



# CJCC

## COMMUNITY JUNIOR CRICKET COUNCIL

### Formats and Playing Conditions – U12s

**CJCC** refers to the Community Junior Cricket Council, which is the Peak Body responsible for Junior Community Cricket made up of Associations/Councils in the Greater Metropolitan Area.  
**Association / Associations** refers to the Association/Council that runs the competition that is being played.

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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.
- b) The team list is to be handed to the opposition coach before start of play, on day one of all matches
- c) All players on the team list that are in attendance must participate in the match unless sick or injured.
- d) In U12 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 <sup>th</sup> 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. All dispensations to play in a lower age group are for one season only and new approvals are required each year. Approvals must meet the criteria located in CJCC Policies.

### 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 CJCC strongly recommends that this be a white broad brim hat. 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 an over, another player shall complete the over. (The normal bowling restrictions shall apply to both players).

### 1.7 Match Results and Players Scores

MyCricket is to be used for match reporting.

- a) In Under 12s, match scores including team scores (runs and wickets) and extras (by type) conceded in each innings are to be entered.
- b) Individual player scores shall 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 bails, for marking the wicket and for marking the boundary with plastic cones (20 cones minimum).

### 1.9 Forfeits

- a) Any team with fewer than seven (7) 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 **must** 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 15 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.
- c) To determine a result - if all available time for a match has been played and both teams have bowled the minimum overs, a result can be determined by the score at the same number of overs for both teams. E.g. if the first batting team faced 30 overs and the team batting second faced only 15, then the team that was ahead at the end of the 15th over will be declared the winner.
- d) If either team does not bowl the minimum overs the match will be declared a draw.

### 1.11 Umpires and Scorers

Each team will provide two Adult supervisors to be responsible for umpiring and scoring. The Association may allocate an accredited umpire for the match.

#### **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.
- d) Where one independent umpire is provided for in a match:

- i) In U12s the bowling team will provide the square leg umpire.

**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
  - i) 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
  - ii) 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”

A “No Ball” shall 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 the 10 metres zone as defined by rule 1.17 which reads:  
Slips, gullies and wicket keeper may field within ½ pitch length. In addition to this, no fielder may stand within 2 metres of the playing surface in front of the striker’s wicket.  
**Note: See rule 1.28 – 4.1 for diagram of fielding zones.**
- g) 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).
- h) A ball bounces more than twice, or rolls along the ground, before reaching the popping crease.
- i) In Under 12s 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 that any further repetition in that over will result in the bowler being removed from the attack and they will be unable to bowl again in that innings. 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 batter. 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 ‘Stumped’ or ‘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 all age groups between overs. 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. For example, a coach who directs field changes every few deliveries is not promoting leadership development in the team. Coaches may make suggestions to captains between overs, but remember that people learn from experience – including from making mistakes. An U12 player who receives technical advice after every shot or delivery will quickly become confused and flustered.

### 1.17 Match Points

No points apply in U12 cricket

### 1.18 Finals

No finals apply in U12 cricket

### 1.19 Complaints and Protests

Each Association is responsible for the resolution of its own complaints and protests. Decisions are to be forwarded to the CJCC Administrator upon conclusion.

**It is a requirement that all offences not dealt with on the day must be reported to the Competition Association.**

**Note: For further information on this rule, refer the CJCC Protests and Disputes Policy**

### 1.20 Drinks Breaks

Drinks breaks must be taken after 15 overs,

- a) Drinks may be taken more frequently if called for by mutual consent of the supervising officials. This is to be considered especially on hot days as a safety precaution.
- b) Batters may ask the umpire for a drink; this may take place on the ground and between overs so as to not hold up play.
- c) Extra drinks breaks if taken must be completed within 2 minutes.

### 1.21 Times of Play

Each Association may alter the start time of play to any other time if this is for the sole purpose of addressing the issue of ground availability.

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

### 1.22 Boundaries

- a) 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,
  - ii) Spectators are not permitted to enter the zones, except to move through the zones without disrupting the game.

### 1.23 End of game – or Time

Both teams are entitled to face the same number of overs.

If time is called and the second team has faced fewer overs than the first team faced for its innings, a result will be determined by the scores at the same number of overs that the second team faced.

- a) Deliberate time wasting is a mandatory reportable offence, which may change the result of a match.

### 1.24 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](#).

### 1.25 Extreme Weather Conditions

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

### 1.26 Batting Rules for Retired, Hurt and Absent Players

#### Retired Batters:

- a) **Retired batters may return to bat only after all other members of the team, on the team list, that are present have batted.**
- b) Retired batters may only resume their innings in their order of retirement.
- c) A previously retired batter must be retired again when that batter has faced the maximum number of compulsory balls again (as per **1.28 Match Details - 2.2**) except in the event that no other retired batters are remaining. For the avoidance of doubt, a previously retired batter begins from 0 balls faced when he returns.
  - i) Returned Batters may not otherwise be retired again unless HURT.
- d) Retired batters at the end of a match are recorded **Retired Not Out**
- e) **In the event of the 2<sup>nd</sup> innings being played the above retirement rules will apply.**

#### Retired Hurt Batters

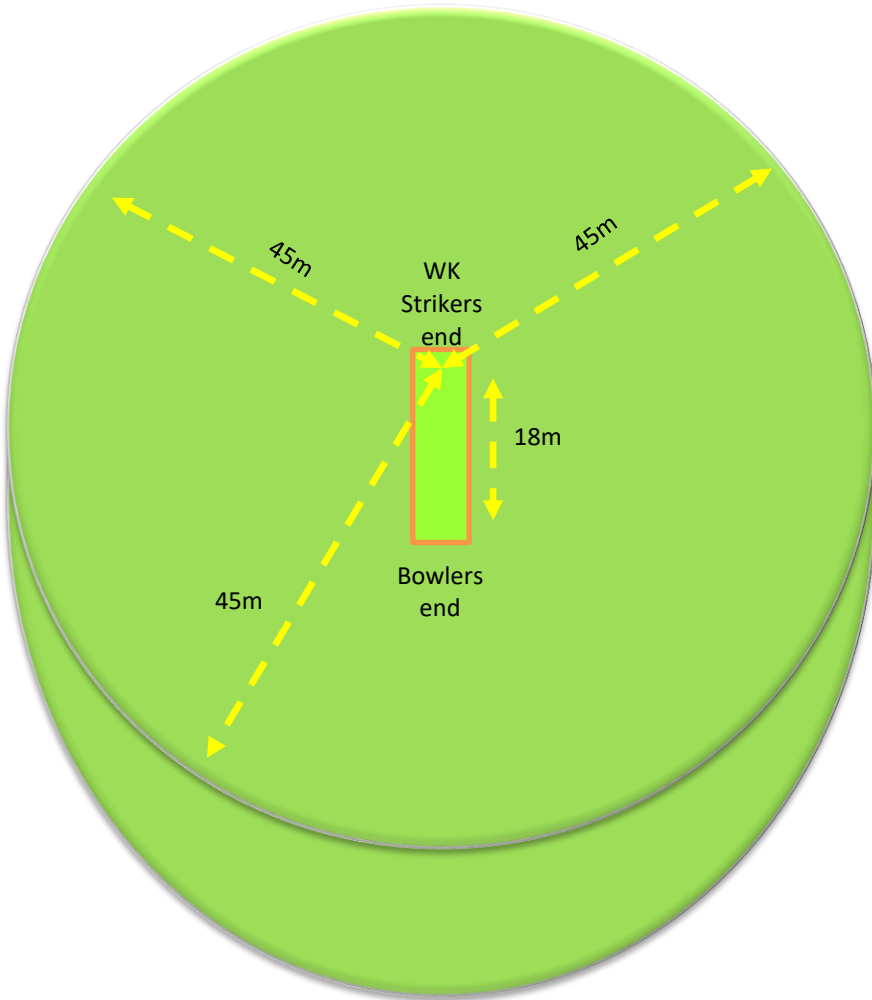
- a) If a batter retires because of illness, injury or any other unavoidable cause, they are entitled to resume their innings subject to **b)** below. If for any reason they do not resume their innings, they are to be recorded **Retired Not Out**
- b) A retired Batter may only resume their innings at the fall of a wicket or at the retirement of another batter.

#### Absent Batters

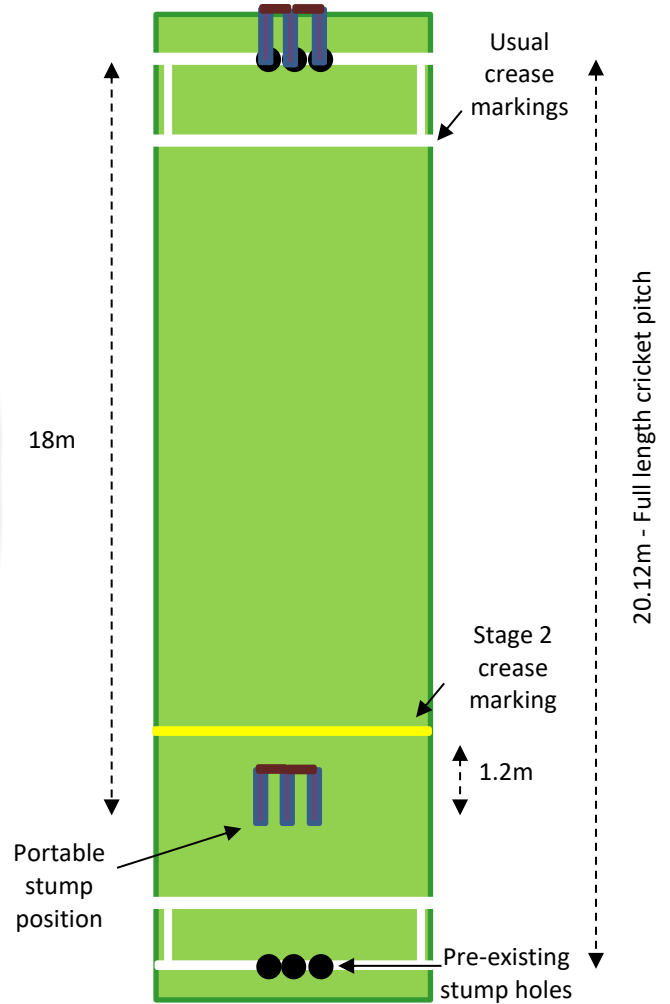
- a) If a batter is not present to resume their innings after a break and was not retired before the break, they will be recorded as **Not Out**.

1.27 Ground and Pitch Setup

Stage 2 Boundary Set Up – Bowling One End



Stage 2 Pitch Set Up – Bowling One End



## 1.28 Match Details

- 1.1 Teams shall consist of 9 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments)  
7 players per team minimum are required to play the game.  
11 players per team maximum are to be allocated to a team.  
**Only 9 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;

- 7 players per team – 2 players bowl 5 overs; 5 players bowl 4 overs (including wicketkeepers) and batters retire at 35 balls.
- 8 players per team – 6 players bowl 4 overs; 2 players bowl 3 overs (wicketkeepers) and batters retire at 35 balls.
- 9 players per team – 3 players bowl 4 overs; 6 players bowl 3 overs (including wicketkeepers) and batters retire at 35 balls.
- 10 players per team – 10 players bowl 3 overs (including wicketkeepers) and batters retire at 35 balls.
- 11 players per team – 8 players bowl 3 overs; 3 players bowl 2 overs (including wicketkeepers) and batters retire at 35 balls.

1.2 Innings shall be 30 overs per team.

1.3 The pitch shall be the 18 metres in length (stump to stump)

1.4 The boundary shall be 45 metres from the batter's end.

1.5 A standard 142g cricket ball shall be used.

1.6 There must be a 10-minute change-over period between innings and an on-field drinks break may be taken after 15 overs in each innings.

1.7 Each team must provide two Adult supervisors to be responsible for umpiring and scoring. The Association may allocate an accredited Umpire.

1.8 Batting, bowling and fielding roles must be shared equitably amongst team players throughout the season.

## 2. Batting

2.1 All batters must wear pads, 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 35 balls. All balls (regardless of whether wides/no balls) will be included in the batter's ball count.

## 2.3 Retired Batters

- a) Retired Batters can return to bat only after all other members of the team on the team list that are present have batted
- b) A retired batter can only resume his/her innings on the fall of a wicket, when another batter retires hurt or when another batter has faced the required balls as per rule 2.2.
- c) Retired batters will resume their innings in the order of retirement.
- d) A previously retired batter must be retired again after he returns to bat when the batter has faced the number of balls as per rule 2.2.
- e) Retired batters at the end of a match are recorded, **Retired Not Out**

2.4 In this Competition the batting order must be rotated on a weekly basis (this must be strictly adhered to).  
This must be 1-9+.

- a) All players in the team must have batted at least once in all batting positions from **1-9+** before they may bat again in any of the previous positions.

**E.g. after the first game, 1 moves to 9+ with each position 2-9+ moving up one position for the next game. This is 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 of pads to protect the wickets. All other forms of dismissals apply.

2.6 From this age group onwards, a dismissal means the end of a batters innings.

### 3. Bowling

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

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

Rotation must be 1-9+.

a) All players in the team must have bowled at least once in all bowling positions from 1-9+ before they may bowl again in any of the previous positions.

**For example, after the first game, 1 moves to 9+ with each position 2-9+ moving up one position for the next game. This is to be repeated each game for the entire season.**

3.3 There are a maximum eight (8) balls per over

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

3.5 In this competition a "No Ball" is re-bowled. **Refer 1.13 No Balls** (Maximum 8 balls per over)

3.6 In this competition a "Wide Ball" is re-bowled. **Refer 1.14 Wides** (Maximum 8 balls per over)

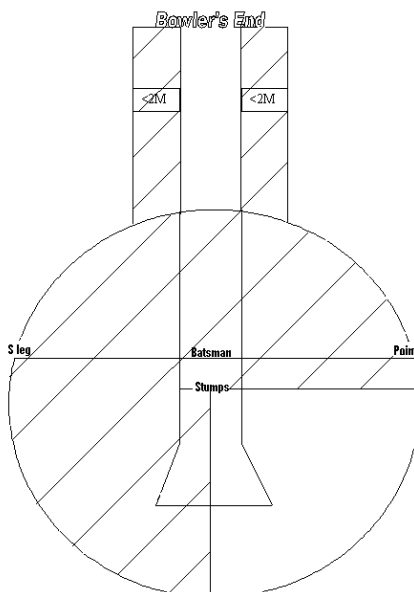
### 4. Fielding

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

#### Fielding restrictions

a) Slips, gullies and the wicket-keeper may field within 10 metres of the batter; no other fielder may do so.

b) In addition to this no fielder may stand within 2 metres of the playing surface in front of the striker's wicket.



- 4.2 The wicket-keeper must wear gloves, pads and a protector and helmet with a grill.
- 4.3 Wicketkeepers must change after 15 overs.
- 4.4 If more than 9 players are present at a match, they should rotate onto the field each over.

## 5. ONE-DAY Matches

- 5.1 Each team is limited to 30 overs.
  - a) There is a 10 minute break between innings.
  - b) The second team is only entitled to the same number of overs as the first team faced, or the full 30, if the first team is all out.
  - c) Games must finish within 4 hours of start time.