



MJCC

**METROPOLITAN JUNIOR
CRICKET COUNCIL**

Stage 2 Match Day Rules

(Suitable for Year 6 and 7 Boys and Year 8-9 Girls Competitions)

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These rules must be used by all Associations 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 from the following options:
- 20 Over Match OR 30 Over Match, and,
 - Boys Competition; or Girls Competition.
- (b) All overs in each format are to be bowled from the same end. The batters will change ends at the completion of an over.
- (c) 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)

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

- (d) Refer to 4.5 End of Game or time, of 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):
- The team is all out;
 - The allocated time as outlined below; or
 - The completion of the allocated overs as per the Match Details.

20 Over Match	70 Minutes
30 Over Match	105 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 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:
- Drinks breaks should be taken as follows, allowing for the wicketkeeper to change:
 - 20 over matches – drinks should be taken after 10 overs.
 - 30 over matches – drinks should be taken after 15 overs.
 - Drink breaks should take no longer than 3 minutes.
 - 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.
 - Extra drinks break if taken must be completed within 2 minutes.

- v. Batters 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

- (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 one.

2. Match Officials

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

3. Team Requirements

- (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 on match day.
- (c) Only 9 players can be on the field at any given time. If more than 9 players are present, they should rotate on and off the field each over.
- (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. 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 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.
- (c) Teams are not required to provide players from their own team for the purpose of fielding for the opposition team in finals when a team is short of players.

Examples:

- Team A has 8 players, Team B has 7 players. Upon request Team A *must* supply 1 x fielder only. Team A may NOT request any fielders to make their fielding numbers up to 9.
- Team A has 11 players, Team B has 8 players. Upon request Team A *must* supply 1 x fielder only.

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:

- 2 sets of portable stumps with base and bails are recommended.
- Minimum 1 set required for bowler's end.
- Measuring tape or premeasured length of rope for boundary length set up.
- Boundary markers.
- Chalk or tape to mark the crease.

4.2. Ball

- A standard 2-piece 142g cricket ball shall be used. Each team provides a ball for their bowling innings.
- The ball colour will be determined by the Association and may be red, white or pink depending on the matches start time.

4.3. Protective Equipment

- Helmets (BS7928:2013), pads, gloves and protectors are mandatory and must be worn when batting and wicket keeping.
- Thigh pads, chest and arm guards are optional and should be considered.

5. Ground Setup

5.1. Pitch Set Up

The pitch length for all matches shall be 18 metres.

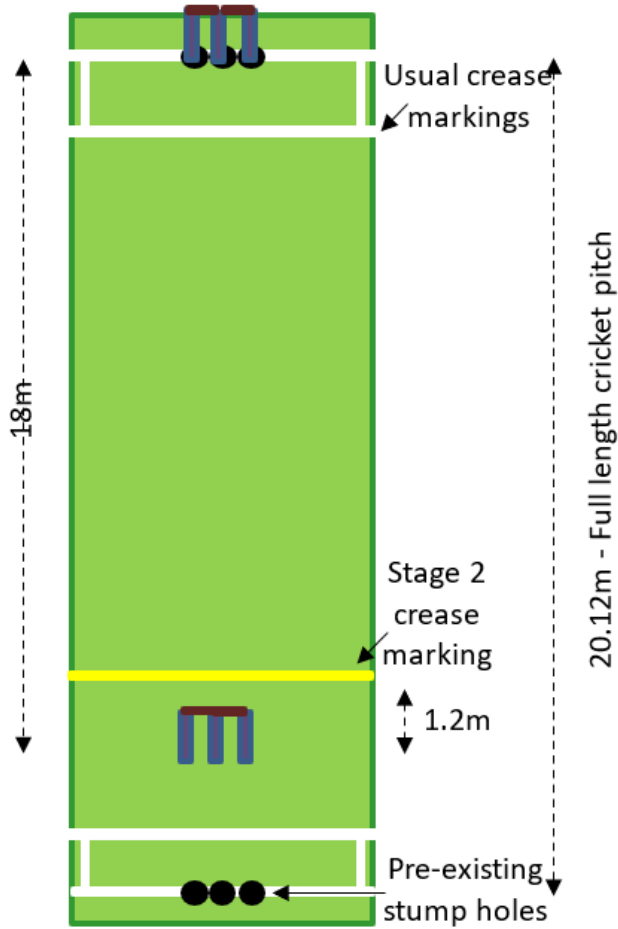
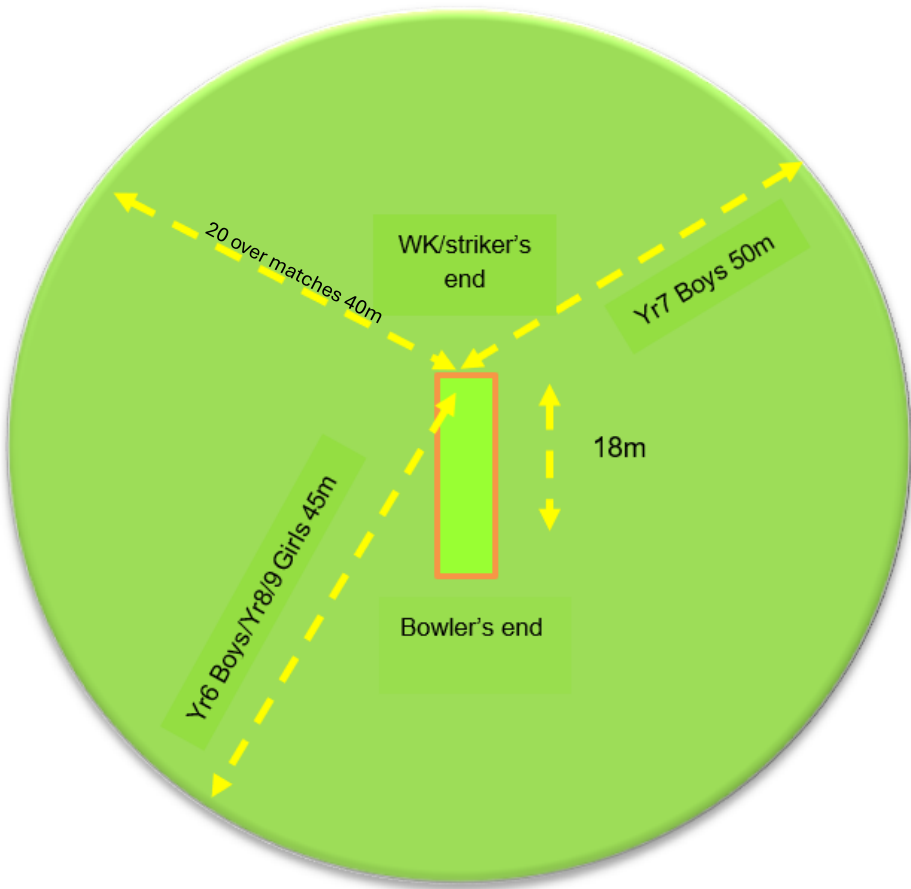
5.2. Boundary Distance

- The boundary distance shall be 40 metres from the striker's end for 20 Over Matches, **or** as per the table below for 30 Over Matches, dependent on age group.

Competition	Boundary size
Yr6 Boys	45 metres from batter's end (striker / wicketkeeper)
Yr7 Boys	50 metres from batter's end (striker / wicketkeeper)
Yr8/9 Girls	45 metres from batter's end (striker / wicketkeeper)

- 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.



6. Innings

6.1. Batting Requirements

6.1.1 Rotations

In this Competition, the batting order shall be rotated 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.

NOTE: Different match formats are considered the same competition. For example, Year 7 Boys, and Year 7 Boys T20 rotations would be considered as a whole, and not as two separate competitions.

6.1.2 Mandatory Retirements

- (a) Batters must not retire until they have faced their allotted number of balls.
- (b) In a 20 over match, each batter will retire immediately after facing **20 balls**, inclusive of wides and no balls.
- (c) In a 30 over match:
 - i. Where there are 9 or less batters each batter will retire immediately after facing **30 balls** inclusive of wides and no balls.
 - ii. Where 10 or more players are in a team each batter will retire immediately after facing **25 balls** inclusive of wides and no balls.

6.1.3 Mandatory Retired Batters

- (a) Retired batters can return to bat only after all other members on the team list that are present have batted.
- (b) 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.
- (c) Retired batters will resume their innings **in the order of retirement**.
- (d) A previously retired batter must be retired again after they have faced the required number of balls as per rule 6.1.2 (a) or (b) except if no other retired batters are remaining.

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

- (e) Retired batters are recorded as Retired Not Out.

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 subject to 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 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.
- (e) Rotation of bowling order is not required in any finals matches.

NOTE: These rotations must be strictly adhered to.

NOTE: Different match formats are considered the same competition. For example, Year 7 Boys, and Year 7 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

- (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.
- (b) All players, except the wicketkeepers, must bowl 2 overs before any player can bowl more than 2 overs.
- (c) A maximum of 4 overs per bowler.
- (d) Coaches are to rotate the opportunity for different players to bowl 4 overs in a match.

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

30 Over Matches

- (a) Each player, including the wicketkeepers, must bowl a minimum of 2 overs.
- (b) In Yr 6 Boys - All players, except the wicketkeepers, must bowl 2 overs before any player can bowl more than 3 overs.
- (c) In Yr 7 Boys and Yr 8-9 Girls - All players, except the wicketkeepers, must bowl 2 overs before any player can bowl more than 2 overs.
- (d) A maximum of 5 overs per bowler.
- (e) Coaches are to ensure there is the opportunity for different players to bowl 5 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) 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.
- (c) A ball bounces more than twice, or rolls along the ground, before reaching the popping crease.
- (d) 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.
- (e) 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 (e) (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, (e) (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.*

- (f) 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 (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, 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.

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

6.2.5 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) 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 Requirements

- (a) Each team is required to use 2 Wicketkeepers for half (50%) of the allocated overs of the innings.
- (b) No fielders are allowed within 10 metres of the striker (except wicket keeper, slips and gullies) to encourage singles and safety.
- (c) No fielder may stand within 2 metres of the playing surface in front of the striker's wicket.
- (d) Fielding rotations are encouraged to be implemented at the discretion of the Coach, to ensure players experience all fielding positions.
- (e) If more than 7 players are present, they should rotate on and off the field each over.

6.4. Dismissals

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

- (a) There is no LBW for Yr6 Boys competitions.
- (b) In Yr7 Boys and Yr8/9 Girls, 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 Yr7 Boys and Yr8/9 Girls, 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.
- (c) Run outs by the bowler of the non-striker before delivering the ball.
- i. Each individual non-striker must be warned **twice** before being given out run out should the occurrence happen a third 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: Just because a bowler halts their bowling action prior to delivering the ball, does not automatically mean the batter will receive a warning. The umpire shall decide if a warning is required.