



MJCC

**METROPOLITAN JUNIOR
CRICKET COUNCIL**

Stage 3 Match Day Rules

(Suitable for Year 8,9 and 10-11 Boys and Year 10-11-12 Girls Competitions)

Table of Contents

1. Match Details and Length	3
1.1. Match Options	3
1.2. Innings Length and Breaks	3
1.3. Wickets Per Innings.....	4
2. Match Officials	4
3. Team Requirements	4
3.1. Boys Competitions	4
3.2. Girls Competitions	5
3.3. Lending Fielders	5
4. Match Equipment	5
4.1. Standard Equipment	5
4.2. Ball	6
4.3. Protective Equipment	6
5. Ground Setup	6
5.1. Pitch Length	6
5.2. Boundary Distance	6
6. Innings	7
6.1. Batting Requirements	7
6.1.1 Rotations.....	7
6.1.2 Mandatory Retirements.....	7
6.1.3 Mandatory Retired Batters.....	7
6.1.4 Batters Retired Hurt	8
6.1.5 Absent Batters	8
6.2. Bowling Requirements	8
6.2.1 Rotations.....	8
6.2.2 Maximum Overs per Bowler.....	8
6.2.3 Length of Overs.....	9
6.2.4 No Balls.....	9
6.2.5 20 Over Match - Free Hit.....	11
6.2.6 Wides.....	11
6.3. Fielding	11
6.4. Dismissals	12

These rules must be used by all Competitions and their affiliated clubs in the playing of Junior Cricket and shall be read in conjunction with:

- MCC Laws of Cricket (<https://www.lords.org/mcc/the-laws-of-cricket>);
- MCC Law 42 Players' Conduct is replaced by MJCC Reports, Investigations and Outcomes Policy; and
- MJCC General Rules for all MJCC Endorsed Competitions.

MJCC rules herein may alter MCC Laws of Cricket for MJCC endorsed competitions.

This is done to ensure and increase player safety, progression, participation and enjoyment. Where MJCC rules do not specifically address a scenario in a MJCC endorsed competition match, the related MCC Law should be used.

1. Match Details and Length

1.1. Match Options

- (a) The Association shall determine the match length and fixture structure for competitions based on the following options:
 - i. 20 Over Match, 30 Over Match, 35 Over Match, 40 Over Match and,
 - ii. Boys Competition or Girls Competition.
- (b) In Stage 3 matches, all overs should be bowled from one end, with ends swapping at each drinks break, including scheduled extra drinks breaks.

For example: in a 30 Over Match, the end the ball is delivered from should change after the drinks break at 15 overs.

- (c) 40 over matches are restricted to Boys Yr10/11 competitions.
- (d) The maximum length of time to complete the match shall be as follows:

20 Over Match	2 hours 30 minutes (150 minutes)
30 Over Match	3 hours 40 minutes (220 minutes)
35 Over Match	4 hours (240 minutes)
40 Over Match	4 hours 30 minutes (270 minutes)

NOTE: The time allocated and the overs for a day's play may not be altered and must be strictly adhered to.

- (e) Reference Shall Also be Made to Section 4.5 End of Match or Time, of the General Rules for all MJCC Endorsed Competitions.

1.2. Innings Length and Breaks

- (a) Each batting innings shall be completed at the conclusion of the following (in order of priority):
 - i. The team is all out;
 - ii. The allocated time as outlined below; or
 - iii. The completion of the allocated overs as per the Match Details.

20 Over Match	70 Minutes
30 Over Match	110 Minutes
35 Over Match (Bowling One End)	115 Minutes
35 Over Match (Bowling Each End)	130 Minutes
40 Over Match	145 Minutes

- (b) The Team Batting Second is entitled to the same number of overs as the Team Batting First, except where the Team Batting First was all out, where they shall be entitled to receive the full allocation of overs.
- (c) If time is called and the second team has faced fewer overs than the first team faced for its first innings, a result will be determined by the scores at the same number of overs that the second team faced.
- (d) Deliberate time wasting is a mandatory reportable offence, which may change the result of a match.
- (e) There is a ten-minute change over between innings.
- (f) Drinks Breaks:

- i. Drinks breaks should be taken as follows, allowing for the wicket keeper to change:
 - 20 over matches – drinks should be taken after 10 overs.
 - 30 over matches – drinks should be taken after 15 overs.
 - 35 over matches – drinks should be taken after 18 overs.
 - 40 over matches – drinks should be taken after 20 overs.
 - ii. Drink breaks should take no longer than 3 minutes.
 - iii. Drinks may be taken more frequently if called for by mutual consent of the supervising officials, particularly on hot days as outlined in the relevant policy.
 - iv. Extra drinks break if taken must be completed within 2 minutes.
- (g) Batters, bowlers and wicketkeepers may ask the umpire for a drink which should take place on the ground and between overs to allow play to continue.

1.3. Wickets Per Innings

1.3.1 Boys Competitions

- (a) The maximum number of wickets for a team to be all out shall be 10 wickets when a team has 11 or more players.
- (b) If a team has fewer than 11 players, then the maximum wickets is the number of players available less 1 (e.g. 8 players = 7 wickets).

1.3.2 Girls Competitions

- (a) The maximum number of wickets for a team to be all out shall be 8 wickets when a team has 9 or more players.
- (b) If a team has fewer than 9 players, then the maximum wickets is the number of players available less 1 (e.g. 8 players = 7 wickets).

2. Match Officials

- (a) Coach – accredited to at least Cricket Australia Community Coach Level.
- (b) Umpires – the following shall apply:
- (c) Each team will provide 1 adult umpire to be responsible for umpiring (when required).
- (d) The association may allocate accredited and paid umpires for the match.
 - i. Where one independent umpire is provided in a match, the batting team will provide the square leg umpire.
 - ii. Where no independent umpire is provided in a match, the batting team shall provide the central umpire, the bowling team will provide the square leg umpire.
- (e) All non-association appointed umpires are required to wear the MJCC Volunteer Community Umpire vest whilst umpiring.
- (f) Scorers – each team will provide 1 competent scorer to be responsible for recording the match.

3. Team Requirements

3.1. Boys Competitions

- (a) 8 players per team minimum are required to play the match.
- (b) 13 players per team maximum are to be allocated to a team on match day.

- (c) Only 11 players can be on the field at any given time. If more than 11 players are present, they should be off the field for no more than 3 overs at a time, unless injured or are leaving the match.
- (d) Opposition coaches/team managers are to be notified of injuries that affect a player from batting, bowling or fielding as soon as possible.

3.2. Girls Competitions

- (a) 7 players per team minimum are required to play the match.
- (b) 11 players per team maximum are to be allocated to a team.
- (c) Only 9 players can be on the field at any given time. If more than 9 players are present, they should be off the field for no more than 3 overs at a time, unless injured or are leaving the match.
- (d) Opposition coaches/team managers are to be notified of injuries that affect a player from batting, bowling or fielding as soon as possible.

3.3. Lending Fielders

When a team is short of players a request for loan players may be made by the bowling/fielding side. If this is requested, the following shall apply:

- (a) The opposition must provide loan players for the purpose of fielding. Not for batting or bowling.
- (b) Loan players may be requested to even the team numbers only, up to the number permitted in the field. If more than two players are required to do this, it is discretionary on the batting side to do this to provide more than two players.
- (c) For 30, 35 or 40 over matches, the batting side is only obliged to provide players who have already batted and been dismissed. It is at the discretion of the batting side to supply players who have not yet batted, have batted and retired not out or who are injured.
- (d) During finals, teams are not required to provide players from their own team for the purpose of fielding for the opposition team when a team is short of players.

Examples for 30, 35 or 40 over matches:

- In an 11-a-side match Team A has 11 players, Team B has eight players. Upon request Team A must supply two fielders that have already batted and been dismissed in the Team A batting innings. I.e. Team B cannot access Team A fielders until after they have batted and been dismissed.
- In an 11-a-side or 9-a-side match, Team A has nine players, Team B has eight players. Upon request Team A must supply one fielder that has already batted and been dismissed in the Team A batting innings. I.e. Team B cannot access a Team A fielder until after they have batted and been dismissed.

4. Match Equipment

4.1. Standard Equipment

In line with the General Rules section 4.2 Duty Team, the home team should provide the following:

- (a) 2 sets of stumps with bails are required.
- (b) Measuring tape or premeasured length of rope for boundary length set up.

- (c) Boundary markers.
- (d) Chalk or tape to mark the crease (if required).

4.2. Ball

- (a) A standard 2-piece 156g cricket ball shall be used in boy's competitions. Each team provides a ball for their bowling innings.
- (b) A standard 2-piece 142g cricket ball shall be used in girl's competitions. Each team provides a ball for their bowling innings.
- (c) The ball colour will be determined by the Association and may be red, white or pink depending on the match start time.

4.3. Protective Equipment

- (a) Helmets (BS7928:2013), pads, gloves and protectors are mandatory and must be worn when batting and when wicket keeping within 3m of the stumps.
- (b) Thigh pads, chest and arm guards are optional and should be considered.

5. Ground Setup

5.1. Pitch Length

The pitch length for all matches is a standard length of 20.12 metres.

5.2. Boundary Distance

- (a) The boundary distance shall be per the tables below, dependent on age group and match format.
- (b) Matches may be played on grounds that are smaller than these boundary distance allows. In these circumstances, the home team shall ensure the boundary is maximised to be degree that the ground allows.
- (c) No-go zones are required behind the bowler's end.
 - i. They must be clearly marked with cones or similar; and,
 - ii. Spectators are not permitted to enter the zones, except to move through the zones without disrupting the match.
- (d) There must be a minimum of 3 metres between any solid structure and a boundary. This includes tents, scorers, spectators and chairs.

20 Over Matches;

Competition	Boundary Size
Yr8 Boys	45 metres from centre of wicket
Yr9 and Yr10/Yr11 Boys	50 metres from centre of wicket
Yr10/11/12 Girls	45 metres from centre of wicket

30, 35 and 40 Over Matches;

Competition	Boundary size
Yr8 Boys	50 metres from centre of wicket
Yr9 Boys	55 metres from centre of wicket
Yr10/Yr11 Boys	60 metres from centre of wicket

Yr10/11/12 Girls	45 metres from centre of wicket
------------------	---------------------------------

6. Innings

6.1. Batting Requirements

6.1.1 Rotations

In this Competition, the batting order shall be rotated as follows:

- 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.

NOTE: These rotations must be strictly adhered to. Penalties for this are outlined in the MJCC Reports, Investigations and Outcomes Policy.

NOTE: Different match formats are considered the same competition. For example, Year 8 Boys, and Year 8 Boys T20 rotations would be considered as a whole, and not as two separate competitions.

6.1.2 Mandatory Retirements

- Batters must not retire until they have faced their allotted number of balls.
- In a 20 over match, each batter will retire immediately after facing **20 balls**, inclusive of wides and no balls.
- In 30 over, 35 over and 40 over matches, each batter will retire immediately after facing their required number of balls inclusive of wides and no balls:

Boys Competition	Required Number of Balls Faced
Yr8 Boys and Yr9 Boys	35 balls
Yr10/Yr11 Boys	40 balls
Yr10/Yr11 Boys (40 over match)	50 balls
Yr10/11/12 Girls	35 balls

6.1.3 Mandatory Retired Batters

- Retired batters can return to bat only after all other members on the team list that are present have batted.
- A retired batter can only resume their innings when all other batters have faced the required number of balls faced as per 6.1.2 (a) or (b) or have been dismissed.
- Retired batters will resume their innings **in the order of retirement**.
- A previously retired batter must be retired again after they have faced the required number of balls as per rule 6.3.2 (a) or (b) except if no other retired batters are remaining.
- Retired batters at the completion of an innings are recorded as Retired Not Out.

NOTE: For the avoidance of doubt, a previously retired batter begins from 0 balls faced when they return.

6.1.4 Batters Retired Hurt

- (a) If a batter retires because of illness, injury or any other unavoidable cause, they are entitled to resume their innings at the fall of a wicket or at the retirement of another batter.
- (b) If for any reason they do not resume their innings, they are to be recorded Retired Not Out.

NOTE: For the avoidance of doubt, a batter retired hurt resumes their innings from the number of balls previously faced when they return.

6.1.5 Absent Batters

- (a) If a batter is not present to resume their innings after a break and was not retired before the break they will be recorded as Retired Out. If the reason for not being able to resume their innings is unavoidable, they shall be recorded as Retired Not Out.
- (b) If a batter is not present to bat their innings, they will be recorded as Did Not Bat.

6.2. Bowling Requirements

6.2.1 Rotations

In this Competition, the bowling order shall be rotated as follows:

- (a) Players must bowl in a minimum of 5 different positions prior to the Mid-Season break.
- (b) 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).
- (c) Bowling positions 1 & 2 are treated as separate positions.
- (d) Any player named in the previous completed match who did not bowl, must bowl in the following match they play.

NOTE: The exception to requirement (d) is in Yr9 and Yr10/Yr11 Boys Competitions, where a wicket keeper opts to keep for the entire innings. Refer clause 6.3(d)

- (e) Rotation of bowling 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.

NOTE: Different match formats are considered the same competition. For example, Year 8 Boys, and Year 8 Boys T20 rotations would be considered as a whole, and not as two separate competitions.

6.2.2 Maximum Overs per Bowler

In this Competition, the following shall apply:

20 Over Matches

In Boys Competitions:

- (a) A minimum of 7 players must bowl a minimum of 2 overs each.
- (b) 7 players must bowl 2 overs each before any player can bowl more than 2 overs.

- (c) A maximum of 4 overs per player.
- (d) Coaches are to rotate the opportunity for different players to bowl 3 or 4 overs in a match.

NOTE: Bowlers should bowl a roughly equal number of overs per match across the season.

In Girls Competitions:

- (a) In teams of 10 players or less, each player, including the wicketkeepers, must bowl a minimum of 2 overs. In teams of 11 players, 9 players must bowl 2 overs each and 2 players must bowl 1 over each.
- (e) All players, except the wicketkeepers, must bowl 2 overs before any player can bowl more than 2 overs.
- (f) A maximum of 4 overs per player.
- (g) Coaches are to rotate the opportunity for different players to bowl 3 or 4 overs in a match.

NOTE: Bowlers should bowl a roughly equal number of overs per match across the season.

30 Over, 35 Over and 40 Over Matches

- (a) In Yr8 Boys and Yr10/11/12 Girls, all players must bowl a minimum of 2 overs.
- (h) In Yr8 Boys and Yr10/11/12 Girls, all players, except the wicketkeepers, must bowl 2 overs before any player can bowl more than 3 overs.
- (i) In Yr9 Boys and Yr10/11 Boys, seven (7) players must bowl 2 overs before any player can bowl more than 4 overs. All players are encouraged to bowl in each match.
- (j) A maximum of 6 overs per player.
- (k) Coaches are to rotate the opportunity for different players to bowl 5 or 6 overs in a match.

NOTE: Bowlers should bowl a roughly equal number of overs per match across the season.

6.2.3 Length of Overs

- (a) There is a maximum of 8 deliveries per over.
- (b) A No Ball is re-bowled subject to a maximum of 8 deliveries per over.
- (c) A Wide is re-bowled subject to a maximum of 8 deliveries per over.
- (d) In the event of a bowler being injured during an over, another player shall complete the over. The normal bowling restrictions shall apply to both players.

Example of (d): *completing other players over shall count as a full over bowled by the replacement bowler and part of their allowed number of overs.*

6.2.4 No Balls

A “No Ball” *shall* be called for a delivery when:

- (a) Part of the bowler’s front foot on landing, whether grounded or not, is not behind the popping crease.

- (b) Part of the bowler's back foot is grounded on landing on, or outside, the line of the return crease.
- (c) A ball lands off the pitch, rolls off the pitch, or hits the edge of the pitch. This includes balls that start off the pitch but roll back on.
- (d) A ball bounces three times or more, or rolls along the ground, before reaching the batting crease.
- (e) A ball comes to rest in front of the line of the striker's wicket without having previously touched the bat or the striker, or is so far from the pitch that the striker leaves the pitch to attempt to play the ball. The umpire shall call and signal No Ball and immediately call and signal Dead Ball and the striker is not permitted an opportunity to hit the ball.
- (f) A ball passes, or would have passed, above the waist on the full, with the batter standing upright at the crease. Either or both umpires may call No Ball. In this circumstance:
 - i. On calling No Ball, the umpire is to warn the bowler that any further repetition in that innings will result in the bowler being removed from the attack before completing the over and they will be unable to bowl again in that innings. The over shall be completed by a different bowler, who shall not have bowled the previous over and shall not bowl the next over. For clarification, any part over bowled shall count as an over bowled for each bowler.
 - ii. If the bowler is very slow bowler or spin bowler (f)(i) shall not apply.

Example of (ii): *A spinner is exempt from receiving warnings, unless the bowler bowls a significantly and obviously "quicker" ball.*

- iii. If the ball was clearly out of reach of the batter, (f)(i) shall not apply.

Example of (iii): *The ball is delivered and flies way over the batter's head or considerably wide of the batter and clearly out of reach, no ball shall be called, but no warning given.*

- (g) A ball which, after pitching, passes or would have passed above the batter's shoulder with the batter standing upright at the crease. Either or both umpires may call No Ball. In this circumstance:
 - i. On calling No Ball, the umpire is to warn the bowler that any further repetition in the innings will result in the bowler being removed from the attack before completing the over and they will be unable to bowl again in that innings. The over shall be completed by a different bowler, who shall not have bowled the previous over and shall not bowl the next over. For clarification, any part over bowled shall count as an over bowled for each bowler.
 - ii. If the bowler is a very slow bowler or spin bowler (g)(iv) shall not apply.

Example of (ii): *A spinner is exempt from receiving warnings, unless the bowler bowls a significantly and obviously "quicker" ball.*

- iii. If the ball was clearly out of reach of the batter, (g)(iv) shall not apply.

Example of (iii): *The ball is delivered, bounces and flies way over the batter's head or considerably wide of the batter and clearly out of reach, no ball shall be called, but no warning given.*

NOTE: *It is for the umpire to decide if the bowler is a very slow bowler or spin bowler.*

- (h) There are more than two fielders behind square leg (on the leg side).
- (i) A fielder stands within 10 metres of the striker, with the exception the Wicketkeeper, slips and gullies.
- (j) A fielder stands within 2 metres of the pitch in front of the striker's wicket.
- (k) A Wicketkeeper takes a delivered ball prior to it passing the stumps.
- (l) When the bowler dislodges the bails whilst delivering the ball.

6.2.5 20 Over Match - Free Hit

- (a) The delivery after a No Ball shall be a Free Hit for whichever batsman is facing it.
- (b) The bowler's end umpire will signal a Free Hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.
- (c) Changes to fielding positions are not permitted for a Free Hit unless there is a change of striker following the No Ball.
- (d) For any Free Hit, a batter can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the Free Hit is called a Wide.
- (e) If a no ball is bowled on the 8th ball of an over, "over" shall still be called and the first ball of the next over shall be a free hit, unless (f) below applies.
- (f) If a no ball is bowled on the 8th ball of the final over of an innings the over shall continue with a 9th or next legitimate ball.

6.2.6 Wides

A Wide is as defined in the Laws of Cricket as being out of reach of the batter. For clarification, the following applies:

- (a) Any ball that pitches on the wicket, or passes the batter, that is outside the batter's reach, standing in their normal batting position, is a 'Wide'.
- (b) In T20 matches, all balls bowled leg side of the batter are a Wide.
- (c) A batter can be dismissed Stumped or Run Out on a Wide.

NOTE: If the batter strikes or contacts the ball, then it is not a Wide.

6.3. Fielding

- (a) No fielders shall be located within 10 metres of the striker, except for the Wicketkeeper, Slips and Gullies for safety reasons and to encourage singles.
- (b) In Yr10/Yr11 Boys and Yr10/11/12 Girls Competitions, fielders may stand within 10 metres of the striker, but must wear a helmet and protector.
- (c) No fielder may stand within 2 metres of the playing surface in front of the striker's wicket.
- (d) The following shall apply to Wicketkeepers:
 - i. In Yr8 Boys and Year 10/11/12 Girls competitions, a minimum of 2 wicketkeepers are required. A wicketkeeper cannot keep for more than half (50%) of the Innings, except in 35 over matches when a player may keep wicket for 18 overs.
 - ii. In Yr9 Boys and Yr10/Yr11 Boys competitions, a wicketkeeper can keep for the entire innings and may keep for multiple matches in succession. Any wicket keeper who keeps wicket for a full innings must be noted on PlayHQ and the scorebook to assist with compliance checks.
- (e) Fielding rotations are encouraged to be implemented at the discretion of the Coach, to ensure players experience all fielding positions.

- (f) If more than the maximum number of players allowed on the field are playing, they should be off the field for no more than 3 overs at a time, unless injured or are leaving the match.

6.4. Dismissals

All Dismissals as defined in the Laws of Cricket shall apply except for the following:

- (a) In Yr8 and Yr9 Boys Competitions and Yr10/11/12 Girls Competitions, a Batter is Not Out LBW if the ball hits the batter on either pad or body and they are clearly playing forward in a genuine stroke.

NOTE: In Yr8 and Yr9 Boys and Yr10/11/12 Girls competitions, to assist umpires in their decision making:

- Any batter making a genuine attempt to play forward on a synthetic pitch should not be given out LBW (ball likely to be going over the stumps)
 - Any player making a genuine attempt to play forward AND a genuine attempt to play the ball should not be given out LBW.
- (b) Run outs by the bowler of the non-striker before delivering the ball.
- i. Each individual non-striker must be warned **once** before being given out run out should the occurrence happen a second time.
 - ii. The umpire alone shall decide if a warning is appropriate, required and issued. The umpire shall confirm with each batter, the fielding team captain and batting team's coach when each warning has been issued.

NOTE: If a bowler halts their bowling action prior to delivering the ball, the batter does not automatically receive a warning. The umpire shall decide if a warning is required.