



MJCC

**METROPOLITAN JUNIOR
CRICKET COUNCIL**

General Rules for all MJCC Endorsed Competitions

(Suitable for All Age Groups)

Season 2024-25

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References

MJCC	refers to the Metropolitan Junior Cricket Council, which is the governing body responsible for junior community cricket made up of Clubs in the Perth and Peel metropolitan area.
Area	the clubs and grounds that formed one of the six previous junior associations that amalgamated into the MJCC.

1. Key General Principles

1.1. Spirit of Cricket

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its laws but also within the Spirit of the Game. Any action that is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the Spirit of fair play rests with the captains, and in community junior cricket, the coaches.

Further information on the Spirit of Cricket, can be found in [the Preamble to the Laws of Cricket](#).

1.2. Participants

Players, captains, coaches, umpires and spectators together set the tone for the conduct of a cricket match.

All participants whether they be players, officials, coaches or spectators are expected to behave in accordance with the MJCC Codes of Behaviour.

All participants are always expected to follow the MJCC approved formats and playing conditions. Behaving in a manner which might bring the game into disrepute may result in a breach notice being lodged.

There is no place for any act of violence at a cricket match.

1.3. Fair and Unfair Play

According to the Laws of Cricket, the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the coach and/or captain to act where required.

The umpires are authorised to intervene in cases of:

- (a) Time wasting
- (b) Damaging the pitch
- (c) Dangerous or unfair bowling
- (d) Tampering with the ball.
- (e) Any other action that they consider to be unfair.

The Spirit of the Game Involves RESPECT for:

- (a) Your opponents.
- (b) Your own captain and teammates.
- (c) Coaches and team managers from both teams.
- (d) The umpires.
- (e) The game's traditional values.
- (f) It is against the Spirit of the Game:
 - i. To dispute an umpire's decision by word, action or gesture.
 - ii. To direct abusive language or actions towards an opponent or umpire or coach.
 - iii. To indulge in cheating or any sharp practice.

1.4. Progression

The MJCC Formats outlined in this document are a clear attempt to present the game in a manner that considers the development level of players between the ages of 5 to 17 years old.

These formats apply to all MJCC Competitions.

1.5. Guaranteed Participation

The cricket structure is set out in Section 2.2 which seeks to progress and allow more skilful players to increase their opportunities to display their talents as they grow. However, even at Year 11 community cricket, the MJCC has an expectation that every player has the opportunity to participate in every game.

The MJCC strongly recommends that in all age groups, coaches endeavour to ensure that all the overs are bowled and that all the allocated time is used, taking into account the requirements of the age specific Match Day Rules. For example, in one day matches, a second innings can be played however it is acknowledged that this would be a rare occasion, refer to 4.5(d) of this document.

1.6. Safety

Duty of Care is a prime requirement of all junior sport.

The MJCC endorses the current Cricket Australia Club Support Guide: (<https://play.cricket.com.au/community/clubs/resources#club-support-guide>).

Consideration was given to the physical, mental and social development of players in formulating age group match set up and game day formats. Reference is made in the rules documents in relation to equipment, facilities and game formats.

(a) Blood Rule

- i. Any player who is bleeding or has blood on their clothing must immediately leave the playing field and seek medical attention.
 - The bleeding must be stopped, the wound dressed and blood on the player's body and clothing be cleaned off before they can return to play.
- ii. The cleaning up of the blood must be to both Umpires satisfaction.
- iii. Play must cease until all blood on the ground or equipment in use is cleaned up.

1.7. Enjoyment

The MJCC recognises that a strong link exists between the levels of enjoyment and satisfaction gained through the team sport of cricket and the extent to which players develop their skills and remain in the game over many years.

In junior cricket, these experiences are developed by providing high levels of participation within a positive, enthusiastic and competitive environment.

1.8. Rules and Policies

This document 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 2017, version 2022 <https://www.lords.org/mcc/the-laws-of-cricket>.

- MCC Law 42 Players Conduct is replaced by the MJCC Reports, Investigations and Outcomes Policy.
- Match Day Rules Stages 1, 2 or 3.

No Club may make policy or rule that are in addition or contradictory to these Rules and Policies. Explanations and permission for additions to the rules and policies must be sought from the MJCC.

The use, throughout the text, of pronouns indicating the male gender is purely for brevity. Except where specifically stated otherwise, every provision of the laws and rules is to be read as applying to girls equally as to boys.

2. Eligibility to Play

2.1. Registration and Team Lists

- (a) Each player is to be registered with the Association before they can play.
- (b) Each player must be entered on the team list on PlayHQ the day before play is to start. Player's names may be added or deleted after the day before the match, up to the start of the match if players become available / unavailable.
- (c) The team list is to be shown to the opposition coach before start of play. This may be done via PlayHQ.
- (d) All players on the team list that are in attendance must participate in the match unless sick or injured.

2.2. Player's Age Requirements

- (a) Players should be able to play and complete the skills required of the Competition Age Group before playing in that competition.
- (b) Players should play in the Competition Age Group that aligns with the below table.
- (c) Girls may play in boys' competitions in their appropriate Competition Age Group or within the allowances under 2.3 below.

Age on June 30 2024 (Age)	School Year Level (Year Group)	Boys Competition Age Group	Girls Competition Age Group
5 to 8	Year PP to 3	Cricket Blast	Cricket Blast
9	Year 4	Stage 1 (Year 4 Boys)	Stage 1 (Year 4-5 Girls)
10	Year 5	Stage 1 (Year 5 Boys)	Stage 1 (Year 4-5 Girls)
11	Year 6	Stage 2 (Year 6 Boys)	Stage 1 (Year 6-7 Girls)
12	Year 7	Stage 2 (Year 7 Boys)	Stage 1 (Year 6-7 Girls)
13	Year 8	Stage 3 (Year 8 Boys)	Stage 2 (Year 8-9 Girls)
14	Year 9	Stage 3 (Year 9 Boys)	Stage 2 (Year 8-9 Girls)
15	Year 10	Stage 3 (Year 10 Boys)	Stage 3 (Year 10-11-12 Girls)
16	Year 11	Stage 3 (Year 11 Boys)	Stage 3 (Year 10-11-12 Girls)
17	Year 12	N/A	Stage 3 (Year 10-11-12 Girls)

NOTE: Players may be enrolled in Cricket Blast before their fifth birthday, but they must be five years of age at the commencement of the program.

2.3. Overage and Underage Players

NOTE: Age group refers to one school year group, not a competition age group. For example, in the table above, Year 7 is a year group, Year 7 Boys and Year 6-7 Girls are competition age groups.

- (a) Clubs may allow players to play one age group higher based on age, and are encouraged to meet the criteria in the MJCC Dispensation Policy.
- (b) Upon application to the MJCC by a club, dispensation may be granted for a player to play one age group lower, or two age groups higher, than they qualify to play based on age, if they meet the criteria in the MJCC Dispensation Policy.
- (c) Upon application to the MJCC by a club, dispensation may be granted by the MJCC Competition Sub-Committee for a player to play more than one age group lower, or more than two age groups higher, than they qualify to play based on age, if they meet the criteria in the MJCC Dispensation Policy.
- (d) All dispensations for a player to play in a lower age group and who has been selected to play in a Premier Cricket competition in this or the previous season must also be approved by the MJCC Management Committee.

2.4. Dress Standard

- (a) It is expected that players will be dressed in cricket attire. This generally means long pants; shirts preferably with collars (if coloured or with logos, they must be approved by the Association); shoes and socks; caps or hats.
- (b) No Hat-No Play – All players, coaches and umpires must wear a hat, cap or appropriate religious headwear that prevents the wearing of a hat when on the field of play. Players who do not adhere to this will be asked to put one on or to leave the field and the game shall not continue until the player or umpire has either left the field or adhered to this requirement. If they refuse, the umpires must report them to the Association.

NOTE: The MJCC strongly recommends that this be a broad brim hat, with the possibility of the wicketkeeper using a cap.

3. Match Officials

3.1. Umpires

- (a) Umpires must dress to an acceptable standard, which sets a good example to young cricketers. Singlets and thongs are not acceptable dress.
- (b) Umpires must wear a hat (preferably broad brim) and a light-coloured shirt or top, preferably white.
- (c) All non-association appointed umpires are required to wear the MJCC Volunteer Community Umpire vest whilst umpiring.
- (d) Umpires who are 17 years old or younger may only umpire matches with the approval of the Association.
- (e) The Association may allocate an accredited umpire for the match.
- (f) Each team will provide 1 competent umpire to be responsible for umpiring (when required).
 - i. A competent umpire under the age of 18 must have completed the Community Junior Cricket umpiring course prior to the match commencement.
 - ii. Where one independent umpire is provided in a match the following shall apply:
 - Stages 1 and 2 – the bowling team will provide the square leg umpire.
 - Stage 3 – the batting team will provide the square leg umpire.
 - iii. Where no independent umpire is provided in a match the following shall apply:
 - Stages 1 and 2 – the bowling team shall provide the central umpire, the batting team will provide the square leg umpire.
 - Stage 3 – the batting team shall provide the central umpire, the bowling team will provide the square leg umpire.

3.2. Scorers

- (a) Scorers have an important role in recording the progress of the game, and to assist the umpires and coaches in the management of the game.
- (b) Each team will provide 1 competent scorer to be responsible for the accurate recording of the match details.
- (c) Scorers are encouraged to know the rules of the age group that they are scoring for but at a minimum should know umpire signals such as wide, types of dismissals, batting retirement rules and number of overs bowled per player.
- (d) Should the scorers notice a breach to bowling or batting rules they must immediately interrupt play (don't wait until the end of the over) and:
 - i. Advise the umpires that a player is about to breach bowling and/or batting rules,
 - ii. If a breach occurs in the bowling, the over is to be completed by another bowler who will not breach any of the bowling rules,
 - iii. If a breach occurs in the batting, the batter must retire immediately.
- (e) Both scorers must agree to the result and details of the match before scorers can leave.

NOTE: In general, the home team shall compete electronic scoring (this does not need to be live). The away team are to score in a scorebook. The away team may also score electronically, but this shall be completed offline. By mutual agreement, the away team may score electronically and the home team in the scorebook.

3.3. Coaching During Play

- (a) Coaches are to monitor time throughout the game to ensure that games are progressing at the required rate and will be completed on time. Where behind time when bowling coaches must get their team to speed up and get back on schedule.
- (b) Coaches should ensure that bowling orders, batting orders and fielding arrangements are determined prior to the commencement of play so there is no undue loss of time.
- (c) The aim of the 3 stage system is to gradually give players more autonomy and leadership, therefore on field coaching should be limited to the following;
 - i. Stage 1 – Constructive on-field coaching by coaches and umpires is encouraged between overs. It is important to keep the game flowing and allow players to learn by doing. Training sessions are where players can receive more direct coaching and feedback on in-game performance. A Stage 1 player who receives technical advice after every shot or delivery will quickly become confused and flustered.
 - ii. Stage 2 – Limited constructive on-field coaching by coaches is encouraged, where suitable, between overs. The aim is to progressively have the Captain and Vice-Captains provide leadership, with the coach having less and less on-field input.
 - iii. Stage 3 – The aim is to progressively have the Captain and Vice-Captains provide leadership, with the coach having less and less on-field input. Most on-field decisions should be made by the team leaders. Coaches input should only be directed at Captains and Vice Captains.
- (d) Coaches should not stand on the sidelines yelling instructions to players.
- (e) Over-coaching (usually associated with winning-orientated coaches) is discouraged.

Example of (e): *a coach who directs field changes at the end of every over is not promoting leadership development in the team.*

4. Match Results and Players Scores

4.1. PlayHQ

- (a) PlayHQ is to be used for match reporting in all age groups and competitions.
- (b) Match reporting on PlayHQ must be completed no later than 72 hours after the completion of play.
- (c) Match scores including team scores (runs and wickets) and extras (by type) conceded in each innings and individual player statistics, including balls faced, shall be entered into PlayHQ, including when scores are added manually.
- (d) Results are determined by runs scored by each team as per the Laws of Cricket.

4.2. Duty Team

The home team (mentioned first on the fixture list) is responsible for providing the scorer's table and two chairs, two sets of stumps and bails, chalk or tape to mark the crease and a measuring tape or premeasured length of rope for marking the boundary. The boundary should be marked with plastic cones (25 minimum).

4.3. Forfeits

As per the Match Day Rules for each stage, any team with fewer than the required number of players shall forfeit.

- i. The match result must be entered as a forfeit on PlayHQ, and a non-competitively scored match should be played provided both teams agree.
 - ii. In Stage 1 ONLY, individual scores may be entered for a non-competitively scored match.
- (b) Any team that is more than 30 minutes late for the scheduled start of play on any day shall forfeit the match.

4.4. Play Lost Through Weather or the State of the Ground.

Weather can include rain, thunder and lightning, bad light and heat.

- (a) The aim of this rule is to ensure that a fair and safe game of cricket is played and to ensure there is enough time for both teams to bat for a meaningful time, and one team is not significantly disadvantaged by the delay. Common sense and the Spirit of Cricket must be applied.
- (b) When lightning is sighted, the MJCC Lightning Policy applies.
- (c) The minimum number of overs to be bowled and batted by each team is 50% of the required overs for that match.
- (d) Play lost due to weather or the state of the ground will be reduced by 1 over of play for every 4 minutes of play lost.
- (e) If play has not started within one hour of the scheduled start of play, there will be no play on that day.
- (f) To determine a result, if all available time for a match has been played and both teams have bowled the minimum overs, a result will be determined by the score at the same number of completed overs for both teams.

Example of (e): *in a 20 over match if the first batting team faced 20 overs and the team batting second faced only 15, then the team that was ahead at the end of the 15th over will be declared the winner.*

- (g) If at least 3 of the 6 Areas are forecast to be at or over 38 degrees at 11am, all matches in all Areas become T20s. The temperature information will be provided by WA Cricket. This does not apply to evening matches.
- (h) If either team does not bowl or bat the minimum overs, unless all out beforehand, the match will be declared a draw.

4.5. End of Match or Time

- (a) Both teams are entitled to face their full allocation of overs unless they are all out or their innings time is completed. When the first innings end time is reached, the over in progress shall be completed and the innings shall end.
- (b) Except when the first innings batting team is all out, the second innings batting team is only entitled to a maximum of the same number of overs the first innings batting team faced. If the second batting innings time is reached, the over in progress shall be completed and clause 4.4 (f) shall apply.
- (c) In the event of an extended unavoidable delay or a delay not the fault of the fielding team, (injury, scoring malfunction, sprinklers etc), coaches and umpires together may choose to increase the time for either first or second innings to allow for the interruption(s).

NOTE: In deciding extensions in play, coaches and umpires together MUST consider any subsequent matches scheduled on the ground.

- (d) In all circumstances, timing must be adhered to.
- (e) Deliberate time wasting is a mandatory reportable offence, which may change the result of a match.
- (f) In Stage 2 and Stage 3 matches ONLY: If the innings of the team batting second finishes (i.e. faced their entire allocation of overs or are all out) with 40 or more minutes remaining until the scheduled end of the match, and both team coaches agree to a third innings, the following shall apply:
 - i. Take the 10 minute change of innings as usual.
 - ii. The coach of the “losing” team decides which team bats and fields for the remaining time.
 - iii. The players who didn’t bat, or faced the fewest number of balls in the first innings should bat at the top of the order.
 - iv. The players who didn’t bowl, or bowled the fewest number of overs in the first innings should bowl at the top of the order.
 - v. Any player may keep wicket.
 - vi. The number of overs a player can bowl and retirement when maximum balls a player can face still apply.
 - vii. Batter’s innings begin from zero balls faced.
 - viii. No further “incentive” points for runs or wickets apply.
 - ix. The innings shall not be entered on PlayHQ (to maintain the integrity of run scorers and wickets takers awards). It should be scored on paper.
 - x. No batting or bowling order rotations apply, and batting or bowling positions from the second innings do not count toward rotation requirements.
- (g) The match MAY cease at any time up to the original scheduled end if both coaches agree.
 - i. The match SHALL cease at the conclusion of the over in progress at the original scheduled end time.

NOTE: there are NO outright wins or losses in this competition. The purpose of the continuation of play is to maximise participation.

4.6. Match and Incentive Points

- (a) No points apply to any Stage 1 matches, or Year 6 Boys competitions.
- (b) In Year 7 Boys and Year 8/9 Girls competitions, and all Stage 3 matches, the following table shall apply for match points:

First innings win	10 Points
Tied scores - each team	5 Points
Win by Forfeit	13 Points
Drawn match - each team	5 Points

- (c) In Year 7 Boys, Year 8/9 Girls and Stage 3 matches, the below incentive points for batting and bowling are added to the match points above. These are calculated within PlayHQ based on the match scores being entered.

Batting	0.01 points per run. (i.e. 1 point for 100 runs)
Bowling	0.2 points per wicket (i.e. 2 points for 10 wickets)

- (d) An abandoned match or a match that cannot reach a result due to loss of time, fitness of the ground, weather or bad light or other circumstances is considered a drawn match.
- (e) In Competitions where byes are fixtured throughout the season, the position on the ladder of all teams at the end of competition rounds is determined by average points per match played by that team in this competition.
- (f) If teams withdraw from a competition after it has commenced, and this creates a bye, the Association will determine the actions regarding points gained and the allocation of points.
- (g) No additional match or incentive points are received for any second innings results or statistics.

5. Finals

5.1. Summary

- (a) There are no match points in Stage 1 competitions and Year 6 Boys competitions, therefore no finals are played.
- (b) In competitions with finals, the four leading teams at the end of the qualifying matches will play finals matches to decide the premiership, or as otherwise determined by the Association. The team that finished first, will play the fourth placed team and the second placed team will play the third placed team in the semi-finals.
- (c) The Association will appoint at least one umpire where possible for all final's games.
- (d) Subject to availability of grounds, all finals should be played at the home ground of the team finishing in the higher position at the end of the qualifying matches, at the discretion of the Association.
 - i. On match days for finals the ground should be inspected by game officials one hour before the scheduled commencement of play.
 - ii. If the ground is deemed unsafe/unsuitable for play, an alternative ground must be sought through the association.
- (e) An abandoned match or a match that cannot reach a result due to loss of time, fitness of the ground or weather, or other circumstances is considered a drawn match.
- (f) In the event of a drawn game in a 30, 35 or 40 Over Semi Final, the higher placed team (points or quotient system) shall progress to the Grand Final.
- (g) In the event of a tie in a Semi Final match, the following applies:
 - i. In a 30, 35 or 40 Over Semi Final, the higher placed team (points or quotient system) shall progress to the Grand Final.
 - ii. In a 20 Over Semi Final, Clause 4.9 Super Over shall apply to find the winner.
- (h) If a Grand Final is drawn, the higher placed team (points or quotient system) shall be declared premiers.
- (i) In the event of a tie in a Grand Final match, the following applies:
 - i. In a 30, 35 or 40 Over Grand Final, a dual premiership will be awarded.
 - ii. In a 20 Over Grand Final, Clause 5.2 Super Overs shall apply to find the winner.
- (j) On submission by any Association to the MJCC Management Committee, single or joint premiers may be determined under extraordinary circumstances.
- (k) 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.

- (l) Unless both coaches agree to continue, Semi-Finals and Grand-Finals shall end when the team batting second reaches the score of the team batting first.
- (m) The rotation of batting and bowling orders are not required in any finals matches.

5.2. Super Overs

- (a) The Super Over will begin 10 minutes after the completion of 2nd innings.
- (b) The team that batted second will bat first in the Super Over.
- (c) Prior to the Super Over beginning, each team will nominate 3 batters and 1 bowler.
- (d) The bowling team may nominate which end they will bowl from.
- (e) Teams are to continue using the ball they have been using during the match.
- (f) The umpires do not change ends.
- (g) All No Balls and Wides must be re-bowled.
- (h) Once the batting team loses 2 wickets, the innings is closed.
- (i) There is a 5-minute change over between innings.
- (j) The team who scores the most runs during the Super Over will be declared the winner.
- (k) If the Super Over is a tie, Super Overs will continue until a winner is determined.

5.3. Eligibility for Finals

- (a) A player must have participated in at least 25% of the fixtures for that team in that competition to be eligible to play finals in that team.
- (b) Exemptions may be granted upon application to the Association, provided they meet 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 no more than 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 sub field (not permitted to bat or bowl).
 - iii. The Association may approve exemptions provided the requested player has played at least 25% 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.

6. Protests, Disputes and Behaviour

- (a) In line with the MJCC Reports, Investigations and Outcomes Policy, each association is responsible for the resolution of its own complaints and protests unless referred under this Policy to the MJCC.
- (b) Decisions made by Clubs are to be forwarded to the MJCC administrator upon conclusion.

7. Multiple Teams in the Same Competition

- (a) A player must not play more than 25% of fixtured matches for any additional teams in the same Competition Age Group.

- (b) The Association can at their discretion approve a player to play more than 25% for more than one team.

8. MJCC Policies

The MJCC has implemented several policies for the playing of junior community cricket which coaches and parents may need to be aware of. It is recommended that these be read in conjunction with these rules.

- (a) Policies and Procedures
- (b) Reports, Investigations and Outcomes

MJCC Policies can be read at: communityjuniorcricketwa.com; on the Game Day page.