs

- a) The match shall consist of one (1) inning per side limited to TWENTY (20).
- b) All Twenty20 games shall be played over a 2 hour and 30 minute period (150 minutes) with each innings limited to 70 minutes.
- c) The time for the match shall commence from the time the first ball is bowled and continue for 2 hours 30 minutes (where necessary) which includes a 10 minute interval between innings. The interval between innings shall be NO LONGER THAN 10 minutes. Both teams are to be back on the field, ready to recommence after the interval.
- d) Commencement of play shall be based on the start time published by the Association in the competition draw. For example:
  - Scheduled 8:00am start
  - 8:00am – 9:10am (70 minutes) 1<sup>st</sup> innings
  - 9:10am – 9:20am (10 minutes) changeover and drinks break
  - 9:20am – 10:30am (70 minutes) 2<sup>nd</sup> innings

or

  - Scheduled 10:40am start
  - 10:40am – 11:50am (70 minutes) 1<sup>st</sup> innings
  - 11:50am – 12:00pm (10 minutes) changeover and drinks break
  - 12:00pm – 1:10pm (70 minutes) 2<sup>nd</sup> innings

or

  - Scheduled 1:30pm start
  - 1:30pm – 1:40pm (70 minutes) 1<sup>st</sup> innings
  - 1:40pm – 1:50pm (10 minutes) changeover and drinks break
  - 1:50pm – 3:00pm (70 minutes) 2<sup>nd</sup> innings
- e) An individual player may be given a drink either on the boundary or, at the fall of a wicket on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires.
- f) To ensure that each innings is completed in the designated time, overs shall be bowled from one end for entire game or in 10 over blocks. The teams should agree prior to the start of play which of these two options shall be applied.

#### 13.5.5 Length of Innings – uninterrupted matches

- a) Each team shall bat for 20 (six ball) overs unless dismissed earlier.
- b) If the team fielding first fails to bowl the required 20 overs by the scheduled time for cessation of the first session (70 minute innings duration), play shall continue until the required number of overs has been bowled.

The innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first innings. The over in progress at the scheduled cessation time shall count as an over.

Common sense must be paramount when considering adjustments to the number of overs to be received by either team.

The number of overs to be bowled by the team bowling second may increase if events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time.

- c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs except as provided in (b) above.
- d) If the team fielding second fails to bowl 20 overs or the required number of overs by the scheduled cessation time (70 minute innings duration), the fielding side shall FORFEIT the match.
- e) If the team batting first receives its 20 overs or is DISMISSED before the 70 minute innings period, the 10 minute interval is to be taken and the other team is to then commence its innings after this break. Play in these circumstances must still finish within the 2 hours and 30 minutes match time.

#### **13.5.6 Length of Innings – delayed or interrupted matches**

- a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.
- b) A minimum of 5 overs have to be bowled to the team batting second to constitute a match subject to the provisions of the **BOWLING** section below.
- c) The calculation of the number of overs to be bowled shall be based on an average rate of 4 minutes per over in the total time available for play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation of time. This time may be extended to allow for one extra over for both teams to be added if required. Refer to Appendix 6.
- d) In the instance of a reduction of overs from the normal 20, the number of overs to be bowled should be agreed upon by both Managers and recorded in the score books BEFORE commencement of play.
- e) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time (70 minute innings duration), the fielding side shall FORFEIT the match
- f) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- g) Fractions are to be ignored in all calculations regarding the number of overs.
- h) Delay or Interruption to the Innings of the Team Batting First:
  - If there is a delay in the innings of the team batting first, a fixed time shall be specified for the completion of the first session. This may lead to a reduction of overs.
  - If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session as agreed in a) above, play shall continue until the required number of overs has been bowled.
  - The innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first innings. The over in progress at the scheduled cessation time shall count as an over.
- i) Delay or Interruption to the Innings of the Team Batting Second:
  - If there is a suspension in play during the second innings, and all extra time has been exhausted, the overs shall be reduced at a rate of 1 over per 3.5 minutes for time lost, except that when the innings of the team batting first has been completed prior to the scheduled or rescheduled time for the interval

between innings, the reduction of overs shall not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

- j) Twenty20 games are finished once the team batting second is bowled out or when the team batting second passes the first batting teams score.
- k) The minimum number of overs per side to constitute a match shall be ten (10) overs. The minimum number of overs to be bowled to the team batting second shall be ten (10).

### 13.5.7 Batting

- a) A batsman must RETIRE after batting for TEN (10) overs (disregard the first over if it is not a full over) in the case of a twenty (20) over match. In general, and for a reduced over match, no batsman may bat for more than 50% of the overs to be received in the innings. Retiring under these circumstances shall be considered NOT OUT for purposes of average and scorers are to ensure the score book is marked "retired 10 overs".
- b) If all batsmen are dismissed or retired (after 10 (or 50%) overs) the retired batsmen are allowed to return to the crease in the same order as they retired and their score continues.

### 13.5.8 Bowling

- a) Overs consist of a maximum of six (6) balls, no extra balls will be bowled for wides and no-balls with the exception of the last over of each scheduled innings. No bowler may bowl two consecutive overs.
- b) Each bowler can bowl a maximum of four (4) overs in an innings, therefore if the total allocated overs are completed, a **minimum** of 5 bowlers must bowl.
- c) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, the following staggered bowling restrictions shall apply:

Total Allocated Overs in Innings	Maximum overs for each bowler
5	1
10	2
11 – 15	3
16 – 20	4

- d) In the event of a bowler being injured and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

### 13.5.9 Sundries

- a) Refer to MWJCA Competition Rules Common to all age groups and General Rules for 13 to 16-18.
- b) For each NO BALL (all kinds) that is bowled the next delivery shall be declared a FREE HIT. The FREE HIT shall however NOT apply if the ball is the last ball in the over (i.e. it doesn't carry-over to the next over).
- c) A FREE-HIT being a ball that a batsman cannot be dismissed on except for RUN OUT. They cannot be BOWLED, CAUGHT, LBW, STUMPED, etc.
- d) The fielding team cannot change the field for the FREE-HIT if the same batsman is on strike who received the NO BALL.

### 13.5.10 Result

- a) Twenty20 matches are decided on first innings results only.
- b) Matches are to be determined by:
  - The Team with the highest score at the end of the completion of 20 overs (or reduced number of overs for interrupted matches)
  - The team batting second reaches the first teams total inside of 20 overs (or reduced number of overs for interrupted matches)



- If due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second shall have the opportunity of facing. This revised target is to be calculated using the “Run Rate Method” below.

c) Run Rate Method

A team’s “run-rate” is calculated by dividing its total number of runs scored by its total number of overs received.

- Where a team is dismissed before it has received its maximum number of overs, it is deemed to have received the maximum number of overs.
- The team with the higher run-rate wins the match, regardless of the number of wickets that it has lost

All matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared DRAWN.

**13.5.11 Point Score**

- a) Competition points shall be awarded, and individual performances shall be maintained.

**13.6 Guidelines for Traditional Cricket teams with more than 12 players**

These guidelines are to be used for junior traditional cricket teams (i.e. Under 13 and upwards all divisions) with more than 12 players in the normal team squad. To promote participation either of the following will be allowed for one and two-day matches:

- Have a roster maintained by team officials, whereby one player takes his turn each match to not participate in the match (i.e. team only fields 12 players).

OR

- For teams with 13 players, field those 13 players with two (2) players rostered off batting and a different two (2) players rostered off bowling. All play must therefore be within current cricket rules with no more than 11 batting, bowling or fielding in the match. The 13 players must be part of the regular squad – for example it is unacceptable in a team with a regular 12 players to bring in an additional player within these guidelines. For a two-day match the 2 nominated non-bowlers and non-batters are to be nominated in the first week of play before the toss of the coin.

For squads with more than 13 players, it is suggested that a fair roster be implemented by the team officials to roster off players for the 14<sup>th</sup> player and beyond.



## 13.7 Finals and Play Offs for Traditional Cricket

### 13.7.1 Team Qualification for Semi-Finals and Play offs

- a) The top four (4) teams based on the points for the regular season qualify for finals.
- b) Teams finishing from 5<sup>th</sup> place onwards shall qualify for Play Offs.
- c) In the event that more than one (1) team are on equal points at the end of the regular season the semi-final placings shall be determined by the higher TEAM NET QUOTIENT:

$$\text{TEAM NET QUOTIENT} = \frac{(\text{Runs Scored} \div \text{Wickets Lost})}{(\text{Runs Conceded} \div \text{Wickets Taken})}$$

- d) If the event that teams have equal points at the end of the regular season and equal TEAM NET QUOTIENT, the semi-final placings shall be determined by the TEAM NET QUOTIENT of the games involving both teams.
- e) In the event that teams are equal on all of the above then final placings shall be determined by highest total of runs scored during the regular season.

### 13.7.2 Player Qualification for Finals

- a) For a player to be eligible to play in a Finals match of a main competition, that player shall have played four (4) or more matches in that team in the regular season.
- b) Players who become injured through the season may have the matches during the period for which they are injured and unable to play count towards their qualification for Finals matches. In order to be eligible for relief under this paragraph, the relevant club Secretary must furnish to the Association Secretary written advice of which matches the player shall be unable to play due to injury accompanied by a supporting medical certificate in advance of such matches taking place.
- c) The Association Executive Committee reserves the right to allow any person to participate in any Finals match upon application from the relevant club Secretary. The Executive Committee shall exercise this right at its discretion and its decision shall be final. Clubs should be aware that this right

### 13.7.3 Finals Format – Top 4

- a) The finals for the top 4 teams in each age group division will comprise of semi-finals and finals.
- b) Finals will be one (1) day games.
  - o **Semi-Final 1:** 1<sup>st</sup> vs 4<sup>th</sup>
  - o **Semi-Final 2:** 2<sup>nd</sup> vs 3<sup>rd</sup>
  - o **Final:** Winner Semi-Final 1 vs Winner Semi-Final 2
  - o **3<sup>rd</sup>/4<sup>th</sup> Playoff:** Loser Semi-Final 1 vs Loser Semi-Final 2

### 13.7.4 Finals Format – 5<sup>th</sup> Place onwards Play Off

- c) For teams finishing from 5<sup>th</sup> place onwards during the regular season there will be a Play Off between paired teams:
  - o **5<sup>th</sup> / 6<sup>th</sup> Playoff**
  - o **7<sup>th</sup> / 8<sup>th</sup> Playoff**
  - o And so on
- d) Play Offs shall be One Day games only.

### 13.7.5 Finals – Washouts and Incomplete Games

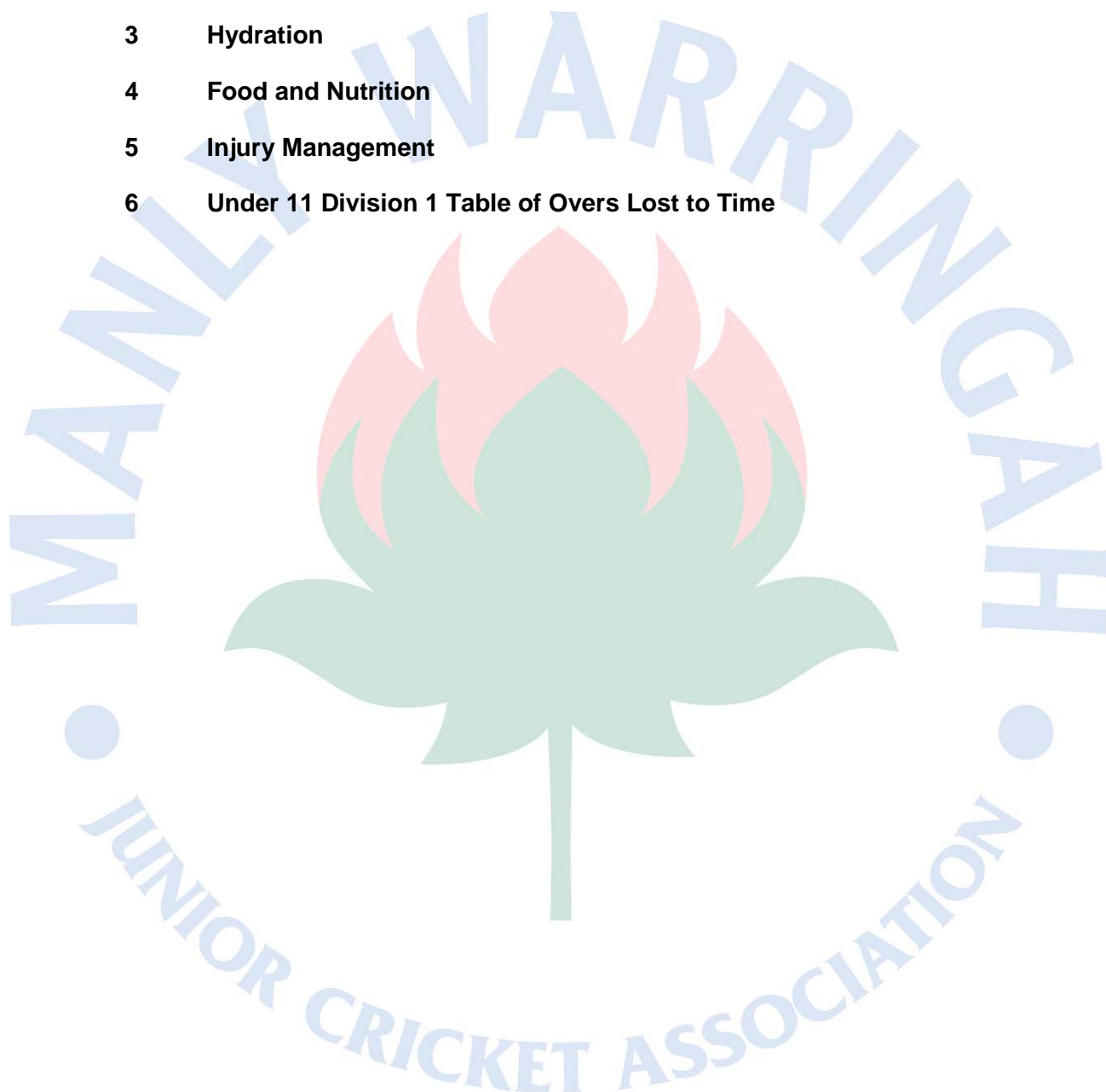
- d) In the event that either a semi-final, play off or grand final cannot be complete due to weather or any other reason the winner shall be the team that finished higher during the regular season.
- e) For semi-finals and 5<sup>th</sup> place onward Play Offs the higher placed team shall be determined as per Team Qualification for Semi-Finals and Play Offs

- f) For the Grand Final the higher placed shall only be determined by points scored during the regular season. Should Grand Final teams be equal on points then they shall be declared joint Premiers.



## 14. Appendices

- 1 2018/19 Age Groups
- 2 MWJCA Club Championship Criteria
- 3 Hydration
- 4 Food and Nutrition
- 5 Injury Management
- 6 Under 11 Division 1 Table of Overs Lost to Time



## 1. 2018/19 Age Groups

<b>If you were born before. . .</b>	<b>. . . and your age on 31-Aug 2018 is . . .</b>	<b>. . . your lowest Age Group is. . .</b>
1 September 2014	4 years	Junior Blaster
1 September 2013	5 years	Junior Blaster
1 September 2012	6 years	Junior Blaster
1 September 2011	7 years	U8 Master Blaster
1 September 2010	8 years	U9 Master Blaster
1 September 2009	9 years	U10 Stage 1
1 September 2008	10 years	U11 Stage 1
1 September 2007	11 years	U12 Stage 2
1 September 2006	12 years	U13
1 September 2005	13 years	U14
1 September 2004	14 years	U15
1 September 2003	15 years	U16/17/18
1 September 2002	16 years	U16/17/18
1 September 2001	17 years	U16/17/18
1 September 2000	18 years or more	Seniors



## 2. MWJCA Club Championship Criteria

- The MWJCA Club Championship - "**Peter Tasker Memorial Shield**" - covers teams in all Saturday Morning competitions excluding Master Blaster Cricket.
- The Club Championship (CC) will be awarded each season based on the following criteria:
  - Age groups from Stage 1 U10's and up will be included.
  - Each team will be awarded points based on its final position on the ladder; after completion of the Finals for teams placed 1<sup>st</sup> to 4<sup>th</sup> after the regular competition rounds, and after the completion of the regular completion rounds for teams placed 5<sup>th</sup> and below; as follows:
 

<b>1st - 20</b>	<b>2nd - 18</b>
<b>3rd - 17</b>	<b>4th - 16</b>

**5th - 15** and so on sequentially through any multiple Divisions in order
  - A bonus 1 point is added to Premiership winning teams in Divisions other than Div 1.

**Example:**

### Manly Warringah Junior Cricket Association - Under 14 Division 1

RANK	TEAM	P	W2	W1	D	L1	L2	POINTS
1	Collaroy Plateau Energy	15	0	13	1	1	0	<b>69</b>
2	St Augustines Red	15	0	11	1	3	0	<b>61</b>
3	Harbord Roos	15	0	9	1	5	0	<b>53</b>
4	Forest White	15	0	5	1	9	0	<b>37</b>

### CC Score

<b>20</b>
<b>18</b>
<b>17</b>
<b>16</b>

### Manly Warringah Junior Cricket Association - Under 14 Division 2

RANK	TEAM	P	W2	W1	D	L1	L2	POINTS
1	St Augustines Gold	15	0	9	0	6	0	<b>51</b>
2	St Augustines Green	15	1	7	0	7	0	<b>50</b>
3	Forest Green	15	0	8	1	6	0	<b>49</b>
4	Peninsula	15	0	6	1	8	0	<b>41</b>
5	Seaforth	15	0	2	0	12	1	<b>22</b>
6	Harbord Tigers	15	0	1	0	14	0	<b>19</b>

<b>15 + 1 bonus</b>
<b>14</b>
<b>13</b>
<b>12</b>
<b>11</b>
<b>10</b>

- The points gained by each Club's five (5) highest placed teams will then be added to determine the Club Championship Score (CCS) for that Club. Should a club have less than five teams they shall receive 8 points for each team as required to make up to 5 teams with those points to be determined according to the lowest points awarded in the largest age group that season.
- The Club with the highest CCS shall be declared MWJCA Club Champions for that season.
- Where two or more clubs have the same highest CCS, the club with the most premierships will be deemed to be the winners of the Club Championship. If this result is also equal, the Club with the highest number of 2<sup>nd</sup> placed teams shall be declared the Club Champions, and so on through the placings if required until a clear winner is determined.

## 3. Hydration

### BACKGROUND

- Adequate hydration can have a massive impact on performance!
- Experts believe that as little as a 1-2% decrease in the body's fluid levels can be enough to negatively affect performance through a drop in energy levels, decision-making and your body's ability to cool-down.
- Prolonged dehydration in hot and/or humid conditions may increase risk of heat stress.
- The recommended daily water intake is about 2 litres per person, however this amount can increase significantly.
- These factors should be taken into account when considering adequate hydration
  - The temperature
  - Energy exerted
  - Sweat Loss
- Begin each training session or match in fluid balance. This requires drinking regularly throughout the day leading up to training or competition.
- Develop a plan for fluid intake for all exercise sessions longer than 30 minutes. Typically Athletes replace 30-70% of sweat losses during exercise!
- Begin drinking early in the exercise session and continue to drink small amounts regularly. Sports drinks or water are the best options.
- This section is intended as a brief checklist to assist athletes that are at risk of dehydration. For more detailed advice it is recommended that athletes speak to a medical expert or sport scientist.

### DAYS LEADING UP TO GAME DAY

- Aim for 3L of water on each of the 2 days prior to the game.
- Consider adding salt to food and electrolyte formula (i.e. "gastrolyte" or "hydralyte") to drinks if it is very hot/humid.
- Minimise alcohol, a known diuretic.
- Use urine colour to check hydration status.
- Clear urine = good hydration
- Dark yellow urine = dehydration

### GAME DAY

- Drinking plenty of fluids on match day helps to prevent high body temperature and increase the duration of concentration and overall skill level and performance.
- Upon waking have 1-2 glasses of water.
- Over the course of the morning aim to drink 4-6 glasses of fluid (water or sports drink best). If you suffer badly from cramps add some salt or electrolyte formula to drinks.

### DURING THE GAME

- Look for all opportunities to ingest fluids
- Add extra scheduled breaks.
- Water or sports drinks are recommended.
- Look for every opportunity to cool down

- Use of ice vests/cooling fans where possible.
- Recover in shade where possible.
- Be aware of heat stress
- If athlete shows signs of heat illness (exhaustion, cramps,
- Dizziness or collapse) seek immediate medical support.

Note:

- Some athletes find consuming fluid in excess may cause discomfort. It's important to learn how much fluid is required for YOUR optimum performance!

## 4. Food and Nutrition

### **Guidelines & Benefits of healthy balanced nutrition:**

Cricket is a long game with various requirements: explosive power, speed, agility, strength and recovery speed. All of these factors are heavily influenced by what you eat!!!!

A balanced diet of all the food groups should be consumed on a daily basis: low GI Carbohydrates, fruit and vegetables, lean Proteins, good fats and dairy, vitamins, minerals and plenty of water. Limit foods such as: saturated fats, salt alcohol and sugar.

FOOD is FUEL and if you fuel your body right it will keep you at the optimum level for playing cricket.

### **General Nutrition:**

- Eat smaller meals and eat more often to encourage stable energy and blood sugar levels.
- Eat mostly natural, unprocessed foods. These foods contain more nutritional substances than processed foods which often contain excess sugar, fats and preservatives.
- Eat Low GI carbohydrates three hours before a competition or hard training session.
- E.g. apples, porridge, oats and lentils.

### **Protein:**

Athletes who want to increase or maintain muscle mass while following a demanding conditioning program require up to 2.0 grams of protein per kilogram of body weight in their diet each day. Because it is difficult to take in enough meat, dairy products and other protein-rich foods to meet that requirement in a day, many players use protein drinks to help them reach this level of intake.

### **Match Day Nutrition:**

Eat a main meal at least 3 hours prior to the start of the match, focussing on carbohydrate rich food with a small protein source.

Eat a small snack such as an apple 1 hour before the match starts.

- Avoid very high protein and fat foods (these take a long time to digest)
- Drink plenty of fluid throughout the day
- Eat fruits, sandwiches, muesli bars and other energy foods and drinks
- Experiment with foods during training to find what suits you best. Fuel up on these foods throughout the match.

### **Post-Match Nutrition:**

After a hard training session or match, fruits, sandwiches and protein shakes start the refuelling process best.

A meal containing a protein source and a combination of carbohydrates should be eaten within an hour of finishing a game or training session.

High GI foods are beneficial immediately after exercise because they help the blood sugar quickly return to a normal level (bananas, sports drinks, pasta)

Note: Each athlete through trial and error has to learn what they can consume Pre and Post exercise for training and competition, finding out what works best for his or her body.



## 5. Injury Management

### REST

No more than 2 days – Start weight bearing ASAP. There is a very common misconception that pain will go away by itself. Normal muscular, tendon or ligament pain shouldn't last longer than 2 days – if it does there is either something structural underlying the soft tissue injury that is contributing to it, or, there is moderate to severe soft tissue damage. So, if pain or symptoms are still present after 2 days you should seek advice from a health practitioner.

### ICE

15 mins on, 45 minutes off. Start on the hour for ease and continue for at least the first 6 hours. No more than 15 minutes because warming of the area will occur as this is the body's normal response to cold, and this will not help the healing process. NEVER use heat on an acute injury.

### COMPRESSION

Bandage, but not too tightly. Check circulation of the toes or fingers by squeezing them – if blood doesn't rush to the area then it is too tight. NEVER leave the bandage on for more than a few hours at a time, remove it occasionally to let the skin breathe and then re-apply after about 30 minutes to an hour.

### ELEVATION

Keep the injured limb above the level of the heart as this helps with the removal of swelling and bruising.

R.I.C.E. should be used in conjunction with the following

- NO Heat
- NO Alcohol
- NO Running (for lower limb injury)
- NO Massage (until injury is diagnosed)

## 6. Table of Overs Lost to Time

Minutes Lost	Overs lost	Minutes Lost	Overs lots
4	1	64	16
8	2	68	17
12	3	72	18
16	4	76	19
20	5	80	20
24	6	84	21
28	7	88	22
32	8	92	23
36	9	96	24
40	10	100	25
44	11	104	26
48	12	108	27
52	13	112	28
56	14	116	29
60	15	120	30

