



# CJCC

**COMMUNITY JUNIOR  
CRICKET COUNCIL**

## **Stage 1 – Match Day Rules**

**(Suitable for Year 4 and 5 Boys or Year 4-5 and 6-7 Girls Competitions)**

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These rules must be used by all Associations and their affiliated clubs in the playing of Junior Cricket and shall be read in conjunction with:

- MCC Laws of Cricket (<https://www.lords.org/mcc/the-laws-of-cricket>);
- CJCC General Rules for all CJCC Endorsed Competitions; and
- MCC Law 42 Players' Conduct is replaced by CJCC Reports, Investigations and Outcomes Policy.

CJCC rules herein may alter MCC Laws of Cricket for CJCC endorsed competitions.

This is done to ensure and increase player safety, progression, participation, and enjoyment.

Where CJCC rules do not specifically address a scenario in a CJCC endorsed competition match, the related MCC Law should be used.

## 1. Match Details and Length

- (a) The Association shall determine the Match Details from the following options:
  - Boys Competition;
  - Girls Competition.
- (b) All matches shall be 20 over matches, with all overs to be bowled from the same end. The batters will change ends at the completion of an over.
- (c) The Maximum Length of Time to Complete the Match shall be 130 Minutes (2 Hours and 10 Minutes).
- (d) Each batting innings shall be completed in 60 minutes.
- (e) There is a ten-minute change over between innings.
- (f) Drinks Breaks
  - (i) Drinks should be taken after 10 overs, allowing for the wicket keeper to change.
  - (ii) Drink breaks should take no longer than 3 minutes.
  - (iii) Drinks may be taken more frequently if called for by mutual consent of the supervising officials, particularly on hot days as outlined in the relevant policy.
  - (iv) Extra drinks break if taken must be completed within 2 minutes.
  - (v) Batters and wicketkeepers may ask the umpire for a drink which should take place on the ground and between overs to allow play to continue.

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

## 2. Match Officials

- (a) Coach – accredited to at least Cricket Australia Community Coach Level.
- (b) Umpires – the following shall apply:
  - (i) Each team will provide 1 adult umpire to be responsible for umpiring (when required).
  - (ii) The association may allocate accredited and paid umpires for the match.
    - Where one independent umpire is provided in a match, the bowling team will provide the square leg umpire.
    - Where no independent umpire is provided in a match, the bowling team shall provide the central umpire, the batting team will provide the square leg umpire.
  - (iii) All non-association appointed umpires are required to wear the CJCC Volunteer Community Umpire vest whilst umpiring.
- (c) Scorers – each team will provide 1 competent scorer to be responsible for recording the game.

## 3. Team Numbers

- (a) 5 players per team minimum are required to play the game.
- (b) 9 players per team maximum are to be allocated to a team.
- (c) Only 7 players can be on the field at any given time.
- (d) When a team is short of players, the opposition must provide players from their own team for the purpose of fielding.

## 4. Match Equipment

### 4.1. Standard Equipment

- (a) 2 sets of portable stumps with base and bails is recommended.
- (b) If only 1 set of portable stumps is available these are required for bowler's end and regular timber stumps can be used for the batting end.
- (c) Measuring tape or premeasured length of rope for boundary length set up.
- (d) Boundary markers to place at regular intervals around the boundary.
- (e) Chalk or tape to mark the crease.

### 4.2. Ball

- (a) The match ball will be a standard Kookaburra Softaball (110g) or similar quality ball as approved by the Association. The home team provides the ball to be used for the match.

**NOTE: For clarification, only one ball is required for the entire match, and it is provided by the home team (the team listed first on the fixtures).**

- (b) The ball colour will be determined by the Association and may be red, white, or pink depending on the matches start time and ball availability.

### 4.3. Protective Equipment

- (a) Helmets (BS7928:2013), pads, gloves and protectors are mandatory and must be worn when batting and wicket keeping.
- (b) Thigh pads, chest and arm guards are optional and should be considered.

## 5. Ground Setup

### 5.1. Pitch Length

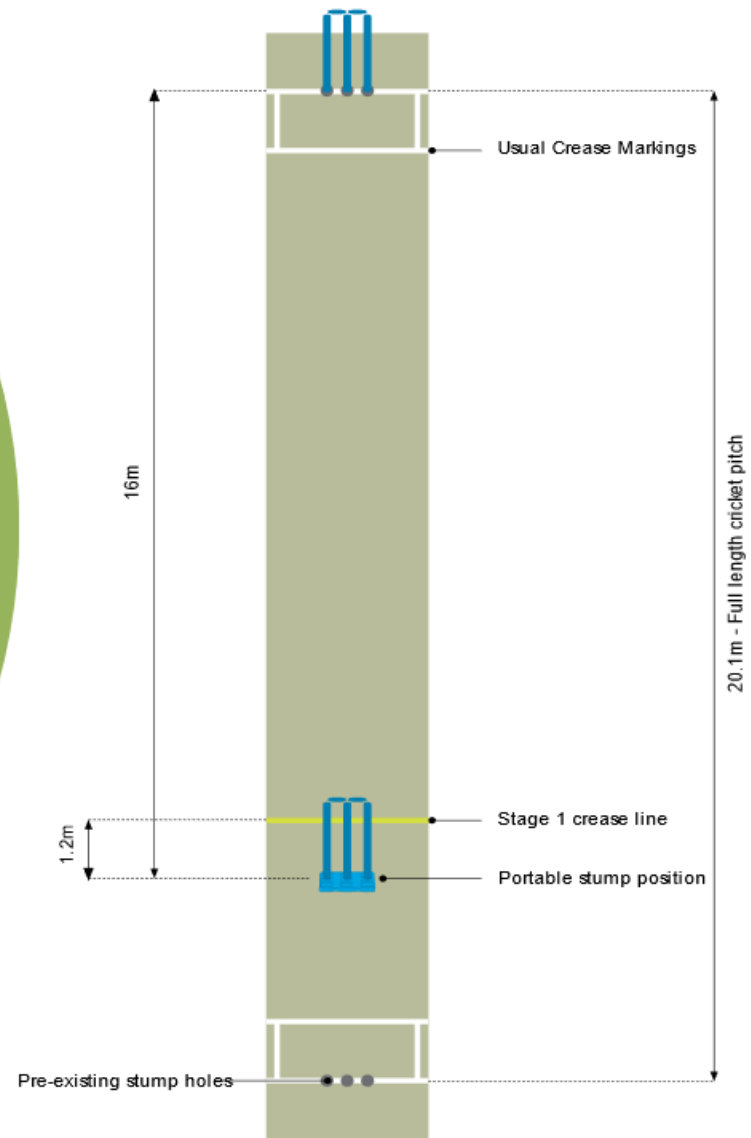
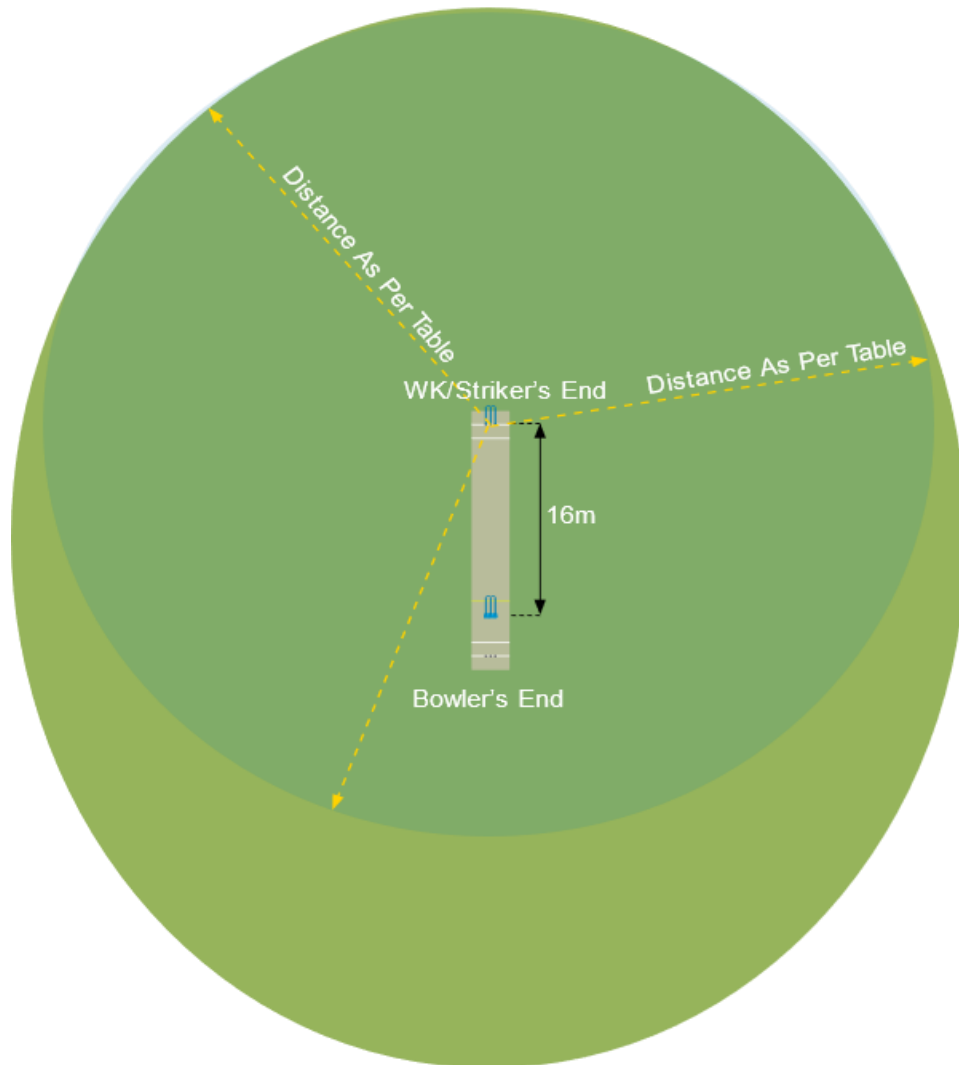
- (a) The pitch length for all matches shall be 16 metres.

### 5.2. Boundary Distance

- (a) The boundary distance shall be as per the table below, dependent on the age group.

<b>Boys Competition</b>	<b>Boundary Size</b>
Yr4 Boys	35 metres from batter's end
Yr5 Boys	40 metres from batter's end
<b>Girls Competition</b>	<b>Boundary Size</b>
Yr4/5 Girls	35 metres from batter's end
Yr6/7 Girls	40 metres from batter's end

- (b) Matches may be played on grounds that are smaller than these boundary distance allows. In these circumstances, the Home Team shall ensure the boundary is maximised to be degree that the ground allows.
- (c) There must be a minimum of 3 metres between any solid structure and a boundary. This includes tents, scorers, spectators, and chairs.



## 6. Innings

### 6.1. Batting Requirements

#### 6.1.1 Rotations

In this Competition, the batting order shall be rotated on a weekly basis as follows:

- (a) Players must be rotated every game during the home and away season.
- (b) Batting positions 1 & 2 are treated as separate positions.
- (c) Players must bat in all positions before batting in a position a second time.
- (d) Players must not bat in the same position in consecutive matches.

**NOTE: These rotations must be strictly adhered to.**

- (e) The striker changes end when there is a wicket except when the wicket is a run out.

#### 6.1.2 Mandatory Retirements

- (a) Each batter will retire immediately after facing their maximum balls faced, inclusive of wides and no balls, as per the table below:

Players Per Batting Side	Number of Balls Faced
5 players	24 balls
6 players	20 balls
7 players	6 players x 17 balls and 1 player x 18 balls
8 players	15 balls
9 players	6 players x 13 balls and 3 players x 14 balls

- (b) Batters are recorded as Retired Not Out.

#### 6.1.3 Retired Hurt Batters

- (a) If a batter retires because of illness, injury, or any other unavoidable cause, they are entitled to resume their innings at the retirement of another batter.
- (b) If for any reason they do not resume their innings, they are to be recorded Retired Not out.

#### 6.1.4 Absent Batters

If a batter is not present to bat their innings, they will be recorded as Absent.

#### 6.1.5 Dismissals

- (a) Each batter will have unlimited dismissals (each player will face the nominated number of balls each).
- (b) Bowled, Caught, Hit Wicket and Run Out are the only applicable dismissals.

**NOTE: Should there be opportunity for the bowler to run a batter out at the non-striker's end prior to the ball being delivered, this shall NOT be given out. Instead, it is to be used as an opportunity to educate the batter, no matter how many instances there are.**

- (c) There is no LBW, however umpires / coaches are to discourage the deliberate use of pads to protect their wickets.
- (d) Stumpings will not be given out.

## 6.2. Bowling

### 6.2.1 Rotations

In this Competition, the bowling order shall be rotated on a weekly basis as follows:

- (a) Players must be rotated every game during the home and away season.
- (b) Bowling positions 1 & 2 are treated as separate position.
- (c) Plays must bowl in all positions before bowling in a position a second time.
- (d) Players must not bowl in the same position in consecutive matches.

**NOTE: These rotations must be strictly adhered to.**

### 6.2.2 Maximum Overs per Bowler

- (a) Each player, including the wicketkeepers, must bowl a minimum of 2 overs.
- (b) A maximum of 4 overs per bowler.
- (c) All players must bowl 2 overs before any player can bowl more than 2 overs.
- (d) In a team with only 5 players, 6.2.2 (a), (b) and (c) are replaced with the below:
  - (i) The two wicketkeepers must bowl three overs each. The other three players must bowl four or five overs each.
  - (ii) All players, except the wicketkeepers, must bowl 3 overs before any player can bowl more than 3 overs.
- (e) Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match.

### 6.2.3 Length and Structure of Overs

- (a) There is a maximum of 6 balls per over.
- (b) In the event of a bowler being injured during an over, another player shall complete the over. The normal bowling restrictions shall apply to both players.

### 6.2.4 No Balls

A "No ball" **may** be called for a delivery when:

Part of the bowler's front foot on landing, whether grounded or not, is not behind the popping crease (shown in pitch diagram as Stage 1 Crease or Usual Crease Markings)

A "No ball" **shall** be called for a delivery when:

- (a) A 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.
- (b) A ball bounces three times or more, or rolls along the ground, before reaching the popping crease.
- (c) A ball comes to rest in front of the line of the batter's wicket, without having previously touched the bat or the batter. The umpire shall call and signal No Ball and immediately call and signal Dead Ball and the batter is not permitted an opportunity to hit the ball.
- (d) A ball passes, or would have passed, above the batter's waist, on the full, with the batter standing upright at the crease either or both umpires may call No Ball.
- (e) There are more than two fielders behind square leg (on the leg side).
- (f) A fielder stands within 15 metres of the striker, except for the Wicketkeeper.
- (g) If the bowler dislodges a bail or bails whilst delivering the ball.

### 6.2.5 Wides

A Wide is as defined in the Laws of Cricket as being out of reach of the batter. For clarification, the following applies:

- (a) 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'.
- (b) A batter can be dismissed Run Out on a Wide.

**NOTE: *If the batter strikes or makes contact with the ball, then it is not a Wide.***

### 6.3. Fielding

- (a) Each team is required to use 2 Wicketkeepers for 10 overs each.
- (b) No fielders within 15 metres of the striker, except for the Wicket Keeper, to encourage singles and safety.
- (c) To ensure players experience all fielding positions, fielding rotations are encouraged to be implemented at the discretion of the Coach.
- (d) If more than 7 players are present, they should rotate on and off the field each over.

### 6.4. Scoring

- (a) Wides and No Balls are to be recorded against the bowler's analysis and extras for the Batting Team.
- (b) Runs are scored in the normal manner.
- (c) Dismissals (wickets) are scored as 4 runs each and added to the bowling teams total at the completion of their batting innings.