



MJCC

Metropolitan Junior Community Cricket Competition Handbook

Summer 2025-26

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Introduction

The following document provides all the necessary competition information for clubs and volunteers to be aware of for the Summer 2025-26 season, including several details that have changed from previous seasons.

It aims to remove assumption and allows Club Presidents to provide the relevant information to their Committees to understand our competition better and prepare more appropriately ahead of the season commencing.

The MJCC Board are conscious of the objective to provide a uniform and best practice participant experience across MJCC Competitions in Perth and Peel. This aligns with the MJCC vision of a future where everyone, everywhere can experience the joy of cricket.

Team & Ground Nominations

Team Nominations

Follow these steps to [Create a Team and Allocate them to a Grade](#).

There are 20 different grades available for allocation, listed in the below table.

Year 4 Boys and Year 5 Boys Teams in all Areas except Peel may nominate to either the Saturday or Sunday grade for their Competition Age Group.

Year 4 Boys and Year 5 Boys Teams in Peel are encouraged to nominate to either the Friday Peel grade, or to a Sunday grade, due to limited ground availability in the Area on Saturday.

Saturday and Sunday grades, particularly in Stage 1 remain able to play occasional matches on Friday evenings, provided both teams agree, the venue has suitable lighting, and it is facilitated by the Competition Admin team.

2025-26 Grade Options			
Stage	Competition Age Group	Grade Options	Description
Stage 1	Year 4-5 Girls	Year 4-5 Girls	This is for all Year 4-5 Girls teams. Played on Saturdays.
		Year 4-5 Girls Sunday (North West)	This is for Year 4-5 Girls teams in the North West Area who traditionally play on Sundays.
Stage 1	Year 6-7 Girls	Year 6-7 Girls	This is for all Year 6-7 Girls teams.
Stage 2	Year 8-9 Girls	Year 8-9 Girls	This is for all Year 8-9 Girls teams. Played on Saturdays.
Stage 3	Year 10-11-12 Girls	Year 10-11-12 Girls	This is for all Year 10-11-12 Girls teams. Played on Saturdays.
Stage 1	Year 4 Boys	Year 3 Boys South Perth	This is for South Perth internal teams. Played on Saturdays.
		Year 4 Boys Friday (Peel)	This is for Year 4 Boys teams in the Peel Area who traditionally play on Friday evenings.
		Year 4 Boys (Saturday)	This is for any Year 4 Boys team who would like to play on a Saturday morning.
		Year 4 Boys (Sunday)	This is for any Year 4 Boys team who would like to play on a Sunday morning.
Stage 1	Year 5 Boys	Year 4-5 Boys South Perth	This is for South Perth internal teams. Played on Saturdays.
		Year 5 Boys Friday (Peel)	This is for Year 5 Boys teams in the Peel Area who traditionally play on Friday evenings.
		Year 5 Boys (Saturday)	This is for any Year 5 Boys team who would like to play on a Saturday morning.
		Year 5 Boys (Sunday)	This is for any Year 5 Boys team who would like to play on a Sunday morning.
Stage 2	Year 6 Boys	Year 6 Boys	This is for all Year 6 Boys teams. Played on Saturday.
		Year 6 Boys Sunday (South East)	This is for Year 6 Boys teams in the South East Area who traditionally play on Sundays.
Stage 2	Year 7 Boys	Year 6-7 Boys South Perth	This is for South Perth internal teams. Played on Saturdays.
		Year 7 Boys	This is for all Year 7 Boys teams. Played on Saturdays.
Stage 3	Year 8 Boys	Year 8 Boys	This is for all Year 8 Boys teams. Played on Saturdays.
Stage 3	Year 9 Boys	Year 9 Boys	This is for all Year 9 Boys teams. Played on Sundays.
Stage 3	Year 10-11 Boys	Year 10-11 Boys	This is for all Year 10-11 Boys teams. Played on Sundays.

Standardised Team Naming Convention

Teams are required to be named according to the following team naming convention (in order):

1. Clubname – Don't include JCC/CC
2. Mascot – Optional. If your club are the swans, warriors, etc. you may include this here.
3. Age - Appropriate choices are formatted either Year X or Year X-Y
4. Gender - Include the word "Boys" in all teams in the Boys grades, Include the word "Girls" for all Girls teams.
5. Name - Usually a colour, occasionally an animal or symbol. Required when there is more than one team from the club in an age group, optional if only one team from the club is in an age group.

Examples:

- Warnbro Swans Year 4 Boys Gold
- Wembley Districts Year 4-5 Girls Braves
- Waroona Warriors Year 6 Boys
- Wanneroo Year 7 Boys Gold
- Wanneroo Year 8 Boys
- Willetton Year 8 Boys Orange

Home Ground Allocations

When creating a team on PlayHQ, please ensure that the home venue and home oval for this team has been listed correctly in the team details, and ensure no more than two teams per day are allocated to one home oval.

Allocating no more than two teams per home oval per day enables fixtures to be built with minimal issues, as where possible, each week one team can be scheduled at home while the other team is away.

If your club is unable to allocate grounds using this method, please contact the Competition Admin team to discuss.

As Stage 1 Boys (Year 4 Boys and Year 5 Boys) can now be played on Saturdays or on Sundays, clubs have flexibility to nominate their teams to align with their club's ground availabilities. Meaning, if a club has limited ground availability on a particular day, they can move some of their Year 4 Boys or Year 5 Boys teams to the alternative day.

For example, clubs should not nominate all their Year 4 Boys and Year 5 Boys teams on Saturdays if they do not have enough ground availability on Saturday to cater for this and have excess ground availability on Sundays. Instead, they should spread out their teams across Saturday and Sunday appropriately. For many clubs, an appropriate spread may be that all Year 4 Boys teams and all Year 5 Boys teams play on the same days as they did in previous seasons, if this does not cause ground availability issues.

Clubs must book the grounds they wish to use for home grounds with their Local Government Authorities for all matches from Round 1 to Semi Finals.

Grades

Grade Setup

Once all team nominations are complete, and teams have been allocated to a grade, grades will be split into groups of eight teams where possible, based on the number of nominations received.

Non-competitive Grades are defined as grades that do not participate in finals. Including Year 4 Boys, Year 4-5 Girls, Year 5 Boys, Year 6 Boys, Year 6-7 Girls, and Year 6-7 Boys South Perth.

In non-competitive grades, these groups of eight may be referred to as "pools" and will be contained within one grade. For example, Year 4 Boys (Saturday) may have 80 teams, split into 10 pools of eight local teams, that all appear in the Year 4 Boys (Saturday) grade.

Competitive Grades are defined as grades 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.

In competitive grades, these groups of eight local teams will be split into different grades, as they require separate ladders, statistics and finals. For example, Year 7 Boys may be split into grades such as Year 7 Boys Central (East), Year 7 Boys Central (West) and Year 7 Boys Midland-Guildford.

In each pool or grade, the aim will be to have no more than four teams from one club. Clubs with more than four teams in the same Competition Age Group and day of play, may be required to have teams in two or more separate pools or grades.

The MJCC will determine appropriate splits of pools or grades, based on location of teams and number of teams. This will not include talent-based grading. Each grade may contain teams from one Area, or from multiple different Areas. For example, a grade may include teams from both Lesmurdie-Mazenod (from the South East Area) and Kalamunda (from the Midland-Guildford Area), or teams from both North Beach Carine (from the North West Area) and Scarborough (from the Central Area).

Grade Formats

All Girls, Year 4 Boys, and Year 5 Boys Grades play T20 matches.

All Year 6 Boys and Year 7 Boys Grades play 30-Over One-Day matches.

All Year 8 Boys and Year 9 Boys Grades play One-Day matches.

- 30-Overs in Central, and South East Areas.
- 35-Overs in Midland-Guildford, North-West, Peel and South-West Areas.

All Year 10-11 Boys Grades play One-Day matches.

- 30-Overs in Central, and South East Areas.
- 35-Overs in the South-West Areas.
- 40-Overs in Midland-Guildford, North-West, and Peel Areas.

There will not be any T20 Rounds in grades that regularly play One-Day matches (unless a round is impacted by heat causing matches to be shortened to T20s).

Grade Details

All Boys Grades start at 8:00am. All Girls Grades start at 8:30am due to the higher potential of increased travel time.

Match Lengths are as follows (with Innings Breaks lasting 10 Minutes, and Drinks Breaks being no more than 3 Minutes). All Drinks Breaks, Innings Breaks, Innings, and Matches must adhere to timing rules. When the innings or match end time is reached, the over in progress shall be completed and the innings or match shall end.

2025-26 Match Lengths			
Stage	Format	Match Time	Innings Time
Stage 1	T20	2 Hours 10 Minutes (130 Minutes)	1 Hour (60 Minutes)
Stage 2	T20	2 Hours 30 Minutes (150 Minutes)	1 Hour 10 Minutes (70 Minutes)
	30-Over	3 Hours 40 Minutes (220 Minutes)	1 Hour 45 Minutes (105 Minutes)
Stage 3	T20	2 Hours 30 Minutes (150 Minutes)	1 Hour 10 Minutes (70 Minutes)
	30-Over	3 Hours 50 Minutes (230 Minutes)	1 Hour 50 Minutes (110 Minutes)
	35-Over	4 Hours 20 Minutes (260 Minutes)	2 Hours 5 Minutes (125 Minutes)

	40-Over	5 Hours (300 Minutes)	2 Hours 25 Minutes (145 Minutes)
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The following Grades regularly include turf wickets where possible:

- Year 8 Boys, Year 9 Boys, and Year 10-11 Boys in the Peel Area
- Year 8 Boys, Year 9 Boys, and Year 10-11 Boys in the Midland-Guildford Area

All other grades play on artificial wickets, but a team may receive approval for a turf home ground to be used if required.

Season Dates

Important Dates

- 1st of July – Registrations Open
- 24th of September – Team Nominations Due
- 13th of October – Tentative Fixture Release
- 21st of November – MJCC President’s Breakfast

Fixture Dates

2025-26 Season Dates			
Round	Friday	Saturday	Sunday
1	17/10/2025	18/10/2025	19/10/2025
2	24/10/2025	25/10/2025	26/10/2025
3	31/10/2025	1/11/2025	2/11/2025
4	7/11/2025	8/11/2025	9/11/2025
5	14/11/2025	15/11/2025	16/11/2025
6	21/11/2025	22/11/2025	23/11/2025
7	28/11/2025	29/11/2025	30/11/2025
8	5/12/2025	6/12/2025	7/12/2025
9	12/12/2025	13/12/2025	14/12/2025
Mid-Season Break (Includes Budget Direct T20 Cup Competition)			
10	30/01/2026	31/01/2026	1/02/2026
11	6/02/2026	7/02/2026	8/02/2026
12	13/02/2026	14/02/2026	15/02/2026
13	20/02/2026	21/02/2026	22/02/2026
March Long Weekend Bye			
14	6/03/2026	7/03/2026	8/03/2026
Semi Finals	13/03/2026	14/03/2026	15/03/2026
Grand Finals	20/03/2026	21/03/2026	22/03/2026

Finals

Finals Details

In Competitive Grades, the top four teams qualify for Semi Finals. The format is 1st v 4th and 2nd v 3rd, with the two Semi-Final winners qualifying for the Grand Final.

All Semi Finals are hosted by the higher ranked team. All Grand Finals will be at pre-determined locations.

These pre-determined Grand Final locations will be selected by the MJCC, will be local, and where possible, will be neutral. They may belong to a club involved in the grade, but will not be a ground that a team in the grade is allocated to.

Grand Finals venues will be booked by the MJCC. The Grand Final team ranked in the higher position will be listed as the home team, and is required to set up the usual equipment required from the home team.

Extra Matches

During Semi-Finals, friendly matches can be played between teams not involved in Finals. This could either be teams from non-competitive grades, or teams in competitive grades that missed out on finals qualification. Clubs will need to organise these matches internally or between one another, then notify Competition Admin of the proposed time and location. Competition Admin will need to ensure there are no ground clashes for that weekend. Fixtures and E-scoring are not available for these friendly matches.

Budget Direct T20 Cup

Competition Details

The MJCC Budget Direct T20 Competition is a participation-based competition for any Stage 2 or Stage 3 teams that wish to join. Please note that this is only for Stage 2 and Stage 3 teams, as the Junior Cricket League already exists to cater for any Stage 1 teams looking to play cricket during the mid-season break.

Matches will be played on the weekends of the 3rd & 4th, 10th & 11th and 17th & 18th of January.

Competition Information:

- 3-week round robin.
- Pools of 4 where possible.
- Matches will be played on the same day as during the regular season for each team (e.g. Saturday morning for Year 8-9 girls, Sunday morning for Year 10-11 Boys).
- Played at normal club venues.
- No finals (No association awards for player statistics/team results).
- Players can wear their current community club shirts, no premier cricket shirts.
- Clubs may combine teams within the same club, combine teams across different clubs, and recruit new players.
- No new dispensations will be granted for this competition. If a player is already approved a dispensation to play with a team in the regular season, they will be approved to play in the same team in this competition.

Clubs to Provide:

- Ground Bookings.
- Match Balls.
- Equipment for Ground Set Up (Home Team).
- Scorebook/E-scoring device.

Match Day Reporting

Match Reports

Match officials are strongly encouraged to complete the match report form after the game is completed. Here, they can provide WA Cricket and the MJCC with direct feedback on the match conditions, opposition, umpires, and any other relevant information.

Incident Reporting

All matches played under the jurisdiction of the MJCC shall be played according to the MJCC General Rules and MJCC Stage Rules. When these rules are broken, the incidents should be reported to WA Cricket.

Match Officials or Team Officials can use the online MJCC Incident Report form or the online MJCC Match Report to submit the report. When submitting a report, officials should inform their Club President before submission. All Incident Reports must be received before 12 noon on the Monday directly following the incident occurring.

Once an Incident Report is received, an investigation will be initiated. All communication regarding early offers or reporting is conducted via Competition Admin and Club Presidents, therefore Club Presidents will need to discuss any incidents with the involved parties throughout this process.

Player & Team Management

Transfers & Permits

What is the difference between a Transfer and a Permit?

A transfer involves a player completely changing their club affiliation, moving from one club to another, often due to relocation, personal choice, or association regulations.

In contrast, a permit allows a player to maintain their primary club affiliation while also participating in another competition with a different team. For example, a player might play junior community cricket for club A while also participating in senior community cricket for club B.

Admin Led Transfers or Permits (facilitated by the Club Volunteer) into the MJCC are unavailable, as all players are required to complete a registration.

Player Led Transfers and Permits (initiated by the player when completing a registration at their non-affiliated club) into the MJCC are enabled, and can be selected by the player during the registration process.

Dispensations

Participants should play in their correct age group wherever possible, to ensure participants play with their friends their own age and ensure enjoyment and progression throughout their cricketing journey. However, some extenuating circumstances require participants to play outside their age group, including some of the below.

Clubs may seek dispensation for a player to play out of their designated Age Group. The following criteria will be used to assess whether a dispensation should be granted:

- Intellectual and/or physical impairment.
- 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.
- To prevent girls' team being split by progression to the next Competition Age Group. The player's skill level must be appropriate for the competition.
- 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.

A dispensation for intellectual and/or physical impairment can only be applied for the player to play below their designated Age Group, and can allow the player to play as far below their Age Group as necessary.

The Club can approve a dispensation to play one Competition Age Group higher than their designated Age Group. All other requests require approval from the MJCC, as per clause 2.3 of the General Rules.

All dispensations to play are for one season only and new approvals are required each year.

MJCC Dispensation 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. 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 no more than two Age Groups below the Competition Age Group could be used.

Dispensations will be opened for clubs to place requests from late August.

Team Selection

Team selection must be completed online prior to each match. Even if the team is exactly the same as the previous round, the team must still be confirmed prior to the match.

Please ensure you do not log in to E-Scoring to select your team unless at the venue about to start E-Scoring the match. This may lock the match, and prevent the match from being E-Scored.

For a step-by-step guide on how to select a team for each round, please follow the below process.

Coach or Team Manager Selecting Team Via MyTeams (requires Manager Access):

1. Once Logged into PlayHQ.com, Navigate to My Account > Click on the relevant Team.
2. Navigate to the Match you are looking for > Enter Manage Mode by clicking on Manage.
3. Click on Line Up > Select your specific Team > Click Select Team. Here you can select team from a previous line up, select specific players & select the captain.
4. Once comfortable with your team > Click save > Move forward by selecting the coach > Click save > Then finish up with other volunteers that may be assisting > Finishing up by clicking save.

Club Administrator Selecting Team Via Admin Portal (requires PlayHQ Admin Access)

1. Login into PlayHQ Admin (ca.playhq.com) > On the left-hand menu select Game Day > Select the relevant match Date > Then selecting details on the right-hand side of the relevant match.
2. Select team by clicking on the Select Team button. Note: If using Squads - Please ensure that all required players have been allocated to the squad before doing team selection.
3. Players will appear under the Team Players - Out section, simply click on the '+' next to their name and they will be added to the team.
4. You will have the option to select the Wicket Keeper during this process. Under the squad of Players you can select the captain(s).
5. Once all of your players have been selected click Next. You will then have the option to add coaching staff, including head and assistant coaches. Then click Next. again. PlayHQ will prompt you to Add Volunteers (eg. Scorer) if required. Once completed click the Save Team Selection button. Your team will now appear in the game details section in PlayHQ & on the PlayCricket App.

Player Rotations

Teams are required to adhere to the MJCC rules regarding player rotations throughout the season.

These player rotation requirements can be found in the Batting Requirements and Bowling Requirements sections in the relevant MJCC Stage Match Day Rules.

WA Cricket Competition Admin are able to support teams and officials in meeting these requirements by providing resources and information if required.

In Stage 1 Teams the requirements are as follows.

Batting:

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

Bowling:

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

In Stage 2 and Stage 3 Teams the requirements are as follows.

Batting:

- Players must bat in a minimum of 5 different positions prior to the Mid-Season break.
- Players must bat in a minimum of 5 different positions after the Mid-Season break (these can be the same 5 positions as prior to Mid-Season).
- Batting positions 1 & 2 are treated as separate positions.
- Any player named in the previous completed match who did not bat, must bat in the following match they play.
- Rotation of batting order is not required in any finals matches.

Bowling:

- Players must bowl in a minimum of 5 different positions prior to the Mid-Season break.
- Players must bowl in a minimum of 5 different positions after the Mid-Season break (these can be the same 5 positions as prior to Mid-Season).
- Bowling positions 1 & 2 are treated as separate positions.
- Any player named in the previous completed match who did not bowl, must bowl in the following match they play. Except in Year 9 Boys and Year 10-11 Boys Competitions, where a wicket keeper opts to keep for the entire innings.
- Rotation of bowling order is not required in any finals matches.

Stage Rules and General Rules

The MJCC Stage Rules, and the MJCC General Rules can be found on the MJCC Website in the Game Day section.

Click “Read More” under the required stage, scroll down to the “Rules” section, and click on either “Stage Rules” or “General Rules”.

Coaches and Team Managers are expected to be familiar with the Stage Rules for their required stage, and the General Rules.

General Rules contains rules and information regarding the following, that apply to all matches in the MJCC:

- Key General Principles
- Eligibility to Play
- Match Officials
- Match Results and Players Scores
- Finals
- Protests, Disputes and Behaviour
- Multiple Teams in the Same Competition
- MJCC Policies

Stage Rules contains rules and information specific to the relevant Stage of cricket in the MJCC. They contain rules regarding the following:

- Match Details and Length
- Match Officials
- Team Requirements
- Match Equipment
- Ground Setup
- Batting, Bowling, and Fielding Requirements
- Dismissals