



CJCC

COMMUNITY JUNIOR CRICKET COUNCIL

Formats and Playing Conditions – U10s

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1.1 Key General Principles

Spirit of Cricket

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains, and in Community Junior Cricket, the Coaches.

Player's conduct

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decision 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 coach and captain, and instruct the coach to take action.

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 coach and/or captain to take action where required.

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.

The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain
- Both Coaches
- The roles of the umpires
- The game's traditional values
- 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 umpire or coach
 - 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

Violence

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

Players

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

Progression

The CJCC cricket formats outlined in this document are a clear attempt to present the game in a manner that takes into account the development level of players from age approximately 5 years to 17 years old. These formats apply to all CJCC Member Associations/Councils.

Guaranteed Participation

The cricket structure is set out in Rule 1.3 and seeks to progress and allow the more skilful players increasing opportunities to display their talents as they grow, however, even at the Under 17s level of community cricket the CJCC wants to see every player have the opportunity to participate either to bat or bowl in every game. The CJCC strongly recommends that in all age groups, Coaches endeavour to ensure that all the overs are bowled and that all the allocated time is used (taking into account the exceptions in the individual rules), for example in one day matches a second innings can be played (though this would be rare).

Safety

Duty of care is a prime consideration with all junior sport. The CJCC endorses the current guidelines for Player safety outlined in the Cricket Australia's Well Played document. Consideration was given to the physical, mental and social development of players in formulating appropriate game formats. Particular reference is made in these rules in relation to equipment, facilities and game formats.

Enjoyment

The CJCC recognises that a strong link exists between the levels of enjoyment and satisfaction gained through the team sport of cricket and the extent to which players develop their skills and remain in the game over many years. In junior cricket, these experiences are developed by providing high levels of participation within a positive, enthusiastic and competitive environment.

The Rules and Policies that follow in this document are to be used by all Metropolitan Perth Associations/ Councils and Clubs in the process of providing Junior Community Cricket in the area of their responsibility. No Association/Council/Club may make Policy or Rules that are in addition or contradictory to the following Rules and Policies. Explanations and permission for additions to the Rules and Policies must be sought from the Community Junior Cricket Council Inc.

Apart from the following CJCC General Rules of Play and CJCC age variations rules, the MCC Laws of Cricket 2017 shall apply.

The players, umpires and scorers in a game of cricket may be of either gender and the Laws and Rules 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 and Rules is to be read as applying to girls equally as to boys.

1.2 Eligibility to Play

Each player is to be registered with the Association before he/she can play

- a) Each player must be entered on the team list in MyCricket on the Friday before play is to start. Player's names may be added/ deleted after the Friday up to the start of the match if players become available/ unavailable. This is for the purpose of using the MyCricket Live Scorer App when required.
- b) A team list should be handed to the opposition coach before start of play.
- c) All players on the team list that are in attendance must participate in the match unless sick or injured.
- d) In U10 when a team is short of players the opposition must provide them for the purpose of fielding.

1.3 Player's Age Restrictions

Each age competition shall be restricted to players no more than 2 years under that age as at 30 June in the year the season commenced. See table below. It is important to note that players should be able to play and complete the skills required of the competition before playing in that competition.

Age as of 30 th June	School Year Group Suitable for Boys / Mixed Competition	School Year Group Suitable for Girls Competition	Competition	Alternatives (based on ability / experience)
5 & 6	Year PP & 1	Year PP & 1	Junior Blaster	
7 & 8	Year 2 & 3	Year 2 & 3	Master Blaster	Junior Blaster
9	Year 4		U10	Master Blaster
10	Year 5	Year 4 & 5	U11	
11	Year 6		U12	Girls U11
12	Year 7	Year 6 & 7	U13	
13	Year 8		U14	Girls U13
14	Year 9	Year 8 & 9	U15	
15			U16	
16	Year 10 & 11		U17	
17	N/A	Year 10, 11 & 12	U18 Girls	Girls U15

Note: Players may be enrolled in Junior Blasters before their fifth birthday but they must be five years of age at the commencement of the program.

1.4 Overage and Underage Players

- a) Girls may play up to 2 years below their age (this does not apply to 'girls only' cricket)
- b) Upon application to the Association the Executive may grant permission for a player to play in an age group one year lower than he/she would qualify to play, based on age. A report will be provided by the association to the CJCC listing these players both pre- and post-season.

1.5 Dress Standard

It is expected that players will be dressed in normal cricket attire. This generally means white or cream shorts or long pants; white or cream shirts preferably with collars (if coloured or with logos, they must be approved by the

Competition Association); predominantly white shoes and socks; caps or hats to be white or club coloured; jumpers predominantly white.

No Hat-No Play: All players must wear a hat or cap during play. The Association strongly recommends that this be a white broad brim hat, with the possibility of the wicketkeeper using a cap. Players who do not wear hats will be asked to put one on or to leave the field. If they refuse the umpires must report them to the Association.

1.6 Bowler/Fielder Leaving the Field

In the event of a bowler being injured during the course of an over, another player shall complete the over. (The normal bowling restrictions shall apply to both players).

- a) If a fielder leaves the field he may commence bowling when he returns. The fielder may only do so under the rules of bowling spells and restrictions for that age group.
- b) If a bowler leaves the field he may continue to bowl only if he has been off for one over. If off for longer than one over he is subject to the rules relating to bowling spells and restrictions for that age group.

1.7 Match Results and Players Scores

MyCricket is to be used for match reporting.

- a) In Under 10s, match scores including team scores (runs and wickets) and extras (by type) conceded in each innings are to be entered
- b) Individual player scores may be entered into MyCricket for this age group
- c) Results are determined by runs scored by each team

1.8 Duty Team

The home team or duty team - mentioned first on the fixture list - is responsible for providing both sets of stumps and balls, for marking the wicket and for marking the boundary with plastic cones (20 cones minimum).

1.9 Forfeits

- a) Any team with fewer than five (5) players shall forfeit the game.
- b) Any team that is more than 30 minutes late for the scheduled start of play on any day shall forfeit the match.
- c) In either of these circumstances a scratch match can be played.

1.10 Play Lost Through Inclement Weather

The aim of this rule is to ensure that a fair game of cricket is played; i.e., there is sufficient time for both teams to bat for a meaningful time, and one team is not significantly disadvantaged by the delay. Common sense and the spirit of cricket must be applied.

In the event of a match starting late owing to the weather or the state of the ground, the following will apply:-

ONE-DAY matches:

The minimum number of overs to be played is 10 overs each team

- a) Play lost due to rain will be reduced by one (1) over of play for every four (4) minutes of play lost.
- b) If play has not started within one hour of the scheduled start of play there will be no play on that day.

1.11 Umpires and Scorers

Each team will provide two Adult supervisors to be responsible for umpiring and scoring.

Umpires

- a) Umpires must dress to an acceptable standard, which sets a good example to young cricketers. E.g. Singlets and thongs are not acceptable dress.
- b) Umpires must wear a hat (preferably broad brim) and light coloured Shirt/Top, preferably white.
- c) Umpires who are 17 years old or younger may only umpire matches with the approval of the Association.

Scorers have an important role in recording the progress of the game, and to assist the coaches in the management of the game where this relates to:

- a) The rules, and
- b) The recording of the match.
- c) Scorers must avail themselves of the rules of the age group that they are scoring for.

- d) Scorers must interrupt play to advise umpires when players have or are about to breach bowling and batting rules
 - a. If a breach occurs in the Bowling; play must immediately stop, the over is to be completed by another bowler who will not breach any of the Bowling Rules
 - b. If a breach occurs in the Batting; batter must retire immediately.
- e) Both scorers must agree to the result and details of the game before scorers can leave.
- f) Scorers may use Association approved electronic scoring applications for CJCC matches.

1.12 Clarification of Rules

Umpires/Scorers must avail themselves of the rules of play and the rules that apply to the age group competition that they are umpiring prior to the match and to discuss these rules with the opposition Coach/Umpire/Scorers (e.g. the LBW Rules).

1.13 “No Ball”

It is important to realise the learning and developing skills of players in U10 matches before calling a no ball.

A “No Ball” shall be called on delivery when:

- a) The ball lands off the pitch, rolls off the pitch, or hits the edge of the pitch (this includes balls that start off the pitch but roll back on).
- b) A ball bounces more than twice, or rolls along the ground, before reaching the popping crease.

A “No Ball” can be called on delivery when:

- a) Part of the bowler’s front foot on landing, whether grounded or not, is not behind the popping crease.
- b) Part of the bowler’s back foot is grounded on landing on, or outside, the line of the return crease.
- c) A ball passes, or would have passed, above the waist on the full, in the batter’s normal stance. Either or both umpires may call “No Ball”.
- d) There are more than two (2) fielders behind square leg.
- e) A ball delivered by the bowler comes to rest in front of the line of the striker’s wicket, without having previously touched the bat or person of the striker. The umpire shall call and signal No ball and immediately call and signal Dead ball.
- f) A fielder stands within 15 metres of the batter
- g) In Under 10s any delivery which, after pitching, passes or would have passed above the batter’s shoulder in their normal batting stance is a no ball. Either or both umpires may call “No Ball”. If the bowler makes another unfair delivery in the over then the umpire shall call and signal “No Ball” and warn the bowler. A designated spin bowler is exempt unless the ball is a full pitched (beam ball) delivery above waist height.

1.14 “Wide Ball”

A wide is as defined in the laws of cricket in respect of being out of reach of the batter. As a rule of thumb, on the wider pitches, a wide is apparent when the ball, having landed on the pitch, moves off the pitch as it passes the batsman. Any ball that pitches on the wicket, or passes the batter, that is outside the batter’s reach standing in their normal batting position is a ‘Wide’. A batter may be given out ‘Run Out’ on a wide.

Note: If the batter strikes or makes contact with the ball then it is not a wide.

1.15 Lost or Damaged Ball

If a ball is damaged or lost, it may be replaced by a ball of similar wear, subject to the agreement of the opposition Coach/Umpire.

1.16 Coaching

Limited constructive on-field coaching by Coaches and Umpires is encouraged in this age groups between overs. It is important to keep the game flowing and allow players to learn by doing. Training sessions are where players can receive more direct coaching and feedback on in-game performance.

As players get older, the aim is to progressively have the captain and vice-captains provide leadership, with the Coach having less and less on-field input. Over-coaching (usually associated with winning-orientated coaches) is discouraged. An U10 player who receives technical advice after every shot or delivery will quickly become confused and flustered.

1.17 Match Points

No points apply in U10 cricket

1.18 Finals

No finals apply in U10 cricket

1.19 LBW Law

No LBW dismissals will apply in U10s cricket

1.20 Times of Play

Each Association may alter the start time of play to any other day or time if this is for the sole purpose of addressing the issue of ground availability. Games are to be completed in 120 minutes.

Note: The time allocated and the overs for a day's play may not be altered and must be strictly adhered to.

1.21 Boundaries

- a) The following boundaries will apply. Games may be fixtured on grounds which are smaller than these; if Associations do this the boundary is to be as large as the ground will allow.

Age Group	Boundary Size
Under 10s	35 metres from batters end

- b) Any association may, at its own discretion, stipulate that "No-Go" zones be enforced. Where these zones are enforced by the association:
- i) They must be clearly marked with cones or similar, and
 - ii) Spectators are not permitted to enter the zones, except to move through the zones without disrupting the game.

1.22 CJCC Policies

The CJCC has implemented a number of policies for the playing of junior community cricket which coaches and parents may need to be aware of. It is recommended that these be read in conjunction with these rules. CJCC

- a) Lightning Policy
- b) Blood Policy
- c) Social Media Policy
- d) Remedial Bowling Action
- e) Helmet
- f) Concussion
- g) Clearances
- h) Dispensation

Policies can be read [here](#).

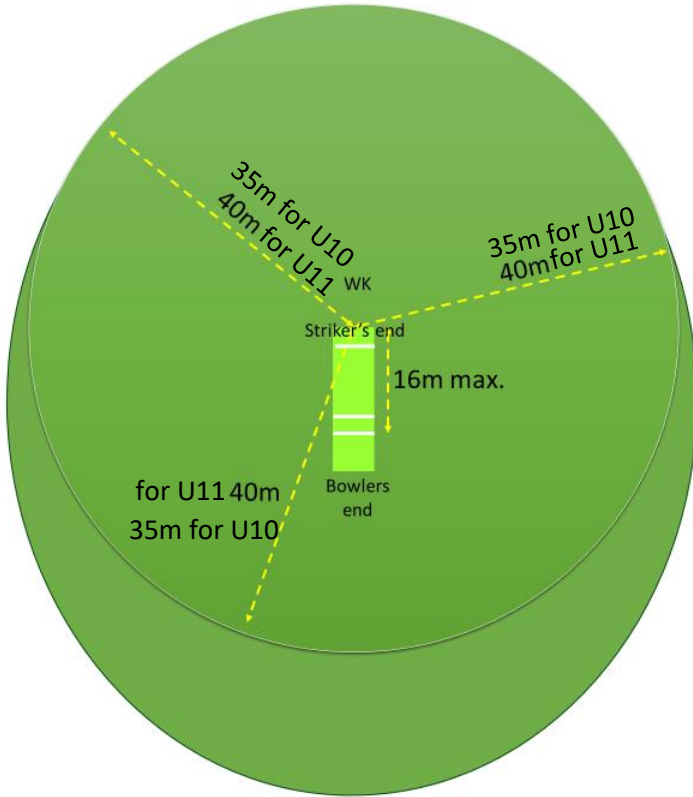
1.23 Extreme Weather Conditions

Associations or coaches, if both agree, can determine if games will proceed in extreme heat or other extreme weather conditions.

1.24 Ground and Pitch Setup and Format Summary

This format is designed for those kids who have completed the Woolworths Master Blasters program and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding.

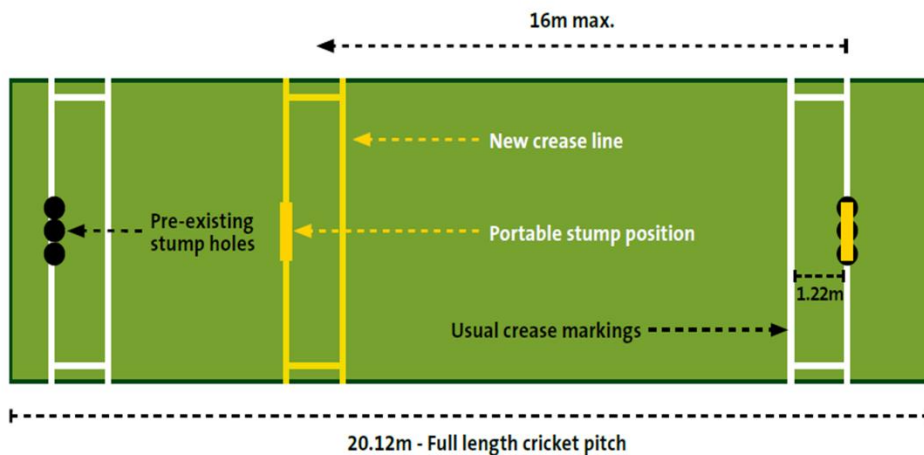
UNDER 10's



- Format: 20 over
 - Time: 120 mins
 - Players: 7
 - Pitch: 16m
 - Boundary: 35m measured from the batter's end stumps
 - Stumps: Portable at bowlers end
 - Batters: Retire at 17 balls
 - Bowlers: 6-ball overs
 - Fielding: No fielder permitted within 15m of the batter except the wicket-keeper
- All overs are bowled from the same end
- Rotate one position after each over



STAGE 1- 10S (AGE INDICATIVE) PITCH SET-UP



1.25 Match Details

1.1 Teams shall consist of 7 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments).

5 players per team minimum are required to play the game.

9 players per team maximum are to be allocated to a team (only 7 on field at any given time).

Only 7 players can be on the field at any given time.

The number of players impact the players' opportunity to develop skills in the game, for example;

o 5 player team – 5 players bowl 4 overs (including WK) and batters retire at 24 balls

o 6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs (including WK) and batters retire at 20 balls

o 7 player team – 1 player bowls 4 overs; 4 players bowl 3 overs; 2 players bowl 2 overs (WK) and batters retire at 17 balls

o 8 player team – 4 players bowl 3 overs; 4 players bowl 2 overs (including WK) and batters retire at 15 balls

o 9 player team – 2 players bowl 3 overs; 7 players bowl 2 overs (including WK) and batters retire at 13 balls

1.2 Innings shall be 20 overs per team.

1.3 The pitch shall be 16 metres in length (stump to stump)

1.4 The boundary shall be 35 metres measured from the batters end.

Clubs are encouraged to play games on grass where fixed pitches are unavailable in these age groups.

1.6 The Match Ball will be a standard red 'Softa Kookaburra' 110g 'Model CB 1688 JR3' or similar quality ball as approved by the Association

1.7 There must be a 5 minute change-over period between innings and an on field drinks break may be taken after each 10 overs in each innings.

1.8 Each team must provide two Adult supervisors to be responsible for umpiring and scoring.

1.9 Batting, bowling and fielding roles must be shared equitably amongst team players.

2 Batting

2.1 All batters must wear cricket pads, batting gloves, protectors and a helmet with a grill. Other protective equipment such as thigh pads, chest and arm guards should be considered.

2.2 Each batter will retire immediately after facing 17 balls (or as per 1.1 above in the case of more or less than 7 players). All balls (regardless of whether wides/ no balls) will be included in the batter's ball count.

2.3 The striker changes end if:

a) The striker is dismissed.

b) The over is complete.

2.4 In this competition the batting order must be rotated on a weekly basis (this must be strictly adhered to).

This must be 1-7+.

All players in the team must have batted at least once in all batting positions from 1-7+ before they may bat again in any of the previous positions.

For example after the first game, 1 moves to 7+ with each position 2-7+ moving up one position for the next game. This to be repeated each game for the entire season.

2.5 No LBW decisions shall be given. However, Coaches/Umpires are to discourage (in a positive way) the deliberate use by batters of pads to protect their wicket

2.6 In this age group a batter cannot be dismissed by stumping.

2.7 Runs are scored in the normal manner.

3 Bowling

3.1 Bowlers shall bowl from a pre-selected end throughout the match.

3.2 Each player including the wicketkeeper must bowl a minimum of 2 overs and a maximum of 4, depending on the number of players in the team.

3.3 No bowler can bowl more than two (2) overs until all other players have bowled two (2) overs.

3.4 Coaches are to rotate the opportunity for players to bowl 4 overs in a match

3.5 The bowling order must be rotated on a weekly basis (this must be strictly adhered to). This must be 1-7+.

All players in the team must have bowled at least once in all bowling positions from 1-7+ before they may bowl again in any of the previous positions.

For example; after the first game, 1 moves to 7+ with each position 2-7+ moving up one position for the next game. This to be repeated each game for the entire season.

3.6 An over shall consist of only six balls with no extra ball to be bowled for Wides or No Balls. Wides and No Balls are to be recorded against the bowler's analysis and sundries for the batting team.

4 Fielding

4.1 Rotation of fielders is required to ensure all players experience all positions.

4.2 No fielders within 15 metres of batter or each other (except wicket keeper) to encourage singles and safety
In addition to this no fielder may stand within 2 metres of the playing surface in front of the striker's wicket.

4.3 Each team is required to use two (2) wicket keepers (10 overs each)

4.4 If more than 7 players are present at a match, they should rotate onto the field each over

4.5 The wicket-keeper must wear gloves, pads, a protector and a helmet with a grill.