



# CJCC

## COMMUNITY JUNIOR CRICKET COUNCIL

### Formats and Playing Conditions – U15 and U17 T20

**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.
- c) All players on the team list that are in attendance must participate in the match unless sick or injured.
- d) In U15 and U17 T20 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.

**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 other than the T20 Community Cup Grand Final at the WACA Ground (see Match details 1.29 – 1.5). 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 15s and 17s, 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 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 15s and 17s T20, 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

## 1.9 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).

## 1.10 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.

## 1.11 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:-

### **T20 matches:**

The minimum number of overs to be played is 5 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 15 overs and the team batting second faced only 12, then the team that was ahead at the end of the 12th over will be declared the winner.
- d) If either team does not bowl the minimum overs the match will be declared a draw.

### 1.12 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 U15s and 17s the batting 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.

### 1.13 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).

### 1.14 “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) Front foot no balls will give the batsman a free hit.
- c) Part of the bowler’s back foot is grounded on landing on, or outside, the line of the return crease.
- d) 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”.
- e) There are more than two (2) fielders behind square leg.
- f) 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.
- g) 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. U15-U17s players may field inside the 10m zone provided they have a helmet with grill and a protector either in front of the wicket or on the leg side. 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 1.29 for diagram of fielding zones.**
- h) 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).
- i) A ball bounces more than twice, or rolls along the ground, before reaching the popping crease.

j) In Under 16s and 17s any delivery which, after pitching, passes or would have passed above shoulder height of the striker standing in his normal batting stance at the crease, whether or not threatening physical injury, the umpire shall consider the delivery to be unfair and shall disallow its repetition.

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.

#### 1.15 "Wide Ball"

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.

Any ball bowled down the leg side is a "Wide Ball"

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.**

#### 1.16 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.

#### 1.17 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.

#### 1.18 Match Points

Associations can determine the point structure.

#### 1.19 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.

#### 1.20 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.

#### 1.21 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**

## 1.22 Two teams in the same grade

Where a club has two or more teams in the same grade then a player can play T20 for only one of those teams.

## 1.23 Turf Wickets

- a) Turf wickets are to be prepared the day before the match is scheduled to be played.
- b) Teams are to ensure, that in the event of inclement weather, a second ground is available for play to start on the first day.

## 1.24 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.**

## 1.25 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 15s/17s	50 metres from the middle of the pitch

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

## 1.26 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](#).

## 1.27 Extreme Weather Conditions

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

## 1.28 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 **1.29 Match Details**) 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**.

## 1.29 Match Details

### PART 1: PLAYERS AND OFFICIALS

#### 1. PLAYERS

- 1.1 Law 1 will apply, subject to this clause.
- 1.2 All Players in a T20 Community Cup match must be qualified to play under the following conditions;
  - a) Players must not be registered to play for any other club or team that is affiliated with the Community Junior Cricket Council.
  - b) Players must have played a minimum of three (3) games for the club that they registered to on MyCricket in order to qualify for any CJCC finals match.
  - c) Any T20 matches played in the junior association completion, including Association T20 finals, will be deemed as matches eligible to add towards qualification.
- 1.3 Players must wear white Cricket Clothing and spiked footwear as specified in the General Rules except for CJCC approved Cricket Clothing for the T20 format, which is as follows:
  - a) White Trousers;
  - b) Club-coloured long or short-sleeved shirt with collar;
  - c) Socks;
  - d) Club-coloured pullover (not white); and
  - e) White pads.
- 1.4 The colours and design of the clothing shall be uniform for all members of the same team.
- 1.5 A minimum of seven (7) players are required for a match to commence. A maximum of 14 players are permitted for a T20 Community Cup Final match played at the WACA Ground, however only 11 players may be on the field of play at any one time. No maximum number of players applies for any other T20 game played under these rules.
- 1.6 If more than 11 players are selected in the team, all players may bat however 10 wickets will constitute a close of innings.

#### 2. UMPIRES

- 2.1 Law 3 shall apply, subject to this Rule
- 2.2 Law 3.8 and 3.9 shall apply subject to the following:
  - a) If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders the power of free movement, or the batsmen the ability to play their shots and run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.
  - b) The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.
  - c) If a shadow from the fielder falls across the striker's half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal 'dead ball' if he considers the striker has been disadvantaged by the action.

#### 3. SCORERS

- 3.1 Law 4 (Scorers) shall apply, subject to this clause.
- 3.2 In the event of a dispute about the score at the conclusion of the match, the books or electronic score data should be delivered to the CJCC within 2 days of the match to resolve the matter and confirm the match result.
- 3.3 A scorer must not be a player in the match, but an adult supervisor.

### PART 2: EQUIPMENT AND LAYING OUT THE PITCH

#### 4. THE BALL

- 4.1 Law 5 shall apply, subject to this clause.
- 4.2 The approved ball shall be a WACA approved 156g, (four piece ball when on turf wickets).
- 4.3 Law 5.5 will be replaced by the following: In the event of a ball during play being lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.

#### 5. THE BAT

5.1 Law 6 will apply.

## 6. THE PITCH

6.1 Law 7 will apply, subject to this clause.

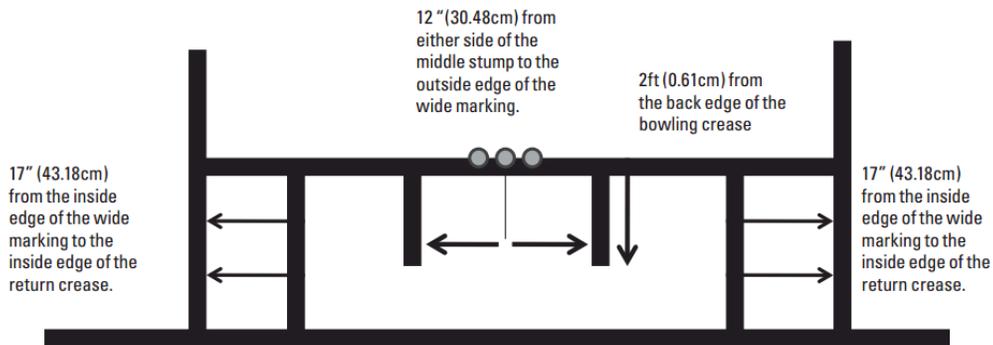
6.2 Matches shall be played on such grounds as arranged by the WACA in conjunction with Community Junior Cricket Associations.

## 9. CREASES AND MARKING OUT

6.3 Law 9 (Bowling, Popping and Return Creases) will apply, subject to this clause.

6.4 Law 9.3 (the popping crease) shall apply, except that the reference to 'a minimum of 6 ft' shall be replaced by 'a minimum of 13.71 metres (15 yards)'.

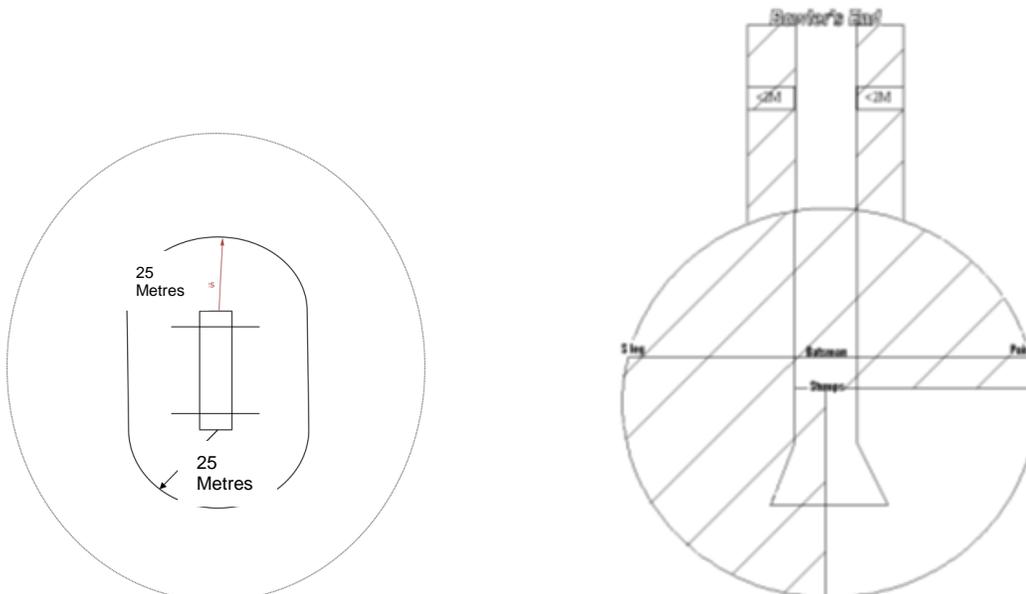
6.5 For additional crease markings, the following shall apply in addition to Law 9: As a guideline to the umpires for the calling of Wides, the crease markings detailed below shall be marked in white at each end of the pitch.



6.6 The ground shall be marked with a single fielding restriction area (Fielding Restriction Area) as follows:

- Two semi-circles are drawn on the field of play, with their semi-circles centred on the middle stump of each end of the pitch;
- The radius of each of the semi-circles is 25 metres (30 yards);
- The ends of each semi-circle are joined to the other end on the same side of the pitch by a straight line drawn on the field.
- The distance from the centre of the wicket to the boundary at no point should exceed 50m.

### FIELDING RESTRICTION AREA:



## **7. PREPARATION OF PLAYING AREA**

7.1 Law 10 (Preparing and Maintaining the Playing Area) will apply.

## **8. COVERING THE PITCH**

8.1 Law 11 shall apply, subject to this clause.

8.2 Curators are permitted to use Covers at their discretion in order to obtain the best possible pitch preparation.

## **PART 3: STRUCTURE OF THE GAME**

### **9. INNINGS**

9.1 Law 12 of the Laws of Cricket shall apply subject to this clause.

9.2 Law 12.1 shall be replaced by the following: All matches will consist of one innings per side, each innings being limited to a maximum of 20 six-ball overs, with a maximum of 8 balls per over. The final over the innings however is not limited and any invalid balls must be re-bowled.

9.3 Law 12.2 (Alternate Innings), Law 13 (the Follow on) and Law 14 (Declaration and Forfeiture) shall not apply.

9.4 Law 12.3 (Completed Innings) is modified: Laws 12.3 (c) (declaration), (d) (forfeit) and (e) (ii) (prescribed time) shall not apply.

9.5 Law 12.4 (The Toss) and Law 12.5 shall apply (notification of decision to bat or bowl).

9.6 Before any time is lost by delay or interruption, matches will be conducted as follows:

- a) Each team shall bat for 20 overs unless all out earlier or a result is achieved. A team shall not be permitted to declare its innings closed.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- 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.
- d) If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

9.7 When playing time has been lost by delay or interruption to the innings of the team batting first, the number of overs to be bowled in the match shall be revised on this basis:

- a) When calculating the length of playing time available for the match (Remaining Playing Time) the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration.
- b) The length of interval between innings to be excluded from the Remaining Playing Time will be calculated as per clause.
- c) The revised number of overs in the match:
  - (i) Will be based on a rate of 3.75 minutes per over (16 overs per hour) for the Remaining Playing Time. If the calculations result in fractions of an over, the fractions shall be ignored.
  - (ii) Will be used to specify a fixed time for the commencement of the interval, and also the close of play for the match, by applying a rate of 16 overs per hour. The close of play must not be earlier than the original time for cessation of play. If required, the original time shall be extended to allow for one extra over per team.
  - (iii) Will be divided so that each team should have the opportunity of batting for the same number of overs.
- d) Once the numbers of overs have been revised and play recommences, if the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.
- e) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- f) To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.

9.8 When playing time has been lost by delay or interruption to the Innings of the team batting second and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available:

- a) The number of scheduled overs shall be reduced at a rate of 16 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

- b) The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in calculating the remaining time available for play (Remaining Playing Time). If the innings of the team batting first was completed prior to the scheduled or re-scheduled time for the commencement of the interval, then the Remaining Playing Time shall take into account the time by which the second innings started early and any permitted extension of play under clause
  - c) A fixed time will be specified for the close of play by applying a rate of 16 overs per hour to the Remaining Time.
  - d) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to a result not being achieved earlier. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
  - e) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.
- 9.9 If due to GWL, there is a delay in the commencement of the innings of the team batting second, play cannot be extended past the scheduled cessation time of the match.
- 9.10 A batsman must retire from the crease after facing 20 deliveries. The batsman once retired will be eligible to bat again once the remaining batsman to bat have completed their innings or retired.
- 9.11 If multiple retired batsmen receive an opportunity to bat again once they have retired, they must re-enter the batting line up in the same order that they retired.
- 9.12 Any batsman must again retire after facing a subsequent 20 deliveries.
- 9.13 No bowler may bowl more than 3 overs in an innings. If 11 players are selected in the match, 8 players must bowl a minimum of two overs each. If less than 11 players are selected than no bowler may bowl more than 3 overs. The wicket keeper is not required to bowl.
- 9.14 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed 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.
- 9.15 The umpire shall record the total number of overs bowled and the number of overs bowled by each bowler.

## **10. INTERVALS**

- 10.1 Law 15 of the Laws of Cricket shall apply except as modified by this clause.
- 10.2 There will be no intervals during the match, except for a 15 minute interval between the innings of the team batting first and the innings of the team batting second.
- 10.3 If the innings of the team batting first is completed by the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.
- 10.4 The provisions of Law 15.9 (Intervals for Drinks) do not apply except that under conditions of extreme heat the umpires may permit extra intervals for drinks. Drinks breaks may be taken by agreement of the captains (or in the case of the batting side, the batsmen at the wicket), but each drinks break shall not exceed 3 minutes.

## **11. START AND END OF PLAY**

- 11.1 Law 16 will apply subject to this clause.
- 11.2 There will be two sessions of 75 minutes each, separated by a 15 minute interval between innings (subject to clause 15 above).
- 11.3 Matches will be scheduled by the WACA in conjunction with Community Junior Cricket Associations.
- 11.4 Laws 16.6, 16.7 and 16.8 do not apply.
- 11.5 Laws 16.9, 16.10 and 16.11 shall apply in so far as they are relevant to a one innings limited overs type match.

## **12. PRACTICE ON THE FIELD**

- 12.1 Practice on the Field restriction (Law 17) will not apply.

## **PART 4: SCORING AND WINNING**

Laws of Cricket for Scoring Runs (Law 18), Boundaries (Law 19), Lost Ball (Law 20), the Over (Law 22) and Dead Ball (Law 23) will apply without modification.

Law 22 to 40 of the Laws of Cricket (The Over, Dead Ball, No Ball, Wide Ball, Dismissal, Ways Batsman May Get Out) continue to apply

Laws 21, 24 and 25 related to scoring and winning, Laws 36 (Leg Before Wicket), Laws 41 (Fielding) and 42 (Fair and unfair Play) are amended as follows.

### **13. THE RESULT**

- 13.1 Law 21 of the Laws of Cricket shall apply as applicable for a one innings match, as varied by this clause.
- 13.2 A result can be achieved only if both teams have had the opportunity of batting for at least 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. If the team batting second has not received 5 overs and a result has not been achieved, the match shall be drawn (abandonment).
- a) As a result of the match being abandoned, the team to advance will be determined by ladder position on their respective Community Junior Cricket Association Competition Ladder on the day of which the match is scheduled to be completed.
  - b) If both teams are on the same amount of wins or are in the same position on the ladder, the progressing team will be determined by percentage on the Community Junior Cricket Association Competition Ladder.
- 13.3 If the second team has batted for at least 5 overs, the winner will be the side which has scored the greater number of runs in this comparison:
- a) The runs scored by the team that batted second after the number of completed overs faced when play finished; and
  - b) The runs scored by the team that batted first in the equivalent completed overs from the commencement of its innings.
- 13.4 Law 21.4 (agreement under Law 12.2(b)) shall not apply.
- 13.5 Law 21.5(a) (a tie or draw) is modified as follows: In matches in which both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, then the teams shall contest a Super Over, subject to fitness of ground, weather and light. The Super Over shall commence 10 minutes after the cessation of the match, at the same ground and using the same pitch.
- a) The team batting second in the match will bat first in the Super Over. The fielding side shall choose which end to bowl from. The Umpires shall not change ends.
  - b) Prior to the commencement of the Super Over each team shall nominate three batsmen and one bowler to the Umpires.
  - c) Fielding restrictions shall be as of the last over of an uninterrupted match.
  - d) The same ball used at the end of each team's innings in the match, or a similar ball if that ball is unsuitable for any reason, shall be used for its innings in the Super Over.
  - e) The loss of two wickets shall end an innings.
  - f) In the event of both teams having the same score in the Super Over the team that hit the most number of sixes combined from its two innings in both the main match and the Super Over shall be the winner.
  - g) If the number of sixes hit by both teams is equal the team that hit the most number of boundaries (fours and sixes) in the Super Over will be declared the winner.
  - h) In the event that the result is still a Tie after the Super Over and clauses (f) and (g) above have been applied the Super Over clauses (a) to (e) shall be repeated until a winner is obtained.
  - i) If, for reasons of GWL, a Super Over is not possible the team that hit the most number of boundaries (fours and sixes) in the match shall be declared the winner. If the result is still a Tie the match will be determined by a coin toss, except in the Grand Final where joint winners will be declared.

### **14. NO BALL AND FREE HIT**

- 14.1 Law 24.1 (b) shall be replaced by the following: The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal No ball, and the ball is to be re-bowled overarm.
- 14.2 Law 24.13 (penalty for a front foot no ball) will be amended by adding the following:
- a) The delivery after a no ball shall be a free hit for whoever batsman is facing it.
  - b) If the delivery for the free hit is not a legitimate delivery (and kind of No Ball or Wide ball) then the next delivery will become a free hit for whichever batsman is facing it.
  - c) For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball.
  - d) Field changes are not permitted for free hit deliveries unless there is a change of striker).
  - e) The bowler's end umpire will signal a free hit (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

### **15. WIDE BALL**

- 15.1 Law 25 will apply with the following addition to Law 25.1:
- a) A delivery on the offside is to be called a wide if it passes the striker's stumps outside the wide marking and the striker is deprived of a reasonable opportunity to score as a result.

- b) A delivery on the legside is to be called a wide if it passes to the legside of the striker's stumps and the striker's body.
- c) A delivery is not to be called a wide if:
  - (i) Law 25.2 applies
  - (ii) The delivery passes to the legside of the striker's stumps between the stumps and the striker's body
  - (iii) The ball makes contact with the striker's bat or person
  - (iv) The batsman switch hits or plays a reverse sweep and the ball goes down his original standing leg side.

## **16. LEG BEFORE WICKET**

- 16.1 Law 36 of the Laws of Cricket shall apply and as varied by the following clause.
- 16.2 On synthetic pitches a ball that pitches in front of a batsman playing forward will most likely be passing above the stumps and should therefore not be given not out.

## **17. FIELDERS (POWERPLAYS)**

- 17.1 Law 41 is modified as follows.
- 17.2 At the instant of delivery there may be no more than five fieldsmen outside the Fielding Restriction Area.
- 17.3 At the instant of delivery there may be no more than five fieldsmen on the leg side. A fielder will be considered to be on the leg side when the entire body of the fielder is the side of the ground of which the batsman who is on strike has his back to.
- 17.4 At any time, only fielders in the slip or gully positions, and the wicketkeeper may field within 10m of the striking batsman. Any other fielder playing must be at least two metres from the playing surface.

## **18. FAIR AND UNFAIR PLAY**

- 18.1 Law 42 will apply, subject to this clause.
- 18.2 Law 42.6 (a) (Dangerous and unfair bowling) shall be replaced by the following:
  - a) A bowler shall be limited to one fast short- pitched delivery per over.
  - b) A fast short-pitched delivery is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.
  - c) The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
  - d) In addition, for the purpose of this clause and subject to clause below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide.
  - e) For the avoidance of doubt any fast short pitched delivery that is called a Wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
  - f) In the event of a bowler bowling more than one fast short-pitched deliveries in an over as defined in clause above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand.
  - g) If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
  - h) If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings. The umpire will also inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
  - i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
  - j) The bowler thus taken off shall not be allowed to bowl again in that innings.
  - k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.