

CJCC Rules for Junior Community Cricket 2009/2010

CJCC refers to the Community Junior Cricket Council, which is the Peak Body responsible for Junior Community Cricket made up of all the Associations/Councils in the Greater Metropolitan Area
Association or 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 levels of players from age approximately 9 years to 17 years old. These formats apply to all CJCC Member Associations/Councils

Guaranteed Participation

The cricket structure commences with In2Cricket (age 5 – 8 years) followed by identical levels of participation for all players (Under 10) and progresses to allow the more skilful 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 endeavour to ensure that **all** the overs are bowled and that **all** the allocated time is used (taking into account the exceptions in the individual rules), for example in one day matches a second innings **can** be played (though this would be rare).

Safety

Duty of care is a prime consideration with all junior sport. The CJCC endorses the current guidelines for Player safety outlined in the Cricket Australia's 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.

General Rules of Play

1 General Rules of Play

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, additional names may be entered after the Friday up to the start of the match if players become unavailable.
- b) The team list is to be printed and handed to the opposition coach before start of play, day one of all matches
- c) It is expected that all players on the team list will participate in the match
- 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,
 - i) This player may only field
 - ii) 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 1st September in the year the season commenced. See table below

Age Group	Age as at the 31 st of August
Under 8s	5-7 years
Under 9s	6-8 years
Under 10s	7-9 years
Under 11s	8-10 years
Under 12s	9-11 years
Under 13s	10-12 years
Under 14s	11-13 years
Under 15s	12-14 years
Under 16s	13-15 years
Under 17s	14-16 years

In special circumstances the Association may allow a player to play in an age division below the player's age. All applications must be made in writing to the Association.

1.3 Overage and Underage Players

- a) Girls may play up to 2 years below their age.
- b) Upon application to the Association the Executive may grant permission for an over age player with documented disabilities to play in a lower age group within one year of the players age.
- c) All other overage players can be referred to the Association for its consideration

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 association); predominantly white shoes and socks; caps or hats to be white or club coloured; jumpers predominantly white.

No Hat-No Play: a hat or cap must be worn by all players 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 less than 11 players once all batsmen are out less one, the team is all out, as per the rules 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 have the option of requiring the other team to follow on.

1.8 Match Reports

The use of 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 umpires 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, additional names may be entered after the Friday up to the start of the match if players become unavailable.
- d) The team list is to be printed and handed to the opposition coach before start of play, day one of all matches

1.9 Duty Team

The home team or duty team, which is the one 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 less 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 **shall** 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 the fairness and rules of the game should be applied. In the event of a match starting late, owing to the weather or the state of the ground the following shall apply;

ONE-DAY matches

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

- a) Play lost due to rain shall 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 after the scheduled start of play there will be no play that day.
- c) To determine a result if all available time for this match has been played and the minimum overs have been bowled by both teams a win/loss can be determined by the score at the same number of overs for both teams. Eg 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 shall be declared the winner.
- d) If the minimum overs are not bowled by either team the match shall be declared a draw

TWO-DAY matches

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

- a) Play lost due to rain shall be reduced by 1 over of play for every 4 minutes of play lost.
- b) If play has not started within one hour after 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 shall be a One-day match.
 - ii) If rain interrupts play on day two, then a result can be achieved if the minimum number 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 win/loss can be determined by the score at the same number of overs for both teams. Eg 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 36th over shall be declared the winner.
- d) If the minimum number of overs is not bowled by either team the match shall 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 one (1) over, the total overs available is then divided equally between each team.

1.12 Umpires and Scorers

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

- a) Umpires shall dress to an acceptable standard, which sets a good example to young cricketers. Eg. Singlets and thongs are not acceptable dress.
- b) Umpires must wear a hat or cap 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 square leg umpire shall be provided by the bowling team.

- ii) In age groups under 15s, u16s & u17s the square leg umpire shall be provided by the batting team.

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 are to avail themselves of the rules of the age group that they are scoring for.
- d) Scorers are allowed to interrupt play to advise umpires when Players have or are about to breach bowling and batting rules
- e) Both scorers must agree to the result and details of the game before scorers can leave.

1.13 Clarification of Rules

Umpires are to 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. This may be called by either or both umpires.
- d) There are more than two (2) fielders behind square leg.
- e) 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 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 2 metres of the playing surface in front of the striker's wicket'. **Note: See rule 1.18 for diagram of fielding zones.**
- f) 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).
- g) A ball bounces more than twice, or rolls along the ground, before reaching the popping crease.
- h) **Under 10s up to and inclusive of Under 15s** any delivery which, after pitching passes or would have passed above the batters shoulder in his normal batting stance is a no ball. This may be called by either or both umpires.
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.

1.15 "Wide Ball"

A wide is as defined in the rules 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 batter, that is outside the batter's reach standing in their normal batting position is a 'Wide'. A batter may be given out 'Stumped' or 'Run Out' on a wide.
Note: If the ball is struck by the batter then it is not a wide.

1.16 Lost or Damaged Ball

If a ball is damaged or lost, a used ball of similar wear to the damaged ball shall be substituted, subject to the agreement of the opposition Coach/Umpire.

1.17 Quarters Cricket

Associations can stipulate 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, eg forecasted 35 degrees or above.

Below is a description of how to play Quarters Cricket.

- a) The first team to bat occupies the crease for a maximum of the overs listed in the below table for that competition (unless their innings is completed).
- b) The other team then bats for the same number of overs as listed below for that competition (unless their innings is completed).
- c) If on day one an innings or both quarters are completed before 11:30am play is to resume to time 12 Noon.
- d) On the second day, each team resumes its innings at the score reached at the end of the first 'quarter'.
- e) If a team was dismissed in the first quarter, its second innings begins when the other team's first innings is complete.

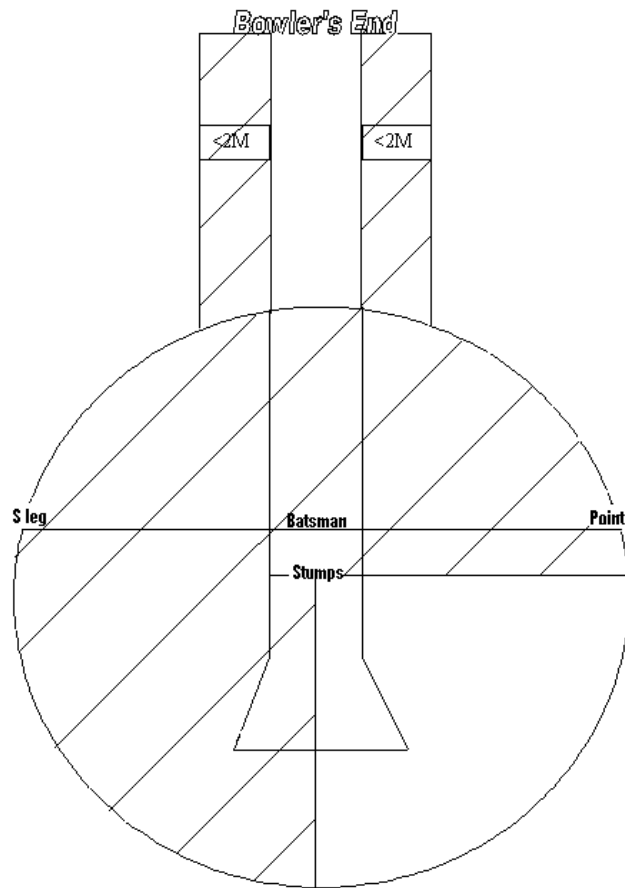
Note: No innings may last more than the prescribed number of overs for an innings in that competition.

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

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

- a)** In Under 10s only the wicketkeeper may field within $\frac{1}{2}$ pitch length (10M) of the Batsman.
- b)** In all other age groups, slips, gullies and wicket keeper may field within $\frac{1}{2}$ pitch length (10M).
- c)** 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.
- d)** 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-captain provides leadership, with the Coach having less and less on-field input. By Under15s, 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 should make suggestions to captains between overs, but remember that we all learn by experience - which means 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 for under13s and above

Under 10s to under 12s competitions are not allocated match points and there are no ladders and finals for these younger age groups.

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 match	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.

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 and to Under 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.

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

- 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.

1.22 Eligibility for Finals

- a) A player must have participated in at least four playing days of the fixtured games for that team, or a team in a lower age group to be eligible to play finals in that team.
- b) 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 an umpire is provided by the Association.

- a) Where one independent umpire is provided for in a match
 - i) In the age groups under 11s, u12s, u13s & u14s the square leg umpire shall be provided by the bowling team.
 - ii) In age groups under 15s, u16s & u17s the square leg umpire shall be provided by the batting team.

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:

- a) The player owes money to the club.
- b) The player is under suspension by the club for a breach of club rules or policies.
- c) A player who is under suspension from the Protests and Disputes Board will be ineligible for clearance until the said player serves the suspension.
- d) Disputes over clearances shall be referred in writing to the CJCC Secretary.

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 Secretary of the CJCC upon conclusion.

1.26 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.

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 which 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) 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 should **ONLY** be given out **LBW** if **ALL** of the following conditions are met:

- a) If the ball hits the batter on the front pad, when clearly playing forward of the crease in a genuine stroke, the batter **shall be not out.**
 - i) Clearly playing forward is defined as; any forward movement of the front foot to the ball.
 - b) Even if a batter is playing forward and they are hit on the back pad they may be given out, providing that consideration is given to Law 36 as set out below.
 - c) The player given not out because of the local rules of playing forward shall be advised on each occasion that he would have been out according to Law 36 of cricket.
 - d) If the Umpire is in any doubt they must give the batsman not out.
1. 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. The point of contact with the batsman's pad (front or back pad) is in line from wicket to wicket;
 3. 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 could not therefore be out.

Under 16 & 17s. No local rules, **Law 36 applies**—the following shall 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 could not therefore 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 (c), (d) and (e) in 1 above, only the first interception is to be considered.
 - b) In assessing point (e) in 1 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 providing that this is for the express purpose of addressing the issue of ground availability.

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

1.31 Boundaries

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

1.32 Rotation of Players

In all age groups the rotation of players, both Batsmen and Bowlers, is to be strictly adhered to:

- a) Bowlers and Batsmen playing in Under 10s – Under 12s inclusive competitions the rotation must be 1-11+
- b) Bowlers and Batsmen playing in Under 13s - Under16/Under17s inclusive each team must have a rotation policy. In these age competitions a suggested rotation has been given as a guide as to what might be appropriate.
- c) Second innings batting and bowling rules are determined in the various age groups.

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.

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.

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 rule1.11 Play Lost through Inclement Weather** should be applied.

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

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 teams.
- 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 10:00am 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)** 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 188Y'
- 1.7** There shall 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 shall provide two Adult supervisors to be responsible for umpiring and scoring.
- 1.9** Batting, bowling and fielding roles will 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 shall 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 shall be rotated on a weekly basis so that each player has experience in all situations. (This must be strictly adhered to). This must be 1-8+.

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 wick

2.6 Runs are scored in the normal manner.

2.7 In this age group a batsman may not 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 shall bowl a minimum of 2 overs and a maximum of 3, depending on the number of players in the team.

3.3 No bowler shall bowl more than two (2) overs until all other players have bowled two (2) overs.

3.4 The wicket-keeper shall be changed during each innings.

a) A minimum of two wicket-keepers shall 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 shall be rotated on a weekly basis so that each player has experience of all situations. (This must be strictly adhered to). This must be 1-8+.

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 shall wear gloves, pads, a protector, helmet with 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.

5. Match Result

At the completion of both innings, the number of runs scored by each team shall be divided by the number of wickets lost. The team attaining the greater average score shall be declared the winner.

6. Points

No points or ladders shall be determined in this competition

7. Finals

There are no finals in this competition.

Under 10 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 shall 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 188Y'
- 1.7** There shall 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 shall provide two Adult supervisors to be responsible for umpiring and scoring.
- 1.9** Batting, bowling and fielding roles will 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 shall 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 shall be rotated on a weekly basis so that each player has experience in all situations. (This must be strictly adhered to). This must be 1-11+.
- 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 may not 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 shall bowl a minimum of 2 overs and a maximum of 3, depending on the number of players in the team.
- 3.3 No bowler shall bowl more than two (2) overs until all other players have bowled two (2) overs.
- 3.4 The wicket-keeper shall be changed during each innings.
- a) A minimum of two wicket-keepers shall 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 shall be rotated on a weekly basis so that each player has experience of all situations. (This must be strictly adhered to). This must be 1-11+.
- 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 shall wear gloves, pads, a protector, helmet with 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.

5. Match Result

At the completion of both innings, the number of runs scored by each team shall be divided by the number of wickets lost. The team attaining the greater average score shall be declared the winner.

6. Points

No points or ladders shall be determined in this competition

7. 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

- a) be the normal hard type of 18 metres or
- b) be the normal hard type 20.12 meters
- c) Both teams are to play off same length
- d) Boundaries shall be marked 40 metres from the centre of the pitch.
- e) 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 CB188y**, the ball used must be in good condition.

1.3 Each team shall 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 shall 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 shall wear cricket pads, batting gloves, protectors and a helmet with a grill.

2.2 Retiring batsmen

- a) Each batsman must retire at the end of the over that they score 20 runs. Regardless of the number of balls they have faced.
- b) If the batsmen have not scored the mandatory retirement number of runs, they may be retired after they have faced a minimum of 12 legal deliveries. They may face more than this minimum but not less.
- c) All retirements of batsmen must take place at the end of the over.

- 2.3** A retired batsman can bat again after all remaining batsmen have had an innings.
- a) Should more than one batsman be retired, they will resume their innings, after all of their team has batted,
 - b) A retired batsmen may only resume his/her innings on the fall of a wicket
 - c) Retired batsmen will resume their innings in the order balls faced, from lowest number to highest.
 - d) 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.

2.4 In this competition the batting order shall be rotated on a weekly basis so that each player has experience in all situations. (This must be strictly adhered to). This must be 1-11+ **Note:** If 11 players play 11 games; each player will have batted once in each batting position.

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 can not be given out if dismissed on the first playable ball of their innings.
- a) The bowler is given credit for any wicket taken off a first ball.
 - b) 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 shall 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 shall bowl more than two (2) overs until all other players have bowled two (2) overs.

3.3 The wicket-keeper shall be changed during each innings. All protective gear must be worn by wicket keepers as per rule 4.2.

3.4 The bowling order shall be rotated on a weekly basis so that each player has experience of all situations. (This must be strictly adhered to). This must be 1-11+. Note: If 11 players play 11 games, each player will have bowled once in each batting position.

3.5 In this age group a “No Ball” is not re-bowled.

3.6 In this age group a “Wide Ball” is not re-bowled.

4. Fielding

4.1 Fielding restrictions

- a) Slips, gullies and 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 shall wear gloves, pads, a protector, helmet with grill

4.3 Coaches shall rotate the fielding positions, using all players available.

5. Match Result

As per the laws of cricket

6. Points

No points or ladders shall be determined 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 shall 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 shall 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 Match Ball will be a standard red 142g cricket ball in good condition.

1.6 Each team shall 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 shall 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 shall be rotated on a weekly basis so that each player has experience in all situations. (This must be strictly adhered to). This must be 1-11+. **Note:** If 11 players play 11 games, each player will have batted once in each batting position.

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 may not be dismissed by stumping.

3. Bowling

3.1 Each player including the wicketkeeper shall 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 shall bowl more than two (2) overs until all other players have bowled two (2) overs.

3.3 The wicket-keeper shall be changed during each innings. All protective gear must be worn by the wicket keeper as per rule 4.2.

3.5 The bowling order shall be rotated on a weekly basis so that each player has experience of all situations. (This must be strictly adhered to). This must be 1-11+. **Note:** If 11 players play 11 games, each player will have bowled once in each bowling position.

3.6 In this age group a "No Ball" is not re-bowled.

3.7 In this age group a "Wide Ball" is not re-bowled.

4. Fielding

4.1 Fielding restrictions

- a) Slips, gullies and 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 shall wear gloves, pads, a protector, helmet with grill

4.3 A maximum of ten (10) players from the fielding team may be on the field at any time

4.4 Coaches shall rotate the fielding positions, using all players available.

5. Match Result

At the completion of both innings, the number of runs scored by each team shall be divided by the number of wickets lost. The team attaining the greater average score shall be declared the winner.

6. Points

No points or ladders shall be determined in this competition.

7. 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 shall 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 shall wear pads, gloves, protectors and a helmet with a grill.

2.2 Retiring batsmen

- a) Regardless of balls faced, each batsman must retire at the end of the over that they score
 - i) 20 runs in a one day match or
 - ii) 30 runs in a two day match,

- b) If a batsman has not scored the mandatory retirement number of runs, they may be retired after they have faced a minimum of
 - i) twelve (12) legal deliveries in a one day match or
 - ii) twenty one (21) legal deliveries in a two day match;
 - iii) they may face more than these minimums but not less.
- c) All retirements of batsmen must take place at the end of the over.

2.3 A retired batsman can bat again

- a) Should more than one batsman be retired, they will resume their innings, after all of their team has batted,
- b) A retired batsmen may only resume his/her innings on the fall of a wicket
- c) Retired batsmen will resume their innings in the order balls faced, from lowest number to highest.
- d) 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.

2.4 In this Competition the batting order shall be rotated on a weekly basis so that each player has experience in all situations. (This must be strictly adhered to). This must be 1-11+. Note: If 11 players play 11 games, each player will have batted once in each batting position.

2.5 It is the intention of the CJCC that all player be given an equal opportunity to bat in a match, therefore where a team bats in a SECOND INNINGS the following guidelines will determine the batting order.

- a) Players who did not bat in the first innings will 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 shall be rotated on a weekly basis so that each player has experience in all situations. (This must be strictly adhered to). Rotation must be 1-11+. **Note:** If 11 players play 11 games, each player will have bowled once in each bowling position.

3.2 In this age group a “No Ball” is not re-bowled.

3.3 In this age group a “Wide Ball” is not re-bowled.

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 guidelines will determine the bowling order.

- a) Players who did not bowl in the first innings will bowl first.
- b) Players who bowled the least number of overs will 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 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

4.2 The wicket-keeper shall wear gloves, pads and a protector and helmet with 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 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, shall bowl two (2) overs before any player can bowl a third
- b) The final bowler must have started his/her 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, in the event quarters 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 shall be had between innings.
- b) Play will 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, shall bowl three (3) overs before any player can bowl a fifth (5).

- b) The final bowler must have started his/her 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 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 shall be determined 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 shall 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. 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 shall wear cricket pads, batting gloves, protectors and a helmet with a grill.

2.2 Retiring batsmen

- a) Regardless of balls faced each batsman must retire at the end of the over that they score
 - i) 30 runs in a One day match or
 - ii) 50 runs in a Two day match,
- b) If a batsman has not scored the mandatory retirement number of runs, they 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.
 - iii) A batsman may face more deliveries than these minimums but not less.
- c) All retirements of batsmen must take place at the end of the over.

2.3 A retired batsman can bat again

- a) Should more than one batsman be retired, they will resume their innings, after all of their team has batted,
- b) A retired batsmen may only resume his/her innings on the fall of a wicket
- c) Retired batsmen will resume their innings in the order balls faced, from lowest number to highest.
- d) 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.

2.4 In this competition the batting order shall be rotated on a weekly basis so that each player has experience in all situations. (This must be strictly adhered to). Suggested Rotation 1-6 and 7-11+

2.5 It is the intention of the CJCC that all player be given an equal opportunity to bat in a match, therefore where a team bats in a SECOND INNINGS the following guidelines will determine the batting order.

- a) Players who did not bat in the first innings will 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 LAW

Introduction of the LBW law, the following shall be considered.

A batsman should **ONLY** be given out **LBW** if **ALL** of the following conditions are met:

1. If the ball hits the batter on the front pad, when clearly playing forward of the crease in a genuine stroke, the batter **shall be not out.**
 - a) Clearly playing forward is defined as; any forward movement of the front foot to the ball
 - b) If the batter plays a genuine stroke at the ball and is hit on the front pad playing forward he can not be given out.
 - c) Even if a batter is playing forward and they are hit on the back pad they may be given out, providing that consideration is given to Law 36 as per **General rules 1.29.**
 - d) The player given not out because of the local rules of playing forward shall be advised on each occasion that he would have been out according to Law 36 of cricket.
 - e) If the Umpire is in any doubt they must give the batsman not out.
2. 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.

3. The point of contact with the batsman's pad (front or back pad) is in line from wicket to wicket;
4. 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 could not therefore be out.**

(The intent of this interpretation 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 shall be rotated on a weekly basis so that each player has experience of all situations. (This must be strictly adhered to). It is recommended that this be 1-6 and 7-11+

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 Play1.14** (Maximum 8 balls per over)

3.4 In this competition a "Wide Ball" is re-bowled. **Refer General Rule of Play1.15** (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 guidelines will determine the bowling order.

- a) Players who did not bowl in the first innings will bowl first.
- b) Players who bowled the least number of overs will 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 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 shall 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.

4.3 Each team will 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

- a) Play shall commence at 8.00am and the team batting first shall declare after 30 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, 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 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, shall bowl two (2) overs before any player can bowl a third (3).
- b) The final bowler must have started his/her 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 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.

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 11:30am. 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 shall 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, shall bowl three (3) overs before any player can bowl a fifth (5).
- b) The final bowler must have started his/her 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) 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 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

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 match	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.

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 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.

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** 35 overs per innings).
 - b) Two Day shall consist of 50 overs. 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 shall wear cricket pads, batting gloves, protectors and a helmet with a grill.
- 2.2 Retiring batsmen
 - a) Regardless of balls faced each batsman must retire at the end of the over that they score
 - i) 40 runs in a one day match or
 - ii) 50 runs in a two day match,
 - b) If a batsman has not scored the mandatory retirement number of runs, they may be retired after they have faced
 - i) a minimum of fifteen (15) legal deliveries in a One-day match or
 - ii) thirty (30) legal deliveries in a Two-day match
 - iii) a batsman may face more deliveries than these minimums but not less.
 - c) All retirements of batsmen must take place at the end of the over.
- 2.3 A retired batsman can bat again
 - a) Should more than one batsman be retired, they will resume their innings, after all of their team has batted,
 - b) A retired batsmen may only resume his/her innings on the fall of a wicket
 - c) Retired batsmen will resume their innings in the order balls faced, from lowest number to highest.
 - d) 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.
- 2.4 In this competition the batting order shall be rotated on a weekly basis so that each player has experience in all situations. (This must be strictly adhered to). Suggested Rotation 1-6 and 7-11+.
- 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 guidelines will determine the batting order.
 - a) Players who did not bat in the first innings will 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 LAW

Introduction of the LBW law, the following shall be considered.

A batsman should **ONLY** be given out **LBW** if **ALL** of the following conditions are met:

1. If the ball hits the batter on the front pad, when clearly playing forward of the crease in a genuine stroke, the batter **shall be not out.**
 - a) Clearly playing forward is defined as; any forward movement of the front foot to the ball
 - b) If the batter plays a genuine stroke at the ball and is hit on the front pad playing forward he can not be given out.
 - c) Even if a batter is playing forward and they are hit on the back pad they may be given out, providing that consideration is given to Law 36 as per **General rules 1.29.**
 - d) The player given not out because of the local rules of playing forward shall be advised on each occasion that he would have been out according to Law 36 of cricket.
 - e) If the Umpire is in any doubt they must give the batsman not out.
2. 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.
3. The point of contact with the batsman's pad (front or back pad) is in line from wicket to wicket;
4. 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 could not therefore be out.**

(The intent of this interpretation 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 shall be rotated on a weekly basis so that each player has experience of all situations. (This must be strictly adhered to). Suggested Rotation 1-6 and 7-11+.

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 guidelines will determine the bowling order.

- a) Players who did not bowl in the first innings will bowl first.
- b) Players who bowled the least number of overs will 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 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 shall 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 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 11:30 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, shall bowl two (2) overs before any player can bowl a third (3).
- b) The final bowler must have started his/her 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 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.

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 11:30am. 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 shall 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, shall bowl three (3) overs before any player can bowl a fifth (5).
- b) The final bowler must have started his/her 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 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

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 match	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.

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
- e) 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 shall 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** 40 overs per innings).
 - b) Two Day shall consist of 54 overs. 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 shall wear cricket pads, batting gloves, protectors and a helmet with a grill.
- 2.2 Each batsman must retire at the end of the over that they score
 - a) 40 runs in a One-day match and
 - b) 75 runs Two-day match.
- 2.3 A retired batsman can bat again
 - a) A retired batsmen may only resume his/her innings on the fall of a wicket
 - b) Retired batsmen will resume their innings in the order of runs scored, from lowest number to highest.
 - c) In the event of two or more batsmen having retired with an identical number of runs, then the first retiree of the batsmen resumes their innings first
- 2.4 In this grade the batting order shall be rotated on a weekly basis so that each player has experience in all situations. (This must be strictly adhered to). Suggested rotation 1-4, 5-7 and 8-11+

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 guidelines will determine the batting order.

- a) Players who did not bat in the first innings will 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 LAW

Introduction of the LBW law, the following shall be considered.

A batsman should **ONLY** be given out **LBW** if **ALL** of the following conditions are met:

1. If the ball hits the batter on the front pad, when clearly playing forward of the crease in a genuine stroke, the batter **shall be not out.**
 - a) Clearly playing forward is defined as; any forward movement of the front foot to the ball
 - b) If the batter plays a genuine stroke at the ball and is hit on the front pad playing forward he can not be given out.
 - c) Even if a batter is playing forward and they are hit on the back pad they may be given out, providing that consideration is given to Law 36 as per **General rules 1.29.**
 - d) The player given not out because of the local rules of playing forward shall be advised on each occasion that he would have been out according to Law 36 of cricket.
 - e) If the Umpire is in any doubt they must give the batsman not out.
2. 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.
3. The point of contact with the batsman's pad (front or back pad) is in line from wicket to wicket;
4. 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 could not therefore be out.**
2. 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.
3. The point of contact with the batsman's pad (front or back pad) is in line from wicket to wicket;
4. If the ball had not struck the batsman's pad it would definitely have gone on to hit the stumps.

(The intent of this interpretation 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 shall be rotated on a weekly basis so that each player has experience of all situations. (This must be strictly adhered to). Suggested rotation 1-4, 5-7 and 8-11+

3.2 Maximum 8 ball 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 guidelines will determine the bowling order.

- a) Players who did not bowl in the first innings will bowl first.
- b) Players who bowled the least number of overs will 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 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.
- 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 shall 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 40 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 11:30 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 shall bowl before any bowler may bowl a second spell.
- b) The maximum number of overs a bowler can bowl is four (4).
- c) 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 11:30am. 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 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,
- b) No bowler shall bowl more than four (4) overs in the first 32 overs.
- 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 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

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 match	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.

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
- a) 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 shall 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** 40 overs per innings).
- b) Two Day shall consist of 56 overs. 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 shall wear cricket pads, batting gloves, protectors and a helmet with a grill.

2.2 Each batsman must retire at the end of the over that they score

- a) 50 runs in a one day game and
- b) 100 runs two day game

2.3 A retired batsman can bat again

- a) A retired batsmen may only resume his/her innings on the fall of a wicket
- b) Retired batsmen will resume their innings in the order of runs scored, from lowest number to highest.
- c) In the event of two or more batsmen having retired with an identical number of runs, then the first retiree of the batsmen resumes their innings first

2.4 In this competition the batting order shall be rotated on a weekly basis so that each player has experience in all situations. (This must be strictly adhered to). Suggested rotation 1-4, 5-7 and 8-11+

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 guidelines will determine the batting order.

- a) Players who did not bat in the first innings will 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 could not therefore be out.

3. Bowling

3.1 In this competition the bowling order shall be rotated on a weekly basis so that each player has experience of all situations. (This must be strictly adhered to). Suggested rotation 1-4, 5-7 and 8-11+

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 guidelines will determine the bowling order.

- a) Players who did not bowl in the first innings will bowl first.
- b) Players who bowled the least number of overs will 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 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.
- 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 shall 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 45 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 11:30 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 8 bowlers shall bowl before any bowler may bowl a second spell.
- b) The maximum number of overs a bowler can bowl is four (4)
- c) 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**

- a) Play shall commence at 8.30am and
- b) The first team is required to declare after 56 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 56, if the first team is all out.

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 11:30am. 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) 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 56 overs per day. An innings consists of no more than 56 overs.

6.3 Bowling

- a) A minimum of 8 bowlers shall bowl in the first 32 overs
- b) No bowler shall bowl more than five (5) overs in the first 32 overs.
- c) Five (5) 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 being ten (10) overs.

6.4 The first bowling team will continue to bat on the second day for the remainder 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

- 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 match	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.

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.

Twenty/Twenty matches for age groups U13s-U17s inclusive

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)

- 1.2**
- a)** Under 13s a standard 142g cricket ball shall be used.
 - b)** Under 14s - Under 17s inclusive 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 Maximum 20 overs each team.
- 1.5 Play shall commence at 4:15 pm and the team batting first shall declare after 20 overs or at 5.25pm, whichever comes first.
- a) 10 minute break between innings.
 - b) The second team is entitled to the same number of overs, or the full 20, if the first team is all out.
 - c) All games must cease at 6:45pm.
 - d) 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.

1.6 The following boundaries will apply

Age Group	Boundary Size
Under 13s & 14s	50 metres
Under 15s	55 metres
Under 16s & 17s	60 metres

1.7 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)

1.8 If game is interrupted a minimum of 5 overs must be bowled by both teams.

2. Batting

- 2.1 All batsmen shall wear cricket pads, batting gloves, protectors and a helmet with a grill.
- 2.2 Each batting pair bats for four (4) overs, irrespective of dismissals.
- a) Each pair of batters have 2 minutes to be ready to face the first ball of their innings
- 2.3 Batters swap ends if dismissed.
- a) Batting team loses 5 runs for each dismissal.

2.4 LBW LAW

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 should **ONLY** be given out **LBW** if **ALL** of the following conditions are met:

1. If the ball hits the batter on the front pad, when clearly playing forward of the crease in a genuine stroke, the batter **shall be not out.**

- a) Clearly playing forward is defined as; any forward movement of the front foot to the ball
 - b) If the batter plays a genuine stroke at the ball and is hit on the front pad playing forward he can not be given out.
 - c) Even if a batter is playing forward and they are hit on the back pad they may be given out, providing that consideration is given to Law 36 as set out below.
 - d) The player given not out because of the local rules of playing forward shall be advised on each occasion that he would have been out according to Law 36 of cricket.
 - e) If the Umpire is in any doubt they must give the batsman not out.
2. 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.
3. The point of contact with the batsman's pad (front or back pad) is in line from wicket to wicket;
4. 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 could not therefore be out.**
- Under 16 & 17s.** No local rules, **Law 36 applies**—the following shall 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 could not therefore 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 (c), (d) and (e) in 1 above, only the first interception is to be considered.
- b) In assessing point (e) in 1 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.

3. Bowling

- 3.1
- a) If 10 players in a team, each bowler bowls 2 overs each.
 - b) If more than 10 players in a team, all bowlers to bowl at least one over and a maximum of two overs.
- 3.2 There are a maximum eight (8) balls per over
- 3.3 In this competition a "No Ball" and "Wide Ball" are re-bowled. **Refer General Rule of Play 1.14 and 1.15.** (Maximum 8 balls per over)
- a) Any ball bowled down the leg side is a "Wide Ball"
 - b) However there must be 6 legitimate balls bowled in the last over.
 - c) Front foot no balls will give the batsman a free hit.

4. Fielding

4.1 Fielding restrictions

- a) In all age groups, slips, gullies and wicket keeper may field within ½ pitch length (10M).
- b) 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.
See General Rules of Play; rule 1.18 for Diagram
- c) No more than 5 fielders may field on the leg side.

4.2 The wicket-keeper shall 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. Drinks breaks

- a) Drinks may be taken on the ground at the end of each 10 overs.
- b) if taken must be completed within 2 minutes

6. Match Result

- a) Highest score wins
- b) If match is a tie a bowl off shall take place.

7. Points

Associations can determine the point structure

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

Rules of Play

1.1 Eligibility to Play

Penalty for breach – Forfeit

1.2 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) Under 10, 11s & 12s Refer to Association for penalties
b) All Under 13s, 14s, 15s, 16s & 17s - 3 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 3 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

Under 13- Under 16/17 Rules inclusive

Slow Over Rates

*If the number of over's stipulated in Rule 5.1, adjusted as necessary by application of Rule 1.11, have not been bowled at the completion of the last over commenced before 12noon, after allowing for time lost through injury, the remaining over's shall not be bowled and the offending bowling team shall incur a **penalty of 0.5 match points** for every over remaining un-bowled at "time", unless the coaches of both sides agree to waive this penalty*

Under 13 & Under 14s Rules

1.3.

Penalty for breach – 2 Points

2.4 In this competition the batting order shall be rotated on a weekly basis so that each player has experience in all situations. (This must be strictly adhered to). Suggested Rotation 1-6 and 7-11+ &

3.1 In this competition the bowling order shall be rotated on a weekly basis so that each player has experience of all situations. (This must be strictly adhered to). It is recommended that this be 1-6 and 7-11+

*Penalty for breach – 1st occasion 3 points, subsequent breach points to be doubled. This may result in the coach's suspension for further breaches. **Note: All teams must have a rotation policy for batting and bowling and this must be demonstrated***

Rules 2.2, 2.3, 2.5, 3.4, 5.2 and 6.3

Penalty for breach – 1st occasion 3 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, Under 16/17s Rules

1.3.

Penalty for breach – 2 Points

2.4 In this grade the batting order shall be rotated on a weekly basis so that each player has experience in all situations. (This must be strictly adhered to). Suggested rotation 1-4, 5-7 and 8-11+ &

3.1 In this competition the bowling order shall be rotated on a weekly basis so that each player has experience of all situations. (This must be strictly adhered to). Suggested rotation 1-4, 5-7 and 8-11+

*Penalty for breach – 1st occasion 3 points, subsequent breach points to be doubled. This may result in the coach's suspension for further breaches. **Note: All teams must have a rotation policy for batting and bowling and this must be demonstrated***

Rules 2.2, 2.3, 2.5, 3.5, 5.2, and 6.3

Penalty for breach – 1st occasion 3 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 bating suggested 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

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

Parents Code of Behaviour

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

Coaches Code of Behaviour

- Remember that young people participate for pleasure and winning is only part of the fun.
- Never ridicule or yell at a young player for making a mistake or not coming first.
- Be reasonable in your demands on players' time, energy and enthusiasm.
- Operate within the rules and Spirit of Cricket and teach your players to do the same.
- Ensure that the time players spend with you is a positive experience.
- Avoid overplaying the talented players; all young players need and deserve equal time, attention and opportunities.
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- Display control and respect to all those involved in cricket. This includes opponents, coaches, umpires, administrators, parents and spectators. Encourage your players to do the same.
- Show concern and caution toward sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
- Obtain appropriate qualifications and keep up to date with the latest cricket coaching practices and principles of growth and development of young people.
- Any physical contact with a young person should be appropriate to the situation and necessary for the player's skill development.

- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
- Coaches are to abide by Clubs/Associations/Councils Healthy Club Policies.

Umpires Code of Behaviour

- Place the safety and welfare of participants above all else.
- In accordance with Cricket Australia guidelines, modify rules and regulations to match the skill levels and needs of young people.
- Compliment and encourage all participants.
- Be consistent, objective and courteous when making decisions.
- Condemn unsporting behaviour and promote respect for all opponents.
- Emphasise the spirit of the game rather than the errors.
- Encourage and promote rule changes which will make participation more enjoyable.
- Be a good sport yourself – actions speak louder than words.
- Keep up to date with the latest available resources for umpiring and the principles of growth and development of young people.
- Remember, you set an example. Your behaviour and comments should be positive and supportive.
- Give all young people a 'fair go' regardless of their gender, ability, cultural background or religion.
- 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.).
- 1.3) 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 2.1 above 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 **Protests and Disputes Policy**

*The protests and disputes procedures below are meant to be used as a guide to Associations/Councils who do not have a set of procedures in their Constitutions for the hearing of Protests and Disputes. The offences and the subsequent penalties listed at **rule 2** are a guide to assist all Associations/Councils protests and Disputes tribunals to determine an appropriate Penalty for an Offence.*

1 PROTESTS AND DISPUTES TRIBUNAL

- 1.1** The Association/Council shall from time to time have the power to appoint an Independent Tribunal of three (3) persons to hear all disputes referred to it and all charges against persons or Member Associations or their teams, or Umpires, Members, Spectators, Players or Officials, arising out of matches, trials or events under the Association/Council direct jurisdiction provided that the Association/Council may at its discretion delegate the powers and duties of the Tribunal to an existing properly constituted Tribunal of a Member Association to determine the matter. The Tribunal may at its discretion recommend actions to the Association/Council in matters referred to it, and shall have the power to suspend, fine or reprimand players, Members or umpires, Spectators or Officials reported for offences under the Laws of Cricket, Rules or Competition or Codes of Conduct, but such power shall be supplemented at times by specific powers invested in the Tribunal by the Association/Council.
- a)** Each Member Club shall provide one person to the Association to be placed in a pool for selection by the Association on the Protests and disputes tribunal.
 - b)** Associations/Councils may appoint 3 independent persons to sit on the Protests and Disputes Tribunal.
 - c)** Associations/ Councils may use a combination of Rule 1.1.1 and rule 1.1.2 to determine the Protests and Disputes Tribunal makeup.
 - d)** No person may sit on the Protests and Disputes Tribunal or be appointed to the Tribunal who has a connection through the club that they belong, to the person/persons before the Tribunal
 - e)** The Association/Council may at its discretion not refer the matter to its Protests and Disputes Tribunal but refer the matter to the Club/Clubs to hold their own hearing.
 - i.** All findings at such hearings and the penalties imposed are to be reported within 7 days of the hearing to the Association/Council.
 - ii.** The Association/Council may if not satisfied with the results of the hearing then refer the matter to its Protests and Disputes Tribunal for a hearing within 7 days.

- 1.2** The Tribunal shall hear all charges against persons or Members referred to it by the Association/Council. The Tribunal shall be convened as determined by the Tribunal Chairman in consultation with the Administrator and the parties concerned.
- 1.3** The Tribunal in hearing every Charge shall observe the following procedure:
- a)** The chairman should announce the opening of the Tribunal, stating its authority, its composition, and the purpose of its sitting.
 - b)** The charge/charges shall be read out one at a time
 - c)** The reported person/persons shall then be asked if they admit or deny the charge. Should the reported person plead GUILTY to the charge/Charges, the following procedure must be adopted:
 - i. The informant will give particulars of the incident reported.
 - ii. The reported person/persons will have the right to clarify any point in the evidence provided by the informant.
 - iii. The reported person/persons shall have the right to clarify any point in the evidence of the reported person.
 - iv. The informant shall have the right to clarify any point in the evidence of the reported person/persons.
 - v. All persons shall then retire and the committee will arrive at a decision.
 - d)** Should the reported person/persons plead NOT GUILTY to the charge, the following procedure must be adopted:
 - i. All witnesses other than the informant and a club representative (who is not a witness); the reported person and their advocate (who is not a witness) shall leave the room and be called when required.
 - ii. The informant will give particulars of the incident reported
 - iii. The informant shall have the right to call any witnesses in support of their report
 - iv. The reported person/persons shall have the right to question the informant and/or the witnesses.
 - v. The reported person/persons may make a statement and shall have the right to call witnesses in support of their statement.
 - vi. The informant shall have the right to question the accused and all witnesses
 - e)** At the conclusion, all persons shall retire and the Committee shall arrive at a decision.
 - f)** The decision shall be announced in the presence of the informant and the reported person.
 - g)** A witness may not leave the room after having given evidence until the conclusion of the hearing of all evidence. A witness may not ask a question or interrupt proceedings at any time.
 - h)** If during the consideration of the evidence the committee desires to recall any witness, such witnesses shall be questioned in the presence of the informant and the reported person.
 - i)** all disqualification's imposed shall commence from and include the first competition match after the hearing played by the team of which the reported person is a member.
 - j)** the reported person and the informant may use a player's advocate.
 - k)** the duties of the player's advocate are:
 - i. To determine the facts from the player or players before the Committee is assembled and to advise the best way to conduct or present the case.
 - ii. The advocate is permitted to enter the meeting and remain until the hearing is finished and the Committee is considering its decision.
 - iii. The advocate may not cross-examine the informant, reported person or any witness.
 - iv. He may not speak during the hearing except that if a player has difficulty, or is in doubt as to how to answer a question, the player may, with the consent of the chairman, speak to and be answered by the advocate.

- l) In the event of a player Under 16 years of age appearing before the Committee, a player's advocate may address the Committee on the player's behalf and with the chairman's permission he may question witnesses.
 - m) Reported individuals and teams are required to attend the Tribunal unless and until excused by the Tribunal.
 - n) The Tribunal shall impose such penalty by way of disqualification, suspension, fine, reprimand or otherwise as it thinks fit on any person, team or Member found guilty of a charge as reported, following the guide for penalties as listed at Rule 2.
 - i. Where there are specific mandatory sentences for the breaches of rule 1.6. (a). (b). (c). and (d), these penalties shall be offered first to the persons, Member or Team, following the guide for penalties as listed at Rule 2. The incident is to be reported not more than 72 hours after the alleged incident from the club/clubs involved to the Association/Council through the Association/Council Secretary.
 - ii. If the mandatory sentences are not accepted the matter shall be referred to the Association/Council through the Association/Council Secretary not more than 72 hours after the alleged incident from the club/clubs involved.
- 1.4. The Chairman of the Tribunal shall forthwith report to the Association/Council any determination or decision made by the Tribunal. The Association/Council shall notify all parties in writing within 7 days of receipt of the Tribunal's decision.
- 1.5 The Association/Council must forward a copy of the Tribunal's findings to the Community Junior Cricket Council within 14 days of the tribunal's decision.
- 1.6 Persons, teams, Members, Officials, Spectators or Umpires at any match conducted by the Association/Council or under its direct auspices must be reported to the Administrator of the Association/Council in writing for:
- a) breaches of Codes of Conduct,
 - b) breaches of the Laws of Cricket,
 - c) misconduct, or
 - d) bringing the game of cricket into disrepute
- 1.7 All Persons, Teams, Members, Officials, Spectators or Umpires shall have the right to appeal and must do so in writing to the Association Secretary within 14 days of the finding against them.
- NOTE: An appeal may only be considered if additional evidence not previously considered is has become available.**
- a) A Special General Meeting of the Association/Council shall be convened within 14 days of receipt of an appeal, and all the additional evidence has been provided
 - b) Both parties to the dispute shall be in attendance
 - c) At this meeting the Association/Council will consider the written appeal. No verbal evidence shall be given unless the Association/Council wishes to ask questions of both Parties to the dispute
 - d) The Association/Council may
 - i. Set Aside the Conviction
 - ii. If the association feels that not enough evidence is before it to determine the appropriateness of the conviction, then it may refer the matter back to the Protests and Disputes Tribunal for further deliberation
 - iii. Confirm the Conviction
 - iv. Increase the conviction
 - v. Refer the mater to the CJCC for their consideration

2 OFFENCES and PENALTIES

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
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2.1 OFFENCES

Players and, where applicable, Coaches/officials and parents/spectators must not Commit any Offences as set out below or they face the prospect of receiving the Penalties set out beside these offences:

2.2 PENALTIES

- a) Where Tribunal hearings are not required this is to imply that it is a Mandatory Sentence and if not accepted as a fair punishment may be challenged at a Tribunal Hearing
- b) Tribunals have the Discretion at all times to suspend sentences or increase the sentence as they see fit
- c) Players convicted or if they have their sentence suspended do not qualify for end of Season Awards
- d) The Penalties listed below are a minimum guide for Tribunals in determining an appropriate sentence for an offence

Level 1 Offences

1.2	Show dissent at an umpire's decision by action or verbal abuse	<ul style="list-style-type: none"> 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 from asking an umpire to provide an explanation for a decision, or the captain from commenting on the umpires' performance in their Captains' Report.
1.3	Use language that is obscene, offensive or insulting and/or the making of an obscene gesture	<ul style="list-style-type: none"> 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".

Level 1 Penalties

	Players	Coaches/Officials	Parents/Spectators
1 st Offence	Must be dealt with on the day by Coaches & Managers	<ul style="list-style-type: none"> Apology and 6 Premiership Points to be removed from the team Report to the Association 	<ul style="list-style-type: none"> Apology and Suspended 1 Season Suspension Tribunal Hearing
2 nd Offence	Must be dealt with on the day by Coaches, Managers & Clubs <ul style="list-style-type: none"> Min 2 Match Suspension Report to the Association 	<ul style="list-style-type: none"> Apology and 12 Premiership Points to be removed from the team Tribunal Hearing 	<ul style="list-style-type: none"> Tribunal Hearing Implementation of 1 Season Suspension and 6 Premiership Points to be removed from the team
3 rd Offence	<ul style="list-style-type: none"> Tribunal Hearing Min 4 matches Suspension 	<ul style="list-style-type: none"> Tribunal Hearing Min 1yr suspension 	<ul style="list-style-type: none"> Tribunal Hearing Min 2yr suspension

Level 2 Offences

No.	Rule	Guidelines
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2.1	Show serious dissent at an umpire's decision by action or verbal abuse	<ul style="list-style-type: none"> 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 from asking an umpire to provide an explanation for a decision, or the captain from commenting on the umpires' performance in their Captains' Report.
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	<ul style="list-style-type: none"> 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 rule 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, net run rate, performance points or otherwise. The coach, captain 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.

Level 2 Penalties

	Players	Coaches/Officials	Parents/Spectators
1 st Offence	<ul style="list-style-type: none"> Min 2 match Suspension 	<ul style="list-style-type: none"> Apology and 12 Premiership Points Plus the Match Points to be removed from the team and Min 2 Match Suspension 	<ul style="list-style-type: none"> Tribunal Hearing Apology Suspension for the rest of the Season plus Suspended 1 yr Ban
2 nd Offence	<ul style="list-style-type: none"> Min 4 Match Suspension 	<ul style="list-style-type: none"> Tribunal Hearing Apology and 24 Premiership Points Plus the Match Points to be removed from the team 	<ul style="list-style-type: none"> Tribunal Hearing The rest of the Season Ban plus 1 yr Ban to be served 6 Premiership Points to be removed from the team
3 rd Offence	<ul style="list-style-type: none"> Tribunal Hearing Min 1 Season Ban 	<ul style="list-style-type: none"> Tribunal Hearing Min 1yr suspension and All Premiership Points for the team forfeited 	<ul style="list-style-type: none"> Tribunal Hearing Min 2yr suspension 12 Premiership Points to be removed from the team

Level 3 Offences

No.	Rule	Guidelines
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

Level 3 Penalties

	Players	Coaches/Officials	Parents/Spectators
1 st Offence	<ul style="list-style-type: none"> • Tribunal Hearing • Min Suspension for 3 Matches 	<ul style="list-style-type: none"> • Tribunal Hearing • Suspension for the rest of the Season plus Suspended 2 yr Ban and • \$150 Fine club to pay • 12 Premiership Points Plus the Match Points to be removed from the team 	<ul style="list-style-type: none"> • Tribunal Hearing • Suspension for the rest of the Season plus Suspended 1 yr Ban and • 12 Premiership Points Plus the Match Points to be removed from the team and • \$100 Fine Parent/Spectator to pay
2 nd Offence	<ul style="list-style-type: none"> • Tribunal Hearing • Min Suspension for 5 Matches 	<ul style="list-style-type: none"> • Tribunal Hearing • Life Ban and • \$500 Fine to be paid by the Club 	<ul style="list-style-type: none"> • Tribunal Hearing • Min 2 yr Suspension • \$150 Fine Parent/Spectator to pay and • \$150 Fine Club to pay
3 rd Offence	<ul style="list-style-type: none"> • Tribunal Hearing • Min 1 Season Ban 		<ul style="list-style-type: none"> • Tribunal Hearing • Life Ban and • \$500 Fine to be paid by the Club

Level 4 Offences

No.	Rule	Guidelines
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 or off 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

Level 4 Penalties

	Players	Coaches/Officials	Parents/Spectators
1 st Offence	<ul style="list-style-type: none"> • Tribunal Hearing • Min Suspension for 4 Matches 	<ul style="list-style-type: none"> • Tribunal Hearing • Life Ban 	<ul style="list-style-type: none"> • Tribunal Hearing • Life Ban
2 nd Offence	<ul style="list-style-type: none"> • Tribunal Hearing • Min Suspension 1yr 		
3 rd Offence	<ul style="list-style-type: none"> • Tribunal Hearing • Life Ban 		

Level 5 Offences

Laws of Cricket and Spirit of the Game

No.	Rule	Guidelines
5	Players must obey the Laws of Cricket and play within the spirit of the game. The captain and team coach must use their best efforts to ensure that their team and individual members of the team comply with this rule	<ul style="list-style-type: none"> • 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 under Levels 1-4 Offences (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 captain to ensure that the Spirit of the Game is adhered to as stated and defined in the preamble to the Laws of Cricket.

Level 5 Penalties

	Players	Coaches/Officials	Parents/Spectators
1 st Offence	Must be dealt with on the day by Coaches & Managers	<ul style="list-style-type: none"> • Apology and • 6 Premiership Points to be removed from the team • Report to the Association 	<ul style="list-style-type: none"> • Apology and • Suspended 1 Season Suspension • Tribunal Hearing
2 nd Offence	Must be dealt with on the day by Coaches, Managers & Clubs <ul style="list-style-type: none"> • Min 2 Match Suspension • Report to the Association 	<ul style="list-style-type: none"> • Apology and • 12 Premiership Points to be removed from the team • Tribunal Hearing 	<ul style="list-style-type: none"> • Tribunal Hearing • Implementation of 1 Season Suspension and • 6 Premiership Points to be removed from the team
3 rd Offence	<ul style="list-style-type: none"> • Tribunal Hearing • Min 4 matches Suspension 	<ul style="list-style-type: none"> • Tribunal Hearing • Min 1yr suspension 	<ul style="list-style-type: none"> • Tribunal Hearing • Min 2yr suspension

Level 6 Offences**Unbecoming Behaviour**

No.	Rule	Guidelines
6	Without limiting any other rule, players and officials must not at any time engage in behaviour unbecoming to a cricketer or official that could bring the game of cricket into disrepute or be harmful to the interests of cricket	<ul style="list-style-type: none"> 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 under Levels 1-4 Offences (inclusive) of the Code. It is intended to include serious or repeated criminal conduct, public acts of misconduct, unruly public behaviour and cheating during play.

Level 6 Penalties

	Players	Coaches/Officials	Parents/Spectators
1 st Offence	<ul style="list-style-type: none"> Tribunal Hearing Min Suspension for 4 Matches 	<ul style="list-style-type: none"> Tribunal Hearing Life Ban 	<ul style="list-style-type: none"> Tribunal Hearing Life Ban
2 nd Offence	<ul style="list-style-type: none"> Tribunal Hearing Min Suspension 1yr 		
3 rd Offence	<ul style="list-style-type: none"> Tribunal Hearing Life Ban 		