



MJCC

Metropolitan Junior Community Cricket General Rules for Competitions

Preamble

Metropolitan Junior Community Cricket (MJCC) provides oversight and administration of junior community cricket in the Perth Metropolitan and Peel Region with over 70 community cricket clubs participating.

MJCC's role involves coordinating competitions, supporting volunteers, fostering inclusive environments, and advocating for stronger community connections working in conjunction with WA Cricket staff. The MJCC was established in 2024 as a result of the amalgamation of the Community Junior Cricket Council and 6 area based junior cricket associations. This successful establishment resulted in the MJCC winning Association of Year in the 2024-25 Cricket Australia Community Cricket Awards.

The MJCC Board has established the following purpose, vision and values.

The rules for match play have been designed to ensure that these outcomes are embedded in the way cricket is played across junior community competitions together with an objective of providing a uniform and best practice participant experience across MJCC Competitions in Perth and Peel. This aligns with the MJCC Purpose, Vision and Values.

Purpose:

To nurture and grow community junior cricket by empowering clubs and fostering welcoming experiences that connect people and strengthen communities.

Vision:

A future where everyone, everywhere can experience the joy of cricket — where opportunity is open to all, and every game leaves people wanting to come back.

Values:

- *Inclusive Environments* *Environments that support children, families, and volunteers to thrive, on and off the field.*
- *Integrity* *Treating everyone with respect and encouraging all to do their best.*
- *Teamwork* *Working together to ensure everyone in the game is valued and can contribute.*

Version Control

Date	Comments	Reviewer	Approval Date
June 2025	Review Structure, Layout and Consistency in Terminology	Ben Dreckow	August 2025



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Reference

Term	Definition
MJCC	Refers to Metropolitan Junior Community Cricket, which is the governing body responsible for junior community cricket made up of Clubs in Greater Metropolitan Perth and Peel.
Area	The clubs and grounds that formed one of the six previous junior associations that amalgamated into the MJCC.
Competitive Grade	Grades in Competition Age Groups that participate in finals. Including Year 7 Boys, Year 8 Boys, Year 8-9 Girls, Year 9 Boys, Year 10-11 Boys and Year 10-11-12 Girls.
Non-Competitive Grade	Grades in Competition Age Groups that do not participate in finals. Including Year 4 Boys, Year 4-5 Girls, Year 5 Boys, Year 6 Boys and Year 6-7 Girls.
Age Group	Refers to a participants correct School Year Group based on Western Australian education year group definition.
Competition Age Group	Refers to the appropriate competition specific age group of grades in the MJCC competition.

Words In Capitals provides for a cross reference to an existing heading or specific topic throughout the rules.

Rules

These rules provide the Administrative and Match Day requirements for all Competitions within the competitions managed by MJCC.

These General Rules shall be read in conjunction with:

- MCC Laws of Cricket unless specifically modified by these General Rules or Match Day Format (lords.org/mcc/the-laws-of-cricket)
- Match Day Format Stage 1
- Match Day Format Stage 2
- Match Day Format Stage 3

Collectively, these documents are referenced as the 'Rules'. No Club may make a policy or rule that are in addition or contradictory to these Rules.

Policies

These Rules provide the MJCC to make Policies and Procedures that are to be read in conjunction with these rules to cover specific issues not otherwise covered by these Rules.

All MJCC Policies that apply to match day are available via:

<https://www.communityjuniorcricketwa.com/gameday>



Safety

Duty of Care is a requirement of all junior sport.

The MJCC endorses the current Cricket Australia Club Support Guide

(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 in relation to equipment, facilities and game formats.

Safety policies include:

- (a) Blood Policy;
- (a) Concussion Policy;
- (b) Heat Policy;
- (c) Helmet Policy; and
- (d) Storm Policy.



1. Key General Principles

1.2. 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.

Further information on the Spirit of Cricket, can be found in the [Preamble to the Laws of Cricket](#).

1.3. Code of Conduct

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 MJCC Codes of Behaviour.

All participants are always expected to follow the MJCC 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.

1.4. 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 Match Officials 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.
- (f) Your own captain and teammates.
- (g) Coaches and team managers from both teams.
- (h) The umpires.
- (i) The game's traditional values.
- (j) It is against the Spirit of the Game:
 - i. To dispute an umpire's decision by word, action or gesture.
 - ii. To direct abusive language or actions towards any player or Official
 - iii. To indulge in cheating or any sharp practice.

1.5. Enjoyment

The MJCC 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.

1.6. Progression and Guaranteed Participation

The match formats outlined in these Rules 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 in community cricket format.

The cricket structure is set out in these Rules seeks to progress and allow more skilful players to increase their opportunities to display their talents as they grow. However, even in the oldest Competition Age Groups of junior community cricket, the MJCC has an expectation that every player can participate in every game.

The MJCC 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, considering the requirements of the age specific Match Day Rules.



2. Eligibility to Play

2.1. Player's Age Requirements

- (a) Players should be able to play and complete the skills required of the Competition Age Group before playing in that competition.
- (a) Players should play in the Competition Age Group that aligns with the below table.

Age on 30 June 2026	Competition Age Group Boys	Competition Age Group Girls
9	Year 4 Boys (U10)	Year 4-5 Girls (U11)
10	Year 5 Boys (U11)	
11	Year 6 Boys (U12)	Year 6-7 Girls (U13)
12	Year 7 Boys (U13)	
13	Year 8 Boys (U14)	Year 8-9 Girls (U15)
14	Year 9 Boys (U15)	
15	Year 10/11 Boys (U17)	Year 10-11-12 Girls (U18)
16		
17	N/A	

Table Legend:

Stage 1	Stage 3
Stage 2	Competitive Grade

- (b) Girls may play in a boys competitions in their appropriate Competition Age Group.



2.2. Overage and Underage Players (Dispensation)

- (a) Clubs may approve players to play one Competition Age Group higher than their age, and are encouraged to meet the criteria in the MJCC Dispensation Policy.
- (b) The Association may approve players to play:
 - i. one Competition Age Group lower.
 - ii. two Competition Age Groups higher.

than they qualify to play based on age, subject to the Dispensation Criteria.

- (c) In exceptional circumstances, the Association may approve players to play:
 - i. more than two Competition Age Groups higher.
 - ii. more than one Competition Age Group lower.
 - iii. a current or previous Premier Cricketer, playing one or more Competition Age Groups lower.

than they qualify to play based on age, subject to the Dispensation Criteria.

- (d) The Dispensation Criteria is as follows:
 - i. Intellectual and/or physical impairment

Note: *This provision can only be applied for the player to play below their designated Age Group, and can allow the player to play more than one year below their Competition Age Group as necessary.*

- ii. A demonstrated need to fill a team:
 - For long term requests, up to the maximum number of players allowed in a team for that grade.
 - For individual match day requests, up to the maximum number of players allowed on the field.
- iii. To prevent girls' team being split by progression to the next Competition Age Group.
- iv. To allow a participant to play in the Competition Age Group that aligns with their School Year Level as of 30 June in the year of the season start

Note: *This provision is to provide for players who may have moved from interstate or are in a different school year level than their age.*

- (e) All dispensations to play are for one season only and new approvals are required each year.
- (f) Dispensation Approval requests must be submitted at least 48 hours before the start time of the match, except where a team requires an additional player to avoid a forfeit.
- (g) Where a team requires an additional player to avoid a forfeit, they should first attempt to find a player one age group below the Competition Age Group to play. If this is not possible, then a player two age groups below the Competition Age Group can be requested.



2.3. Dress Standard

- (a) It is expected that players will be dressed in approved cricket attire, which aligns with the MJCC Uniform Policy requirements.
- (b) All players, coaches and umpires must wear a hat, cap or appropriate religious headwear that prevents the wearing of a hat when on the field of play.
- (c) Players who do not adhere to this 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 adhered to this requirement.
- (d) If a player refuses to wear the appropriate headwear, the umpires must report them to the Association.

Note: *Broad brim hats are strongly recommended in preference to caps.*

2.4. Registration

- (a) PlayHQ is to be used for registrations, team lists and scoring.
- (b) Each player is to either be:
 - i. Registered as a player with the Club and Association before they play.
 - ii. Registered as a fill-in player before they play.
- (c) A player must not register as a fill-in player more than once in a season.
- (d) A player must not play more than 25 percent of fixtured matches for any additional teams in the same Competition Age Group unless otherwise approved by the MJCC.

2.5. Team Lists

- (a) 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.
- (b) The team list is to be made available to Match Officials before commencement of the fixtured time for the Match.

Note: *PlayHQ and the Cricket Australia PlayCricket app may provide the means of sharing the team list.*

- (c) All players on the team list that are in attendance must participate in the match unless sick or injured.
- (d) Match scores including team scores (runs and wickets) and extras (by type) conceded in each innings and individual player statistics, including balls faced, shall be entered into PlayHQ, including when scores are added manually.
- (e) Match scores must be completed in PlayHQ no later than 72 hours after the completion of play.

2.6. Duty Team and Match Set Up

- (a) The home team (mentioned first on the fixture list) is responsible for providing:



- i. a scorer's table and two chairs;
- ii. two sets of stumps and bails;
- iii. chalk or tape to mark the crease;
- iv. a measuring tape or premeasured length of rope for marking the boundary and
- v. plastic cones to mark the boundary (25 minimum).

2.7. Forfeits

- (a) A forfeit shall be determined when a team has fewer than the minimum required number of players as per the relevant Match Day Rules for that Match up to 30 minutes from the fixtured commencement of play.
- (b) The match result must be entered as a forfeit on PlayHQ.
- (c) Non-Competitive Grades may progress to play a match provided both teams agree. Match and individual scores may be entered into PlayHQ.
- (d) Competitive Grades may progress to play a match provided both teams agree. Match and individual scores may not be entered into PlayHQ.



3. Match Officials

3.1. Umpires

- (a) The MJCC may appoint umpires for the Match.
- (b) Umpires must dress to an acceptable standard, that sets a good example to young cricketers. Singlets and thongs are not acceptable dress.
- (c) Umpires must wear a hat (preferably broad brim) and a light-coloured shirt or top, preferably white.
- (d) Umpires not appointed by the MJCC are required to wear the Volunteer Community Umpire vest whilst umpiring.
- (e) Umpires who are under the age of 18 may only umpire matches with the approval of the MJCC, and must have completed the Community Junior Cricket umpiring course prior to the match commencement.
- (f) Each team will provide 1 competent umpire to be responsible for umpiring (when required).
- (g) Where one appointed umpire is provided, the following shall apply to the supply of a square leg umpire:

Stage 1	Bowling Team
Stage 2	Bowling Team
Stage 3	Batting Team

- (h) Where no appointed umpire is provided, the following shall apply:

	Central Umpire	Square Leg Umpire
Stage 1	Bowling Team	Batting Team
Stage 2	Bowling Team	Batting Team
Stage 3	Batting Team	Bowling Team

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 as they are considered a Match Official.
- (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 Competition 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) Should the Scorers notice a breach to bowling or batting rules they must immediately interrupt play (don't wait until the end of the over) and:
 - i. Advise the umpires that a player is about to breach bowling and/or batting rules;



- ii. If a breach occurs in the bowling, the over is to be completed by another bowler who will not breach any of the bowling rules;
 - iii. If a breach occurs in the batting, the batter must retire immediately.
- (e) Both scorers must agree to the result and details of the match before scorers leave the venue.

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 must be accredited to at least Cricket Australia Community Coach Level.
- (b) 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.
- (c) 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.
- (d) The aim of the 3 stage system is to gradually give players more autonomy and leadership, therefore on field coaching should be limited to the following:

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.
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.
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

- (e) Coaches should not stand on the sidelines yelling instructions to players.
- (f) Over-coaching (usually associated with winning-orientated coaches) is discouraged.



4. Match Results

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

Weather can include rain, thunder and lightning, bad light and heat and will be administered via relevant MJCC Policy.

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.

- (a) To constitute a Match for the purposes of determining a result, the minimum number of overs to be bowled and batted by each team is 50 per
- (b) cent of the allocated overs for that match. If either team does not bowl or bat the minimum overs, unless all out beforehand, the Match will be declared a draw.
- (c) 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.
- (d) If play has not started within one hour of the scheduled start of play, the Match will be abandoned and declared a draw.
- (e) 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.
- (f) If at least 3 of the 6 Areas are forecast to be at or over 38 degrees at 11am, all matches in all Areas become T20s. The temperature information will be provided by WA Cricket. This does not apply to evening matches.

4.2. End of Match or Time

- (a) Match Day Rules outline a requirement for maximum time for the match and each innings.
- (b) Both teams should strive to face their full allocation of overs within the allocated time unless they are all out or their innings time is completed.
- (c) When the innings end time is reached, the over in progress shall be completed and the innings shall end.
- (d) Except when the team batting first is all out, the team batting second is only entitled to a maximum of the same number of overs the team batting first faced.
- (e) Deliberate time wasting is a mandatory reportable offence, which may change the result of a Match.
- (f) For Matches in Stage 2 and Stage 3, if the innings of the team batting second is completed with 40 or more minutes remaining until the scheduled end of the Match, and both team coaches agree, play can continue under the following Playing Conditions:
 - i. A 10 minute change of innings.
 - 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 be the Wicketkeeper.
 - 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 bonus 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.
- (g) The match may cease at any time up to the original scheduled end if both coaches agree.
 - (h) 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.*

4.3. Match Points (Competitive Grades Only)

- (a) No Match Points apply to any Stage 1 matches or Year 6 Boys competitions ('Non-Competitive Grades'). All other grades are defined as Competitive Grades.
- (b) In Competitive Grades the following Match Points system shall apply:

Win	10 Points
Tie / Draw	5 Points to Each Team
Win by Forfeit	13 Points
Batting	0.01 Bonus Points per run. (i.e. 1 point for 100 runs)
Bowling	0.2 Bonus Points per wicket (i.e. 2 points for 10 wickets)

- (c) The position on the ladder of all teams at the end of competition rounds is determined by average points per match played by that team in this competition.
- (d) 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.
- (e) No Match points are received for any second innings results or statistics.



5. Finals (Competitive Grades Only)

5.1. Summary

- (a) There are no match points in Non-Competitive Grades, therefore no finals are played.
- (b) In Competitive Grades, 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 MJCC. 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.
- (c) Subject to availability of grounds, all semi-finals should be played at the home ground of the team finishing in the higher position at the end of the qualifying matches.
- (d) Subject to availability of grounds, all grand-finals should be played at grounds determined by the MJCC, that are not the home ground of any team in the grade.
- (e) On match days for a final, the ground should be inspected by Match Officials one hour before the scheduled commencement of play. If the ground is deemed unsafe/unsuitable for play, an alternative ground must be sought through the MJCC.
- (f) An abandoned final or a final that cannot reach a result due to loss of time, fitness of the ground, weather, or other circumstances is considered a drawn match.
- (g) Under extraordinary circumstances, the MJCC may award single or joint premiers.
- (h) Unless both coaches agree to continue, the match shall end if the team batting second reaches the score of the team batting first.
- (i) The rotation of batting and bowling orders are not required.
- (j) Teams are not required to provide players from their own team for the purpose of fielding for the opposition team.

5.2. Tied or Drawn Finals Match

- (a) In the event of a tie (scores level) or a draw (result not reached) in a Finals Match, the following shall apply:

Match Format	Winner / Result
Semi or Grand Final (Draw)	Higher Placed Team on Ladder
Semi Final One Day Match (Tie)	Higher Placed Team on Ladder
Grand Final One Day Match (Tie)	Dual Premiership
Semi or Grand Final T20 Match (Tie)	Super Over

- (b) Where a Super Over is to be played, the following shall apply:
 - i. The Super Over will begin 10 minutes after the completion of 2nd innings.

- ii. The team that batted second will bat first in the Super Over.
- iii. Prior to the Super Over beginning, each team will nominate 3 batters and 1 bowler.
- iv. The bowling team may nominate which end they will bowl from.
- v. Teams are to continue using the ball they have been using during the match.
- vi. The umpires do not change ends.
- vii. All No Balls and Wides must be re-bowled.
- viii. Once the batting team loses 2 wickets, the innings is closed.
- ix. There is a 5-minute change over between innings.
- x. The team who scores the most runs during the Super Over will be declared the winner.
- xi. If the Super Over is a tie, Super Overs will continue until a winner is determined.

5.3. Eligibility for Finals

- (a) A player must have participated in at least 25 percent of the fixtures for that team in that competition to be eligible to play finals in that team.
- (b) Exemptions may be granted by the MJCC in the following circumstances:
 - i. A team is below the Minimum Number of Players required to play the Match through a legitimate absence, may apply for any player from the same club, who is one Age Group younger than the team requiring the player to play.
 - ii. A team that is below the Maximum Number of Players allowed on field per match because of a legitimate absence, may apply for any player from the same club and a younger age group to be a substitute fielder and not permitted to bat or bowl.
 - iii. A team may apply for any player from the same club and a younger age group in extenuating circumstances. The MJCC will assess the request and determine if extenuating circumstances exist.
 - iv. Any requested player has played at least 25 percent of fixtures at their own age level, and not qualified for another team in the same Competition Age Group as the team requesting the player.

Note: *Examples of a legitimate absence include injury or illness. Abandoned matches, byes and forfeits against, each do not count as a fixture for that team.*

