MWJCA

Playing Conditions

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The Spirit of Cricket

The Spirit of Cricket is taken from the MCC Laws of Cricket and applies to MWJCA competitions.

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, coaches, parent and spectators

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket

Respect	• Respect is central to the Spirit of Cricket • Respect your captain, team-mates, opponents and the authority of the umpires • Play hard and play fair • Accept the umpire's decision • Create a positive atmosphere by your own conduct, and encourage others to do likewise • Show self-discipline, even when things go against you • Congratulate the opposition on their successes, and enjoy those of your own team • Thank the officials and your opposition at the end of the match, whatever the result

Code of Conduct

Background	• MWJCA have adopted the following Codes of Conduct for all its stakeholders • 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 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 coaching etc • All participants must 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 their individual teams to maintain a satisfactory level of discipline • Reporting of behaviour not in line with the Code of Conduct, unpleasant behaviour or poor sportsmanship should be reported via your Team Manager to your Club. The Club should then raise this with the Club of the opposition team to seek resolution, and/or report the matter to the MWJCA. • The MWJCA may then convene a judiciary for the purpose of investigating the alleged behaviours. Should a team, individual or Club be found guilty of an offence, the MWJCA will use the Cricket NSW Code of Conduct Procedures as a guide for subsequent disciplinary action including, but not limited to, warnings, suspensions or loss of competition or club championship points • Any player that is suspended or fined (team points loss) 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 by the MWJCA this will not initially impact the eligibility of their child, or their child's team for individual awards. The MWJCA reserves the right to reconsider this position based on both severity of offence and repetition of behavior
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 Cricket. 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 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
Parents, Guardians & Spectators	• Ensure you have a sound knowledge of the MWJCA local rules in this document which are made specifically for the MWJCA competition • 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

	• 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 • Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion
Coaches and Managers	• Ensure you have a sound knowledge of the MWJCA local rules in this document which are made specifically for the MWJCA competition • Remember that young people participate for their enjoyment (not yours) and winning is only part of the fun • 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 all those involved in cricket. This includes opponents, coaches, umpires, administrators, parents and spectators. Encourage players to do the same • Show concern and caution toward sick and injured players. Follow advice of a physician when determining whether injured players are ready to recommence training or competition • 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 should obtain appropriate qualifications and keep up to date with the latest cricket coaching practices and principles of growth and development of young people
Umpires and Officials	• Ensure you have a sound knowledge of the MWJCA local rules in this document which are made specifically for the MWJCA competition • 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 • 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
Alcohol	• 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

Competition Structure

Age groups and Divisions	• The MWJCA shall use its best endeavours to observe the following guidelines in preparing the competition format each year • Each season typically allows for up to twenty weeks of matches, based on ground allocations from Northern Beaches Council • Stage 2/3 Boys age groups (Under 12 upwards) will usually commence on the second or third weekend in September depending on ground allocations • Stage 1/2 girl's competitions (Under 11/13/15) and Stage 1 boy's competitions (Under 10/11) will commence on the first Saturday after the October school holidays • A deadline for team nominations by member clubs will be set each year and be approximately 3 weeks prior to the season commencement date • Members clubs are to propose teams for Division 1 and 2 competitions based on team composition and previous seasons results • Member clubs are allowed to have only one team in a division 1 competition unless the previous seasons results show that more than one team should play division 1 • MWJCA will work with member clubs to establish competitions so to avoid competitions with byes as much as possible • Boys' competitions will be organised in: o Under 10 Div 1 & 2 o Under 11 Div 1 & 2 o Under 12 Div 1 & 2 o Under 13 Div 1 & 2 o Under 14 Div 1 & 2 o Under 16 Div 1 & 2 • Girl's competitions will be organised in: o Under 11 o Under 13 o Under 15
Grounds	• Games are allocated each week based on the best available grounds, of the necessary size • Allocations are made with the interests of all MWJCA competitions in mind • It is not a traditional 'home and away' location-based competition

Uniforms

Requirements	• Matching cricket attire must always be worn by players – this includes club shirts, caps/hats and either club-coloured or white/cream cricket trousers or shorts • Clubs must seek approval from the MWJCA for any variation to previously approved Club shirt or trousers prior to the start of the season or use in matches • Fielders may wear Club hoodies or jumpers but should remove before bowling or batting • Whilst there may be some rare delays in players obtaining club shirts at the start of a season, it is expected that all players will be wearing club shirts after three rounds • MWJCA representative clothing (including caps/hats and clads) should not be worn

Working Together

Principles	• MWJCA expects opposing teams to work together using these playing conditions – including discussing how the likes of wides will be interpreted for the game to ensure consistency of application for both teams • The best interests, and safety of all players must remain at the forefront of all decisions • If issues arise during the game (injury, illness etc), then teams should bring these to the attention of the opposition and discussed as appropriate • Where disputes arise, the rules as written should be applied

Registration and Team Nominations

Registration	• Players must be registered (through Play HQ) with an MWJCA club, or be playing with an MWJCA club under an approved permit (through Play HQ), no exceptions • Players must be assigned/registered to a specific (club) team • A boy may only play for one club in MWJCA competitions • A player may player other cricket (e.g. MWCA seniors) with a club different to MWJCA club that they are registered for, or permitted to as a junior
Age	• A player's playing age is determined by their age as at 31st August annually • For example, if a player is 12 on 31st August, then their correct (minimum) age group is under 13 • A player may not play in an age group lower than their correct age group without prior approval by the MWJCA. Member clubs must apply for dispensation in such situations for that season. Where players receive approval to play down an age group, they will be ineligible for individual end-of-season MWJCA awards (Under 12 and old age groups)
Representative Players **(Cricket NSW Youth Championships)**	• MWJCA representative players are highly encouraged to play in Division One in an age group above their normal age group to build and challenge their technique and skills • Representative players (any association) should always be graded in Division 1 teams • A representative player may only play in Division 2 in exceptional circumstances, and only with the prior approval of the MWJCA. Member clubs must apply for dispensation in such situations for that season. Where such players receive approval, they will be ineligible for individual end-of-season MWJCA awards (Under 12 and older age groups) • If a player has played representative cricket (immediate prior season or the current season, including shadow squad), with MWJCA and wishes to change clubs, they can only do so with the prior approval of the MWJCA before registering with a new club. Member clubs must apply for dispensation in such situations with these circumstances only approved in limited and exceptional circumstances (e.g. where the prior club will not have Division 1 team). This to avoid "stacking" of teams through the recruitment strong players • Players that represent a junior association other than MWJCA, should play junior club cricket at the association they represent. Member clubs must apply for dispensation if a representative player from other associations is looking to play with an MWJCA club with these circumstances only approved in limited and exceptional circumstances
Girls in Boys' Competitions	• The MWJCA priority is for girls to play in, and support the MWJCA girls' competition • Girls cannot play in the MWJCA boys' competition without the prior approval of the MWJCA. Member clubs must apply for dispensations in such situations for that season. • Any girls wanting to play in a boy's competition, must be playing the full season in the MWJCA girls' competition
Boys in Girl's Competitions	• A boy may not play in an MWJCA girls' competition
Transfers During Season	• A player registered with an MWJCA club and team, that has played at least one game for that club/team, may not transfer to another MWJCA Club during the season without the prior approval of the MWJCA

Teams	• Clubs are responsible for ensuring that:
	  ○ Players are selected in teams that reflect their capabilities (including player safety), and
	  ○ Teams are nominated into divisions that reflect the capabilities of the whole team

MWJCA Discretion	• The MWJCA reserves the right to re-grade competitions during the season, and where necessary, promote strongly performing teams from Division 2 to Division 1, and vice versa • Any re-grading will be done in consultation with the relevant clubs, and re-grading is only to be made where it is in the best interests of the competition and the teams involved

Fill-In Players

Application	• A fill-in may only be used where a team is 'short' (due to illness, injury or other availability issue)
	• A team is 'short' where it has less players than what constitutes a full team, as follows:
	  ○ Stage 1 – 7 players
	  ○ Stage 2 – 9 players
	  ○ Stage 3 – 11 players
	• A player may fill-in without dispensation where they:
	  ○ are from the same club,
	  ○ are in either a lower age group, or lower division in the same age group

Playing Up - General	• Opportunities to fill-in should be shared around • A fill-in player can fill in for another team a maximum of 4 times • If a player plays up (age or division) in 5 or more games, they are considered (registered) in that Age/Division and the playing down restrictions apply. • Playing up includes games played in Premier cricket (any grade), Shires cricket (any grade), and Senior cricket (i.e. MWCA) 2rd grade or higher • A player may not play up an age group in a lower division from their normal age group (what they usually play), other than filling in as a fielder or wicketkeeper – e.g. a boy playing in U12 Div 1 may not play as a fill-in player in U13 Div 2 • If a fill-in player does not bat or bowl, it does not count towards the maximum of 4 games • Clubs are responsible for ensuring that fill-in players are capable of playing the age group or division that they are filling in for • Where a player is a fill-in for a team in another stage to what they play (e.g. a Stage 1 under 11 player plays Stage 2 under 12 as a fill-in), then the relevant club must process a permit in Play HQ
Playing Up – Stage 1 Rep players	• A representative player playing in Stage 1 (e.g. under 11), may fill-in for a Stage 2 (Division 1 or 2) team up to a maximum of 4 times
Playing in the same competition	• If a club has more than one team in the same competition (e.g. Under 12, Division 2), players must not fill-in for other team(s), or be transferred between teams in that same competition, without the prior approval of the MWJCA which will only be granted in limited exceptional circumstances
Playing Down	• A Division 1 player, may not fill in for a lower age group, or lower division than they are registered in, even if they are age qualified. For example; a 14/1 player (that is Under 13 age), may not fill in for a 13/1 or 13/2 team. • A Division 2 (non-representative) player can play down an age group, and in the same or higher division without dispensation, provided that they are age qualified to play in that age group. For example; a 13/2 player (that is Under 12 age) can play in 12/2 or 12/1
Girls filling in for boys	• A player registered in the MWJCA girls' competition, may not fill-in for a team in the MWJCA boys' competition without the prior approval of the MWJCA. Clubs must apply for dispensation in such situations • The MWJCA may grant a general approval for a girl to fill-in
Boys filling in for girls	• A player registered in an MWJCA boys' competition, may not fill-in for a team in an MWJCA girl's competition
Substitute Fielders	• Age-qualified substitute fielders are allowed, and may field (including wicket keeping) only. They may not bat or bowl • An over-aged player may not play as a substitute fielder
Breaches	• If a team fields a player that they are not permitted to, they will be deemed to have forfeited the game
MWJCA Discretion	• MWJCA may grant a dispensation to any of the above rules on a case-by-case basis, in exceptional circumstances only, and prior to the game(s) being played

Competition Points & Ladders

Ladders	• Competition ladders are kept for all competitions • Position on ladders are based on points earned from matches (with Quotient a secondary measure)

Points	• The following points are allocated in all competitions
	  ○ Win – 5 points
	  ○ Loss – 1 point
	  ○ Tie – 3 points
	  ○ Match Abandoned (e.g. a wash out) – 3 points
	  ○ Won on forfeit – 5 Points
	  ○ Loss on forfeit – 0 points
	• Points for BYE
	  ○ 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:
	  ❖ A team plays 17 games with 1 bye
	  ❖ They score 65 points from a maximum of 90 points
	  ❖ (65 / 90) x 100 = 72%
	  ❖ 5 points are possible for each game, therefore 72% of 5 = 3.6
	  ❖ Total points for the season are 65 + 3.6 = 68.6 points

Quotient	• Team quotient is:
	  ○ Runs scored divided by wickets lost: divided by;
	  ○ Runs conceded divided by wickets taken

MWJCA Discretion	• The MWJCA retains the discretion to amend the basis that ranks teams in competition ladders during the season • If the basis of ladder rankings is changed, it will only be done in consultation with the relevant clubs and the principle of fairness is followed • For example, where teams are regraded during the season and moved between competitions, it may be preferable to move the ladder to “average points” rather than points as above

Club Championship Criteria

Ladders	• Competition ladders are kept for all competitions • Position on ladders are based on points earned from matches (with Quotient a secondary measure)

Points	• The Club Championship will be awarded based on the following criteria
	• Each team will be awarded points based on its final position on the ladder after the regular season:
	  ○ 1st – 20 points
	  ○ 2nd – 18 points
	  ○ 3rd – 17 points
	  ○ 4th – 16 points
	  ○ 5th – 15 and so on sequentially through
	• A bonus 1 point is added to first-place teams other than Division 1
	• 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
	• The Club with the highest CCS shall be declared MWJCA Club Champions for that season
	• 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 second- place Division 1 teams shall be declared the Club Champions.
	• If this result is also equal, the Club with the highest number of third-place Division 1 teams shall be declared the Club Champions.
	• If this result is also equal, the Club with the highest number of first-place Division 2 teams shall be declared the Club Champions, and so on

Determining Premiers & Finals Structure

Stage 1	• There are no semi-finals or grand finals in Stage 1 • The team with most competition points at the end of the season will be declared premiers • Should multiple teams end the season on the same number of points, then they shall be declared joint premiers
Stage 2/3	• The top 4 teams in each age division will progress to a final's series comprising semi-finals and grand final, with the winner of the grand final being declared premiers • If more than one team are on equal competition points at the end of the regular season, the final placings shall be determined by the higher team net quotient • If teams are equal on all of the above then final placings shall be determined by the highest total of runs scored by the teams in a season

Stage 2/3 - Finals Structure	TOP 4
	• Finals matches will be scheduled as follows:
	  ◦ Semi-final 1: 1st v 4th
	  ◦ Semi-final 2: 2nd v 3rd
	• Grand final: winner semi-final 1 v winner semi-final 2
	• No third-place play-off will be played
	
	5th PLACE ONWARDS
	• For teams finishing 5th onwards, there will be a playoff between paired teams – i.e. 5th v 6th, 7th v 8th etc. played on the same day as semi-finals.

Stage 2/3 – Finals (Umpires)	• Where possible, independent umpires will be appointed for grand finals • Such umpires will officiate at the bowler's end for the duration of the game

Finals Qualification – Players (Stage 2 and 3 only)

Qualification	• For a player to automatically qualify to play in a semi-final or grand final match for a team, during the regular season, a player must have:
	  ◦ played in at least 6 games for that team **AND;**
	  ◦ batted and/or bowled in at least 6 games for that team

Fill-ins	• If a team does not have enough qualified players for a full team (e.g. 9 in Stage 2, 11 in Stage 3) in a semi-final or grand final match, a club may apply to the MWJCA for a dispensation for a fill-in player, with reference to the following:
	  ◦ Available positions in the team must be filled by players with the highest number of matches for that team, with players selected in order of number of games played for the team (e.g. a player who has filled in for 2 matches will not be granted dispensation to play a semi-final ahead of someone who has played 3 matches)
	  ◦ 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 (subject to MWJCA approval)
	• A representative player (current season) may not fill-in for any semi-final or grand final match, no exceptions

Breach	• If a team fields a player in a semi-final or grand final match that there are not permitted to, they will be deemed to have forfeited the game

Wet Weather Procedures

Procedures	• Decisions about whether a game should proceed due to wet weather should to be made by coaches and managers on the day, based on conditions at the ground • A match must be abandoned without play if the ground is closed for cricket by the Northern Beaches Council – see Sportsfield status during wet weather) • If the ground is unsafe for play, or if persistent and heavy rain is present and is forecast for a period that means the minimum overs cannot be achieved, the game should be abandoned. • Both teams (Coaches and Managers) must agree to either commence, or re-commence a game due to rain and general ground conditions. If they do not agree, then the game does not proceed • A result can only be achieved if a game commences by a time within which the minimum overs can still be bowled – e.g. 10 overs per side in Stage 1 (requires 1 hour of play) and 15 overs per side in Stage 2/3 (requires 2 hours of play) • In Stage 1, 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 • In Stage 2/3, teams must remain at the ground until two hour's after the allotted start time – e.g. 10.00 am for an 8:00am normal start, or 3:00pm where a 1:00pm start. • If after this time conditions have not improved play can be called off and the match abandoned
Thunder Storms & Lightning	• In the event of a thunder-storm in the vicinity it is the responsibility of the coaches and managers or Coaches to see that ALL players leave the field and obtain shelter • The 30/30 rule should be used i.e. if you see lightning, count in seconds until you hear the thunder, if the thunder is heard within 30 seconds of the lightning you must abandon the game for at least 30 minutes or until the storm has passed
Rain During a Game	• In all cases, games should be managed to remain within the total game time • Play must not commence at the start of the day or after a break if it is raining • Play must not commence if the pitch or outfield is unsafe for play • If a small section of outfield that does not impact on game play is unfit for play it may be marked using boundary markers and if the ball enters the area deemed a dead ball. This must be the same for both teams for the entire match LOSS OF OVERS • For all age groups - If time is lost prior to the game commencing, the total number of overs to be faced by both teams must be reduced to keep the game within the total allocated game time • In Stage 1 - an over is lost for every 3 minutes of play • In Stage 2/3 – an over is lost for every 4 minutes of play • For example, if 40 minutes is lost, 10 overs are reduced from the total game allocation – for a 30 over per innings game, this means 25 overs can be faced by each team)

Stage 1 (U10/11)	• A result can only be achieved if both teams have:
	  ◦ faced the same number of overs; and
	  ◦ faced a minimum of 10 overs
	• If rain delays the start of play, and the number of overs for both teams is adjusted prior to the start of play, the number of balls faced by each batter must be calculated by dividing the number of balls available by the number of batters in the team
	• If rain stops play during the first innings, 1 over is lost for every 3 minutes
	• Coaches and managers must allocate remaining overs evenly amongst teams, and in a practical way, so that each team can face the same number of overs (and balls to be faced by batters adjusted accordingly)
	• If rain impacts the second innings only, the innings is reduced by 1 over for every 3 minutes lost and the balls to be faced by remaining batters adjusted accordingly
	• The score of the team batting first at the end of the overs the second team bats for will be taken as the score for the purpose of determining a winner (if the second innings is shortened to 16 overs, the score of the first team after 16 overs will be the adjusted target score)

Stage 2/3	• A result can only be declared if both teams have had the opportunity to bat for at least 15 overs, unless one team has been dismissed in less than 15 overs, or unless the team batting second scores enough runs to win in less than 15 overs • The team batting first must complete their full innings as agreed prior to the start of play (e.g. 30 overs or what was agreed prior to play), unless they are dismissed. • If rain stops play at any time during the game, 1 over is lost from the innings of the team batting second for every 4 minutes of game time lost

	• If the team batting second is not dismissed and cannot face the same number of overs the team batting first were entitled to, the team with the higher run rate (to 3 decimal places) will be declared the winner (if at least 15 overs were faced by the team batting second) • If the team batting first is dismissed before completion of their overs, the run rate is calculated using the full number of overs they would have been entitled to • Play must continue until the scheduled finish of play unless both teams agree there is no chance of a result, the team bowling second may attempt to bowl the team batting second out in less than 15 overs if there is game time remaining
Participation rules adjustments – Stage 2	• 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 reduction in the balls faced by a batter before retiring, and no change in the participation rules • Where an innings is reduced to between 15 and 20 overs there will be a reduction in the maximum number of overs per bowler to 3, the nominated bowlers must bowl first and bowl at least two overs before any other player bowls, and the balls faced by a batter before retiring will be 25
Participation rules adjustments – Stage 3	• 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 • 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 • 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. Other players shall only be permitted to bowl once each of the nominated bowlers has bowled at least 3 overs each • Where an innings is reduced to between 15 and 18 overs there will be no change in the participation rules except that maximum number of overs per bowler will be 3. Other players shall only be permitted to bowl once each of the nominated bowlers has bowled at least 2 overs
Safety	• At all times, player safety must be the priority when making decisions on play during, or after wet weather
MWJCA Discretion	• Whilst the MWJCA does not ordinarily cancel games due to wet weather, it may do so in the event that extreme rain is forecast • This decision will be made on Friday evening based on more accurate and updated weather forecasts, and will be communicated directly to all Member clubs

Extreme Heat Procedures

Procedures	• Junior and adolescent players are at a higher risk of heat illness, compared to adult and elite players. • As such a more conservative approach to playing in the heat is required for those under the age of 18 years of age, especially the very young players • This procedure aims to ensure that decisions made during conditions of extreme heat are objective and automatic for the benefit of players and volunteers.

Heat Management	• Prior to the commencement of play and during games, the coaches and managers of both teams must consider heat safety to determine the number and duration of drinks intervals or whether play should be abandoned based on forecast and actual temperatures
	• Cricket Australia has developed a Heat Stress Risk Index (HSRI) tool specifically for the junior participants that assess heat stress risk based on air temperature in the shade (oC); wind speed (in km/h); relative humidity (%); and, sun exposure (clear sky, partly cloudy, overcast or night).
	• The Junior HSRI tool available at Play Cricket should be used in matches and training sessions involving players under the age of 18.
	• The Bureau of Meteorology ("BOM") App shall be the official (and only) source of temperature data, to input data into the HSRI. The "feels like" temperature shall be the official temperature measurement. Location data should be enabled in the BOM App to allow accurate readings
	• If weather conditions are expected to be 4 or higher on the HSRI, regular (possibly hourly) HSRI measures should be performed and the recommended in Heat Stress Management Interventions outlined below implemented:
	  ○ HSRI rating is between 0 to 3 (inclusive): conditions not extreme, manage heat as usual (drinks, wear hats, long sleeve shirts, apply sunscreen etc.).
	  ○ HSRI rating is between 4 to 7 (inclusive): consider extra, or more regular, drink breaks (e.g. every 20-30 mins).
	  ○ Once HSRI is >5 be extra vigilant in monitoring Participants that exhibit signs of heat stress illness such as muscle cramping, dizziness, excessive fatigue etc.
	  ○ HSRI rating is between 8 to 10 (inclusive): have longer drinks breaks to allow Participants to come off the field to cool down and rehydrate for an extended period (e.g. 15-30 mins).
	  ○ HSRI rating is above 10: matches must be suspended until conditions have improved (<10) for a minimum 30 minutes before a match can recommence. If the HSRI does not improve (<10) then the match must be abandoned. If players do not have access to cooler conditions to shelter during the period play is suspended, the match should be abandoned.
	• At all times common sense and the wellbeing of players is to have the highest priority

MWJCA Discretion	• The MWJCA may cancel a day's play if the forecast temperature is 38 degrees or more for an extended period during the day • This decision will be made on Friday evening based on more accurate and updated temperature forecasts with reference to the Cricket Australia HSRI, and will be communicated directly to all Member clubs

The Laws of Cricket

The MWJCA plays under the Laws of Cricket as owned by the MCC.

Unless listed in the table below, or the Stage 1, 2 or 3 Playing Conditions, the Laws of Cricket shall apply

Unfair Movement in the Field	• 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.
Incoming Batter	• 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

Stage 1 Playing Conditions – Under 10 & 11 Boys

Overs	• 20 overs per team
Team	• A full team consists of 7 players; however, a team may have a maximum 9 players registered • 5 players per team is the minimum required to play (less is a forfeit) • 9 players is the maximum allowed to play in a match • When fielding/bowling, a maximum of 7 players are allowed on the field
Pre-Game	• Teams must be in Play HQ by 8pm Friday before the game • Captains should complete the 'toss using either a coin or bat flip 20 minutes prior to the start of play • Each team must be on the field and ready to play before the scheduled start time
Scoring	• There must always be two scorers present, one from each team • All games must be live scored using Play HQ with the home team responsible using live scoring • A second scorer (away team) **must score using a score book** as a back-up if Play HQ or the device being used fails • Scorers should compare details progressively (at least at the end of each over) • Game results (including any amendments/corrections) must be completed by 8am the following Thursday
Field Set Up	• The field must be set up by the home team at least 20 minutes prior to the scheduled start of play (away team to provide one set of stumps) • Batting is from one end only • 16m pitch measured from stump to stump (use blue lines- chalk/paint at the bowling end) • 1.22m crease from stumps to popping crease • Traditional wooden stumps (no metals tips/tops) or spring-loaded wooden stumps must be used • U10 - 30m boundary (maximum) measured in a circle from the batting end stumps • U11 - 35m boundary (maximum) measured in a circle from the batting end stumps • Plastic cones are to be used as boundary markers • The boundary is an imaginary straight line from the innermost edge of the boundary markers • If an object (e.g. tree, light post, goal post) is close to the boundary or within the boundary then the boundary markers must be placed in a safe position closer to the pitch • Team and player kit bags, chairs, gazebo's, tents etc must be at least 3m outside the boundary
Time	• Game time must not exceed 2 hours and 10 minutes from the scheduled start of play • Each innings must be completed in 1 hour (20 overs x 3 mins per over) excluding drinks • A quick drinks break should be taken after 10 overs, and a max break of 5 mins between innings should be taken • Additional drinks breaks may be taken on particularly hot days in line with Extreme Heat Procedures • Coaches/umpires must monitor game time and keep the game moving so that following games are not delayed • If a game starts 5 or more minutes late, overs shall be reduced from the game per Wet Weather Procedures
Player Safety	• Parents and guardians have the responsibility for their own children when attending games, including ensuring appropriate sun protection (including hats) and hydration. • Both teams must inspect the pitch/field and agree that it is fit and safe for play • If the field is unfit for play due to it being wet, the game must be managed in line with wet weather procedures
Weather	• Refer Wet Weather Procedures and Extreme Heat Procedures
Equipment	• Ball must be a white Kookaburra Star • Pads, gloves, protectors (box) and compliant helmet's (BS7928:2013) must be worn whilst batting and wicket keeping. No exceptions. This includes training and pre-game warm-ups. • If, during play, the ball is lost or both umpires agree that it has become unfit for play through normal use, the umpires can replace it with a ball with wear comparable to ball being replaced
Coaching / Umpiring	• A coach or manager may give advice to players, i.e. to batters and bowlers and regarding field placements, only when the ball is DEAD, not during play • The bowling team shall umpire from the bowler's end to allow them to coach the bowler and fielders • Bowling end umpire is responsible for calling wides and no-balls (may ask for assistance from square leg umpire)

Dismissals	• Unlimited dismissals • For each dismissal 4 runs are added to the bowling team's score • The following dismissals apply in this format: Bowled, Caught, Run Out, Stumped, Hit Wicket • A batter may be warned if they are using their pads to deliberately block the stumps without attempting to use their bat to hit the ball, and be given out LBW if it occurs again • A batter may be dismissed off a no ball only if run out • A batter may only be dismissed of a wide ball if run out or stumped

Batting	• The batting side shall face 20 overs (unless wet weather forcing a reduction in overs), there are no declarations
	• All players must bat, and face an equal amount of balls
	• The following retirement rules apply:
	  ○ 5 player team – batters retire at 24 balls
	  ○ 6 player team – batters retire at 20 balls
	  ○ 7 player team – batters retire at 17 balls
	  ○ 8 player team – batters retire at 15 balls
	  ○ 9 player team – batters retire at 13 balls
	• If there is an extra ball to be bowled, the batter facing at the time will face the extra (last) ball (i.e. 17 x 7 = 119)
	• Batters to retire (record as "retired, not out") as soon as they face their allotted balls, not the end of the over
	• All balls (including no balls and wides) are included in the batter's ball count
	• Batters to swap ends following a dismissal (except run outs)
	• Recommend that batters are rotated week to week so that they bat in all positions over the course of the season
	• Batters must be padded up and ready to commence their innings when required to keep the game moving

Bowling	• Bowling must be from the same end • Maximum overs bowled by a player is 4 overs • A maximum of 6 balls per over (wides and no balls are not re-bowled) • All players must bowl (wicket keepers must bowl at least one over each) • No bowler may bowl 2 consecutive overs • 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.
No Balls	• A ball that bounces more than once before the reaching the popping crease (includes a rolling ball) • A full toss that passes, or would have passed, above the batter's waist height in their normal batting position • A short-pitched ball that passes the batter above their shoulder in their normal batting position (no bouncers) • A bowler throws the ball • A ball bowled that lands off the pitch prior to passing the batters stumps. A batter may hit a ball that has landed off the pitch, only if they have at least one foot still on the pitch (this is still a no ball if the batter hits it) • For under 11/1s - where no part of the bowler's front-foot lands behind the popping crease • For under 10s and 11/2s umpires should manage front-foot no balls with discretion and for the betterment of the game (i.e. supporting bowlers who struggle to bowl over 16m) • A no ball shall score 1 run, plus whatever other runs or byes are scored off that delivery • Only the bowler's end umpire may call no balls (they may ask for signal assistance from the square leg umpire)
Wides	• A ball (not being a no-ball) bowled so wide that it is out of the batter's reach in their normal batting position • A wide shall score one run, plus whatever other byes (recorded as wides) are scored off that delivery
Fielding	• Rotation of fielders is required to ensure all players experience all positions • No fielders are to be within 15 metres of the batters popping crease until ball is hit by, or reaches the batter to encourage singles and safety. If a player enters this space, a dead ball shall be called. Teams may wish to mark this space using spray paint on the grass • Each team is required to use 2 wicket keepers (10 overs each) • If more than 7 players are present, they should rotate on/off the field at the end of each over • Substitute fielders (age qualified), are allowed and may wicket keep, however cannot bat or bowl
Backing Up	• For Stage 1, where a batter is leaving their ground early, the bowlers end Umpire shall advise the Batter that they must remain in their ground until the bowler is releasing the ball. • 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. • 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 Laws of Cricket regarding runouts shall be applied to each batter

A breach of these rules may result in a forfeit, loss of competition points or a warning issued by the MWJCA. Complaints, disputes, or claims for forfeits must be confirmed in writing to the MWJCA Secretary by the Club lodging the claim or protest by no later than 8pm on the day after the match.

Stage 2 Playing Conditions – Under 12, Under 13, & Under 14 (Div 2) Boys

Overs	• 30 overs per team
Team	• A full team consists of 9 players; however, a team may have a maximum 11 players registered • 7 players per team is the minimum required to play (less is a forfeit) • 11 players is the maximum allowed to play in a match
Pre-Game	• Teams must be in Play HQ by 8pm Friday before the game • Captains should complete the 'toss using either a coin or bat flip 20 minutes prior to the start of play • Each team must be on the field and ready to play before the scheduled start time • Teams must provide their opponents with a team sheet listing the nominated batters, bowlers and wicket keeper. Nominations cannot be changed after the game starts
Scoring	• There must always be two scorers present, one from each team • All games must be live scored using Play HQ with the home team responsible using live scoring • A second scorer (away team) **must score using a score book** as a back-up if Play HQ or the device being used fails • Scorers should compare details progressively (at least at the end of each over) • Game results (including any amendments/corrections) must be completed by 8am the following Thursday
Field Set Up	• The field must be set up by the home team at least 20 minutes prior to the scheduled start of play • Batting is from both ends • 18m pitch from stump to stump (use yellow lines- chalk/paint) for U12/U13, OR (in this age group only), teams may place stumps on the full pitch popping crease (17.7m) and mark a popping crease 1.22m from stumps • 20.12m (full length) pitch measured from stump to stump for U14/2 • 1.22m crease from stumps to popping crease • Traditional wooden stumps (no metals tips/tops) at one end, or spring-loaded wooden stumps must be used • 40m boundary (maximum) measured in a circle from the centre of the pitch for U12/U13 • 45m boundary (maximum) measured in a circle from the centre of the pitch for U14/2 • Plastic cones are to be used as boundary markers • The boundary is an imaginary straight line from the innermost edge of the boundary markers • If an object (e.g. tree, light post, goal post) is close to the boundary or within the boundary then the boundary markers must be placed in a safe position closer to the pitch • Team and player kit bags, chairs, gazebo's, tents etc must be at least 3m outside the boundary
Time	• Game time must not exceed 4 hours and 15 minutes from the scheduled start of play • Each innings must be completed in 2 hours (30 overs x 4 mins per over) excluding drinks • A quick drinks break should be taken after 15 overs, and a max break of 10 mins between innings should be taken • Additional drinks breaks may be taken on particularly hot days in line with Extreme Heat Procedures • Coaches/umpires must monitor game time and keep the game moving so that following games are not delayed • If a game starts 5 or more minutes late, overs shall be reduced from the game per Wet Weather Procedures • Teams must have the minimum number of players ready to play within ten minutes of the scheduled start time, if not the opposing team may claim the match via forfeit
Player Safety	• Parents and guardians have the responsibility for their own children when attending games, including ensuring appropriate sun protection (including hats) and hydration. • Both teams must inspect the pitch/field and agree that it is fit and safe for play • If the field is unfit for play due to it being wet, the game must be managed in line with Wet Weather Procedures
Weather	• Refer Wet Weather Procedures and Extreme Heat Procedures
Equipment	• U12/U13 - Ball must be a white, two-piece 142g Kookaburra ball (Practice (26-27 only) Crown, Colt, Red King) • U14/2 – Ball must be a white, two-piece 156g Kookaburra ball (Practice (26/27 only), Crown, Colt, Red King) • Pads, gloves, protectors (box) and compliant helmet's (BS7928:2013) must be worn whilst batting and wicket keeping. No exceptions. This includes training and pre-game warm-ups. • If, during play, the ball is lost or both umpires agree that it has become unfit for play through normal use, or a wet ball that is unfit for play, the umpires may replace it with a ball with wear comparable to ball being replaced.
Coaching / Umpiring	• In U12s – a coach or manager may give advice to players, i.e. to batters and bowlers and regarding field placements, only when the ball is DEAD, not during play • In U13s and U14/2 – a manager or coach may give advice to players, i.e. to batters and bowlers and regarding field placements, IN BETWEEN OVERS only • Bowling end umpire is responsible for calling wides and no-balls (may ask for assistance from square leg umpire)
Dismissals	• The following dismissals apply in this format: Bowled, Caught, LBW, Run Out, Stumped, Hit Wicket • A batter may only be dismissed off a no ball, or a free-hit following a no ball, if run out • A batter may only be dismissed of a wide ball if run out or stumped
Batting	• Participation rules: ○ When there are 8 or more players in a team, 4 players must be nominated as batters

	○ If there are 7 players in a team, 3 players must be nominated as batters ○ Nominated batters MUST bat before nominated bowlers ○ The nominated wicket-keeper may bat at any spot in the order however they must not be counted as a nominated batter • Only 9 players bat if there are 9 or more players in the team • A batter must retire after facing 35 deliveries • All legal balls and no balls are included in the batter's ball count (wides are not) • If all batters are dismissed or retired, retired batters may return to the crease in the same order they retired in • An innings is complete if 30 overs are bowled or when the batting team is dismissed (no last man carries)
Bowling	• Participation rules ○ Where there are 9 players in a team, 4 players must be nominated as bowlers ○ Where there are 7 or 8 players in a team, 3 players must be nominated as bowlers ○ Nominated bowlers must bowl first (e.g. numbers 1, 2, 3 and 4 if a 9-player team), and bowl at least 3 overs each before any other player bowls. Where there are 3 nominated bowlers, then the next (4th) bowler may start their spell whilst the last (3rd) bowler is completing their 3 overs ○ The nominated wicket keeper cannot also be a nominated bowler ○ All players must bowl (except for the nominated wicket keeper) • Maximum overs bowled by a player are 4 overs where there are 9 or more players in a team. Where a team has 8 players, 2 players may bowl a maximum of 5 overs each. Where a team has seven players, all players may bowl 5 a maximum of overs each • Bowlers must be rested for double the number of overs that they bowl in a spell (of at least two overs) • Max 8 balls per over (incl wides and no balls), except for 30th over of innings which must have 6 legal deliveries • No bowler may bowl 2 consecutive overs • 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
No Balls	• Where no part of the bowler's front-foot lands behind the popping crease (includes a rolling ball) • A ball that bounces more than once before the reaching the popping crease • A full toss that passes, or would have passed, above the batter's waist height in their normal batting position • A short-pitched ball that passes the batter above their shoulder in their normal batting position (no bouncers) • A ball bowled that lands off the pitch prior to passing the batters stumps. A batter may hit a ball that has landed off the pitch, only if they have at least one foot still on the pitch (this is still a no ball if the batter hits it) • A bowler throws the ball • FREE HIT: For U12/1, U13/1 and U14/2 only - all no balls will receive a free hit on the following ball from the same bowler, in the same over. If a no ball is bowled on the final ball of the over, the free hit does not carry over to the first ball of the next over. Unless the batters have changed strike, fielders must remain in the same place as they were for the no ball • A no ball shall score 1 run, plus whatever other runs or byes are scored off that delivery • Only the bowler's end umpire may call no balls (they may ask for signal assistance from the square leg umpire)
Wides	• A ball (not being a no ball) bowled so wide that it is out of the batter's reach in their normal batting position • A wide shall score one run, plus whatever other byes (recorded as wides) are scored off that delivery
Fielding	• Participation rules: ○ One wicket keeper only must be nominated as a wicket keeper; however, teams may use two wicket keepers in a match - change after 15 overs). ○ The nominated wicket keeper may be the first or second keeper ○ The nominated wicket keeper must not also be a nominated batter or bowler • When fielding/bowling, a maximum of 9 players are allowed on the field • Rotation of fielders is recommended to ensure all players experience all positions • Except for the wicket keeper and one slips/gully fielder, no fielders are to be within 10 metres of the batters popping crease until the ball is hit by, or reaches the batter to encourage singles and safety. If a player enters this space, a dead ball shall be called • If more than 9 players are present, they should rotate on/off the field at the end of each over • Substitute fielders (age qualified), are allowed and may wicket keep, however they cannot bat or bowl
Nominations	• Nominated batters and bowlers **must** change (rotate) between matches to ensure that all players in a team participate as nominated batters and nominated bowlers over the season. Timing is at the discretion of the coach/team. Note: this rule is not intended to force a player 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 be a nominated bowler, in the interests of participation

A breach of these rules may result in a forfeit, loss of competition points or a warning issued by the MWJCA. A breach of participation rules will result in a warning (first offence), a loss of the points earned in the match thereafter, and a loss of match in a finals game. Complaints, disputes, or claims for forfeits must be confirmed in writing to the MWJCA Secretary by the Club lodging the claim or protest by no later than 8pm on the day after the match.

Stage 3 Playing Conditions – Under 14 (Div 1), and Under 16 Boys

Overs	• 30 overs per team
Team	• A full team consists of 11 players; however, a team may have a maximum 13 players registered • 7 players per team is the minimum required to play (less is a forfeit) • 13 players is the maximum allowed to play in a match
Pre-Game	• Teams must be in Play HQ by 8pm Friday before the game • Captains should complete the 'toss using either a coin or bat flip 20 minutes prior to the start of play • Each team must be on the field and ready to play before the scheduled start time • Teams must provide their opponents with a team sheet, which lists the nominated batters, bowlers and wicket keeper. Nominations cannot be changed after the game starts
Scoring	• There must always be two scorers present, one from each team • All games must be live scored using Play HQ with the home team responsible using live scoring • A second scorer (away team) **must score using a score book** as a back-up if Play HQ or the device being used fails • Scorers should compare details progressively (at least at the end of each over) • Game results (including any amendments/corrections) must be completed by 8am the following Thursday
Field Set Up	• The field must be set up by the home team at least 20 minutes prior to the scheduled start of play • Batting is from both ends • 20.12m (full length) pitch measured from stump to stump (use white lines- chalk/paint) • 1.22m crease from stumps to popping crease • Traditional wooden stumps must be used • U14 - 45m boundary (maximum) measured in a circle from the centre of the pitch • U16 - 50m boundary (maximum) measured in a circle from the centre of the pitch • Plastic cones are to be used as boundary markers • The boundary is an imaginary straight line from the innermost edge of the boundary markers • If an object (e.g. tree, light post, goal post) is close to the boundary or within the boundary then the boundary markers must be placed in a safe position closer to the pitch • Team and player kit bags, chairs, gazebo's, tents etc must be at least 3m outside the boundary
Time	• Game time must not exceed 4 hours and 15 minutes from the scheduled start of play • Each innings must be completed in 2 hours (30 overs x 4 mins per over) excluding drinks • A quick drinks break should be taken after 15 overs, and a max break of 10 mins between innings should be taken • Additional drinks breaks may be taken on particularly hot days in line with Extreme Heat Procedures • Coaches/umpires must monitor game time and keep the game moving so that following games are not delayed • If a game starts 5 or more minutes late, overs shall be reduced from the game per Wet Weather Procedures • Teams must have the minimum number of players ready to play within ten minutes of the scheduled start time, if not the opposing team may claim the match via forfeit
Player Safety	• Parents and guardians have the responsibility for their own children when attending games, including ensuring appropriate sun protection (including hats) and hydration. • Both teams must inspect the pitch/field and agree that it is fit and safe for play • If the field is unfit for play due to it being wet, the game must be managed in line with Wet Weather Procedures
Weather	• Refer Wet Weather Procedures and Extreme Heat Procedures
Equipment	• Ball must be a white, two-piece 156g Kookaburra ball (Practice (26/27 only), Crown, Colt, Red King) • Pads, gloves, protectors (box) and compliant helmet's (BS7928:2013) must be worn whilst batting and when keeping up within 2 metres of the stumps whilst wicket keeping. No exceptions. This includes training and pre-game warm-ups. • If, during play, the ball is lost or both umpires agree that it has become unfit for play through normal use, or a wet ball that is unfit for play, the umpires may replace it with a ball with wear comparable to ball being replaced.
Coaching / Umpiring	• A coach or manager must NOT give advice to players during game play and must only give advice during drinks, or innings' breaks • Bowling end umpire is responsible for calling wides and no-balls (may ask for assistance from square leg umpire)
Dismissals	• The following dismissals apply in this format: Bowled, Caught, LBW, Run Out, Stumped, Hit Wicket • A batter may only be dismissed off a no ball, or a free-hit following a no ball, if run out • A batter may only be dismissed of a wide ball if run out or stumped

Batting	• Participation rules:
	  ○ If 10 or more players, 5 players must be nominated as batters
	  ○ If 8 or 9 players, 4 players must be nominated as batters
	  ○ If 7 players, 3 players must be nominated as batters
	  ○ Nominated batters MUST bat before nominated bowlers
	  ○ The nominated wicket-keeper may bat at any spot in the order however they must not be counted as a nominated batter

	• Only 11 players bat (if there are 11 or more players in the team) • A batter must retire after facing 15 full overs (disregard the first over if it is not a full over) • If all batters are dismissed or retired, retired batters may return to the crease in the same order they retired in • An innings is complete if 30 overs are bowled or when the batting team is dismissed (no last man carries)

Bowling	• Participation rules:
	  ○ If 11 or more players, then 5 players must be nominated as bowlers
	  ○ If 9 or 10 players, then 4 players must be nominated as bowlers
	  ○ If 7 or 8 players, then 3 players must be nominated as bowlers
	  ○ Nominated bowlers must bowl first (e.g. numbers 1, 2, 3, 4 and 5 if an 11-player team), and bowl at least 3 overs each before any other player bowls. Where there are an odd number of nominated bowlers (e.g. 5), then the next (6th) bowler may start their spell whilst the last (5th) bowler is completing their 3 overs
	  ○ The nominated bowlers, plus at least three other players must bowl
	  ○ The nominated wicket keeper cannot also be a nominated bowler
	• Maximum overs bowled by a player are 6 overs
	• A bowler may not bowl more than 4 overs in a spell
	• Bowlers must be rested for double the number of overs that they bowl in a spell (of at least two overs)
	• Max 8 balls per over (incl wides and no balls), except for 30th over of innings which must have 6 legal deliveries
	• No bowler may bowl 2 consecutive overs
	• 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

No Balls	• Where no part of the bowler's front-foot lands behind the popping crease (includes a rolling ball) • A ball that bounces more than once before the reaching the popping crease • A full toss that passes, or would have passed, above the batter's waist height in their normal batting position • A short-pitched ball that passes the batter above their shoulder in their normal batting position (no bouncers) • A ball bowled that lands off the pitch prior to passing the batters stumps. A batter may hit a ball that has landed off the pitch, only if they have at least one foot still on the pitch (this is still a no ball if the batter hits it) • A bowler throws the ball • FREE HIT: All no balls will receive a free hit on the following ball from the same bowler, in the same over. If a no ball is bowled on the final ball of the over, the free hit does not carry over to the first ball of the next over. Unless the batters have changed strike, fielders must remain in the same place as they were for the no ball • A no ball shall score 1 run, plus whatever other runs or byes are scored off that delivery • Only the bowler's end umpire may call no balls (they may ask for signal assistance from the square leg umpire)
Wides	• A ball (not being a no ball) bowled so wide that it is out of the batter's reach in their normal batting position • A wide shall score one run, plus whatever other byes (recorded as wides) are scored off that delivery

Fielding	• Participation rules:
	  ○ One wicket keeper only must be nominated as a wicket keeper (however teams may use two wicket keepers in a match - change after 15 overs).
	  ○ The nominated wicket keeper may be the first or second keeper
	  ○ The nominated wicket keeper must not also be a nominated batter or bowler
	• When fielding/bowling, a maximum of 11 players are allowed on the field
	• Rotation of fielders is required to ensure all players experience all positions
	• Except for the wicket keeper and slips/gully fielders, no fielders are to be within 10 metres of the batters popping crease until the ball is hit by, or reaches the batter to encourage singles and safety. If a player enters this space, a dead ball shall be called
	• One wicket keeper only must be nominated as a wicket keeper; however, teams may use two wicket keepers in a match (change after 15 overs)
	• If more than 11 players are present, they should rotate on/off the field at the end of each over
	• Substitute fielders (age qualified), are allowed and may wicket keep, however they cannot bat or bowl

Nominations	• Nominated batters and bowlers **must** change (rotate) between matches to ensure that all players in a team participate as nominated batters and nominated bowlers over the season. Timing is at the discretion of the coach/team. Note: this rule is not intended to force a player 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 be a nominated bowler, in the interests of participation

A breach of these rules may result in a forfeit, loss of competition points or a warning issued by the MWJCA. A breach of participation rules will result in a warning (first offence), a loss of the points earned in the match thereafter, and a loss of match in a finals game. Complaints, disputes, or claims for forfeits must be confirmed in writing to the MWJCA Secretary by the Club lodging the claim or protest by no later than 8pm on the day after the match.

Stage 1 Playing Conditions – Under 11 Girls

Overs	• 20 overs per team
Team	• A full team consists of 7 players; however, a team may have a maximum 9 players registered • 5 players per team is the minimum required to play (less is a forfeit) • 9 players is the maximum allowed to play in a match • When fielding/bowling, a maximum of 7 players are allowed on the field
Pre-Game	• Teams must be in Play HQ by 8pm Friday before the game • Captains should complete the 'toss using either a coin or bat flip 20 minutes prior to the start of play • Each team must be on the field and ready to play before the scheduled start time
Scoring	• There must always be two scorers present, one from each team • All games must be live scored using Play HQ with the home team responsible using live scoring • A second scorer (away team) **must score using a score book** as a back-up if Play HQ or the device being used fails • Scorers should compare details progressively (at least at the end of each over) • Game results (including any amendments/corrections) must be completed by 8am the following Thursday
Field Set Up	• The field must be set up by the home team at least 20 minutes prior to the scheduled start of play (away team to provide one set of stumps) • Batting is from one end only • 16m pitch measured from stump to stump (use blue lines- chalk/paint at the bowling end) • 1.22m crease from stumps to popping crease • Traditional wooden stumps (no metals tips/tops) or spring-loaded wooden stumps must be used • 30m boundary (maximum) measured in a circle from the batting end stumps • Plastic cones are to be used as boundary markers • The boundary is an imaginary straight line from the innermost edge of the boundary markers • If an object (e.g. tree, light post, goal post) is close to the boundary or within the boundary then the boundary markers must be placed in a safe position closer to the pitch • Team and player kit bags, chairs, gazebo's, tents etc must be at least 3m outside the boundary
Time	• Game time must not exceed 2 hours and 10 minutes from the scheduled start of play • Each innings must be completed in 1 hour (20 overs x 3 mins per over) excluding drinks • A quick drinks break should be taken after 10 overs, and a max break of 5 mins between innings should be taken • Additional drinks breaks may be taken on particularly hot days in line with Extreme Heat Procedures • Coaches/umpires must monitor game time and keep the game moving so that following games are not delayed • If a game starts 5 or more minutes late, overs shall be reduced from the game per Wet Weather Procedures
Player Safety	• Parents and guardians have the responsibility for their own children when attending games, including ensuring appropriate sun protection (including hats) and hydration. • Both teams must inspect the pitch/field and agree that it is fit and safe for play • If the field is unfit for play due to it being wet, the game must be managed in line with wet weather procedures
Weather	• Refer Wet Weather Procedures and Extreme Heat Procedures
Equipment	• Ball must be a pink Kookaburra Star • Pads, gloves, protectors (box) and compliant helmet's (BS7928:2013) must be worn whilst batting and wicket keeping. No exceptions. This includes training and pre-game warm-ups. • If, during play, the ball is lost or both umpires agree that it has become unfit for play through normal use, the umpires can replace it with a ball with wear comparable to ball being replaced
Coaching / Umpiring	• A coach or manager may give advice to players, i.e. to batters and bowlers and regarding field placements, only when the ball is DEAD, not during play • The bowling team shall umpire from the bowler's end to allow them to coach the bowler and fielders • Bowling end umpire is responsible for calling wides and no-balls (may ask for assistance from square leg umpire)

Dismissals	• Unlimited dismissals • For each dismissal 4 runs are added to the bowling team's score • The following dismissals apply in this format: Bowled, Caught, Run Out, Stumped, Hit Wicket • A batter may be warned if they are using their pads to deliberately block the stumps without attempting to use their bat to hit the ball, and be given out LBW if it occurs again • A batter may be dismissed off a no ball only if run out • A batter may only be dismissed of a wide ball if run out or stumped

Batting	• The batting side shall face 20 overs (unless wet weather forcing a reduction in overs), there are no declarations
	• All players must bat, and face an equal amount of balls
	• The following retirement rules apply:
	  ○ 5 player team – batters retire at 24 balls
	  ○ 6 player team – batters retire at 20 balls
	  ○ 7 player team – batters retire at 17 balls
	  ○ 8 player team – batters retire at 15 balls
	  ○ 9 player team – batters retire at 13 balls
	• If there is an extra ball to be bowled, the batter facing at the time will face the extra (last) ball (i.e. 17 x 7 = 119)
	• Batters to retire (record as "retired, not out") as soon as they face their allotted balls, not the end of the over
	• All balls (including no balls and wides) are included in the batter's ball count
	• Batters to swap ends following a dismissal (except run outs)
	• Recommend that batters are rotated week to week so that they bat in all positions over the course of the season
	• Batters must be padded up and ready to commence their innings when required to keep the game moving

Bowling	• Bowling must be from the same end • Maximum overs bowled by a player is 4 overs • A maximum of 6 balls per over (wides and no balls are not re-bowled) • All players must bowl (wicket keepers must bowl at least one over each) • No bowler may bowl 2 consecutive overs • 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.
No Balls	• A ball that bounces more than once before the reaching the popping crease (includes a rolling ball) • A full toss that passes, or would have passed, above the batter's waist height in their normal batting position • A short-pitched ball that passes the batter above their shoulder in their normal batting position (no bouncers) • A bowler throws the ball • A ball bowled that lands off the pitch prior to passing the batters stumps. A batter may hit a ball that has landed off the pitch, only if they have at least one foot still on the pitch (this is still a no ball if the batter hits it) • Umpires should manage front-foot no balls with discretion and for the betterment of the game (i.e. supporting bowlers who struggle to bowl over 16m) • A no ball shall score 1 run, plus whatever other runs or byes are scored off that delivery • Only the bowler's end umpire may call no balls (they may ask for signal assistance from the square leg umpire)
Wides	• A ball (not being a no-ball) bowled so wide that it is out of the batter's reach in their normal batting position • A wide shall score one run, plus whatever other byes (recorded as wides) are scored off that delivery
Fielding	• Rotation of fielders is required to ensure all players experience all positions • No fielders are to be within 15 metres of the batters popping crease until ball is hit by, or reaches the batter to encourage singles and safety. If a player enters this space, a dead ball shall be called. Teams may wish to mark this space using spray paint on the grass • Each team is required to use 2 wicket keepers (10 overs each) • If more than 7 players are present, they should rotate on/off the field at the end of each over • Substitute fielders (age qualified), are allowed and may wicket keep, however cannot bat or bowl
Backing Up	• For Stage 1, where a batter is leaving their ground early, the bowlers end Umpire shall advise the Batter that they must remain in their ground until the bowler is releasing the ball. • 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. • 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 Laws of Cricket regarding runouts shall be applied to each batter

A breach of these rules may result in a forfeit, loss of competition points or a warning issued by the MWJCA. Complaints, disputes, or claims for forfeits must be confirmed in writing to the MWJCA Secretary by the Club lodging the claim or protest by no later than 8pm on the day after the match.

Stage 2 Playing Conditions – Under 13 Girls (20 Overs)

Overs	• 20 overs per team
Team	• A full team consists of 9 players; however, a team may have a maximum 11 players registered • 7 players per team is the minimum required to play (less is a forfeit) • 11 players is the maximum allowed to play in a match
Pre-Game	• Teams must be in Play HQ by 8pm Friday before the game • Captains should complete the 'toss using either a coin or bat flip 20 minutes prior to the start of play • Each team must be on the field and ready to play before the scheduled start time • Teams must provide their opponents with a team sheet listing the nominated batters, bowlers and wicket keeper. Nominations cannot be changed after the game starts
Scoring	• There must always be two scorers present, one from each team • All games must be live scored using Play HQ with the home team responsible using live scoring • A second scorer (away team) **must score using a score book** as a back-up if Play HQ or the device being used fails • Scorers should compare details progressively (at least at the end of each over) • Game results (including any amendments/corrections) must be completed by 8am the following Thursday
Field Set Up	• The field must be set up by the home team at least 20 minutes prior to the scheduled start of play • Batting is from both ends • 18m pitch from stump to stump (use yellow lines- chalk/paint) teams may place stumps on the full pitch popping crease (17.7m) and mark a popping crease 1.22m from stumps • 1.22m crease from stumps to popping crease • Traditional wooden stumps (no metals tips/tops) at one end, or spring-loaded wooden stumps must be used • 35m boundary (maximum) measured in a circle from the centre of the pitch • Plastic cones are to be used as boundary markers • The boundary is an imaginary straight line from the innermost edge of the boundary markers • If an object (e.g. tree, light post, goal post) is close to the boundary or within the boundary then the boundary markers must be placed in a safe position closer to the pitch • Team and player kit bags, chairs, gazebo's, tents etc must be at least 3m outside the boundary
Time	• Game time must not exceed 3 hours from the scheduled start of play • Each innings must be completed in 1 hours 20 minutes (20 overs x 4 mins per over) excluding drinks • A quick drinks break should be taken after 15 overs, and a max break of 10 mins between innings should be taken • Additional drinks breaks may be taken on particularly hot days in line with Extreme Heat Procedures • Coaches/umpires must monitor game time and keep the game moving so that following games are not delayed • If a game starts 5 or more minutes late, overs shall be reduced from the game per Wet Weather Procedures • Teams must have the minimum number of players ready to play within ten minutes of the scheduled start time, if not the opposing team may claim the match via forfeit
Player Safety	• Parents and guardians have the responsibility for their own children when attending games, including ensuring appropriate sun protection (including hats) and hydration. • Both teams must inspect the pitch/field and agree that it is fit and safe for play • If the field is unfit for play due to it being wet, the game must be managed in line with Wet Weather Procedures
Weather	• Refer Wet Weather Procedures and Extreme Heat Procedures
Equipment	• Ball must be a pink, two-piece 142g Kookaburra ball (Practice (26-27 only) Crown, Colt, Red King) • Pads, gloves, protectors (box) and compliant helmet's (BS7928:2013) must be worn whilst batting and wicket keeping. No exceptions. This includes training and pre-game warm-ups. • If, during play, the ball is lost or both umpires agree that it has become unfit for play through normal use, or a wet ball that is unfit for play, the umpires may replace it with a ball with wear comparable to ball being replaced.
Coaching / Umpiring	• A coach or manager may give advice to players, i.e. to batters and bowlers and regarding field placements, only when the ball is DEAD, not during play • Bowling end umpire is responsible for calling wides and no-balls (may ask for assistance from square leg umpire)
Dismissals	• The following dismissals apply in this format: Bowled, Caught, LBW, Run Out, Stumped, Hit Wicket • A batter may only be dismissed off a no ball, or a free-hit following a no ball, if run out • A batter may only be dismissed of a wide ball if run out or stumped

Batting	• Participation rules:
	  ○ When there are 8 or more players in a team, 4 players must be nominated as batters
	  ○ If there are 7 players in a team, 3 players must be nominated as batters
	  ○ Nominated batters MUST bat before nominated bowlers
	  ○ The nominated wicket-keeper may bat at any spot in the order however they must not be counted as a nominated batter
	• Only 9 players bat if there are 9 or more players in the team
	• A batter must retire after facing 25 deliveries

	• All legal balls and no balls are included in the batter's ball count (wides are not) • If all batters are dismissed or retired, retired batters may return to the crease in the same order they retired in • An innings is complete if 20 overs are bowled or when the batting team is dismissed (no last man carries)

Bowling	• Participation rules
	  ○ Where there are 9 players in a team, 4 players must be nominated as bowlers
	  ○ Where there are 7 or 8 players in a team, 3 players must be nominated as bowlers
	  ○ Nominated bowlers must bowl first (e.g. numbers 1, 2, 3 and 4 if a 9-player team), and bowl at least 2 overs each before any other player bowls. Where there are 3 nominated bowlers, then the next (4th) bowler may start their spell whilst the last (3rd) bowler is completing their 3 overs
	  ○ The nominated wicket keeper cannot also be a nominated bowler
	  ○ All players must bowl (except for the nominated wicket keeper)
	• Maximum overs bowled by a player are 3 overs where there are 9 or more players in a team. Where a team has 8 players, 2 players may bowl a maximum of 4 overs each. Where a team has seven players, all players may bowl 4 a maximum of overs each
	• Bowlers must be rested for double the number of overs that they bowl in a spell (of at least two overs)
	• Max 8 balls per over (incl wides and no balls), except for 20th over of innings which must have 6 legal deliveries
	• No bowler may bowl 2 consecutive overs
	• 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

No Balls	• Where no part of the bowler's front-foot lands behind the popping crease (includes a rolling ball) • A ball that bounces more than once before the reaching the popping crease • A full toss that passes, or would have passed, above the batter's waist height in their normal batting position • A short-pitched ball that passes the batter above their shoulder in their normal batting position (no bouncers) • A ball bowled that lands off the pitch prior to passing the batters stumps. A batter may hit a ball that has landed off the pitch, only if they have at least one foot still on the pitch (this is still a no ball if the batter hits it) • A bowler throws the ball • No Free Hits for No Balls • A no ball shall score 1 run, plus whatever other runs or byes are scored off that delivery • Only the bowler's end umpire may call no balls (they may ask for signal assistance from the square leg umpire)
Wides	• A ball (not being a no ball) bowled so wide that it is out of the batter's reach in their normal batting position • A wide shall score one run, plus whatever other byes (recorded as wides) are scored off that delivery

Fielding	• Participation rules:
	  ○ One wicket keeper only must be nominated as a wicket keeper; however, teams may use two wicket keepers in a match - change after 10 overs).
	  ○ The nominated wicket keeper may be the first or second keeper
	  ○ The nominated wicket keeper must not also be a nominated batter or bowler
	• When fielding/bowling, a maximum of 9 players are allowed on the field
	• Rotation of fielders is recommended to ensure all players experience all positions
	• Except for the wicket keeper and one slips/gully fielder, no fielders are to be within 10 metres of the batters popping crease until the ball is hit by, or reaches the batter to encourage singles and safety. If a player enters this space, a dead ball shall be called
	• If more than 9 players are present, they should rotate on/off the field at the end of each over
	• Substitute fielders (age qualified), are allowed and may wicket keep, however they cannot bat or bowl

Nominations	• Nominated batters and bowlers **must** change (rotate) between matches to ensure that all players in a team participate as nominated batters and nominated bowlers over the season. Timing is at the discretion of the coach/team. Note: this rule is not intended to force a player 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 be a nominated bowler, in the interests of participation

A breach of these rules may result in a forfeit, loss of competition points or a warning issued by the MWJCA. A breach of participation rules will result in a warning (first offence), a loss of the points earned in the match thereafter, and a loss of match in a finals game. Complaints, disputes, or claims for forfeits must be confirmed in writing to the MWJCA Secretary by the Club lodging the claim or protest by no later than 8pm on the day after the match.

Stage 2 Playing Conditions – Under 13s Girls (30 overs)

Overs	• 30 overs per team
Team	• A full team consists of 9 players; however, a team may have a maximum 11 players registered • 7 players per team is the minimum required to play (less is a forfeit) • 11 players is the maximum allowed to play in a match
Pre-Game	• Teams must be in Play HQ by 8pm Friday before the game • Captains should complete the 'toss using either a coin or bat flip 20 minutes prior to the start of play • Each team must be on the field and ready to play before the scheduled start time • Teams must provide their opponents with a team sheet listing the nominated batters, bowlers and wicket keeper. Nominations cannot be changed after the game starts
Scoring	• There must always be two scorers present, one from each team • All games must be live scored using Play HQ with the home team responsible using live scoring • A second scorer (away team) **must score using a score book** as a back-up if Play HQ or the device being used fails • Scorers should compare details progressively (at least at the end of each over) • Game results (including any amendments/corrections) must be completed by 8am the following Thursday
Field Set Up	• The field must be set up by the home team at least 20 minutes prior to the scheduled start of play • Batting is from both ends • 18m pitch from stump to stump (use yellow lines- chalk/paint) teams may place stumps on the full pitch popping crease (17.7m) and mark a popping crease 1.22m from stumps • 1.22m crease from stumps to popping crease • Traditional wooden stumps (no metals tips/tops) at one end, or spring-loaded wooden stumps must be used • 35m boundary (maximum) measured in a circle from the centre of the pitch • Plastic cones are to be used as boundary markers • The boundary is an imaginary straight line from the innermost edge of the boundary markers • If an object (e.g. tree, light post, goal post) is close to the boundary or within the boundary then the boundary markers must be placed in a safe position closer to the pitch • Team and player kit bags, chairs, gazebo's, tents etc must be at least 3m outside the boundary
Time	• Game time must not exceed 4 hours and 15 minutes from the scheduled start of play • Each innings must be completed in 2 hours (30 overs x 4 mins per over) excluding drinks • A quick drinks break should be taken after 15 overs, and a max break of 10 mins between innings should be taken • Additional drinks breaks may be taken on particularly hot days in line with Extreme Heat Procedures • Coaches/umpires must monitor game time and keep the game moving so that following games are not delayed • If a game starts 5 or more minutes late, overs shall be reduced from the game per Wet Weather Procedures • Teams must have the minimum number of players ready to play within ten minutes of the scheduled start time, if not the opposing team may claim the match via forfeit
Player Safety	• Parents and guardians have the responsibility for their own children when attending games, including ensuring appropriate sun protection (including hats) and hydration. • Both teams must inspect the pitch/field and agree that it is fit and safe for play • If the field is unfit for play due to it being wet, the game must be managed in line with Wet Weather Procedures
Weather	• Refer Wet Weather Procedures and Extreme Heat Procedures
Equipment	• Ball must be a pink, two-piece 142g Kookaburra ball (Practice (26-27 only) Crown, Colt, Red King) • Pads, gloves, protectors (box) and compliant helmet's (BS7928:2013) must be worn whilst batting and wicket keeping. No exceptions. This includes training and pre-game warm-ups. • If, during play, the ball is lost or both umpires agree that it has become unfit for play through normal use, or a wet ball that is unfit for play, the umpires may replace it with a ball with wear comparable to ball being replaced.
Coaching / Umpiring	• A coach or manager may give advice to players, i.e. to batters and bowlers and regarding field placements, only when the ball is DEAD, not during play • Bowling end umpire is responsible for calling wides and no-balls (may ask for assistance from square leg umpire)
Dismissals	• The following dismissals apply in this format: Bowled, Caught, LBW, Run Out, Stumped, Hit Wicket • A batter may only be dismissed off a no ball, or a free-hit following a no ball, if run out • A batter may only be dismissed of a wide ball if run out or stumped

Batting	• Participation rules:
	  ○ When there are 8 or more players in a team, 4 players must be nominated as batters
	  ○ If there are 7 players in a team, 3 players must be nominated as batters
	  ○ Nominated batters MUST bat before nominated bowlers
	  ○ The nominated wicket-keeper may bat at any spot in the order however they must not be counted as a nominated batter
	• Only 9 players bat if there are 9 or more players in the team
	• A batter must retire after facing 35 deliveries

	• All legal balls and no balls are included in the batter's ball count (wides are not) • If all batters are dismissed or retired, retired batters may return to the crease in the same order they retired in • An innings is complete if 30 overs are bowled or when the batting team is dismissed (no last man carries)

Bowling	• Participation rules
	  ○ Where there are 9 players in a team, 4 players must be nominated as bowlers
	  ○ Where there are 7 or 8 players in a team, 3 players must be nominated as bowlers
	  ○ Nominated bowlers must bowl first (e.g. numbers 1, 2, 3 and 4 if a 9-player team), and bowl at least 3 overs each before any other player bowls. Where there are 3 nominated bowlers, then the next (4th) bowler may start their spell whilst the last (3rd) bowler is completing their 3 overs
	  ○ The nominated wicket keeper cannot also be a nominated bowler
	  ○ All players must bowl (except for the nominated wicket keeper)
	• Maximum overs bowled by a player are 4 overs where there are 9 or more players in a team. Where a team has 8 players, 2 players may bowl a maximum of 5 overs each. Where a team has seven players, all players may bowl 5 a maximum of overs each
	• Bowlers must be rested for double the number of overs that they bowl in a spell (of at least two overs)
	• Max 8 balls per over (incl wides and no balls), except for 30th over of innings which must have 6 legal deliveries
	• No bowler may bowl 2 consecutive overs
	• 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

No Balls	• Where no part of the bowler's front-foot lands behind the popping crease (includes a rolling ball) • A ball that bounces more than once before the reaching the popping crease • A full toss that passes, or would have passed, above the batter's waist height in their normal batting position • A short-pitched ball that passes the batter above their shoulder in their normal batting position (no bouncers) • A ball bowled that lands off the pitch prior to passing the batters stumps. A batter may hit a ball that has landed off the pitch, only if they have at least one foot still on the pitch (this is still a no ball if the batter hits it) • A bowler throws the ball • No Free Hits for No Balls • A no ball shall score 1 run, plus whatever other runs or byes are scored off that delivery • Only the bowler's end umpire may call no balls (they may ask for signal assistance from the square leg umpire)
Wides	• A ball (not being a no ball) bowled so wide that it is out of the batter's reach in their normal batting position • A wide shall score one run, plus whatever other byes (recorded as wides) are scored off that delivery

Fielding	• Participation rules:
	  ○ One wicket keeper only must be nominated as a wicket keeper; however, teams may use two wicket keepers in a match - change after 15 overs).
	  ○ The nominated wicket keeper may be the first or second keeper
	  ○ The nominated wicket keeper must not also be a nominated batter or bowler
	• When fielding/bowling, a maximum of 9 players are allowed on the field
	• Rotation of fielders is recommended to ensure all players experience all positions
	• Except for the wicket keeper and one slips/gully fielder, no fielders are to be within 10 metres of the batters popping crease until the ball is hit by, or reaches the batter to encourage singles and safety. If a player enters this space, a dead ball shall be called
	• If more than 9 players are present, they should rotate on/off the field at the end of each over
	• Substitute fielders (age qualified), are allowed and may wicket keep, however they cannot bat or bowl

Nominations	• Nominated batters and bowlers **must** change (rotate) between matches to ensure that all players in a team participate as nominated batters and nominated bowlers over the season. Timing is at the discretion of the coach/team. Note: this rule is not intended to force a player 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 be a nominated bowler, in the interests of participation

A breach of these rules may result in a forfeit, loss of competition points or a warning issued by the MWJCA. A breach of participation rules will result in a warning (first offence), a loss of the points earned in the match thereafter, and a loss of match in a finals game. Complaints, disputes, or claims for forfeits must be confirmed in writing to the MWJCA Secretary by the Club lodging the claim or protest by no later than 8pm on the day after the match.

Stage 3 Playing Conditions – Under 15 Girls

Overs	• 30 overs per team
Team	• A full team consists of 11 players; however, a team may have a maximum 13 players registered • 7 players per team is the minimum required to play (less is a forfeit) • 13 players is the maximum allowed to play in a match
Pre-Game	• Teams must be in Play HQ by 8pm Friday before the game • Captains should complete the 'toss using either a coin or bat flip 20 minutes prior to the start of play • Each team must be on the field and ready to play before the scheduled start time • Teams must provide their opponents with a team sheet, which lists the nominated batters, bowlers and wicket keeper. Nominations cannot be changed after the game starts
Scoring	• There must always be two scorers present, one from each team • All games must be live scored using Play HQ with the home team responsible using live scoring • A second scorer (away team) **must score using a score book** as a back-up if Play HQ or the device being used fails • Scorers should compare details progressively (at least at the end of each over) • Game results (including any amendments/corrections) must be completed by 8am the following Thursday
Field Set Up	• The field must be set up by the home team at least 20 minutes prior to the scheduled start of play • Batting is from both ends • 20.12m (full length) pitch measured from stump to stump (use white lines- chalk/paint) • 1.22m crease from stumps to popping crease • Traditional wooden stumps must be used • 40m boundary (maximum) measured in a circle from the centre of the pitch • Plastic cones are to be used as boundary markers • The boundary is an imaginary straight line from the innermost edge of the boundary markers • If an object (e.g. tree, light post, goal post) is close to the boundary or within the boundary then the boundary markers must be placed in a safe position closer to the pitch • Team and player kit bags, chairs, gazebo's, tents etc must be at least 3m outside the boundary
Time	• Game time must not exceed 4 hours and 15 minutes from the scheduled start of play • Each innings must be completed in 2 hours (30 overs x 4 mins per over) excluding drinks • A quick drinks break should be taken after 15 overs, and a max break of 10 mins between innings should be taken • Additional drinks breaks may be taken on particularly hot days in line with Extreme Heat Procedures • Coaches/umpires must monitor game time and keep the game moving so that following games are not delayed • If a game starts 5 or more minutes late, overs shall be reduced from the game per Wet Weather Procedures • Teams must have the minimum number of players ready to play within ten minutes of the scheduled start time, if not the opposing team may claim the match via forfeit
Player Safety	• Parents and guardians have the responsibility for their own children when attending games, including ensuring appropriate sun protection (including hats) and hydration. • Both teams must inspect the pitch/field and agree that it is fit and safe for play • If the field is unfit for play due to it being wet, the game must be managed in line with Wet Weather Procedures
Weather	• Refer Wet Weather Procedures and Extreme Heat Procedures
Equipment	• Ball must be a pink, two-piece 142g Kookaburra ball (Practice (26-27 only) Crown, Colt, Red King) • Pads, gloves, protectors (box) and compliant helmet's (BS7928:2013) must be worn whilst batting and wicket keeping. No exceptions. This includes training and pre-game warm-ups. • If, during play, the ball is lost or both umpires agree that it has become unfit for play through normal use, or a wet ball that is unfit for play, the umpires may replace it with a ball with wear comparable to ball being replaced.
Coaching / Umpiring	• A coach or manager must NOT give advice to players during game play and must only give advice during drinks, or innings' breaks • Bowling end umpire is responsible for calling wides and no-balls (may ask for assistance from square leg umpire)
Dismissals	• The following dismissals apply in this format: Bowled, Caught, LBW, Run Out, Stumped, Hit Wicket • A batter may only be dismissed off a no ball, or a free-hit following a no ball, if run out • A batter may only be dismissed of a wide ball if run out or stumped

Batting	• Participation rules:
	  ○ If 10 or more players, 5 players must be nominated as batters
	  ○ If 8 or 9 players, 4 players must be nominated as batters
	  ○ If 7 players, 3 players must be nominated as batters
	  ○ Nominated batters MUST bat before nominated bowlers
	  ○ The nominated wicket-keeper may bat at any spot in the order however they must not be counted as a nominated batter
	• Only 11 players bat (if there are 11 or more players in the team)
	• A batter must retire after facing 15 full overs (disregard the first over if it is not a full over)

	• If all batters are dismissed or retired, retired batters may return to the crease in the same order they retired in • An innings is complete if 30 overs are bowled or when the batting team is dismissed (no last man carries)

Bowling	• Participation rules:
	  ○ If 11 or more players, then 5 players must be nominated as bowlers
	  ○ If 9 or 10 players, then 4 players must be nominated as bowlers
	  ○ If 7 or 8 players, then 3 players must be nominated as bowlers
	  ○ Nominated bowlers must bowl first (e.g. numbers 1, 2, 3, 4 and 5 if an 11-player team), and bowl at least 3 overs each before any other player bowls. Where there are an odd number of nominated bowlers (e.g. 5), then the next (6th) bowler may start their spell whilst the last (5th) bowler is completing their 3 overs
	  ○ The nominated bowlers, plus at least three other players must bowl
	  ○ The nominated wicket keeper cannot also be a nominated bowler
	• Maximum overs bowled by a player are 6 overs
	• A bowler may not bowl more than 4 overs in a spell
	• Bowlers must be rested for double the number of overs that they bowl in a spell (of at least two overs)
	• Max 8 balls per over (incl wides and no balls), except for 30th over of innings which must have 6 legal deliveries
	• No bowler may bowl 2 consecutive overs
	• 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

No Balls	• Where no part of the bowler's front-foot lands behind the popping crease (includes a rolling ball) • A ball that bounces more than once before the reaching the popping crease • A full toss that passes, or would have passed, above the batter's waist height in their normal batting position • A short-pitched ball that passes the batter above their shoulder in their normal batting position (no bouncers) • A ball bowled that lands off the pitch prior to passing the batters stumps. A batter may hit a ball that has landed off the pitch, only if they have at least one foot still on the pitch (this is still a no ball if the batter hits it) • A bowler throws the ball • FREE HIT: All no balls will receive a free hit on the following ball from the same bowler, in the same over. If a no ball is bowled on the final ball of the over, the free hit does not carry over to the first ball of the next over. Unless the batters have changed strike, fielders must remain in the same place as they were for the no ball • A no ball shall score 1 run, plus whatever other runs or byes are scored off that delivery • Only the bowler's end umpire may call no balls (they may ask for signal assistance from the square leg umpire)
Wides	• A ball (not being a no ball) bowled so wide that it is out of the batter's reach in their normal batting position • A wide shall score one run, plus whatever other byes (recorded as wides) are scored off that delivery

Fielding	• Participation rules:
	  ○ One wicket keeper only must be nominated as a wicket keeper (however teams may use two wicket keepers in a match - change after 15 overs).
	  ○ The nominated wicket keeper may be the first or second keeper
	  ○ The nominated wicket keeper must not also be a nominated batter or bowler
	• When fielding/bowling, a maximum of 11 players are allowed on the field
	• Rotation of fielders is required to ensure all players experience all positions
	• Except for the wicket keeper and slips/gully fielders, no fielders are to be within 10 metres of the batters popping crease until the ball is hit by, or reaches the batter to encourage singles and safety. If a player enters this space, a dead ball shall be called
	• One wicket keeper only must be nominated as a wicket keeper; however, teams may use two wicket keepers in a match (change after 15 overs)
	• If more than 11 players are present, they should rotate on/off the field at the end of each over
	• Substitute fielders (age qualified), are allowed and may wicket keep, however they cannot bat or bowl

Nominations	• Nominated batters and bowlers **must** change (rotate) between matches to ensure that all players in a team participate as nominated batters and nominated bowlers over the season. Timing is at the discretion of the coach/team. Note: this rule is not intended to force a player 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 be a nominated bowler, in the interests of participation

Appendix – Version History

Version	Section	Change
1.0 (Sept 4th 2026)	All	• New playing conditions
1.1 (Sept 7th 2026)	Fielding (Stage 2 & 3 only)	• [Stage 2] "Except for the wicket keeper and one slips/gully fielder, no fielders are to be within 10 metres of the batters popping crease until the ball is hit by, or reaches the batter to encourage singles and safety. If a player enters this space, a dead ball shall be called • [Stage 3] Except for the wicket keeper and slips/gully fielders, no fielders are to be within 10 metres of the batters popping crease until the ball is hit by, or reaches the batter to encourage singles and safety. If a player enters this space, a dead ball shall be called
1.2 (Oct 12th 2026)	Playing conditions	• U11/13/15 girl's rules added