



MJCC

Competition Handbook

Summer 2026-27

Contents

Contents	1
Introduction	2
Changes to Upcoming Season	2
Revisions	2
Team & Ground Nominations	3
Team Nominations	3
Standardised Team Naming Convention	4
Home Ground Allocations	5
Grades	5
Grade Setup	5
Grade Formats	6
Grade Details	6
Season Dates	7
Important Dates	7
Fixture Dates	7
Match Day Reporting	8
Match Reports	8
Incident Reporting	8
Finals	8
Finals Details	8
Extra Matches	8
Player & Team Management	9
Transfers & Permits	9
Dispensations	9
Team Selection	10
Player Rotations	10
Stage Rules and General Rules	11
Appendices	12
Appendix 1 – Summer 2026-27 Rule Changes	12

Introduction

The following document provides all the necessary competition information for clubs and volunteers to be aware of for the Summer 2026-27 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.

Changes to Upcoming Season

Please note the below list of both structural changes to this document, and MJCC Competitions Subcommittee decisions for the upcoming season.

Change	Page No.
Stage 1 Boys playing day options. Year 4 Boys and Year 5 Boys teams may now be nominated to Friday, Saturday or Sunday, no matter their area.	3
Team Nominations in Stage 3 Boys will now require clubs to nominate to either Synthetic or Turf. Please read the descriptions carefully for which option your club should choose.	4
Clarification on team names for PlayCricket, in addition to information already provided for PlayHQ.	5
Addition of Appendix 1 – 2026-27 Rule Changes	12

Revisions

Change	Date
Updated for Summer 2026-27 with MJCC Comp Subcommittee changes prior to 9 July 2026.	9 July 2026
Error on Page 7 regarding season dates in summary, updated to reflect Round 10 taking place on last weekend of January school holidays.	20 July 2026

Team & Ground Nominations

Team Nominations

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

There are 23 different grades available for allocation, listed in the below table.

A structural change this season is that Year 4 Boys and Year 5 Boys in all areas can choose to nominate to either Friday, Saturday or Sunday grade options. This will be the default day of their matches, i.e. Year 4 Boys Friday will play Friday evenings unless organised otherwise.

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

A procedural change this season is that when clubs go to nominate Stage 3 Boys teams, they will opt into either Synthetic or Turf. Please nominate to the turf grade option if your team is able to play away games on turf, even if you do not have a home turf ground available.

Stage	Competition Age Group	Grade Options	Playing Day	Description
Stage 1	Year 4-5 Girls	Year 4-5 Girls	Saturday	This is for all Year 4-5 Girls teams.
		Year 4-5 Girls Sunday (North West)	Sunday	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	Saturday	This is for all Year 6-7 Girls teams.
Stage 2	Year 8-9 Girls	Year 8-9 Girls	Saturday	This is for all Year 8-9 Girls teams.
Stage 3	Year 10-11-12 Girls	Year 10-11-12 Girls	Saturday	This is for all Year 10-11-12 Girls teams.
Stage 1	Year 4 Boys	Year 3 Boys South Perth	Saturday	This is for South Perth internal teams.
		Year 4 Boys (Friday)	Friday	This is for any Year 4 Boys team who would like to play on a Friday afternoon.
		Year 4 Boys (Saturday)	Saturday	This is for any Year 4 Boys team who would like to play on a Saturday morning.
		Year 4 Boys (Sunday)	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	Saturday	This is for South Perth internal teams.
		Year 5 Boys (Friday)	Friday	This is for any Year 5 Boys team who would like to play on a Friday afternoon.
		Year 5 Boys (Saturday)	Saturday	This is for any Year 5 Boys team who would like to play on a Saturday morning.
		Year 5 Boys (Sunday)	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	Saturday	This is for all Year 6 Boys teams.
		Year 6 Boys Sunday (South East)	Sunday	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	Saturday	This is for South Perth internal teams.
		Year 7 Boys	Saturday	This is for all Year 7 Boys teams.
Stage 3	Year 8 Boys	Year 8 Boys (Synthetic)	Saturday	This is for all Year 8 Boys teams who wish to play only on synthetic.
		Year 8 Boys (Turf)	Saturday	This is for all Year 8 Boys teams who are able to play away games on turf, whether they have a home turf ground available, or not.

Stage 3	Year 9 Boys	Year 9 Boys (Synthetic)	Sunday	This is for all Year 9 Boys teams who wish to play only on synthetic.
		Year 9 Boys (Turf)	Sunday	This is for all Year 9 Boys teams who are able to play away games on turf, whether they have a home turf ground available, or not.
Stage 3	Year 10-11 Boys	Year 10-11 Boys (Synthetic)	Sunday	This is for all Year 10-11 Boys teams who wish to play only on synthetic.
		Year 10-11 Boys (Turf)	Sunday	This is for all Year 10-11 Boys teams who are able to play away games on turf, whether they have a home turf ground available, or not.

Standardised Team Naming Convention

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

1. Club name – 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

Teams are then required to use the following in their Team ID field (in order):

This is what will be shown in the PlayCricket App.

1. Club name – Don't include JCC/CC
2. Age - optional
3. 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.

For clarification:

Team Information

Age group*

Please select

Gender*

Please select

ID

[Club Name] [Age] [Name]

Team name*

[Club Name] [Optional: Mascot] [Age] [Gender] [Name]

NOTE: the Age Group and Gender fields only apply to filtering when allocating a team to a grade

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 Fridays, 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.

You may choose to keep track of your ground allocations as below.

		Saturday		Sunday	
Venue Name	Oval Name	Team 1	Team 2	Team 1	Team 2
WACA Ground	Oval 1	Year 4 Black	Year 4-5 Girls	Year 5 Gold	Year 4 Orange

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. Evening matches, such as Friday night matches, will typically begin at 4:30pm unless an alternative is organised for specific matches.

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	2 Hours 25 Minutes

		(300 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

Additional grades will be added if enough teams nominate to a particular age group from an area. All other grades play on artificial wickets.

Season Dates

Important Dates

6th of July – Registrations Open

16th of September – Team Nominations Due

2nd of October – Tentative Fixture Release

Fixture Dates

Due to the Easter Long Weekend taking place in the final week of March, avoiding the March Long Weekend and October School Holidays, Round 10 will take place on the final weekend of January School Holidays (i.e. play on the weekend and return to school on Monday).

Round	Friday	Saturday	Sunday
1	16/10/2026	17/10/2026	18/10/2026
2	23/10/2026	24/10/2026	25/10/2026
3	30/10/2026	31/10/2026	1/11/2026
4	6/11/2026	7/11/2026	8/11/2026
5	13/11/2026	14/11/2026	15/11/2026
6	20/11/2026	21/11/2026	22/11/2026
7	27/11/2026	28/11/2026	29/11/2026
8	4/12/2026	5/12/2026	6/12/2026
9	11/12/2026	12/12/2026	13/12/2026
Mid-Season Break			
10	29/01/2027	30/01/2027	31/01/2027
11	5/02/2027	6/02/2027	7/02/2027
12	12/02/2027	13/02/2027	14/02/2027
13	19/02/2027	20/02/2027	21/02/2027
March Long Weekend Bye			
14	5/03/2027	6/03/2027	7/03/2027
Semi Finals	12/03/2027	13/03/2027	14/03/2027
Grand Finals	19/03/2027	20/03/2027	21/03/2027

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.

Match reports can only be filled out by coaches, in which they must be registered to Play HQ and provided with admin access in order to receive the match report each week. If a team manager wishes to also fill out match reports, they will need to register as an additional coach. Alternatively, if the team manager has a child in the team, they may nominate their child as captain (and give them management access) on top of the team's regular captain. This will allow for them to receive match reports after each match.

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 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 12PM 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.

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.

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 in Rounds 1-7 (inclusive).
- Players must bat in a minimum of 5 different positions in Rounds 8-14 (inclusive), (these can be the same 5 positions as Rounds 1-7).
- 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 in Rounds 1-7 (inclusive).
- Players must bowl in a minimum of 5 different positions in Rounds 8-14 (inclusive), (these can be the same 5 positions as Rounds 1-7).
- 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

Appendices

Appendix 1 – Summer 2026-27 Rule Changes

Location	Previous Rule	Updated Rule												
General Rules 5.3. Eligibility for Finals	(b) Exemptions may be granted by the MJCC subject to the following criteria: i. 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 the same club, who is one Age Group younger than the team requiring the player to play. ii. Any team that is below the Maximum Number of Players allowed on field per match because of injury or illness (or another 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. The 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: Abandoned matches, byes and forfeits against, each do not count as a fixture for 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.												
Stage 1 Match Day Rules 3.2.	(c) The ball colour will be determined by the MJCC, and may be red, white, or pink depending on the match start time and ball availability.	(c) The ball colour will be as follows: <table><tr><td>Competition Option</td><td>Daytime Match</td><td>Evening Match</td></tr><tr><td>Boys</td><td>Red</td><td>Pink</td></tr><tr><td>Girls</td><td>Pink</td><td>Pink</td></tr></table>	Competition Option	Daytime Match	Evening Match	Boys	Red	Pink	Girls	Pink	Pink			
Competition Option	Daytime Match	Evening Match												
Boys	Red	Pink												
Girls	Pink	Pink												
Stage 2 Match Day Rules 3.2.	(a) A standard 2-piece 142g cricket ball shall be used. (b) Each team provides a ball for their bowling innings. (c) The ball colour will be determined by the MJCC, and may be red, white, or pink depending on the match start time and ball availability.	(a) A standard Kookaburra 2-piece 142g cricket ball shall be used. (b) Each team provides a ball for their bowling innings. (c) The ball colour will be as follows: <table><tr><td>Competition Option</td><td>Daytime Match</td><td>Evening Match</td></tr><tr><td>Boys</td><td>Red</td><td>Pink</td></tr><tr><td>Girls</td><td>Pink</td><td>Pink</td></tr></table>	Competition Option	Daytime Match	Evening Match	Boys	Red	Pink	Girls	Pink	Pink			
Competition Option	Daytime Match	Evening Match												
Boys	Red	Pink												
Girls	Pink	Pink												
Stage 3 Match Day Rules 3.2.	(a) The ball type shall be as follows: <table><tr><td>Competition Option</td><td>Ball Type</td></tr><tr><td>Boys</td><td>156-gram Two Piece</td></tr><tr><td>Girls</td><td>142-gram Two</td></tr></table>	Competition Option	Ball Type	Boys	156-gram Two Piece	Girls	142-gram Two	(a) The ball type shall be as follows: <table><tr><td>Competition Option</td><td>Ball Weight</td></tr><tr><td>Boys</td><td>156-gram</td></tr><tr><td>Girls</td><td>142-gram</td></tr></table> (b) Each team provides a ball for their bowling innings.	Competition Option	Ball Weight	Boys	156-gram	Girls	142-gram
Competition Option	Ball Type													
Boys	156-gram Two Piece													
Girls	142-gram Two													
Competition Option	Ball Weight													
Boys	156-gram													
Girls	142-gram													

	<table><tr><td></td><td>Piece</td></tr></table> (b) Each team provides a ball for their bowling innings. (c) The ball colour will be determined by the MJCC, and may be red, white, or pink depending on the match start time and ball availability.		Piece	(c) Matches on turf may use a Kookaburra 4-piece cricket ball, all others must use a Kookaburra brand 2-piece cricket ball. (d) The ball colour will be as follows: <table><tr><td>Competition Option</td><td>Daytime Match</td><td>Evening Match</td></tr><tr><td>Boys</td><td>Red</td><td>Pink</td></tr><tr><td>Girls</td><td>Pink</td><td>Pink</td></tr></table>	Competition Option	Daytime Match	Evening Match	Boys	Red	Pink	Girls	Pink	Pink
	Piece												
Competition Option	Daytime Match	Evening Match											
Boys	Red	Pink											
Girls	Pink	Pink											
Stage 2 Match Day Rules 5.1.	(a) Players must bat in a minimum of 5 different positions prior to the Mid-Season break. (b) 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.	(a) Players must bat in a minimum of 5 different positions in Rounds 1-7 (inclusive) (b) Players must bat in a minimum of 5 different positions in Rounds 8-14 (inclusive). These can be the same 5 positions as required in 5.1. (a).											
Stage 3 Match Day Rules 5.1.	In this Competition, the batting order shall be rotated on a weekly basis as follows: (a) Players must bat in a minimum of 5 different positions prior to the Mid-Season break. (b) 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. (c) Batting positions 1 & 2 are treated as separate positions. (d) Any player named in the previous completed match who did not bat must bat in the following match they play. (e) Rotation of batting order is not required in any Finals matches. Note: These rotations must be strictly adhered to. Penalties for this are outlined in the MJCC Reports, Investigations and Outcomes Policy.	In this Competition, the batting order shall be rotated on a weekly basis as follows: (a) Players must bat in a minimum of 5 different positions in Rounds 1-7 (inclusive). (b) Players must bat in a minimum of 5 different positions in Rounds 8-14 (inclusive). These can be the same 5 positions as required in 5.1. (a). (c) Batting positions 1 & 2 are treated as separate positions. (d) Any player named in the previous completed match who did not bat must bat in the following match they play. (e) Rotation of batting order is not required in any Finals matches. Notes: Batters should be given roughly equal opportunities to bat throughout the season. These rotations must be strictly adhered to. Penalties for this are outlined in the MJCC Reports, Investigations and Outcomes Policy.											