



# CJCC

## COMMUNITY JUNIOR CRICKET COUNCIL

### Formats and Playing Conditions – U13s

**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.

## Table of Contents

1.1	Key General Principles.....	3
1.2	Eligibility to Play.....	5
1.3	Player’s Age Restrictions .....	5
1.4	Overage and Underage Players.....	5
1.5	Dress Standard.....	5
1.6	Player Numbers .....	6
1.7	Bowler/Fielder Leaving the Field .....	6
1.8	Follow On .....	6
1.9	Match Results and Players Scores .....	6
1.10	Duty Team .....	6
1.11	Forfeits.....	6
1.12	Play Lost Through Inclement Weather .....	7
1.13	Umpires and Scorers .....	7
1.14	Clarification of Rules .....	8
1.15	“No Ball” .....	8
1.16	“Wide Ball” .....	8
1.17	Lost or Damaged Ball .....	8
1.18	Quarters Cricket.....	8
1.19	Coaching .....	9
1.20	Match Points.....	9
1.21	Finals .....	10
1.22	Eligibility for Finals .....	10
1.23	Umpires for the Finals .....	10
1.24	Clearances.....	10
1.25	Complaints and Protests .....	10
1.26	Drinks Breaks .....	10
1.27	Two teams in the same grade .....	11
1.28	Turf Wickets.....	11
1.29	Times of Play .....	11
1.30	Boundaries.....	11
1.31	End of game – or Time.....	11
1.32	CJCC Policies.....	11
1.33	Extreme Weather Conditions .....	11
1.34	Batting Rules for Retired, Hurt and Absent Players.....	12
1.35	Match Details .....	13

## 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 U13 when a team is short of players and a request for loan players is made by the bowling/fielding side then players are required to be provided by the opposition team for the purpose of fielding.
- e) A substitute player can be provided for day 2 of a two day match from a lower age group, provided that;
  - i) This player is registered with the Club and the Association in MyCricket
  - ii) This player may only field
  - iii) This player must also meet the criteria in **Rule 1.3 below**

**Note: No team may provide its own substitute players as they will not be on the team list.**

### 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 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 Player Numbers

A team will consist of a minimum of seven players with no maximum number of players. All players are allowed to bat, bowl and field.

- a) A maximum of eleven fielders shall be allowed on the field at any one time.
- b) For Under 13s, if more than eleven players bat, the innings will be declared closed at the fall of the tenth wicket.

**Note: If there are less than 11 players - once all batters are out less one, the team is all out, as per the Laws of Cricket.**

### 1.7 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).

- 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.

### 1.8 Follow On

If **Time and Overs** permit, the team that bats first and leads by:-

- a) 50 runs in a One - day match after dismissing the other team **or**
- b) 75 runs in a Two - day match after dismissing the other team, shall then have the option of requiring the other team to follow on.
- c) **All players must bat and face the minimum amount of balls for their age group or be dismissed prior to a declaration occurring.**

### 1.9 Match Results and Players Scores

MyCricket is to be used for match reporting.

- a) In age groups Under 13s to U17s inclusive full match reporting on **MyCricket** to be completed no later than 72 hours after the completion of play.
- b) In Under 13s, match scores including team scores (runs and wickets) and extras (by type) conceded in each innings are to be entered
- c) Individual player scores shall be entered into MyCricket for this age group
- d) Results are determined by runs scored by each team as per the Laws of Cricket

### 1.10 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).

### 1.11 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.

## 1.12 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 20 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 25, then the team that was ahead at the end of the 25th over will be declared the winner.
- d) If either team does not bowl the minimum overs the match will be declared a draw.

### TWO-DAY matches:

The minimum number of overs to be played each day will be half the required overs per innings.

- 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 that day.
- c) Each team must receive the same number of overs as the other.
  - i) If at the start of a Two-day match, day one is abandoned, the following week will be a One-day match.
  - ii) If rain interrupts play on day two, then a result can be achieved if the minimum numbers of overs have been bowled that day or the team batting second has passed the score of the team that batted first.
  - iii) To determine a result if all available time for day two has been played and the minimum of overs have been bowled, a result can be determined by the score at the same number of overs for both teams. E.g. for a 50 over match, if team one faced 50 overs on day one and team two faced only 36 by close of play then the team that was ahead at the end of the 36th over will be declared the winner.
- d) If either team does not bowl the minimum number of overs the match will be a draw.
- e) If playing Quarters Cricket and rain interrupts play, each team is to complete their first Quarter before the first team may bat again. If any time remains on day two, the time is to be converted to overs at the rate of four (4) minutes per over, the total overs available is then divided equally between each team.

## 1.13 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 U13s 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.

## 1.14 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).

## 1.15 “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.

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 1.35 – 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 13s 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.

For the purpose of this rule, repetition is defined as more than one ball per over. When the bowler has bowled one such ball, either umpire shall advise the bowler and the other umpire that he has bowled his limit. 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 will result in a No Ball and the bowler being removed from the attack and he 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.

## 1.16 “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.**

## 1.17 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.

## 1.18 Quarters Cricket

Associations may stipulate that Quarters Cricket Games must be played in any age group competition. Coaches are encouraged to arrange Quarters Cricket Games in competitions where Associations have not done so, especially when the weather is hot, e.g. forecasted 35 degrees or above.

**Below is a description of how to play Quarters Cricket**

- a) The side batting first shall bat for the number of overs listed in the table below for that competition, unless their innings is otherwise complete earlier.



- b) The side batting second shall then bat for the number of overs listed in the table below for that competition, unless their innings is otherwise completed earlier.
- c) If on day one, both quarters are completed before 11:30am play is to resume to time (12 Noon).
- d) On the second day, each team resumes its innings at the score reached at the end of the first 'quarter'.
- e) If a team was dismissed in the first quarter, its second innings begins when the other team's first innings is complete.
- f) **Slow Play:** The team bowling first must have completed its allotted overs for the days play before 10:10 after an 8:30 start
  - i) Deliberate time wasting is a mandatory reportable offence.

**Note: No innings may last more than the prescribed number of overs for an innings in that competition.**

To assist coaches to determine how many overs to bowl each day see the table below:

Age group	Day 1	Day 2	Maximum Overs/innings
Under 13s	27 overs each team	27 overs each team then second innings, played to time	54

### 1.19 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. By Under 15s, and certainly Under 17s, most on-field decisions should be made by the team leaders. 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 U13 player who receives technical advice after every shot or delivery will quickly become confused and flustered.

### 1.20 Match Points

In competitions with match points, the following table shall apply.

Outright win if winning team leads on the first innings	16 Points
Outright win where first innings a tie	13 Points
Outright win if winning team behind on the first innings	10 Points
Outright tie - each team	8 Points
First innings win	10 Points
First innings lead but beaten outright	6 Points
Tie on first innings - each team	5 Points
Forfeit on a two day fixtured game	12 Points
Forfeit on a one day fixtured game	12 Points
Drawn match - each team	5 Points

- a) In competitions where byes are fixtured throughout the season, the following formula is used to determine the position on the ladder of all teams at the end of competition rounds. **Team points divided by number of games played multiplied by the highest number of games played by Team/Teams in this competition.**
- b) If teams pull out of a competition after it has commenced and this creates a bye, The Association will determine what should be done with regard to points gained and the allocation of points.
- c) The Association will determine if outright results are to apply.

#### INCENTIVE POINTS:

These additional points for batting and bowling are added to the match result points above and will operate in all innings.

Batting: 0.01 points per run. (I.e. 1 point for 100 runs.)

Bowling: 0.20 points per wicket (i.e. 2 points for 10 wickets.)

### 1.21 Finals

The four leading teams in Under 13s at the end of the qualifying matches will play finals matches to decide the premiership, or as determined by the Association.

The team that finished first (minor premiers), will play the fourth placed team and the second placed team will play the third placed team in the semi finals.

Finals shall be Two Day fixtures in the normal form unless otherwise determined by the Association.

- a) Where semi finals cannot reach a result due to loss of time, fitness of the ground, weather or bad light, the teams finishing the qualifying matches in the higher place shall play in the Grand Final. In the event of a tie or a drawn game in the semi final, the higher placed team (points or quotient system) shall progress to the final.
  - i) If a Grand Final is drawn, the higher placed team (points or quotient system) shall be declared Premiers.
  - ii) If a Grand Final Is tied, this will result in dual premiership
- b) Subject to availability of grounds, all finals will be played at the home ground of the team finishing in the higher position at the end of the qualifying matches, at the discretion of the Association.
- c) All grand finals are determined by first innings results only.

### 1.22 Eligibility for Finals

- a) A player must have participated in at least four playing days of fixtured games for that team, or a team in a lower age group to be eligible to play finals in that team.
- b) In the event of the team being short through injury or illness (or another legitimate absence acknowledged in writing by the Association), an eligible player from a younger age group team (not more than two years younger than the team) from the same club is exempt from the above rule provided that he/she has played at least four (4) days at their own age level.

### 1.23 Umpires for the Finals

Clubs will provide a minimum of one umpire for the duration of semi-finals and grand finals. The Association will endeavor to supplement these and appoint independent umpires for finals.

### 1.24 Clearances

Any player wishing to transfer to another club in any Association shall obtain from his former club a clearance, which has been completed on MyCricket.

A club or Association may only object to an application for clearance if:

- a) The player owes money to the club.
- b) The player is under suspension by the club for a breach of club rules or policies.
- c) A player who is under suspension from the Protests and Disputes Board will be ineligible for clearance until the said player serves the suspension.
- d) Disputes over clearances shall be referred in writing to the CJCC Administrator.
- e) Clubs and associations within 14 days shall respond to all player clearances, otherwise player clearance shall be deemed to be CJCC approved.

### 1.25 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**

### 1.26 Drinks Breaks

Drinks breaks must be taken hourly,

- 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) Drinks breaks are limited to 5 minutes and may be taken in the shade when appropriate.
- d) Extra drinks breaks if taken must be completed within 2 minutes.

### 1.27 Two teams in the same grade

Where a club has two or more teams in the same grade then a player can play only for one of those teams following the fourth fixture of the season unless the prior consent of the Association is obtained.

### 1.28 Turf Wickets

- a) Turf wickets are to be prepared the day before the match is scheduled to be played.
- b) Any match that starts on turf should be completed on turf if possible, however if the turf pitch is unsuitable on day two, a ONE-DAY match shall be played on a synthetic Pitch.
- c) During the **Home and Away** games, in the event of inclement weather the home team if possible should find a second ground for the game. However, if a synthetic pitch is not available, a ONE-DAY match shall be played on turf the following week.
- d) During **Finals** Home teams are to ensure, that in the event of inclement weather, a second ground is available for play to start on the first day.

### 1.29 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.**

### 1.30 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 13s	50 metres from the middle of the pitch

- b) Any association may, at its own discretion, stipulate that "No-Go" zones be enforced behind the bowler's arm. 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.

### 1.31 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 first 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.

### 1.32 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](#).

### 1.33 Extreme Weather Conditions

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

### 1.34 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 **1.35 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 or previous day's play and was not retired before the break or the end of the previous day's play, they will be recorded as **Not Out**.

### 1.35 Match Details

- 1.1 The pitch shall be the normal hard type of 20.12 metres (22 yards) and boundaries shall be marked 50 metres from the centre of the pitch.
- 1.2 A standard 142g cricket ball shall be used.
- 1.3 Each team must provide two Adult supervisors to be responsible for umpiring and scoring.
- 1.4 Game Type
- One Day shall consist of 30 overs.
  - Two Day shall consist of 50 overs. Except if quarters cricket is played refer to **Rule 1.18 above**
  - Both game types may have a second innings.
2. **Batting**
- 2.1 All batters must wear cricket pads, batting gloves, protectors and a helmet with a grill.
- 2.2 Retiring batters
- The batters may be retired after they have faced a minimum of
    - Fifteen (15) legal deliveries in a One day match, or
    - Twenty (20) legal deliveries in a Two day match.A batter may face more deliveries than these minimums but not less.
  - All retirements of batters must take place at the end of the over.
  - The batters must be retired at the end of the over they have faced the maximum number of legal deliveries.
    - Twenty five (**25**) for a One Day game
    - Thirty five (**35**) for a Two Day game.
- 2.3 **Retired Batters**
- Retired Batters can return to bat only after all other members of the team on the team list that are present have batted,
  - 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**.
  - Retired batters will resume their innings in the order of retirement.
  - 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(c)**.
  - Retired batters at the end of a match are recorded, **Retired Not Out**
- 2.4 In this competition the batting order shall be rotated on a weekly basis.  
**The rotation is –**
- Players must be rotated every game for the duration of the home and away season.
  - Batting positions 1 & 2 are treated as one position.
  - Any player who did not bat in the first innings must bat in the next game they play.
  - Players must bat in a minimum of 5 different positions throughout the season.  
**(This must be strictly adhered to).**
- 2.5 It is the intention of the CJCC that all players are given an equal opportunity to bat in a match, therefore where a team bats in a **SECOND INNINGS** the following criteria will determine the batting order.
- Players who did not bat in the first innings must bat first.
  - All other players must return in the order of lowest to highest score (coaches have discretion when players have the same score).
  - Batters are required to follow the same retirement rules **as per Rule 2.2** above.
- 2.6 A batter is **NOT OUT LBW** if the ball hits the batter on either **pad**, when clearly playing forward of the crease in a genuine stroke.  
A batter can **ONLY** be given out **LBW** if **ALL** of the following conditions are met and the umpire is in no doubt that the ball once having hit the pad would have continued on to hit the stumps

- a) The delivery is a legal delivery, which has pitched on the stumps or outside the off stump, and has not made contact with the bat before hitting the batter's pad.
- b) The point of contact with the batter's pad (front or back pad) is in line from wicket to wicket;
- c) If the ball had not struck the batter's pad it would definitely have gone on to hit the stumps.

**Note: On synthetic pitches a ball that pitches in front of a batter playing forward will most likely be passing above the stumps and should therefore not be given out. (The intent of this rule is to encourage batters to play their shots and to help Umpires make correct decisions when applying the LBW)**

### 3. Bowling

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

#### The rotation is –

- a) Players must be rotated every game for the duration of the home and away season.
  - b) Neither opening bowler can open the bowling in two consecutive games.
  - c) Any player who did not bowl in the first innings must bowl in the next game they play.
  - d) Players must bowl in a minimum of 5 different positions throughout the season.
- (All rotation rules must be strictly adhered to).**

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

3.3 In this competition a “No Ball” is re-bowled. **Refer Rule of Play 1.15** (Maximum 8 balls per over)

3.4 In this competition a “Wide Ball” is re-bowled. **Refer Rule of Play 1.16** (Maximum 8 balls per over)

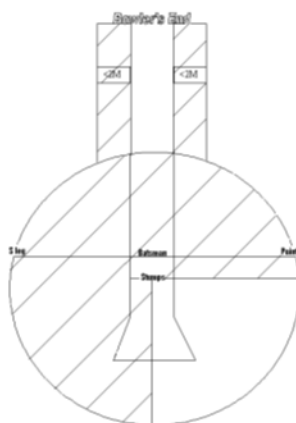
3.5 It is the intention of the CJCC that all players are given an equal opportunity to bowl in a match. Therefore, when a team bowls in a SECOND INNINGS the following criteria will determine the bowling order.

- a) Players who did not bowl in the first innings must bowl first.
- b) Players who bowled the least number of overs must bowl next.
- c) Bowlers are bound by the restrictions in **rules 5.2 & 6.3** below.

### 4. Fielding

4.1 Fielding restrictions

- a) Slips, gullies and the wicket-keeper may field within ½ pitch length (10 metres) of the batters; 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, a protector and a helmet with a grill

4.3 Each team must use a minimum of two (2) wicket-keepers per match (Max two sessions)

## 5. ONE-DAY Matches

### 5.1 Each team is limited to 30 over's each innings

- a) Play shall commence at 8.00am and the team batting first shall declare after 30 overs or at 9.55 am, whichever comes first.
- b) 10 minute break between innings.
- c) The second team is entitled to the same number of overs, or the full 30, if the first team is all out.
- d) All games must cease at 12.00 noon.
- e) If the first innings of both teams is completed before 11 the match will go into a second innings, with the team that batted first batting again. **Refer general rule 1.8** for follow on rule.
- f) A strict interpretation of wide deliveries shall be observed to prevent negative bowling and "Wide Ball" shall be called when the ball does not give the batter a reasonable opportunity to score. Note: If the ball is struck by the batter then it is not a wide.

### 5.2 Bowling

- a) All players, including the wicketkeeper, must bowl two (2) overs before any player can bowl a third (3).
- b) The final bowler must have started their 2 over spell before another bowler can bowl a third.
- c) The maximum number of overs a player can bowl is four (4). If a team only has 7 players two players can bowl one additional over each to complete the overs.
- d) A minimum of six (6) overs must be bowled between spells.

## 6. TWO-DAY Matches

### 6.1 Each team is limited to 50 overs per innings, in the event quarters cricket is being played refer to **rule 1.18**

- a) Play shall commence at 8.30am.
- b) The first team is required to declare after 50 overs, or 12.00 noon, whichever comes first.
- c) The second team is entitled to the same number of overs as the first team, or the full 50, if the first team is all out.
- d) If the bowling side has completed its allotted overs and the batting side is not all out, then it's at the discretion of the side bowling first if it is to commence its first innings regardless of time.

### 6.2 If the team batting first is dismissed within 50 overs on day one, the bowling team will commence its innings and bat for the remainder of time on the first day, if this has occurred before 11:20am. If play finished after this time it is at the discretion of the Bowling team as to if it will begin its first innings.

- a) A 10 minute break must be taken between innings.
- b) All games must cease at 12.00 noon.
- c) There is to be a minimum of 50 overs per day. An innings consists of no more than 50 overs.

### 6.3 Bowling

- a) All players, including the wicketkeeper, must bowl three (3) overs before any player can bowl a fifth (5).
- b) The final bowler must have started their 3 over spell before another bowler can bowl a fifth (5).
- c) The maximum number of overs a player can bowl is eight (8).
- d) Four (4) overs maximum can be bowled in a spell.
- e) A minimum of six (6) overs between spells.

### 6.4 The bowling team will continue to bat on the second day for the remainder of its 50 overs after which it will make a compulsory declaration if not bowled out.

If the first innings of the team batting second is completed prior to 11:30am on day 2, a game must go into a second innings.