

MJCC

METROPOLITAN JUNIOR COMMUNITY CRICKET

Match Day Rules Penalties

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All suspected or identified breaches are to be reported to the Association via WA Cricket Competition Administration who shall act as outlined below.

Stage 1 Matches

Competitions will be checked a minimum of twice per season for breaches of the Match Day Rules.

This is an education period so compliance requirements are understood before entering Stage 2. When a breach of the Match Day Rules 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 mangers.

General Rules – Section 2. Eligibility to Play

2.1. Player's Age Requirements; (b) and (c): that haven't been granted a dispensation.

2.4. Registration; (b)

Stages 2 and 3 Matches

Competitions will be checked frequently for breaches of the Match Day Rules.

Some breaches will require two letters of support and required action before resulting in penalties, and others will result in penalties after the first occurrence.

In the first instance where a breach of the Match Day Rules 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 the penalties below, and/or Code of Behaviour charge(s) against coaches and/or team managers.

No team penalties apply for non-competitive grade(s); however, breaches may result in Code of Behaviour charge(s).

In finals matches, where match point penalties cannot apply, any breaches to the Playing Conditions may result in a forfeit, at the discretion of the MJCC, without requiring any letters of support and required action.

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. Player's Age Requirements; (b) and (c): that haven't been granted a dispensation.
Penalty for breach – forfeit.

2.4. Registration; (b) and (d): that haven't been granted approval by the association.
Penalty for breach – forfeit.

General Rules – Section 5. Finals

5.3. Eligibility for Finals; (a) and (b): that haven't been granted a dispensation.
Penalty for breach – forfeit.

First Time Breaches of the Match Day Rules Resulting in a Match Point Penalty

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

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

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

NOTE: ***The Association has the ability to penalise a team for significant rotation breaches both over the Mid-Season Break, and before Semi-Finals. The Association 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

2.3. Dress Standards; (b)
Penalty for breach – 1 match point per breach, up to a maximum of 4 points per team per match.

2.4. Registration; (b), (c) and (d)
Penalty for breach – 1 match point per breach.

2.5. Team Lists; (c), (d) and (e)
Penalty for breach – two points penalty per match.

General Rules – Section 3. Match Officials

3.1. Umpires; (b), (c), (d) and (e): without prior approval of the association
Penalty for breach – Code of Conduct charge to the umpire plus the coach if the umpire is a team appointed one.

3.2. Scorers; (d)
Penalty for breach – Code of Conduct charge to the coach(es).

3.3. Coaching During Play; (d) and (e)
Penalty for breach – Code of Conduct charge to the coach(es).

MJCC Stage 2 Match Day Rules – Section 2. Team Numbers

2.1. Maximum and Minimum Team Members; (a) and (b)
Penalty for breach – one point penalty per breach per match.

MJCC Stage 2 Match Day Rules – Section 6. Innings

5.2. Mandatory Retirements; (a),(b) and (c)
Penalty for breach – one point penalty per breach per match.

5.3. Mandatory Retired Batters; (a), (b), (c) and (d)
Penalty for breach – two points per penalty per breach per match.

6.2. Overs per Bowler (T20 Matches); (a), (b), (c), (d) and (e)
Penalty for breach – two points penalty per breach per match.

6.3. Overs per Bowler (30 Over Matches); (a), (b), (c), (d) and (e)
Penalty for breach – two points penalty per breach per match.

6.3. Fielding Requirements; (a)
Penalty for breach – two points penalty per match.

MJCC Stage 3 Match Day Rules – Section 2. Team Numbers

2.1. Maximum and Minimum Team Members; (a) and (b)
Penalty for breach – one point penalty per breach per match.

MJCC Stage 3 Match Day Rules – Section 6. Innings

5.2 Mandatory Retirements; (a), (b) and (c)
Penalty for breach – one points penalty per breach per match.

5.3. Mandatory Retired Batters; (a), (b), (c) and (d)
Penalty for breach – two points per penalty per breach per match.

6.2. Overs per Bowler (T20 Matches); (a) and (b)
Penalty for breach – two points penalty per breach per match.

6.3. Overs per Bowler (30, 35 and 40 Over Matches); (a), (b), (c), (d) and (e)
Penalty for breach – two points penalty per breach per match.

6.5. Fielding; (d)
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.