

CJCC Rules

for

Junior Community

Cricket

2013/2014

CJCC refers to the Community Junior Cricket Council, which is the Peak Body responsible for Junior Community Cricket made up of Associations/Councils in the Greater Metropolitan Area.

Association / Associations refers to the Association/Council that runs the competition that is being played.

PJCA refers to the Peel Junior Cricket Association.

KEY GENERAL PRINCIPLES

Progression

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

Safety

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

Enjoyment

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

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

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GENERAL RULES OF PLAY

Apart from the following CJCC General Rules of Play and CJCC age variations rules, the MCC Laws of Cricket (2000 Code 4th Edition – 2010) shall apply.

1.1 Eligibility to Play

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

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

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

1.2 Player's Age Restrictions

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

Age as at 30th June	Competition
5	In2Cricket (Have-A-Go)
6	In2Cricket (Have-A –Go)
7	T20 Blast, In2Cricket
8	T20 Blast
9	U10s
10	U11s
11	U12s
12	U13s
13	U14s
14	U15s
15	U16s
16	U17s

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

1.3 Overage and Underage Players

- Girls may play up to 2 years below their age.
- Upon application to the Association the Executive may grant permission for a player with documented disabilities to play in an age group one year lower than he/she would qualify to play, based on age.
- All other overage players can be referred to the Association for its consideration to play in an age group one year lower than he/she would qualify to play, based on age. A report will be provided by the association to the CJCC listing these players both pre and post season.

1.4 Dress Standard

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

No Hat-No Play: 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 maximum of eleven fielders shall be allowed on the field at any one time.
- For Under 12s up to and including Under 17s competitions, if more than eleven players bat, the innings will be declared closed at the fall of the tenth wicket.

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

- 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.
- 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:-

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

1.8 Match Results and Players Scores

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

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

1.9 Duty Team

The home team or duty team, 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 **must** be played.

1.11 Play Lost Through Inclement Weather

The aim of this rule is to ensure that a fair game of cricket is played; i.e., there is sufficient time for both teams to bat for a meaningful time, and one team is not significantly disadvantaged by the delay. Common-sense and the spirit of the fairness and rules of the game must be applied. In the event of a match starting late owing to the weather or the state of the ground, the following will apply:-

ONE-DAY matches:

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

- a) Play lost due to rain will be reduced by one (1) over of play for every four (4) minutes of play lost.
- b) If play has not started within one hour 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. E.g. if the first batting team faced 30 overs and the team batting second faced only 25, then the team that was ahead at the end of the 25th over will be declared the winner.
- d) If the minimum overs are not bowled by either team the match will be declared a draw.

TWO-DAY matches:

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

- a) Play lost due to rain will be reduced by 1 over of play for every 4 minutes of play lost.
- b) If play has not started within one hour 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 will be a One-day match.
 - ii) If rain interrupts play on day two, then a result can be achieved if the minimum numbers of overs have been bowled that day or the team batting second has passed the score of the team that batted first.
 - iii) To determine a result if all available time for day two has been played and the minimum of overs have been bowled a win/loss can be determined by the score at the same number of overs for both teams. E.g. for a 50 over match, if team one faced 50 overs on day one and team two faced only 36 by close of play then the team that was ahead at the 36th over will be declared the winner.
- d) If the minimum number of overs is not bowled by either team the match will be a draw.
- e) If playing Quarters Cricket and rain interrupts play each team is to complete their first Quarter before the first team may bat again. If any time remains on day two the time is to be converted to overs at the rate of four (4) minutes per one (1) over, the total overs available is then divided equally between each team.

1.12 Umpires and Scorers

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

Umpires

- a) Umpires must dress to an acceptable standard, which sets a good example to young cricketers. E.g. Singlets and thongs are not acceptable dress.
- b) Umpires must wear a **Broad Brim Hat** 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 will be provided by the bowling team.
 - ii) In age groups under 15s, u16s & u17s the square leg umpire will 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 must avail themselves of the rules of the age group that they are scoring for.
- d) Scorers **must** interrupt play to advise umpires when players have or are about to breach bowling and batting rules
 - i) If a breach occurs in the **Bowling**, play must immediately stop, the over is to be completed by another bowler who will not breach any of the Bowling Rules
 - ii) If a breach occurs in the **Batting**; batsman must retire immediately.
- e) Both scorers must agree to the result and details of the game before scorers can leave.
- f) Scorers may use Association approved electronic scoring applications for CJCC matches.

1.13 Clarification of Rules

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

1.14 "No Ball"

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

- a) Part of the bowler's front foot on landing, whether grounded or not, is not behind the popping crease.
- b) Part of the bowler's back foot is grounded on landing on, or outside, the line of the return crease.
- c) A ball passes, or would have passed, above the waist on the full, in the batter's normal stance. 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 their normal batting stance is a no ball. This may be called by either or both umpires. If the bowler makes another unfair delivery in the over then the umpire shall call and signal 'no ball' and warn the bowler that any further repetition in that over will result in the bowler being removed from the attack and they will be unable to bowl again in that innings. A designated spin bowler is exempt unless the ball is a full pitched (beam ball) delivery above shoulder height.

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

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

1.15 “Wide Ball”

A wide is as defined in the 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, e.g. forecasted 35 degrees or above.

Below is a description of how to play Quarters Cricket

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

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

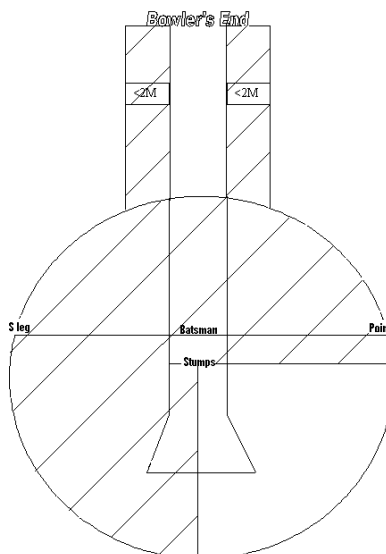
To assist coaches to determine how many overs to bowl each day see the table below:-

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

1.18 Fielding Restrictions

- In Under 10s only the wicketkeeper may field within $\frac{1}{2}$ pitch length (10M) of the Batsman.
- In all other age groups, slips, gullies and wicket keeper may field within $\frac{1}{2}$ pitch length (10M).
- U15-U17 players may field inside the 10m zone providing they have a helmet with grill and a protector either in front of the wicket or on the leg side.

In addition to this 'no fielder may stand within two (2) metres of the playing surface in front of the striker's wicket'. See diagram below for the restricted zones for fielding.



1.19 Coaching

Limited constructive on-field coaching by Coaches and Umpires is encouraged in all age groups between overs. As players get older, the aim is to progressively have the captain and vice-captains provide leadership, with the Coach having less and less on-field input. By 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 game	13 Points
Drawn match - each team	5 Points

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

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 up 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.

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

1.22 Eligibility for Finals

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

1.23 Umpires for the Finals

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

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

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

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

1.25 Complaints and Protests

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

It is a requirement that all offences not dealt with on the day must be reported to the Competition Association. Note: for further information on this rule, refer the CJCC Protests and Disputes Policy

1.26 Drinks Breaks

Drinks breaks must be taken hourly,

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

1.27 Two teams in the same grade

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

1.28 Turf Wickets

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

1.29 LBW LAW

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

Note: The player should be advised on each occasion that he would have been out according to the rules laid out below.

Umpires are reminded that LBW should be a very rare dismissal in junior cricket.

Under 13 – under 15s.

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

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

- a) The delivery is a legal delivery, which has pitched on the stumps or outside the off stump, and has not made contact with the bat before hitting the batsman's pad.
- b) The point of contact with the batsman's pad (front or back pad) is in line from wicket to wicket;
- c) If the ball had not struck the batsman's pad it would definitely have gone on to hit the stumps. **Note: On synthetic pitches a ball that pitches in front of a batsman playing forward will most likely be passing above the stumps and should therefore not be given out.**

Under 16 & 17s.

No local rules, **Law 36 applies**—the following must especially be considered. **Note: On synthetic pitches a ball that pitches in front of a batsman playing forward will most likely be passing above the stumps and should therefore not be given out.**

Law 36 (Leg before wicket)

1. Out LBW

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

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

2. Interception of the ball

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

3. Off side of wicket

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

1.30 Times of Play

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

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

1.31 Boundaries

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 for both Batsmen and Bowlers, these are to be strictly adhered to:

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

1.33 End of game – or Time

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

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

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

1.34 Blood Rule

- a) Any player who is bleeding or has blood on their clothing must immediately leave the 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 rule 1.11 Play Lost through Inclement Weather** should be applied.

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

1.36 Extreme Weather Conditions

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

1.37 Batting Rules for Retired, Hurt and Absent Players

Retired Batsmen:

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

Retired Hurt Batsmen

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

Absent Batsmen

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

1.38 Insurance

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

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

Under 10s 'Super 8s' Rules

Associations must use these rules for any competition that has 8 players per team. These rules are designed for the age groups under 10s and younger.
Apart from the following rule variations and the CICC General Rules of Play, the standard laws of cricket shall apply.

1 Match Details

- 1.1 A team in this competition shall consist of an even number of players for batting pairs. Teams should be balanced up before play. In the event of an uneven number of players, a batsman will be allowed to bat twice.
- 1.2 A team list may contain more than eight (8) players, but only eight (8) players may field at any one time when that team is fielding.
- 1.3 Play shall consist of One-day games: 16 overs per team.
- 1.4 Play shall commence at 8.00am. All games should be completed by 9:50am. Games may be extended by 10 minutes but must be completed by 10:00a.m Refer to General Rule 1.30 for other start times
- 1.5 The pitch shall be 18 metres in length, with provision to bowl from 16 metres
 - a) Association may determine the boundary size which can be 30 metres or 35 metres
 - b) Games may be played on grass, with a mowed pitch.
- 1.6 The Match Ball will be a standard red 'Softa Kookaburra' 110g. 'Model CB 188Y'
- 1.7 There must be a 10 minute change-over period between innings and a 5-minute drinks break may be taken after each 8 overs.
- 1.8 Each team must provide two Adult supervisors to be responsible for umpiring and scoring.
- 1.9 Batting, bowling and fielding roles must be shared equally amongst team players.
 - a) Fielders rotate at the end of every over (Wicket Keeper changed after 8 overs)
 - b) Only the wicket-keeper may field within ½ pitch length (10 metres) of the batsmen; no other fielder may do so.
 - c) In addition to this no fielder may stand within 2 metres of the playing surface in front of the striker's wicket. **See General Rules of Play; rule 1.18 for diagram**

2 Batting

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

3. Bowling

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

4. Fielding

- 4.1 Fielding restriction
 - a) Only the wicket-keeper may field within ½ pitch length (10 metres) of the batsmen; no other fielder may do so.
 - b) In addition to this no fielder may stand within 2 metres of the playing surface in front of the striker's wicket.
See General Rules of Play; rule 1.18 for diagram
- 4.2 The wicket-keeper must wear gloves, pads, a protector, 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. For this to be effective fielders **must** be evenly distributed on both sides of the wicket.
- 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 are to be maintained in this competition
- 7. Finals**
There are no finals in this competition

Under 10s Rules

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

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

1. Match Details

- 1.1 A team in this competition shall consist of an even number of players for batting in pairs. Teams should be balanced up before play. In the event of an uneven number of players, a batsman will be allowed to bat twice.
- 1.2 A team is allowed a maximum of 10 players on the ground at one time (if more than 10 players in a team only 10 may take the field at any one time)
- 1.3 Play shall consist of One-day games: 16 overs (8 players), 20 overs (10 players) per team or 24 (**Maximum**) overs (12+ players)
- 1.4 Play shall commence at 8.30am. All games must be completed by 11.00am. Refer to General Rule 1.30 for other start times
- 1.5 The pitch shall be 18 metres in length, with provision to bowl from 16 metres
 - a) Boundaries are to be marked 35 metres from the centre of the pitch.
 - b) Games may be played on grass, with a mowed pitch.
- 1.6 The Match Ball will be a standard red 'Softa Kookaburra' 110g. 'Model CB 188Y'
- 1.7 There must be a 10 minute change-over period between innings and a 5-minute drinks break may be taken after half the overs are completed
- 1.8 Each team must provide two Adult supervisors to be responsible for umpiring and scoring.
- 1.9 Batting, bowling and fielding roles must be shared equally amongst team players.
 - a) Fielders rotate at the end of every over
 - b) Only the wicket-keeper may field within ½ pitch length (10 metres) of the batsmen; no other fielder may do so.
 - c) In addition to this no fielder may stand within 2 metres of the playing surface in front of the striker's wicket.

2. Batting

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

3. Bowling

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

4. Fielding

- 4.1 Fielding restrictions
 - a) Only the wicket-keeper may field within ½ pitch length (10 metres) of the batsmen; no other fielder may do so.
 - b) In addition to this no fielder may stand within 2 metres of the playing surface in front of the striker's wicket.
See General Rules of Play; rule 1.18 for diagram.
- 4.2 The wicket-keeper must wear gloves, pads, a protector, 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. For this to be effective fielders **must** be evenly distributed on both sides of the wicket.
- 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 are to be maintained 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 CICC General Rules of Play, the standard laws of cricket shall apply.

1. Match Details

- 1.1 Associations shall determine the type of pitch to be used; which shall be either
- Be the normal hard type of 18 metres or
 - Be the normal hard type 20.12 metres.
 - Both teams are to play off same length
 - Boundaries are to be marked 40 metres from the centre of the pitch.
 - Any bowler unable to bowl reasonable balls from wicket to wicket may be permitted to bowl from a shortened pitch, at the discretion of the umpire/s.
- 1.2 Associations may decide to use either the standard 142g leather ball or the standard red 'Softa Kookaburra' Ball, **model CB188y**, the ball used must be in good condition.
- 1.3 Each team must provide two Adult supervisors to be responsible for umpiring and scoring
- 1.4 Play shall consist of One-day matches of 25 overs per team
- 1.5 Play shall commence at 8.30am. All matches must be completed by 11.30am. **Refer General Rules of Play 1.30 for other start times.**
- 1.6 There must be a 10 minute change-over period between innings and a 5-minute drinks break may be taken after the 10th over of each innings.

2. Batting

- 2.1 All batsmen must wear cricket pads, batting gloves, protector and a helmet with a grill.
- 2.2 Retiring batsmen
- Each batsman must retire at the end of the over that they score 20 runs. Regardless of the number of balls they have faced.
 - 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.
 - 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.
- Retired Batsmen**
- Retired Batsmen can return to bat only after all other members of the team on the team list that are present have batted,
 - A retired batsman can only resume his/her innings on the fall of a wicket or when another batsman has achieved the compulsory runs as per (**Rule: 2.2a**) In all the age group rules
 - Retired batsmen will resume their innings in the order balls faced, from lowest number to highest.
 - In the event of two or more batsmen having retired with an identical number of balls faced, then the first retiree of the batsmen resumes their innings first.
 - A previously retired batsman must be retired again after he returns to bat when the batsman has achieved the compulsory runs as per (**Rule: 2.2 a**) in all the age group rules
 - Returned Batsmen may not otherwise be retired again unless HURT.
 - Retired batsmen at the end of a match are recorded, **Retired Not Out**
- 2.4 In this competition the batting order must be rotated on a weekly basis so that each player has experience in all situations. (This must be strictly adhered to). This must be 1-11+
- All players in the team must have batted at least once in all batting positions from 1-11+ before they may bat again in any of the previous positions.
 - For example; after the first game, 1 moves to 11+ with each position 2-11+ moving up one position for the next game.**
 - This to be repeated each game for the entire season.**
- 2.5 No LBW decisions shall be given. However, coaches/umpires are to discourage (in a positive way) the deliberate use of pads to protect the wickets.
- 2.6 Batters cannot be given out if dismissed on the first playable ball of their innings.
- The bowler is given credit for any wicket taken off a first ball.
 - If later the batter is dismissed or retires, this player shall take no further part in the batting innings.

3. Bowling

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

4. Fielding

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

5. Match Result

As per the laws of cricket.

6. Points

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

7. Finals

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

Under 11 'Super 10s' Rules

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

1 Match Details

- 1.1 Play shall be a One-day game of 25 overs per team.
- 1.2 There must be a 10 minute change-over period between innings and a 5-minute break after the 12th overs. Breaks may be taken more frequently if conditions warrant.
- 1.3 The pitch shall be the normal hard type of 18 metres.
 - a) Boundaries must be marked 40 metres from the centre of the pitch.
 - b) Any bowler unable to bowl reasonable balls from wicket to wicket may be permitted to bowl from a shortened pitch, at the discretion of the umpire/s.
 - c) All overs to be bowled from one end.
- 1.4 A team list may contain more than ten (10) players, but only ten (10) players may field at any one time when that team is fielding.
- 1.5 Associations may decide to use either the standard 142g leather ball or the standard red 'Softa Kookaburra' Ball, **model CB188y**, the ball used must be in good condition.
- 1.6 Each team must provide two Adult supervisors to be responsible for umpiring and scoring.
- 1.7 Play shall commence at 8.30am.
- 1.8 Game must finish within 3 hours of the scheduled start time unless otherwise agreed

2 Batting

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

3 Bowling

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

4 Fielding

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

1.4 Game Type

- a) One Day shall consist of 26 overs
- b) Two Day shall consist of 48 overs
- c) Both game types may have a second innings.

2. Batting

2.1 All batsmen must wear pads, gloves, protectors and a helmet with a grill.

2.2 Retiring batsmen

- a) 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) Retired Batsmen may return to bat only after all other members of the team on the team list that are present have batted.
- b) A retired batsmen may only resume his/her innings on the fall of a wicket or when another batsman has achieved the compulsory runs as per (**Rule: 2.2 a**) in all the age group rules. Retired batsmen will resume their innings in the order they were retired.
- c) A previously retired batsman must be retired again after he returns to bat when the batsman has achieved the compulsory runs as per (**Rule: 2.2 a**) in all the age group rules. Returned Batsmen may not otherwise be retired again unless HURT.
- d) Retired batsmen at the end of a match are recorded, **retired Not Out**

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

- a) All player in the team must have batted at least once in all batting positions from **1-11+** before they may bat again in any of the previous positions.
E.g. after the first game, 1 moves to 11+ with each position 2-11+ moving up one position for the next game. This to be repeated each game for the entire season.

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

- a) Players who did not bat in the first innings must bat first.
- b) All other players will return in the order of lowest to highest score (coaches have discretion when players have the same score).
- c) Batsmen are required to follow the same retirement rules **as per Rule 2.2** above.

2.6 No LBW decisions shall be given. However, coaches/umpires are to discourage (in a positive way) the deliberate use of pads to protect the wickets.

3. Bowling

3.1 In this competition the bowling order must be rotated on a weekly basis so that each player has experience in all situations. (This must be strictly adhered to). Rotation must be 1-11+.

- a) All player in the team must have bowled at least once in all bowling positions from **1-11+** before they may bowl again in any of the previous positions.
For example after the first game, 1 moves to 11+ with each position 2-11+ moving up one position for the next game. This to be repeated each game for the entire season.

3.2 There are a maximum eight (8) balls per over

3.3 In this competition a "No Ball" is re-bowled. **Refer General Rule of Play 1.14** (Maximum 8 balls per over)

3.4 In this competition a "Wide Ball" is re-bowled. **Refer General Rule of Play 1.15** (Maximum 8 balls per over)

3.5 It is the intention of the CJCC that all players are given an equal opportunity to bowl in a match. Therefore, when a team bowls in a SECOND INNINGS the following criteria will determine the bowling order.

- a) Players who did not bowl in the first innings must bowl first.
- b) Players who bowled the least number of overs must bowl next.
- c) Bowlers are bound by the restrictions in **rules 5.2 & 6.3** below.

4. Fielding

4.1 Fielding restrictions

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

4.2 The wicket-keeper must 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 must go into a second innings, with the team that batted first batting again **Refer general rule 1.7** for follow on rule.
- f) A strict interpretation of wide deliveries shall be observed to prevent **negative bowling** and "Wide Ball" shall be called when the ball does not give the batter a reasonable opportunity to score. **Note: If the ball is struck by the batter then it is not a wide.**

5.2 Bowling

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

6. TWO-DAY Matches

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

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

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

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

6.3 Bowling

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

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

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

7. Drinks breaks

Drinks breaks must be taken each hour of play

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

8. Match Result

As per the laws of cricket.

9. Points

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

10. Finals

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

Under 13 Rules

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

1. Match Details

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

2. Batting

- 2.1 All batsmen must wear cricket pads, batting gloves, protectors and a helmet with a grill.
- 2.2 Retiring batsmen
 - a) The batsmen may be retired after they have faced a minimum of
 - i) Fifteen (15) legal deliveries in a One day match, or
 - ii) Twenty (20) legal deliveries in a Two day match.
 - iii) A batsman may face more deliveries than these minimums but not less.
 - b) The batsmen must be retired at the end of the over they have faced the maximum number of legal deliveries.
 - i) Twenty five (25) for a One Day game
 - ii) Thirty five (35) for a Two Day game.
- 2.3 A retired batsman can bat again
Retired Batsmen
 - a) Retired Batsmen may return to bat only after all other members of the team on the team list that are present have batted,
 - b) Retired batsmen return in the order they were retired in.
 - c) Retired batsmen at the end of a match are recorded **Retired Not Out**
- 2.4 In this competition the batting order shall be rotated on a weekly basis so that each player has experience in all situations.
The rotation is –
 - a) Players must be rotated every game for the duration of the home and away season.
 - b) Batting positions 1 & 2 are treated as one position.
 - c) Any player who did not bat in the first innings must bat in the next game they play.
(This must be strictly adhered to).
- 2.5 It is the intention of the CJCC that all players are given an equal opportunity to bat in a match, therefore where a team bats in a SECOND INNINGS the following criteria will determine the batting order.
 - a) Players who did not bat in the first innings must bat first.
 - b) All other players must return in the order of lowest to highest score (coaches have discretion when players have the same score).
 - c) Batsmen are required to follow the same retirement rules **as per Rule 2.2** above.
- 2.6 **'LBW' LAW**
Introduction of the LBW law, the following shall be considered. Refer General Rule 1.29 for full description.
(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 must be rotated on a weekly basis so that each player has experience of all situations. (This must be strictly adhered to).
The rotation is –
 - a) Players must be rotated every game for the duration of the home and away season.
 - b) Neither opening bowler can open the bowling in two consecutive games.
 - c) Any player who did not bowl in the first innings must bowl in the next game they play.
(All rotation rules must be strictly adhered to).
- 3.2 There are a maximum eight (8) balls per over
- 3.3 In this competition a "No Ball" is re-bowled. **Refer General Rule of Play 1.14** (Maximum 8 balls per over)
- 3.4 In this competition a "Wide Ball" is re-bowled. **Refer General Rule of Play 1.15** (Maximum 8 balls per over)
- 3.5 It is the intention of the CJCC that all players are given an equal opportunity to bowl in a match. Therefore, when a team bowls in a SECOND INNINGS the following criteria will determine the bowling order.
 - a) Players who did not bowl in the first innings must bowl first.
 - b) Players who bowled the least number of overs must bowl next.
 - c) Bowlers are bound by the restrictions in **rules 5.2 & 6.3** below.

4. Fielding

- 4.1 Fielding restrictions
 - 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 must wear gloves, pads, and a protector. A helmet with a grill must be worn when the wicket-keeper stands within three (3) metres of the wicket.
- 4.3 Each team must use a minimum of two (2) wicket-keepers per match (Max two sessions)

5. ONE-DAY Matches

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

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

5.2 Bowling

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

6. TWO-DAY Matches

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

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

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

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

6.3 Bowling

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

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

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

7. Drinks breaks

Drinks breaks must be taken hourly.

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

8. Match Result

As per the laws of cricket

9. Points

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

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

INCENTIVE POINTS:

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

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

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

10. Finals

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

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

Under 14 Rules

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

1. Match Details

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

2. Batting

- 2.1 All batsmen shall wear cricket pads, batting gloves, protectors and a helmet with a grill.
- 2.2 Retiring batsmen
 - a) Batsmen may be retired after they have faced a minimum of
 - i) Fifteen (15) legal deliveries in a One-day match or
 - ii) Twenty five (25) legal deliveries in a Two day match.A batsman may face more deliveries than these minimums but not less.
 - b) All retirements of batsmen must take place at the end of the over.
 - c) Batsmen must retire at the end of the over they reach the maximum number of legal deliveries.
 - i) Thirty (30) for a One Day Game.
 - ii) Forty (40) for a Two day game.
- 2.3 A retired batsman can bat again
 - Retired Batsmen**
 - a) Retired Batsmen can only return to bat only after all other members of the team on the team list that are present have batted,
 - b) Batsmen return in the order they were retired in.
 - c) Retired batsmen at the end of a match are recorded **Retired Not Out**.
- 2.4 In this competition the batting order shall be rotated on a weekly basis so that each player has experience in all situations.
 - The rotation is –**
 - a) Players must be rotated every game for the duration of the home and away season.
 - b) Positions 1 & 2 are treated as one position.
 - c) Any player who did not bat in the first innings must bat in the game they next play.**(This must be strictly adhered to).**
- 2.7 It is the intention of the CJCC that all players be given an equal opportunity to bat in a match, therefore where a team bats in a SECOND INNINGS the following criteria will determine the batting order.
 - a) Players who did not bat in the first innings must bat first.
 - b) All other players will return in the order of lowest to highest score (coaches have discretion when players have the same score).
 - c) Batsmen are required to follow the same retirement rules **as per Rule 2.2** above.

2.6 LBW LAW

Introduction of the LBW law, the following shall be considered. Refer to General Rule 1.29 for full description.

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

4. Fielding

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

5. ONE-DAY Matches

5.1 Each team is limited to 30 over's each innings (PJCA only 33 overs).

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

5.2 Bowling

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

6. TWO-DAY Matches

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

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

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

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

6.3 Bowling

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

6.4 The bowling team will continue to bat on the second day for the remainder of its 50 overs after which it will make a compulsory declaration if not bowled out. Play will then continue under normal conditions until the 12.00noon.

If the first innings of the team batting second is completed prior to 11am on day 2, a game must go into a second innings.

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

7. Drinks breaks

Drinks breaks must be taken hourly

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

8. Match Result

As per the laws of cricket

9. Points

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

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

INCENTIVE POINTS:

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

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

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

10. Finals

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

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

Under 15 Rules

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

1. Match Details

1.1 The pitch shall be the normal hard type of 20.12 metres (22 yards) and boundaries shall be marked 55 metres from the centre of the pitch.

1.2 A standard 156g cricket ball shall be used.

1.3 Each team must provide two Adult supervisors to be responsible for umpiring and scoring

1.4 Match Type

- a) One Day shall consist of 30 overs (**PJCA only** 35 overs per innings).
- b) Two Day shall consist of 54 overs. If quarter's cricket is played refer to **General Rule 1.17**
- c) Both game types may have a second innings.

2. Batting

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

2.2 Retiring batsmen

- a) Batsmen may be retired after they have faced a minimum of
 - i) Fifteen (15) legal deliveries in a One-day match or
 - ii) Thirty (30) legal deliveries in a Two day match.A batsman may face more deliveries than these minimums but not less.
- b) All retirements of batsmen must take place at the end of the over.
- c) Batsmen must be retired at the end of the over they reach the maximum number of legal deliveries.
 - i) Thirty Five (35) for a One Day Game.
 - ii) Fifty (50) for a Two Day game.

2.3 A retired batsman can bat again.

- a) Retired Batsmen can only return to bat only after all other members of the team on the team list that are present have batted.
- b) **Retired batsmen return in the order they were retired.**
- c) Retired batsmen at the end of a match are recorded **Retired Not Out**.

2.4 In this competition the batting order must be rotated on a weekly basis so that each player has experience in all situations.

The rotation is –

- a) Players must be rotated every game for the duration of the home and away season.
- b) Position 1 & 2 are treated as one position.
- c) Any player who did not bat in the first innings must bat in the game they next play in.
(This must be strictly adhered to).

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

- a) Players who did not bat in the first innings must bat first.
- b) All other players must return in the order of lowest to highest score (coaches have discretion when players have the same score).
- c) Batsmen are required to follow the same retirement rules as per Rule 2.2 above.

2.6 LBW LAW

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

Refer General Rule 1.29 for full description.

(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 must be rotated on a weekly basis so that each player has experience of all situations. (This must be strictly adhered to).

The rotation is –

- a) Players must be rotated every game for the duration of the home and away season.
- b) Neither opening bowler can open the bowling in two consecutive games.
- c) Any player who did not bowl in the first innings must bowl in the next game they play.
(All rotation rules must be strictly adhered to).

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 criteria will determine the bowling order.

- a) Players who did not bowl in the first innings must bowl first.
- b) Players who bowled the least number of overs must bowl next.
- c) Bowlers are bound by the restrictions in **rules 5.2 & 6.3** below.

4. Fielding

4.1 Fielding restrictions

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

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

5. ONE-DAY Matches

- 5.1 Each team is limited to 30 over's each innings (PJCA only 35 overs),
- Play shall commence at 8.00am and the team batting first shall declare after 30 overs (PJCA only 40 overs) or at 9.55 am, whichever comes first.
 - 10 minute break between innings.
 - The second team is entitled to the same number of overs, or the full 30 (PJCA only 40 overs), if the first team is all out.
 - All games must cease at 12.00 noon. (PJCA only match may continue to 12.15 to only allow the second team to receive the same number of overs)
 - If the first innings of both teams is completed before 11:20am the match will go into a second innings, with the team that batted first batting again. **Refer general rule 1.7** for follow on rule.
 - A strict interpretation of wide deliveries shall be observed to prevent negative bowling and "Wide Ball" shall be called when the ball does not give the batter a reasonable opportunity to score. Note: If the ball is struck by the batter then it is not a wide.
- 5.2 **Bowling**
- A minimum of eight (8) bowlers must bowl before any bowler may bowl a second spell (except if the team only has 7 players)
 - The maximum number of overs a bowler can bowl is five (5), except if the team only has 7 players then bowlers may bowl one additional over each to complete the allotted overs and if required one further over to complete in the case of Peel.
 - Four (4) overs maximum can be bowled in a spell. .
 - A minimum of six (6) overs must be bowled between spells.

6. TWO-DAY Matches

- 6.1 Each team is limited to 54 overs per innings, in the event quarters cricket is being played refer to **General rule 1.17**
- Play shall commence at 8.30am and
 - The first team is required to declare after 54 overs, or 12.00 noon, whichever comes first.
 - The second team is entitled to the same number of overs as the first team, or the full 54, if the first team is all out.
- 6.2 If the team batting first is dismissed within 54 overs on day one, the bowling team will commence its innings and bat for the remainder of time on the first day, providing that this has occurred before 11:20am. If play finished after this time it is at the discretion of the Bowling team as to if it will begin its first innings.
- A 10 minute break shall be had between innings.
 - All games must cease at 12.00 noon.
 - There is to be a minimum of 54 overs per day. An innings consists of no more than 54 overs.
- 6.3 **Bowling**
- A minimum of eight (8) bowlers must bowl in the first 32 overs, (except if the team only has 7 players).
 - No bowler can bowl more than four (4) overs in the first 32 overs (except if the team only has 7 players).
 - Four (4) overs maximum can be bowled in a spell.
 - Six (6) overs must be bowled between spells.
 - The maximum number of overs a bowler can bowl is eight (8).
- 6.4 The first bowling team will continue to bat on the second day for the remainder of its 54 overs after which it will make a compulsory declaration if not bowled out. If the first innings of the team batting second is completed prior to 11am on day 2, a game must go into a second innings.
- 6.5 Coaches are encouraged to organise quarter's cricket, especially in hot weather with temperatures 35 degrees and above forecasted.

7. Drinks breaks

Drinks breaks must be taken hourly

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

8. Match Result

As per the laws of cricket

9. Points

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

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

INCENTIVE POINTS:

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

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

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

10. Finals

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

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

Under 16/17 Rules

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

1. Match Details

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

2. Batting

- 2.1 All batsmen must wear cricket pads, batting gloves, protectors and a helmet with a grill.
- 2.2 Retiring Batsmen
 - a) Batsmen may be retired after they have reached the minimum number of legal deliveries of:
 - i) Fifteen (15) for One Day games.
 - ii) Thirty (30) for Two Day games.
 - b) All retirements must take place at the end of the over.
 - c) Batsmen must retire at the end of the over they reach:
 - i) Forty (40) balls faced for One Day games.
 - ii) Seventy Five (75) balls faced for Two Day games.
- 2.3 Retired Batsmen
 - a) Retired Batsmen can only return to bat after all other members of the team on the team list that are present have batted.
 - b) Retired batsmen will resume their innings in the order they were retired.
 - c) Retired batsmen at the end of a match are recorded **Retired Not Out**
- 2.4 In this competition the batting order shall be rotated on a weekly basis so that each player has experience in all situations.
The rotation is –
 - a) Players must be rotated every game for the duration of the home and away season.
 - b) Positions 1 & 2 are treated as one position.
 - c) Any player who did not bat in the first innings must bat in the next game they play in.
(This must be strictly adhered to).
- 2.5 It is the intention of the CJCC that all players be given an equal opportunity to bat in a match, therefore where a team bats in a SECOND INNINGS the following criteria will determine the batting order.
 - a) Players who did not bat in the first innings must bat first.
 - b) All other players will return in the order of lowest to highest score (coaches have discretion when players have the same score).
 - c) Batsmen are required to follow the same retirement rules **as per Rule 2.2** above
- 2.6 **LBW RULE**
No local rules, Law 36 applies– (a full description of this can be found in the **General Rules of Play Rule 1.29**)
All coaches and umpires are to especially note: On synthetic pitches a ball that pitches in front of a batsman playing forward will most likely be passing above the stumps and should therefore not be given out.

3. Bowling

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

4. Fielding

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

5 ONE-DAY Matches

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

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

5.2 Bowling

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

6 TWO-DAY Matches

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

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

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

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

6.3 Bowling

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

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

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

7. Drinks breaks

Drinks breaks must be taken each hour of play

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

8. Match Result

As per the laws of cricket

9. Points

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

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

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 & U14s

(Super 10s)

Apart from the following rule variations and the CJC 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 a standard 156g cricket ball shall be used.

1.3 Registration of players

- a) Registration of players may be done in the normal for using MyCricket providing that they meet the requirements under the **General rules 1.2 & 1.3**
 - b) Players may register to play 30 minutes before play is due to start.
 - i) Players must fill out a registration form
 - ii) Players must be entered into MyCricket within 72 hours of the completion of the match
- 1.4 Each team must provide two Adult supervisors to be responsible for umpiring and scoring
- 1.5 Game Type Maximum 20 overs each team.
- 1.6 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. **Note: Associations can schedule games at their discretion and vary playing times to suit fixturing requirements. Refer General rules No 1.30.**
 - 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.
- 1.7 The boundary shall be 40 metres from the centre of the wicket
- 1.8 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). At the discretion of the association 11 fielders can be used instead of 10.
- 1.9 If game is interrupted a minimum of 5 overs must be bowled by both teams.

2. Batting

- 2.1 All batsmen must wear cricket pads, batting gloves, protectors and a helmet with a grill.
- 2.2 Each batsman must retire at the end of the over they have faced 12 legitimate Balls.
 - a) Retired batsmen must return to bat in the order that they are retired.
 - b) Each retired batsmen that return to bat must be retired again at the end of the over that they have faced 12 legitimate balls.
 - c) Each pair of batter has 2 minutes to be ready to face the first ball of their innings.

2.3 LBW LAW

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

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

- 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.**

3. Bowling

- 3.1
- a) If 10 players in a team, each bowler bowls 2 overs each (including the wicket Keeper).
 - b) If there are less than 10 players, no player can bowl more than 3 overs.
 - c) If more than 10 players in a team, all bowlers to bowl at least one over and a maximum of two overs
 - d) The wicketkeeper is not required to bowl.
- 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 must wear gloves, pads, and a protector. A helmet with a grill must be worn when the wicket-keeper stands within three (3) metres of the wicket.
5. **Drinks breaks**
- a) Drinks may be taken be taken on the ground at the end of each 10 overs.
 - b) If taken must be completed within 2 minutes.

6. Match Result

Highest score wins.

7. Points

Associations can determine the point structure.

Twenty/Twenty matches for age groups U15s, U16s & U17s

Apart from the following rule variations and the CJC 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** Under 15's - Under 17s inclusive to use a standard 156g cricket ball.
- 1.3 Registration of players**
- a) Registration of players may be done in the normal for using MyCricket providing that they meet the requirements under the **General rules 1.2 & 1.3**
 - b) Players may register to play 30 minutes before play is due to start.
 - i) Players must fill out a registration form
 - ii) Players must be entered into MyCricket within 72 hours of the completion of the match
- 1.4** Each team must provide two Adult supervisors to be responsible for umpiring and scoring
- 1.5** Game Type Maximum 20 overs each team.
- 1.6** Play shall commence at mutually agreed start time by the junior association and the team batting first shall declare after 20 overs or after 70 mins, 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 2 and a half hours after start time. **Note: Associations can schedule games at their discretion and vary playing times to suit fixturing requirements. Refer General rules No 1.30.**
 - 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.**
- 1.7** Under 15's, 16's and 17's boundaries shall be 45 metres, 50 metres and 50 metres respectively.
- 1.8** A team is allowed a maximum of 11 players on the ground at one time (if more than 11 players in a team only 11 may take the field at any one time).
- 1.9** If game is interrupted a minimum of 5 overs must be bowled by both teams.

2. Batting

- 2.1** All batsmen must wear cricket pads, batting gloves, protectors and a helmet with a grill.
- 2.2** Each batsman must retire at the end of the over they have faced 20 legitimate Balls.
- a) Retired batsmen must return to bat in the order that they are retired.
 - b) Each retired batsmen that return to bat must be retired again at the end of the over that they have faced 20 legitimate balls.
 - c) Each pair of batter has 2 minutes to be ready to face the first ball of their innings.

2.3 LBW LAW

Under 15s.

A batsman is **NOT OUT LBW** if the ball hits the batter on either **pad**, when clearly playing forward of the crease in a genuine stroke. A batsman can **ONLY** be given out **LBW** if **ALL** of the following conditions are met and the umpire is in no doubt that the ball once having hit the pad would have continued onto hit the stumps:-

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

Law 36 (Leg before wicket)

1. Out LBW

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

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

2. Interception of the ball

- a) In assessing points (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 11 players in a team, 8 players must bowl at least two overs each
 - b) If there are less than 11 players, no player can bowl more than 3 overs.
 - c) The wicketkeeper is not required to bowl.
- 3.2** There are a maximum eight (8) balls per over, except the final over of the innings where it must be bowled in full.
- 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 $\frac{1}{2}$ 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.
- d) At the umpires discretion there must be no more than 5 fielders on the boundary

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

5. 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

Highest score wins.

7. Points

Associations can determine the point structure.

Super 8's Modified Game Format

Rules and Playing Conditions

All games are played in accordance with the laws of cricket as recognised by the WACA except as the amended below:-

Each match is played between two teams of 8 players and consists of 8 six-ball overs. First half of innings bowled from one end and second half from the other (where possible)

Run-out – When a run-out occurs no-runs, including boundaries, will be credited to the batsmen. The reason for this is to reduce the confusion in scoring.

LBW Law – does not apply

All runs and extras are scored according to the laws of cricket with the following exceptions:

- Wide/No-Ball: shall not count as two extras to the batting side and no extra ball will be bowled for each
- An over shall consist of a maximum of 6 balls.
- Any ball delivered by the bowler reaching the batsmen above shoulder height in their normal batting stance or bouncing more than twice shall be called no-ball. Two runs shall be added to the score.
- Wickets are recorded on the batting score sheet as in normal procedure.
- At the completion of each over three runs are deducted from the batting pairs score for each wicket that is lost
- Boundary Four / Eight – four runs are recorded for any ball crossing the boundary or eight runs for any ball crossing on the full in addition to any runs completed by the batsman.
- When the ball is bowled no fielder may stand closer than 10 metres from the striker's wicket in front of the stumps.
- Batsmen bat in pairs for an equal number of overs regardless of the number of dismissals.
- Batsman swap ends after three consecutive deliveries or if dismissed at the striker's end.
- Overs are to be shared equitably between the bowlers.
- "Throwing" – a batsman cannot be given out "bowled" from a thrown delivery.

Community Junior Cricket Penalties for Breaches of the Rules

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

General Rules of Play

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

Slow Over Rates

Under 13- Under 16/17 Rules inclusive

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

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

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

Under 13 Rules

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

Under 14 Rules

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

Under 15 Rules

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

Under 16/17s Rules

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

Community Junior Cricket Council CODES OF BEHAVIOUR

Players Code of Behaviour

1. Players Code of Behaviour

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

2. Parents Code of Behaviour

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

3. Coaches Code of Behaviour

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

4. Umpires Code of Behaviour

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

Lightning Policy

1. Safer locations during thunderstorms and locations to avoid

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

2. Safety guidelines for individuals

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

3. First aid recommendations for lightning victims

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

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

Community Junior Cricket Council

Blood Policy

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

This policy is called Blood Rules OK

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

1.34 Blood Rule

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

Protests and Disputes Policy

1.0 REPORTING OF PLAYERS/OFFICIALS/SPECTATORS

1.1 Reports by Umpires, Coaches, and Team Managers

- 1.1.1** Umpires, Coaches, and Team Managers ('Reporter') shall report any infringements of the CJCC Rules and Codes of Conduct committed by any individual during any match conducted under the auspices of the CJCC. The jurisdiction shall commence 30 minutes prior to the scheduled start of play and extend 30 minutes past the close of play, and to both the field of play and the ground on which the match is played.

The reporter shall, not later than 60 minutes after the close of play on the day of the offence being committed, notify the Coach, or Team Manager, or an Official of the Club concerned, of his/her intention to report and the nature of the charge.

- 1.1.2** The reporter shall, no later than 5:00pm on the next business day after the conclusion of the match, lodge a written report (email or delivered letter) to the relevant Association President, Vice President or Secretary.

1.2 Complaints/reports by Clubs

- 1.2.1** Any Club making any complaint against another Club, Player, Official or Member of another Club shall forward the particulars in writing (email or delivered letter) to the relevant Association President, Vice President or Secretary no later than 5:00pm on the next business day after the conclusion of the match.

1.3 Investigation of Reports and Complaints

- 1.3.1** The Association may investigate any report or complaint received by it under By-Law 1.1 or 1.2 and may after investigating that report or complaint charge any individual, individuals, or Club with an infringement.

- 1.3.2** The CJCC Disciplinary tribunal shall hear and determine the matter as soon as practicable.

1.4 Persons Required to Give Evidence

All players and Club officials named in the report of the reporter or Association investigation are, if requested by the CJCC Tribunal, required to provide evidence to the disciplinary tribunal in a manner deemed appropriate by the Tribunal Chairman.

1.5 Failing to Attend a Tribunal

- 1.5.1** If a player, club official, or spectator that has been reported fails to attend the Disciplinary Tribunal convened to consider that report then that player, Club official, or spectator shall be penalised to the extent determined by the tribunal.
- 1.5.2** If a player or Club official that is not on report is requested to attend the Disciplinary Tribunal or an Association investigation to give evidence and fails to attend then the tribunal may, in its absolute discretion, impose a penalty on that player or Club official.

1.6 Early Guilty Plea

- 1.6.1** The Association may, in its absolute discretion, (generally for level 1 offences only) notify any player or official against whom a charge has been brought that they may elect to plead guilty to that charge and accept a penalty prescribed by the Association without the necessity for the matter to be determined by the Disciplinary Tribunal.
- 1.6.2** If the Association decides to exercise the discretion contained in By-law 1.6 then it must notify the player, official or spectator ("Notification") against whom the charge has been brought:
- (1) The nature of the charge;
 - (2) That they may elect to plead guilty to the charge without the necessity for the matter to be heard by the Disciplinary Tribunal; and
 - (3) The penalty prescribed by the Association in respect of that offence.
- 1.6.3** Any player, official, or spectator charged with an offence that receives Notification may elect:
- (1) To plead guilty to that charge and accept the penalty prescribed by the Association without a hearing of the Disciplinary tribunal; or
 - (2) To have the matter heard by the Disciplinary tribunal.
- 1.6.4** If a player, official, or spectator charged with an offence receives Notification and elects to plead guilty to that charge and accept the penalty prescribed by the Association without a hearing of the Disciplinary Tribunal then that player or official must notify the Association of their election by no later than 12pm on the day after the Association gave the Notification.
- 1.6.5** If any player, official, or spectator receives Notification and that player, official, or spectator notifies the Association by no later than 12pm on the day after they receive that Notification that they plead guilty to the charge then that player, official, or spectator shall automatically be subject to the penalty imposed by the Association without a hearing by the Disciplinary Tribunal.

1.6.6 If:

- (1) Any player, official, or spectator charged with an offence does not receive the Notification, then the matter shall be heard by the Disciplinary Tribunal.

- (2) Any player, official, or spectator receives Notification but fails to notify the Association of their election by 12pm on the day after the Association gave the Notification, then the matter shall be dealt with by the Disciplinary Tribunal.
- (3) Any player, club official, or spectator is suspended as a result of having committed an offence, the Association shall notify the club in writing, (email or postage) of the offending player advising the nature of the penalty and the date upon which the suspended player may resume playing.

2.1 General Offences

- 2.1.1** Players/Officials/Spectators must not assault or attempt to assault an umpire, another player, official or a spectator.
- 2.1.2** Players/Officials/Spectators must not abuse or dispute an umpire's decision, or react in an obviously provocative or disapproving manner either towards an umpire, his/her decision, or generally, following an umpiring decision.
- 2.1.3** Dismissed batsmen must leave the crease promptly on being given out and must not commit any equipment abuse.
- 2.1.4** Players/Officials/Spectators must not use crude and/or abusive language, or otherwise engage in conduct known as sledging. This includes vilification or harassment such as offensive, abusive, belittling or threatening behaviour directed at a person or people because of a particular characteristic of that person or people (including the person or person's level of empowerment relative to the harasser). The behaviour must be unwelcome and the sort of behaviour a reasonable person would recognise as unwelcome. This includes all forms of written, electronic and social media.
- 2.1.5** Players, officials, and spectators must not engage in conduct detrimental to the spirit of the game. This includes all forms of written, electronic and social media.
- 2.1.6** Players, officials, and spectators must not in any manner use "well-known" crude or abusive hand signals.
- 2.1.7** The captains and coaches are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws of Cricket and the CJC Playing Rules and Codes of Behaviour.

2.2 Guidelines

- 2.2.1** Each of the Rules for behaviour has a guideline. The guidelines are intended as an illustrative guide only and in the case of any doubt as to the interpretation of the Rule, the provisions of the Rule itself shall take precedence over the provisions of the guidelines. The guidelines should not be read as an exhaustive list of offences or prohibited conduct.

Rule 1: Level 1 Offences

The offences set out at 1.1 to 1.5 below are level 1 offences. The range of penalties which may be imposed for a level 1 offence are set out in Section 2 of this code.

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

No	Rule	Guidelines
1.1	Abuse cricket equipment or clothing, ground equipment or fixtures and fittings.	Includes actions outside the course of normal cricket actions such as hitting or kicking the wickets and actions, which intentionally or negligently result in damage to the advertising boards, boundary markers or any part of, or contents of, any building or structure at the ground.
1.2	Show dissent at an umpire's decision by action or verbal abuse Refer Codes of Behaviour 1.2	<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 Refer Codes of Behaviour 1.3	<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".

Rule 2: Level 2 Offences

The offences set out at 2.1 to 2.8 below are level 2 offences. The range of penalties which may be imposed for a level 2 offence are set out in Section 2 of this code.

Players officials and, where applicable, spectators must not:

No	Rule	Guidelines
2.1	Show serious dissent at an umpire's decision by action or verbal abuse Refer Codes of Behaviour 1.2	<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/coach 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, performance points or otherwise. The 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.

Rule 3: Level 3 Offences

The offences set out at 3.1 to 3.3 below are level 3 offences. The range of penalties which may be imposed for a level 3 offence are set out in Section 2 of this code.

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

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

Rule 4: Level 4 Offences

The offences set out at 4.1 to 4.4 below are level 4 offences. The range of penalties which may be imposed for a level 4 offence are set out in Section 2.3 of this code.

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

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 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 Refer Codes of Behaviour 1.9, 2.10	Self explanatory

Rule 5: 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 rules 1-4 (inclusive) of the Code.• Conduct which will be prohibited under the clause includes time wasting and any other conduct which is considered "unfair play" under Law 42 of the Laws of Cricket.• This rule is not intended to punish unintentional breaches of the Laws of Cricket.• Reference may be made to any statement or explanation of the Spirit of Cricket published in conjunction with the Laws of Cricket.• Nothing in this Rule or the Code alters the onus on the captain, coach or team official to ensure that the Spirit of the Game is adhered to as stated and defined in the preamble to the Laws of Cricket.

Rule 6: Unbecoming Behaviour

No	Rule	Guidelines
6	Without limiting any other rule, players and officials must not at any time engage in unbecoming behaviour that could bring the game of cricket into disrepute or be harmful to the interests of cricket	<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 rules 1-4 (inclusive) of the Code.• It is intended to include serious or repeated criminal conduct, public acts of misconduct, unruly public behaviour, cheating during play, smoking on the field, drinking during the match and playing whilst under suspension.

2.3 Penalties

It must be noted that the following Penalty Range is only a guideline and that Associations and or the Tribunal will determine penalties they consider appropriate to the circumstances of the offence.

Level of Offence	Penalty Range
1	Official reprimand and/or a ban of 1 multi-day Match and/or 2 one-day Matches
2	Ban of up to 2 multi-day Matches and/or 4 one-day Matches

Level of Offence	Penalty Range
3	Ban of up to 4 multi-day Matches and/or 8 one-day Matches
4	Ban of 5 or more multi-day Matches and/or 10 one-day Matches or a life ban

Note: There may also be a potential for loss of match points, or forfeiture of match/s in certain circumstances.

Rule 1. In the event the Tribunal decides that any person is guilty of breaching any of Rules 1-4 (inclusive) of section 1 of this Code of Behaviour, they will normally apply a penalty within the normal range of penalties for each level of offence set out in the table above. However, they may also apply any or all of the penalties set out in Rule 2 of this section where circumstances require a greater penalty than the guideline (such as in the case of a player having been found guilty of previous offences, whether in this or other competitions, or where the offence is particularly serious).

Rule 2. Any part, but not the whole, of a suspension imposed may be suspended.

Rule 3. Without limiting the penalties in Rule 1 of this section, in the event the Tribunal decides that any person has breached any of Rules 5 or 6 of section 1 of this Code of Behaviour, the following penalties may be applied:

- Ban the person from participating in any match;
- Reprimand the person

Rule 4. Without limiting Rule 1 of this section, when imposing a penalty upon a person who has breached this Code of Behaviour, the Tribunal may take into account any circumstance it considers relevant, including the following:

- The seriousness of the breach;
- The harm caused by the breach;
- The person's seniority and standing in the game;
- Remorse shown by the person and the prospect of further breaches;
- The person's prior record; and/or
- The impact of the penalty on the person.

2.4 TRIBUNAL SITTINGS

2.4.1 The tribunal shall sit on every Wednesday night (if required) following the end of every days play.

2.4.2 The tribunal shall consist of a minimum of two and maximum of three members appointed by the Executive of the CJCC provided however that no member is a delegate or representative from the accused player's/official's/spectator's Association. The CJCC will appoint two (2) Tribunal Chairpersons annually, one of which will preside over all hearings.

2.4.3 If for any reason whatsoever the tribunal is unable to sit, the next sitting shall be determined by the CJCC Executive. Any player charged and who would have been eligible to appear before the reconstituted tribunal shall be eligible to play any games prior to the sitting of the reconstituted tribunal.

2.4.4 The tribunal shall sit at the WACA, or other venue determined by the Tribunal Chairman.

2.4.5 A Tribunal Secretary shall be permitted to sit with the tribunal, however, he/she shall not constitute or be deemed to be a member of the tribunal.

2.5 TRIBUNAL PROCEDURE

2.5.1 The Tribunal Members shall be such person as is appointed by the CJCC provided however that no member is a delegate or representative from the accused player's/official's/spectator's Association.

2.5.2 (a) Any person, player or official charged shall be entitled to be represented by an advocate. Such advocate must be either a delegate or official of the club to which the charged party is a member but shall in no case be a barrister or solicitor.
(b) Any reporter shall be entitled to be represented by an advocate who shall not be a barrister or solicitor.

2.5.3 The Tribunal Secretary will ascertain whether the charged player/official and or his advocate and or reporter are present. If so they shall be required to appear before the tribunal wherein the charge shall be read and the player, official or spectator charged shall be asked if he/she pleads guilty or not guilty.

2.6 NOT GUILTY PLEA

Where player, official, or spectator pleads NOT GUILTY, clauses 2.6.1 to 2.6.9 to apply.

2.6.1 If the charged player, official, or spectator pleads not guilty the reporter shall be requested to put before the tribunal all matters relating to the report and call or produce any evidence in support of the report.

2.6.2 The player/official/spectator or his/her advocate and the tribunal members shall then be entitled to ask questions and obtain clarification or amplification of evidence from the umpire and any witness called by the umpire. All questions other than from the tribunal members are to be asked through the Tribunal Chair.

2.6.3 The player/official/spectator shall then be called to give his/her account of the facts relating to the report and his/her advocate shall be entitled to question him/her in respect of same, as shall any member of the tribunal.

2.6.4 Once the player/official/spectator has put his/her evidence before the tribunal the reporter or advocate shall be entitled to question such player or official, through the Tribunal Chair, as to any item arising from such evidence.

- 2.6.5** The player/official/spectator and his/her advocate shall be entitled call witnesses to give evidence in support of the charged player or official and the tribunal and the reporter or advocate shall be entitled to question, through the Tribunal Chair, any such witness called.
- 2.6.6** When all evidence has been placed before the tribunal, the reporter and the advocate and the player/official/spectator and their advocate shall be requested whether they wish to sum up their case and once the tribunal is satisfied that it has all the evidence, all persons shall be asked to leave the room and the tribunal will consider the case and record a finding.
- 2.6.7** If the player/official/spectator is found guilty by the tribunal, the player/official/spectator and their advocate shall be requested to enter the room and shall be given the opportunity to introduce any character evidence before the tribunal. The player/official/spectator and their advocate shall then withdraw.
- 2.6.8** The tribunal shall then consider and apply such penalty as it thinks fit.
- 2.6.9** Once a decision has been made by the tribunal, the Tribunal Secretary shall reassemble the hearing and the Tribunal Chairman shall announce the finding of the tribunal.

2.7 GUILTY PLEA

Where player/official/spectator pleads guilty, clauses 2.7.1 to 2.7.8 to apply.

- 2.7.1** If the charged player/official/spectator pleads guilty the reporter shall be requested to put before the tribunal all matters relating to the report and the circumstances under which the report arose.
- 2.7.2** The charged player/official/spectator or his/her advocate, and the Tribunal members shall be entitled to question the umpire, through the Tribunal Chair, as to the evidence given by the said reporter.
- 2.7.3** The player/official/spectator or his/her advocate shall then be given the opportunity to introduce any character evidence before the tribunal.
- 2.7.4** The player/official/spectator shall then be called to give his/her account of the facts relating to the report and his/her advocate shall be entitled to question him/her, through the Tribunal Chair, in respect of same as shall any member of the tribunal.
- 2.7.5** Once the player/official/spectator has put his/her evidence before the tribunal the reporter and or advocate shall be entitled to question such player/official/spectator, through the Tribunal Chair, as to any item arising from such evidence.
- 2.7.6** The player/official/spectator or his/her advocate shall be entitled to call witnesses to give evidence in support of the charged player/official/spectator and the umpire and or advocate shall be entitled to question, through the Tribunal Chair, any such witness called, as shall any member of the tribunal.
- 2.7.7** The tribunal room shall then be cleared and the tribunal shall consider and apply such penalty as it thinks fit.
- 2.7.8** Once a decision has been made by the tribunal the Tribunal Secretary shall reassemble the hearing and the Tribunal Chairman shall announce the penalties applied.

2.8 RECORDING OF FINDING & PENALTY

- 2.8.1** Such findings and penalties shall be recorded and signed by all members of the tribunal.

2.9 UNSATISFACTORY EVIDENCE

- 2.9.1** Any witness who in the opinion of the tribunal gives unsatisfactory evidence may be charged by the Chairman of the tribunal and informed that he/she may be dealt with by them, then and there.

2.10 EXECUTIVE POWERS TO REPORT

- 2.10.1** Where in pursuance of their powers a member of the Executive shall report a player or official wherein in these rules the word "reporter" appears it shall be substituted for the words "Executive Member."

2.11 APPEALS

- 2.11.1** An appeal against a finding by the Tribunal can only be held if, in the opinion of the CJCC Executive, there is evidence now available that was unavailable at the time of the tribunal hearing.
- 2.11.2** In all other cases the decisions of the Tribunal are not subject to appeal.