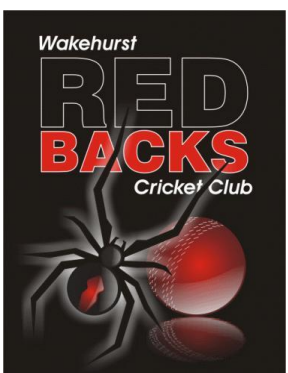




SEAFORTH



CRICKET CLUB



Manly Warringah Junior Cricket Association

Boys Competitions – Summary Playing Conditions

Season 2024/25

Version: 1.0

Date: 09/2024

Disclaimer: this document is intended to provide a summary rules reference for use on game day. In the event of any inconsistencies between this document and the 'MWJCA BOYS Competition Rules and Guidelines 2024/25 (Version P)', the latter prevails.



Boys Competition Rules

Under 10s and 11s (Stage One)

OVERS	<ul style="list-style-type: none"> 20 overs each per team 		
TEAM	<ul style="list-style-type: none"> 7 players per team 5 players per team is the minimum required to play 9 players is the maximum allowed to play (Maximum 7 players on the field at one time), with all 9 players to bowl and bat Players must be age qualified and registered, in line with rules and procedures for participating in the game 	BATTING	<ul style="list-style-type: none"> All balls (regardless of whether wides/no balls) will be included in the batter's ball count Batters to swap end following a dismissal (except run outs) with the not out batter to face the next delivery. As there is allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> 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 are to retire as soon as they face their allotted balls, not at the end of the over. For each dismissal 4 runs are added to the bowling team's score
BEFORE THE GAME	<ul style="list-style-type: none"> Teams must be submitted in Play HQ by 8pm the day before the game is scheduled The captains of each team should complete the 'toss' using either a coin or bat flip 20 minutes prior to the scheduled start of play Each team should be on the field and ready to play <u>before</u> the start time 	DISMISSALS	<ul style="list-style-type: none"> Unlimited dismissals (each player faces the nominated number of balls each) 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 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 only if run out or stumped
SCORING	<ul style="list-style-type: none"> All games must be live scored using Play HQ with the home team responsible for ensuring live scoring is used A second scorer (away team) must score using a score book as a back-up if Play HQ or the device being uses fails 	BOWLING	<ul style="list-style-type: none"> 6 balls per over (maximum) – wides and no-balls are not re-bowled All players are to bowl (each Wicket-Keeper is to bowl minimum one over each) Maximum overs bowled by a player are 4 overs No bowler may bowl 2 consecutive overs Underarm bowling is not permitted
FIELD SETUP	<ul style="list-style-type: none"> The field should be set up by the home team at least 20 minutes prior to the scheduled start of play 30m boundary (maximum) measured in a circle from the batting end for under 10s 35m boundary (maximum) measured in a circle from the batting end for under 11s If an object (e.g. tree, goal post) is close to the boundary or within the boundary then the boundary markers should be placed in a safe position closer to the pitch The boundary is an imaginary <u>straight line</u> from the innermost edge of the boundary markers 16m pitch length measured from stump to stump 1.22m crease from stump to popping crease Bowlers bowl from the same end for the entire game 	WIDES	<ul style="list-style-type: none"> A ball bowled above the head or so wide that it is out of the batter's reach in their normal batting position
TIME	<ul style="list-style-type: none"> Game time should not exceed 2 hours and 5 minutes from the scheduled start of play. Each innings should take no longer than 1 hour (60 minutes) Drinks should be taken after 10 overs, and be taken to players on the field, rather than players leaving the field A break of 5 minutes between innings should be taken Additional drinks breaks may be taken on particularly hot days in line with extreme heat procedures Coaches must monitor game time so following games are not delayed 	NO-BALLS	<ul style="list-style-type: none"> A ball bowled that lands off the pitch prior to passing the batters stumps 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 fast short pitched ball that passes the batter above their shoulder in their normal batting position A bowler throws the ball A batter may hit a ball that has landed off the pitch, only if they have at least one foot still on the pitch – a ball that lands off the pitch 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 and throwing with discretion and for the betterment of the game, focusing on supporting players and game play
PLAYER SAFETY	<ul style="list-style-type: none"> Parents and guardians have the responsibility for their own children when attending games, including ensuring appropriate sun protection (including hats) and hydration. If the field is unfit for play due to it being wet, the game should be managed in line with wet weather procedures If the temperature exceeds 38 degrees Celsius before or during play, the game should be immediately abandoned in line with extreme heat procedures 	FIELDING	<ul style="list-style-type: none"> Rotation of fielders is required to ensure all players experience all positions No fielders within 15 metres of batter or each other until the ball is hit by the batter (except Wicket-Keeper) to encourage singles and safety Each team is required to use two (2) wicket keepers (10 overs each) If more than 7 players are present at a match, they should rotate onto the field each over. Substitutes fielders (age qualified) are allowed but they cannot bat or bowl, however they may wicket keep.
EQUIPMENT	<ul style="list-style-type: none"> Pads, gloves, protectors (box) and helmet's must be worn whilst batting and wicket keeping. No exceptions Ball may be either a white Kookaburra Rookie / Star or White Spartan / Aero match weight ball 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. A wet ball that is unfit for play may be replaced with a ball of a similar age. 		
COACHING	<ul style="list-style-type: none"> A manager or coach may give advice to players, ie. to batters and bowlers and regarding field placements but only when the ball is DEAD, not during play. 		

A breach of these rules may result in a forfeit, loss of competition points or a warning being issued by the MWJCA.

Complaints or claims for forfeits must be telephoned to the Secretary of the association or the Vice-President (Rules) by a **Club President or Secretary** as soon as possible after a match concludes. The protest or claim for forfeit must be confirmed in writing by the Club lodging the claim or protest by no later than 8pm on the day after the match. The correspondence must be sent to the Association Secretary. No protest or claim for forfeit will be considered if made by persons other than a Club President or Secretary.



Boys Competition Rules

Under 12s and 13s - Divisions 1 and 2
(Stage 2)

OVERS	<ul style="list-style-type: none"> 30 overs each per team 		
TEAM	<ul style="list-style-type: none"> 9 players per team 7 players per team is the minimum required to play 11 players is the maximum allowed to play (Maximum 9 players on the field at one time) Players must be age qualified and registered, in line with rules and procedures for participating in the game 		
BEFORE THE GAME	<ul style="list-style-type: none"> Teams must be submitted in Play HQ by 8pm the day before the game is scheduled The captains of each team should complete the 'toss' using either a coin or bat flip 20 minutes prior to the scheduled start of play Each team should be on the field and ready to play <u>before</u> the start time Teams must provide their opponents with a team sheet, which lists nominated batters, bowlers and wicketkeepers 	BATTING	<ul style="list-style-type: none"> When there are 9 or more players in a team, 4 players must be nominated as batters If there are 7 or 8 players in a team, 3 players must be nominated as batters Nominated batters must bat before nominated bowlers Only 9 players bat if there is 10 or 11 players in the team A player who is nominated as a wicket-keeper may bat at any spot in the order, however they are not to be counted as a nominated batter 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, the retired batter is allowed to return to the crease in the same order that they retired in An innings is complete if 30 overs is bowled or when the batting team is dismissed (no last man carries)
SCORING	<ul style="list-style-type: none"> All games must be live scored using Play HQ with the home team responsible for ensuring live scoring is used A second scorer (away team) must score using a score book as a back-up if Play HQ or the device being used fails 	DISMISSALS	<ul style="list-style-type: none"> The following dismissals apply in this format: Bowled, Caught, LBW, Run Out, Stumped, Hit Wicket. A batter may be dismissed off a no ball only if run out. A batter may only be dismissed of a wide ball only if run out or stumped
FIELD SETUP	<ul style="list-style-type: none"> The field should be set up by the home team at least 20 minutes prior to the scheduled start of play 40m boundary (maximum) measured in a circle from the centre of the pitch If an object (e.g. tree, goal post) is close to the boundary or within the boundary then the boundary markers should be placed in a safe position closer to the pitch The boundary is an imaginary <u>straight line</u> from the innermost edge of the boundary markers 18m pitch length measured from stump to stump 1.22m crease from stump to popping crease Bowlers change ends at the end of each over 	BOWLING	<ul style="list-style-type: none"> Where there are 8 or more players in a team, 3 players must be nominated as bowlers Where there are 7 players in a team, 2 players must be nominated as bowlers Nominated bowlers must bowl first and bowl at least 3 overs each before the end of the 12th over 6 balls per over – wides and no-balls are re-bowled up to a maximum of 8 balls per over (except the 30th over in the innings where 6 legal deliveries must be bowled). All players are to bowl at least one over each (except for one nominated wicket-keeper) Maximum overs bowled by a player are 4 overs (2 bowlers may bowl 5 overs if there are 8 in a team; all may bowl 5 in a 7 player team) No bowler may bowl 2 consecutive overs Underarm bowling is not permitted
TIME	<ul style="list-style-type: none"> Each game should take no longer than 4 hours from the scheduled start of play. Each innings should take no longer than 1 hour and 55 minutes (115 minutes) A short break should be taken for drinks after 15 overs Drinks should be taken to players on the field, rather than players leaving the field A break of 10 minutes between innings should be taken Additional drinks breaks may be taken on particularly hot days in line with extreme heat procedures Coaches must monitor game time so following games are not delayed 	WIDES	<ul style="list-style-type: none"> A ball bowled above the head or so wide that it is out of the batter's reach in their normal batting position
PLAYER SAFETY	<ul style="list-style-type: none"> Parents and guardians have the responsibility for their own children when attending games, including ensuring appropriate sun protection (including hats) and hydration. If the field is unfit for play due to it being wet, the game should be managed in line with wet weather procedures If the temperature exceeds 38 degrees Celsius before or during play, the game should be immediately abandoned in line with extreme heat procedures 	NO-BALLS	<ul style="list-style-type: none"> Where no part of the bowler's front-foot lands behind the popping crease A full toss that passes, or would have passed, above the batter's waist height in their normal batting position A fast short pitched ball that passes the batter above their shoulder in their normal batting position 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 – a ball that lands off the pitch is still a no ball if the batter hits it A ball that bounces more than once before the reaching the popping crease A bowler throws the ball
EQUIPMENT	<ul style="list-style-type: none"> Pads, gloves, protectors (box) and helmet's must be worn whilst batting and wicket keeping. No exceptions Ball should be a white 2-piece 142g Kookaburra leather ball (Tuf Pitch, Special Test, Colt, Practice, Crown) If the ball is lost or both umpires agree that it has become unfit for play, the umpires can replace it with a ball with wear comparable to ball being replaced. A wet ball that is unfit for play may be replaced with a ball of a similar age. 	FIELDING	<ul style="list-style-type: none"> Rotation of fielders is recommended to ensure all players experience all positions At least one player and no more than 2 players should be nominated as wicket-keeper(s) Except the wicket keeper and one other fielder (a slip or a gully), no fielders can be within 10 metres of the batter or each other until the ball is hit by the batter to encourage singles and safety Substitutes fielders (age qualified) are allowed but they cannot bat or bowl, however they may wicket-keep.
COACHING	<ul style="list-style-type: none"> In under 12s, a manager or coach may give advice to players, ie. to batters / bowlers and about field placements but only when the ball is DEAD, not during play. In under 13s, a manager or coach may give advice to players between overs. 		

A breach of these rules may result in a forfeit, loss of competition points or a warning being issued by the MWJCA.

Complaints or claims for forfeits must be telephoned to the Secretary of the association or the Vice-President (Rules) by a **Club President or Secretary** as soon as possible after a match concludes. The protest or claim for forfeit must be confirmed in writing by the Club lodging the claim or protest by no later than 8pm on the day after the match. The correspondence must be sent to the Association Secretary. No protest or claim for forfeit will be considered if made by persons other than a Club President or Secretary.



Boys Competition Rules

Under 14s and 15/16s - Division 1 (Stage 3)

OVERS	<ul style="list-style-type: none"> 30 overs each per team 	BATTING	<ul style="list-style-type: none"> Where there are 10 or more players in a team, 5 players must be nominated as batters Where there are 8 or 9 players in a team, 4 players must be nominated as batters Where there are 7 players in team, 3 players must be nominated as batters Nominated batters must bat before nominated bowlers Only 11 players can bat A player who is nominated as wicket-keeper may bat at any spot in the order, however they are not to be counted as a nominated batter A batter must retire after batting for 15 full overs If all batters are dismissed or retired, the retired batter is allowed to return to the crease in the same order that they retired in (the innings is complete if all but one of the batters are dismissed) An innings is complete if 30 overs is bowled or when the batting team is dismissed (no last man carries) 	
TEAM	<ul style="list-style-type: none"> 11 players per team 7 players per team is the minimum required to play 13 players is the maximum allowed to play (Maximum 11 players on the field at one time) Players must be age qualified and registered, in line with rules and procedures for participating in the game 		DISMISSALS	<ul style="list-style-type: none"> The following dismissals apply in this format: Bowled, Caught, LBW, Run Out, Stumped, Hit Wicket. A batter may be dismissed off a no ball only if run out. A batter may only be dismissed of a wide ball only if run out or stumped
BEFORE THE GAME	<ul style="list-style-type: none"> Teams must be submitted in Play HQ by 8pm the day before the game is scheduled The captains of each team should complete the 'toss' using a coin or bat flip 20 minutes prior to the start of play Each team should be on the field, ready to play <u>before</u> the start time Teams must provide their opponents with a team sheet, which lists nominated batters, bowlers and wicketkeepers 			BOWLING
SCORING	<ul style="list-style-type: none"> All games must be live scored using Play HQ with the home team responsible for ensuring live scoring is used A second scorer must score using a score book as a back-up if Play HQ or the device being uses fails 	WIDES	<ul style="list-style-type: none"> A ball bowled above the head or so wide that it is out of the batter's reach in their normal batting position 	
FIELD SETUP	<ul style="list-style-type: none"> The field should be set up by the home team at least 20 minutes prior to the scheduled start of play 45m boundary (maximum) measured in a circle from the centre of the pitch for under 14s 50m boundary (maximum) measured in a circle from the centre of the pitch for under 15/16s 20.12m pitch length measured from stump to stump 1.22m crease from stump to popping crease If an object (e.g. tree, goal post) is close to the boundary or within the boundary then the boundary markers should be placed in a safe position closer to the pitch The boundary is an imaginary <u>straight line</u> from the innermost edge of the boundary markers Bowlers change ends at the end of each over 	NO-BALLS	<ul style="list-style-type: none"> Where no part of the bowler's front-foot lands behind the popping crease A full toss that passes, or would have passed, above the batter's waist height in their normal batting position A fast short pitched ball that passes the batter above their shoulder in their normal batting position 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 – a ball that lands off the pitch is still a no ball if the batter hits it A ball that bounces more than once before the reaching the popping crease A bowler throws the ball 	
TIME	<ul style="list-style-type: none"> Each game should take no longer than 4 hours from the scheduled start of play. Each innings should take no longer than 1 hour and 55 minutes (115 minutes) A short break should be taken for drinks after 15 overs Drinks should be taken to players on the field, rather than players leaving the field A break of 10 minutes between innings should be taken Additional drinks breaks may be taken on particularly hot days in line with extreme heat procedures Coaches must monitor game time so following games are not delayed 		FIELDING	<ul style="list-style-type: none"> At least one player and no more than 2 players should be nominated as wicket-keeper(s) Except the wicket keeper and slips or gully, no fielders can be within 10 metres of the batter until the ball is played (batter hits or is struck by the ball or the ball passes by the batter) Substitutes fielders (age qualified) are allowed but they cannot bat or bowl, however they may wicket-keep.
PLAYER SAFETY	<ul style="list-style-type: none"> Parents and guardians have the responsibility for their own children when attending games, including ensuring appropriate sun protection (including hats) and hydration. If the field is unfit for play due to it being wet, the game should be managed in line with wet weather procedures If the temperature exceeds 38 degrees Celsius before or during play, the game should be immediately abandoned in line with extreme heat procedures 			
EQUIPMENT	<ul style="list-style-type: none"> Pads, gloves, protectors (box) and helmet's must be worn whilst batting. No exceptions A wicket-keeper must wear a helmet when keeping within 2 metres of the stumps. No exceptions Ball should be a white 2-piece 156g Kookaburra leather ball (Tuf Pitch, Special Test, Colt, Practice, Crown) If the ball is lost or both umpires agree that it has become unfit for play, the umpires can replace it with a ball with wear comparable to ball being replaced. A wet ball that is unfit for play may be replaced with a ball of a similar age. 			
COACHING	<ul style="list-style-type: none"> A manager or coach should not give advice to players during game play and should only give advice during drinks or innings breaks. 			

A breach of these rules may result in a forfeit, loss of competition points or a warning being issued by the MWJCA.

Complaints or claims for forfeits must be telephoned to the Secretary of the association or the Vice-President (Rules) by a **Club President or Secretary** as soon as possible after a match concludes. The protest or claim for forfeit must be confirmed in writing by the Club lodging the claim or protest by no later than 8pm on the day after the match. The correspondence must be sent to the Association Secretary. No protest or claim for forfeit will be considered if made by persons other than a Club President or Secretary.



Boys Competition Rules

Under 15/16s - Division 1 (Stage 3) 2-day games

OVERS	<ul style="list-style-type: none"> Maximum 50 overs each per team, per innings 		<ul style="list-style-type: none"> For each innings: Where there are 10 or more players in a team, 5 players must be nominated as batters Where there are 8 or 9 players in a team, 4 players must be nominated as batters Where there are 7 players in team, 3 players must be nominated as batters Nominated batters must bat before nominated bowlers A player who is nominated as wicket-keeper may bat at any spot in the order, however they are not counted as a nominated batter A batter must retire after batting for 25 full overs, or where the maximum number of overs for an innings is reduced, no more than 50% of the reduced number A batter who is not out at the close of play of day one, who is unable to play on day two, will be RETIRED and the player can be replaced by another player on day two. If all batters are dismissed or retired, the retired batter is allowed to return to the crease in the same order that they retired in (the innings is complete if all but one of the batters are dismissed) An innings is complete if 50 overs is bowled or when the batting team is dismissed (no last man carries)
TEAM	<ul style="list-style-type: none"> 11 players per team 7 players per team is the minimum required to play 13 players is the maximum allowed to play in a 2-day game (Maximum 11 players on the field at one time) Players must be age qualified and registered, in line with rules and procedures for participating in the game 		
BEFORE THE GAME / INNINGS	<ul style="list-style-type: none"> Teams must be submitted in Play HQ by 8pm the day before the game is scheduled The captains of each team should complete the 'toss' using a coin or bat flip 20 minutes prior to the start of play Each team should be on the field, ready to play <u>before</u> the start time Teams must provide their opponents with a team sheet before the start of each innings (1st and 2nd), which lists nominated batters, bowlers and wicketkeepers. Nominated players can change between each innings. 		
SCORING	<ul style="list-style-type: none"> All games must be live scored using Play HQ with the home team responsible for ensuring live scoring is used A second scorer must score using a score book as a back-up if Play HQ or the device being uses fails 		
FIELD SETUP	<ul style="list-style-type: none"> The field should be set up by the home team at least 20 minutes prior to the scheduled start of play 50m boundary (maximum) measured in a circle from the centre of the pitch for under 15/16s 20.12m pitch length measured from stump to stump 1.22m crease from stump to popping crease If an object (e.g. tree, goal post) is close to the boundary or within the boundary then the boundary markers should be placed in a safe position closer to the pitch The boundary is an imaginary <u>straight line</u> from the innermost edge of the boundary markers Bowlers change ends at the end of each over 	BATting	
TIME	<ul style="list-style-type: none"> Games start at 8:00am and conclude at 12:10pm (last over must start before 12:10pm) A short break should be taken for drinks after every 20 overs Drinks should be taken to players on the field, rather than players leaving the field A break of 10 minutes between innings should be taken Additional drinks breaks may be taken on particularly hot days in line with extreme heat procedures Coaches must monitor game time so following games are not delayed 	DISMISSALS	<ul style="list-style-type: none"> The following dismissals apply in this format: Bowled, Caught, LBW, Run Out, Stumped, Hit Wicket. A batter may be dismissed off a no ball only if run out. A batter may only be dismissed of a wide ball run out or stumped
PLAYER SAFETY	<ul style="list-style-type: none"> Parents and guardians have the responsibility for their own children when attending games, including ensuring appropriate sun protection (including hats) and hydration. If the field is unfit for play due to it being wet, the game should be managed in line with wet weather procedures If the temperature exceeds 38 degrees Celsius before or during play, the game should be immediately abandoned in line with extreme heat procedures 	BOWLING	<ul style="list-style-type: none"> For each innings: When there are 11 or more players in a team, 5 players must be nominated as bowlers When there are 9 or 10 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 in the bowling innings Other players may not bowl until the nominated bowlers have bowled 3 overs each (the next bowler may start whilst the last nominated bowler is completing their 4 overs) 6 balls per over – wides and no-balls are re-bowled up to a maximum of 8 balls per over (except the 50th over in the innings where 6 legal deliveries must be bowled. Nominated bowlers must bowl 6 overs in an innings Eight (8) players are to bowl at least 3 overs each (except for one nominated wicket-keeper) Maximum overs bowled by a player is 10 overs per innings or per day if match extends into a second innings on same day No U16 age bowler may bowl more than 6 overs in a single spell No U15 age bowler may bowl more than 5 overs in a single spell Bowlers must be rested for double the number of overs they have bowled in a spell No bowler may bowl 2 consecutive overs Underarm bowling is not permitted
EQUIPMENT	<ul style="list-style-type: none"> Pads, gloves, protectors (box) and helmet's must be worn whilst batting. No exceptions A wicket-keeper must wear a helmet when keeping within 2 metres of the stumps. No exceptions Ball should be a white 2-piece 156g Kookaburra leather ball (Tuf Pitch, Special Test, Colt, Practice, Crown) If the ball is lost or both umpires agree that it has become unfit for play, the umpires can replace it with a ball with wear comparable to ball being replaced. A wet ball that is unfit for play may be replaced with a ball of a similar age. 	WIDES	<ul style="list-style-type: none"> A ball bowled above the head or so wide that it is out of the batter's reach in their normal batting position
COACHING	<ul style="list-style-type: none"> A manager or coach should not give advice to players during game play and should only give advice during drinks or innings breaks. 	NO-BALLS	<ul style="list-style-type: none"> Where no part of the bowler's front-foot lands behind the popping crease A full toss that passes, or would have passed, above the batter's waist height in their normal batting position A fast short pitched ball that passes the batter above their shoulder in their normal batting position 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 – a ball that lands off the pitch is still a no ball if the batter hits it A ball that bounces more than once before the reaching the popping crease A bowler throws the ball

A breach of these rules may result in a forfeit, loss of competition points or a warning being issued by the MWJCA.

Complaints or claims for forfeits must be telephoned to the Secretary of the association or the Vice-President (Rules) by a **Club President or Secretary** as soon as possible after a match concludes. The protest or claim for forfeit must be confirmed in writing by the Club lodging the claim or protest by no later than 8pm on the day after the match. The correspondence must be sent to the Association Secretary. No protest or claim for forfeit will be considered if made by persons other than a Club President or Secretary.



Boys Competition Rules

Under 15/16s - Division 1 (Stage 3) 2-day games cont.

<p>FIELDING</p>	<ul style="list-style-type: none"> At least one player and no more than 2 players should be nominated as wicket-keeper(s) Except the wicket keeper and slips or gully, no fielders can be within 10 metres of the batter until the ball is played (batter hits or is struck by the ball or the ball passes by the batter) Substitutes fielders (age qualified) are allowed but they cannot bat or bowl, however they may wicket-keep No more than two fielders can be outside the circle in the first ten overs (or 20% of a reduced-over innings), no more than three outside the circle in overs 11-20 (20%) and no more than five outside the circle after that. 	<p>WEATHER IMPACTED GAMES - GUIDELINES FOR DETERMINING THE NUMBER OF OVERS IF STILL A TWO-DAY MATCH</p>	<ul style="list-style-type: none"> As a maximum of 60 overs can be fitted in on each day of a two-day game, then the maximum overs per innings to be calculated as follows: <ul style="list-style-type: none"> Number of overs per innings = $((\text{Number of completed overs in week 1}) + 60) / 2$ – rounded down. <i>No innings of the match will last for longer than this number of overs.</i> Examples: <ul style="list-style-type: none"> If 20 overs completed in week 1, then the max overs per innings will be 40 $((20+60)/2)$. If 10 overs completed in week 1, then the max overs per innings will be 35 $((10+60)/2)$. If 15 overs completed in week 1, then the max overs per innings will be 37 $((15+60)/2$ rounded down). Note that despite the reduction to the maximum number of overs per innings, the match is still to be treated as a two-day match with 2nd innings and outright wins possible (albeit likelihood much reduced due to the time lost in week 1). Where possible it is good if both teams can communicate to each other during the week so all in agreement on the number of overs to be bowled per side. <u>Important notes:</u> The above guidelines provide information on the maximum number of overs per innings based on play to the hours of 8:00am-12:10pm. While there is some flexibility in determining the number of overs per innings that will be played it is very important that: <ul style="list-style-type: none"> Team officials from both sides in agreement prior to resumption of the match on week 2 The decisions made are in the best interests of the players Time deadline for completion of the 1st innings in week 2 is to be calculated and agreed by both sets of team officials. This is based on the time played in week 1 plus total time in week 2 and determining the half way point. The team batting second is than to receive the SAME NUMBER OF OVERS as the team batting first. If the fielding team FAILS TO BOWL the required number of overs by the agreed half-way point on the second day, they shall FORFEIT the match, with the exception of any appropriate delays. 									
<p>INNINGS</p>	<ul style="list-style-type: none"> Unless dismissed beforehand, or an innings is declared closed, each team is to bat for FIFTY (50) overs. NO INNINGS (either first or second) is to exceed 50 overs. If the team batting first receives its 50 overs, DECLARES its innings closed, or is DISMISSED before 11:30am, the other team is to then commence its innings after the 10-minute changeover break. NO INNINGS (either first or second) is to exceed 50 overs. If the team batting first receives its 50 overs, DECLARES its innings closed, or is DISMISSED by 11:30am, the other team is to then commence its innings after the 10-minute changeover break. 											
<p>FOLLOW ON</p>	<ul style="list-style-type: none"> A team may only ask the opposing side to FOLLOW ON if their score is ahead of the opposition by FIFTY (50) runs. 											
<p>PLAYING FOR A DRAW</p>	<ul style="list-style-type: none"> A team may only play for a DRAW when the number of overs it received is less than that received by its opponents (for reasons OTHER than outlined above). For example, the team batting first received its full 50 overs. On the second day of play, rain interrupts play for say 20 minutes or more and it is not possible to bowl the full 50 overs before 12:00Pm. 											
<p>WASH OUTS</p>	<ul style="list-style-type: none"> Any match completely washed out on the first day shall, on the second day, be played as a 30-over, one-day match under the rules relating to such matches. In the event of six (6) or fewer overs having been bowled on the first day, they shall be disregarded and play re-commenced on the second day as a 30-over match. 	<p>REDUCTION IN BOWLING WHERE OVERS ARE LOST</p>	<ul style="list-style-type: none"> Maximum number of overs that any bowler can bowl should be <i>reduced by one over for every 5 overs lost</i> – see table below as an example guideline. For example, if a match has been reduced to 40 overs then maximum overs per innings for each bowler would be reduced from 10 to 8. MWJCA recommends that all players who wish to do so be given the opportunity to bowl. 									
<p>PARTICIPATION</p>	<ul style="list-style-type: none"> The MWJCA expects that all players get an opportunity to bat and bowl in various positions over the 2-day games, including being BOTH a nominated batter, and a nominated bowler Teams are also expected to rotate the batting and bowling line-ups regularly Nominated batters and bowlers should change between innings' of the same match 	<table border="1"> <thead> <tr> <th>Max overs in 50 over match</th> <th>46-50 overs</th> <th>41-45 overs</th> <th>36-40 overs</th> <th>31-35 overs</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>10</td> <td>9</td> <td>8</td> <td>7</td> </tr> </tbody> </table>	Max overs in 50 over match	46-50 overs	41-45 overs	36-40 overs	31-35 overs	10	10	9	8	7
Max overs in 50 over match	46-50 overs	41-45 overs	36-40 overs	31-35 overs								
10	10	9	8	7								
<p>JUNIOR BOWLING GUIDANCE</p>	<ul style="list-style-type: none"> Where junior players also play seniors cricket on the same day, Cricket Australia's "Junior Bowling Guidelines" should be followed per the link below: https://play.cricket.com.au/community/clubs/managing-your-club/youth-pace-bowling-guidelines 											

A breach of these rules may result in a forfeit, loss of competition points or a warning being issued by the MWJCA.

Complaints or claims for forfeits must be telephoned to the Secretary of the association or the Vice-President (Rules) by a **Club President or Secretary** as soon as possible after a match concludes. The protest or claim for forfeit must be confirmed in writing by the Club lodging the claim or protest by no later than 8pm on the day after the match. The correspondence must be sent to the Association Secretary. No protest or claim for forfeit will be considered if made by persons other than a Club President or Secretary.



Boys Competition Rules

Under 14s, 15s and 16/17s - Division 2
(Modified Stage 2/3)

OVERS	<ul style="list-style-type: none"> 30 overs each per team 	SCORING	<ul style="list-style-type: none"> All games must be live scored using Play HQ with the home team responsible for ensuring live scoring is used A second scorer must score using a score book as a back-up if Play HQ or the device being uses fails
TEAM	<ul style="list-style-type: none"> 9 players per team 7 players per team is the minimum required to play 11 players is the maximum allowed to play (Maximum 9 players on the field at one time) Players must be age qualified and registered, in line with rules and procedures for participating in the game 	BATTING	<ul style="list-style-type: none"> When there are 9 or more players in a team, 4 players must be nominated as batters If there are 7 or 8 players in a team, 3 players must be nominated as batters Nominated batters must bat before nominated bowlers Only 9 players bat if there is 10 or 11 players in the team A player who is nominated as a wicket-keeper may bat at any spot in the order, however they are not to be counted as a nominated batter 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 other batters are dismissed or retired, a retired batter is allowed to return to the crease in the same order that they retired in An innings is complete if 30 overs is bowled or when all but one batter is dismissed (ie. 8 out of 9 batters - no last man carries)
BEFORE THE GAME	<ul style="list-style-type: none"> Teams must be submitted in Play HQ by 8pm the day before the game is scheduled The captains of each team should complete the 'toss' using either a coin or bat flip 15 minutes prior to the scheduled start of play Each team should be on the field and ready to play <u>before</u> the start time Teams must provide their opponents with a team sheet, which lists nominated batters, bowlers and wicketkeepers 	DISMISSALS	<ul style="list-style-type: none"> The following dismissals apply in this format: Bowled, Caught, LBW, Run Out, Stumped, Hit Wicket. A batter may be dismissed off a no ball only if run out. A batter may only be dismissed of a wide ball only if run out or stumped
FIELD SETUP	<ul style="list-style-type: none"> The field should be set up by the home team at least 20 minutes prior to the scheduled start of play 45m boundary (maximum) measured in a circle from the centre of the pitch for under 14/15s 50m boundary (maximum) measured in a circle from the centre of the pitch for under 17s 20.12m pitch length measured from stump to stump 1.22m crease from stump to popping crease If an object (e.g. tree, goal post) is close to the boundary or within the boundary then the boundary markers should be placed in a safe position closer to the pitch The boundary is an imaginary <u>straight line</u> from the innermost edge of the boundary markers Bowlers change ends at the end of each over 	BOWLING	<ul style="list-style-type: none"> Where there are 9 or more players in a team, 4 players must be nominated as bowlers Where there are 8 players in a team, 3 players must be nominated as bowlers Where there are 7 players in a team, 2 players must be nominated as bowlers Nominated bowlers must bowl first and bowl at least 3 overs each before the end of the 12th over 6 balls per over – wides and no-balls are re-bowled up to a maximum of 8 balls per over (except the 30th over in the innings where 6 legal deliveries must be bowled. A minimum of 6 players must bowl (including nominated bowlers) must bowl a minimum of 3 overs each (8+ players) A minimum of 5 players must bowl (including nominated bowlers) must bowl a minimum of 3 overs each (7 players) Maximum overs bowled by a player are 5 overs No bowler may bowl 2 consecutive overs Underarm bowling is not permitted
TIME	<ul style="list-style-type: none"> Each game should take no longer than 4 hours from the scheduled start of play. Each innings should take no longer than 1 hour and 55 minutes (115 minutes) A short break should be taken for drinks after 15 overs Drinks should be taken to players on the field, rather than players leaving the field A break of 10 minutes between innings should be taken Additional drinks breaks may be taken on particularly hot days in line with extreme heat procedures Coaches must monitor game time so following games are not delayed 	NO-BALLS	<ul style="list-style-type: none"> Where no part of the bowler's front-foot lands behind the popping crease A full toss that passes, or would have passed, above the batter's waist height in their normal batting position A fast short pitched ball that passes the batter above their shoulder in their normal batting position 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 – a ball that lands off the pitch is still a no ball if the batter hits it A ball that bounces more than once before the reaching the popping crease A bowler throws the ball
PLAYER SAFETY	<ul style="list-style-type: none"> Parents and guardians have the responsibility for their own children when attending games, including ensuring appropriate sun protection (including hats) and hydration. If the field is unfit for play due to it being wet, the game should be managed in line with wet weather procedures If the temperature exceeds 38 degrees Celsius before or during play, the game should be immediately abandoned in line with extreme heat procedures 	FIELDING	<ul style="list-style-type: none"> At least one player and no more than 2 players should be nominated as wicket-keeper(s) Except the wicket keeper and slips or gully, no fielders can be within 10 metres of the batter until the ball is played (batter hits or is struck by the ball or the ball passes by the batter) Substitutes fielders (age qualified) are allowed but they cannot bat or bowl, however they may wicket-keep.
EQUIPMENT	<ul style="list-style-type: none"> Pads, gloves, protectors (box) and helmet's must be worn whilst batting A wicket-keeper must wear a helmet when keeping within 2 metres of the stumps Ball should be a white 2-piece 156g Kookaburra leather ball (Tuf Pitch, Special Test, Colt, Practice, Crown) If the ball is lost or both umpires agree that it has become unfit for play, the umpires can replace it with a ball with wear comparable to ball being replaced. A wet ball that is unfit for play may be replaced with a ball of a similar age. 		
COACHING	<ul style="list-style-type: none"> A manager or coach should not give advice to players during game play and should only give advice during drinks or innings breaks. 		
WIDES	<ul style="list-style-type: none"> A ball bowled above the head or so wide that it is out of the batter's reach in their normal batting position 		

A breach of these rules may result in a forfeit, loss of competition points or a warning being issued by the MWJCA.

Complaints or claims for forfeits must be telephoned to the Secretary of the association or the Vice-President (Rules) by a **Club President or Secretary** as soon as possible after a match concludes. The protest or claim for forfeit must be confirmed in writing by the Club lodging the claim or protest by no later than 8pm on the day after the match. The correspondence must be sent to the Association Secretary. No protest or claim for forfeit will be considered if made by persons other than a Club President or Secretary.



Participating in the game

The procedures below are designed to support fair and even play across MWJCA competitions.

MWJCA expects that coaches give all players an opportunity to bat and to bowl in all positions throughout a season. Nominated batters and bowlers should change between matches to ensure all players in a team are given the opportunity to participate in all aspects of the game throughout the season.

Policy	Procedure
Players should play in teams that reflect their capabilities	<ul style="list-style-type: none"> It is the responsibility of clubs to ensure players are placed in teams that reflect their capabilities and that teams are nominated in an age group and division that reflects the capabilities of the whole team. A player's age group is determined by their age as at 31 August, for instance, if a player is 10 years old on 31 August their correct age group is under 11s for the following season A player may not play in an age group lower than their correct age group without approval by the MWJCA
Players must be registered with the club they play for	<ul style="list-style-type: none"> Every player must be registered with a club. A player may only play in MWJCA competitions with one club. A player may play MWCA (Seniors) with a club different to the one they are registered with as a junior.
Players from a lower age group or a lower division in the same age group may fill-in if a team does not have a full team (ie. 11, 9 or 7 players).	<ul style="list-style-type: none"> When a team is short due to injury, illness or other availability issue, a player from a team in either a lower age group, or a lower division in the same age group may fill-in. A player may not fill-in for a lower age group or lower division than they are registered in, even if they are age qualified. Where a club has more than one team in a competition, players cannot fill-in for another team in the same competition. Clubs are responsible for making sure that fill-in players are capable of playing in the age group or division they are filling-in for.
Opportunities to fill-in must be shared	<ul style="list-style-type: none"> Opportunities to fill-in should be shared and a player should not fill in for another team more than 4 times in any one season. If a player fills-in more than 4 times, they are considered registered in the higher age group or division and must not return to play in a lower age group or division. If a fill-in player does not bat or bowl it does not count towards the maximum of 4 times they are permitted to fill-in.
Representative players should only play in Division 1 competitions	<ul style="list-style-type: none"> Representative players (Youth Championship or Presidents Cup regardless of the association they represent) should be graded in Division 1 teams. If a player has played representative cricket with MWJCA and wishes to change clubs, they can only do so with the approval of the MWJCA prior to registering with a new club. A representative player playing in stage 2 or stage 3 may only fill-in for a Division 1 team in a higher age group up to a maximum of 4 times. A representative player playing in stage 1 may fill-in for a stage 2, Division 1 or Division 2 team up to a maximum of 4 times. Representative players are encouraged to play in Division One, in an age group above their normal age group to extend their experience and challenge their technique.
A player must have played 6 games for a team to play for that team in a semi-final or final	<ul style="list-style-type: none"> For a player to be eligible to play in a semi-final or final, a player must have played 6 or more matches in that team and have batted and/or bowled in at least 4 of those matches. If a team does not have enough eligible players for a semi-final or final approval must be granted by MWJCA for a fill-in, with reference to the following: <ul style="list-style-type: none"> Available positions in the team should be filled by players with the next most number of matches for that team, with players selected in order of number of games played for the team (ie a player who has filled in for 4 matches must not be selected before someone who has played 5 matches and is therefore qualified for the team). 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. Players who would be able to fill-in based on the fill-in rules above (with the exception of representative players).
Breach of these rules will result in a forfeit	<ul style="list-style-type: none"> If a team fields a player that they are not permitted to, they will be deemed to have forfeited the game (with full competition points awarded to the opposing team – or in a semi-final or final, the game awarded to the opposition team).

If an exemption or dispensation to any of the above rules are required, Club Presidents or Secretaries must contact the Secretary MWJCA in writing and obtain approval prior to a player participating in a game or competition.



Wet weather and heat procedures

The procedures below are designed to keep players and volunteers safe whilst participating in and managing MWJCA games.

When making decisions on wet weather and heat, club officials, coaches and manager must consider player safety as the priority – impact on the competition table or the match result is irrelevant.

We weather procedures

MWJCA does not ordinarily cancel games due to wet weather. Decisions about whether a game should proceed are to be made by managers and coaches on the day, based on conditions at the ground. A match may be abandoned without play if the ground is closed (see www.northernbeaches.nsw.gov.au); 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. If Managers or Coaches do not agree due to rain and general ground conditions, teams must remain at the ground until one hour after the allotted start time – e.g. 9.00 am for an 8:00am normal start. If after this time conditions have not improved play can be called off and the match abandoned.

Thunder-storms and lightning

In the event of a thunder-storm in the vicinity it is the responsibility of the 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 should abandon the game for at least 30 minutes or until the storm has passed.

Impact of rain during a game

In all cases, games should be managed to remain within the total game time.

Play should not commence at the start of the day or after a break if it is raining. Play should 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.

For all age groups - If time is lost prior to the game commencing, the total number of overs to be faced by both teams should be reduced to keep the game within the total allocated game time. An over is lost for every 4 minutes of play (ie. If 40 minutes is lost, 10 overs is reduced from the total game allocation – for a 30 over per innings game, this means 25 overs can be faced by each team).

Under 10s and under 11s boys	<ul style="list-style-type: none"> A result will only be declared if : <ul style="list-style-type: none"> Both teams have faced the same number of overs; and Both teams have 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 should 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 4 minutes. Coaches and managers should allocate remaining overs evenly amongst teams, and in a practical way, so that each team can face the same number overs. Balls to be faced should be adjusted accordingly. If rain impacts the second innings only, the innings is reduced by 1 over for every 4 minutes lost and the balls to be faced by remaining batters adjusted. 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).
Limited overs (30 over) games	<ul style="list-style-type: none"> 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 all out 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 should complete their full innings as agreed prior to the start of play (ie 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 amount of overs they would have been entitled to. Play should 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.

Extreme heat 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 measurement using “feels like”.

BOM shall be the official (and only) App for sourcing temperature data. The “feels like” temperature shall be the official temperature measurement used to make decisions as it factors in humidity and wind factors. Location data should be used to enable connection to the nearest BOM weather station.

Management of extreme heat during games

Prior to the commencement of play, the coaches must consider heat safety to determine the number and duration of drinks intervals based on forecast temperatures. The following should apply:

Feels like up to 28 degrees	Play as normal
Feels like 29 to 32 degrees	Schedule short drinks breaks every 10 overs
Feels like 33 to 37 degrees	<p>Schedule additional drinks breaks to be taken at the 8th and 23rd over in addition to the 15th over (for 30 over games) and at the 7th and 14th over (for 20 over games).</p> <p>Allow for water requests on demand. Closely monitor the health of players as children and older adults are at more risk of heat illness</p>
Feels like 38 degrees or more	Play shall cease immediately if the “feels like” temperature reaches or exceeds 38 degrees Celsius. Once 38 degrees Celsius is reached, <u>the match will end and play should not resume</u> . In the case of less than the required overs being bowled (ie. 15 Overs for the team batting second) for both teams, the match shall be declared a draw. Teams should not wait in extended periods of heat for the temperature to drop to resume play.

The MWJCA Executive 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 Thursday/Friday evening based on more accurate and updated temperature forecasts, allowing the Executive to prioritise the well-being and comfort of all participants.



Codes of conduct

The aim of MWJCA junior competition is to give everyone, as much as possible, equal opportunity to have a go at cricket.

The following codes of conduct are adapted from Cricket Australia conduct guidelines and are designed to ensure that above all, we respect each other and support junior players have fun playing the great game of cricket.

<p>PLAYERS</p>	<ul style="list-style-type: none"> • Participate for your own enjoyment and benefit, not just to please parents, teachers 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 unfair advantage of another competitor. • Cooperate with your coach, teammates and opponents. Without them there would be no competition. • Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.
<p>PARENTS AND GUARDIANS</p>	<ul style="list-style-type: none"> • Do not force an unwilling child to participate in cricket. • Remember, children are involved in cricket for their enjoyment, not yours. • Encourage your child to play by the rules. • Focus on the child's efforts and performance rather than winning or losing. • Never ridicule or yell at a child for making a mistake or losing a game. • Remember that children learn best by example. Appreciate good performances and skilful play by all participants. • Support all efforts to remove verbal and physical abuse from sporting activities. • Respect officials' decisions. Teach children to do likewise. • Show appreciation for volunteer coaches, officials and administrators. Without them, your child could not participate. • Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion. • At no time during any match played under MWJCA competition rules should any coach, manager, 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.
<p>COACHES AND MANAGERS</p>	<ul style="list-style-type: none"> • Remember that young people participate for pleasure and winning is only part of the fun. • Remember, children are involved in cricket for their enjoyment, not yours. • Never ridicule or yell at a young player for making a mistake or not coming first. Teach children that an honest effort is as important as victory, so that the result of each game is accepted without undue disappointment. • Be reasonable in your demands on players' time, energy and enthusiasm. • Operate within the rules and Spirit of Cricket and teach your players to do the same. • Ensure that the time players spend with you is a positive experience. • Avoid overplaying the talented players – all young players need and deserve equal time, attention and opportunities. • Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players. • Display control and respect to all those involved in cricket. This includes opponents, coaches, umpires, administrators, parents and spectators. Encourage your players to do the same. • Show concern and caution toward sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition. • Obtain appropriate qualifications and keep up-to-date with the latest cricket coaching practices and principles of growth and development of young people. • Any physical contact with a young person should be appropriate to the situation and necessary for the player's skill development. • Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion. • Coaches to obtain appropriate qualifications and keep up to date with the latest cricket coaching practices and principles of growth and development of young people. • Ensure you have a sound knowledge of the MWJCA local rules which are made specifically for the MWJCA competition.
<p>UMPIRES AND OFFICIALS</p>	<ul style="list-style-type: none"> • In accordance with Cricket Australia guidelines, modify rules and regulations to match the skill levels and needs of young people. • Compliment and encourage all participants. • Be consistent, objective and courteous when making decisions. • Condemn unsporting behaviour and promote respect for all participants. • Emphasise the spirit of the game rather than the errors. • Ensure you have a sound knowledge of the MWJCA local rules which are made specifically for the MWJCA competition. • Encourage and promote rule changes which will make participation more enjoyable. • Keep up-to-date with the latest available resources for umpiring and the principles of growth and development of young people. • Be a good sport yourself - actions speak louder than words. • Remember, you set an example and need to be a positive role model. Your behaviour and comments should be positive and supportive. • Place the safety and welfare of participants above all else. • Give all people a 'fair go' regardless of their gender, ability, cultural background or religion.