



CJCC

**COMMUNITY JUNIOR
CRICKET COUNCIL**

**General Rules for all CJCC Endorsed Competitions
Season 2023-24**

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References

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.

1. Key General Principles

1.1. Spirit of Cricket

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its laws but also within the Spirit of the Game. Any action that is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the Spirit of fair play rests with the captains, and in community junior cricket, the coaches.

1.2. Participants

Players, captains, coaches, umpires and spectators together set the tone for the conduct of a cricket match.

All participants whether they be players, officials, coaches or spectators are expected to behave in accordance with the CJCC Codes of Behaviour.

All participants are always expected to follow the CJCC approved formats and playing conditions. Behaving in a manner which might bring the game into disrepute may result in a breach notice being lodged.

There is no place for any act of violence at a cricket match.

1.3. Fair and Unfair Play

According to the Laws of Cricket, the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the coach and/or captain to act where required.

The umpires are authorised to intervene in cases of:

- (a) Time wasting
- (b) Damaging the pitch
- (c) Dangerous or unfair bowling
- (d) Tampering with the ball.
- (e) Any other action that they consider to be unfair.

The Spirit of the Game Involves RESPECT for:

- (a) Your opponents.
- (b) Your own captain and teammates.
- (c) Coaches and team managers from both teams.
- (d) The umpires.
- (e) The game's traditional values.
- (f) It is against the Spirit of the Game:
 - (i) To dispute an umpire's decision by word, action or gesture.
- (g) To direct abusive language or actions towards an opponent or umpire or coach.
- (h) To indulge in cheating or any sharp practice.

1.4. Progression

The CJCC Formats outlined in this document are a clear attempt to present the game in a manner that considers the development level of players between the ages of 5 to 17 years old.

These formats apply to all CJCC Member Associations.

1.5. Guaranteed Participation

The cricket structure is set out in Section 2.2 which seeks to progress and allow more skilful players to increase their opportunities to display their talents as they grow. However, even at Year 11 community cricket, the CJCC has an expectation that every player has the opportunity to participate in every game.

The CJCC strongly recommends that in all age groups, coaches endeavour to ensure that all the overs are bowled and that all the allocated time is used, taking into account the requirements of the age specific Match Day Rules. For example, in one day matches, a second innings can be played however it is acknowledged that this would be a rare occasion, refer to 4.5(d) of this document.

1.6. Safety

Duty of Care is a prime requirement of all junior sport.

The CJCC endorses the current Cricket Australia Club Support Guide:
(<https://play.cricket.com.au/community/clubs/resources#club-support-guide>).

Consideration was given to the physical, mental and social development of players in formulating age group match set up and game day formats. Reference is made in the rules documents in relation to equipment, facilities and game formats.

1.6.1 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 player's 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.

1.7. Enjoyment

The CJCC recognises 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.

1.8. Rules and Policies

This document 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 2017, version 2022 <https://www.lords.org/mcc/the-laws-of-cricket>.
- MCC Law 42 Players Conduct is replaced by the CJCC Reports, Investigations and Outcomes Policy.
- Stage 1, Stage 2 and Stage 3 – Match Day Rules.

No Association may make policy or rule that are in addition or contradictory to these Rules and Policies. Explanations and permission for additions to the rules and policies must be sought from the CJCC.

The use, throughout the text, of pronouns indicating the male gender is purely for brevity. Except where specifically stated otherwise, every provision of the laws and rules is to be read as applying to girls equally as to boys.

2. Eligibility to Play

2.1. Registration and Team Lists

- (a) Each player is to be registered with the Association before they can play.
- (b) Each player must be entered on the team list on PlayHQ the day before play is to start. Player's names may be added or deleted after the day before the match, up to the start of the match if players become available / unavailable.
- (c) The team list is to be shown to the opposition coach before start of play. This may be done via PlayHQ.
- (d) All players on the team list that are in attendance must participate in the match unless sick or injured.

2.2. Player's Age Requirements

- (a) Players should be able to play and complete the skills required of the Competition before playing in that competition.
- (b) Players should play in Competitions that align with the below table.
- (c) Girls may play in boys' competitions in their appropriate age group or within the allowances under 2.3 below.

Age on the 30 June (prior to start of the season)	School Year Group for Competition	Boys Cricket	Girls Cricket
5 or 6	Year PP & 1	Junior Blaster	Junior Blaster
7 or 8	Year 2 & 3	Master Blaster	Master Blaster
9	Year 4	Stage 1 (Yr4 Boys)	Stage 1 (Yr4/5 Girls)
10	Year 5	Stage 1 (Yr5 Boys)	Stage 1 (Yr4/5 Girls)
11	Year 6	Stage 2 (Yr6 Boys)	Stage 1 (Yr6/7 Girls)
12	Year 7	Stage 2 (Yr7 Boys)	Stage 1 (Yr6/7 Girls)
13	Year 8	Stage 3 (Yr8 Boys)	Stage 2 (Yr8/9 Girls)
14	Year 9	Stage 3 (Yr9 Boys)	Stage 2 (Yr8/9 Girls)
15	Year 10	Stage 3 (Yr10 Boys)	Stage 3 (Yr10/11/12 Girls)
16	Year 11	Stage 3 (Yr11 Boys)	Stage 3 (Yr10/11/12 Girls)
17	Year 12	N/A	Stage 3 (Yr10/11/12 Girls)

NOTE: *Players may be enrolled in Junior Blasters before their fifth birthday, but they must be five years of age at the commencement of the program.*

2.3. Overage and Underage Players

NOTE: *age group refers to one school year group, not a competition age group.*

For example: *In the table above, Year 7 is a year group, Yr7 Boys is a competition age group.*

- Players may play one age group higher based on age.
- Upon application to an Association by a club, the Association may grant dispensation for a player to play in an age group one year lower or two age groups higher than they qualify to play based on age.
- All dispensations must meet the criteria in the CJCC Dispensation Policy.
- All dispensations to play in a lower or higher age group are for one season only. A new approval is required each year.
- A report will be provided by the Association to the CJCC listing these players both pre and post season.
- Upon application to the CJCC by a club, the CJCC may grant dispensation for a player to play more than two age groups higher or more than one age group lower than they qualify to play.
- All dispensations for a player to play in a lower age group and who has been selected to play in a Premier Cricket competition in this or the previous season must also be approved by the CJCC Management Committee.

2.4. Dress Standard

- (a) It is expected that players will be dressed in cricket attire. This generally means long pants; shirts preferably with collars (if coloured or with logos, they must be approved by the Association); shoes and socks; caps or hats.
- (b) No Hat-No Play – All players, coaches and umpires must wear a hat or cap when on the field of play.

NOTE: *The CJCC strongly recommends that this be a broad brim hat, with the possibility of the wicketkeeper using a cap. Players who do not wear a hat or cap will be asked to put one on or to leave the field and the game shall not continue until the player or umpire has either left the field or put a hat or cap on. If they refuse the umpires must report them to the Association.*

3. Match Officials

3.1. Umpires

- (a) Umpires must dress to an acceptable standard, which sets a good example to young cricketers. Singlets and thongs are not acceptable dress.
- (b) Umpires must wear a hat (preferably broad brim) and a light-coloured shirt or top, preferably white.
- (c) All non-association appointed umpires are required to wear the CJCC Volunteer Community Umpire vest whilst umpiring.
- (d) Umpires who are 17 years old or younger may only umpire matches with the approval of the Association.
- (e) The Association may allocate an accredited umpire for the match.
- (f) Each team will provide 1 adult umpire to be responsible for umpiring (when required).
- (g) Where one independent umpire is provided in a match the following shall apply:
 - (i) Stages 1 and 2 – the bowling team will provide the square leg umpire.
 - (ii) Stage 3 – the batting team will provide the square leg umpire.
- (h) Where no independent umpire is provided in a match the following shall apply:
 - (i) Stages 1 and 2 – the bowling team shall provide the central umpire, the batting team will provide the square leg umpire.
 - (ii) Stage 3 – the batting team shall provide the central umpire, the bowling team will provide the square leg umpire.

3.2. Scorers

- (a) Scorers have an important role in recording the progress of the game, and to assist the umpires and coaches in the management of the game.
- (b) Each team will provide 1 competent scorer to be responsible for the accurate recording of the match details.
- (c) Scorers are encouraged to know the rules of the age group that they are scoring for but at a minimum should know umpire signals such as wide, types of dismissals, batting retirement rules and number of overs bowled per player.

- (d) Scorers must interrupt play to advise the umpires as soon as they are aware (don't wait until the end of the over) that a player has or is about to breach bowling and batting rules.
- (e) 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.
- (f) If a breach occurs in the batting, the batter must retire immediately.
- (g) Both scorers must agree to the result and details of the match before scorers can leave.

NOTE: *In general, the home team shall compete electronic scoring (this does not need to be live). The away team are to score in a scorebook. The away team may also score electronically, but this shall be completed offline. By mutual agreement, the away team may score electronically and the home team in the scorebook.*

3.3. Coaching During Play

- (a) Coaches are to monitor time throughout the game to ensure that games are progressing at the required rate and will be completed on time. Where behind time when bowling coaches must get their team to speed up and get back on schedule.
- (b) Coaches should ensure that bowling orders, batting orders and fielding arrangements are determined prior to the commencement of play so there is no undue loss of time.
- (c) Stage 1 – Constructive on-field coaching by coaches and umpires is encouraged between overs. It is important to keep the game flowing and allow players to learn by doing. Training sessions are where players can receive more direct coaching and feedback on in-game performance. A Stage 1 player who receives technical advice after every shot or delivery will quickly become confused and flustered.
- (d) Stage 2 – Limited constructive on-field coaching by coaches is encouraged, where suitable, between overs. The aim is to progressively have the Captain and Vice-Captains provide leadership, with the coach having less and less on-field input.
- (e) Stage 3 – The aim is to progressively have the Captain and Vice-Captains provide leadership, with the coach having less and less on-field input. Most on-field decisions should be made by the team leaders. Coaches input should only be directed at Captains and Vice Captains.
- (f) Coaches should not stand on the sidelines yelling instructions to players.
- (g) Over-coaching (usually associated with winning-orientated coaches) is discouraged.

Example of (g): *a coach who directs field changes at the end of every over is not promoting leadership development in the team.*

4. Match Results and Players Scores

4.1. PlayHQ

- (a) PlayHQ is to be used for match reporting in all age groups and competitions.
- (b) Match reporting on PlayHQ must be completed no later than 72 hours after the completion of play.
- (c) Match scores including team scores (runs and wickets) and extras (by type) conceded in each innings and individual player statistics shall be entered into PlayHQ.
- (d) Results are determined by runs scored by each team as per the Laws of Cricket.

4.2. Duty Team

The home team (mentioned first on the fixture list) is responsible for providing the scorer's table and two chairs, two sets of stumps and bails, for marking the crease and for marking the boundary with plastic cones (25 cones minimum).

4.3. Forfeits

- (a) Stage 1 – any team with fewer than five (5) players shall forfeit the game.
- (b) Stage 2 – any team with fewer than seven (7) players shall forfeit the game.
- (c) Stage 3 – In Yr8/Yr9/Yr10/Yr11 Boys matches, any team with fewer than eight (8) players shall forfeit the game. In Yr10/11/12 Girls matches, teams with fewer than 7 players shall forfeit the game.
- (d) Any team that is more than 30 minutes late for the scheduled start of play on any day shall forfeit the match.

NOTE: *In any of these circumstances a non-competitively scored match should be played provided both teams agree. The match result must be entered into PlayHQ as a forfeit and no match scores shall be entered.
In Stage 1 ONLY, individual scores may be entered.*

4.4. Play Lost Through Weather or the State of the Ground.

Weather can include rain, thunder and lightning, bad light and heat.

- (a) The aim of this rule is to ensure that a fair and safe game of cricket is played and to ensure there is enough time for both teams to bat for a meaningful time, and one team is not significantly disadvantaged by the delay. Common sense and the Spirit of Cricket must be applied.
- (b) When lightning is sighted, the CJCC Lightning Policy applies.
- (c) The minimum number of overs to be bowled and batted by each team is 50% of the required overs for that match.
- (d) Play lost due to weather or the state of the ground will be reduced by 1 over of play for every 4 minutes of play lost.
- (e) If play has not started within one hour of the scheduled start of play, there will be no play on that day.
- (f) To determine a result, if all available time for a match has been played and both teams have bowled the minimum overs, a result will be determined by the score at the same number of completed overs for both teams.

Example of (e): *in a 20 over match if the first batting team faced 20 overs and the team batting second faced only 15, then the team that was ahead at the end of the 15th over will be declared the winner.*

- (g) If the forecast temperature at a designated location (chosen by each association) is to be 38 degrees Celsius or higher at 11am on the day of the match, all matches in that association shall be changed to 20 over matches. The temperature information will be provided to each association by WA Cricket. This does not apply to evening matches.

- (h) If either team does not bowl or bat the minimum overs, unless all out beforehand, the match will be declared a draw.

4.5. End of Match or Time

- (a) Both teams are entitled to face their full allocation of overs unless they are all out or their innings time is completed. When the first innings end time is reached, the over in progress shall be completed and the innings shall end. The team batting second will be entitled to only face the same number of overs as the first innings batting team, unless they are all out or their innings time ends. If the second batting innings time is reached, the over in progress shall be completed and clause 4.4(e) shall apply.
- (b) In the event of an extended unavoidable delay or a delay not the fault of the fielding team, (injury, scoring malfunction, sprinklers etc), coaches and umpires together may choose to increase the time for either first or second innings to allow for the interruption(s).

NOTE: *In deciding extensions in play, coaches and umpires together MUST consider any subsequent matches scheduled on the ground.*

- (c) In all circumstances, timing must be adhered to.
- (d) Deliberate time wasting is a mandatory reportable offence, which may change the result of a match.
- (e) In Stage 2 and Stage 3 matches ONLY: If the innings of the team batting second finishes (i.e. faced their entire allocation of overs or are all out) with 40 or more minutes remaining until the scheduled end of the match, and both team coaches agree to a third innings, the following shall apply:
 - (i) Take the 10 minute change of innings as usual.
 - (ii) The coach of the “losing” team decides which team bats and fields for the remaining time.
 - (iii) The players who didn’t bat, or faced the fewest number of balls in the first innings should bat at the top of the order.
 - (iv) The players who didn’t bowl, or bowled the fewest number of overs in the first innings should bowl at the top of the order.
 - (v) Any player may keep wicket.
 - (vi) The number of overs a player can bowl and retirement when maximum balls a player can face still apply.
 - (vii) Batter’s innings begin from zero balls faced.
 - (viii) No further “incentive” points for runs or wickets apply.
 - (ix) The innings shall not be entered on PlayHQ (to maintain the integrity of run scorers and wickets takers awards). It should be scored on paper.
 - (x) No batting or bowling order rotations apply, and batting or bowling positions from the second innings do not count toward rotation requirements.
- (f) The match MAY cease at any time up to the original scheduled end if both coaches agree.
 - (i) The match SHALL cease at the conclusion of the over in progress at the original scheduled end time.

NOTE: *there are NO outright wins or losses in this competition. The purpose of the continuation of play is to maximise participation.*

4.6. Match Points

- (a) No points apply to any Stage 1 matches, or Yr6 Boys competitions.
- (b) In Yr7 Boys and Yr8/9 Girls competitions, and all Stage 3 matches, the following table shall apply:

First innings win	10 Points
Tied scores - each team	5 Points
Win by Forfeit	13 Points
Drawn match - each team	5 Points

- (c) An abandoned match or a match that cannot reach a result due to loss of time, fitness of the ground, weather or bad light or other circumstances is considered a drawn match.
- (d) 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 a team in this competition.
- (e) If teams withdraw from a competition after it has commenced, and this creates a bye, the Association will determine the actions regarding points gained and the allocation of points.
- (f) No additional match points are received for any second innings results.

4.7. Incentive Points

- (a) Incentive points only apply when match points apply.
- (b) Incentive points apply to each team's first innings only.
- (c) These incentive points for batting and bowling are added to the match result points above and will operate in all innings. These are calculated within PlayHQ based on the match scores being entered.

Batting	0.01 points per run. (i.e. 1 point for 100 runs)
Bowling	0.2 points per wicket (i.e. 2 points for 10 wickets)

4.8. Super Overs

Where an Association elects to play a 20 over format in Stage 2 or 3, in the event of a match ending in a tie, the match shall be decided by a Super Over using the following format:

- (a) The Super Over will begin 10 minutes after the completion of 2nd innings.
- (b) The team that batted second will bat first in the Super Over.
- (c) Prior to the Super Over beginning, each team will nominate 3 batters and 1 bowler.
- (d) The bowling team may nominate which end they will bowl from.
- (e) Teams are to continue using the ball they have been using during the match.
- (f) The umpires do not change ends.
- (g) All No Balls and Wides must be re-bowled.
- (h) Once the batting team loses 2 wickets, the innings is closed.
- (i) There is a 5-minute change over between innings.

- (j) The team who scores the most runs during the Super Over will be declared the winner.
- (k) If the Super Over is a tie, Super Overs will continue until a winner is determined.

5. Finals

5.1. Summary

- (a) There are no match points in Stage 1 formats therefore no finals are played.
- (b) In Stage 2 formats, no match points are awarded in Yr6 Boys competitions, therefore no finals are played in this age group.
- (c) In competitions with finals, the four leading teams at the end of the qualifying matches will play finals matches to decide the premiership, or as otherwise determined by the Association. The team that finished first, will play the fourth placed team and the second placed team will play the third placed team in the semi-finals.
- (d) Associations will appoint at least one umpire where possible for all final's games.
- (e) Subject to availability of grounds, all finals should 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.
 - (i) On match days for finals the ground should be inspected by game officials one hour before the scheduled commencement of play.
 - (ii) If the ground is deemed unsafe/unsuitable for play, an alternative ground must be sought through the association.
- (f) An abandoned match or a match that cannot reach a result due to loss of time, fitness of the ground or weather, or other circumstances is considered a drawn match.
- (g) In the event of a drawn game in a 30, 35 or 40 Over Semi Final, the higher placed team (points or quotient system) shall progress to the Grand Final.
- (h) In the event of a tie in a Semi Final match, the following applies:
 - (i) In a 30, 35 or 40 Over Semi Final, the higher placed team (points or quotient system) shall progress to the Grand Final.
 - (ii) In a 20 Over Semi Final, Clause 4.9 Super Over shall apply to find the winner.
- (i) If a Grand Final is drawn, the higher placed team (points or quotient system) shall be declared premiers.
- (j) In the event of a tie in a Grand Final match, the following applies:
 - (i) In a 30, 35 or 40 Over Grand Final, a dual premiership will be awarded.
 - (ii) In a 20 Over Grand Final, Clause 4.9 Super Over shall apply to find the winner.
- (k) On submission by any Association to the CJCC Management Committee, single or joint premiers may be determined under extraordinary circumstances.
- (l) Teams are not required to provide players from their own team for the purpose of fielding for the opposition team in finals when a team is short of players.
- (m) Unless both coaches agree to continue, Semi-Finals and Grand-Finals shall end when the team batting second reaches the score of the team batting first.
- (n) The rotation of batting and bowling orders are not required in any finals matches.

5.2. Eligibility for Finals

- (a) A player must have participated in at least 25% of the fixtures for that team in that competition to be eligible to play finals in that team.
- (b) On application to the Association any team that is below the minimum number of players required to play the match through injury or illness (or another legitimate absence) may apply for any player from a younger age group and from the same club, being not more than one year younger than the team requiring the player to play. The Association may approve this player provided they have played at least 25% of fixtures at their own age level.
- (c) On application to the Association any team that is below the maximum number of players on field per match because of injury or illness (or another legitimate absence) may apply for any player from a younger age group and from the same club to sub field (not permitted to bat or bowl). The Association may approve this player provided they have played at least 25% of fixtures at their own age level.

6. Protests, Disputes and Behaviour

- (a) In line with the CJCC Reports, Investigations and Outcomes Policy, each association is responsible for the resolution of its own complaints and protests unless referred under this Policy to the CJCC.
- (b) Decisions made by Associations are to be forwarded to the CJCC administrator upon conclusion.

7. Multiple Teams in the Same Competition

- (a) Where a club has multiple teams in the same competition, a player cannot play more than 25% of matches in that competition for more than one team.
- (b) Associations can at their discretion approve a player to play more than 25% for more than one team.

8. CJCC Policies

The CJCC has implemented several policies for the playing of junior community cricket which coaches and parents may need to be aware of. It is recommended that these be read in conjunction with these rules.

- (a) Policies and Procedures
- (b) Reports, Investigations and Outcomes

CJCC Policies can be read at: cjcc.wa.cricket.com.au; click on the competition tab; and then the policies tab.

9. Rules Sub-Committee

The CJCC shall appoint a Rules Sub-Committee each year. The Sub-Committee shall comprise a minimum of six people, representing CJCC Management Committee, a minimum of three CJCC affiliated Associations and WA Cricket. This Sub-Committee shall be tasked with a responsible for requesting, collating and deciding on any rules changes requested for the following season.