



# SEASON 2024-25

## Australian Cricket's Junior Formats Playing Conditions

*This document is a supplement to Match Day Rules documents that have been prepared for all junior cricket formats that are on offer for Season 2024-25, and should therefore be read in conjunction with the respective document for the relevant format*

Issue 1: October 2024

The MCC Laws of Cricket (2022) provide the basis & structure to the below by-laws. Unless there are conditions specified differently in this document, the MCC Laws of Cricket should be adhered to at all times. The full rules can be viewed here: <https://www.lords.org/mcc/the-laws-of-cricket>



## **PREAMBLE: SPIRIT OF CRICKET**

**Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.**

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the umpires.

Respect all volunteers, including coaches, managers and scorers.

Try your best and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct, and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes, and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people of different genders, all abilities and from nationalities, cultures and religions, especially when played within the Spirit of Cricket.

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### **The main objectives of Newcastle Junior Cricket Association are to:**

- Promote, control, govern and manage junior cricket in the Newcastle, Lake Macquarie and Port Stephens region;
- Increase the number of juniors who are playing cricket, to improve the skills of all players, and to produce players who will love the game for life as well as, in some cases, players who are capable of playing at a higher level;
- Administer the policies and directives of the State and National Governing Bodies and co-operate with affiliated local associations for the advancement of cricket in our region.



## **MCC 2022 Rule Changes**

The following is a summary of 2022 MCC rule changes that are considered relevant to the Newcastle Junior Cricket Association. These rules came into effect on 1 October 2022

### **Law 18 – Batters Returning When Caught**

When a batter is out caught, the new batter shall come in at the end the striker was at, ie to face the next ball (unless it is the end of an over). Ie: if batters cross before a catch is taken, the new batter must face the next ball unless it is the end of an over

### **Law 20.4.2.12 – Dead Ball**

A dead ball is called if either side is disadvantaged by a person, animal or other object within the field of play. Eg: if a dog or non-fielding player runs onto the field, and it has a material impact on the game, the umpires will call and signal Dead Ball.

### **Law 21.4 – Bowler throwing towards striker's end before delivery**

If a bowler throws the ball in an attempt to run out the striker before entering their delivery stride, it will now be Dead ball. This is an extremely rare scenario, which has until now been called as a No ball.

### **Law 22.1 – Judging a Wide**

In the modern game, batters are, more than ever, moving laterally around the crease before the ball is bowled. It was felt unfair that a delivery might be called 'Wide' if it passes where the batter had stood as the bowler entered their delivery stride. Therefore, Law 22.1 has been amended so that a Wide will apply to where the batter is standing, where the striker has stood at any point since the bowler began their run up, and which would also have passed wide of the striker in a normal batting position.

### **Law 25.8 – Striker's right to play the ball**

If the ball should land away from the pitch, the new Law 25.8 allows the striker to play the ball so long as some part of their bat or person remains within the pitch. Should they venture beyond that, the umpire will call and signal Dead ball. As recompense to the batter, any ball which would force them to leave the pitch will also be called No ball.

### **Laws 27.4 and 28.6 – Unfair movement by the fielding side**

Until now, any member of the fielding side who moved unfairly, was punished only with a 'Dead ball' – potentially cancelling a perfectly good shot by the batter. Given the action is both unfair and deliberate, it will now see the batting side awarded 5 Penalty runs. *Please note NJCA's local application of this law explained in this document*

### **Law 38.3 – moving the running out of the non-striker**

Law 41.16 – running out the non-striker – has been moved from Law 41 (Unfair play) to Law 38 (Run out). The wording of the Law remains the same. *Please note NJCA's local application of this law explained in this document*

### **Law 41.3 – No saliva**

The new Laws will not permit the use of saliva on the ball, which also removes any grey areas of fielders eating sugary sweets to alter their saliva to apply to the ball. Using saliva will be treated the same way as any other unfair methods of changing the condition of the ball.



## Season 2024-25 Formats

In Season 2024-25, NJCA will offer the following junior cricket formats, subject to registrations.

Format Name	Indicative Age(s)*	Indicative Days	Duration (overs)
Summer Smash (Term 1 only)	7 – 10 (mixed)	Lake Mac – Monday Newcastle – Friday	14
Early Stage 1 U9 Mixed Junior Cricket	U9	Saturday morning	14
Stage 1 Mixed Junior Cricket	U10 and U11	Saturday morning	20
Stage 1 All Girls Junior Cricket	U11 girls**	Saturday morning	20
Stage 2 Mixed Junior Cricket	U12 and U13	Saturday morning	30
Stage 2 All Girls Junior Cricket	U13 girls**	Saturday morning	30
Stage 3 Mixed Junior Cricket	U14 and U15-U18	Saturday morning	30
Stage 3 All Girls Junior Cricket (9 a side)	U14-18**	Saturday morning	30
Stage 3 Premier League	U15-U18	Friday afternoon	Combination of 20 and 40 over games
Monday T20 Bash	U14	Monday afternoons	20

\* Girls can play 2 years down in the mixed competition.

\*\* In all-girls formats, the focus is on ability over age.

In addition to the above, many clubs are expected to be offering Cricket Blast programs on days to suit, over the course of the season. These programs are typically offered in Term 4, and in some cases may be offered in Term 1. Cricket NSW is encouraging clubs to offer Cricket Blast in both Terms 4 and 1, where possible. NJCA acknowledges that clubs may need to partner together and offer Cricket Blast programs in hubs, as a means to offset a slight decrease in numbers over recent years, and to facilitate a return to previous momentum for growth in this age group.

Further, Clubs are encouraged to link older teenage girls (16 years and older) with a senior club and guide them towards NDCA's successful women's T20 competitions. Please contact the NJCA girls cricket officer for more information - [girlscricket@newcric.org.au](mailto:girlscricket@newcric.org.au).



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**Law 1 – The Players****Players Age**

- a) Refer to Detailed Match Day Rules document for relevant format for guidance on age restrictions. Unless a dispensation is received from the NJCA, players must be below the specified age as at the 1<sup>st</sup> of September immediately prior to the commencement of the season. Players must be at least 7 (on 1<sup>st</sup> September) to play any format other than Cricket Blast. No player who is older than 17 on 1 September in the relevant year will be eligible to play in any NJCA competition.
- b) Players can play in the competition which is two years older than the minimum age the player is eligible to play for in all formats except Stage 3 U15-U18 junior cricket and Stage 3 U15-U18 premier league where players wishing to play one year up in age (eg a player who qualifies for U14s) will require dispensation from NJCA. Dispensation for these players will only be considered for highly skilled and experienced players with demonstrated capabilities. Dispensation is unlikely to be considered for players wishing to play more than one year up into the U15-U18 format competitions.
- c) Female players can play up to two years below their age group when playing in mixed junior cricket competitions without dispensation, but must still be 17 or under on 1 September in the relevant year to be eligible for junior cricket formats. Female players wishing to play more than two years below their age group in the mixed junior cricket competitions will require dispensation from NJCA, which will be considered on a case by case basis.

**Team Numbers**

- a) Refer to Detailed Match Day Rules document for the required minimum and maximum number of players for the relevant format, including any restrictions on batting and/or bowling.
- b) Failure to have the minimum number of players present at the time scheduled for commencement of the match may result in an immediate forfeit.
- c) If, after the commencement of the match, the bowling team has less than the required number of fielders available, they may ask the batting team for assistance with fill-in fielders. The obligations of the batting team are described in the Match Day Rules document for each relevant format. Fill in fielders do not bowl or wicket keep for their opposition.

**Team Sheets**

- a) Players, including substitutes, must be declared by their respective Manager or Coach on the Team Sheet or in the score book / electronic scoring format and exchanged with the opposing Manager or Coach in sufficient time to allow the match to commence at the appointed time.
- b) Teams declared on the Team Sheet or in the score book / electronic scoring format may be altered prior to the commencement of play. Disciplinary action may be taken against team Managers or Coaches altering declared teams after the commencement of play.
- c) Any player that does not attend the game shall be removed from the team sheet and must not be recorded in PlayHQ as having played.

**Team Management**

- a) Summer Smash Matches: The team manager or coach is encouraged to provide guidance to the players during the match to support their learning and understanding of the game. It is important that the pace of the match is not significantly delayed as a result
- b) Stage 1 and Stage 2 Matches: The team manager or coach may provide guidance to the players



during the match provided that such guidance does not impact on the pace of the match. It is expected that as the season progresses, such guidance should reduce, generally in alignment to the stage of cricket the team would be expecting to play the following year.

- c) Stage 3 Matches: The team manager or coach may only provide guidance to their team prior to the game commencing or at the fall of a wicket or the end of an over provided that such guidance does not impact on the pace of the match. The captain and the team are expected to largely be left to make decision of play at this level. Team managers or coaches should *not* be changing field mid-over. Repeated infringements are grounds for the opposition coach to lodge a report with NJCA for follow up, including whether there is a need to consider disciplinary action / penalty to the team if an unfair advantage is deemed to have resulted.

### Toss of Coin

- a) The toss of the coin prior to the commencement of play is to be performed on the pitch with the home captain (or delegated player) to toss the coin and the visiting captain (or designated player) to call. This is to be performed in the presence of the officiating umpire, if appointed. If the toss of the coin occurs contrary to this law, the toss will be considered null and void and a new toss will occur in accordance with this law.

### Safety Equipment

- a) Helmets **must be worn at all times** whilst batting & wicket-keeping in junior cricket matches.
- b) Only helmets that display the Australian Standards Approval should be worn (BS7928:2013). Helmets should be a suitable size to be a comfortable fit for the player.
- c) Suitable, fully enclosed footwear must be worn by all players on the field.
- d) Although at times it is taken for granted, it is essential that when batting and wicket-keeping, all cricketers use correct leg pads, thigh pads, gloves and protectors when playing with cricket balls. Additional protective may be worn based on match conditions and/or personal preference.
- e) A player acting as a runner for an injured batter shall wear the same external protective equipment as the injured batter.

### Law 2- The Umpires

Law 2 shall apply.

- a) When one official umpire is in attendance, refer to the relevant Match Day Rules document for the relevant format regarding which team has responsibility for the square leg umpire
- b) In all games, including semi-finals and grand finals, in the event of no official umpire being in attendance, both teams are to appoint an adult to umpire. No juniors are to officiate any games unless appointed by the Association in an official capacity.
- c) Suitable, fully enclosed footwear must be worn by all non-official umpires whilst standing at square leg and, if no official umpire is in attendance, at the non-striker's end. Thongs, scuffs or sandals are not allowable.
- d) All decisions regarding fitness for play shall be made on the basis of whether or not it is dangerous to commence, continue or resume playing. The official appointed umpire(s) is solely responsible for these decisions. Where an official umpire is not appointed, there is no requirement to fill out the Marsh ground condition report. If there is no official appointed umpire, then the coaches or managers shall assume the responsibility of deciding whether it is



dangerous to commence, continue or resume the game. In this situation, play shall not commence, continue or resume unless the coaches and/or managers of both teams are satisfied that playing conditions are not dangerous. The Marsh ground condition assessment report and/or local Council's ground assessment report (if applicable) should be used at least in part to inform the decision making process. The NJCA's Extreme Weather Policy should be followed.

### Law 3 – Scorers

- a) Each team must supply at least one scorer.
- b) An official modified score sheet supplied by Cricket Australia will be used for paper scoring, with match and player results entered into PlayHQ.
- c) Live scoring is preferred however there **must** be one written / paper score sheet per match.
- d) The home team has the first option to e-score.
- e) The away team must keep a paper / written score sheet if the home team is electronic scoring. If the home team is paper scoring, then the away team has the option to electronic score (and is encouraged to do so)
- f) Scorers should sit together, are strongly encouraged to communicate and cross-check the progress of the score regularly during the match (at least at the end of each over).

### Law 4 – The Ball

- a) Refer to the Match Day Rules document for the appropriate ball size for each relevant junior cricket format.

### Law 5 – The Bat

- a) Refer to the Match Day Rules document for the relevant junior cricket format for guidance on appropriate bat sizes. Bat sizes and weights should however be commensurate with the height of the player.

### Law 6 – The Pitch

- a) Refer to the Match Day Rules document for the pitch length for the relevant junior cricket format.
- b) Stumps must not contain metal tips or ferrules.

### Law 7 – Law 11

Law 7-11 shall apply.

### Law 12 – Start of Play; Cessation of Play, Rain Delays

- a) Refer to the Match Day Rules document for the nominated start times for the relevant junior cricket format.
- b) Should either side not be prepared to start at the appointed time, the team ready to start must notify its opponent if it intends to protest. The game may proceed under protest. Such protest shall be entered on the back of the score sheet, signed, timed and dated. If an official umpire has been appointed, they must also sign. Details of the protest shall be entered into PlayHQ and reported to the NJCA administrator at the protesting team's earliest convenience, but in any event, no later than 6 pm on the day following the match.

**Note:** Teams not prepared to start at the appointed time (refer g. below) does not constitute a reasonable cause for delaying the start of play.



- c) Both sides shall have equal batting opportunity to bat (up to) the nominated number of overs for their format, or about half of the time allocated for their format. Refer to the Match Day Rules document for the relevant format for the number of overs.
- d) Drinks Break: Shall be taken midway through each innings, on the field of play, and shall not exceed 5 mins duration.
- e) Innings Break: This would normally occur after the nominated maximum number of overs for the relevant format have been bowled in most formats. Refer additional information below regarding maximum time allowances for Stage 2 and Stage 3 Mixed Junior Cricket (30 and 40 over matches) time limits. The innings break should not exceed 10 minutes duration.
- f) If the side batting first is dismissed in less than the maximum number of overs for the respective format, the team batting second shall be entitled to receive the maximum number of overs for the relevant format, provided such overs are necessary to achieve a result.
- g) Time: The following Table 1 indicates the time allowances for the relevant formats of 20 over, 30 over and 40 over mixed junior cricket:

**Table 1: Overview Of Innings Start Times, Durations and Target Times for Completion**

Format	Stage 1 and Stage 2 20 over matches	Stage 2 30 over matches	Stage 3 30 overs matches	Stage 3 (40 overs – Two Day Game)	Stage 3 (40 overs – One Day Game / Under Lights)	Stage 3 20 over matches
Usual Start Time	8:30am	8:30am	8:30am	4:30pm	4:30pm	4:30pm*
Innings Duration Allowance (including drinks)	65 mins	1 hr 40 mins	1 hr 40 mins	2 hrs 10 mins	2 hrs 10 mins	60 mins
Indicative Time 1 <sup>st</sup> Drinks Break Start (if running to time)	9:00am	9:15 am	9:15 am	5:35 pm	5:35 pm	<i>Very short break</i>
1 <sup>st</sup> Innings to be completed by end of over in progress at...	9:35am	10:10am	10:10 am	6:40pm	6:40pm	5:30pm
2 <sup>nd</sup> Innings Start Time	9:45am	10:20am	10:20am	4:30pm (following week)	6:50pm (same night)	5:40 pm
2 <sup>nd</sup> Indicative Drinks Break Start (if running to time)	10:15am	11:10am	11:10am	5:35pm	7:55pm	<i>Very short break</i>
2 <sup>nd</sup> Innings to be completed by end of over in progress at...	10:50am	12:00pm	12:00pm	6:40pm	9:00pm	6:40pm
Penalties for slow over rate	Teams complete same number of overs as each other	Refer Below				



h) Time:

- a. Under normal playing conditions, the innings of the team batting first shall cease at the time nominated in the table above for the relevant format, or at the end of the over in progress at that time;
- b. The second innings shall normally commence no later than the 2<sup>nd</sup> innings start time indicated in the table above (even if the first innings finished slightly after the nominated first innings completion time).
- c. Where indicated in the table above, the bowling side must bowl a minimum of 90% of the maximum number of overs (ie: 18 overs for 20 over matches; 27 overs for 30 over matches; and 36 overs for 40 over matches) to avoid being penalised. If the team bowling first has bowled at least 90% of its required overs, the team bowling second will bowl no more than the number of overs as that completed by the team that bowled first. Subject to (g), below, in Stage 2 and Stage 3 matches, if the team bowls less than 90% of the required overs by the required time, it will incur a bowling penalty. It shall have its batting time reduced by one over for each over not bowled less than 90% of the overs.
- d. Stage 1 Only: the team batting second shall face the same number of overs as it bowled, with an emphasis on keeping matches running to time. If teams are repeatedly not able to bowl at least 90% of their allocated overs, the opposition team may lodge a report to the NJCA administrator, who in turn may refer the coach to the NJCA Junior Director of Coaching.

**Example**

<b>Format</b>	<b>Stage 2 30 over matches</b>	<b>Stage 3 30 overs matches</b>	<b>Stage 3 (40 overs – Two Day Game)</b>	<b>Stage 3 (40 overs – One Day Game / Under Lights)</b>	<b>Stage 3 20 over matches</b>
Usual Number of Overs	30	30	40	40	20
Minimum number of overs to be bowled to avoid slow over penalties	27	27	36	36	18
Target Time to have started bowling the minimum number of overs – Team Bowling First (1 <sup>st</sup> Innings)	10:10am	10:10am	6:40pm	6:40pm	6:05pm
Target Time to have started bowling the minimum number of overs – Team Bowling Second (2 <sup>nd</sup> Innings)	12:00pm	12:00pm	6:40pm (following week)	9:00pm (same night)	7:15pm

*Example: If only 25 overs have been completed by 10.10 am in a Stage 3 30 over match, then the team bowling second only has to bowl 23 overs by 12.00 pm, or as provided in Laws d. and e.*

- e. Play shall cease no later than the time indicated in the table above for the completion of the second innings, or at the end of the over then in progress (excluding delays caused by rain or any other issues covered elsewhere). If the team bowling second does not



complete its required overs by the nominated time, or at the end of the over in progress, then the batting team will be awarded bonus runs. These bonus runs will be awarded at the rate of the highest scoring over of the team batting first, for any overs bowled less than the required number of overs.

**Example** *If a Stage 2 team, bowling second, only completes 26 overs of a required 28 overs by 12.00 pm, or at the end of the over in progress, then team B will be awarded bonus runs equal to the runs of team A's highest scoring over times two.*

- f. If the batting side deliberately delays play, a five (5) run penalty shall be incurred for each occurrence – as per By-Law 42 (10) of the MCC Laws of Cricket (Wasting Time). This penalty can only be applied when an official umpire is in attendance.
- g. Provided that both teams are acting reasonably and in good faith, in the event of hot or other extreme weather, where additional drinks breaks are being taken, and player wellbeing is front of mind, penalties for slow over rates should be avoided, and instead the teams may mutually agree on a reduced number of overs. Where hot or other extreme weather is considered to have been the primary reason for slow over rates, the first innings is to be completed at the nominated time, and the team batting second would face the same number of overs as the team batting first, without penalty. Similarly, if play is delayed due to injury or other factors outside the reasonable control of either team, then penalties should be avoided and teams are encouraged to mutually agree on a reduced number of overs prior to the commencement of the second innings. Teams are encouraged to implement good time management practices in matches to ensure that unnecessary delays are avoided.
- i) Stage 3 Premier League: Where a Stage 3 Premier League 40 over match is being played across two days, and a team is bowled out inside 32 overs on the first week, then the second innings can commence on day one. Three overs is allowed for the change of innings and play will still cease at 6:40pm. This means that if, say, a team is dismissed in 30 overs then the second team will face 7 overs. If a team is dismissed in, say, 36 overs on week one then the second innings commences at 4:30pm the following week. If a match achieves a result on day one there is no play on day two.
- j) Weather: If weather, or some other reason delays the start or curtails play during the innings of the side batting first, the time lost shall be cumulative and the allotted maximum number of overs reduced at the rate of one over for each six (6) minutes lost in such circumstances, providing the team has not already been dismissed. The team fielding first must bowl the amended number of overs by the time calculated by adding half the time lost on to the second innings start time.

If play is interrupted or delayed in the first innings, the following table provides a guide:

**Table 2: Summary of Adjusted Overs per Innings based on Accumulated Time Lost in First Innings**

Accumulated time lost	Adjusted Overs per Innings		
	20 over games	30 over games	40 over games
Up to 6 mins	19	29	39
7 to 12 mins	18	28	38
13 to 18 mins	17	27	37
19 to 24 mins	16	26	36
25 to 30 mins	15	25	35
31 to 36 mins	14	24	34
37 to 42 mins	13	23	33
43 to 48 mins	12	22	32
49 to 54 mins	11	21	31
55 to 60 mins	10	20	30
61 to 66 mins	Match drawn	19	29
67 to 72 mins		18	28
73 to 78 mins		17	27
79 to 84 mins		16	26
85 to 90 mins		15	25
91 to 96 mins		Match Drawn	24
97 to 102 mins			23
103 to 108 mins			22
109 to 114 mins			21
115 to 120 mins			20
121 to 126 mins			Match Drawn (except for two-day games)

*Example: If a Stage 2 thirty over game is delayed for 45 minutes, or accumulates 45 mins of lost time, the match is adjusted to be 22 overs each (refer **Table 2**). The team bowling first would need to complete their 22 overs by 10:33am, and the second innings would start at 10:43am (ie, add half of 45 – being 23 mins – to the second innings start time shown in **Table 1**).*

If the game does not commence before the nominated target time for the end of the first innings (as shown in the table above), and/or the accumulated time lost is greater than nominated time for the duration of each innings (as shown in the tables above), the match shall be declared draw except for two-day games as discussed below. A minimum of 50% of the maximum number of overs must be bowled by the calculated time, otherwise the match shall be declared a draw.

In the event that the first day of a two-day 40 over match is completely washed out, then the second day shall be played as a T20 match under the T20 Detailed Match Day Rules for the corresponding format (eg Stage 3 Premier League T20).



In the event that Day 1 of a two-day match is weather-affected, then the above guidelines regarding adjustment of overs and times would apply, and the team batting first would have the opportunity to bat additional overs on Day 2, before a change of innings. In the event that at least 30 overs are completed on Day 1, then no additional overs will be faced on Day 2 by the team batting first, and the team batting second will be provided the opportunity to face the same number of overs as the team batting first was able to face.

For all non-finals round matches, if play is interrupted in the second innings, and a result is not achieved within the allocated overs before the nominated finish time for the relevant format, then the match shall be drawn

For all Stage 2 and Stage 3 finals-round matches, where play is interrupted in the second innings, a result may be determined using the Duckworth Lewis Stern (DLS) system, only under the following conditions:

- The minimum number of overs have been bowled, to constitute a match (ie 50% of the match format);
- The game is being electronically scored on the PlayHQ live scoring platform;
- The in-built DLS functionality of the PlayHQ live scoring platform is used to determine a result.

If the match is not being electronically scored, and a result is not achieved within the allocated overs before the nominated finish time for the relevant format, then the match shall be drawn. No other DLS calculators, outside of the PlayHQ platform are to be used.

For all Stage 1 finals-round matches, if play is interrupted in the second innings, and a result is not achieved within the allocated overs before the nominated finish time for the relevant format, then the match shall be drawn. There is currently no provision for a DLS result in finals matches of Stage 1 cricket.

- k) Unless otherwise specified in the Match Day Rules for the particular format, if weather or some other reason delays play during the team batting second, and such delays prevent the side receiving as many overs or part thereof as it has bowled, the game shall be declared a draw, except as described above for finals-round matches in Stage 2 and Stage 3 games only.
- l) Drinks Breaks: One drinks break may be taken, on the field of play, during an innings. The recommencement of play is to occur within five (5) minutes of commencing the drinks break. The drinks break should occur approximately half way between the indicated innings start time and the time where the last over should be being bowled, as shown in the tables.
- m) If conditions warrant, an additional drinks break may be taken between designated drinks breaks, provided that the umpire is consulted, normally at the end of an over or the fall of a wicket. Every effort should be made to ensure that there is no time wasted.

### **Law 13 – Innings**

- a) Refer to the Match Day Rules document for the relevant format regarding the maximum number of overs for each team.
- b) Refer to the Match Day Rules document for the relevant format regarding the number of wickets that will deem the innings to be closed if they have fallen before the maximum number of overs have been bowled



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- c) Except where slow over penalty(s) have been enforced, the match shall be between 90% and 100% of the maximum number of overs for each side, as described in the Match Day Rules document for each format.

**Law 14 – The Follow-On**

- a) There is no follow on in any NJCA junior cricket formats.

**Law 15 – Declaration and Forfeiture**

- a) Teams are not permitted to declare.  
b) Teams who do not have the minimum number of players in attendance by the nominated start time, both as described in the Match Day Rules document for the relevant format, are deemed to have forfeited the game.

**Law 16 – The Result**

- a) A team will be deemed the winner if it has scored more runs than its opposition when each team has received the designated number of overs (See Rain Delays – Law 12).  
b) A match will be deemed a draw if either one or both of the teams is prevented from receiving their allocated number of overs and a result has not been achieved.  
c) A match will be deemed a tie in accordance with the Laws of Cricket when at the completion of the match; both teams have scored the same number of runs. There is no provision for a super-over.  
d) If after leaving the field of play, the scorebooks reveal an error has occurred affecting the result, play shall recommence and continue, providing time permits, until a result is achieved.  
e) The score sheet must be signed by a representative of each team and the official umpire. If no umpire is appointed then team representatives only shall sign the score sheet.  
f) The winning team shall be the team which the appointed umpire, or in their absence, team representatives, have agreed as being the winner of the match. The declaration of the winning team shall be made by signing the score sheets immediately after the match and prior to leaving the ground.  
g) In the event of a disputed match, the reasons for the dispute must be noted on the Scoresheet otherwise the result will stand. In the event of a dispute both teams must send the original sheet to the Association Administrator for a ruling.

**Law 17 – The Over**

- a) To effectively manage the available time for all stages of cricket, except as provided for in b) and c) below the first half of the overs of each innings shall be delivered from the same end, and the remaining overs shall be delivered from the other end. Teams can agree to bowl an entire game from one end, if ground conditions require.  
b) For Early Stage 1 and Stage 1 junior cricket (mixed and all-girls competitions), all overs shall be delivered from the one end for both innings.  
c) In Stage 3 Premier League 40 over format, the bowling end will change every ten overs. The umpire shall determine which end the first ten overs are to be bowled from.  
d) Refer to the Match Day Rules document for the re-bowling of wides and no-balls for the respective format, and any additional requirements on the number of legal deliveries in the final over, if they apply.



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**Law 18 – Scoring Runs**

Law 18 shall apply.

**Law 19 – Boundaries**

- a) Refer to the Match Day Rules document for the boundary size, and how it is measured for the relevant junior cricket format
- b) The boundary on unenclosed grounds shall be deemed to be a series of imaginary straight lines drawn between adjacent markers.
- c) An obstacle from another sporting code positioned within the playing area shall not be regarded as the boundary and the batters shall not be given out caught from a ball rebounding off such obstacle.
- d) Six runs shall be awarded for a hit which strikes any boundary fence on the full or pitches over the boundary line.

**Law 20 – Dead Ball**

- a) A Dead Ball is to be called if the ball pitches on a join in the centre of a concrete pitch, or on the ends of artificial covering in the centre of the pitch, with the ball being re-bowled.

**Law 21 – No Ball**

- a) A no ball shall be called, with one run being added to the team score when:
  - i. The ball is above waist high of the batter in a standing position for a full toss
  - ii. The ball is above head height of the batter, in an upright standing position, from a short pitched ball
  - iii. Any ball bounces more than twice before reaching the batting crease
  - iv. Any ball pitches either sides of a concrete, artificially covered or turf pitch.
  - v. The bowler dislodges the bails on the stumps at the bowler's crease in the act of bowling the ball, except as otherwise provisioned under Law 21.6.
- b) See Law 17 c)
- c) Stage 3 T20 Bash and Stage 3 Premier League T20 Formats only – The delivery following any No-ball shall be a **free hit** for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no-ball or wide), then the next delivery shall become a free hit for whichever batter is facing it, unless it is end of over in which case the free hit is NOT carried over.

For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide Ball.

Field changes are not permitted for free hit deliveries unless:

- There is a change of striker (the provisions of Law 28 shall apply), or
- The No ball was the result of a fielding restriction breach; in which case the field may be changed only to the extent of correcting the breach

The bowler may change their mode of delivery for the free hit delivery.

The bowlers end umpire will signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion, and calling “free hit” to the batter.



Where an over is capped at 8 deliveries for the particular format, if the 8<sup>th</sup> ball of an over is a No ball, then the application of the free hit on the next delivery (which would be the first ball of the next over) shall NOT apply. The eight ball over limit, where it applies, is not extended to more than eight balls on account of the 8<sup>th</sup> ball not being deemed a No ball or wide.

#### **Law 22 – Wide Ball**

- a) Any ball passing outside the reach of a player in their normal stance that does not bounce off the pitch should be called a wide, with one run being added to the batting team score. *Note – if the batter hits what might have otherwise been classified a wide ball, it is no longer a wide ball. If it has pitched off the wicket, it is a no ball provided the batter has at least some part of their bat or person remaining on the pitch.*
- b) See Law 17c.

#### **Law 23 – Bye and Leg Bye**

Law 23 shall apply.

#### **Law 24 – Fielder’s Absence; Substitutes**

NJCA provides the following definitions of a Substitute, Fill-In and Replacement Players.

Players who attend a match as a Fill-In Player or Substitute Player shall be declared to the opposition coach as either a Fill-In or a Substitute prior to the commencement of play, to the extent possible. Teams are responsible for advising the NJCA administrator as soon as practical after a match, and in any circumstance, no later than 6pm on the day following the match, where it has used a Fill-In or Substitute Player. Any player that has not been declared to the administrator as one or the other, will be deemed to have been a Fill-In player, in respect of qualifications for finals matches.

A **Fill-In Player** is someone who is registered to play in another team for your club in the NJCA competition. A Fill-In player:

- Shall be declared as a Fill-In before the start of the match
- Can bat, bowl or field for the team that they are filling in for
- Shall be deemed to have played for the team in the higher division, in the context of NJCA By-Law 7 and player regrading;

A **Substitute Player** is someone who is also registered to play in another team for your club in the NJCA competition. A Substitute player:

- Participates in the match for the sole purpose of providing the team with adequate fielders.
- Does not bat, bowl or wicket keep;
- Can take to the field part way through a match if required

A **Replacement Player** is someone who is a direct replacement for a Day 1 player when a Stage 3 Premier League match is played across two days. A Replacement player shall be considered on the same conditions as a Fill-In player, above, with some additional requirements, described further below.

- a) Refer to the Match Day Rules document regarding the batting team providing players to the fielding team if they are short on players.



- b) Fill-In, Substitute and Replacement players are allowed only where those players are registered with the club and normally compete in the same division, a lower division in the same age group, or in a lower age group, provided that:
- i. For Stage 3 U15-U18 Premier League matches: the player is not playing up from their **actual age** to be a substitute in the match;
  - ii. For Stage 3 U15-U18 Saturday Division matches: the player is not playing more than ONE year up from their **actual age** to be a substitute in the match;
  - iii. For all other formats: the player is not playing more than TWO years up from their actual age to be a substitute in the match.

*Example: A Stage 3 U15-U18 Division 3 (Saturday team) is short on players. They can not source Fill-In or Substitute Player from Stage 3 Div 1 or Div 2 teams. They can source Fill-In or Substitute Players from a player who has an actual cricket age of no younger than U14s and plays in U14s cricket.*

*If an U14 Stage 3 team requires a Fill-In or Substitute Player, they must be no younger than an actual cricket age of U12s. In all cases, consideration should be given to the Fill-In or Substitute Player's abilities for the format they are assisting with.*

- c) Fill-In players are not permitted to play if they have been named in another team on the same day. They can however take the field as a Substitute (ie don't bat, bowl or wicket keep).
- d) If the umpire(s) are satisfied that a player has been injured or becomes ill after the nomination of the players, they shall allow the player to have:
- iv. a Substitute acting instead of them in the field (ie they don't bowl or wicket keep)
  - v. a runner when batting
- e) A Substitute Player may take the field on account of any injury or illness that occurs to another player at any time after the nomination of the players, until the conclusion of the match, irrespective of whether play in is in progress or not. An injured or ill player must not be replaced with a Fill-In or Replacement player, except as allowed for the second day of a two-day match for a Stage 3 Premier League match.
- f) The umpire(s) shall have discretion, for other wholly acceptable reason, to allow a Substitute for a fielder, or a runner for a batter, at the start of the match or at any subsequent time.
- g) A player wishing to change their shirt, boots, etc. must leave the field of play to do so. No Substitute shall be allowed for them, except as for the usual interchange of players that may occur between overs or at the fall of wicket.
- h) If a member of the fielding side leaves the field or fails to return after an interval and is absent from the field for longer than 15 minutes, such player shall not be permitted to bowl until having been on the field for at least that length of playing time for which the player was absent.
- i) While it is preferred that players nominated for a two-day Stage 3 Premier League match are available for both days, it is accepted that from time to time, illness and injury and other factors outside of the player's control can affect their availability for the second day of a two-day match. Provided that the team is acting in good faith, a player who is unavailable due to illness or injury, may be replaced with a Replacement Player for the second day of a two-day match. The Replacement Player should be considered a "like for like" replacement, in that a batter should be replaced with a batter; and a bowler should be replaced with a bowler. Teams that are





deemed not to be acting in good faith, and who are considered to be seeking unfair advantage under the Replacement player rules, may be reported to the NJCA Administrator. Teams that exploit this rule outside the spirit in which it is intended may be subject to disciplinary action, including loss of competition points. Replacement Players:

- Must be nominated to the NJCA Administrator at least two days before the resumption of play in a two-day match, including clear nomination of the player they are replacing;
- May be approved or declined at the sole discretion of the NJCA executive committee, acting reasonably;
- Inherit all match restrictions being carried by the player they are replacing both for the match in progress and also for the following match (eg if the player being replaced has already batted and as a result is required to bat low in the batting order for the following match, then both the player that batted *and* the Replacement Player will be required to bat low in the order for the following match, irrespective of whether the Replacement Player has batted or not).

#### **Law 25 – Batter’s Innings**

- a) Refer to the Match Day Rules document for information regarding the maximum number of batters per innings and the compulsory retirement of batters for the respective format
- b) Any retired batters (retired not out under compulsory retirement rules) may return to the crease once all others have batted, in the order they retired. A batter who retires hurt may return at any time after the fall of a wicket
- c) Those players that did not bowl or wicket-keep in the first innings should be placed high in the batting order.
- d) A batter who retires prior to reaching compulsory retirement is not out but may not return to the crease.
- e) Coaches/Team Managers should rotate the batting order each match, as described in the Match Day Rules document for the respective formats.
- f) Stage 3 Premier League: A player who bats for 60 or more balls is not permitted to bat in the top 4 batters of the following batting innings for their team (ie, they can not bat any higher than No 5), except where the following innings is a semi final or grand final match.

#### **Law 26 – Practice on the Field**

Law 26 shall apply.

#### **Law 27 – The Wicket-Keeper**

- a) All wicket keepers must wear a helmet, pads and protection at all times.
- b) The requirements for one or two wicket-keepers are as per the Match Day Rules document for the respective formats
- c) Law 27.4 – please refer to Law 28.6 below

#### **Law 28 – The Fielder**

- a) Refer to the Match Day Rules document regarding the maximum number of overs, maximum overs per spell, and breaks between spells for bowlers for the respective formats. In general, and unless otherwise provided for in the respective match day rules, the break between spells must be twice the number of overs as the player has bowled in their spell for it to be considered



a new spell. If a player bowls less than the maximum number of overs in a spell, any overs bowled inside a break of twice the number of overs of their previous spell will be considered an extension of the previous spell, and the player can not bowl again until they have observed the required break for the revised length of the extended spell. This rule applies equally for spin bowlers as for pace bowlers in NJCA formats.

*Eg: If the maximum overs in a spell is 4 overs, and the player bowls a 4 over spell, then they can not bowl again until at least 8 overs have been bowled by other players. If the bowler bowls 3 overs in a spell and then does not bowl their fourth over until at least six overs have been bowled by others, then their fourth over will be considered the start of a new spell. If however the player bowls their fourth over when only five overs have elapsed between their third and fourth over, then that fourth over is considered an extension of the first spell, and the player can not bowl again until at least eight overs have elapsed.*

- b) Coaches, captains and players are responsible for understanding and adhering to any bowling workload restrictions that may need to be considered for junior players who play in multiple formats and/or who play representative cricket. The Cricket Australia Youth Pace Bowling Guidelines should be referenced to for junior pace bowlers, which recommends that pace bowlers avoid bowling more than two days in a row where possible.
- c) Irrespective of the above, bowlers are not permitted to bowl more than the nominated maximum number of overs per bowler as outlined in the Match Day Rules document for the respective format.
- d) If any player is not able to bowl due to injury or due to workload management, this should be declared to the opposing team's coach before the commencement of play, and the player's coach shall follow the bowling configuration for a corresponding revised fielding team size. Preference is that this is also declared to the NJCA administrator before the game. If the impact is expected to last more than one game (eg injury), a medical certificate may also be requested by NJCA. Any concern that a fielding team is treating this rule in anything other than the spirit with which it is raised may be reported to the NJCA administrator by the batting team as a protest.
- e) No fielders within 10 metres of batter except wicket-keeper and slips fielder(s). If considered necessary a line may be drawn on the ground to define the restricted area, using string, at the required 10m radius.
- f) No player may enter this restricted area until the ball:
  - i. is hit by the batter, or
  - ii. strikes the body, or
  - iii. strikes the equipment of the batter, or
  - iv. passes through to the wicket-keeper.
- g) Requirements for fielding rotations are described in the Match Day Rules document for the respective formats. The importance of rotating fielders in Early Stage 1 and Stage 1 junior cricket cannot be understated. Failure of Stage 1 teams to appropriately rotate the field may be reported by the opposition team to the NJCA Administrator, who in turn may report onwards to the Junior Director of Coaching.
- h) Players shall recommence play after the drinks break, under the relevant fielding rotations, restrictions or requirements, as if the drinks break had not occurred.
- i) Where a team has more than the maximum number of fielding players in attendance, coaches should use their best endeavours to provide equal fielding time to all players being rotated on and off the ground, as described in the Match Day Rules document for the respective formats.



j) Law 28.6: Unfair movement by fielders (including wicket keeper)

Stage 1 and Stage 2:

- i. The umpire shall immediately call and signal a no ball or wide, if applicable, and otherwise call a dead ball. The batting team will be afforded any advantage (eg if they score runs, these will apply). The batting team will suffer no disadvantage (ie they can not get out)
- ii. For Stage 1, Stage 2 and Stage 3 Cricket: The fielding team will be advised of the unfair movement and warned against it. (ie a Warning will be issued). Where no official umpire is in attendance, at least three warnings must be issued before proceeding to penalties, if applicable to the stage of cricket being played). Where an official umpire is in attendance, two warning will be provided to Stage 2 cricket and one warning to Stage 3 cricket.
- iii. For Stage 2 and Stage 3 cricket: Any subsequent unfair movement in the field (including wicket keeper), beyond the number of warnings nominated above, will be called a no-ball.
- iv. For Stage 3 Cricket: Only where an official umpire is in attendance, any additional unfair movement (including wicket keeper) beyond the initial warning, and subsequent calling of a no-ball will result in 5 penalty runs being awarded to the batting team (ie against the fielding team).
- v. When penalty runs are awarded, the umpire shall signal the penalty runs to the scorers.

*ie: Stage 1 Cricket – warnings only*

*Stage 2 cricket (no official umpire) – three warnings to the fielding team then no-balls can be called*

*Stage 2 cricket (with official umpire) – two warnings, then one no-ball. On the fourth infringement, 5 penalty runs can be called*

*Stage 3 cricket (no official umpire) – two warnings to the fielding team then no-balls can be called*

*Stage 3 cricket (with official umpire) – one warning, then one no ball. On the third infringement, 5 penalty runs can be called*

**Law 29 – Law 35**

Law 29 – 35 shall apply.

**Law 36 – Leg Before Wicket**

- a) In Early Stage 1 and Stage 1 cricket, all dismissals, except LBW, apply.
- b) In Stage 2 cricket, all dismissal types apply, except that LBW will only apply if an official umpire is in attendance.
- c) In Stage 3 cricket, all dismissal types apply, except that LBW will only apply if an official umpire is in attendance; or in the case where no official umpire is in attendance, both coaches must agree before the game that they are confident and competent to determine LBW appeals, else LBW does not apply.

**Laws 37 to Law 41.15**

MCC Laws 37 to 41.15 apply.



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**Law 41.16 – Non-Striker Leaving His/Her Ground Early**

- a) Despite changes to the MCC rules in 2022, NJCA does not accept a run out via “mankad” for dismissal of a batter. The bowler is entitled to provide the batter with a warning, and to politely request the attention / assistance of the umpire if the batter is attempting to back up unfairly
- b) If any batter is unfairly attempting to back up before the bowler is in their delivery stride, the umpires shall immediately call and signal dead ball and issue a warning to the non-striking batter.
- c) Any further breaches of this rule will result in the following procedure:
  - vi. The umpire shall immediately call and signal dead ball.
  - vii. For Stage 1 and Stage 2 Cricket: The batters will be instructed to return to their original positions
  - viii. For Stage 3 Cricket: Award 5 penalty runs to the fielding team when an official umpire is in attendance. When no official umpire is in attendance, the batters will be instructed to return to their original positions.
  - ix. When penalty runs are awarded, the umpire shall clearly signal the penalty runs to the scorers.

**Laws 41.17 to Law 41.19**

MCC Laws 41.17 to 41.19 apply.

**Law 42 – Players’ Conduct**

MCC Law 42 does not apply. Please refer to the NJCA Code of Conduct which was agreed to upon registration