



CJCC

**COMMUNITY JUNIOR
CRICKET COUNCIL**

Playing Conditions and Match Detail Penalties

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Definitions

CJCC: Refers to the Community Junior Cricket Council, which is the governing body responsible for junior community cricket made up of Associations in the Perth and Peel metropolitan area.

Association(s): Refers to the Association or Council that administers the Competition that is being played.

Playing Conditions: Refers to playing conditions within the CJCC General Rules for all CJCC endorsed competitions

Match Details: Contained within CJCC Stage 1, 2 or 3 Match Details, Ground Set Up and Match Day Summary

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Penalties For Breaches Of The Playing Conditions

All suspected or identified breaches are to be reported to the Association's WA Cricket Competition Administrator or Conducts Officer or President/Secretary who shall act as outlined below.

Stage 1 Matches

Competitions will be checked a minimum of twice per season for breaches of the Playing Conditions and Match Details.

This is an education period so compliance requirements are understood before entering Stage 2. When a breach of the Playing Conditions or Match Details is identified a letter shall be sent to the offending team's club President offering support and outlining any required actions by the club.

Team penalties shall not apply.

Breaches of the Eligibility to Play rules noted below may result in Code of Behaviour charge(s) against coaches and/or team managers.

General Rules – Section 2. Eligibility to Play

- 2.1. Registration and Team Lists; (a)
- 2.2. Player Age Requirements; (b) and (c)
- 2.3. Overage and Underage Players; (b) and (d): that haven't been granted a dispensation.

Stages 2 and 3 Matches

Competitions will be checked frequently for breaches of the Playing Conditions and Match Details.

In the first instance where a breach of the Playing Conditions or Match Details is identified a letter shall be sent to the offending team's club President offering support and required actions by the club.

Any additional breaches by that team shall require a further letter to the offending team's club President offering further support, outlining any required actions and outlining the potential sanctions should any further breaches occur.

Additional breaches may result in Code of Behaviour charge(s) against coaches and/or team managers.

No team penalties apply for Yr6 competition(s); however, additional breaches may result in Code of Behaviour charge(s).

First Time Breaches of the Playing Conditions Resulting in a Forfeit.

In Stages 2 and 3 some breaches will receive no letter of support and required action. These breaches are:

General Rules – Section 2. Eligibility to Play

- 2.1. Registration and Team Lists; (a)
Penalty for breach – forfeit.
- 2.2. Player Age Requirements; (b) and (c)
Penalty for breach – forfeit.
- 2.3. Overage and Underage Players; (b) and (f): that haven't been granted a dispensation.
Penalty for breach – forfeit.

General Rules – Section 5. Finals

5.2. Eligibility for Finals; (a) and (d)(i), or (b), (c) and (d)(ii): that haven't been granted a dispensation. Penalty for breach – forfeit.

General Rules – Section 7. Multiple Teams in the Same Competition; (a): that haven't been granted approval by their association.

Penalty for breach – forfeit.

First Time Breaches of the Playing Conditions Resulting in a Match Point Penalty

CJCC Stages 2 and 3 Match Day Rules – Section 6. Innings

6.3.1 Batting Rotations; (a), (b) and (d)
Penalty for breach – two points penalty per breach per match.

6.4.1 Bowling Rotations; (a), (c) and (d)
Penalty for breach – two points penalty per breach per match.

NOTE: Associations have the ability to penalize a team for significant rotation breaches both over the Mid-Season Break, and before Semi-Finals. Associations shall consider the number of breaches and the severity of breaches when determining if a team has significant breaches and requires a match point penalty.

Additional Breaches Following Two Letters of Support and Required Action

These breaches will see the following sanctions imposed:

General Rules – Section 2. Eligibility to Play

2.1. Registration and Team Lists; (a), (c) and (d)
Penalty for breach – 1 match point per breach.

2.4. Dress Standards; (b)
Penalty for breach – 1 match point per breach.

NOTE: for clarity, if more than one player in a team breaches this rule, each player breaching shall result in one match point being deducted, up to a maximum of 4 points per team per match.

General Rules – Section 3. Match Officials

3.2. Umpires; (a), (b), (c) and (d)
Penalty for breach – Code of Conduct charge to the umpire plus the coach if the umpire is a team appointed one.

3.4. Coaching During Play; (f) and (g)
Penalty for breach – Code of Conduct charge to the coach(es).

General Rules – Section 4. Match Results and Players Scores

4.1. PlayHQ; (b), (c) and (d)
Penalty for breach – two points penalty per match.

CJCC Stage 2 Match Day Rules – Section 3. Team Numbers; (c) and (d)

Penalty for breach – one point penalty per breach per match.

CJCC Stage 2 Match Day Rules – Section 6. Innings

6.3.2. Mandatory Retirements; (a) and (b)

Penalty for breach – one point penalty per breach per match.

6.3.3 Mandatory Retired Batters; (a), (b), (c) and (d)

Penalty for breach – two points per penalty per breach per match.

6.4.2. Maximum Overs per Bowler; (a), (b) and (c) in 20 over and 30 over matches

Penalty for breach – two points penalty per breach per match.

6.5. Fielding; (a)

Penalty for breach – two points penalty per match.

CJCC Stage 3 Match Day Rules – Section 3. Team Numbers

3.1. Boys Competitions; (c) and (d)

Penalty for breach – one point penalty per breach per match.

3.2. Girls Competitions; (c) and (d)

Penalty for breach – one point penalty per breach per match.

CJCC Stage 3 Match Day Rules – Section 6. Innings

6.3.2. Mandatory Retirements; (a), (b) and (c)

Penalty for breach – one points penalty per breach per match.

6.3.3. Mandatory Retired Batters; (a), (b), (c) and (d)

Penalty for breach – two points per penalty per breach per match.

6.4.2. Maximum Overs per Bowler; (a), (b) and (c) in 20 Over Matches or (a), (b), (c) and (d) in 30 Over, 35 Over and 40 Over Matches

Penalty for breach – two points penalty per breach per match.

6.5. Fielding; (d)(i) and (ii)

Penalty for breach – two points penalty per match.

NOTE: Teams cannot be penalised more match points for breaches than they earned for that match, however, additional breaches may result in team coaches, managers or clubs charged with code of conduct offences.

NOTE: If there is a legitimate or unavoidable reason for breaching the Playing Conditions in either the General Rules or Match Details, coaches are encouraged to firstly note the reason(s) in the scorebook and bring it to the attention of the opposition coach. The coach may also wish to note the reason(s) in the match report.

Examples of legitimate or unavoidable reasons may include: players being absent, player injury resulting in them not being able to take full active part in the match, players being unavailable to go and bat at the time they are required to bat.