

CJCC Manual for Junior Community Cricket 2015/2016



CJCC

**COMMUNITY JUNIOR
CRICKET COUNCIL**

Including Rules, Policies, Formats and Forms

CJCC refers to the Community Junior Cricket Council, which is the Peak Body responsible for Junior Community Cricket made up of Associations/Councils in the Greater Metropolitan Area.
Association / Associations refers to the Association/Council that runs the competition that is being played.
PJCA refers to the Peel Junior Cricket Association.

KEY GENERAL PRINCIPLES

Progression

The CJCC cricket formats outlined in this document are a clear attempt to present the game in a manner that takes into account the development level of players from age approximately 5 years to 17 years old. These formats apply to all CJCC Member Associations/Councils.

Guaranteed Participation

The cricket structure commences with In2Cricket (age 5 – 7 years) and T20 Blast (age 7 - 9 years) followed by identical levels of participation for all players (Under 10) to progress and allow the more skillful players increasing opportunities to display their talents. However, even at the Under 17s level of community cricket the CJCC wants to see every player have the opportunity to participate either to bat or bowl in every game. The CJCC strongly recommends that in all age groups, Coaches endeavor to ensure that all the overs are bowled and that all the allocated time is used (taking into account the exceptions in the individual rules), for example in one day matches a second innings can be played (though this would be rare).

Safety

Duty of care is a prime consideration with all junior sport. The CJCC endorses the current guidelines for Player safety outlined in the Cricket Australia's Junior Policy. Consideration was given to the physical, mental and social development of players in formulating appropriate game formats. Particular reference is made in these rules in relation to equipment, facilities and game formats.

Enjoyment

The CJCC recognizes that a strong link exists between the levels of enjoyment and satisfaction gained through the team sport of cricket and the extent to which players develop their skills and remain in the game over many years. In junior cricket, these experiences are developed by providing high levels of participation within a positive, enthusiastic and competitive environment.

The Rules and Policies that follow in this document are to be used by all Metropolitan Perth Associations/ Councils in the process of providing Junior Community Cricket in the district of their responsibility. No Association/Council/Club may make Policy or Rules that are in addition or contradictory to the following Rules and Policies. Explanations and permission for additions to the Rules and Policies must be sought from the Community Junior Cricket Council Inc.

GENERAL RULES OF PLAY

Apart from the following CJCC General Rules of Play and CJCC age variations rules, the MCC Laws of Cricket (2000 Code 5th Edition – 2013) shall apply.

1.1 Eligibility to Play

Each player is to be registered with the Association before he/she can play

- a) Each player must be entered on the team list in MyCricket on the Friday before play is to start. Player's names may be added/ deleted after the Friday up to the start of the match if players become available/ unavailable.
- b) The team list from MyCricket is to be printed and handed to the opposition coach before start of play, on day one of all matches
- c) All players on the team list that are in attendance must participate in the match unless sick or injured.
- d) Players are required to be loaned from the opposition for the purpose of fielding if a team is short.
- e) A substitute player can be provided for day 2 of a two day match from a lower age group, provided that:
 - i) This player is registered with the Club and the Association in MyCricket
 - ii) This player may only field
 - iii) This player must also meet the criteria in **General Rule 1.2.**

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

1.2 Player's Age Restrictions

Each age competition shall be restricted to players no more than 2 years under that age as at 30 June in the year the season commenced. See table below

| Year Group | Age as of 30 th June | Competition | Girls Only | Alternatives (based on ability/experience) |
|------------|---------------------------------|---------------|--------------|--|
| PP | 5 | In2Cricket | In2Cricket | |
| 1 | 6 | In2Cricket | In2Cricket | |
| 2 | 7 | T20 Blast | T20 Blast | In2Cricket |
| 3 | 8 | T20 Blast | T20 Blast | |
| 4 | 9 | 10s/Super 8s | Junior Girls | T20 Blast |
| 5 | 10 | 11s/Super 10s | Junior Girls | T20 Blast |
| 6 | 11 | U12s | Junior Girls | T20 Blast |
| 7 | 12 | U13s | Junior Girls | |
| 8 | 13 | U14s | Junior Girls | |
| 9 | 14 | U15s | | |
| 10 | 15 | U16s | | |
| 11 | 16 | U17s | | |

Note: Players may be enrolled in In2Cricket before their fifth birthday but they must be five years of age at the commencement of the program.

1.3 Overage and Underage Players

- a) Girls may play up to 2 years below their age (this does not apply to 'girls only' cricket)
- b) Upon application to the Association the Executive may grant permission for a player with documented disabilities to play in an age group one year lower than he/she would qualify to play, based on age.
- c) All other overage players can be referred to the Association for its consideration to play in an age group one year lower than he/she would qualify to play, based on age. A report will be provided by the association to the CJCC listing these players both pre and post season.

1.4 Dress Standard

It is expected that players will be dressed in normal cricket attire. This generally means white or cream shorts or long pants; white or cream shirts preferably with collars (if coloured or with logos, they must be approved by the Competition Association); predominantly white shoes and socks; caps or hats to be white or club coloured; jumpers predominantly white.

No Hat-No Play: All players must wear a hat or cap during play. The Association strongly recommends that this be a white broad brim hat, with the possibility of the wicketkeeper using a cap. Players who do not wear hats will be asked to put one on or to leave the field. If they refuse the umpires must report them to the Association.

1.5 Player Numbers

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

- a) A maximum of eleven fielders shall be allowed on the field at any one time.
- b) For Under 12s up to and including Under 17s competitions, if more than eleven players bat, the innings will be declared closed at the fall of the tenth wicket.

Note: If there are less than 11 players - once all batsmen are out less one, the team is all out, as per the laws of cricket.

1.6 Bowler/Fielder Leaving the Field

In the event of a bowler being injured during the course of an over, another player shall complete the over. (The normal bowling restrictions shall apply to both players).

- a) If a fielder leaves the field he may commence bowling when he returns. The fielder may only do so under the rules of bowling spells and restrictions for that age group.
- b) If a bowler leaves the field he may continue to bowl only if he has been off for one over. If off for longer than one over he is subject to the rules relating to bowling spells and restrictions for that age group.

1.7 Follow On

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

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

1.8 Match Results and Players Scores

MyCricket is to be used for the purpose of match reporting.

- a) In age groups Under 13s to U17s inclusive full match reporting on **MyCricket** to be completed no later than 72 hours after the completion of play.
- b) Where Associations appoint independent umpires, if an umpire match report is required these are also to be completed on **MyCricket** no later than 72 hours after the completion of play.
- c) Each player must be entered on the team list in **MyCricket** on the Friday before play is to start. Names may be added / deleted after the Friday up to the start of the match if players become available / unavailable.
- d) The team list is to be printed or hand written and handed to the opposition coach before start of play on day one of all matches.

1.9 Duty Team

The home team or duty team - mentioned first on the fixture list - is responsible for providing both sets of stumps and bails, for marking the wicket and for marking the boundary with plastic cones (20 cones minimum).

1.10 Forfeits

- a) Any team with fewer than seven (7) players shall forfeit the game.
- b) Any team that is more than 30 minutes late for the scheduled start of play on any day shall forfeit the match.
- c) In either of these circumstances a scratch match **must** be played.

1.11 Play Lost Through Inclement Weather

The aim of this rule is to ensure that a fair game of cricket is played; i.e., there is sufficient time for both teams to bat for a meaningful time, and one team is not significantly disadvantaged by the delay. Common sense and the spirit of cricket must be applied.

In the event of a match starting late owing to the weather or the state of the ground, the following will apply:-

ONE-DAY matches:

The minimum number of overs to be played is 20 overs each team

- a) Play lost due to rain will be reduced by one (1) over of play for every four (4) minutes of play lost.
- b) If play has not started within one hour of the scheduled start of play there will be no play on that day.
- c) To determine a result - if all available time for a match has been played and both teams have bowled the minimum overs, a result can be determined by the score at the same number of overs for both teams. E.g. if the first batting team faced 30 overs and the team batting second faced only 25, then the team that was ahead at the end of the 25th over will be declared the winner.
- d) If either team does not bowl the minimum overs the match will be declared a draw.

TWO-DAY matches:

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

- a) Play lost due to rain will be reduced by 1 over of play for every 4 minutes of play lost.
- b) If play has not started within one hour of the scheduled start of play there will be no play that day.
- c) Each team must receive the same number of overs as the other.
 - i) If at the start of a Two-day match, day one is abandoned, the following week will be a One-day match.
 - ii) If rain interrupts play on day two, then a result can be achieved if the minimum numbers of overs have been bowled that day or the team batting second has passed the score of the team that batted first.
 - iii) To determine a result if all available time for day two has been played and the minimum of overs have been bowled, a result can be determined by the score at the same number of overs for both teams. E.g. for a 50 over match, if team one faced 50 overs on day one and team two faced only 36 by close of play then the team that was ahead at the end of the 36th over will be declared the winner.
- d) If either team does not bowl the minimum number of overs the match will be a draw.
- e) If playing Quarters Cricket and rain interrupts play, each team is to complete their first Quarter before the first team may bat again. If any time remains on day two, the time is to be converted to overs at the rate of four (4) minutes per over, the total overs available is then divided equally between each team.

1.12 Umpires and Scorers

Each team will provide two Adult supervisors to be responsible for umpiring and scoring.

Umpires

- a) Umpires must dress to an acceptable standard, which sets a good example to young cricketers. E.g. Singlets and thongs are not acceptable dress.
- b) Umpires must wear a hat (preferably broad brim) and light coloured Shirt/Top, preferably white.
- c) Umpires who are 17 years old or younger may only umpire matches with the approval of the Association.
- d) Where one independent umpire is provided for in a match:
 - i) In the age groups under 11s, u12s, u13s & u14s the bowling team will provide the square leg umpire.
 - ii) In age groups under 15s, u16s & u17s the batting team will provide the square leg umpire.

Scorers have an important role in recording the progress of the game, and to assist the coaches in the management of the game where this relates to:

- a) The rules, and
- b) The recording of the match.
- c) Scorers must avail themselves of the rules of the age group that they are scoring for.
- d) Scorers **must** interrupt play to advise umpires when players have or are about to breach bowling and batting rules
 - i) If a breach occurs in the **Bowling**; play must immediately stop, the over is to be completed by another bowler who will not breach any of the Bowling Rules
 - ii) If a breach occurs in the **Batting**; batsman must retire immediately.
- e) Both scorers must agree to the result and details of the game before scorers can leave.
- f) Scorers may use Association approved electronic scoring applications for CJCC matches.

1.13 Clarification of Rules

Umpires/Scorers must avail themselves of the rules of play and the rules that apply to the age group competition that they are umpiring prior to the match and to discuss these rules with the opposition Coach/Umpire/Scorers (e.g. the LBW Rules).

1.14 "No Ball"

A "No Ball" shall be called on delivery when:

- a) Part of the bowler's front foot on landing, whether grounded or not, is not behind the popping crease.
- b) Part of the bowler's back foot is grounded on landing on, or outside, the line of the return crease.
- c) A ball passes, or would have passed, above the waist on the full, in the batter's normal stance. Either or both umpires may call "No Ball".
- d) There are more than two (2) fielders behind square leg.
- e) A ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having previously touched the bat or person of the striker. The umpire shall call and signal No ball and immediately call and signal Dead ball.
- f) A fielder stands within the 10 metres zone as defined by rule 1.17 which reads:
Slips, gullies and wicket keeper may field within ½ pitch length. U15-U17s players may field inside the 10m zone provided they have a helmet with grill and a protector either in front of the wicket or on the leg side. In addition to this, no fielder may stand within 2 metres of the playing surface in front of the striker's wicket. **Note: See rule 1.18 for diagram of fielding zones.**
- g) The ball lands off the pitch, rolls off the pitch, or hits the edge of the pitch (this includes balls that start off the pitch but roll back on).

- h) A ball bounces more than twice, or rolls along the ground, before reaching the popping crease.
- i) **Under 10s up to and inclusive of Under 15s** any delivery which, after pitching, passes or would have passed above the batsman's shoulder in their normal batting stance is a no ball. Either or both umpires may call "No Ball". If the bowler makes another unfair delivery in the over then the umpire shall call and signal "No Ball" and warn the bowler that any further repetition in that over will result in the bowler being removed from the attack and they will be unable to bowl again in that innings. A designated spin bowler is exempt unless the ball is a full pitched (beam ball) delivery above shoulder height.

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

For the purpose of this rule, repetition is defined as more than one ball per over. When the bowler has bowled one such ball, either umpire shall advise the bowler and the other umpire that he has bowled his limit. If the bowler makes another unfair delivery in the over then the umpire shall call and signal "No Ball" and warn the bowler that any further repetition will result in a No Ball and the bowler being removed from the attack and he will be unable to bowl again in that innings. A designated spin bowler is exempt unless the ball is a full pitched (beam ball) delivery above shoulder height.

1.15 "Wide Ball"

A wide is as defined in the laws of cricket in respect of being out of reach of the batsman. As a rule of thumb, on the wider pitches, a wide is apparent when the ball, having landed on the pitch, moves off the pitch as it passes the batsman. Any ball that pitches on the wicket, or passes the batsman, that is outside the batsman's reach standing in their normal batting position is a 'Wide'. A batsman may be given out 'Stumped' or 'Run Out' on a wide.

Note: If the batsman strikes or makes contact with the ball then it is not a wide.

1.16 Lost or Damaged Ball

If a ball is damaged or lost, it may be replaced by a ball of similar wear, subject to the agreement of the opposition Coach/Umpire.

1.17 Quarters Cricket

Associations may stipulate that Quarters Cricket Games must be played in any age group competition.

Coaches are encouraged to arrange Quarters Cricket Games in competitions where Associations have not done so, especially when the weather is hot, e.g. forecasted 35 degrees or above.

Below is a description of how to play Quarters Cricket

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

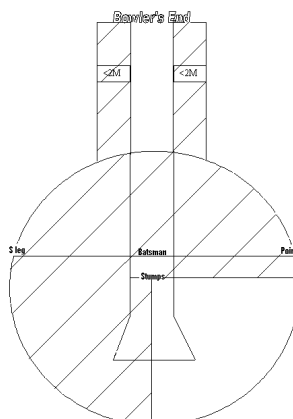
Note: No innings may last more than the prescribed number of overs for an innings in that competition.

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

| Age group | Day 1 | Day 2 | Maximum Overs/innings |
|---------------|--------------------|---|-----------------------|
| Under 12s | 26 overs each team | 26 overs each team then second innings, played to time | 52 |
| Under 13s/14s | 27 overs each team | 27 overs each team then second innings, played to time | 54 |
| Under 15s | 27 overs each team | 27 overs each team then second innings, played to time | 54 |
| Under 16s/17s | 28 overs each team | 28 overs each team then second innings, played to time | 56 |

1.18 Fielding Restrictions

- In Under 10s, only the wicketkeeper may field within $\frac{1}{2}$ pitch length (10m) of the Batsman.
- In all other age groups, slips, gullies and wicket keeper may field within $\frac{1}{2}$ pitch length (10m).
- U15-U17 players may field inside the 10m zone providing they have a helmet with grill and a protector either in front of the wicket or on the leg side. In addition to this 'no fielder may stand within two (2) metres of the playing surface in front of the striker's wicket'. See diagram below for the restricted zones for fielding.



1.19 Coaching

Limited constructive on-field coaching by Coaches and Umpires is encouraged in all age groups between overs. As players get older, the aim is to progressively have the captain and vice-captains provide leadership, with the Coach having less and less on-field input. By Under 15s, and certainly Under 17s, most on-field decisions should be made by the team leaders. Over-coaching (usually associated with winning-orientated coaches) is discouraged. For example, an Under 15s Coach who directs field changes every few deliveries is not promoting leadership development in the team. Coaches may make suggestions to captains between overs, but remember that people learn from experience – including from making mistakes. An U10 or U11 player who receives technical advice after every shot or delivery will quickly become confused and flustered.

1.20 Match Points

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

| | |
|--|-----------|
| Outright win if winning team leads on the first innings | 16 Points |
| Outright win where first innings a tie | 13 Points |
| Outright win if winning team behind on the first innings | 10 Points |
| Outright tie - each team | 8 Points |
| First innings win | 10 Points |
| First innings lead but beaten outright | 6 Points |
| Tie on first innings - each team | 5 Points |
| Forfeit on a two day fixtured game | 15 Points |
| Forfeit on a one day fixtured game | 13 Points |
| Drawn match - each team | 5 Points |

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

INCENTIVE POINTS:

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

- Batting: 0.01 points per run. (I.e. 1 point for 100 runs.)
Bowling: 0.20 points per wicket (i.e. 2 points for 10 wickets.)

1.21 Finals

The four leading teams in Under 13s up to Under 17s at the end of the qualifying matches will play finals matches to decide the premiership, or as determined by the Association.

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

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

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

1.22 Eligibility for Finals

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

1.23 Umpires for the Finals

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

See rule 1.12.d for rules relating to which team shall supply the square leg umpire when the Association provides an umpire.

1.24 Clearances

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

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

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

1.25 Complaints and Protests

Each Association is responsible for the resolution of its own complaints and protests. Decisions are to be forwarded to the CJCC Administrator upon conclusion.

It is a requirement that all offences not dealt with on the day must be reported to the Competition Association.

Note: for further information on this rule, refer the CJCC Protests and Disputes Policy

1.26 Drinks Breaks

Drinks breaks must be taken hourly,

- Drinks may be taken more frequently if called for by mutual consent of the supervising officials. This is to be considered especially on hot days as a safety precaution.
- Batsmen may ask the umpire for a drink; this may take place on the ground and between overs so as to not hold up play.
- Drinks breaks are limited to 5 minutes and may be taken in the shade when appropriate.
- Extra drinks breaks if taken must be completed within 2 minutes.

1.27 Two teams in the same grade

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

1.28 Turf Wickets

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

1.29 LBW LAW

The LBW law shall not be applied for age groups up to and including Under 12.

Note: The player should be advised on each occasion that he would have been out according to the rules laid out below. Umpires are reminded that LBW should be a very rare dismissal in junior cricket.

Under 13 – under 15s.

A batsman is **NOT OUT LBW** if the ball hits the batsman on either **pad**, when clearly playing forward of the crease in a genuine stroke.

A batsman can **ONLY** be given out **LBW** if **ALL** of the following conditions are met and the umpire is in no doubt that the ball once having hit the pad would have continued on to hit the stumps

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

Note: On synthetic pitches a ball that pitches in front of a batsman playing forward will most likely be passing above the stumps and should therefore not be given out.

Under 16 & 17s.

No local rules, **Law 36 applies**—the following must especially be considered.

Note: On synthetic pitches a ball that pitches in front of a batsman playing forward will most likely be passing above the stumps and should therefore not be given out.

Law 36 (Leg before wicket)

1. Out LBW

The striker is out LBW in the circumstances set out below.

- a) The bowler delivers a ball, not being a No ball **and**
- b) The ball, if it is not intercepted full pitch, pitches in line between wicket and wicket or on the off side of the striker's wicket **and**
- c) The ball not having previously touched his bat, the striker intercepts the ball, either full pitch or after pitching, with any part of his person **and**
- d) The point of impact, even if above the level of the bails either:-
 - i. Is between wicket and wicket, **or**
 - ii. Is either between wicket and wicket or outside the line of the off stump, if the striker has made no genuine attempt to play the ball with his bat
- e) But for the interception, the ball would have hit the wicket.

2. Interception of the ball

- a) In assessing points 1 (c), (d) and (e) above, only the first interception is to be considered.
- b) In assessing point 1 (e) above, it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not.

3. Off side of wicket

The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery.

1.30 Times of Play

Each Association may alter the start time of play to any other time provided that this is for the sole purpose of addressing the issue of ground availability.

Note: The time allocated and the overs for a day's play may not be altered and must be strictly adhered to.

1.31 Boundaries

a) The following boundaries will apply, with the distance measured from the middle of the pitch. Games may be fixtured on grounds which are smaller than these; if Associations do this the boundary is to be as large as the ground will allow.

| Age Group | Boundary Size |
|-----------------|---------------|
| Under 10s | 35 metres |
| Under 11s | 40 metres |
| Under 12s | 45 metres |
| Under 13s & 14s | 50 metres |
| Under 15s | 55 metres |
| Under 16s & 17s | 60 metres |

- b) Any association may, at its own discretion, stipulate that "No-Go" zones be enforced behind the bowler's arm. Where these zones are enforced by the association:
- i) They must be clearly marked with cones or similar, and
 - ii) Spectators are not permitted to enter the zones, except to move through the zones without disrupting the game.

1.32 Rotation of Players

In all age groups the rotation rules for both Batsmen and Bowlers are to be strictly adhered to:

- a) In **Under 10s – Under 12s** inclusive, the rotation is -
 - i) All players in the team must have batted once and bowled once in every batting or bowling position from **1-11+** before they may bat or bowl again in any of the previous positions. (Isolated exceptions due to illness/absences are acceptable) **For example after the first game, 1 moves to 11+ with each position 2-11+ moving up one position for the next game. This must be repeated each game for the entire season.**
- b) In **Under 13s, 14s, 15s, 16-17s**, the rotation is -
 - i) Players must be rotated every game as listed in the rules for each age group for the duration of the season.
 - ii) No batting or bowling rotations are required for finals.
- c) **Second innings batting and bowling rules** are determined in the various age groups and are NOT to be counted as a rotation.

1.33 End of game – or Time

Both teams are entitled to face the same number of overs.

If time is called and the second team has faced fewer overs than the first team faced for its first innings, a result will be determined by the scores at the same number of overs that the second team faced.

- a) Deliberate time wasting is a mandatory reportable offence, which may change the result of a match.

1.34 Blood Rule

- a) Any player who is bleeding or has blood on their clothing must immediately leave the field and seek medical attention.
- b) The bleeding must be stopped, the wound dressed and blood on the player's body and clothing be cleaned off before they can return to play.
 - i) The cleaning up of the blood must be to the satisfaction of both umpires.
- c) Play must cease until all blood on the ground or equipment in use is cleaned up.

Note: for further information on this rule, refer the CJCC Blood Rule Policy.

1.35 Lightning Policy

- a) CJCC recommends that players and officials leave the field immediately and seek cover when lightning is sighted by the Umpires, and to stay under cover for a minimum of 30 minutes after the last sighting of lightning.
- b) The safety of players is paramount. If matches are suspended, **General rules of play rule 1.11 - Play Lost through Inclement Weather** should be applied.

Note: for further information on this rule, refer the CJCC Lightning Policy

1.36 Extreme Weather Conditions

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

1.37 Batting Rules for Retired, Hurt and Absent Players

Retired Batsmen:

- a) **Retired batsmen may return to bat only after all other members of the team, on the team list, that are present have batted.**
- b) Retired batsmen may only resume their innings in their order of retirement.
- c) A previously retired batsman must be retired again when that batsman has faced the maximum number of compulsory balls again (as per **Rule: 2.2** in all the age group rules) except in the event that no other retired batsmen are remaining. For the avoidance of doubt, a previously retired batsman begins from 0 balls faced when he returns.
 - i) Returned Batsmen may not otherwise be retired again unless HURT.
- d) Retired batsmen at the end of a match are recorded **Retired Not Out**
- e) **In the event of the 2nd innings being played the above retirement rules will apply.**

Retired Hurt Batsmen

- a) If a batsman retires because of illness, injury or any other unavoidable cause, they are entitled to resume their innings subject to **b)** below. If for any reason they do not resume their innings, they are to be recorded **Retired Not Out**
- b) A retired Batsman may only resume their innings at the fall of a wicket or at the retirement of another batsman.

Absent Batsmen

- a) If a batsman is not present to resume their innings after a break or previous day's play and was not retired before the break or the end of the previous day's play, they will be recorded as **Not Out**.

1.38 Insurance

The CJCC strongly recommends that all teams complete the game day checklist provided by JLT Sport before the commencement of each day's play, and comply with any other recommendation from the insurer.

JLT Game day Checklist can be downloaded from the <http://cjcc.wa.cricket.com.au/>

Under 10s 'Super 8s' Rules

Associations must use these rules for any competition that has 8 players per team. These rules are designed for the age groups under 10s and younger.

Apart from the following rule variations and the CJCC General Rules of Play, the standard laws of cricket shall apply.

1 Match Details

- 1.1 A team in this competition shall consist of an even number of players for batting pairs. Teams should be balanced up before play. In the event of an uneven number of players, a batsman will be allowed to bat twice.
- 1.2 A team list may contain more than eight (8) players, but only eight (8) players may field at any one time when that team is fielding.
- 1.3 Play shall consist of One-day games: 16 overs per team.
- 1.4 Play shall commence at 8.00am. All games should be completed by 9:50am. Games may be extended by 10 minutes but must be completed by 10:00a.m Refer to General Rule 1.30 for other start times
- 1.5 The pitch shall be 18 metres in length, with provision to bowl from 16 metres
 - a) Association may determine the boundary size which can be 30 metres or 35 metres
 - b) Games may be played on grass, with a mowed pitch.
- 1.6 The Match Ball will be a standard red 'Softa Kookaburra' 110g 'Model CB 1688 JR3'
- 1.7 There must be a 10 minute change-over period between innings and a 5-minute drinks break may be taken after each 8 overs.
- 1.8 Each team must provide two Adult supervisors to be responsible for umpiring and scoring.
- 1.9 Batting, bowling and fielding roles must be shared equally amongst team players.
 - a) Fielders rotate at the end of every over (Wicket Keeper changed after 8 overs)
 - b) Only the wicket-keeper may field within ½ pitch length (10 metres) of the batsmen; no other fielder may do so.
 - c) In addition to this no fielder may stand within 2 metres of the playing surface in front of the striker's wicket. **See General Rules of Play; rule 1.18 for diagram**

2 Batting

- 2.1 All batsmen must wear cricket pads, batting gloves, protectors and a helmet with a grill.
- 2.2 Each batting pair bats for 4 overs, irrespective of dismissals.
- 2.3 The striker changes end if:
 - a) The striker is dismissed.
 - b) The striker faces 3 consecutive balls without scoring.
 - c) The over is complete.
- 2.4 In this competition the batting order must be rotated on a weekly basis (this must be strictly adhered to). This must be 1-8+.
 - a) All players in the team must have batted at least once in all batting positions from **1-8+** before they may bat again in any of the previous positions. **For example after the first game, 1 moves to 8+ with each position 2-8+ moving up one position for the next game. This to be repeated each game for the entire season.**
- 2.5 No LBW decisions shall be given. However, Coaches/Umpires are to discourage (in a positive way) the deliberate use by batters of pads to protect their wicket
- 2.6 Runs are scored in the normal manner.
- 2.7 In this age group a batsman cannot be dismissed by stumping.

3. Bowling

- 3.1 Bowlers shall bowl from a pre-selected end throughout the match.
- 3.2 Each player including the wicketkeeper must bowl a minimum of 2 overs and a maximum of 3, depending on the number of players in the team.
- 3.3 No bowler can bowl more than two (2) overs until all other players have bowled two (2) overs.
- 3.4 The wicket-keeper must be changed during each innings.
 - a) A minimum of two wicket-keepers are to be used per game with different keepers each game.
 - b) All protective gear must be worn by the Wicket-keeper as per **rule 4.2.**
- 3.5 The bowling order must be rotated on a weekly basis (this must be strictly adhered to). This must be 1-8+.
 - a) All players in the team must have bowled at least once in all bowling positions from **1-8+** before they may bowl again in any of the previous positions. **For example; after the first game, 1 moves to 8+ with each position 2-8+ moving up one position for the next game. This to be repeated each game for the entire season.**
- 3.6 Any bowler unable to bowl reasonable balls from wicket to wicket may be permitted to bowl from the 16 metre mark, at the discretion of the Umpire.
- 3.7 An over shall consist of only six balls with no extra ball to be bowled for Wides or No Balls. Wides and No Balls are to be recorded against the bowler's analysis and sundries for the batting team.

4. Fielding

- 4.1 Fielding restriction
 - a) Only the wicket-keeper may field within ½ pitch length (10 metres) of the batsmen; no other fielder may do so.
 - b) In addition to this no fielder may stand within 2 metres of the playing surface in front of the striker's wicket. **See General Rules of Play; rule 1.18 for diagram**
- 4.2 The wicket-keeper must wear gloves, pads, a protector and a helmet with a grill.

- 4.3** All fielders except the wicketkeeper must rotate in a clockwise direction at the completion of each over and must keep that order throughout the game. For this to be effective fielders **must** be evenly distributed on both sides of the wicket.
- 5. Points**
No points or ladders are to be maintained in this competition
- 6. Finals**
There are no finals in this competition

Under 10s Rules

Associations must use these rules for any competition under 10s and younger.

Apart from the following rule variations and the CJCC General Rules of Play, the standard laws of cricket shall apply.

1. Match Details

- 1.1 A team in this competition shall consist of an even number of players for batting in pairs. Teams should be balanced up before play. In the event of an uneven number of players, a batsman will be allowed to bat twice.
- 1.2 A team is allowed a maximum of 10 players on the ground at one time (if more than 10 players in a team only 10 may take the field at any one time)
- 1.3 Play shall consist of One-day games: 16 overs (8 players), 20 overs (10 players) per team or 24 (**Maximum**) overs (12+ players)
- 1.4 Play shall commence at 8.30am. All games must be completed by 11.00am. Refer to General Rule 1.30 for other start times
- 1.5 The pitch shall be 18 metres in length, with provision to bowl from 16 metres
 - a) Boundaries are to be marked 35 metres from the centre of the pitch.
 - b) Games may be played on grass, with a mowed pitch.
- 1.6 The Match Ball will be a standard red 'Softa Kookaburra' 110g. 'Model CB 1688 JR3'
- 1.7 There must be a 10 minute change-over period between innings and a 5-minute drinks break may be taken after half the overs are completed
- 1.8 Each team must provide two Adult supervisors to be responsible for umpiring and scoring.
- 1.9 Batting, bowling and fielding roles must be shared equally amongst team players.
 - a) Fielders rotate at the end of every over
 - b) Only the wicket-keeper may field within ½ pitch length (10 metres) of the batsmen; no other fielder may do so.
 - c) In addition to this no fielder may stand within 2 metres of the playing surface in front of the striker's wicket.

2. Batting

- 2.1 All batsmen must wear cricket pads, Batting gloves, protectors and a helmet with a grill.
- 2.2 Each batting pair bats for 4 overs, irrespective of dismissals.
- 2.3 The striker changes end if:
 - a) The striker is dismissed.
 - b) The striker faces 3 consecutive balls without scoring.
 - c) The over is complete.
- 2.4 In this competition the batting order must be rotated on a weekly basis (this must be strictly adhered to). This must be 1-11+.
 - a) All player in the team must have batted at least once in all batting positions from 1-11+ before they may bat again in any of the previous positions.
E.g. after the first game, 1 moves to 11+ with each position 2-11+ moving up one position for the next game. This to be repeated each game for the entire season.
- 2.5 No LBW decisions shall be given. However, Coaches/Umpires are to discourage (in a positive way) the deliberate use by batters of pads to protect their wickets.
- 2.6 Runs are scored in the normal manner.
- 2.7 In this age group a batsman cannot be dismissed by stumping.

3. Bowling

- 3.1 Bowlers shall bowl from a pre-selected end throughout the match.
- 3.2 Each player including the wicketkeeper must bowl a minimum of 2 overs and a maximum of 3, depending on the number of players in the team.
- 3.3 No bowler can bowl more than two (2) overs until all other players have bowled two (2) overs.
- 3.4 The wicket-keeper must be changed during each innings.
 - a) A minimum of two wicket-keepers must be used per game with different keepers each game.
 - b) All protective gear must be worn by the Wicket-keeper as per **rule 4.2**.
- 3.5 The bowling order must be rotated on a weekly basis (this must be strictly adhered to). This must be 1-11+.
 - a) All players in the team must have bowled at least once in all bowling positions from 1-11+ before they may bowl again in any of the previous positions.
For example; after the first game, 1 moves to 11+ with each position 2-11+ moving up one position for the next game. This to be repeated each game for the entire season.
- 3.6 Any bowler unable to bowl reasonable balls from wicket to wicket may be permitted to bowl from the 16 metre mark, at the discretion of the Umpire.
- 3.7 An over shall consist of only six balls with no extra ball to be bowled for Wides or No Balls. Wides and No Balls are to be recorded against the bowler's analysis and sundries for the batting team.

4. Fielding

- 4.1 Fielding restrictions
 - a) Only the wicket-keeper may field within ½ pitch length (10 metres) of the batsmen; no other fielder may do so.
 - b) In addition to this no fielder may stand within 2 metres of the playing surface in front of the striker's wicket.
See General Rules of Play; rule 1.18 for diagram.
- 4.2 The wicket-keeper must wear gloves, pads, a protector and a helmet with a grill.

- 4.3 All fielders except the wicketkeeper must rotate in a clockwise direction at the completion of each over and must keep that order throughout the game. For this to be effective fielders **must** be evenly distributed on both sides of the wicket.
5. **Points**
No points or ladders are to be maintained in this competition.
6. **Finals**
There are no finals in the Under 10's competition.

Under 11 Rules

Apart from the following rule variations and the CJCC General Rules of Play, the standard laws of cricket shall apply.

1. Match Details

- 1.1 Associations shall determine the type of pitch to be used; which shall be either
- Be the normal hard type of 18 metres
 - Be the normal hard type 20.12 metres.
 - Both teams are to play off same length
 - Boundaries are to be marked 40 metres from the centre of the pitch.
 - Any bowler unable to bowl reasonable balls from wicket to wicket may be permitted to bowl from a shortened pitch, at the discretion of the umpire/s.
- 1.2 Associations may decide to use either the standard 142g leather ball or the standard red 'Softa Kookaburra' Ball, 'Model CB 1688 JR3', the ball used must be in good condition.
- 1.3 Each team must provide two Adult supervisors to be responsible for umpiring and scoring
- 1.4 Play shall consist of One-day matches of 25 overs per team
- 1.5 Play shall commence at 8.30am. All matches must be completed by 11.30am. **Refer General Rules of Play 1.30 for other start times.**
- 1.6 There must be a 10 minute change-over period between innings and a 5-minute drinks break may be taken after the 10th over of each innings.

2. Batting

2.1 All batsmen must wear cricket pads, batting gloves, protector and a helmet with a grill.

2.2 Retiring batsmen

- Batsmen may be retired after they have faced a minimum of
 - Twelve (12) legal deliveriesA batsman may face more deliveries than these minimums but not less.
- All retirements of batsmen must take place at the end of the over.
- Batsmen must be retired at the end of the over they reach a maximum of
 - Twenty (20) legal deliveries

2.3 Retired Batsmen

A retired batsman can bat again after all remaining batsmen have had an innings.

- Retired Batsmen can return to bat only after all other members of the team on the team list that are present have batted,
 - A retired batsman can only resume his/her innings on the fall of a wicket or when another batsman has faced the required balls as per rule 2.2.
 - Retired batsmen will resume their innings in the order balls faced, from lowest number to highest.
 - In the event of two or more batsmen having retired with an identical number of balls faced, then the first retiree of the batsmen resumes their innings first.
 - A previously retired batsman must be retired again after he returns to bat when the batsman has faced the maximum number of balls as per rule 2.2(c).
 - Returned Batsmen may not otherwise be retired again unless HURT.
 - Retired batsmen at the end of a match are recorded, **Retired Not Out**
- 2.4 In this competition the batting order must be rotated on a weekly basis (this must be strictly adhered to). This must be 1-11+.
- All players in the team must have batted at least once in all batting positions from 1-11+ before they may bat again in any of the previous positions.
 - For example; after the first game, 1 moves to 11+ with each position 2-11+ moving up one position for the next game.**
 - This to be repeated each game for the entire season.**
- 2.5 No LBW decisions shall be given. However, coaches/umpires are to discourage (in a positive way) the deliberate use of pads to protect the wickets.
- 2.6 Batters cannot be given out if dismissed on the first playable ball of their innings.
- The bowler is given credit for any wicket taken off a first ball.
 - If later the batter is dismissed or retires, this player shall take no further part in the batting innings.

3. Bowling

- 3.1 Each player including the wicketkeeper must bowl a minimum of two (2) overs and a maximum of three (3), depending on team numbers and whether the batting team stays in or not.
- 3.2 No bowler can bowl more than two (2) overs until all other players have bowled two (2) overs.
- 3.3 The wicket-keeper must be changed during each innings. All protective gear must be worn by wicket keepers as per rule 4.2.
- 3.4 The bowling order must be rotated on a weekly basis. (this must be strictly adhered to). This must be 1-11+.
- All players in the team must have bowled at least once in all bowling positions from 1-11+ before they may bowl again in any of the previous positions.
For example after the first game, 1 moves to 11+ with each position 2-11+ moving up one position for the next game. This to be repeated each game for the entire season.
- 3.5 In this age group a "No Ball" or a "Wide" is not re-bowled.

4. Fielding

4.1 Fielding restrictions

- Slips, gullies and the wicket-keeper may field within ½ pitch length (10 metres) of the batsmen; no other fielder may do so.
- In addition to this no fielder may stand within 2 metres of the playing surface in front of the striker's wicket.
See General Rules of Play; rule 1.18 for diagram

4.2 The wicket-keeper must wear gloves, pads, a protector, helmet with grill.

4.3 Coaches must rotate the fielding positions, using all players available. For this to be effective fielders **must** be evenly distributed on both sides of the wicket.

4.4 Associations can decide to allow a maximum of 9 fielders to field at any one time.

5. Match Result

As per the laws of cricket.

6. Points

No points or ladders are to be maintained in this competition.

7. Finals

There are no finals in the Under 11's competition.

Under 11 'Super 10s' Rules

Apart from the following rule variations and the CJCC General Rules of Play, the standard laws of cricket shall apply.

1 Match Details

- 1.1 Play shall be a One-day game of 25 overs per team.
- 1.2 There must be a 10 minute change-over period between innings and a 5-minute break after the 12th overs. Breaks may be taken more frequently if conditions warrant.
- 1.3 The pitch shall be the normal hard type of 18 metres.
 - a) Boundaries must be marked 40 metres from the centre of the pitch.
 - b) Any bowler unable to bowl reasonable balls from wicket to wicket may be permitted to bowl from a shortened pitch, at the discretion of the umpire/s.
 - c) All overs to be bowled from one end.
- 1.4 A team list may contain more than ten (10) players, but only ten (10) players may field at any one time when that team is fielding.
- 1.5 Associations may decide to use either the standard 142g leather ball or the standard red 'Softa Kookaburra' Ball, 'Model CB 1688 JR3', the ball used must be in good condition.
- 1.6 Each team must provide two Adult supervisors to be responsible for umpiring and scoring.
- 1.7 Play shall commence at 8.30am.
- 1.8 Game must finish within 3 hours of the scheduled start time unless otherwise agreed

2 Batting

- 2.1 All batsmen must wear cricket pads, batting gloves, protectors and a helmet with a grill.
- 2.2 Each batting pair bats for five (5) overs, irrespective of dismissals.
- 2.3 The striker changes end if:
 - a) The striker is dismissed.
 - b) The striker faces three (3) consecutive balls without scoring.
 - c) The over is complete.
- 2.4 In this competition the batting order must be rotated on a weekly basis (this must be strictly adhered to). This must be 1-11+.
 - a) All players in the team must have batted at least once in all batting positions from 1-11+ before they may bat again in any of the previous positions.
E.g. after the first game, 1 moves to 11+ with each position 2-11+ moving up one position for the next game. This to be repeated each game for the entire season.
- 2.5 No LBW decisions shall be given. However, Coaches/Umpires are to discourage (in a positive way) the deliberate use by batters of pads to protect the wickets.
- 2.6 In this age group a batsman cannot be given Out - Stumped.

3 Bowling

- 3.1 Each player including the wicketkeeper must bowl a minimum of two (2) overs and a maximum of three (3), depending on team numbers and whether the batting team stays in or not.
- 3.2 No bowler can bowl more than two (2) overs until all other players have bowled two (2) overs.
- 3.3 The wicket-keeper must be changed during each innings. All protective gear must be worn by the wicket keeper as per rule 4.2.
- 3.4 The bowling order must be rotated on a weekly basis (this must be strictly adhered to). This must be 1-11+.
 - a) All player in the team must have bowled at least once in all bowling positions from 1-11+ before they may bowl again in any of the previous positions.
E.g. after the first game, 1 moves to 11+ with each position 2-11+ moving up one position for the next game. This to be repeated each game for the entire season.
- 3.5 In this age group a "No Ball" or a "Wide" is not re-bowled.

4 Fielding

- 4.1 Fielding restrictions
 - a) Slips, gullies and the wicket-keeper may field within ½ pitch lengths (10 metres) of the batsmen; no other fielder may do so.
 - b) In addition to this no fielder may stand within 2 metres of the playing surface in front of the striker's wicket.
See General Rules of Play; rule 1.18 for diagram
- 4.2 The wicket-keeper must wear gloves, pads, a protector and a helmet with a grill
- 4.3 Associations can decide to allow a maximum of 9 fielders to field at any one time.
- 4.4 Coaches must rotate the fielding positions, using all players available. For this to be effective fielders **must** be evenly distributed on both sides of the wicket.
5. **Points** - No points or ladders are to be maintained in this competition.
6. **Finals** - There are no finals in the Under 11's competition.

Under 12 Rules

Apart from the following rule variations and the CJCC General Rules of Play, the standard laws of cricket shall apply.

1. Match Details

- 1.1 The pitch shall be the normal hard type of 20.12 metres (22 yards) and boundaries shall be marked 45 metres from the centre of the pitch.
- 1.2 A standard 142g cricket ball shall be used.
- 1.3 Each team must provide two Adult supervisors to be responsible for umpiring and scoring.
- 1.4 Game Type
 - a) One Day shall consist of 26 overs
 - b) Two Day shall consist of 48 overs
 - c) Both game types may have a second innings.

2. Batting

- 2.1 All batsmen must wear pads, gloves, protectors and a helmet with a grill.
- 2.2 Retiring batsmen
 - a) Batsmen may be retired after they have faced a minimum of
 - i) Twelve (12) legal deliveries in a One Day game, or
 - ii) Fifteen (15) legal deliveries in a Two Day game.A batsman may face more deliveries than these minimums but not less.
 - b) All retirements of batsmen must take place at the end of the over.
 - c) Batsmen must be retired at the end of the over they reach the maximum number of legal deliveries.
 - i) Twenty (20) legal deliveries in a One Day game, or
 - ii) Thirty (30) legal deliveries in a One Day game
- 2.3
 - a) Retired Batsmen can return to bat only after all other members of the team on the team list that are present have batted,
 - b) A retired batsman can only resume his/her innings on the fall of a wicket, when another batsman retires hurt or when another batsman has faced the required balls as per rule 2.2.
 - c) Retired batsmen will resume their innings in the order of retirement.
 - d) A previously retired batsman must be retired again after he returns to bat when the batsman has faced the number of balls as per rule 2.2(c).
 - e) Retired batsmen at the end of a match are recorded, **Retired Not Out**
- 2.4 In this Competition the batting order must be rotated on a weekly basis (this must be strictly adhered to).
This must be 1-11+.
 - a) All player in the team must have batted at least once in all batting positions from 1-11+ before they may bat again in any of the previous positions.
E.g. after the first game, 1 moves to 11+ with each position 2-11+ moving up one position for the next game. This to be repeated each game for the entire season.
- 2.5 It is the intention of the CJCC that all players be given an equal opportunity to bat in a match, therefore where a team bats in a SECOND INNINGS the following criteria will determine the batting order:
 - a) Players who did not bat in the first innings must bat first.
 - b) All other players will return in the order of lowest to highest score (coaches have discretion when players have the same score).
 - c) Batsmen are required to follow the same retirement rules as per Rule 2.2 above.
- 2.6 No LBW decisions shall be given. However, coaches/umpires are to discourage (in a positive way) the deliberate use of pads to protect the wickets.

3. Bowling

- 3.1 In this competition the bowling order must be rotated on a weekly basis (this must be strictly adhered to).
Rotation must be 1-11+.
 - a) All player in the team must have bowled at least once in all bowling positions from 1-11+ before they may bowl again in any of the previous positions.
For example after the first game, 1 moves to 11+ with each position 2-11+ moving up one position for the next game. This to be repeated each game for the entire season.
- 3.2 There are a maximum eight (8) balls per over
- 3.3 In this competition a "No Ball" is re-bowled. **Refer General Rule of Play 1.14** (Maximum 8 balls per over)
- 3.4 In this competition a "Wide Ball" is re-bowled. **Refer General Rule of Play 1.15** (Maximum 8 balls per over)
- 3.5 It is the intention of the CJCC that all players are given an equal opportunity to bowl in a match. Therefore, when a team bowls in a SECOND INNINGS the following criteria will determine the bowling order.
 - a) Players who did not bowl in the first innings must bowl first.
 - b) Players who bowled the least number of overs must bowl next.
 - c) Bowlers are bound by the restrictions in rules 5.2 & 6.3 below.

4. Fielding

- 4.1 Fielding restrictions
 - a) Slips, gullies and the wicket-keeper may field within ½ pitch lengths (10 metres) of the batsmen; no other fielder may do so.
 - b) In addition to this no fielder may stand within 2 metres of the playing surface in front of the striker's wicket.
See General Rules of Play; rule 1.18 for diagram
- 4.2 The wicket-keeper must wear gloves, pads and a protector and helmet with a grill.
- 4.3 Min two (2) wicket keepers per game (Max two sessions).

5. ONE-DAY Matches

5.1 Each team is limited to 26 overs.

- a) Play shall commence at 8.00am and the team batting first shall declare after 26 overs or at 9.55 am, whichever comes first.
- b) There is a 10 minute break between innings.
- c) The second team is only entitled to the same number of overs as the first team faced, or the full 26, if the first team is all out.
- d) All games must cease at 12.00 noon.
- e) If the first innings of both teams is completed before 11:30 the match must go into a second innings, with the team that batted first batting again **Refer general rule 1.7** for follow on rule.
- f) A strict interpretation of wide deliveries shall be observed to prevent **negative bowling** and "Wide Ball" shall be called when the ball does not give the batter a reasonable opportunity to score. **Note: If the ball is struck by the batter then it is not a wide.**

5.2 Bowling

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

6. TWO-DAY Matches

6.1 Each team is limited to 48 overs per innings, except in the event quarter's cricket is being played refer to **General rule 1.17**

- a) Play shall commence at 8.30am
- b) The first team is required to declare after 48 overs, or 12.00 noon, whichever comes first.
- c) The second team is entitled to the same number of overs as the first team, or the full 48, if the first team is all out.

6.2 If the team batting first is dismissed within 48 overs on day one, the bowling team will commence its innings, and bat for the remainder of time on the first day, providing that this has occurred before 11:30am. If play finished after this time it is at the discretion of the Bowling team as to if it will begin its first innings.

- a) A 10 minute break must be taken between innings.
- b) Play must finish at 12.00noon.
- c) There is to be a minimum of 48 overs per day. An innings consists of no more than 48 overs.

6.3 Bowling

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

6.4 The first bowling team will bat or continue to bat on the second day for the remainder of its 48 overs after which it will make a compulsory declaration if not bowled out. If the first innings of the team batting second is completed prior to 11am on day two, the match must go into a second innings.

6.5 Coaches are encouraged to organise quarter's cricket especially in hot weather with the forecasted temperature 35 degrees or above. **Refer to General rule 1.18**

7. Drinks breaks

Drinks breaks must be taken each hour of play

- a) Drinks may be taken more frequently if called for by mutual consent of the supervising officials. This is to be considered especially on hot days as a safety precaution.
- b) Batsmen may ask the umpire for a drink; this may take place on the ground and between overs so as to not hold up play.
- c) Drinks breaks are limited to 5 minutes and may be taken in the shade when appropriate.
- d) Extra drinks breaks if taken must be completed within 2 minutes.

8. Match Result

As per the laws of cricket.

9. Points

No points or ladders are to be maintained in this competition.

10. Finals

There are no finals in the Under 12's competition.

Under 13 Rules

Apart from the following rule variations and the CJCC General Rules of Play, the standard laws of cricket shall apply.

1. Match Details

- 1.1 The pitch shall be the normal hard type of 20.12 metres (22 yards) and boundaries shall be marked 50 metres from the centre of the pitch.
- 1.2 A standard 142g cricket ball shall be used.
- 1.3 Each team must provide two Adult supervisors to be responsible for umpiring and scoring.
- 1.4 Game Type
 - a) One Day shall consist of 30 overs.
 - b) Two Day shall consist of 50 overs. Except if quarters cricket is played refer to **General Rule 1.17**
 - c) Both game types may have a second innings.

2. Batting

- 2.1 All batsmen must wear cricket pads, batting gloves, protectors and a helmet with a grill.
- 2.2 Retiring batsmen
 - a) The batsmen may be retired after they have faced a minimum of
 - i) Fifteen (15) legal deliveries in a One day match, or
 - ii) Twenty (20) legal deliveries in a Two day match.
 - iii) A batsman may face more deliveries than these minimums but not less.
 - b) The batsmen must be retired at the end of the over they have faced the maximum number of legal deliveries.
 - i) Twenty five (25) for a One Day game
 - ii) Thirty five (35) for a Two Day game.
- 2.3
 - a) Retired Batsmen can return to bat only after all other members of the team on the team list that are present have batted,
 - b) A retired batsman can only resume his/her innings on the fall of a wicket, when another batsman retires hurt or when another batsman has faced the required balls as per rule 2.2.
 - c) Retired batsmen will resume their innings in the order of retirement.
 - d) A previously retired batsman must be retired again after he returns to bat when the batsman has faced the number of balls as per rule 2.2(c).
 - e) Retired batsmen at the end of a match are recorded, **Retired Not Out**
- 2.4 In this competition the batting order shall be rotated on a weekly basis.

The rotation is –

 - a) Players must be rotated every game for the duration of the home and away season.
 - b) Batting positions 1 & 2 are treated as one position.
 - c) Any player who did not bat in the first innings must bat in the next game they play.
 - d) Players must bat in a minimum of 5 different positions throughout the season.
(This must be strictly adhered to).
- 2.5 It is the intention of the CJCC that all players are given an equal opportunity to bat in a match, therefore where a team bats in a SECOND INNINGS the following criteria will determine the batting order.
 - a) Players who did not bat in the first innings must bat first.
 - b) All other players must return in the order of lowest to highest score (coaches have discretion when players have the same score).
 - c) Batsmen are required to follow the same retirement rules **as per Rule 2.2** above.
- 2.6 A batsman is **NOT OUT LBW** if the ball hits the batter on either **pad**, when clearly playing forward of the crease in a genuine stroke.
A batsman can **ONLY** be given out **LBW** if **ALL** of the following conditions are met and the umpire is in no doubt that the ball once having hit the pad would have continued on to hit the stumps
 1. a) The delivery is a legal delivery, which has pitched on the stumps or outside the off stump, and has not made contact with the bat before hitting the batsman's pad.
 2. b) The point of contact with the batsman's pad (front or back pad) is in line from wicket to wicket;
 3. c) If the ball had not struck the batsman's pad it would definitely have gone on to hit the stumps.

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

3. Bowling

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

The rotation is –

 - a) Players must be rotated every game for the duration of the home and away season.
 - b) Neither opening bowler can open the bowling in two consecutive games.
 - c) Any player who did not bowl in the first innings must bowl in the next game they play.
 - d) Players must bowl in a minimum of 5 different positions throughout the season.
(All rotation rules must be strictly adhered to).
- 3.2 There are a maximum eight (8) balls per over
- 3.3 In this competition a "No Ball" is re-bowled. **Refer General Rule of Play 1.14** (Maximum 8 balls per over)
- 3.4 In this competition a "Wide Ball" is re-bowled. **Refer General Rule of Play 1.15** (Maximum 8 balls per over)
- 3.5 It is the intention of the CJCC that all players are given an equal opportunity to bowl in a match. Therefore, when a team bowls in a SECOND INNINGS the following criteria will determine the bowling order.
 - a) Players who did not bowl in the first innings must bowl first.
 - b) Players who bowled the least number of overs must bowl next.
 - c) Bowlers are bound by the restrictions in **rules 5.2 & 6.3** below.

4 Fielding

4.1 Fielding restrictions

- Slips, gullies and the wicket-keeper may field within ½ pitch length (10 metres) of the batsmen; no other fielder may do so.
- In addition to this no fielder may stand within 2 metres of the playing surface in front of the striker's wicket.

See General Rules of Play; rule 1.18 for diagram

4.2 The wicket-keeper must wear gloves, pads, a protector and a helmet with a grill

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

5. ONE-DAY Matches

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

- Play shall commence at 8.00am and the team batting first shall declare after 30 overs or at 9.55 am, whichever comes first.
- 10 minute break between innings.
- The second team is entitled to the same number of overs, or the full 30, if the first team is all out.
- All games must cease at 12.00 noon.
- If the first innings of both teams is completed before 11 the match will go into a second innings, with the team that batted first batting again. **Refer general rule 1.7** for follow on rule.
- A strict interpretation of wide deliveries shall be observed to prevent negative bowling and "Wide Ball" shall be called when the ball does not give the batter a reasonable opportunity to score. Note: If the ball is struck by the batter then it is not a wide.

5.2 Bowling

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

6. TWO-DAY Matches

6.1 Each team is limited to 50 overs per innings, in the event quarters cricket is being played refer to **General rule 1.17**

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

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

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

6.3 Bowling

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

6.4 The bowling team will continue to bat on the second day for the remainder of its 50 overs after which it will make a compulsory declaration if not bowled out. If the first innings of the team batting second is completed prior to 11:30am on day 2, a game must go into a second innings.

6.5 Coaches are encouraged to organise quarter's cricket, especially in hot weather with temperatures 35 degrees and above forecasted.

7. Drinks breaks

Drinks breaks must be taken hourly.

- Drinks may be taken more frequently if called for by mutual consent of the supervising officials. This is to be considered especially on hot days as a safety precaution.
- Batsmen may ask the umpire for a drink; this may take place on the ground and between overs so as to not hold up play.
- Drinks breaks are limited to 5 minutes and may be taken in the shade when appropriate.
- Extra drinks breaks if taken must be completed within 2 minutes

8. Match Result

As per the laws of cricket

9. Points

| | |
|--|-----------|
| Outright win if winning team leads on the first innings | 16 Points |
| Outright win where first innings a tie | 13 Points |
| Outright win if winning team behind on the first innings | 10 Points |
| Outright tie - each team | 8 Points |
| First innings win | 10 Points |
| First innings lead but beaten outright | 6 Points |
| Tie on first innings - each team | 5 Points |
| Forfeit on a two day fixtured game | 15 Points |
| Forfeit on a one day fixtured game | 13 Points |
| Drawn match - each team | 5 Points |

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

INCENTIVE POINTS:

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

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

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

10. Finals

Finals to be Two Day fixtures in the normal form unless otherwise determined by the Association. The four leading teams in Under 13s at the end of the qualifying matches will play finals matches to decide the premiership. The team that finished first (minor premiers), will play the fourth placed team and the second placed team will play the third placed team in the semi finals.

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

Junior Girls Rules

Apart from the following rule variations and the CJCC General Rules of Play, the standard laws of cricket shall apply.

1 Match Details

- 1.1 A team in this competition shall consist of an even number of players for batting pairs. Teams should be balanced up before play. In the event of an uneven number of players, a batsman will be allowed to bat twice.
- 1.2 A team list may contain more than eight (8) players, but only eight (8) players may field at any one time when that team is fielding.
- 1.3 Play shall consist of One-day games: 16 overs per team.
- 1.4 Play shall commence at 8.30am. All games should be completed by 10:30am.
- 1.5 The pitch shall be 18 metres in length, with provision to bowl from 16 metres
 - a) Association may determine the boundary size which can be 30 metres or 35 metres
 - b) Games may be played on grass, with a mowed pitch.
- 1.6 The Match Ball will be a standard red 'Softa Kookaburra' 110g 'Model CB 1688 JR3'
- 1.7 There must be a 10 minute change-over period between innings and a 5-minute drinks break may be taken after each 8 overs.
- 1.8 Each team must provide two Adult supervisors to be responsible for umpiring and scoring.
- 1.9 Batting, bowling and fielding roles must be shared equally amongst team players.
 - a) Fielders rotate at the end of every over (Wicket Keeper changed after 8 overs)
 - b) The wicketkeeper must wear gloves, pads and a helmet with a grill. Protectors and thigh pads are optional.

2 Batting

- 2.1 All batsmen must wear cricket pads, batting gloves and a helmet with a grill. Protectors and thigh pads are optional.
- 2.2 Each batting pair bats for 4 overs, irrespective of dismissals.
- 2.3 The striker changes end if:
 - a) The striker is dismissed.
 - b) The striker faces 3 consecutive balls without scoring.
 - c) The over is complete.
- 2.4 In this competition the batting order must be rotated on a weekly basis (this must be strictly adhered to). This must be 1-8+.
 - a) All players in the team must have batted at least once in all batting positions from **1-8+** before they may bat again in any of the previous positions.
For example after the first game, 1 moves to 8+ with each position 2-8+ moving up one position for the next game. This to be repeated each game for the entire season.
- 2.5 *Law 36 – Leg Before Wicket* shall not apply. However, Coaches/Umpires are to discourage (in a positive way) the deliberate use by batters of pads to protect the wickets.
- 2.6 *Law 39 – Stumped* shall not apply.
- 2.7 Runs are scored in the normal manner.

3 Bowling

- 3.1 Bowlers shall bowl from a pre-selected end throughout the match.
- 3.2 Each player including the wicketkeeper must bowl a minimum of 2 overs and a maximum of 3, depending on the number of players in the team.
- 3.3 No bowler can bowl more than two (2) overs until all other players have bowled two (2) overs.
- 3.4 The wicket-keeper must be changed during each innings.
 - a) A minimum of two wicket-keepers are to be used per game with different keepers each game.
 - b) All protective gear must be worn by the Wicket-keeper as per **rule 1.9.b)**
- 3.5 The bowling order must be rotated on a weekly basis (this must be strictly adhered to). This must be 1-8+.
 - a) All player in the team must have bowled at least once in all bowling positions from **1-8+** before they may bowl again in any of the previous positions.
For example; after the first game, 1 moves to 8+ with each position 2-8+ moving up one position for the next game. This to be repeated each game for the entire season.
- 3.6 There are a maximum of six (6) balls per over.
- 3.7 A "No-Ball" or a "Wide" is not rebowled.

4 Fielding

- 4.1 Fielding restriction
 - a) Only the wicket-keeper may field within ½ pitch length (10 metres) of the batsmen; no other fielder may do so.
 - b) In addition to this no fielder may stand within 2 metres of the playing surface in front of the striker's wicket.
See General Rules of Play; rule 1.18 for diagram

5 Points

No points or ladders are to be maintained in this competition

6 Finals

There are no finals in this competition

Under 14 Rules

Apart from the following rule variations and the CJCC General Rules of Play, the standard laws of cricket shall apply.

1. Match Details

- 1.1 The pitch shall be the normal hard type of 20.12 metres (22 yards) and boundaries shall be marked 50 metres from the centre of the pitch.
- 1.2 A standard 156g cricket ball shall be used.
- 1.3 Each team shall provide two Adult supervisors to be responsible for umpiring and scoring
- 1.4 Game Type
 - a) One Day shall consist of 30 overs (**PJCA only 33 overs per innings**).
 - b) Two Day shall consist of 50 overs. If quarter's cricket is played refer to **General Rule 1.17**
 - c) Both game types may have a second innings.

2. Batting

- 2.1 All batsmen shall wear cricket pads, batting gloves, protectors and a helmet with a grill.
- 2.2 Retiring batsmen
 - a) Batsmen may be retired after they have faced a minimum of
 - i) Fifteen (15) legal deliveries in a One-day match or
 - ii) Twenty five (25) legal deliveries in a Two day match.A batsman may face more deliveries than these minimums but not less.
 - b) All retirements of batsmen must take place at the end of the over.
 - c) Batsmen must retire at the end of the over they reach the maximum number of legal deliveries.
 - i) Thirty (30) for a One Day Game.
 - ii) Forty (40) for a Two day game.
- 2.3
 - a) Retired Batsmen can return to bat only after all other members of the team on the team list that are present have batted,
 - b) A retired batsman can only resume his/her innings on the fall of a wicket, when another batsman retires hurt or when another batsman has faced the required balls as per rule 2.2.
 - c) Retired batsmen will resume their innings in the order of retirement.
 - d) A previously retired batsman must be retired again after he returns to bat when the batsman has faced the number of balls as per rule 2.2(c).
 - e) Retired batsmen at the end of a match are recorded, **Retired Not Out**
- 2.4 In this competition the batting order shall be rotated on a weekly basis.

The rotation is –

 - a) Players must be rotated every game for the duration of the home and away season.
 - b) Batting positions 1 & 2 are treated as one position.
 - c) Any player who did not bat in the first innings must bat in the next game they play.
 - d) Players must bat in a minimum of 5 different positions throughout the season.
(This must be strictly adhered to).
- 2.7 It is the intention of the CJCC that all players be given an equal opportunity to bat in a match, therefore where a team bats in a SECOND INNINGS the following criteria will determine the batting order.
 - a) Players who did not bat in the first innings must bat first.
 - b) All other players will return in the order of lowest to highest score (coaches have discretion when players have the same score).
 - c) Batsmen are required to follow the same retirement rules **as per Rule 2.2** above.
- 2.6 A batsman is **NOT OUT LBW** if the ball hits the batter on either **pad**, when clearly playing forward of the crease in a genuine stroke.

A batsman can **ONLY** be given out **LBW** if **ALL** of the following conditions are met and the umpire is in no doubt that the ball once having hit the pad would have continued on to hit the stumps

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

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

3. Bowling

- 3.1 In this competition the bowling order must be rotated on a weekly basis.

The rotation is –

 - a) Players must be rotated every game for the duration of the home and away season.
 - b) Neither opening bowler can open the bowling in two consecutive games.
 - c) Any player who did not bowl in the first innings must bowl in the next game they play.
 - d) Players must bowl in a minimum of 5 different positions throughout the season.
(All rotation rules must be strictly adhered to).
- 3.2 Maximum 8 balls per over
- 3.3 In this age group a "No Ball" is re-bowled. **Refer General Rules of Play 1.14.** (Maximum 8 balls per over)
- 3.4 In this age group a "Wide Ball" is re-bowled. **Refer General Rules of Play 1.15.** (Maximum 8 balls per over)
- 3.5 It is the intention of the CJCC that all players are given an equal opportunity to bowl in a match. Therefore, when a team bowls in a SECOND INNINGS the following criteria will determine the bowling order.
 - a) Players who did not bowl in the first innings must bowl first.
 - b) Players who bowled the least number of overs must bowl next.
 - c) Bowlers are bound by the restrictions in **rules 5.2 & 6.3** below.

4. Fielding

4.1 Fielding restrictions

- a) Slips, gullies and the wicket-keeper may field within ½ pitch lengths (10 metres) of the batsmen; no other fielder may do so.
- b) In addition to this no fielder may stand within 2 metres of the playing surface in front of the striker's wicket.

See **General Rules of Play; rule 1.18 for diagram**

4.2 The wicket-keeper must wear gloves, pads and a protector. A helmet with a grill must be worn when the wicket-keeper stands within three (3) metres of the wicket.

5. ONE-DAY Matches

5.1 Each team is limited to 30 overs each innings (PJCA only 33 overs),

- a) Play shall commence at 8.00am and the team batting first shall declare after 30 overs (PJCA only 35 overs), or at 9.55 am, whichever comes first.
- b) 10 minute break between innings.
- c) The second team is entitled to the same number of overs, or the full 30 (PJCA only 35 overs), if the first team is all out.
- d) All games must cease at 12.00 noon. (PJCA only match may continue to 12.15 to only allow the second team to receive the same number of overs)
- e) If the first innings of both teams is completed before 11:20am the match will go into a second innings, with the team that batted first batting again. **Refer general rule 1.7** for follow on rule.
- f) A strict interpretation of wide deliveries shall be observed to prevent negative bowling and "Wide Ball" shall be called when the ball does not give the batter a reasonable opportunity to score. Note: If the ball is struck by the batter then it is not a wide.

5.2 Bowling

- a) All players, including the wicketkeeper, must bowl two (2) overs before any player can bowl a third (3).
- b) The final bowler must have started their 2 over spell before another bowler can bowl a third.
- c) The maximum number of overs a player can bowl is five (5)
- d) Four (4) overs maximum can be bowled in a spell.
- e) A minimum of six (6) overs must be bowled between spells.

6. TWO-DAY Matches

6.1 Each team is limited to 50 overs per innings, in the event quarters cricket is being played refer to **General rule 1.17**

- a) Play shall commence at 8.30am and
 - b) The first team is required to declare after 50 overs, or 12.00 noon, whichever comes first.
 - c) The second team is entitled to the same number of overs as the first team, or the full 50, if the first team is all out.
 - d) If the bowling side has completed its allotted overs, and the batting side is not all out, then it's at the discretion of the side that bowled first if it commences its first innings regardless of time.
- 6.2 If the team batting first is dismissed within 50 overs on day one, the bowling team will commence its innings and bat for the remainder of time on the first day, providing that this has occurred before 11:20am. If play finished after this time it is at the discretion of the Bowling team as to if it will begin its first innings.
- a) A 10 minute break must be had between innings.
 - b) All games must cease at 12.00 noon.
 - c) There is to be a minimum of 50 overs per day. An innings consists of no more than 50 overs.

6.3 Bowling

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

6.4 The bowling team will continue to bat on the second day for the remainder of its 50 overs after which it will make a compulsory declaration if not bowled out. Play will then continue under normal conditions until the 12.00noon.
If the first innings of the team batting second is completed prior to 11am on day 2, a game must go into a second innings.

6.5 Coaches are encouraged to organise quarter's cricket, especially in hot weather with temperatures 35 degrees and above forecasted.

7. Drinks breaks

Drinks breaks must be taken hourly

- a) Drinks may be taken more frequently if called for by mutual consent of the supervising officials. This is to be considered especially on hot days as a safety precaution.
- b) Batsmen may ask the umpire for a drink; this may take place on the ground and between overs so as to not hold up play.
- c) Drinks breaks are limited to 5 minutes and may be taken in the shade when appropriate.
- d) Extra drinks breaks if taken must be completed within 2 minutes

8. Match Result

As per the laws of cricket

9. Points

| | |
|--|-----------|
| Outright win if winning team leads on the first innings | 16 Points |
| Outright win where first innings a tie | 13 Points |
| Outright win if winning team behind on the first innings | 10 Points |
| Outright tie - each team | 8 Points |
| First innings win | 10 Points |
| First innings lead but beaten outright | 6 Points |
| Tie on first innings - each team | 5 Points |
| Forfeit on a two day fixtured game | 15 Points |
| Forfeit on a one day fixtured game | 13 Points |
| Drawn match - each team | 5 Points |

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

INCENTIVE POINTS:

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

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

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

10. Finals

Finals shall be Two Day fixtures in the normal form unless otherwise determined by the Association. The four leading teams in Under 14s at the end of the qualifying matches will play finals matches to decide the premiership. The team that finished first (minor premiers), will play the fourth placed team and the second placed team will play the third placed team in the semi finals.

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

Under 15 Rules

Apart from the following rule variations and the CJCC General Rules of Play, the standard laws of cricket shall apply.

1. Match Details

- 1.1 The pitch shall be the normal hard type of 20.12 metres (22 yards) and boundaries shall be marked 55 metres from the centre of the pitch.
- 1.2 A standard 156g cricket ball shall be used.
- 1.3 Each team must provide two Adult supervisors to be responsible for umpiring and scoring
- 1.4 Match Type
 - a) One Day shall consist of 30 overs (**PJCA only** 35 overs per innings).
 - b) Two Day shall consist of 54 overs. If quarter's cricket is played refer to **General Rule 1.17**
 - c) Both game types may have a second innings.

2. Batting

- 2.1 All batsmen must wear cricket pads, batting gloves, protectors and a helmet with a grill.
- 2.2 Retiring batsmen
 - a) Batsmen may be retired after they have faced a minimum of
 - i) Fifteen (15) legal deliveries in a One-day match or
 - ii) Thirty (30) legal deliveries in a Two day match.A batsman may face more deliveries than these minimums but not less.
 - b) All retirements of batsmen must take place at the end of the over.
 - c) Batsmen must be retired at the end of the over they reach the maximum number of legal deliveries.
 - i) Thirty Five (35) for a One Day Game.
 - ii) Fifty (50) for a Two Day game.
- 2.3
 - a) Retired Batsmen can return to bat only after all other members of the team on the team list that are present have batted,
 - b) A retired batsman can only resume his/her innings on the fall of a wicket, when another batsman retires hurt or when another batsman has faced the required balls as per rule 2.2.
 - c) Retired batsmen will resume their innings in the order of retirement.
 - d) A previously retired batsman must be retired again after he returns to bat when the batsman has faced the number of balls as per rule 2.2(c).
 - e) Retired batsmen at the end of a match are recorded, **Retired Not Out**
- 2.4 In this competition the batting order shall be rotated on a weekly basis.

The rotation is –

 - a) Players must be rotated every game for the duration of the home and away season.
 - b) Batting positions 1 & 2 are treated as one position.
 - c) Any player who did not bat in the first innings must bat in the next game they play.
 - d) Players must bat in a minimum of 5 different positions throughout the season.
(This must be strictly adhered to).
- 2.5 It is the intention of the CJCC that all players be given an equal opportunity to bat in a match, therefore where a team bats in a SECOND INNINGS the following criteria will determine the batting order.
 - a) Players who did not bat in the first innings must bat first.
 - b) All other players must return in the order of lowest to highest score (coaches have discretion when players have the same score).
 - c) Batsmen are required to follow the same retirement rules **as per Rule 2.2** above.
- 2.6 A batsman is **NOT OUT LBW** if the ball hits the batter on either **pad**, when clearly playing forward of the crease in a genuine stroke.

A batsman can **ONLY** be given out **LBW** if **ALL** of the following conditions are met and the umpire is in no doubt that the ball once having hit the pad would have continued on to hit the stumps

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

3. Bowling

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

The rotation is –

 - a) Players must be rotated every game for the duration of the home and away season.
 - b) Neither opening bowler can open the bowling in two consecutive games.
 - c) Any player who did not bowl in the first innings must bowl in the next game they play.
 - d) Players must bowl in a minimum of 5 different positions throughout the season.
(All rotation rules must be strictly adhered to).
- 3.2 Maximum 8 balls per over
- 3.3 In this age group a "No Ball" is re-bowled. **Refer General rules of Play 1.14.** (Maximum 8 ball per over)
- 3.4 In this age group a "Wide Ball" is re-bowled. **Refer General rules of Play 1.15** (Maximum 8 ball per over)
- 3.5 It is the intention of the CJCC that all players are given an equal opportunity to bowl in a match. Therefore, when a team bowls in a SECOND INNINGS the following criteria will determine the bowling order.
 - a) Players who did not bowl in the first innings must bowl first.
 - b) Players who bowled the least number of overs must bowl next.
 - c) Bowlers are bound by the restrictions in **rules 5.2 & 6.3** below.

4. Fielding

4.1 Fielding restrictions

- a) Slips, gullies and the wicket-keeper may field within ½ pitch lengths (10 metres) of the batsmen; no other fielder may do so.
- b) In addition to this no fielder may stand within 2 metres of the playing surface in front of the striker's wicket.
- c) Players may field inside the 10m zone providing they have a helmet with grill and a protector either in front of the wicket or on the leg side
See General Rules of Play; rule 1.18 for diagram

4.2 The wicket-keeper must wear gloves, pads and a protector. A helmet with a grill must be worn when the wicket-keeper stands within three (3) metres of the wicket.

5. ONE-DAY Matches

5.1 Each team is limited to 30 over's each innings (PJCA only 35 overs),

- a) Play shall commence at 8.00am and the team batting first shall declare after 30 overs (PJCA only 40 overs) or at 9.55 am, whichever comes first.
- b) 10 minute break between innings.
- c) The second team is entitled to the same number of overs, or the full 30 (PJCA only 40 overs), if the first team is all out.
- d) All games must cease at 12.00 noon. (PJCA only match may continue to 12.15 to only allow the second team to receive the same number of overs)
- e) If the first innings of both teams is completed before 11:20am the match will go into a second innings, with the team that batted first batting again. **Refer general rule 1.7** for follow on rule.
- f) A strict interpretation of wide deliveries shall be observed to prevent negative bowling and "Wide Ball" shall be called when the ball does not give the batter a reasonable opportunity to score. Note: If the ball is struck by the batter then it is not a wide.

5.2 Bowling

- a) A minimum of eight (8) bowlers must bowl before any bowler may bowl a second spell (except if the team only has 7 players)
- b) The maximum number of overs a bowler can bowl is five (5), except if the team only has 7 players then bowlers may bowl one additional over each to complete the allotted overs and if required one further over to complete in the case of Peel.
- c) Four (4) overs maximum can be bowled in a spell. .
- d) A minimum of six (6) overs must be bowled between spells.

6. TWO-DAY Matches

6.1 Each team is limited to 54 overs per innings, in the event quarters cricket is being played refer to **General rule 1.17**

- a) Play shall commence at 8.30am and
- b) The first team is required to declare after 54 overs, or 12.00 noon, whichever comes first.
- c) The second team is entitled to the same number of overs as the first team, or the full 54, if the first team is all out.

6.2 If the team batting first is dismissed within 54 overs on day one, the bowling team will commence its innings and bat for the remainder of time on the first day, providing that this has occurred before 11:20am. If play finished after this time it is at the discretion of the Bowling team as to if it will begin its first innings.

- a) A 10 minute break shall be had between innings.
- b) All games must cease at 12.00 noon.
- c) There is to be a minimum of 54 overs per day. An innings consists of no more than 54 overs.

6.3 Bowling

- a) A minimum of eight (8) bowlers must bowl in the first 32 overs, (except if the team only has 7 players).
- b) No bowler can bowl more than four (4) overs in the first 32 overs (except if the team only has 7 players).
- c) Four (4) overs maximum can be bowled in a spell.
- d) Six (6) overs must be bowled between spells.
- e) The maximum number of overs a bowler can bowl is eight (8).

6.4 The first bowling team will continue to bat on the second day for the remainder of its 54 overs after which it will make a compulsory declaration if not bowled out. If the first innings of the team batting second is completed prior to 11am on day 2, a game must go into a second innings.

6.5 Coaches are encouraged to organise quarter's cricket, especially in hot weather with temperatures 35 degrees and above forecasted.

7. Drinks breaks

Drinks breaks must be taken hourly

- a) Drinks may be taken more frequently if called for by mutual consent of the supervising officials. This is to be considered especially on hot days as a safety precaution.
- b) Batsmen may ask the umpire for a drink; this may take place on the ground and between overs so as to not hold up play.
- c) Drinks breaks are limited to 5 minutes and may be taken in the shade when appropriate.
- d) Extra drinks breaks if taken must be completed within 2 minutes

8. Match Result

As per the laws of cricket

9. Points

| | |
|--|-----------|
| Outright win if winning team leads on the first innings | 16 Points |
| Outright win where first innings a tie | 13 Points |
| Outright win if winning team behind on the first innings | 10 Points |
| Outright tie - each team | 8 Points |
| First innings win | 10 Points |
| First innings lead but beaten outright | 6 Points |
| Tie on first innings - each team | 5 Points |
| Forfeit on a two day fixtured game | 15 Points |
| Forfeit on a one day fixtured game | 13 Points |
| Drawn match - each team | 5 Points |

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

INCENTIVE POINTS:

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

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

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

10. Finals

Finals shall be Two Day fixtures in the normal form unless otherwise determined by the Association. The four leading teams in Under 15s at the end of the qualifying matches will play finals matches to decide the premiership. The team that finished first (minor premiers), will play the fourth placed team and the second placed team will play the third placed team in the semi finals.

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

Under 16/17 Rules

Apart from the following rule variations and the CJCC General Rules of Play, the standard laws of cricket shall apply.

1. Match Details

- 1.1 The pitch shall be the normal hard type of 20.12 metres (22 yards) and boundaries shall be marked 60 metres from the centre of the pitch.
- 1.2 A standard 156g cricket ball shall be used.
- 1.3 Each team must provide two Adult supervisors to be responsible for umpiring and scoring
- 1.4 Match type
 - a) One Day shall consist of 30 overs (**PJCA only** 35 overs per innings).
 - b) Two Day shall consist of 56 overs. If quarter's cricket is played refer to **General Rule 1.17**
 - c) Both game types may have a second innings.

2. Batting

- 2.1 All batsmen must wear cricket pads, batting gloves, protectors and a helmet with a grill.
- 2.2 Retiring Batsmen
 - a) Batsmen may be retired after they have reached the minimum number of legal deliveries of:
 - i) Fifteen (15) for One Day games.
 - ii) Thirty (30) for Two Day games.
 - b) All retirements must take place at the end of the over.
 - c) Batsmen must retire at the end of the over they reach:
 - i) Forty (40) balls faced for One Day games.
 - ii) Seventy Five (75) balls faced for Two Day games.
- 2.3
 - a) Retired Batsmen can return to bat only after all other members of the team on the team list that are present have batted.
 - b) A retired batsman can only resume his/her innings on the fall of a wicket, when another batsman retires hurt or when another batsman has faced the required balls as per rule **2.2**.
 - c) Retired batsmen will resume their innings in the order of retirement.
 - d) A previously retired batsman must be retired again after he returns to bat when the batsman has faced the number of balls as per rule **2.2(c)**.
 - e) Retired batsmen at the end of a match are recorded, **Retired Not Out**
- 2.4 In this competition the batting order shall be rotated on a weekly basis so that each player has experience in all situations.

The rotation is –

 - a) Players must be rotated every game for the duration of the home and away season.
 - b) Positions 1 & 2 are treated as one position.
 - c) Any player who did not bat in the first innings must bat in the next game they play in.
(This must be strictly adhered to).
- 2.5 It is the intention of the CJCC that all players be given an equal opportunity to bat in a match, therefore where a team bats in a SECOND INNINGS the following criteria will determine the batting order.
 - a) Players who did not bat in the first innings must bat first.
 - b) All other players will return in the order of lowest to highest score (coaches have discretion when players have the same score).
 - c) Batsmen are required to follow the same retirement rules **as per Rule 2.2** above

2.6 LBW RULE

No local rules, Law 36 applies– (a full description of this can be found in the **General Rules of Play Rule 1.29**)

All coaches and umpires are to especially note: On synthetic pitches a ball that pitches in front of a batsman playing forward will most likely be passing above the stumps and should therefore not be given out.

3. Bowling

- 3.1 In this competition the bowling order must be rotated on a weekly basis.

The rotation is –

 - a) Players must be rotated every game for the duration of the home and away season.
 - b) Neither opening bowler can open the bowling in two consecutive games.
 - c) Players must bowl in a minimum of 5 different positions throughout the season.
(This must be strictly adhered to).
- 3.2 In this age group a "No Ball" is re-bowled. **Refer General Rules of play 1.14**
- 3.3 In this age group a "Wide Ball" is re-bowled **Refer General Rules of play 1.15**
- 3.4 It is the intention of the CJCC that all players are given an equal opportunity to bowl in a match. Therefore, when a team bowls in a SECOND INNINGS the following criteria will determine the bowling order.
 - a) Players who did not bowl in the first innings must bowl first.
 - b) Players who bowled the least number of overs must bowl next.
 - c) Bowlers are bound by the restrictions in **rules 5.2 & 6.3** below.

4. Fielding

- 4.1 Fielding restrictions
 - a) Slips, gullies and the wicket-keeper may field within ½ pitch lengths (10 metres) of the batsmen; no other fielder may do so.
 - b) In addition to this no fielder may stand within 2 metres of the playing surface in front of the striker's wicket.
 - c) Players may field inside the 10m zone providing they have a helmet with grill and a protector either in front of the wicket or on the leg side
See General Rules of Play; rule 1.18 for diagram
- 4.2 The wicket-keeper must wear gloves, pads and a protector. A helmet with a grill must be worn when the wicket-keeper stands within three (3) metres of the wicket.

5 ONE-DAY Matches

5.1 Each team is limited to 30 over's each innings (PJCA only 35 overs).

- Play shall commence at 8.00am and the team batting first shall declare after 30 overs (PJCA only 40 overs) or at 9.55 am, whichever comes first.
- 10 minute break between innings.
- The second team is entitled to the same number of overs, or the full 30 (PJCA only 40 overs), if the first team is all out.
- All games must cease at 12.00 noon. (PJCA only match may continue to 12.15 to only allow the second team to receive the same number of overs)
- If the first innings of both teams is completed before 11:20 the match will go into a second innings, with the team that batted first batting again. **Refer general rule 1.7** for follow on rule.
- A strict interpretation of wide deliveries shall be observed to prevent negative bowling and "Wide Ball" shall be called when the ball does not give the batter a reasonable opportunity to score. Note: If the ball is struck by the batter then it is not a wide.

5.2 Bowling

- A minimum of 8 bowlers shall bowl before any bowler may bowl a second spell.(except if the team only has 7 players)
- The maximum number of overs a bowler can bowl is five (5) (except if the team only has 7 players then players can bowl one additional over each)
- Four (4) overs maximum can be bowled in a spell.
- A minimum of six (6) overs must be bowled between spells.

6 TWO-DAY Matches

6.1 Each team is limited to 56 overs per innings, in the event quarters cricket is being played refer to **General rule 1.17**

- Play shall commence at 8.30am and
- The first team is required to declare after 56 overs, or 12.00 noon, whichever comes first.
- The second team is entitled to the same number of overs as the first team, or the full 56, if the first team is all out.
- If the bowling side has completed its allotted overs, and the batting side is not all out, then it's at the discretion of the first bowling side if it will commence its first innings regardless of time.

6.2 If the team batting first is dismissed within 56 overs on day one, the bowling team will commence its innings and bat for the remainder of time on the first day, providing that this has occurred before 11.20am. If play finished after this time it is at the discretion of the bowing team as to if it will begin its first innings.

- A 10 minute break shall be had between innings.
- All games must cease at 12.00 noon.
- There is to be a minimum of 56 overs per day. An innings consists of no more than 56 overs.

6.3 Bowling

- A minimum of 8 bowlers shall bowl in the first 32 overs (except if the team only has 7 players).
- No bowler shall bowl more than five (5) overs in the first 32 overs.
- Five (5) overs maximum can be bowled in a spell.
- Six (6) overs must be bowled between spells).
- The maximum number of overs a bowler can bowl being ten (10) overs.

6.4 The first bowling team will continue to bat on the second day for the reminder of its 56 overs after which it will make a compulsory declaration if not bowled out. If the first innings of the team batting second is completed prior to 11:30am on day 2, a game must go into a second innings.

6.5 Coaches are encouraged to organise quarter's cricket, especially in hot weather with temperatures 35 degrees and above forecasted.

7. Drinks breaks

Drinks breaks must be taken each hour of play

- Drinks may be taken more frequently if called for by mutual consent of the supervising officials. This is to be considered especially on hot days as a safety precaution.
- Batsmen may ask the umpire for a drink; this may take place on the ground and between overs so as to not hold up play.
- Drinks breaks are limited to 5 minutes and may be taken in the shade when appropriate.
- Extra drinks breaks if taken must be completed within 2 minutes.

8. Match Result

As per the laws of cricket

9. Points

| | |
|--|-----------|
| Outright win if winning team leads on the first innings | 16 Points |
| Outright win where first innings a tie | 13 Points |
| Outright win if winning team behind on the first innings | 10 Points |
| Outright tie - each team | 8 Points |
| First innings win | 10 Points |
| First innings lead but beaten outright | 6 Points |
| Tie on first innings - each team | 5 Points |
| Forfeit on a two day fixtured game | 15 Points |
| Forfeit on a one day fixtured game | 13 Points |
| Drawn match - each team | 5 Points |

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

INCENTIVE POINTS:

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

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

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

10. Finals

Finals shall be Two Day fixtures in the normal form unless otherwise determined by the Association. The four leading teams in under 16/17s at the end of the qualifying matches will play finals matches to decide the premiership. The team that finished first (minor premiers), will play the fourth placed team and the second placed team will play the third placed team in the semi finals.

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

PART 1: PLAYERS AND OFFICIALS

1. PLAYERS

- 1.1 Law 1 will apply, subject to this clause.
- 1.2 All Players in a T20 Community Cup match must be qualified to play under the following conditions;
- (a) Players must not be registered to play for any other club or team that is affiliated with the Community Junior Cricket Council.
 - (b) Players must have played a minimum of three (3) games for the club that they registered to on MyCricket in order to qualify for any finals match.
 - (c) Any T20 matches played in the junior association completion will be deemed as matches eligible to add towards qualification.
- 1.3 Players must wear white Cricket Clothing and spiked footwear as specified in the General Rules except for CJCC approved Cricket Clothing for the T20 format, which is as follows:
- (a) White Trousers;
 - (b) Club-coloured long or short-sleeved shirt with collar;
 - (c) Socks;
 - (d) Club-coloured pullover (not white); and
 - (e) White pads.
- 1.4 The colours and design of the clothing shall be uniform for all members of the same team.
- 1.5 A minimum of seven (7) players are required for a match to commence. A maximum of 12 players are permitted for a finals match, however only 11 players may be on the field of play at any one time.
- 1.6 If more than 11 players are selected in the team, a maximum of 11 players (10 wickets) may bat, and the player who is not selected to bat, must bowl or wicket keep.

3. UMPIRES

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

4. SCORERS

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

PART 2: EQUIPMENT AND LAYING OUT THE PITCH

5. THE BALL

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

6. THE BAT

6.1 Law 6 will apply.

7. THE PITCH

7.1 Law 7 will apply, subject to this clause.

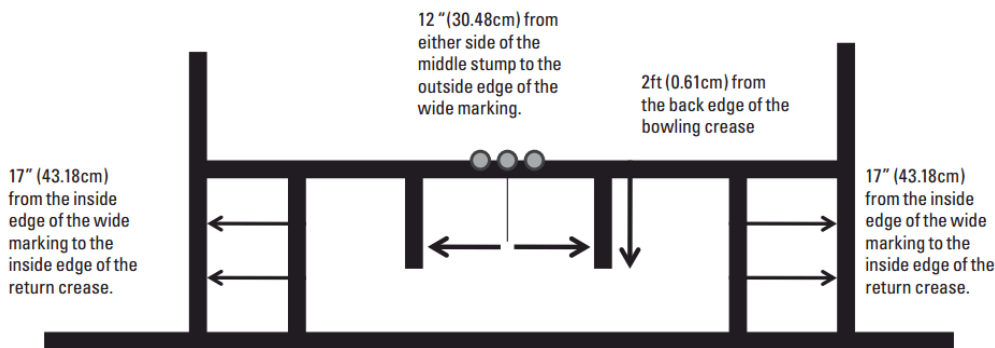
7.2 Matches shall be played on such grounds as arranged by the WACA in conjunction with Community Junior Cricket Associations.

9. CREASES AND MARKING OUT

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

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

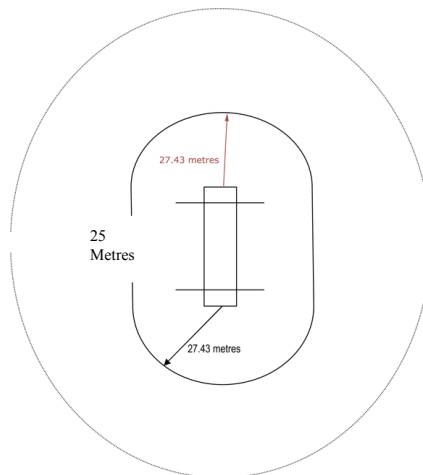
9.3 For additional crease markings, the following shall apply in addition to Law 9: As a guideline to the umpires for the calling of Wides, the crease markings detailed below shall be marked in white at each end of the pitch.



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

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

FIELDING RESTRICTION AREA:



25
Metres

10. PREPARATION OF PLAYING AREA

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

11. COVERING THE PITCH

11.1 Law 11 shall apply, subject to this clause.

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

PART 3: STRUCTURE OF THE GAME

12. INNINGS

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

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

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

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

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

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

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

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

- (a) When calculating the length of playing time available for the match (Remaining Playing Time) the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration.
- (b) The length of interval between innings to be excluded from the Remaining Playing Time will be calculated as per clause 15.2.
- (c) The revised number of overs in the match:
 - (i) Will be based on a rate of 3.75 minutes per over (16 overs per hour) for the Remaining Playing Time. If the calculations result in fractions of an over, the fractions shall be ignored.
 - (ii) Will be used to specify a fixed time for the commencement of the interval, and also the close of play for the match, by applying a rate of 16 overs per hour. The close of play must not be earlier than the original time for cessation of play. If required, the original time shall be extended to allow for one extra over per team.
 - (iii) Will be divided so that each team should have the opportunity of batting for the same number of overs.
- (d) Once the numbers of overs have been revised and play recommences, if the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.
- (e) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- (f) To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.

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

- (a) The number of scheduled overs shall be reduced at a rate of 16 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
- (b) The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in calculating the remaining time available for play (Remaining Playing Time). If the innings of the team batting first was completed prior to the scheduled or re-scheduled time for the commencement of the interval, then the Remaining Playing Time shall take into account the time by which the second innings started early and any permitted extension of play under clause 12.9.
- (c) A fixed time will be specified for the close of play by applying a rate of 16 overs per hour to the Remaining Time.

- (d) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to a result not being achieved earlier. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- (e) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

- 12.9 If due to GWL, there is a delay in the commencement of the innings of the team batting second, play cannot be extended past the scheduled cessation time of the match.
- 12.10 A batsman must retire from the crease after facing 20 deliveries. The batsman once retired will be eligible to bat again once the remaining batsman to bat have completed their innings or retired.
- 12.11 If multiple retired batsmen receive an opportunity to bat again once they have retired, they must re-enter the batting line up in the same order that they retired.
- 12.12 Any batsman must again retire after facing a subsequent 20 deliveries.
- 12.13 No bowler may bowl more than 3 overs in an innings. If 11 players are selected in the match, 8 players must bowl a minimum of two overs each. If less than 11 players are selected than no bowler may bowl more than 3 overs. The wicket keeper is not required to bowl.
- 12.14 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
- 12.15 The umpire shall record the total number of overs bowled and the number of overs bowled by each bowler.

15. INTERVALS

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

16. START AND END OF PLAY

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

17. PRACTICE ON THE FIELD

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

PART 4: SCORING AND WINNING

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

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

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

21. THE RESULT

- 21.1 Law 21 of the Laws of Cricket shall apply as applicable for a one innings match, as varied by this clause.
- 21.2 A result can be achieved only if both teams have had the opportunity of batting for at least 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. If the team batting second has not received 5 overs and a result has not been achieved, the match shall be drawn (abandonment).

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

24. NO BALL AND FREE HIT

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

25. WIDE BALL

- 25.1 Law 25 will apply with the following addition to Law 25.1:
- (a) A delivery on the offside is to be called a wide if it passes the striker's stumps outside the wide marking and the striker is deprived of a reasonable opportunity to score as a result.
 - (b) A delivery on the legside is to be called a wide if it passes to the legside of the striker's stumps and the striker's body.
 - (c) A delivery is not to be called a wide if:
 - (i) Law 25.2 applies
 - (ii) The delivery passes to the legside of the striker's stumps between the stumps and the striker's body
 - (iii) The ball makes contact with the striker's bat or person
 - (iv) The batsman switch hits or plays a reverse sweep and the ball goes down his original standing leg side.

36. LEG BEFORE WICKET

- 36.1 Law 36 of the Laws of Cricket shall apply and as varied by the following clause.

36.2 On synthetic pitches a ball that pitches in front of a batsman playing forward will most likely be passing above the stumps and should therefore not be given not out.

41. FIELDERS (POWERPLAYS)

41.1 Law 41 is modified as follows.

41.2 At the instant of delivery there may be no more than five fieldsmen outside the Fielding Restriction Area.

41.3 At the instant of delivery there may be no more than five fieldsmen on the leg side. A fielder will be considered to be on the leg side when the entire body of the fielder is the side of the ground of which the batsman who is on strike has his back to.

41.4 At any time, only fielders in the slip or gully positions, and the wicketkeeper may field within 10m of the striking batsman. Any other fielder playing must be at least two metres from the playing surface.

42. FAIR AND UNFAIR PLAY

42.1 Law 42 will apply, subject to this clause.

42.2 Law 42.6 (a) (Dangerous and unfair bowling) shall be replaced by the following:

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

Community Junior Cricket Penalties for Breaches of the Rules

Below are the appropriate penalties for the breaching of the CJCC playing rules and conditions; However Associations/Councils may from time to time change these penalties to reflect the circumstances that may arise:-

General Rules of Play

- 1.1 Eligibility to Play**
Penalty for breach – Forfeit
- 1.2 Player Age Restrictions**
Penalty for breach – Forfeit
- 1.3 Overage and Underage Players**
Penalty for breach – Forfeit
- 1.6 Bowler/Fielder Leaving the Field**
Penalty for breach – 2 Points
- 1.8 Match Reports**
*Penalty for breach - a) Under10, 11s &12s Refer to Association for penalties
b) All Under 13s, 14s, 15s, 16s &17s -2 Points*
- 1.12 Umpires and Scores**
Penalty for breach – 2 Points
- 1.22 Eligibility for Finals**
Penalty for breach – to be reported to Association PND – Possible Forfeit
- 1.24 Clearances**
Penalty for breach – Forfeit
- 1.27 Two teams in the same grade**
Penalty for breach – Forfeit
- 1.32 Rotation of Players**
- Under 10s – Under 12s inclusive**
Penalty for breach/ breaches of rules to be reported to the Association for determination
- Under 13s – Under 16s/17s inclusive**
Penalty for breach – 1st occasion 2 points, subsequent breach points to be doubled. May result in the coach's suspension for further breaches)
- Under 10 'Super 8s' Rules**
Penalty for breach/ breaches of rules to be reported to the Association for determination
- Under 10 Rules**
Penalty for breach/ breaches of rules to be reported to the Association for determination
- Under 11s Rules**
Penalty for breach/ breaches of rules to be reported to the Association for determination
- Under 11 'Super 10s' Rules**
Penalty for breach/ breaches of rules to be reported to the Association for determination
- Under 12 Rules**
Penalty for breach/ breaches of rules to be reported to the Association for determination

Slow Over Rates

Under 13- Under 16/17 Rules inclusive

Both teams are entitled to face the same number of overs.

If time is called and the second team has faced fewer overs than the first team faced for its first innings, a result will be determined by the scores at the same number of overs that the second team faced.

- a) *Deliberate time wasting is a mandatory reportable offence, which may change the result of a match.*

Under 13 Rules

- 1.3**
Penalty for breach – 2 Points
- 2.4 & 3.1 Batting & Bowling**
Bowlers and Batsmen playing in the **Under 13s** competitions the rotation is –
i) *Players must be rotated every week for the duration of the home and away season.
Penalty for breach – 1st occasion 2 points, subsequent breach points to be doubled. This may result in the coach's suspension for further breaches.*
- 2.2, 2.3, 2.5, 3.5, 5.2 and 6.3**
Penalty for breach – 1st occasion 2 points, subsequent breach points to be doubled. This may result in the coach's suspension for further breaches.
- 10 Finals**
Penalty for breach – to be reported to Association PND – Possible Forfeit

Under 14 Rules

- 1.3. *Penalty for breach – 2 Points*
- 2.4 & 3.1 **Batting & Bowling**
Bowlers and Batsmen playing in **Under 14s** competitions the rotation is –
i) Players must be rotated every week for the duration of the home and away season.
Penalty for breach – 1st occasion 2 points, subsequent breach points to be doubled. This may result in the coach's suspension for further breaches.
- 2.2, 2.3, 2.5, 3.5, 5.2 and 6.3
Penalty for breach – 1st occasion 2 points, subsequent breach points to be doubled. This may result in the coach's suspension for further breaches.
- 10 **Finals**
Penalty for breach – to be reported to Association PND – Possible Forfeit

Under 15 Rules

- 1.3. *Penalty for breach – 2 Points*
- 2.4 & 3.1 **Batting & Bowling**
Bowlers and Batsmen playing in **Under 15s** competitions the rotation is –
i) Players must be rotated every week for the duration of the home and away season.
Penalty for breach – 1st occasion 2 points, subsequent breach points to be doubled. This may result in the coach's suspension for further breaches.
- 2.2, 2.3, 2.5, 3.5, 5.2 and 6.3
Penalty for breach – 1st occasion 2 points, subsequent breach points to be doubled. This may result in the coach's suspension for further breaches.
- 10 **Finals**
Penalty for breach – to be reported to Association PND – Possible Forfeit

Under 16/17s Rules

- 1.3. *Penalty for breach – 2 Points*
- 2.4 & 3.1 **Batting & Bowling**
Bowlers and Batsmen playing in **Under 16s and Under 17s** competitions the rotation is –
i) Players must be rotated every week for the duration of the home and away season.
Penalty for breach – 1st occasion 2 points, subsequent breach points to be doubled. This may result in the coach's suspension for further breaches.
- 2.2, 2.3, 2.4, 2.5, 3.5, 5.2, and 6.3
*Penalty for breach – 1st occasion 2 points, subsequent breach points to be doubled. This may result in the coach's suspension for further breaches. **Note: as rule 2.4 is in relation to suggest batting rotation, to not be penalised teams need to demonstrate some policy on player rotation which does not necessarily need to be the suggested one.***
- 10 **Finals**
Penalty for breach – to be reported to Association PND – Possible Forfeit

Community Junior Cricket Council CODES OF BEHAVIOUR

Players Code of Behaviour

1. Players Code of Behaviour

- 1.1 Play by the rules.
- 1.2 Never argue with an umpire. If you disagree, have your captain, coach or manager approach the umpire during a break or after the game.
- 1.3 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.
- 1.4 Work equally hard for yourself and your teammates. Your team's performance will benefit and so will you.
- 1.5 Be a good sport. Applaud all good plays whether they are made by your team or the opposition.
- 1.6 Treat all participants in cricket, as you like to be treated. Do not bully or take unfair advantage of another competitor.
- 1.7 Cooperate with your coach, teammates and opponents. Without them there would be no competition.
- 1.8 Participate for your own enjoyment and benefit, not just to please parents and coaches.
- 1.9 Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
- 1.10 Players are not permitted to smoke at Junior Cricket Matches.

2. Parents Code of Behaviour

- 2.1 Do not force an unwilling child to participate in cricket.
- 2.2 Remember, children are involved in cricket for their enjoyment, not yours.
- 2.3 Encourage your child to play by the rules.
- 2.4 Focus on the child's efforts and performance rather than winning or losing.
- 2.5 Never ridicule or yell at a child for making a mistake or losing a game.
- 2.6 Remember that children learn best by example. Appreciate good performances and skilful plays by all participants.
- 2.7 Support all efforts to remove verbal and physical abuse from sporting activities.
- 2.8 Respect officials' decisions and teach children to do likewise.
- 2.9 Show appreciation for volunteer coaches, officials and administrators. Without them, your child could not participate.
- 2.10 Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
- 2.11 Parents are to abide by Clubs/Associations/Councils Healthy Club Policies at Junior Cricket Matches.

3. Coaches Code of Behaviour

- 3.1 Remember that young people participate for pleasure and winning is only part of the fun.
- 3.2 Never ridicule or yell at a young player for making a mistake or not coming first.
- 3.3 Be reasonable in your demands on players' time, energy and enthusiasm.
- 3.4 Operate within the rules and Spirit of Cricket and teach your players to do the same.
- 3.5 Ensure that the time players spend with you is a positive experience.
- 3.6 Avoid overplaying the talented players; all young players need and deserve equal time, attention and opportunities.
- 3.7 Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- 3.8 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.
- 3.9 Obtain appropriate qualifications and keep up to date with the latest cricket coaching practices and principles of growth and development of young people.
- 3.10 Any physical contact with a young person should be appropriate to the situation and necessary for the player's skill development.
- 3.11 Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
- 3.12 Coaches are to abide by Clubs/Associations/Councils Healthy Club Policies.

4. Umpires Code of Behaviour

- 4.1 Place the safety and welfare of participants above all else.
- 4.2 In accordance with Cricket Australia and CJCC guidelines, modify rules and regulations to match the skill levels and needs of young people.
- 4.3 Compliment and encourage all participants.
- 4.4 Be consistent, objective and courteous when making decisions.
- 4.5 Condemn unsporting behaviour and promote respect for all opponents.
- 4.6 Emphasise the spirit of the game rather than the errors.
- 4.7 Encourage and promote rule changes which will make participation more enjoyable.
- 4.8 Be a good sport yourself – actions speak louder than words.
- 4.9 Keep up to date with the latest available resources for umpiring and the principles of growth and development of young people.
- 4.10 Remember, you set an example. Your behaviour and comments should be positive and supportive.
- 4.11 Give all young people a 'fair go' regardless of their gender, ability, cultural background or religion.
- 4.12 Umpires are to abide by Clubs/Associations/Councils Healthy Club Policies.

Community Junior Cricket Council Lightning Policy

1. Safer locations during thunderstorms and locations to avoid

- 1.1) No place is absolutely safe from the lightning threat; however, some places are safer than others. *Large enclosed structures (substantially constructed buildings) tend to be much safer than smaller or open structures. The risk for lightning injury depends on whether the structure incorporates lightning protection, construction materials used, and the size of the structure.
- 1.2) In general, fully enclosed metal vehicles such as cars, trucks, buses, vans, fully enclosed farm vehicles, etc. with the windows rolled up provide good shelter from lightning. Avoid contact with metal or conducting surfaces outside or inside the vehicle.
- 1.3) AVOID being in or near high places and open fields, isolated trees, unprotected gazebos, rain or picnic shelters, baseball dugouts, communications towers, flagpoles, light poles, bleachers (metal or wood), metal fences, convertibles, golf carts, water (ocean, lakes, swimming pools, rivers, etc.).
- 1.4) When inside a building AVOID use of the telephone, taking a shower, washing your hands, doing dishes, or any contact with conductive surfaces with exposure to the outside, such as metal door or window frames, electrical wiring, telephone wiring, cable TV wiring, plumbing, etc.

2. Safety guidelines for individuals

- 2.1) Generally speaking, if an individual can see lightning and/or hear thunder he/she is already at risk. Louder or more frequent thunder indicates that lightning activity is approaching, increasing the risk for lightning injury or death. **If the time delay between seeing the flash (lightning) and hearing the bang (thunder) is less than 30 seconds, the individual should be in, or seek a safer location** see 1.above. Be aware that this method of ranging has severe limitations in part due to the difficulty of associating the proper thunder to the corresponding flash.
- 2.2) High winds, rainfall, and cloud cover often act as precursors to actual cloud-to-ground strikes notifying individuals to take action. Many lightning casualties occur in the beginning, as the storm approaches, because people ignore these precursors. Also, many lightning casualties occur after the perceived threat has passed. **Generally, the lightning threat diminishes with time after the last sound of thunder, but may persist for more than 30 minutes.** When thunderstorms are in the area but not overhead, the lightning threat can exist even when it is sunny, not raining, or when clear sky is visible.
- 2.3) Because of the difficulties pointed out in 2.1above the **CJCC recommends that players and officials leave the field immediately and seek cover when lightning is sighted and to stay under cover for a minimum of 30 minutes after the last sighting of lightning.**
- 2.4) The safety of players is paramount; if matches are suspended **General rules of play rule 1.11 Play Lost Through Inclement Weather** should be applied.

3. First aid recommendations for lightning victims

Most lightning victims can actually survive their encounter with lightning, especially with timely medical treatment. Individuals struck by lightning do not carry a charge and it is safe to touch them to render medical treatment. Follow these steps to try to save the life of a lightning victim:

- 3.1) **First: 'Call 000'** to provide directions and information about the likely number of victims.
- 3.2) **Response:** The first tenet of emergency care is "make no more casualties". If the area where the victim is located is a high risk area (isolated tree, open field, etc.) with a continuing thunderstorm, the rescuers may be placing themselves in significant danger.
- 3.3) **Evacuation:** It is relatively unusual for victims who survive a lightning strike to have major fractures that would cause paralysis or major bleeding complications unless they have suffered a fall or been thrown a distance. As a result, in an active thunderstorm, the rescuer needs to choose whether evacuation from very high risk areas to an area of lesser risk is warranted and should not be afraid to move the victim rapidly if necessary. Rescuers are cautioned to minimize their exposure to lightning as much as possible.
- 3.4) **Resuscitation:** If the victim is not breathing, start mouth to mouth resuscitation. If it is decided to move the victim, give a few quick breaths prior to moving them. Determine if the victim has a pulse by checking the pulse at the carotid artery (side of the neck) or femoral artery (groin) for at least 20-30 seconds. If no pulse is detected, start cardiac compressions as well. In situations that are cold and wet, putting a protective layer between the victim and the ground may decrease the hypothermia that the victim suffers which can further complicate the resuscitation.

Community Junior Cricket Council Blood Policy

The CJCC supports the Blood rules Policy of Sports Medicine Australia which can be found at http://www.sma.org.au/information/blood_rules.asp
This policy is called Blood Rules OK

The CJCC further supports this by placing the following rule into its playing rules:-

1.34 Blood Rule

- a) Any player who is bleeding or has blood on their clothing must immediately leave the playing field and seek medical attention.
- b) The bleeding must be stopped, the wound dressed and blood on the players body and clothing be cleaned off before they can return to play.
 - i) The cleaning up of the blood must be to both Umpires satisfaction.
- c) Play must cease until all blood on the ground or equipment in use is cleaned up.

Community Junior Cricket Council Social Media Policy

The Community Junior Cricket Council supports the following guidelines with regard to the use of social media.

Users of social media:

- a) do not include personal information of themselves or others;
- b) do not use offensive, provocative or hateful language on social media;
- c) ask for a person's permission before posting their picture on social media; and
- d) always use social media to promote cricket in a positive way.

Community Junior Cricket Council Responsible Service of Alcohol Policy

a) Clubs should follow the Liquor Licensing legislation requirements for Responsible Service of Alcohol, even if it is not directly binding on them or in certain unlicensed parts of their premises, such as changing rooms. In particular, clubs should ensure that alcohol is not provided to players and under-age patrons. Where possible, alcohol should be consumed so that spectators and officials can consume in a licensed area and not in player change-rooms.

Community Junior Cricket Council Remedial Bowling Action Policy

- a)** In the event of a coach, parent and/or umpire recognising an illegal bowling action, a "No-Ball" is **not** to be called on the basis of the player's action.
- b)** A coach, parent or umpire recognising a suspect bowling action should refer to the CJCC's Remedial Bowling Action Video (the Video) for assistance in distinguishing a legal action from an illegal action.
- c)** In the event that the action is still considered illegal after referring to the Video, the coach of the player in question should inform the player in a manner consistent with the CJCC's principles of guaranteed participation and enjoyment, as shown in the Video.
- d)** In training, the coach should set up exercises as in the Video to assist the player in question with making the required changes to their action. Such exercises can be beneficial to all players, so players requiring assistance should not be singled out.
- e)** In the event that, despite these remedial exercises, a player's action continues to be considered illegal, the coach, the player, or both, may choose to attend a CJCC Remedial Bowling Action Workshop.
- f)** The CJCC shall organise Remedial Bowling Action Workshops, at the request of and in conjunction with, the Associations.

Community Junior Cricket Council POLICY REPORTS, PROTESTS & DISPUTES

The Coaches/Managers/Captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws and Codes.

This Policy applies to conduct on the field of play and off the field of play in respect of any junior community cricket match. It applies in addition to and not in substitution for the detailed CJCC Codes of Conduct, ICC Code of Conduct and the Cricket Australia Code of Behaviour, Racial and Religious Vilification Code and the Anti-Harassment Policy [the Codes].

Clubs and appointed Coaches are responsible for their players, officials and spectators behaviour and are expected to be proactive in ensuring their members and their families are both aware of the detail in the Codes of Behaviour and to ensure that they are complied with at all times.

- Players, officials, umpires and spectators must not assault or attempt to assault an umpire, a player, an official or spectator.
- Players, officials and spectators must not react with obvious dissension, displeasure or disapproval either towards an Umpire, his/her decision, or generally, following an umpiring decision.
- Players and officials must not use crude or abusive language, or otherwise engage in conduct detrimental to the spirit of the game. An Umpire or Coach would be expected to caution the player and advise the Captain and/or Players Coach of his/her concern before reporting any player for this type of behaviour.
- Sledging, or any negative comment directed at, or in the hearing of an opposition player is expressly banned in Community Junior Cricket. An Umpire or Coach would be expected to caution the player and advise the Captain and/or Players Coach of his/her concern before reporting any player for this type of behaviour.
- Players, officials and spectators must not indulge in conduct detrimental to the game.
- Players, officials and spectators must in no way use crude or abusive hand signals.
- Players, officials and spectators must not engage in any form of racial or religious abuse or harassment as defined in the Cricket Australia Racial and Religious Vilification Code or Anti-Harassment Policy.

METHOD OF HANDLING BREACHES OF THE CODES

An alleged breach of the Codes may be reported by:

- i) Either or both Umpires or Coaches;
- ii) Any other game official (scorer, team manager etc.);
- iii) The Presidents or Secretaries of the Clubs participating in the match in which the alleged breach occurred;
- iv) A Conducts Commissioner of the Association/Council;
- v) An official of the Association/Council or;
- vi) A CJCC Official

Reports must be made, in writing, to the Association/Council from the Club or Clubs concerned.
The report must be received by the Association/Council by 5pm on the next business day after the conclusion of the match.

The Association/Council will then refer the matter to their Conducts Commissioner for further investigation.

ASSOCIATION/COUNCIL CONDUCTS COMMITTEE & CONDUCTS COMMISSIONER

The Committee of the Association/Council will appoint a person to the position of Commissioner who will be responsible for receiving and investigating any alleged breach of the Codes of Behaviour or Rules, referred to the Association/Council by;

- i) Either or both Umpires or Coaches;
- ii) Any other game official (scorer, team manager etc);
- iii) The Presidents or Secretaries of the Clubs participating in the match in which the alleged breach occurred;
- iv) A Conducts Commissioner of the Association/Council;
- v) An official of the Association/Council or;
- vi) A CJCC Official

If the individual or Club who is the subject of the complaint acknowledges to a Conducts Commissioner that he/she/it is guilty of the breach and is willing for the matter to be dealt with by the Conducts Commissioner, the Conducts Commissioner may;

- Impose a penalty of up to a one match suspension (one or two weeks depending on the type of competition) or;
- Refer the matter to the Association/Councils Conducts Committee for determination of an appropriate penalty.

The Association/Council's Conducts Commissioner shall take such action as permitted under the Codes, as he/she considers appropriate on any alleged breach including the referral of any matter to the Association/Council's Conducts Committee in which event the Association/Council's Conducts Commissioner will prosecute the matter before the Association/Council's Conducts Committee and subsequently provide a written report together with the Findings Sheet to the Executive Committee of the Association/Council together with a copy to the Executive Committee of the CJCC.

The Committee of the Association/Council will appoint suitable persons who may be called to sit on the Conducts Committee in need.
Each Conducts Committee selected by the Committee of the Association/Council will consist of up to three persons, with a minimum of two persons.
Members of the Conducts Committee shall not be representative of the Club/Clubs involved in the Hearing.

The Conducts Committee will conduct hearings:

- In private unless all parties to the report and the Commissioner agree otherwise; and
- In other respects as the Conducts Committee Chairman determines;
- With as little formality and technicality as reasonable; and
- As quickly as proper consideration of the report or complaint permits, or;
- Refer the matter to the CJCC Conducts Commissioner.

The Conducts Committee:

May conduct the hearing by telephone or other conference facility;
May itself and may permit the person alleged to have breached the Code and the person who lodged the report to examine and cross-examine witnesses through the Chairman;
May appoint another person to assist it;
Will require the person alleged to have breached the Code to be assisted by another person (such as a Club representative and/or Parent/Guardian);
May electronically record the hearing to assist with minute taking.

All people attending a hearing before the Conducts Committee must:
Behave with due decorum; and
Comply with the directions of the Conducts Committee Chairman as to the manner in which the hearing will be conducted.
Any person who fails to comply may be ejected from the hearing room and sanctioned under this Code

All parties except the Conducts Committee must leave the room when it is deliberating on its decision.

The Conducts Committee may impose any penalty it deems appropriate, taking into account the guidelines.

In the event that a Conducts Committee hearing cannot be completed before the start of a relevant match the Conducts Committee may make such interim ruling as it deems appropriate including the interim suspension of a Player pending completion of the hearing.
The Conducts Committee Chairman shall ensure that a completed Findings Sheet is lodged with the Executive Committee of the Association/Council and the Executive Committee of the CJCC.

CJCC CONDUCTS COMMITTEE & CJCC CONDUCTS COMMISSIONERS

The Executive Committee of the CJCC will appoint 2 persons to the positions of Commissioner who, both separately or together, will be responsible for receiving and investigating any alleged breach of the Codes of Behaviour or Rules, referred to the CJCC by any affiliated member Association/Council.

The Executive of the CJCC will appoint suitable persons who may be called to sit on the Conducts Committee in need.
Each Conducts Committee will consist of three persons selected by the CJCC Committee, including at least one of the CJCC Conducts Commissioners who will hear matters brought before them.
Members of the Conducts Committee shall not be representative of the Club, Clubs or Association/Council involved in the Hearing.

The CJCC Conducts Committee will conduct hearings:
In private unless all parties to the report and the Commissioner agree otherwise; and
In other respects as the Conducts Committee Chairman determines;
With as little formality and technicality as reasonable; and
As quickly as proper consideration of the report or complaint permits.

The CJCC Conducts Committee:
May conduct the hearing by telephone or other conference facility;
May itself and may permit the person alleged to have breached the Code and the person who lodged the report to examine and cross-examine witnesses through the Chairman;
May appoint another person to assist it;
Will require the person alleged to have breached the Code to be assisted by another person (such as a Club representative and/or Parent/Guardian);
May electronically record the hearing to assist with minute taking.

All people attending a hearing before the CJCC Conducts Committee must:
Behave with due decorum; and
Comply with the directions of the Conducts Committee Chairman as to the manner in which the hearing will be conducted.
Any person who fails to comply may be ejected from the hearing room and sanctioned under this Code.

All parties except the Conducts Committee must leave the room when it is deliberating on its decision.

The Conducts Committee may impose any penalty it deems appropriate, taking into account the guidelines.

In the event that a Conducts Committee hearing cannot be completed before the start of a relevant match the Conducts Committee may make such interim ruling as it deems appropriate including the interim suspension of a Player pending completion of the hearing.
The Conducts Committee Chairman shall ensure that a completed Findings Sheet is lodged with the Executive Committee of the CJCC.

CJCC APPEALS BOARD

There shall be an Appeals Board appointed by the CJCC.

The membership of the Appeals Board shall be determined by the CJCC at its first meeting following the Annual General Meeting.
The Board shall consist of three members. A minimum of two of these members should be from the Committee of the CJCC. Three members will sit on a Board, one of whom shall Chair the Appeals Board.

The Appeals Board shall be responsible for receiving all appeals from decisions of the Conduct Commissioners, Association/Council Conducts Committees and from the CJCC Conducts Committee as the case may be.
Any appeal against the decision of any of the Conducts Commissioners or Committees must be lodged, in writing, within seven [7] days of the Hearing with the President of the relevant Association/Council. The suspended Player, Players or Officials shall not be permitted to participate in any Competition until the penalty has been met or an appeal against such finding and/or severity of the sentence has been adjudged by the Appeals Board.
The Appeals Board will review the written appeal and determine if there are grounds for an Appeal Board hearing.

If so determined the Appeals Board shall hear and determine each appeal by reference only to all documentary and written evidence presented to the hearing before the Conducts Committee together with the Findings Sheet and summary of outcomes from that hearing and shall receive from all interested parties written submissions only with respect to the evidence and submissions presented before that initial hearing.

The appeal shall not constitute a re-hearing;
There shall be no right of appearance before the Appeals Board by any of the parties or their representatives who appeared before the initial hearing of the Conducts Committee.
Any new or additional evidence shall be received by the Appeals Board only at the discretion of the Appeals Board;
Where the matter under appeal is regarded by a majority of the Appeals Board as sufficiently serious, leave may be given by the Chairman of the Appeals Board to permit appearance by any or all of the interested parties and/or their representatives.

The Appeals Board shall be furnished with all information and documentation relevant to the hearing of the Appeal including information on prior offences. Unless special circumstances are demonstrated, the appellant's Affiliate body and/or Club should present any appeal made to the Appeals Board.

The Appeals Board may order a re-hearing by the relevant Conducts Committee if, in their opinion, sufficient anomalies exist in the process followed by a Conducts Committee.

The Appeals Board will have the power to increase penalties, reduce penalties, or reverse the determination made by the relevant Conducts Commissioner or Committee.

The Appeals Board shall, in each case, be the final arbiter and its decision is absolutely final.

Should an appeal subsequently be upheld any suspension or penalty previously served shall nevertheless be deemed to be valid.

An appeal may be withdrawn at any time, except that once the hearing of the appeal has commenced the appeal may be withdrawn only with the Appeals Board's approval.

PENALTY TO PLAYERS/OFFICIALS/CLUBS

Should any player or official or club commit any breach of these Regulations or of this

Code of Behaviour or of the Codes, the Conduct Commissioners, Conducts Committees and/or Appeals Board may fine the offender or Club, suspend him or the Club or team from further play, or otherwise deal with him or the Club at its discretion. This may include suspended sentences, which are subject to conditions imposed at the time of sentence.

SCOPE OF PENALTIES

Penalties imposed by a Conducts Committees, Conducts Commissioners, or the CJCC Appeals

Board are deemed to pertain to all cricket matches and competitions conducted or participated in by the WACA and any of its affiliates for the duration of the penalty.

DISPUTES REFERRED

Any protest from a Club, or any matter of dispute between Clubs, shall be adjudicated upon by the Conduct Committees after all Clubs concerned have been notified of such protest or dispute and have had the opportunity of making written representations thereon, provided that no such protest or dispute shall be considered by the Conducts Committees unless lodged within three [3] days after the matter in question arose, provided that in all cases in dispute any player or club may appeal within seven [7] days of the date of the Conducts Committee decision and its decision thereof shall be final.

PENALTY CLAUSE

In the event of a breach of the Rules and Codes governing Competition matches and/or in respect of any action, conduct, behaviour or decision taken, made or implemented by any Club, player, official or other representatives of the Club by, through or in connection with any Competition match which in the opinion of the Conducts Committee, constitutes conduct or action detrimental to the game or the spirit of the game the Conducts Committee may impose on a Club such a penalty as the Committee considers appropriate in the circumstances.

Without limiting the generality of the paragraph above, the penalty may include any of, or any combination of, the following:

- i) Forfeiture of the Match Points and/or Incentive Points gained by the Club in the particular competition match or matches;
- ii) In the event of a Semi Final or Final, forfeiture of the match.

GUIDE TO OFFENCES AND PENALTY

The offences set out at 1.1 to 1.5 below are level 1 offences. The listed penalties are a guide only and Conduct Commissioners and/or Conduct Committees may determine penalties higher or lower than the listed guide.

Players, officials and, where applicable, spectators must not:

1.1

Abuse cricket equipment or clothing, ground equipment or fixtures and fittings.

- Includes actions outside the course of normal cricket actions such as hitting or kicking the wickets and actions, which intentionally or negligently result in damage to the advertising boards, boundary markers or any part of, or contents of, any building or structure at the ground.

1.2

Show dissent at an umpire's decision by action or verbal abuse.

- Includes excessive, obvious disappointment with an umpire's decision or with an umpire making the decision and obvious delay in resuming play or leaving the wicket.
- This rule does not prohibit the bowler involved in the decision or a team Captain or Coach from asking an umpire to provide an explanation for a decision, or the Coach from commenting on the umpires' performance in their Captains' Report. Note; Once an explanation is given, discussion should cease.

1.3

Use language that is obscene, offensive or insulting and/or the making of an obscene gesture.

- This includes swearing and offensive gestures, which are not directed at another person such as swearing in frustration at one's own poor play or fortune.
- The extent to which such behaviour is likely to give offence shall be taken into account when assessing the seriousness of the breach.

1.4

Engage in excessive appealing.

- Excessive shall mean repeated appealing when the bowler/fielder knows the batsman is not out, with the intention of placing the umpire under pressure. It is not intended to prevent loud or enthusiastic appealing. However, the practice of celebrating or assuming a dismissal before the decision has been given may also come within this rule.

1.5

Point or gesture towards the pavilion, or behave aggressively or derisively towards either batsman, upon the dismissal of a batsman.

- Includes charging or running up to the batsman and getting "in his/her face".

NOTE; Level 1 Offences are to be dealt with in the first instance by the Association/Council's Conducts Commissioner.

Guide to Penalties – Level 1 Offences

It must be noted that the following Penalty Range is only a guideline and that Conduct Commissioners, Conduct Committees, and the Appeal Board will determine penalties they consider appropriate to the circumstances of the offence.

Level 1. Official reprimand and/or a ban of 1 multi-day Match or 2 one-day Matches.

The offences set out at 2.1 to 2.8 below are level 2 offences. The listed penalties are a guide only and Conduct Committees may determine penalties higher or lower than the listed guide.

Players, officials and, where applicable, spectators must not:

2.1

Show serious dissent at an umpire's decision by action or verbal abuse.

- Dissent should be classified as serious where the dissent is expressed by a specific action such as the shaking of the head, snatching cap from the umpire, pointing at pad or bat, other displays of anger or abusive language directed at the umpire or excessive delay in resuming play or leaving the crease.
- This rule does not prohibit the bowler involved in the decision or a team captain or Coach from asking an umpire to provide an explanation for a decision, or the captain/coach from commenting on the umpires' performance in their Captains' Report. Note; Once an explanation is given, discussion should cease.

2.2

Engage in inappropriate and deliberate physical contact with other players or officials in the course of play.

- Without limitation, players will breach this regulation if they deliberately walk or run into or shoulder another player, official or match official.

2.3

Charge or advance towards the umpire in an aggressive manner when appealing.

- Self-explanatory.

2.4

Deliberately and maliciously distract or obstruct another player or official on the field of play.

- This is not intended to replace Law 42 (4) and (5) of the Laws of Cricket.
- Without limitation, players will breach this rule if they deliberately attempt to distract a striker by words or gestures or deliberately shepherd a batsman while running or attempting to run between wickets.

2.5

Throw the ball at or near a player or official in an inappropriate and/or dangerous manner

- This rule will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion.

2.6

Use language that is obscene, offensive or of a seriously insulting nature to another player, official or spectator.

- This is language or gestures, which are directed at another person. See comments under offence 1.3 above in relation to the seriousness of the breach.

2.7

Change the condition of the ball in breach of Law 42.3

- Prohibited behaviour includes picking the seam or deliberately throwing the ball into the ground for the purpose of roughening it up and the application of moisture to the ball, other than perspiration and saliva.

2.8

Attempt to manipulate a match in regard to the result, performance points or otherwise.

- The coach of any team guilty of such conduct shall be held responsible.
- Prohibited conduct under this rule will include incidents where a team bats in such a way as to either adversely affect its own, or improve its opponent's performance points or net run rate.

NOTE; Level 2 Offences are to be investigated in the first instance by the Association/Council's Conducts Commissioner prior to referral to the Association/Council's Conduct Committee.

Guide to Penalties – Level 2 Offences

It must be noted that the following Penalty Range is only a guideline and that Conduct Committees, and the CJCC Appeal Board will determine penalties they consider appropriate to the circumstances of the offence.

Level 2. Ban of up to 2 multi-day Matches and/or 4 one-day Matches.

The offences set out at 3.1 to 3.3 below are level 3 offences. The listed penalties are a guide only and Conduct Committees may determine penalties higher or lower than the listed guide.

Players, officials and, where applicable spectators, must not:

3.1

Intimidate an umpire whether by language or conduct

- Includes appealing in an aggressive or threatening manner.

3.2

Threaten to assault another player, team official or spectator

- Self explanatory

3.3

Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race religion, colour, descent or national or ethnic origin.

- Self explanatory

NOTE; Level 3 Offences are to be investigated in the first instance by the Association/Council's Conducts Commissioner prior to referral to the Association/Council's Conduct Committee. These offences are also able to be referred to the CJCC Conducts Committee through a CJCC Conducts Commissioner at the option of the Association/Council's Conduct Committee.

Guide to Penalties – Level 3 Offences

It must be noted that the following Penalty Range is only a guideline and that Conduct Committees, and the CJCC Appeal Board will determine penalties they consider appropriate to the circumstances of the offence.

Level 3. Ban of up to 4 multi-day Matches and/or 8 one-day Matches.

The offences set out at 4.1 to 4.6 below are level 4 offences. The listed penalties are a guide only and the CJCC Conduct Committee may determine penalties higher or lower than the listed guide.

Players, officials and, where applicable spectators, must not:

4.1

Threaten to assault an umpire or referee.

- Self explanatory

4.2

Physically assault another player, umpire, referee, official or spectator.

- Self explanatory

4.3

Engage in any act of violence on the field of play.

- Self explanatory

4.4

Use language or gestures that seriously offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race religion, colour, descent or national or ethnic origin

- Self explanatory

4.5

Players must obey the Laws of Cricket and play within the spirit of the game. The captain, team coach, and club must use their best efforts to ensure that their team and individual members of the team comply with this rule.

- This is meant as a general rule to deal with situations where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the offences set out in rules 1-4 (inclusive) of the Code.
- Conduct which will be prohibited under the clause includes time wasting and any other conduct which is considered "unfair play" under Law 42 of the Laws of Cricket.
- This rule is not intended to punish unintentional breaches of the Laws of Cricket.
- Reference may be made to any statement or explanation of the Spirit of Cricket published in conjunction with the Laws of Cricket.
- Nothing in this Rule or the Code alters the onus on the Club, captain, coach or team official to ensure that the Spirit of the Game is adhered to as stated and defined in the preamble to the Laws of Cricket.

4.6

Without limiting any other rule, players and officials must not at any time engage in unbecoming behaviour that could bring the game of cricket into disrepute or be harmful to the interests of cricket.

- This is also meant as a general rule to deal with situations where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the offences set out in rules 1-4 (inclusive) of the Code.
- It is intended to include serious or repeated criminal conduct, public acts of misconduct, unruly public behaviour, cheating during play, smoking on the field, drinking during the match and playing whilst under suspension.

NOTE; Level 4 Offences are to be investigated in the first instance by the Association/Council's Conducts Commissioner prior to mandatory referral direct to the CJCC Conducts Committee through a CJCC Conducts Commissioner.

Guide to Penalties – Level 4 Offences

It must be noted that the following Penalty Range is only a guideline and that the CJCC Conduct Committee, and the CJCC Appeal Board will determine penalties they consider appropriate to the circumstances of the offence.

Level 4. Ban of, from, 5 or more multi-day Matches and/or 10 one-day Matches to a life ban.
Club fines or disaffiliation.

WA Community Junior Cricket Council Inc

Umpires/Player/Official Report Relating to Behaviour and Conduct

Note: – Reports must comply with the Community Junior Cricket Council Competition Code of Behaviour and shall be:

- a) communicated verbally or by email to the Administrative Officer / Secretary / President of the respective Association within 24 hours of the close of play on the day in which the incident occurred, and
- b) lodged in writing by submission of this form by fax or mail or email to the Administrative Officer / Secretary / President of the respective Association within 48 hours of the close of play on the day in which the incident occurred to be valid.

| | |
|--------------------------|----------------|
| Teams: | vs |
| Team Officials: | & |
| Age Group: | Ground: |
| Date of Incident: | |

Person(s) Being Reported

| <i>Full Name</i> | <i>Club</i> |
|------------------|-------------|
| | |
| | |
| | |
| | |
| | |
| | |

Nature of Offence(s)

Please indicate nature of Offence – (For guidance refer to Code of Behaviour Section 1)

| <i>Offence</i> | <i>Tick</i> | <i>Offence Rule Number</i> | <i>Description</i> |
|----------------|-------------|----------------------------|--------------------|
| Level 1 | | | |
| Level 2 | | | |
| Level 3 | | | |
| Level 4 | | | |

Summary Details of Offence(s)

Please attach a fully detailed report.

| |
|--|
| |
|--|

Report Submission Details

Please enter details of the Umpire / player / official submitting this report.

| | |
|-----------------------|--|
| Reporter Name: | |
| Position: | |
| Club: | |
| Signature: | |
| Date: | |

Administration Office Use

The following details are to be completed by the Administrative Officer / Secretary on receipt.

| <i>Report Receive Status</i> | <i>Date</i> | <i>Time (am / pm)</i> | <i>Received by</i> |
|-------------------------------------|--------------------|------------------------------|---------------------------|
| Verbal / Email | | | |
| Written | | | |

Reporter Guidance Notes

Example: If reporting Bad Language/abuse/dissent, please detail:

- **Exact** words said
- **Who** the words were directed to
- **Who** else witnessed the offence
- Position of player on the field at the time