



BOYS
Competition Rules and
Guidelines
2024/25

Issue P
September 2024

Issue History

Issue	Status	Drafted by	Checked by	Approved by	Date
J	Updates for Stage 1 format to U11 and Stage 2 for U12 Master Blaster to U9 Modify other rules for U13 up	Toby Horstead	David Nimmo	David Nimmo	31 August 2018
K	Stage 2 to U13. Modify other age groups for U14 up. Club Championship. Ball colour. MCC Laws April 2019 Behaviour. Award eligibility.	Toby Horstead	David Nimmo	David Nimmo	31 August 2019
L	Stage 3 for U14 to U18 Dress code Boundary shape Player movement Scoring U14 to use white ball Only 1 WK needed U12 to U18	Toby Horstead	David Nimmo	David Nimmo	11 October 2020
M	Stage 2 U14/2 T20 Rules Update to code of conduct Update to weather rules Update to player qual rules Replace Batsman with Batter All balls now white Balls per over max 8 all ages	Toby Horstead	David Nimmo	David Nimmo	26 October 2021
M.1	Updated to be clear that no last man stands	Toby Horstead	David Nimmo	David Nimmo	8 November 2021
N	MCC Law Updates Finals qualifications U14/2 and U15/2 as Stage 2	Toby Horstead	David Nimmo	David Nimmo	28 August 2022
O	Prohibition relating to consumption of alcohol U17/2 as Stage 2 Clarification of participation rules throughout season Reduction in minimum no. of bowlers for ages u14 and above	Andrew Graham	Toby Horstead	Toby Horstead	27 August 2023
O.1	Updated adjustments to participation in event of reduced overs Clarification that girls may only play in boys' competitions if they play in MWJCA girls	Andrew Graham	Toby Horstead	Toby Horstead	1 September 2023
O.2	Editorial errors fixed	Andrew Graham	Toby Horstead	Toby Horstead	6 September 2023
P	Modified competitions for the 24/25 season Clarification of bowling for U12/13s where 8 players in team	Justin Wylie	Andrew Graham	Andrew Graham	11 September 2024

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

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1. Committee and Office Bearers

1.1 2024/25 MWJCA Committee

President	Andrew Graham	0414 472 931	president@mwjca.com.au
Vice President - Rules	Justin Wylie	0408 867 612	vp_rules@mwjca.com.au
Vice President - Girls	Sam Croll	0414 412 381	vp_girls@mwjca.com.au
Secretary	Madhura Bhagwat	0430 172 000	secretary@mwjca.com.au
Treasurer	Fiona Brewster		treasurer@mwjca.com.au
Girls Coordinator	Sam Croll	0414 412 381	girls@mwjca.com.au
Rules Administrator	Andrew Graham	0414 472 931	vp_rules@mwjca.com.au
Competition Secretary	Craig Schneidereit Andrew Smith		compsec@mwjca.com.au
Web Administrator	Stephen Baldwin	0425 834 212	web@mwjca.com.au
Representative Chairman	Scott Brewster	0424 160 726	reps@mwjca.com.au

1.2 Club Representatives

	Beacon Hill	Justin Wylie	0408 867 612	justinwylie77@gmail.com
	Collaroy Plateau	Joceyln Huxley	0407 246 069	info@collaroyplateaucc.org.au
	Cromer	Nick Chambers	0448 335 656	junioryp@cromercricket.com.au
	Forest	Andrew Smith	0438 570 575	president@forestcricket.com.au
	Harbord Devils	Adam Rowe	0401 101 972	harborddevilsccricket@gmail.com
	Peninsula	Darren Read	0416 149 646	committee.peninsula@outlook.com
	Seaforth	Stephen Baldwin	0425 834 212	seaforthcricket@gmail.com
	St. Augustines	Aiden Baker	0402 474 834	baker.a@saintaug.nsw.edu.au
	St Pius X	Stuart Pavely	0415 582 320	stupavely@gmail.com
	Wakehurst	Matt White	0423 151 210	president@wakehurstredbacks.com.au

2. Life Members

Bob Lind *	Michael Pawley
Tony Pecar	David Quarford
Bob Rollins	Peter Tasker *
Ron Watkins *	Ted Lindsay
Tony Sullivan	Vicki Carden
Ross Denny	Errol Cranney
Danny LeMoy	Ross Trewartha
Kevin Davies	Phil Edwards
John Jackson	David Nimmo
* Deceased	

3. Summary of Rule Amendments implemented this season

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

#	Affected Section(s)	Brief Description
1.	Committee and Office Bearers	Updated MWJCA roles and Club representatives
2.	Life members	David Nimmo added
3.	Live scoring via Play HQ	Mandatory for home teams in all MWJCA competitions to live score, away teams to use scorebook
4.	References to Cricket Blast	Have been removed as they are not a MWJCA-run program
5.	Ground allocations	Amended information on process for ground allocations to account for 24/25 competitions
6.	Administrative	Updated various links throughout the document, tidied up wording, applied consistency of terminology
7.	Participation rules U12/13s (Stage 2)	Clarified that two nominated bowlers may bowl max 5 overs where 8 players in a team
8.	Competitions	References updated for competitions being played in 24/25

4. The Spirit of Cricket

Taken from the MCC's Laws 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 Cricket](#).

Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

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

Responsibility of captains

The captains are always responsible for ensuring that play is conducted within the Spirit of Cricket as well as within the Laws.

Player's conduct

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

4.2 Fair and unfair play

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

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

4.3 The umpires are authorised to intervene in cases of:

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

4.4 The Spirit of Cricket involves RESPECT for:

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

4.5 It is against the Spirit of Cricket:

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

To direct abusive language towards an opponent or an umpire

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

(a) to appeal knowing that the batter is not out

(b) to advance towards an umpire in an aggressive manner when appealing

(c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

4.6 Violence

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

4.7 Players

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

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

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

5. Code of Conduct

MWJCA have adopted the following Codes of Conduct for all its stakeholders.

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

- The aim of the Saturday MWJCA competition is to give all participants, as much as possible, equal opportunity. Players of better than "average" ability are catered for by way of representative cricket, specialised intensive coaching etc.
- All participants should take time to read the Code of Conduct. These codes of behaviour identify a selection of key principles upon which coaches, managers, umpires, scorers, spectators, parents and players should base their cricket involvement.
- MWJCA is concerned about bad sportsmanship, abuse and time wasting. The rules of the competition have been framed to endeavour to overcome these problems and the Committee will view seriously, any attempts to circumvent these rules.
- Bad sportsmanship and abuse cannot be controlled by rules and regulations, and it must be the responsibility of Clubs and Managers to maintain a satisfactory level of discipline in their teams.
- Reporting of behaviour not in line with the Code of Conduct, unpleasant behaviour or poor sportsmanship should be reported via your team manager and the relevant Club. The Club may then report to the MWJCA. This will aid in tracking any repeated poor behaviour or cultural concerns.
- Any team, individual or Club found guilty of an offence as noted above is liable to the following:
 - Individual, team or Club suspension.
 - Team or Club loss of competition points

5.1 Players

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

5.2 Parents and Guardians

- Do not force an unwilling child to participate in cricket.
- Remember, children are involved in cricket for their enjoyment, not yours.
- Encourage your child to play by the rules.
- Focus on the child's efforts and performance rather than winning or losing.
- Never ridicule or yell at a child for making a mistake or losing a game.
- Remember that children learn best by example. Appreciate good performances and skilful play by all participants.
- Support all efforts to remove verbal and physical abuse from sporting activities.
- Respect officials' decisions. Teach children to do likewise.
- Show appreciation for volunteer coaches, officials and administrators. Without them, your child could not participate.
- Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.
- **At no time during any match played under MWJCA competition rules should any coach, manager, umpire, scorer, parent or guardian or other spectators associated with a game consume or be under the influence of alcohol. This extends to remaining at a venue whilst another MWJCA match is being played.**

5.3 Coaches and Managers

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

5.4 Umpires and Officials

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

6. The Laws of Cricket 2017, 2019 and 2022 Updates

The MWJCA plays under the Laws of Cricket as owned by the MCC and administered by the ICC. Unless otherwise specified under sections 6 to 12 of this document as MWJCA Competitions Rules and Guidelines, the Laws of Cricket (2017 Code and 2019 and 2022 changes) shall be followed.

The MCC has been the owner of the Laws of Cricket since the 18th century and continues to be a robust lawmaker and guardian of the Spirit of Cricket today. A new Code of the Laws of Cricket has been drafted and approved by the M.C.C. Committee. The Code, titled Laws of Cricket 2017 Code and 2019 and 2022 Changes are adopted by the MWJCA). The last time that a new Code of Laws was written was in 2000.

The guiding objectives behind all the changes have been:

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

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

6.1 October 2017 items to note

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

- Law 20 - Use of Helmets
 - If a Helmet is being worn by a player, it shall now be considered part of his playing equipment. This means that if a ball hits a helmet that a player is wearing, the ball shall be deemed live (Previously, the ball would be declared dead if the ball strikes a helmet while it is being worn).
- Law 21/22 - No Ball
 - Any delivery that bounces twice or more before reaching the popping crease shall be called a No-Ball
 - If a No-Ball is called and batter score runs or the ball goes to the boundary **without contact with the bat**, the runs scored shall be considered Byes plus 1 No-Ball (Previously, all the runs would have been counted as No-Balls)
- Law 24 (Fielders' absence; substitutes)
 - now allows a substitute to keep wicket, with the consent of the umpires.
- Law 25 - Runner for a Batter
 - If the injured batter is on strike, the runner for that batter must stay in his crease until the ball reaches the batter. A warning will be given on the first instance. After that, 5 penalty runs will be awarded for every offence. (New Rule)
- Law 30 - Run Out
 - If a batter makes their ground legally and the bat then fails to maintain contact with the crease when the bails are dis-lodged for a run-out shall be deemed as making their ground in the first place and, hence, shall be ruled "Not Out" (Previously, batter would be given Out)
 - amended to give protection to a running or diving batter whose bat bounces up after having been grounded beyond the popping crease.
- Law 36 - LBW
 - If the Bat and Pad of a batter strikes a ball simultaneously, it shall be deemed that the bat has played the ball first (New Rule, consistent with the benefit of the doubt favouring the batter).

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

6.2 April 2019 Code Update

In 2017, MCC published a new Code of Laws, which incorporated the most wide-ranging and ambitious alterations to the Laws of Cricket for almost two decades. The Code has been well-received and had a positive impact on cricket the world over. However, over the last two years, some issues have emerged, and so MCC has produced a second edition, which will come into force on 1st April 2019.

There are a few significant changes. First, the decision was taken to rework Law 41.7, which relates to full-pitch deliveries over waist height (known colloquially as ‘beamers’). MCC listened to significant feedback and has handed more control to umpires to determine whether a delivery is dangerous. Also relevant to that Law, and at the behest of umpires, MCC has for the first time put into the Laws a definition of the waist – something that has long-since been a point of contention, particularly in the recreational game.

There is also a slight change to Law 41.16, which should further confirm the principle, established in the 2017 Code, that it is the non-striker’s duty to remain in his/her ground until the bowler has released the ball. The other most notable alterations come in Laws 34 and 37, where the scenarios of hitting the ball twice, and obstructing a catch, after a delivery has been called a No ball, have been addressed.

- **Change to Law 41.7 - Bowling of dangerous and unfair non-pitching deliveries**

As is already the case with short-pitched bowling, the umpire will now decide whether a full-pitched delivery is dangerous, based on various factors such as the ball’s speed, direction, repetition, and the ability of the batter.

There is no longer a ‘catch-all’, but umpires are required to use their best judgement to determine whether it is dangerous. If it is dangerous, it will lead to a first and final warning. If not, it will still be a No ball, but there will be no warning.

- **Change to Law 41.7 - Non-striker leaving his/her ground early**

Although there are some valid arguments for not allowing dismissals of this sort, MCC felt that it would be wrong to carve out an exception in these circumstances for a fundamental principle that a batter can be Run out if the wicket is put down when he/she is out of his/her ground. Furthermore, the Law emphasises the importance of the non-striker remaining in his/her ground until the ball is released, which is felt to be important. With TV now potentially ruling that a batter has made his/her ground by millimetres, it seems wrong to allow them a head-start of sometimes several feet in setting off. So, the policy in the Law has not been changed but rather the outcome is being more strongly emphasised to avoid confusion.

It is worth stressing that giving a warning for such dismissals has often been seen as a convention but has never been part of the Laws. The fielding side has the option not to appeal, or to withdraw the appeal if they do not want to dismiss the batter in this way.

6.3 Law Changes 2022 - items to note

It is intended to highlight the following Law changes in the MWJCA Rules.

Some Law changes are to be adopted others are NOT to be adopted

6.3.1 The following Law updates ARE adopted by MWJCA

- **Change to Law 18 – Scoring Runs**

Law 18.11 has now been changed so that, when a batter is out Caught, the new batter shall come in at the end the striker was at, i.e. to face the next ball (unless it is the end of an over).

Under the previous Laws, a bowler could take a wicket and still bowl at a set batter if the batters crossed. It was felt that the bowler should be rewarded with the chance to bowl at the new, incoming batter, if balls remain in the over. This also applies to the obstruction of a catch.

- **Change to Law 22 - Wide Ball**

22.1 Judging a Wide 22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in 22.1.2, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal guard batting position.

- **Change to Law 25 – Batters Innings**

The new Law 25.8 allows the striker to play the ball so long as some part of his/her bat or person remains within the pitch. Should they venture beyond that, the umpire will call and signal Dead ball. As recompense to the batter, any ball which would force them to leave the pitch will also be called No ball.

This ties into Laws 20.4.2.13 and 21.8. 25.8 Striker's right to play the ball.

- **Change to Law 41 – Unfair Play**

The use of saliva to polish the ball has long been a concern for MCC. It is both unhygienic and open to abuse, with players using various types of sweets to alter their saliva. During COVID-19, playing regulations were written in most cricket to state that saliva could no longer be applied to the ball. Data from international cricket has shown that this change had very little impact on the amount of swing. Players were using sweat to polish the ball, and this was equally effective. With both in mind, the new Law will not permit saliva on the ball. Using saliva will be treated the same way as any other unfair methods of changing the ball's condition.

6.3.2 The following Law updates are NOT to be adopted by MWJCA

- **Change to Law 27.4 and 28.6 – Unfair Movement in the Field**

Neither the wicketkeeper, nor any other fielder, is permitted to significantly alter their position while the bowler is running in to bowl. This has long been the case – the batter has a right to know where the field is placed.

For MWJCA this will continue to be punished only with a 'Dead ball'. There will be no other change for MWJCA.

- **Change to Law 40 – Incoming batter**

An incoming batter used to be able to take guard within three minutes. Change in the Law now requires them to be ready to receive the ball in this time.

This change has not been adopted by MWJCA and the original Law will remain for the MWJCA.

7. MWJCA Boys Competition Rules Common to All Age Groups

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

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

Age Group	Division	Applicable Section of this Document	Format of games
Under 10 Under 11	All	Under 10 and Under 11 Rules adoption of the Cricket Australia Junior Format Stage 1	Cricket Australia Junior Format Club Stage 1 – modified ball, 16m pitch, 7 a side, dismissal = 4 runs to bowler <i>Match results must be entered, and a competition table will be kept. Individual player statistics may be kept.</i>
Under 12 Under 13	All	Under 12 and Under 13 Rules adoption of the Cricket Australia Junior Format Stage 2	Cricket Australia Junior Format Stage 2 – 142g leather ball, 18m pitch, 9 a side, out you're out <i>Match results must be entered, and a competition table will be kept. Individual player statistics will be kept.</i>
Under 14/15, Division 2 and Under 17	Div 2	Under 14/15 Division 2 and Under 17 Rules adoption of the Cricket Australia Junior Format Stages 2/3	Cricket Australia Junior Format Stage 2, except for – 156g leather ball, 20.12m pitch, 9 a side, out you're out <i>Match results must be entered, and a competition table will be kept. Individual player statistics will be kept.</i>
Under 14 Under 15/16	Div 1	Competition Rules for – U14 Division 1, Under 15/16 Division 1 adoption of the Cricket Australia Junior Format Stage 3	Cricket Australia Junior Format Stage 3 – 156g leather ball, 20.12m pitch, 11 a side, out you're out, one day games only <i>Match results must be entered, and a competition table will be kept. Individual player statistics will be kept.</i>

7.1 Modes of Competition

- Before each season starts, based on the circumstances surrounding it, the Executive will propose principles on which competitions will be built for the coming season.
- The Executive Committee shall use its best endeavours to observe the following guidelines in preparing the competition format each year:
 - Enforce a deadline for team nominations.
 - Where ten (10) or more teams are nominated in a particular age group, grade the teams into stronger and weaker divisions based on the previous seasons results. Any new teams will go into the weaker division.
 - Allow clubs to have only one team in a division one competition unless the previous seasons results show that more than one team should play division one.

7.2 Dress

- It is essential that standard cricket attire be always worn on the cricket field by players, i.e. Club coloured, white or cream cricket trousers or shorts, MWJCA approved Club Shirt, white or cream or Club jumper and socks, cricket boots or sand shoes, Club cricket cap or sunhat.
- Fielders may wear Club hoodies or jumpers but must remove before bowling, these cannot be worn batting.

- A sponsorship logo may be worn on the arm and/or front chest of the cricket shirt as per Cricket NSW Youth Championship regulations.
- Clubs must seek approval from the MWJCA for any variation on the white or cream shirt, or previously approved Club shirt or trousers prior to the start of the season or use in matches.
- If any registered player does not comply with the above their Club is liable for the following:
 - First Offence – loss of competition points and a fine of \$20 per team.
 - Second Offence - loss of competition points and a fine of \$60 per team.

Managers/Coaches have the right to refuse to let players either bat, bowl or field in front of square if they are not correctly attired in the accepted cricket gear. Sledging, bad language, personal attacks, vilification on base of race/gender/sexual orientation

- No person who is participating in a match under this Association shall engage in any conduct, act towards or speak to any other person in a manner which offends, insults, humiliates or vilifies such person based on that person's race, religion, colour, descent, ethnic origin or sexual orientation.
- Sledging, bad language, personal attacks and vilification on base of race/gender/sexual orientation will not be tolerated and any team or individual found guilty of the offence is liable to the following:
 - Individual or team suspension.
 - Loss of competition points
- Please also refer to the **Code of Conduct** section of this document.
- Teams are encouraged to report poor or inappropriate behaviour via their Club. The occurrence and possible further action can then be addressed Club to Club or with the Association.

7.3 Common sense and working together

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

7.4 Award Eligibility

- Any player that is suspended or fined (team points loss or financially) by their Club or by the MWJCA will be ineligible for individual MWJCA awards for the season within which the suspension or fine occurred.
- Should a parent be suspended or fined by Club or MWJCA this will not initially impact the eligibility of their child for individual awards. The MWJCA reserves the right to reconsider this position based on both severity of parental offence and repetition of behaviour.

7.5 Reserves / movement of players across divisions and age groups

7.5.1 Playing up or in same competition

- If a player plays up (age or division) in 5 or more games, they are considered (registered) in that Age/Division. Once qualified as playing in the higher Age/Division, the playing down restrictions shall apply. Note that the complimentary playing down rules is concentrated on Representative Players.
- A player may not play up an age group in a lower division from their normal (what they usually play) age group, other than filling in as a fielder or wicketkeeper. - For example, a boy playing in U12 Div 1 may not play in U13 Div 2
- Similarly, if a club has more than one team in the same Age/Division, players may not be interchanged from their registered team without the consent of the MWJCA Executive Committee. This is for Stage 2 and up, though not encouraged in Stage 1 as a team playing short by one or two players will provide greater batting and bowling opportunities. It is also noted that the MWJCA Club Championship includes Stage 1 competitions, and the creation and sustainment of teams should be encouraged.

7.5.2 Playing Down

- A Division 1 player may not play in Division 2 in the same age group or lower age group to what they usually play other than filling in as a fielder or wicketkeeper **without prior approval from the MWJCA Executive Committee**. For example, an U12 age player who usually plays U13 Div 1 may not play U12 Div 2 without prior approval from the MWJCA Executive.
- A player can play down an Age Group and in the same or higher division without dispensation provided:
 - They are eligible on an age basis to play in that age group
 - The actual age group for which they are filling in is short (i.e. less than the number of players permitted on the field per the applicable rules for the stage)
 - The player is not a current MWJCA representative player (in that season)
 - Participation rules must be followed

7.5.3 Promote up not draw down

- Clubs must promote younger players to older age groups rather than be strengthened by experienced but age qualified players dropping down, noting the 5 games and you're up rule.

7.5.4 Below correct age group

- Players must not play below their correct age group without approval from the MWJCA Executive. Only in exceptional circumstances, as determined by the MWJCA Executive, will a player whose correct age group is U12 or above be approved to play below their correct Age group. The intent is that once a boy is U12 (Stage 2 Format) they will not play below their correct Age Group.

7.6 Transfers and representative players changing clubs

- A player registered with a Club and having played 1 or more games for that Club must not transfer to another Club in the same season without the approval of the MWJCA Executive Committee. In determining such an application, the Committee is to receive clearance for the transfer from the original Club the player was registered. Note: Transfer of players with representative status and the like is to be avoided except in exceptional circumstances agreed to by the Executive Committee or Management Committee.
- Prior to MWJCA Representative Players changing Clubs approval must be sought from the MWJCA. The approval application must include details of which team the player is intending to be part of.

7.7 Substitute Fielders

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

7.8 Assistance on The Field of Play

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

7.9 Drinks and Hot Weather

- Details on compulsory drinks breaks for both two-day and one-day matches in Under 12 and upwards where the matches are of a longer duration than younger ages are discussed in the individual age rules in sections.
- On particularly hot days, additional "drinks" breaks may be taken at the discretion of the managers, and the days play extended as discussed in the age specific rules. Here common

sense and the welfare of the players is the overriding factor in the decision making. Extra time is not added for the drinks breaks.

- While matches in Stage 1 (U10 and U11 - 2 hours, 5 minutes) are of a shorter duration than the older ages, the welfare of the players is the overriding factor and drinks breaks should be taken at the discretion of team officials.
- If the forecast temperatures are deemed excessive, the entire round may be called off prior by MWJCA Executive Committee. All Clubs will be communicated to directly.

7.10 Female Players in Boys competition

- Girls wanting to register for the Boys Saturday Competition will need to gain approval for exemption from the Association Executive or its delegated committee on a case-by-case basis. The MWJCA priority is for Girls to play in the MWJCA Girls Competition. Any Girls at or below U15s wanting to play in a Boys competition must be playing the full season in the Girls MWJCA Competition.
- Any request for a girl to play in the Boys Competition at their normal age group is to be submitted by the relevant Club to the MWJCA Executive Committee using the required format.
- Subsequent to approval of the above, any request to play one (1) year below a Girls normal age group is to be submitted by the relevant Club to the Executive Committee using the required format.

7.11 Procedure on Playing Day

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

7.12 Safety, Sun and hydration

- Parents and guardians are responsible for their children when attending games, including ensuring appropriate sun protection (including hats) and hydration.
- Do not leave your children unattended unless arrangements have been made with another parent/guardian.
- All players must be made aware of sun protection, hats, lotions and protective clothing. It is up to the parents and guardians to explain the importance of slip, slop, slap and to enforce it. Apply SPF50+ at least 30 minutes before going out in the sun, and reapply at regular intervals, wear sunglasses that meet Australian Standards guidelines and stand or rest in the shade whenever possible.
- Parents and guardians must ensure that their children have an adequate supply of water or other drink for the duration of the game.
- ALL equipment should be checked for damage (cracks, splits, etc) prior to play.
- All trees, car parks, roofs of change rooms, and other dangerous areas are always OUT OF BOUNDS.

7.13 Protective Equipment - Batters

- Each batter is required to wear protective equipment. This equipment is compulsory and must be worn regardless of age, experience or skill – an abdominal protector (box), batting pads (both legs), batting gloves and a properly adjusted and compliant helmet (British Standard BS7928:2013) with full face guard. No exceptions.

7.14 Protective Equipment – Wicketkeepers

- The wicketkeeper must always wear protective equipment during a game.
- In the U10 to U12 age groups, all wicketkeepers **MUST** wear a properly adjusted and compliant helmet (British Standard BS7928:2013) with full face guard, regardless of the type of bowler they are keeping to or their position behind the stumps. No exceptions.

- In U13 to U17, if the wicketkeeper is standing up to the stumps (or within 2 metres of the stumps) for any type of bowler, then they MUST wear a helmet. In the U13 to U17 age groups, wicketkeepers standing over 2 metres from the stumps are not required to wear helmets unless in the opinion of the Umpires it is unsafe for them not to.

7.15 The Pitch

- All pitches should be inspected by Coaches and Managers from both teams before the commencement of play.
- Coaches and Managers must agree that the ground is fit for play. This may be done by inspection or by telephone if it is obvious that play cannot commence.
- Pitches may be swept prior the commencement of a match/innings to remove dirt and other debris from the pitch. The sweeping of a pitch is also permissible during an innings if the state of the pitch becomes hazardous during that innings. Either a broom or blower is permissible for this purpose.
- UNDER NO CIRCUMSTANCES ARE UNAUTHORISED WORKS TO BE CONDUCTED AROUND THE PITCH IN ORDER TO REMOVE WATER. SUCH WORK WOULD INCLUDE THE DIGGING OF TRENCHES ETC TO ALLOW WATER TO DRAIN AWAY.
- Pitches may have creases marked for Stage 2 and Stage 1 using survey spray paint as follows:
 - Stage 1 – 16m pitches – Dark Blue spray paint is to be used to mark at one end a return crease and popping crease.
 - Stage 2 (up to U13) – 18m pitches – Yellow spray paint is to be used to mark popping creases 1.2m from the existing popping creases at both ends.

7.16 Setting the Boundary Field

- Teams must provide a string line or tape to measure boundary distance, and each team must provide sufficient markers to define at least half the boundary circumference (no flags are to be used as markers).
- If an object (e.g. tree, goal post) is close to the boundary or within the boundary then the boundary markers should be placed in a safe position closer to the pitch.
- Each team must be prepared to set out half the boundary.

7.17 Boundary Length

- Boundary distances shall be no more than as follows:

Age Group	Boundary distance	Boundary measured from
U10 – Div 1 and 2	30 metres	Batting end stumps only
U11 – Div 1 and 2	35 metres	Batting end stumps only
U12 – Div 1 and 2	40 metres	From the centre point of pitch
U13 – Div 1 and 2	40 metres	From the centre point of pitch
U14 – Div 1	45 metres	From the centre point of pitch
U14/15 - Div 2	45 metres	
U15/16 – Div 1	50 metres	From the centre point of pitch
U17	50 metres	From the centre point of pitch

- For Under 12 and up, boundaries are measured from the centre point of pitch.

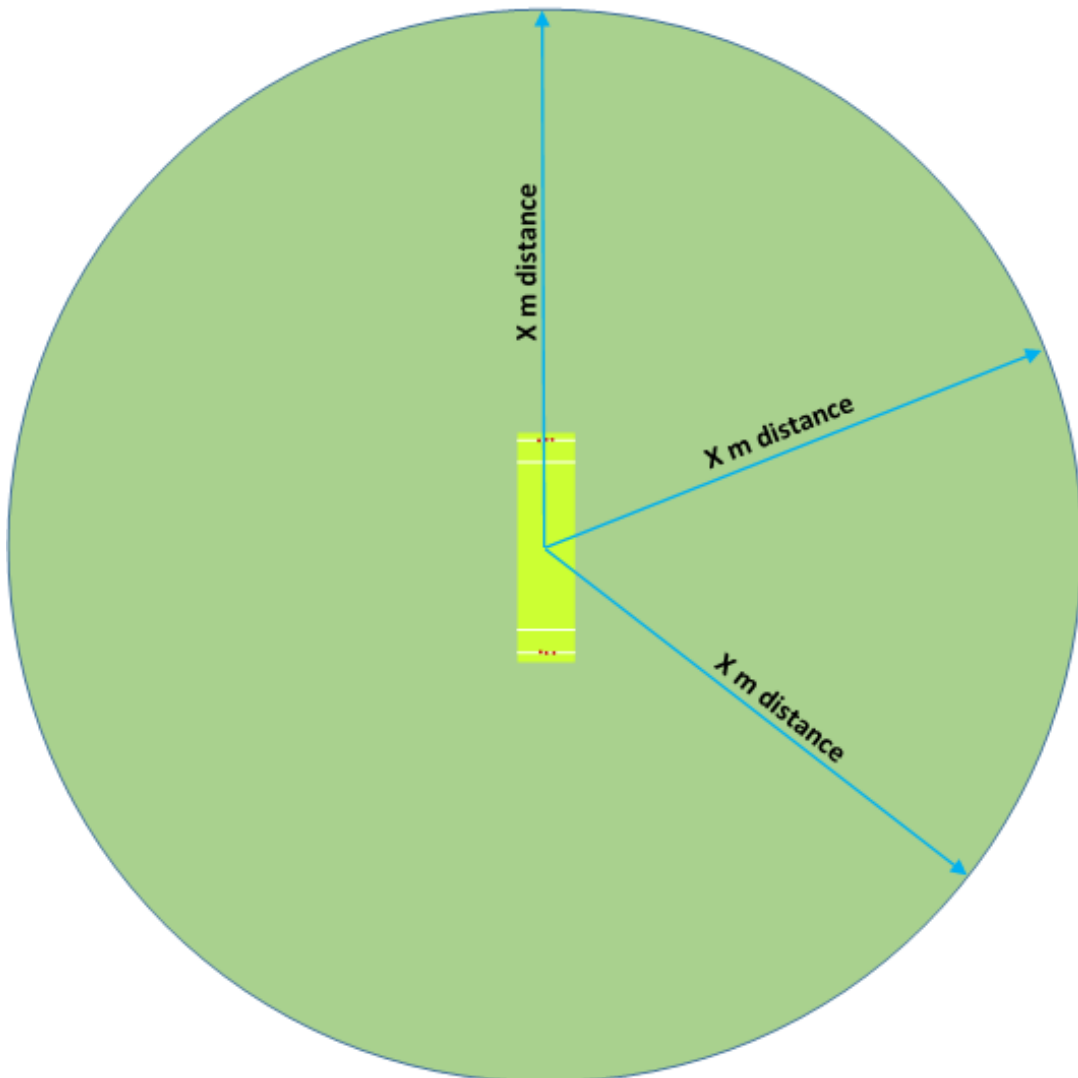


Figure: For Under 12 and up the boundary is measured as per the diagram above

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

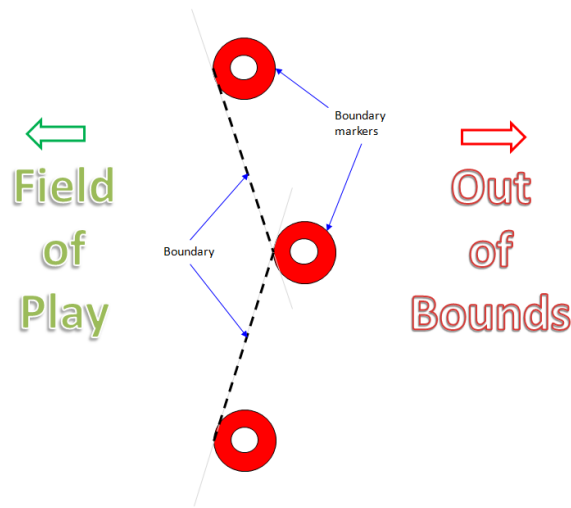


Figure: The boundary edge shall be the imaginary straight line on the ground from the innermost edges of one marker to the next

7.18 Late Start

- In Stage 2/3 matches (Under 12 and upwards) each team must be ready to play by 5 minutes after the scheduled start time. Example: For an 8:00 am start time should a team not be ready to play **with the minimum number of players** by 8.05am the opposing team will claim the match. An email must be sent to the MWJCA Secretary claiming the forfeit within 48 hours (see 7.19 Forfeits and Claims).
- **Should play start after 8:05am time and overs will begin to be lost from the match as per weather affected match rules**
- **See also the Time, overs, impact of weather and Match Results rules for each Age group.**

7.19 Forfeits and Claims

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

7.20 Wet Weather

- The MWJCA or Northern Beaches Council does **NOT** ordinarily cancel games due to **WET or INCLEMENT WEATHER**. All such decisions are to ordinarily be made by **TEAM OFFICIALS** on the day. In the case of the Managers or Coaches not being able to reach agreement due to rain or pitch and general ground conditions teams must remain at the ground until one hour after the allotted start time – e.g. 9.00 am for an 8:00am normal start. If after this time conditions have not improved play may be called off for the day. The **Competition Secretary and / or VP Rules** may be contacted to help make the decision.
- Unless agreed by both Umpires play shall not commence or resume after an interval until rainfall ceases.
- In the event of a **THUNDERSTORM** in the vicinity it is the responsibility of the Coaches or Managers to see that **ALL** players leave the field and obtain shelter. It is hoped that common

sense and the player's safety are the main considerations when decisions on wet weather play are taken.

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

7.21 The Ground and finals allocations

- Matches must be played on the pitch or field allocated in the draw. Should weather make the pitch or pitch area unplayable, the match may NOT be played elsewhere by private arrangement between Managers.
- Team managers or a nominated adult from the home team is to ensure that an inspection of the playing field and surrounds is conducted prior to the commencement of the game." is completed. Finals matches will not be allocated with higher placed team home ground as a primary consideration. Home ground advantage is not a primary consideration.
- For semi-finals Ground quality and availability will be allocated in the following order. U15/16 Div 1 > U14 Div 1 > U13 Div 1 > U12 Div 1 > U17 > U14/15 Div 2 > U13 Div 2 > U12 Div 2
- Grand finals will be allocated as above, then the 3/4 play-offs. The availability of umpires will also be a consideration in allocating fields for finals.
- Ground quality will be determined on pitch, outfield and size. This may change throughout the season and from season to season. MWJCA Executive Committee and Competition Secretary reserve the right to allocate grounds as deemed appropriate.
- If St Pius Oxford Falls is to be allocated this venue shall be discussed with participating teams prior to confirmation. The MWJCA generally support use of St Pius when available.

7.22 Determining if the ground is safe and fit for play

Referencing The Laws of Cricket

- *Laws of cricket Law 3.9* spells out the criteria to be applied. These considerations overlap somewhat with the issue of player safety. This Law states in part that we must consider whether "the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batter of the ability to play their strokes or to run between the wickets." In other words, is it safe and can the players perform all the components of the game?
- Safety is the priority, but the further intent is to maximize the opportunity for cricket. The conditions must be fair for both batting and fielding teams in all aspects; this application must be consistent on match day.
- The decision to play or not remains with the umpires, if one umpire does not believe the conditions are fit to play then play cannot continue or commence.

As a guide:

- The 'the square' and area approx. 15 metres around the pitch – the high traffic area which needs special consideration when assessing whether the ground is fit for play.
- The position must always be to play cricket, provided it is safe and allows players to perform all the components of the game.
- As an example – if there is a puddle 10m from the stumps and beyond a mid-off fielding position. The remainder of the field is fit to play. The puddle area is marked and agreed if the ball entered the marked area, it would become dead.

7.23 Umpires

- On request, the MWJCA may run a Special Basic Rules/Scoring Course at the start of the season to ensure that the rules under which the MWJCA play are understood by Coaches, Managers and Umpires. Qualified Umpires and those certified by the MWJCA may elect to officiate at the bowler's end only. The Managers of both teams must be advised prior to the

start of the game, and the opposing team's umpire shall officiate at the square leg position only.

- The MWJCA Executive Committee has the right to appoint an umpire to a game if requested by a club. The club will pay the cost of the umpire.

NOTE: Umpires should consult with each other before the start of play and agree on the interpretation of "Wides" and "no balls".

7.24 Wide

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

- Change to Law 22 - Wide Ball

22.1 Judging a Wide

22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in 22.1.2, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal guard batting position.

7.25 No Ball

- The Umpire shall call and signal "no ball":
 - If a ball when bowled LANDS OFF THE PITCH AREA before passing the batters stumps.
 - Bowling of high full pitched balls:
 - As per Law 41.7 of the Laws of Cricket, if a bowler bowls a FULL PITCHED BALL which passes, or would have passed, the batter ON THE FULL ABOVE WAIST HEIGHT in his NORMAL GUARD POSITION.
 - Bowling of fast short pitched balls:
 - If a FAST SHORT PITCHED BALL passes, or would have passed, the batter above SHOULDER HEIGHT in his NORMAL GUARD POSITION.
 - If a bowler, in his delivery stride, does not have some part of his FRONT FOOT whether GROUNDED or RAISED behind the POPPING CREASE
 - If the number of ON-SIDE fieldsmen BEHIND the POPPING CREASE at the instant of the bowler's delivery exceeds TWO (2).
 - BALL BOUNCING - A ball which bounces more than once before it reaches the popping crease is a "no ball". *Note that a rolling ball is a no ball and a ball that becomes stationary is then dead.*
 - Change to Law 25 – Batters Innings
The new Law 25.8 allows the striker to play the ball so long as some part of his/her bat or person remains within the pitch. Should they venture beyond that, the umpire will call and signal Dead ball. As recompense to the batter, any ball which would force them to leave the pitch will also be called No ball.
 - For a delivery to be fair in respect of the arm the ball must not be thrown. If, in the opinion of either umpire, the ball has been thrown, they shall call and signal No Ball and, when the ball is dead, inform the other umpire of the reason for the call. Refer to Law 21 of the Laws of Cricket.
- A penalty of (1) run for a "no ball" shall be scored plus whatever is scored otherwise and an extra ball is to be bowled (extra ball not bowled for U10 and U11 - Refer to playing rules for these age groups and formats).

- **Only the umpire at the bowler's end may call no balls (the umpire may ask for signal assistance from the square leg umpire).**

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

7.26 Dead Ball and Fielding Restrictions

- If a ball when bowled lands ON THE GRASS ENCROACHING ONTO THE PITCH it is to be immediately called a "dead ball" and no run, or sundry, is to be recorded. An extra ball is to be bowled.
- RESTRICTED ZONE
 - **Under 10 and 11;** Except for the wicketkeeper and ONE offside slips/gully fieldsman, **NO PLAYER SHOULD BE POSITIONED WITHIN 15 METRES OF THE BATTER'S POPPING CREASE** (restricted zone)
 - **Under 12 and up;** When a player is required to field near the batter, except for the wicketkeeper and offside slips/gully fieldsmen, **NO PLAYER UP TO AND UNDER THE AGE OF 18 SHOULD BE POSITIONED WITHIN 10 METRES OF THE BATTER'S POPPING CREASE**, (restricted zone)
 - Therefore, for players playing in competitions up to an including Under 17 age divisions, **NO PLAYER** (except for the wicketkeeper and offside slips/gully fieldsmen), **SHOULD BE POSITIONED WITHIN 10 METRES OF THE BATTER'S POPPING CREASE** (restricted zone)
 - No player is permitted to enter the 'restricted zone' until after the ball:
 - Is hit by the batter; or
 - Strikes the body or equipment of the batter; or
 - Passes through to the wicket-keeper.

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

7.27 Underarm Bowling

- Underarm bowling is not permitted.

7.28 Scoring and Recording of Results

7.28.1 Score Books and Live Scoring

- a) Home teams have the responsibility for ensuring matches are scored using live scoring via [Play HQ](#) for MWJCA matches.
- b) There must always be at least two scorers present (one from each side), **with one scorer using a book and one scorer using a live scoring device**. A book must be used as back up in the event of technical problems with live scoring.
- c) Any team without a scorer would be subject to sanction and punishment. The mandated position is to have the home team live score with one scorebook for each team also being used.
- d) **No other method of electronic scoring is to be used**

7.28.2 After Each Match

- a) Where matches are not scored using live scoring, for all formats and age groups, teams must enter the results AND player statistics in Play HQ by 5pm the Wednesday following the completion of the match.
- b) If results are not entered on time, then the offending team's club may be fined \$20 for 1st offence, \$50 for 2nd offence, and \$100 for 3rd and subsequent offences in a season. Invoices will be issued to Clubs. Fines are levied for each of a club's teams which submit late results.

7.28.3 Suggestions

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

7.28.4 Scorers

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

7.28.5 Match Points

- a) U10, U11, U12 to U13, U14, U15, U16, U17

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

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

7.28.6 Bye

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

Example:

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

8. Cricket Balls Boys Competitions

8.1 Type of Ball

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

Cricket balls used for Stage One cricket (Under 10 and Under 11) have their own unique ball.

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

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

Age Group	Division	Weight	Brand Name	Colour	Options
Under 10	All	N/A	KOOKABURRA	WHITE	Kookaburra Rookie / Star Spartan / Aero match weight
Under 11	All	N/A	KOOKABURRA	WHITE	Kookaburra Rookie / Star Spartan / Aero match weight
Under 12	All	142gm	KOOKABURRA	WHITE	Two-piece leather Tuf Pitch, Special Test, Red King, Colt, Crown, Practice
Under 13	All	142gm	KOOKABURRA	WHITE	Two-piece leather Tuf Pitch, Special Test, Red King, Colt, Crown, Practice
Under 14	All	156gm	KOOKABURRA	WHITE	Two-piece leather Tuf Pitch, Special Test, Red King, Colt, Crown, Practice
Under 15	All	156gm	KOOKABURRA	WHITE	Two-piece leather Tuf Pitch, Special Test, Red King, Colt, Crown, Practice
Under 16-18	All	156gm	KOOKABURRA	WHITE	Two-piece leather Tuf Pitch, Special Test, Red King, Colt, Crown, Practice

8.2 Ball lost or becoming unfit for play

Law 4.5 of the MCC Laws of cricket is adopted by MWJCA and reads:

If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced, the umpire shall inform the batter and the fielding captain.

For MWJCA competitions the ball may become unfit for play due to normal use in the morning competitions due to dew on the outfield. If the umpires agree the ball is unfit, it shall be replaced with a ball of comparable use and wear. This may also be the case if play continues through damp weather.

9. Bowling Restrictions

9.1 Bowling Restrictions

Guidelines for bowling restrictions for bowlers to assist in the prevention of injury to young bowlers have been recommended by Cricket Australia and adapted by the NSW Youth Championship.

- The restrictions are shown below - In circumstances where the bowler is playing in an age group older than that to which they qualify, the restrictions apply to his/her own **actual age**, rather than the age group.
 - Example: if you are an under 12 aged player playing in the under 14 age group you are only permitted to bowl:
 - 4 overs in a spell
- No bowler shall be permitted to bowl more than the number of overs in a spell as set out below:

		Player's Age at 31st August							
		Not the competition but the player age							
		U10	U11	U12	U13	U14	U15	U16	U17
Maximum Overs	Per Spell	4	4	4	5	5	5	6	6

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

10. Under 10 and Under 11 Rules adoption of the Cricket Australia Junior Format Stage 1

10.1 Introduction

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

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

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

Note: Please refer to section on The Laws of Cricket 2017, 2019 and 2022 Updates

The competition format for Under 10 and Under 11 is a 16-18-week regular season where teams play T20 games in a round-robin format.

10.2 Teams

- a) Clubs are permitted to register up to 9 players per team, although a team consists of 7 players.
- b) There shall be no more than 7 players from the bowling side on the field at one time.
- c) Teams may distribute batting amongst up to 9 players.
- d) Teams may distribute bowling amongst up to 9 players.
- e) Players must be Under 10 or Under 11 years of age as at 31st August.
- f) A team shall have a minimum of five (5) players on match day.

10.3 Time

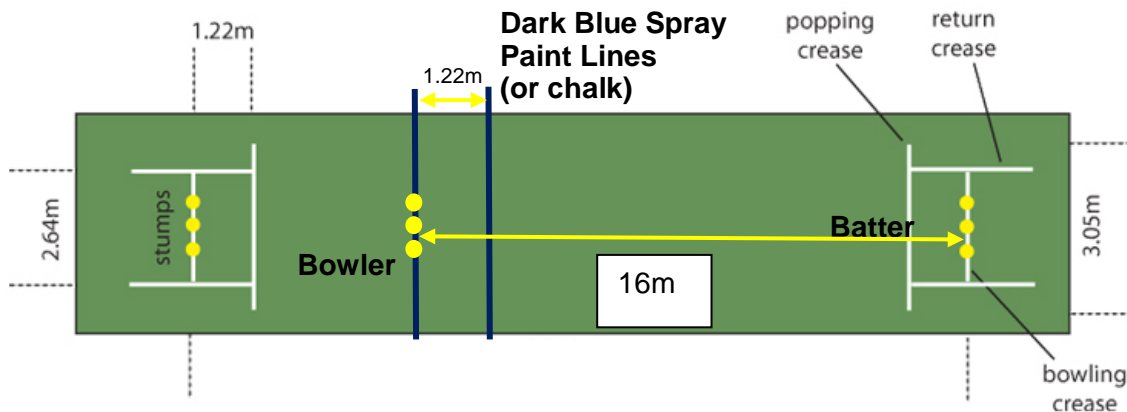
- a) Each game shall be for a period of 2 hours, 5 minutes. Each team has 1 hour to complete their innings. There shall be a 5-minute break between innings.
- b) Umpires are to ensure that no time wasting occurs during the match.

10.4 Overs

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

10.5 Pitch and stumps

- The pitch shall be 16m measured from stumps to stumps.
- Bowling shall only be from one end of the pitch. To be agreed before the boundary is set.
- At the bowling end a dark blue spray paint lines (or chalk line) are to be marked 1.22m from the batter's stumps and a popping crease marked 1.22m from the bowling end stumps.
- A normal set of wooden stumps (with no metal tips or tops) can be used at one end. A set of spring-loaded wooden stumps or plastic stumps shall be used from the bowler's end.
- Metal or plastic stumps must not be used.
- Games are played on a synthetic pitch.



10.6 The ball

- The White Kookaburra Rookie/Star, White Spartan or White Aero Match Weight MWJCA approved ball shall be used.

10.7 The boundary

- For under 10's the boundary shall be no more than 30m measured from the batting stumps.
- For Under 11 the boundary shall be no more than 35m measured from the batting stumps.
- Plastic cones shall be used as boundary markers.

10.8 Batting

- The batting side shall face 20 overs.
- Based on 7 batters per team each batter shall face 17 deliveries and then retire.
- Batters shall not return after retiring.
- The batter on strike for the 120th delivery shall face that delivery, that batter shall face 18 deliveries.
- Should the number of batters be more or less than 7 (i.e. between 9 and 5 batters) then the balls faced shall be distributed as follows; 5 player team – retire at 24 balls, 6 player team – retire at 20 balls, 7 player team – retire at 17 balls, 8 player team – retire at 15 balls, 9 player team – retire 13 balls.
- It is highly recommended that batters experience batting in all positions and not bat in the same order every game.
- Coaches/Managers should ensure that the next incoming batter is padded up and ready to commence their innings when required, to avoid time wasting.
- All deliveries, regardless if they are a no-ball or wide shall count in the deliveries faced.
- Batters are allowed unlimited dismissals. When dismissed a batter shall change to the non-striker's end.
- For each time a batter is dismissed there shall be four (4) runs added to bowling team's score.
- Batters shall only be dismissed bowled, caught, run out, stumped or hit wicket.

- l) There is No L.B.W. dismissal. However, if in the opinion of the umpire, a batter deliberately uses his pads to protect his wicket whilst making no genuine attempt to play the ball with his bat, the umpire shall in the first instance issue a warning to the batter. In the event of any repeat occurrence the batter may be given out in the terms of the LBW law.

10.9 Bowling

- a) Bowling shall always be from the same end.
- b) All overs shall be a maximum of 6 balls per over (Wides and No Balls are NOT rebowled).
- c) In all Stage 1 competitions, except U11 Division 1, the umpires must agree to manage the front foot for the game's betterment. This is meant to support bowlers who struggle to bowl over the 16m pitch without bowling a double bouncing no-ball. Should bowlers be capable of bowling over the 16m pitch then rule 7.25 shall apply.
- d) Except for item above the Umpire shall call and signal "no ball" as per rule 7.25 No Ball
- e) A bowler shall **NOT** bowl more than 4 overs per innings
- f) When a team has at least seven players, all seven players shall bowl at least one over. Where a team has seven players or less this will include the wicket keepers who must bowl at least one over each per innings.
- g) Overs shall be distributed amongst bowlers for example; 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over. Further guidance as follows:
 - o 5 player team – 5 players bowl 4 overs
 - o 6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs
 - o 8 player team – 6 players bowl 3 overs; 2 players bowl 1 over
 - o 9 player team – 4 players bowl 3 overs; 3 players bowl 2 overs; 2 players bowl 1 over
- h) Coaches should rotate the numbers of overs bowlers deliver each week to ensure that all players have an equal share of bowling over the course of the season.

10.10 Scoring and Sundries

- a) Home teams have the responsibility for ensuring matches are scored using live scoring via [Play HQ](#) for MWJCA matches.
- b) There must always be at least two scorers present (one from each side), **with one scorer using a book and one scorer using a live scoring device**. A book must be used as back up in the event of technical problems with live scoring.
- c) Any team without a scorer would be subject to sanction and punishment. The mandated position is to have the home team live score with one scorebook for each team also being used.
- d) **No other method of electronic scoring is to be used**
- e) The Cricket Australia Stage 1 scorebook shall be used for scoring.
- f) Scores shall be entered into Play HQ.
- g) Each team shall keep score and compare details progressively (preferably at the end of each pair's innings).
- h) At the start of play, write the names of the players of BOTH teams on the score sheet.
- i) For each dismissal taken four (4) runs shall be added to the bowling team's score.
- j) Wides and no-balls shall score 1 run plus whatever runs are scored.
- k) Wide - The Umpire shall call and signal "wide":
 - o If a bowler bowls a ball so HIGH or so WIDE as to be out of the batter's reach in their NORMAL GUARD POSITION (a ball should not be called "wide" until it has been taken by or passes the wicketkeeper).
 - o If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in 22.1.2, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal guard batting position.

- l) No Ball - The Umpire shall call and signal "no ball":
- If a ball when bowled LANDS OFF THE PITCH AREA prior to passing the batters stumps.
 - Bowling of high full pitched balls:
 - As per Law 41.7 of the Laws of Cricket, if a bowler bowls a FULL PITCHED BALL which passes, or would have passed, the batter ON THE FULL ABOVE WAIST HEIGHT in their NORMAL GUARD POSITION.
 - Bowling of fast short pitched balls:
 - If a FAST SHORT PITCHED BALL passes the batter above SHOULDER HEIGHT in their NORMAL GUARD POSITION.
 - BALL BOUNCING - A ball which bounces more than once before it reaches the popping crease is a "no ball". *Note that a rolling ball is a no ball and a ball that becomes stationary is then dead.*
 - Change to Law 25 – Batters Innings
The new Law 25.8 allows the striker to play the ball so long as some part of his/her bat or person remains within the pitch. Should they venture beyond that, the umpire will call and signal Dead ball. As recompense to the batter, any ball which would force them to leave the pitch will also be called No ball.
 - In all Stage 1 competition, except for U11 Division 1, the umpires are to agree to manage the front foot for the betterment of the game. This is meant to support bowlers who struggle to bowl over the 16m pitch without bowling a double bouncing no-ball. Should bowlers be capable of bowling over the 16m pitch then rule 7.25 shall apply.
- m) A batter may be dismissed off a "No Ball" only if run out.
- n) A batter may be dismissed off a "Wide Ball" only if run out or stumped.
- o) The team with the most runs (including runs added for dismissals) shall be declared the winner.

10.11 Fielding

- a) Rotation of fielders is recommended to ensure all players experience all positions.
- b) There shall be no more than 7 players from the bowling/fielding side on the field at one time.
- c) If more than 7 players are present at a match, they should rotate onto the field each over.
- d) There shall be 2 wicket keepers used (10 overs each). RESTRICTED ZONE
 - Except for the wicketkeeper and ONE offside slips/gully fieldsman, **NO PLAYER SHOULD BE POSITIONED WITHIN 15 METRES OF THE BATTER'S POPPING CREASE** (restricted zone)
 - No player is permitted to enter the 'restricted zone' until after the ball:
 - Is hit by the batter; or
 - Strikes the body or equipment of the batter; or
 - Passes through to the wicketkeeper.

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

10.12 Safety and protective equipment

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

10.13 Coaching

- a) It is highly recommended that Coaches obtain a Community (Level One) Coaching accreditation within their first season of coaching.

10.14 Umpiring

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

10.15 Managing backing up

- a) For Stage 1, where a batter is leaving their ground early, the bowlers end Umpire shall advise the Batter that they should remain in their ground until the bowler is releasing the ball.
- b) If the Batter has taken obvious unfair advantage (even prior to being spoken to) by leaving the crease early, the bowlers end Umpire shall immediately call and signal dead-ball. The Umpire shall then discuss the dead-ball call with the non-striker and the Square Leg Umpire.
- c) If the bowler executes a successful run-out dismissal in this scenario, then the first occasion will be managed as a warning for the Batter. Subsequent to this, the MCC Laws regarding runouts shall be applied individually to each batter.

10.16 Weather affected and Match Result

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

10.17 Point Score

- a) Competition points will be awarded as per 7.28.5 Match Points, and individual performances will be maintained.

10.18 Entering Match Results

- a) Team managers/representative must enter the results on the Association's Play HQ site by 5pm the Wednesday following the completion of the game.
- b) For Under 10 - At a minimum the team selections and match scores including wickets, runs, sundries and penalty/bonus runs must be entered. If team A's score is 5 wickets for 100 runs, then 4 by 5 wickers = 20 runs is added as penalty/bonus runs to team B's score.
- c) For Under 11 Division 1 – all player scores/statistics and match scores must be entered. This must include balls faced. Note that wides and no-balls are included in the bowler's total figures.
- d) For Under 11 Division 2 and below - At a minimum the team selections and match scores including wickets, runs, sundries and penalty/bonus runs must be entered. If team A's score is 5 wickets for 100 runs, then 4 by 5 wickers = 20 runs is added as penalty/bonus runs to team B's score.

10.19 Determining Premiers

- a) Should teams end the season on the same competitions points then joint Premiers will be declared. This is also the case for 2nd, 3rd, 4th and 5th placings.
- b) Club Championship points would be wholly awarded to jointly placed teams (i.e. joint premiers in Division 1 are awarded 20 points each).

11. Under 12 and Under 13 Rules adoption of the Cricket Australia Junior Format Stage 2

11.1 Introduction

The MWJCA has adopted the Cricket Australia Club Stage 2 formats.

Note: Please refer to section on The Laws of Cricket 2017, 2019 and 2022 Updates

Refer also to the MWJCA Boys Rules Common to All Age Groups prior reviewing the age specific rules.

The competition format for Under 12 and Under 13 is an 18-week regular season where teams play one (1) day games in a round-robin format. Followed by a final series for the top four (4) teams and play offs for the rest of the teams.

11.2 Teams

- a) Clubs are permitted to register up to 11 players per team, although a team consists of 9 players.
- b) Only 9 players can be on the field at any given time i.e. only 9 can bat and bowl, however, any non-batter(s) can bowl (up to 11 players)
- c) There shall be no more than 9 players from the bowling side on the field at one time.
- d) For Under 12's Players must be Under 12 years of age as at 31st August.
- e) For Under 13's Players must be Under 13 years of age as at 31st August.
- f) A team shall have a minimum of seven (7) players plus one kit on match day to commence a game.

11.3 Player Participation Rules

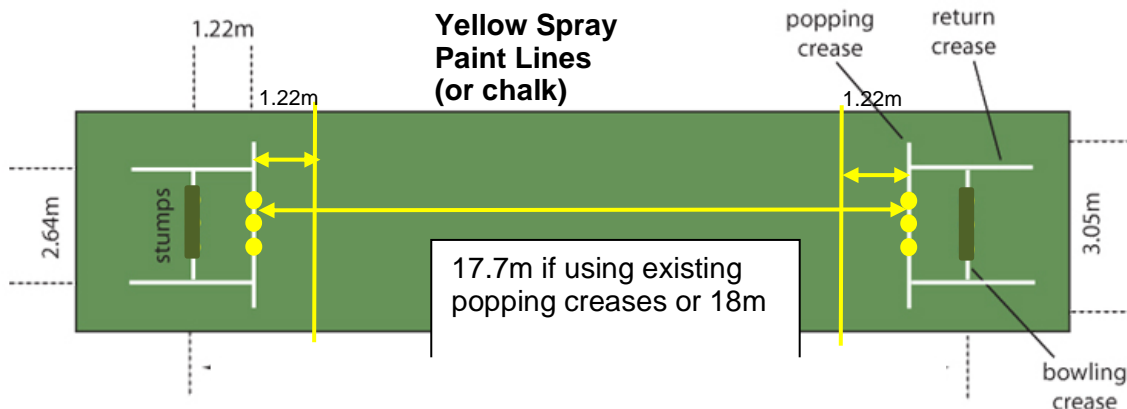
- a) In each team of 9 players, four (4) players shall be nominated as 'batters', three (3) different players shall be nominated as 'bowlers', and up to two (2) different players nominated as the 'wicketkeepers. Although the wicketkeepers can bat anywhere in the order, they are not to be included as one of the 4 selected batters.
- b) **Nominated batters and nominated bowlers must be recorded on an official [team sheet](#) before the game commences and exchanged with the opposition.**
- c) Players shall **not** be permitted to alternate between batter and bowler nominations during the game. However, the wicketkeeper can be interchanged at the mid-innings break (15 overs) with that player then to bowl during the second half of the innings.
- d) The nominated wicketkeepers are also able to bat in any position in the batting order with subsequent players dropping down one place.
- e) Any team found not to be complying with match participation rules will be issued with a warning with any subsequent breach resulting in a loss of 3 points if offending team wins; or a single point if offending team loses.
- f) Any breach in finals would result in a loss of match (without need for prior warning).
- g) Nominated Batters and Bowlers should change (rotate) between matches to ensure all players in a team are given the opportunity to participate in all aspects of the game throughout the season. The method and timing of rotation is at the discretion of the Coach/Manager/Team.
Note: this rule should not result in a player being forced to be a nominated batter or bowler if it results in a poor experience for the player. For example, a player without capability or confidence should not be forced to bowl three overs as a nominated bowler *in the interests of participation*.
- h) The following guidelines to be used for teams with 9 or less players in one-day matches:

Number of players in team	Player nominations	Bowling restrictions
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<p>9 (normal case)</p>	<ul style="list-style-type: none"> • 4 nominated batters to bat first • 3 different nominated bowlers to bowl first • Up to two nominated WKs • <i>These are the current default rules above</i> 	<p>All players are to bowl (except for one wicket keeper). Where there are 10 or 11 players at least 9 players must bowl at least one over each. Max number of overs is 4 per bowler.</p>
<p>8</p>	<ul style="list-style-type: none"> • 3 nominated batters to bat first • 3 different nominated bowlers to bowl first • Up to two nominated WKs 	<p>All players are to bowl (except for one wicket keeper). Max number of overs is 4 per bowler. Two nominated bowlers may bowl a max of 5 overs</p>
<p>7</p>	<ul style="list-style-type: none"> • 3 nominated batters to bat first • 2 different nominated bowlers to bowl first • Up to two nominated WKs 	<p>All players are to bowl (except for one wicket keeper). Max number of overs is 5 per bowler.</p>

11.4 Pitch and stumps

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



11.5 The ball

- For Under 12 and Under 13 a 142g White Kookaburra leather ball shall be used.

11.6 The boundary

- For Under 12 the boundary shall be no more than 40m measured from the centre point of the pitch, resulting in a circle shape.
- For Under 13 the boundary shall be no more than 40m measured from the centre point of the pitch, resulting in a circle shape.

- c) Plastic cones shall be used as boundary markers.

11.7 Batting

- a) Players nominated as 'batters' shall fill the first four (4) spots in the batting order. The remaining players can bat in any sequence.
- b) A batter must RETIRE after facing 35 deliveries in a 30 over ONE DAY match, irrespective of the number of players per team.
- c) Wides shall not be included in the batter's ball count.
- d) If a batsman is dismissed, they are out.
- e) If all batters are dismissed or retired, the retired batters are allowed to return to the crease in the same order as they retired, and their score continues. Upon their return batters must RETIRE after facing a further 35 deliveries unless 7 wickets have fallen, in which case their innings shall continue.
- f) The batting team's innings is complete after 8 wickets have fallen or 30 overs, or one less wicket than the number of batters. i.e. if a team has only 7 batters, then the innings is complete when 6 wickets have fallen. There is no last batter carries.

11.8 Bowling

- a) The three (3) players nominated as 'bowlers must bowl 3 overs **EACH** by the conclusion of the 12th over of the innings.
- b) Balls per over - maximum of 8 balls per over except the last (30th) over where 6 legal deliveries must be bowled.
- c) For a 9-player team the maximum overs per bowler shall be 4. For an 8-player team two bowlers may bowl a maximum of 5 overs and others a maximum of 4 overs, and for a 7-player team the maximum overs per bowler shall be 5.
- d) All players are to bowl at least one over each (with the exception of one wicket keeper), for example:
 - o 9 player team - 5 players x 4 overs, 3 players x 3 overs, 1 players x 1 over (i.e. Wicketkeeper)
 - o 8 player team – 6 players x 4 overs; 2 players x 3 overs (wk)
 - o 7 player team – 4 players x 5 overs; 1 player x 4 overs; 2 players bowl 3 overs (wk)
- e) Coaches should rotate the numbers of overs bowlers deliver each week to ensure that all players have an equal share of bowling.
- f) Bowling is from both ends
- g) Further, no bowler may bowl more than four (4) overs in any continuous spell. Following any spell of bowling (that is, for any spells between 2 and 4 overs in duration), the bowler must be rested for double the number of overs he/she bowled.

11.9 Scoring and Sundries

- a) Home teams have the responsibility for ensuring matches are scored using live scoring via [Play HQ](#) for MWJCA matches.
- b) There must always be at least two scorers present (one from each side), **with one scorer using a book and one scorer using a live scoring device**. A book must be used as back up in the event of technical problems with live scoring.
- c) Any team without a scorer would be subject to sanction and punishment. The mandated position is to have the home team live score with one scorebook for each team also being used.
- d) **No other method of electronic scoring is to be used**
- e) The Cricket Australia Stage 2 scorebook shall be used to score.
- f) Scores shall be entered into Play HQ.
- g) Each team shall keep score and compare details progressively (preferably at the end of each pair's innings).

- h) At the start of play, write the names of the players of BOTH teams on the score sheet.
- i) Wides and no-balls shall score 1 run plus whatever runs are scored.
- j) Wide - The Umpire shall call and signal "wide":
 - o If a bowler bowls a ball so HIGH or so WIDE as to be out of the batter's reach in their NORMAL GUARD POSITION (a ball should not be called "wide" until it has been taken by or passes the wicketkeeper).
 - o If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in 22.1.2, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal guard batting position.
- k) No Ball - The Umpire shall call and signal "no ball":
 - o If a ball when bowled LANDS OFF THE PITCH AREA prior to passing the batters stumps.
 - o Bowling of high full pitched balls:
 - As per Law 41.7 of the Laws of Cricket, if a bowler bowls a FULL PITCHED BALL which passes, or would have passed, the batter ON THE FULL ABOVE WAIST HEIGHT in their NORMAL GUARD POSITION.
 - o Bowling of fast short pitched balls:
 - If a FAST SHORT PITCHED BALL passes the batter above SHOULDER HEIGHT in their NORMAL GUARD POSITION.
 - o BALL BOUNCING - A ball which bounces more than once before it reaches the popping crease is a "no ball". *Note that a rolling ball is a no ball and a ball that becomes stationary is then dead.*
 - o Change to Law 25 – Batters Innings
The new Law 25.8 allows the striker to play the ball so long as some part of his/her bat or person remains within the pitch. Should they venture beyond that, the umpire will call and signal Dead ball. As recompense to the batter, any ball which would force them to leave the pitch will also be called No ball.
 - o The Umpire shall call and signal "no ball" as per rule 7.25 No Ball.
- l) A batter may be dismissed off a "No Ball" only if run out.
- m) A batter may be dismissed off a "Wide Ball" only if run out or stumped.
- n) The team with the most runs shall be declared the winner.

11.10 Fielding

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

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

11.11 Coaching

- a) It is highly recommended that coaches obtain a Community (Level One) Coaching accreditation within their first season of coaching.

11.12 Umpiring

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

11.13 Time, overs, impact of weather and Match Result

- a) One day matches are decided on first innings results.
- b) A result can be achieved only if both teams have had the opportunity to bat for at least 15 overs, unless one team has been all out in less than 15 overs, or unless the team batting second scores enough runs to win in less than 15 overs.
- c) The team with the highest score at the completion of both teams' innings will be declared the winner.
- d) In the case where an innings is incomplete (but in excess of the minimum overs) the result shall be determined on run rate (total runs scored divided by total overs faced). Where a team is all-out in any innings, for the purpose of calculating the run-rate, the maximum number of overs for the innings shall be used as the number of overs faced in that innings. Should the overs to be delivered to the team batting second be reduced then run rate of the team batting first (runs divided by overs faced) shall be used to determine the score that must be passed for victory. Where there is a reduction in overs the target score shall be determined using figures of three decimal places (rounded up). Refer to example below.
- e) All games shall be played over a 4 HOUR period. Play shall commence at 8:00AM or at 1:00pm and cease at 12:00PM or 5:00pm with each team to receive THIRTY OVERS (30) PER INNINGS or as many as the available playing time will permit, with 30 as the MAXIMUM.
- f) In One Day Matches each team must be ready to play prior to 5 minutes after the start time. Example: For an 8:00 am start time should a team not be ready to play **with the minimum number of players** by 8.05am the opposing team may claim the match. An email must be sent to the MWJCA Secretary claiming the forfeit within 48 hours (see 7.19 Forfeits and Claims).
- g) Should play start after 8:05am time and overs will begin to be lost from the match as per weather affected match rules
- h) If the team fielding first fails to bowl the required number of overs by 9:55AM or 2:55pm, play shall continue until 30 overs have been bowled, providing that the team batting first has not been dismissed or declared its innings closed. At that time the normal interval shall be taken (10 minutes innings break). Unless it is determined by the Umpires that unforeseen circumstances have contributed to the inability of the team fielding first to bowl the required number of overs (by 9:55AM or 2:55pm), the innings of the team batting second shall be limited to the same number of overs as it has bowled (at over in progress) by 9:55AM or 2:55pm.
- i) The team batting second is to receive the SAME NUMBER OF OVERS BOWLED BY THEIR OPPONENTS AT 9:55AM or 2:55PM as per 12.12 (h). If the required number of overs is not completed, due to the tardiness of the fielding team, by 12:00pm or 5:00pm, then the batting side may lodge, for the consideration of the MWJCA Executive Committee, a claim for forfeit against the bowling side.
- j) If play commences at the scheduled time the team batting first shall receive their full 30 overs, unless they are bowled out prior to the completion of the 30 overs. No declarations will be allowed.
- k) If play commences at the scheduled start time and play is subsequently interrupted by one hour or more then the second innings cannot reach 15 overs, and the game shall be declared a draw.

- l) If the start of play is delayed more than 5 mins past the scheduled start time, any time lost after the scheduled start time will reduce both innings equally.
- m) Once play has commenced then as soon as play is interrupted loss of time commences. There is to be no extension of time. Once the first innings has commenced the team batting first shall receive the full adjusted number of overs. Any further time lost will only impact the team batting second.
- n) Any time lost shall be compensated for by REDUCING THE NUMBER OF OVERS to be bowled. by ONE OVER FOR EVERY FOUR MINUTES of time lost. Refer to Appendix 6 for Table of Overs Lost
- o) The number of overs to be bowled should be agreed upon by both Managers and recorded in the score books BEFORE commencement or re-commencement of play.
- p) If play has not commenced by two hours after the scheduled start of play more than 30 overs will be lost and a result is not possible. Refer to the rules about semi-final and finals for outcome.
- q) Should the overs to be delivered to the team batting second be reduced then run rate of the team batting first (runs divided by overs faced) shall be used to determine the score that must be passed for victory. Refer to example below.
- r) Where there is a reduction in overs the target score shall be determined using figures of three decimal places (rounded up).
- s) Umpires and team management must ensure that drinks breaks during hot weather are kept to a minimum time. These additional breaks are not intended to stop the game for more than a few minutes.

Example -time lost at the start

Play does not start until 30 minutes after the scheduled start of play then both teams will face 4 overs less each (30 mins = 7.3 overs reduction, so 8 overs reduction and 4 overs each). The team batting first shall receive their full 26 overs, unless they are bowled out prior to the completion of the 26 overs. If play is subsequently interrupted by an amount of time that prevents the second team facing 15 overs the game shall be declared a draw.

Example – time lost during second innings

Team batting first is bowled out in 27 overs (a full 30 overs were available) for 107 their run rate would be $107/30 = 3.567$. If the team batting second faces less than 15 overs the game is a draw (unless they scored all the runs or were bowled out), if more than 15 but less than 30 overs are faced and they are not all out, run rate of 3.567 is applied to the number of whole overs bowled at the start of the innings. If 17.5 overs faced before the game was called off the target would be $17.833 \times 3.567 = 63.610$, ignore the decimal thus 63 runs would mean a tied game, 64 the winning score.

- t) Participation rules adjustments:
 - o) Where an innings is reduced by less than 10 overs (i.e. an innings is 21 overs or more) there will be no reduction in the maximum number of overs per bowler, no change in the participation rules (i.e. first 4 batter cannot be the first 3 bowlers and first 3 bowlers must bowl 3 overs in the first 12 overs), and no reduction in the 35 balls faced for batter before retiring.
 - o) Where an innings is reduced to between 15 and 20 overs the maximum number of overs per bowler will be 3, the participation rules will be the first 4 batter cannot be the first 3 bowlers and first 3 bowlers must bowl 2 overs in the first 10 overs, and the balls faced for batter before retiring will be 25.

11.14 Point scoring based on result of the match

- a) Points are awarded for each game in accordance with section 7.28.5 Match Points
- b) individual performances will be maintained

11.15 Entering Match Results

- a) Team managers must enter the results and player statistics on the Association's Play HQ site by 5pm the Thursday following the completion of the game.

11.16 Finals and Play Offs – Under 12 and Under 13

11.16.1 Team Qualification for Semi-Finals and Play offs

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

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

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

11.16.2 Player Qualification for Finals

- a) For a player to be eligible to play in a Finals match of a main competition, that player shall have played six (6) or more matches in that team in the regular season and will have batted and/or bowled in at least four (4) of those matches.
- b) If a team does not have sufficient players with 6 matches qualified, the positions for the finals shall be filled by the players with the next most number of qualified matches. The minimum number of matches for qualification without exemption will be four (4) matches.
- c) Team sheets, team selections in Play HQ, must be completed by **5pm on the Wednesday prior to the finals match**. This will allow opportunity for review of player eligibility. It is expected that Clubs will manage their player eligibility and self-nominate for exemptions required.
- d) Players who become injured through the season may have the matches during the period for which they are injured and unable to play count towards their qualification for Finals matches. In order to be eligible for relief under this paragraph, the relevant Club must furnish to the MWJCA Secretary written advice of which matches the player shall be unable to play due to injury accompanied by a supporting medical certificate in advance of such matches taking place.
- e) Finals teams, where not all players meet the qualification rules and those players have received approval, must be selected in order of number of games played. For example, a player who has played 3 games must not be selected over a player who has played 4 games. Teams may fill sides as per the rules of number of players in a side. For Stage 2 this is 10, for Stage 3 this is 12.
- f) The MWJCA Executive Committee reserves the right to allow any person to participate in any Finals match upon application from the relevant Club. The MWJCA Executive Committee shall exercise this right at its discretion and its decision shall be final. Clubs should be aware that this right shall only be exercised in rare cases of significant extenuating circumstances.

11.16.3 Finals Format – Top 4

- a) The finals for the top 4 teams in each age group division will comprise of semi-finals and finals.
- b) Finals will be played as follows:
 - **Semi-Final 1:** 1st vs 4th
 - **Semi-Final 2:** 2nd vs 3rd

- **Final:** Winner Semi-Final 1 vs Winner Semi-Final 2
- **3rd/4th Playoff:** Loser Semi-Final 1 vs Loser Semi-Final 2

11.16.4 Finals Format – 5th Place onwards Play Off

- a) For teams finishing from 5th place onwards during the regular season there will be a Play Off between paired teams:
 - **5th / 6th Playoff**
 - **7th / 8th Playoff**
 - And so on

11.16.5 Finals – Washouts and Incomplete Games

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

12. Under 14/15 Division 2 and Under 17 Rules adoption of the Cricket Australia Junior Format Stages 2/3

12.1 Introduction

From 2021/22 MWJCA will adopt a modified format taking elements from the Stage 2 and Stage 3 formats for the Under 14/15 Division 2, and Under 17 competitions. This will aim to provide shorter games with smaller sides over a full-length pitch with a full-sized ball.

Note: Please refer to section on The Laws of Cricket 2017, and 2019 and 2022 Updates

Refer also to the MWJCA Boys Rules Common to All Age Groups prior reviewing the age specific rules.

The competition format for Under 14/15 Division 2, and Under 17 is an 18-week regular season where teams play one (1) day games in a round-robin format. Followed by a final series for the top four (4) teams and play offs for the rest of the teams.

12.2 Teams

- a) Clubs are permitted to register up to 11 players per team, although a team consists of 9 players.
- b) Only 9 players can be on the field at any given time i.e. only 9 can bat and bowl, however, any non-batter(s) can bowl (up to 11 players)
- c) There shall be no more than 9 players from the bowling side on the field at one time.
- d) For Under 14's Players must be Under 14 years of age as at 31st August.
- e) For Under 15's Players must be Under 14 years of age as at 31st August.
- f) A team shall have a minimum of seven (7) players plus one kit on match day to commence a game.

12.3 Player Participation Rules

- i) In each team of 9, four (4) players shall be nominated as 'batters', four (4) different players shall be nominated as 'bowlers', and up to two (2) different players nominated as the 'wicketkeepers. Although the wicketkeepers can bat anywhere in the order, they are not to be included as one of the 4 selected batters.
- j) **Nominated batters and nominated bowlers must be recorded on an official [team sheet](#) before the game commences and exchanged with the opposition.**
- k) Players shall **not** be permitted to alternate between batter and bowler nominations during the game. However, the wicketkeeper can be interchanged at the mid-innings break (15 overs) with that player then to bowl during the second half of the innings.
- l) The nominated wicketkeepers are also able to bat in any position in the batting order with subsequent players dropping down one place.
- m) Any team found not to be complying with match participation rules will be issued with a warning with any subsequent breach resulting in a loss of 3 points if offending team wins; or a single point if offending team loses.
- n) Any breach in finals would result in a loss of match (without need for prior warning).
- o) MWJCA expects that all players are given a fair opportunity to bat and to bowl throughout a season. Nominated Batters and Bowlers should change (rotate) between matches to ensure all players in a team are given the opportunity to participate in all aspects of the game throughout the season. The method and timing of rotation is at the discretion of the Coach/Manager/Team. **Note:** this rule should not result in a player being forced to be a nominated batter or bowler if it results in a poor experience for the player. For example, a player without capability or confidence should not be forced to bowl three overs as a nominated bowler *in the interests of participation*.
- p) The following guidelines to be used for teams with 9 or less players in one-day matches:

Number of players in team	Player nominations	Bowling restrictions
9 (normal case)	<ul style="list-style-type: none"> • 4 nominated batters to bat first • 4 different nominated bowlers to bowl first • Up to two nominated WKs • <i>These are the current default rules above</i> 	<p>The bowling side must bowl a minimum of six (6) bowlers, and they must bowl a minimum of three (3) overs each.</p> <p>Max number of overs per bowler is 5 per bowler.</p>
8	<ul style="list-style-type: none"> • 3 nominated batters to bat first • 3 different nominated bowlers to bowl first • Up to two nominated WKs 	<p>The bowling side must bowl a minimum of six (6) bowlers, and they must bowl a minimum of three (3) overs each.</p> <p>Max number of overs is 5 per bowler.</p>
7	<ul style="list-style-type: none"> • 3 nominated batters to bat first • 2 different nominated bowlers to bowl first • Up to two nominated WKs 	<p>The bowling side must bowl a minimum of five (5) bowlers, and they must bowl a minimum of three (3) overs each.</p> <p>Max number of overs is 6 per bowler.</p>

12.4 Pitch and stumps

- The pitch shall be 20.12m measured from stumps to stumps, as per the Laws of Cricket.
- Return creases and popping creases, that are 1.22m apart shall be marked in white.
- Wooden stumps (with no metal tips or tops) are preferred to be used.
- Metal and plastic stumps must not be used.
- Games are played on a synthetic pitch.

12.5 The ball

- A 156gm White Kookaburra leather ball shall be used

12.6 The boundary

- For Under 14/15s the boundary shall be no more than 45m measured from the centre point of the pitch, resulting in a circle shape.
- For Under 17 the boundary shall be no more than 50m measured from the centre point of the pitch, resulting in a circle shape.
- Plastic cones shall be used as boundary markers.

12.7 Batting

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

- f) The batting team's innings is complete after 8 wickets have fallen or 30 overs, or one less wicket than the number of batters. i.e. if a team has only 7 batters, then the innings is complete when 6 wickets have fallen. There is no last batter carries.

12.8 Bowling

- a) The three (3) players nominated as 'bowlers' must have bowled 3 overs **EACH** by the conclusion of the 12th over of the innings.
- b) Balls per over - maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled
- c) For a 9 or 8 player team the maximum overs per bowler shall be 5. For a 7 player team the maximum overs per bowler shall be 6.
- d) Coaches should rotate the numbers of overs bowlers deliver each week to ensure that all players have an equal share of bowling.
- e) Bowling is from both ends
- f) Further, no bowler may bowl more than four (4) overs in any continuous spell. Following any spell of bowling (that is, for any spells between 2 and 4 overs in duration), the bowler must be rested for double the number of overs they have bowled.

12.9 Scoring and Sundries

- a) Home teams have the responsibility for ensuring matches are scored using live scoring via [Play HQ](#) for MWJCA matches.
- b) There must always be at least two scorers present (one from each side), **with one scorer using a book and one scorer using a live scoring device**. A book must be used as back up in the event of technical problems with live scoring.
- c) Any team without a scorer would be subject to sanction and punishment. The mandated position is to have the home team live score with one scorebook for each team also being used.
- d) No other method of electronic scoring is to be used**
- e) The Cricket Australia Stage 2 scorebook shall be used to score.
- f) Scores shall be entered into Play HQ.
- g) Each team shall keep score and compare details progressively (preferably at the end of each pair's innings).
- h) At the start of play, write the names of the players of BOTH teams on the score sheet.
- i) Wides and no-balls shall score 1 run plus whatever runs are scored.
- j) **Wide** - The Umpire shall call and signal "wide":
- If a bowler bowls a ball so HIGH or so WIDE as to be out of the batter's reach in their NORMAL GUARD POSITION (a ball should not be called "wide" until it has been taken by or passes the wicketkeeper).
 - If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in 22.1.2, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal guard batting position.
- k) **No Ball** - The Umpire shall call and signal "no ball":
- If a ball when bowled LANDS OFF THE PITCH AREA prior to passing the batters stumps.
 - **Bowling of high full pitched balls:**
 - As per Law 41.7 of the Laws of Cricket, if a bowler bowls a FULL PITCHED BALL which passes, or would have passed, the batter ON THE FULL ABOVE WAIST HEIGHT in their NORMAL GUARD POSITION.
 - **Bowling of fast short pitched balls:**
 - If a FAST SHORT PITCHED BALL passes, or would have passed, the batter above SHOULDER HEIGHT in their NORMAL GUARD POSITION.

- BALL BOUNCING - A ball which bounces more than once before it reaches the popping crease is a "no ball". *Note that a rolling ball is a no ball and a ball that becomes stationary is then dead.*
 - Change to Law 25 – Batters Innings
The new Law 25.8 allows the striker to play the ball so long as some part of his/her bat or person remains within the pitch. Should they venture beyond that, the umpire will call and signal Dead ball. As recompense to the batter, any ball which would force them to leave the pitch will also be called No ball.
 - The Umpire shall call and signal "no ball" as per rule 7.25 No Ball.
- l) A batter may be dismissed off a "No Ball" only if run out.
- m) A batter may be dismissed off a "Wide Ball" only if run out or stumped.
- n) The team with the most runs shall be declared the winner.

12.10 Fielding

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

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

12.11 Coaching

- a) It is highly recommended that coaches obtain a Community (Level One) Coaching accreditation within their first season of coaching.

12.12 Umpiring

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

12.13 Time, overs, impact of weather and Match Result

- a) One day matches are decided on first innings results.
- b) A result can be achieved only if both teams have had the opportunity to bat for at least 15 overs, unless one team has been all out in less than 15 overs, or unless the team batting second scores enough runs to win in less than 15 overs.
- c) The team with the highest score at the completion of both teams' innings will be declared the winner.
- d) In the case where an innings is incomplete (but in excess of the minimum overs) the result shall be determined on run rate (total runs scored divided by total overs faced). Where a team is all-out in any innings, for the purpose of calculating the run-rate, the maximum number of overs for the innings shall be used as the number of overs faced in that innings. Should the overs to be delivered to the team batting second be reduced then run rate of the team batting first (runs divided by overs faced) shall be used to determine the score that must be passed for victory. Where there is a reduction in overs the target score shall be determined using figures of three decimal places (rounded up). Refer to example below.
- e) All one-day games shall be played over a 4 HOUR period. Play shall commence at 8:00AM or at 1:00pm and cease at 12:00PM or 5:00pm with each team to receive THIRTY OVERS (30) PER INNINGS or as many as the available playing time will permit, with 30 as the MAXIMUM.
- f) In One Day Matches each team must be ready to play prior to 5 minutes after the start time. Example: For an 8:00 am start time should a team not be ready to play **with the minimum number of players** by 8.05am the opposing team may claim the match. An email must be sent to the MWJCA Secretary claiming the forfeit within 48 hours (see 7.19 Forfeits and Claims).
- g) Should play start after 8:05am time and overs will begin to be lost from the match as per weather affected match rules
- h) If the team fielding first fails to bowl the required number of overs by 9:55AM or 2:55pm, play shall continue until 30 overs have been bowled, providing that the team batting first has not been dismissed or declared its innings closed. At that time the normal interval shall be taken (10 minutes innings break). Unless it is determined by the Umpires that unforeseen circumstances have contributed to the inability of the team fielding first to bowl the required number of overs (by 9:55AM or 2:55pm), the innings of the team batting second shall be limited to the same number of overs as it has bowled (at over in progress) by 9:55AM or 2:55pm.
- i) The team batting second is to receive the SAME NUMBER OF OVERS BOWLED BY THEIR OPPONENTS AT 9:55AM or 2:55PM as per 12.12 (h). If the required number of overs is not completed, due to the tardiness of the fielding team, by 12:00pm or 5:00pm, then the batting side may lodge, for the Executive Committees consideration, a claim for forfeit against the bowling side.
- j) If play commences at the scheduled time the team batting first shall receive their full 30 overs, unless they are bowled out prior to the completion of the 30 overs. No declarations will be allowed.
- k) If play commences at the scheduled start time and play is subsequently interrupted by one hour or more then the second innings cannot reach 15 overs, and the game shall be declared a draw.
- l) If the start of play is delayed more than 5 mins past the scheduled start time, any time lost after the scheduled start time will reduce both innings equally.
- m) Once play has commenced then as soon as play is interrupted loss of time commences. There is to be no extension of time. Once the first innings has commenced the team batting first shall receive the full adjusted number of overs. Any further time lost will only impact the team batting second.
- n) Any time lost shall be compensated for by REDUCING THE NUMBER OF OVERS to be bowled. by ONE OVER FOR EVERY FOUR MINUTES of time lost. Refer to Appendix 6 for Table of Overs Lost
- o) The number of overs to be bowled should be agreed upon by both Managers and recorded in the score books BEFORE commencement or re-commencement of play.

- p) If play has not commenced by two hours after the scheduled start of play more than 30 overs will be lost and a result is not possible. Refer to the rules about semi-final and finals for outcome.
- q) Should the overs to be delivered to the team batting second be reduced then run rate of the team batting first (runs divided by overs faced) shall be used to determine the score that must be passed for victory. Refer to example below.
- r) Where there is a reduction in overs the target score shall be determined using figures of three decimal places (rounded up).
- s) Umpires and team management must ensure that drinks breaks during hot weather are kept to a minimum time. These additional breaks are not intended to stop the game for more than a few minutes.

Example -time lost at the start

Play does not start until 30 minutes after the scheduled start of play then both teams will face 4 overs less each (30 mins = 7.3 overs reduction, so 8 overs reduction and 4 overs each). The team batting first shall receive their full 26 overs, unless they are bowled out prior to the completion of the 26 overs. If play is subsequently interrupted by an amount of time that prevents the second team facing 15 overs the game shall be declared a draw.

Example – time lost during second innings

Team batting first is bowled out in 27 overs (a full 30 overs were available) for 107 their run rate would be $107/30 = 3.567$. If the team batting second faces less than 15 overs the game is a draw (unless they scored all the runs or were bowled out), if more than 15 but less than 30 overs are faced and they are not all out, run rate of 3.567 is applied to the number of whole overs bowled at the start of the innings. If 17.5 overs faced before the game was called off the target would be $17.833 \times 3.567 = 63.610$, ignore the decimal thus 63 runs would mean a tied game, 64 the winning score.

- t) Participation rules adjustments:
 - a. Where an innings is reduced by less than 10 overs (i.e. an innings is 21 overs or more) there will be no reduction in the maximum number of overs per bowler, no change in the participation rules (i.e. first 4 batter cannot be the first 3 bowlers and first 3 bowlers must bowl 3 overs in the first 12 overs), and no reduction in the 35 balls faced for batter before retiring.
 - b. Where an innings is reduced to between 15 and 20 overs the maximum number of overs per bowler will be 4, the participation rules will be the first 4 batter cannot be the first 3 bowlers and first 3 bowlers must bowl 2 overs in the first 10 overs, and the balls faced for batter before retiring will be 25.

12.14 Point scoring based on result of the match

- a) Points are awarded for each game in accordance with section 7.28.5 Match Points
- b) individual performances will be maintained

12.15 Entering Match Results

- a) Team managers must enter the results and player statistics into Play HQ by 5pm the Thursday following the completion of the game.

12.16 Finals and Play Offs – Under 14 Div 2, Under 15 Div 2 and Under 17

12.16.1 Team Qualification for Semi-Finals and Play offs

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

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

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

12.16.2 Player Qualification for Finals

- a) For a player to be eligible to play in a Finals match of a main competition, that player shall have played six (6) or more matches in that team in the regular season, and will have batted and/or bowled in at least four (4) of those matches.
- b) If a team does not have sufficient players with 6 matches qualified the positions for the finals shall be filled by the players with the next most number of qualified matches. The minimum number of matches for qualification without exemption will be four (4) matches.
- c) Team sheets, team selections in Play HQ, must be completed by 5pm on the Wednesday prior to the finals match. This will allow opportunity for review of player eligibility. It is expected that Clubs will manage their player eligibility and self-nominate for exemptions required.
- d) Players who become injured through the season may have the matches during the period for which they are injured and unable to play count towards their qualification for Finals matches. To be eligible for relief under this paragraph, the relevant club Secretary must furnish to the MWJCA Secretary written advice of which matches the player shall be unable to play due to injury accompanied by a supporting medical certificate in advance of such matches taking place.
- e) Finals teams, where not all players meet the qualification rules and those players have received approval, must be selected in order of number of games played. For example, a player who has played 3 games must not be selected over a player who has played 4 games. Teams may fill sides as per the rules of number of players in a side. For Stage 2 this is 10, for Stage 3 this is 12.
- f) The MWJCA Executive Committee reserves the right to allow any person to participate in any Finals match upon application from the relevant club Secretary. The MWJCA Executive Committee shall exercise this right at its discretion and its decision shall be final. Clubs should be aware that this right shall only be exercised in rare cases of significant extenuating circumstances.

12.16.3 Finals Format – Top 4

- a) The finals for the top 4 teams in each age group division will comprise of semi-finals and finals.
- b) Finals will be played as follows.
 - **Semi-Final 1:** 1st vs 4th
 - **Semi-Final 2:** 2nd vs 3rd
 - **Final:** Winner Semi-Final 1 vs Winner Semi-Final 2
 - **3rd/4th Playoff:** Loser Semi-Final 1 vs Loser Semi-Final 2

12.16.4 Finals Format – 5th Place onwards Play Off

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

12.16.5 Finals – Washouts and Incomplete Games

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

13. Competition Rules for – U14 Division 1, Under 15/16 Division 1 adoption of the Cricket Australia Junior Format Stage 3

13.1 Introduction

From 2020/21 for Under 14s and up MWJCA has adopted the Cricket Australia Club Stage 3 formats. The competition format for Under 14 and up is an 18-week regular season where teams play one (1) day games in a round-robin format. Followed by a final series for the top four (4) teams and play offs for the rest of the teams.

13.2 Teams

- a) Clubs are permitted to register up to 13 players per team, although a team consists of 11 players.
- b) Only 11 players can be on the field at any given time i.e. only 11 can bat and bowl, however, any non-batter(s) can bowl (up to 13 players)
- c) There shall be no more than 11 players from the bowling side on the field at one time.
- d) Players must underage as at 31st August.
- e) A team shall have a minimum of seven (7) players plus one kit on match day to commence a game.

13.3 Player Participation Rules

- a) In each team, five (5) players shall be nominated as 'batters', five (5) different players shall be nominated as 'bowlers', and one (1) different player is nominated as the 'wicketkeeper'. Although the wicketkeeper can bat anywhere in the order, they are not to be included as one of the 5 selected batters.
- b) **Nominated batters and nominated bowlers must be recorded on an official team sheet before the game commences and exchanged with the opposition.**
- c) Players shall **not** be permitted to alternate between batter and bowler nominations during the game. However, the wicketkeeper can be interchanged at the mid-innings break (15 overs) with that player then to bowl during the second half of the innings.
- d) The nominated wicketkeeper is also able to bat in any position in the batting order with subsequent players dropping down one place.
- e) Any team found not to be complying with match participation rules will be issued with a warning with any subsequent breach resulting in a loss of 3 points if offending team wins; or a single point if offending team loses.
- f) Any breach in finals would result in a loss of match (without need for prior warning).
- g) MWJCA expects that all players are given a fair opportunity to bat and to bowl throughout a season. Nominated Batters and Bowlers should change (rotate) between matches to ensure all players in a team are given the opportunity to participate in all aspects of the game throughout the season. The method and timing of rotation is at the discretion of the Coach/Manager/Team. **Note:** this rule should not result in a player being forced to be a nominated batter or bowler if it results in a poor experience for the player. For example, a player without capability or confidence should not be forced to bowl three overs as a nominated bowler *in the interests of participation*.

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

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

13.4 Pitch and stumps

- The pitch shall be 20.12m measured from stumps to stumps, as per the Laws of Cricket.
- Return creases and popping creases, that are 1.22m apart shall be marked in white.
- Wooden stumps (with no metal tips or tops) are to be used.
- Metal stumps must not be used.
- Games are played on a synthetic pitch.

13.5 The ball

- The 156gm White Kookaburra leather ball (Tuf Pitch, Special Test, Crown, Colt, Practice) shall be used.

13.6 The boundary

- For Under 14 the boundary shall be no more than 45m measured from the centre point of the pitch, resulting in a circle shape.
- For Under 15 and up the boundary shall be no more than 50m measured from the centre point of the pitch, resulting in a circle shape.
- Plastic cones shall be used as boundary markers.

13.7 Batting

- Players nominated as 'batters' shall fill the first five (5) spots in the batting order. The remaining players can bat in any sequence.
- A batter must RETIRE after batting for FIFTEEN (15) OVERS (disregard the first over if it is not a full over), irrespective of the number of players per team.
- If a batter is dismissed, they are out.
- If all batters are dismissed or retired, the retired batters are allowed to return to the crease in the same order as they retired, and their score continues. Upon their return batters must

RETIRE after facing a further Fifteen (15) overs unless 9 wickets have fallen, in which case their innings shall continue.

- e) The batting team's innings is complete after 10 wickets have fallen or 30 overs, or one less wicket than the number of batters. i.e. if a team has only 7 batters, then the innings is complete when 6 wickets have fallen. There is no last batter carries.

13.8 Bowling

- a) Players nominated as 'bowlers' shall be the first five (5) bowlers used in the fielding innings. Other players (e.g. the nominated batters) shall only be permitted to bowl once each of the nominated bowlers has bowled at least 3 overs. The 6th bowler may however commence his or her spell while the 5th bowler is in the process of completing his or her 3 overs – e.g. the first 4 bowlers have completed 3 overs, and the 5th bowler has bowled the first of his/her 3 when the 6th bowler comes on.
- b) For teams with 9 to 11 players, the bowling side must bowl a minimum of six (6) bowlers, and they must bowl a minimum of three (3) overs each.
- c) For teams with 9 to 11 players, bowlers can bowl a maximum of six (6) overs.
- d) For teams with less than 9 players the table at 14.3 h) outlines the mandatory bowling requirements – the upper limit of 6 overs however still applies.
- e) Balls per over - maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled
- f) Bowling is from both ends
- g) Further, no bowler may bowl more than four (4) overs in any continuous spell. Following any spell of bowling (that is, for any spells between 2 and 4 overs in duration), the bowler must be rested for double the number of overs he/she bowled.

13.9 Scoring and Sundries

- a) Home teams have the responsibility for ensuring matches are scored using live scoring via [Play HQ](#) for MWJCA matches.
- b) There must always be at least two scorers present (one from each side), **with one scorer using a book and one scorer using a live scoring device**. A book must be used as back up in the event of technical problems with live scoring.
- c) Any team without a scorer would be subject to sanction and punishment. The mandated position is to have the home team live score with one scorebook for each team also being used.
- d) No other method of electronic scoring is to be used**
- e) The Cricket Australia Stage 3 scorebook shall be used to score.
- f) Scores shall be entered into Play HQ.
- g) Each team shall keep score and compare details progressively (preferably at the end of each pair's innings).
- h) At the start of play, write the names of the players of BOTH teams on the score sheet.
- i) Wides and no-balls shall score 1 run plus whatever runs are scored.
- j) Wide - The Umpire shall call and signal "wide":
 - o If a bowler bowls a ball so HIGH or so WIDE as to be out of the batter's reach in their NORMAL GUARD POSITION (a ball should not be called "wide" until it has been taken by or passes the wicketkeeper).
 - o If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in 22.1.2, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal guard batting position.

- k) No Ball - The Umpire shall call and signal "no ball":
- If a ball when bowled LANDS OFF THE PITCH AREA prior to passing the batters stumps.
 - Bowling of high full pitched balls:
 - As per Law 41.7 of the Laws of Cricket, if a bowler bowls a FULL PITCHED BALL which passes, or would have passed, the batter ON THE FULL ABOVE WAIST HEIGHT in their NORMAL GUARD POSITION.
 - Bowling of fast short pitched balls:
 - If a FAST SHORT PITCHED BALL passes, or would have passed, the batter above SHOULDER HEIGHT in their NORMAL GUARD POSITION.
 - BALL BOUNCING - A ball which bounces more than once before it reaches the popping crease is a "no ball". *Note that a rolling ball is a no ball and a ball that becomes stationary is then dead.*
 - Change to Law 25 – Batters Innings
The new Law 25.8 allows the striker to play the ball so long as some part of his/her bat or person remains within the pitch. Should they venture beyond that, the umpire will call and signal Dead ball. As recompense to the batter, any ball which would force them to leave the pitch will also be called No ball.
 - The Umpire shall call and signal "no ball" as per rule 7.25 No Ball.
- l) A batter may be dismissed off a "No Ball" only if run out.
- m) A batter may be dismissed off a "Wide Ball" only if run out or stumped.
- n) The team with the most runs shall be declared the winner.

13.10 Fielding

- a) Rotation of fielders is recommended to ensure all players experience all positions.
- b) There shall be no more than 11 players from the bowling/fielding side on the field at one time.
- c) If more than 11 players are present at a match, they should rotate onto the field each over.
- d) RESTRICTED ZONE
- When a player is required to field near the batter, except for the wicketkeeper and offside slips/gully fieldsmen, **NO PLAYER UP TO AND UNDER THE AGE OF 18 SHOULD BE POSITIONED WITHIN 10 METRES OF THE BATTER'S POPPING CREASE, (restricted zone)**
 - Therefore, for players playing in competitions up to and including Under 18 age divisions, **NO PLAYER** (except for the wicketkeeper and offside slips/gully fieldsmen), SHOULD BE POSITIONED **WITHIN 10 METRES OF THE BATTER'S POPPING CREASE (restricted zone)**
 - No player is permitted to enter the 'restricted zone' until after the ball:
 - Is hit by the batter; or
 - Strikes the body or equipment of the batter; or
 - Passes through to the wicketkeeper.

If players enter this restriction zone, the Umpire must signal and call a 'dead ball' and no run or sundry is to be recorded. An extra ball is to be bowled.
- e) If the wicketkeeper is standing up to the stumps (or within 2 metres of the stumps) for any type of bowler, then they must wear a helmet. Wicketkeepers standing over 2 metres from the stumps are not required to wear helmets unless in the opinion of the Umpires it is unsafe for them not to.

13.11 Coaching

- a) It is highly recommended that coaches obtain a Community (Level One) Coaching accreditation within their first season of coaching.

13.12 Umpiring

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

13.13 Time, overs, impact of weather and Match Result

- a) One day matches are decided on first innings results.
- b) A result can be achieved only if both teams have had the opportunity to bat for at least 15 overs, unless one team has been all out in less than 15 overs, or unless the team batting second scores enough runs to win in less than 15 overs.
- c) The team with the highest score at the completion of both teams' innings will be declared the winner.
- d) In the case where an innings is incomplete (but in excess of the minimum overs) the result shall be determined on run rate (total runs scored divided by total overs faced). Where a team is all-out in any innings, for the purpose of calculating the run-rate, the maximum number of overs for the innings shall be used as the number of overs faced in that innings. Should the overs to be delivered to the team batting second be reduced then run rate of the team batting first (runs divided by overs faced) shall be used to determine the score that must be passed for victory. Where there is a reduction in overs the target score shall be determined using figures of three decimal places (rounded up). Refer to example below.
- e) All one-day games shall be played over a 4 HOUR period. Play shall commence at 8:00AM or at 1:00pm and cease at 12:00PM or 5:00pm with each team to receive THIRTY OVERS (30) PER INNINGS or as many as the available playing time will permit, with 30 as the MAXIMUM.
- f) In One Day Matches each team must be ready to play prior to 5 minutes after the start time. Example: For an 8:00 am start time should a team not be ready to play **with the minimum number of players** by 8.10am the opposing team may claim the match. An email must be sent to the association secretary claiming the forfeit within 48 hours (see 7.19 Forfeits and Claims).
- g) Should play start after 8:05am time and overs will begin to be lost from the match as per weather affected match rules
- h) If the team fielding first fails to bowl the required number of overs by 9:55AM or 2:55pm, play shall continue until 30 overs have been bowled, providing that the team batting first has not been dismissed or declared its innings closed. At that time the normal interval shall be taken (10 minutes innings break). Unless it is determined by the Umpires that unforeseen circumstances have contributed to the inability of the team fielding first to bowl the required number of overs (by 9:55AM or 2:55pm), the innings of the team batting second shall be limited to the same number of overs as it has bowled (at over in progress) by 9:55AM or 2:55pm.
- i) The team batting second is to receive the SAME NUMBER OF OVERS BOWLED BY THEIR OPPONENTS AT 9:55AM or 2:55PM as per 14.12 (h). If the required number of overs is not completed, due to the tardiness of the fielding team, by 12:00pm or 5:00pm, then the batting side may lodge, for the Executive Committees consideration, a claim for forfeit against the bowling side.
- j) If play commences at the scheduled time the team batting first shall receive their full 30 overs, unless they are bowled out prior to the completion of the 30 overs. No declarations will be allowed.
- k) If play commences at the scheduled start time and play is subsequently interrupted by one hour or more then the second innings cannot reach 15 overs, and the game shall be declared a draw.
- l) If the start of play is delayed more than 5 mins past the scheduled start time, any time lost after the scheduled start time will reduce both innings equally.
- m) Once play has commenced then as soon as play is interrupted loss of time commences. There is to be no extension of time. Once the first innings has commenced the team batting first

shall receive the full adjusted number of overs. Any further time lost will only impact the team batting second.

- n) Any time lost shall be compensated for by REDUCING THE NUMBER OF OVERS to be bowled. by ONE OVER FOR EVERY FOUR MINUTES of time lost. Refer to Appendix 6 for Table of Overs Lost
- o) The number of overs to be bowled should be agreed upon by both Managers and recorded in the score books BEFORE commencement or re-commencement of play.
- p) If play has not commenced by two hours after the scheduled start of play more than 30 overs will be lost and a result is not possible. Refer to the rules about semi-final and finals for outcome.
- q) Should the overs to be delivered to the team batting second be reduced then run rate of the team batting first (runs divided by overs faced) shall be used to determine the score that must be passed for victory. Refer to example below.
- r) Where there is a reduction in overs the target score shall be determined using figures of three decimal places (rounded up).
- s) Umpires and team management must ensure that drinks breaks during hot weather are kept to a minimum time. These additional breaks are not intended to stop the game for more than a few minutes.

Example -time lost at the start

Play does not start until 30 minutes after the scheduled start of play then both teams will face 4 overs less each (30 mins = 7.3 overs reduction, so 8 overs reduction and 4 overs each). The team batting first shall receive their full 26 overs, unless they are bowled out prior to the completion of the 26 overs. If play is subsequently interrupted by an amount of time that prevents the second team facing 15 overs the game shall be declared a draw.

Example – time lost during second innings

Team batting first is bowled out in 27 overs (a full 30 overs were available) for 107 their run rate would be $107/30 = 3.567$. If the team batting second faces less than 15 overs the game is a draw (unless they scored all the runs or were bowled out), if more than 15 but less than 30 overs are faced and they are not all out, run rate of 3.567 is applied to the number of whole overs bowled at the start of the innings. If 17.5 overs faced before the game was called off the target would be $17.833 \times 3.567 = 63.610$, ignore the decimal thus 63 runs would mean a tied game, 64 the winning score.

t) Participation rules adjustments:

- Stage 3 cricket (U14 Div 1, U15 and U17) – A batter will retire after being at the crease for 50% of the overs. Where an innings has an odd number of overs this will be after the next whole over. E.g. For a 21 over innings the batter must retire after being at the crease for 11 whole overs, if they come to the crease after 2.3 overs then they will retire after $(11 + 2.3 = 13.3)$ 14 overs.
- Stage 3 cricket (U14 Div 1, U15/16 Div 1) – Where an innings is reduced by less than 6 overs (i.e. an innings is 24 overs or more) there will be no change in the participation rules and no reduction in the maximum number of overs per bowler, i.e. The bowling side must bowl a minimum of six (6) bowlers, and they must bowl a minimum of three (3) overs each.
- Stage 3 cricket (U14 Div 1, U15/16 Div 1) – Where an innings is reduced to between 19 and 24 overs there will be no change in the participation rules except that maximum number of overs per bowler will be 4 and players nominated as ‘bowlers’ shall be the first five (5) bowlers used in the fielding innings. Other players (e.g. the nominated batters) shall only be permitted to bowl once each of the nominated bowlers has bowled at least 3 overs each.
- Stage 3 cricket (U14 Div 1, U15/16 Div 1) – Where an innings is reduced to between 15 and 18 overs the maximum number of overs per bowler will be 3, there will be no change in the participation rules except that players nominated as ‘bowlers’ shall be

the first five (5) bowlers used in the fielding innings. Other players (e.g. the nominated batters) shall only be permitted to bowl once each of the nominated bowlers has bowled at least 2 overs.

13.14 Point scoring based on result of the match

- a) Points are awarded for each game in accordance with section 7.28.5 Match Points.
- b) individual performances will be maintained

13.15 Entering Match Results

- a) Team managers must enter the results and player statistics on the Association's Play HQ site by 5pm the Thursday following the completion of the game.

13.16 Finals and Play Offs – Under 14 to U16

13.16.1 Team Qualification for Semi-Finals and Play offs

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

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

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

13.16.2 Player Qualification for Finals

- a) For a player to be eligible to play in a Finals match of a main competition, that player shall have played six (6) or more matches in that team in the regular season and will have batted and/or bowled in at least four (4) of those matches.
- b) If a team does not have sufficient players with 6 matches qualified the positions for the finals shall be filled by the players with the next most number of qualified matches. The minimum number of matches for qualification without exemption will be four (4) matches.
- c) Team sheets, team selections in Play HQ, must be completed by 5pm on the Wednesday prior to the finals match. This will allow opportunity for review of player eligibility. It is expected that Clubs will manage their player eligibility and self-nominate for exemptions required.
- d) Players who become injured through the season may have the matches during the period for which they are injured and unable to play count towards their qualification for Finals matches. To be eligible for relief under this paragraph, the relevant club Secretary must furnish to the MWJCA Secretary written advice of which matches the player shall be unable to play due to injury accompanied by a supporting medical certificate in advance of such matches taking place.
- e) Finals teams, where not all players meet the qualification rules and those players have received approval, must be selected in order of number of games played. For example, a player who has played 3 games must not be selected over a player who has played 4 games. Teams may fill sides as per the rules of number of players in a side. For Stage 2 this is 10, for Stage 3 this is 12.
- f) The MWJCA Executive Committee reserves the right to allow any person to participate in any Finals match upon application from the relevant club Secretary. The MWJCA Executive Committee shall exercise this right at its discretion and its decision shall be final. Clubs should be aware that this right shall only be exercised in rare cases of significant extenuating circumstances.

13.16.3 Finals Format – Top 4

- a) The finals for the top 4 teams in each age group division will comprise of semi-finals and finals.
- b) Finals will be played as follows.
 - **Semi-Final 1:** 1st vs 4th
 - **Semi-Final 2:** 2nd vs 3rd
 - **Final:** Winner Semi-Final 1 vs Winner Semi-Final 2
 - **3rd/4th Playoff:** Loser Semi-Final 1 vs Loser Semi-Final 2

13.16.4 Finals Format – 5th Place onwards Play Off

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

13.16.5 Finals – Washouts and Incomplete Games

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

14. Appendices

- 1 2024/25 Age Groups
- 2 MWJCA Club Championship Criteria
- 3 Hydration
- 4 Food and Nutrition
- 5 Injury Management
- 6 Table of Overs Lost to Time

1. 2024/25 Age Groups

If you were born before. and your age on 31-Aug 2024 is your lowest Age Group is. . .
1 September 2016	8 years	U10 Stage 1
1 September 2015	9 years	U10 Stage 1
1 September 2014	10 years	U11 Stage 1
1 September 2013	11 years	U12 Stage 2
1 September 2012	12 years	U13 Stage 2
1 September 2011	13 years	U14 Stage 2
1 September 2010	14 years	U15
1 September 2009	15 years	U16
1 September 2008	16 years	U17
1 September 2007	17 years	Seniors

2. MWJCA Club Championship Criteria

- The MWJCA Club Championship - “**Peter Tasker Memorial Shield**” - covers teams in all MWJCA competitions.
- The Club Championship (CC) will be awarded each season based on the following criteria:
 - a) Age groups from Stage 1 (U10’s and up will be included
 - b) Each team will be awarded points based on its final position on the ladder after the regular completion of rounds and before the final's series; as follows:

1st - 20	2nd - 18
3rd - 17	4th - 16
5th - 15 and so on sequentially through any multiple Divisions in order	
 - c) A bonus 1 point is added to First Placed teams in Divisions other than Div 1.

Example:

Manly Warringah Junior Cricket Association - Under 14 Division 1 CC Score

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

Manly Warringah Junior Cricket Association - Under 14 Division 2

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

- d) The points gained by each Club’s five (5) highest placed teams will then be added to determine the Club Championship Score (CCS) for that Club. Should a club have less than five teams they shall receive 8 points for each team as required to make up to 5 teams with those points to be determined according to the lowest points awarded in the largest age group that season.
- e) The Club with the highest CCS shall be declared MWJCA Club Champions for that season.
- f) Where two or more clubs have the same highest CCS, the club with the most Division 1 First Placed positions will be deemed to be the winners of the Club Championship. If this result is also equal, the Club with the highest number of 2nd placed Division 1 teams shall be declared the Club Champions. If this result is also equal, the Club with the highest number of 3rd placed Division 1 teams shall be declared the Club Champions. If this result is also equal, the Club with the highest number of 1st placed Division 2 teams shall be declared the Club Champions, and so on through the Division 2 placings if required until a clear winner is determined.

3. Hydration

BACKGROUND

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

DAYS LEADING UP TO GAME DAY

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

GAME DAY

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

DURING THE GAME

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

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

Note:

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

4. Food and Nutrition

Guidelines & Benefits of healthy balanced nutrition:

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

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

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

General Nutrition:

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

Protein:

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

Match Day Nutrition:

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

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

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

Post-Match Nutrition:

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

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

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

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

5. Injury Management

REST

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

ICE

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

COMPRESSION

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

ELEVATION

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

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

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

6. Table of Overs Lost to Time

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

