

MANLY WARRINGAH JUNIOR CRICKET ASSOCIATION

LOCAL RULES COMMON TO ALL AGE GROUPS

as at the 2013/14 season

All games are played under the normal laws of the game of cricket. These are local adjustments to some of those laws.

PLAYERS and SUPPORTERS

- The aim of the Saturday morning competition is to give all participants, as much as possible, equal opportunity. Players of better than "average" ability are catered for by way of representative cricket, specialised intensive coaching etc.
- We are becoming increasingly concerned about bad sportsmanship, abuse and time wasting. The rules of the competition have been re-framed to endeavour to overcome these problems and the Committee will view seriously, any attempts to circumvent these rules.
- Bad sportsmanship and abuse cannot be controlled by rules and regulations and it must be the responsibility of Clubs and Managers to maintain a satisfactory level of discipline in their teams.

DRESS

- It is essential that standard cricket attire be worn on the cricket field by players at all times, i.e. white or cream cricket trousers or shorts, white or cream shirt, jumper and socks, white cricket boots or sand shoes, cricket cap or helmet or white hat. A sponsorship logo may be worn on the arm or front pocket of the cricket shirt. Clubs must seek approval from the MWJCA for any variation on the white or cream shirt and trousers prior to the start of the season.
- If any registered player does not comply with the above the team is liable for the following:
 - First Offence - a fine of \$20 per team.
 - Second Offence - a fine of \$60 per team and possible suspension.
- Managers have the right to refuse to let players either bat or bowl if they are not correctly attired in the accepted cricket gear.

SLEDGING

- Sledging and bad language will not be tolerated and any team found guilty of the offence is liable to the following:
 - First offence - a fine of \$30 per team.
 - Second offence - a fine of \$100 per team and possible suspension.

RESERVES

- Clubs having teams in both divisions of the one age group may only play a Division 2 player in Division 1 for 3 matches after which that player may not play Division 2 except with the consent of the MWJCA Executive Committee.
- Similarly, if a club has more than one team in the same Division, players may not be interchanged without the consent of the Executive Committee.

MODES OF COMPETITION

- The Executive Committee shall use its best endeavours to observe the following guidelines in preparing the competition format each year:
 - Enforce a deadline for team nominations.
 - Where ten (10) or more teams are nominated in a particular age group, grade the teams into stronger and weaker divisions based on the previous seasons results. Any new teams will go into the weaker division.
 - Allow clubs to have only one team in a division one competition unless the previous seasons results show that more than one team should play division one.
 - Where possible:
 - for 5 or 6 teams, two rounds of two day games;

- for 7 or 8 teams, one round of two day and one round of one day games; or split the division after a complete round of two day games;
- for 9 or 10 teams, one round of two day games if all teams wish to be division one.

SUBSTITUTES

- Substitutes are allowed in all cricket games but in traditional cricket games, they cannot bat or bowl, however they may wicket-keep.

ASSISTANCE ON THE FIELD OF PLAY

- In Under 11's to Under 12's matches, a manager or coach may give advice to players, i.e. to batsmen and bowlers and regarding field placements but only when the ball is DEAD, not during play.
- In Under 13's to Under 14's matches, a manager or coach may only give advice to his players BETWEEN OVERS.
- In Under 15's and higher grades, a manager or coach cannot give advice to players on the field. Normal rules of cricket apply.

DRINKS

- A compulsory 5 minute "drinks" break will be taken at approximately 9.30am for two day matches. For one day matches the innings break will be held at 9:55am and drinks can be taken at that point. On particularly hot days, two 5 minute "drink" breaks may be taken at the discretion of the managers, and the days play is to be extended by a further 5 minutes. Here common sense and the welfare of the players is the overriding factor in the decision making. Extra time is not added for the drinks breaks.

FEMALE PLAYERS

- Girls may be registered to play one year below their age group (current MWJCA Policy) - added clause: Individual Girls may play 2 years above the competition age limit (after Under 12), where ability dictates eg: 16 year old girl may play in under 14 boys competition (as outlined in the Cricket Australia Junior Policy).

PREPARATION FOR THE GAME

PROCEDURE ON PLAYING DAY

- Teams must arrive at the ground at least 20 minutes before the match is due to commence so that the boundary and wickets can be set to allow play to start on time.
- All requirements in the Associations safety policy must be adhered to.

THE GROUND

- Matches must be played on the pitch allocated in the draw. Should weather make the pitch unplayable, the match may NOT be played elsewhere by private arrangement between Managers. Team managers or a nominated adult from the home team is to ensure that an inspection of the playing field and surrounds is conducted prior to the commencement of the game and that the "Pre-Game Checklist" is completed.

THE PITCH

- All pitches should be inspected by team officials before the commencement of play and any alterations be agreed to by both teams.
- Pitches may be swept prior the commencement of a match/innings to remove dirt and other debris from the pitch. The sweeping of a pitch is also permissible during an innings if the state of the pitch becomes hazardous during that innings. Either a broom or blower is permissible for this purpose.
- **UNDER NO CIRCUMSTANCES ARE UNAUTHORISED WORKS TO BE CONDUCTED AROUND THE PITCH IN ORDER TO REMOVE WATER. SUCH WORK WOULD INCLUDE THE DIGGING OF TRENCHES ETC TO ALLOW WATER TO DRAIN AWAY.**

- Managers or Coaches must agree that the ground is fit for play. This may be done by inspection or by telephone if it is obvious that play cannot commence.

SETTING THE FIELD

- Teams must provide a string line to measure boundary distance and each team must provide sufficient markers to define at least half the boundary circumference (no flags are to be used as markers). Each team must set out half the boundary.

BOUNDARY DISTANCE

- Under 9 See Under 9 Rules
- Under 10's to Under 11's 40 metres
- Under 12's to Under 16's 50 metres

NOTE: Where markers are used to define the boundary a straight line from one marker to the next is the boundary. If an object (eg tree, goal post) is close to the boundary or within the boundary then the boundary must be placed in a safe position closer to the cricket pitch (coaches must agree to this).

LATE START

- In both One and Two Day Matches (8:00 am start time) - Should a team not be ready to play by 8.20am the opposing team will claim the match. An email must be sent to the association secretary claiming the forfeit within 48 hours (see FORFEITS AND CLAIMS below).

LENGTH OF GAME

- Unless both Managers or Coaches agree, two-day matches must continue for the full allotted time of the match (three hours and 30 minutes), subject to an outright decision having been reached (see OUTRIGHT and CLAIMS below). One day games are finished once the team batting second is bowled out or when the team batting second passes the first batting teams score.

FORFEITS AND CLAIMS

- Protests and claims for forfeits must be telephoned or emailed to the secretary of the association IMMEDIATELY the match concludes. The protest or claim for forfeit must be confirmed in writing by the Club Secretary within 48 hours to be awarded maximum points scored in that round. The letter must be sent to the Association Secretary.

WET WEATHER

- The Association or Council do NOT cancel games due to WET WEATHER. All such decisions are to be made by TEAM OFFICIALS on the day. In the case of the Managers or Coaches not being able to reach agreement due to rain or pitch and general ground conditions teams must remain at the ground until one hour after the allotted start time - Nine (9.00) am. If after this time conditions have not improved play may be called off for the day. The competition secretary may be contacted to help make the decision.
- In the event of a THUNDER STORM in the vicinity it is the responsibility of the Managers or Coaches to see that ALL players leave the field and obtain shelter. It is hoped that common sense and the players' safety are the main considerations when decisions on wet weather play are taken.
- The 30/30 rule is to be used if uncertain ie; if you see lightning you count in seconds until you hear the thunder, if the thunder is heard within 30 seconds of the lightning you should abandon the game for at least 30 minutes or until the storm has passed.

UMPIRES

- On request, the Association runs a Special Basic Rules Course at the start of the season to ensure that the rules under which the MWJCA play are understood by Coaches, Managers and Umpires. All Clubs may send as many coaches or managers they want to have attend.

- Qualified Umpires and those certified by the MWJCA may elect to officiate at the bowler's end only. The Managers of both teams must be advised prior to the start of the game, and the opposing team's umpire shall officiate at the square leg position only.
- The executive of MWJCA has the right to appoint an umpire to a game if requested by a club. The club will pay the cost of the umpire.

NOTE: Umpires should consult before the start of play and agree on the interpretation of "wides" and "no balls".

WIDE

- If a bowler bowls a ball so HIGH or so WIDE as to be out of the batsman's reach in his NORMAL GUARD POSITION the Umpire shall call and signal "wide" (a ball should not be called "wide" until it has been taken by or passes the wicketkeeper). A sundry is added to the score and an extra ball is to be bowled (except for U9, 10 and U11 division 2, Refer to playing rules for these age groups).

NO BALL

The Umpire shall call and signal "no ball":-

- If a ball when bowled LANDS OFF THE PITCH AREA.
- Bowling of high full pitched balls:
 - If a bowler bowls a FAST FULL PITCHED BALL which passes, or would have passed, the batsman ON THE FULL ABOVE WAIST HEIGHT in his NORMAL GUARD POSITION.
 - If a bowler bowls a SLOW DELIVERY which passes, or would have passed, the batsman ON THE FULL ABOVE SHOULDER HEIGHT in his NORMAL GUARD POSITION.
- Bowling of fast short pitched balls:
 - If a FAST SHORT PITCHED BALL passes the batsman above SHOULDER HEIGHT in his NORMAL GUARD POSITION.
- If a bowler, in his delivery stride, does not have some part of his FRONT FOOT whether GROUNDED or RAISED behind the POPPING CREASE.
- If the number of ON-SIDE fieldsmen BEHIND the POPPING CREASE at the instant of the bowlers delivery exceeds TWO (2).
- See BALL BOUNCING section below

NOTE: A penalty of (1) run for a "wide" and "no ball" shall be scored plus whatever is scored otherwise and an extra ball is to be bowled (except for U9, 10 and U11 division 2, Refer to playing rules for these age groups). **Only the umpire at the bowlers end may call no balls (the umpire may ask for signal assistance from the square leg umpire).**

DEAD BALL

- If a ball when bowled lands ON THE GRASS ENCROACHING ONTO THE PITCH it is to be immediately called a "dead ball" and no run, or sundry, is to be recorded. An extra ball is to be bowled.
- RESTRICTED ZONE; With the exception of the wicketkeeper and slips cordon, NO PLAYER UP TO AND UNDER THE AGE OF 14 SHOULD BE POSITIONED WITHIN 10 METERS OF THE BATTERS STUMPS, (restricted zone): No player may enter the 'restricted zone' until after the ball:- Is hit by the batter; or, Strikes the body or equipment of the batter; or, passes through to the wicketkeeper. If they do, the Umpire will signal and call a 'dead ball' and no run, or sundry, is to be recorded. An extra ball is to be bowled (except for U9, 10 and U11 Division 2, refer to playing rules for these age groups).

BALL BOUNCING

- A ball which bounces more than twice before it reaches the popping crease is a "no ball".

UNDERARM BOWLING

- Underarm bowling is not permitted.

NUMBER OF BALLS BOWLED IN AN OVER

- In all age groups where Traditional Cricket is played (U11 Division 1 and U12 to U16/17 all Divisions), overs will be restricted to eight (8) balls which is in accordance with Cricket Australia guidelines.

SCORING AND RECORD OF RESULTS

AFTER EACH MATCH

- Team managers must enter the results AND player statistics on the Association's MyCricket site by 5pm the Friday following the completion of the match. This includes players' statistics for all Traditional cricket playing age groups (U11 Division 1 and U12 to U16/17 all Divisions). If results are not entered on time then the offending team's club will be fined \$20 for 1st offence, \$50 for 2nd offence, and \$100 for 3rd and subsequent offences in a season. Invoices will be issued to Clubs. Fines are levied for each of a club's teams which submit late results.

SUGGESTIONS

- Do these jobs immediately the match/season ends. If you leave it, they will become much more tedious and difficult for you and the officials of your Club and MWJCA whose job it is to prepare this information for publication and arrange for trophies etc.

SCORERS

- Score books MUST be completed in detail.
- Ensure that on EACH PAGE, in addition to scoring details, you complete:
 - Round Number
 - Date
 - Opponents
 - Ground
 - Innings
 - Starting Time
 - Interruptions to Playing Time

POINT SCORE

- KANGA, U9 – no points allocated.
- U10 and U11 Division 2 (Average Cricket):
 - WIN 4 points
 - DRAW / TIE 2 points
 - LOSS 1 point
 - FORFEIT 0 points
- U11 Division 1 and U12 to U16/17 all Divisions (Traditional Cricket):
 - (a) Outright win after leading on First innings 8 Points
 - (b) Outright win after tie on First innings 6 points
 - (c) Outright win after trailing on First innings 5 points
 - (d) Outright loss after trailing on First innings 0 Points
 - (e) Outright loss after tie on First innings 2 Points
 - (f) Outright loss after leading on First innings 3 Points
 - (g) Tie outright after leading on First innings 5 points
 - (h) Tie outright after trailing on First innings 3 Points
 - (i) Tie outright after tie on First innings 4 Points
 - (g) Win on First innings 5 Points
 - (k) Lose on First innings 1 Point
 - (l) Tie on First innings 3 Points
 - (m) Draw 3 Points
 - (n) Win on Forfeit Maximum Points of Round
 - (o) Loss on Forfeit 0 Points

- In the event of a team LEADING on the FIRST innings and subsequently TYING or LOSING OUTRIGHT, it shall receive 7 points.
- Games WASHED OUT before a result is reached, shall be regarded as a DRAW.

BYE

- To calculate the points received for a bye, the total points received for the full season are divided by the maximum number of points a team may achieve, multiplied by one hundred. This percentage will be applied to the maximum points available in a match. The final figure will be awarded to the teams total for the bye. If all teams have the same number of byes in a competition, then byes are worth 0 points.

Example:

A team plays 9 games with 1 bye

They score 63 points from a maximum of 90 points

63 divided by 90 x 100 = 70%

10 points are possible for each game, therefore 70% of 10 = 7 points

Total points for the season are 63 + 7 = 70 points

