



CJCC

**COMMUNITY JUNIOR
CRICKET COUNCIL**

Stage 3 – Match Details, Ground Setup and Match Day Summaries

(Suitable for U14, U15 and U16/U17 Boys Competitions and U18 Girls Competitions)

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1. Match Details and Length

(a) The Association shall determine the Match Length and fixture structure for competitions based on the following options:

- 20 Over Match
- 30 Over Match
- 35 Over Match
- 40 Over Match

And

- Boys Competition; or
- Girls Competition.

(b) In 35 Over Matches, the Association may elect to have all overs bowled from the same end. If this option is selected, the batters will change ends at the completion of an over.

(c) 40 Over games are restricted to Boys U16/U17 Competitions.

(d) The Maximum Length of Time to Complete the Match shall be as follows:

20 Over Match	2 hours 30 minutes
30 Over Match	3 hours 50 Minutes
35 Over Match (Bowling One End)	4 hours
35 Over Match (Bowling Each End)	4 hours 30 minutes
40 Over Match	5 hours

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

2. Match Officials

- (a) Coach – accredited to at least Cricket Australia Community Coach Level.
(b) Umpires – each team will provide 1 adult umpire to be responsible for umpiring (when required).
(c) Scorers - each team will provide 1 competent scorer to be responsible for recording the game.

Note: The association may allocate accredited and paid umpires for the match.

3. Team Numbers

3.1 Boys Competitions

- (a) 7 players per team minimum are required to play the game.
(b) 13 players per team maximum are to be allocated to a team.
(c) Only 11 players can be on the field at any given time.
(d) When a team is short of players and a request for loan players is made by the bowling/fielding side then players are required to be provided by the opposition team for the purpose of fielding.

3.2 Girls Competitions

- (a) 7 players per team minimum are required to play the game.
(b) 11 players per team maximum are to be allocated to a team.
(c) Only 9 players can be on the field at any given time.
(d) When a team is short of players the opposition must provide them for the purpose of fielding.

4. Match Equipment

4.1 Standard Equipment

- (e) 2 sets of stumps with bails is required.
- (f) If bowlers are bowling from one end the Association may select to use stumps with a base at the bowler's end bails must be used.
- (g) Measuring tape or premeasured length of rope for boundary length set up.
- (h) Boundary markers.
- (i) Chalk or tape to mark the crease (if required).

4.2 Ball

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

4.3 Protective Equipment

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

5. Ground Setup

5.1 Pitch Length

- (a) The pitch length for all games is a standard length of 20.12m

5.2 Boundary Distance

- (b) The boundary distance in the following tables will apply based on the match format and age group
- (c) Matches may be played on grounds that are smaller than these boundary distance allows. In these circumstances, the Home Team shall ensure the boundary is maximised to be degree that the ground allows.
- (d) Associations may, stipulate no-go zones are required behind the bowler's end. Where these zones are enforced by the Association:
 - i) They must be clearly marked with cones or similar; and
 - ii) Spectators are not permitted to enter the zones, except to move through the zones without disrupting the game.

5.2.1 20 Over matches

Competition	Boundary Size
U14 Boys	45 metres from centre of wicket
U15 and U16/U17 Boys	50 metres from centre of wicket
U18 Girls	45 metres from centre of wicket

5.2.2 30, 35 and 40 Over Matches

Competition	Boundary size
U14 and U15 Boys	50 metres from centre of wicket
U16/U17 Boys	55 metres from centre of wicket
U18 Girls	45 metres from centre of wicket

6. Innings

6.1 Innings Length and Breaks

(a) Each batting innings shall be completed at the conclusion of the following (in order of priority):

- The team is all out;
- The allocated time as outlined below; or
- The completion of the allocated overs as per the Match Details.

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

(b) The Team Batting Second is entitled to the same number of overs as the Team Batting First, except where the Team Batting First was all out, where they shall receive the full allocation of overs.

(c) There is a ten-minute change over between innings.

(d) Drinks Breaks

- In 20 Over Matches, drinks should be taken after 10 overs, allowing for the wicket keeper to change.
- In 30 Over Matches, drinks should be taken after 15 overs, allowing for the wicket keeper to change.
- In 35 Over Matches, drinks should be taken after 18 overs, allowing for the wicket keeper to change.
- In 40 Over Matches, drinks should be taken after 20 overs of each innings.
- Drink breaks should take no longer than 4 minutes.
- Drinks may be taken more frequently if called for by mutual consent of the supervising officials, particularly on hot days as outlined in the relevant policy.
- Extra drinks break if taken must be completed within 2 minutes.
- Batters, bowlers and wicketkeepers may ask the umpire for a drink which should take place on the ground and between overs to allow play to continue.

6.2 Batting Requirements

6.2.1 Rotations

In this Competition, the batting order shall be rotated on a weekly basis as follows:

- (a) Players must be rotated every game during the home and away season.
- (b) Batting positions 1 & 2 are treated as one position.
- (c) Any player named in the previous completed Match who did not bat must bat in the following Match.
- (d) Players must bat in a minimum of 5 different positions before batting in the same position a second time.
- (e) Players must not bat in the same position two matches in a row.

Note: These rotations must be strictly adhered to. Penalties for this are outlines in the CJCC Reports, Investigations and Outcomes Policy

- (f) The striker changes end when the over is complete if bowlers are bowling from one end.
- (g) Rotation of batting orders is not required in any Finals games.

6.2.2 Mandatory Retirements

- (a) In a 20 Over Match, each batter will retire immediately after facing 20 balls, inclusive of wides and no balls.
- (b) In 30 over, 35 over and 40 over matches, each batter will retire immediately after facing their required number of balls inclusive of wides and no balls):

Boys Competition	Required Number of Balls Faced
U14 and U15	35 balls
U16/U17	40 balls
U16/U17 (40 Over game)	50 balls
Girls Competition	Required Number of Balls Faced
U18	35 balls

6.2.3 Mandatory Retired Batters

- (a) Retired batters can return to bat only after all other members on the Team List that are present have batted.
- (b) A retired batter can only resume their innings when all other batters have faced the required number of balls faced as per 6.2.2 or have been dismissed.
- (c) Retired batters will resume their innings in the order of retirement.
- (d) A previously retired batter must be retired again after they have faced the required number of balls as per rule 6.2.2 except if no other retired batters are remaining.

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

- (e) Retired batters at the completion of an innings are recorded as Retired Not Out.

6.2.4 Retired Hurt Batters

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

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

6.2.5 Absent Batters

- (a) If a batter is not present to resume their innings after a break and was not retired before the break, they will be recorded in MyCricket as Retired Not Out.

- (b) If a player is listed on the team list and leaves the game prior to the team batting they will be recorded in MyCricket as Absent.

6.3 Bowling

6.3.1 Rotations

In this Competition, the bowling order shall be rotated on a weekly basis as follows:

- (a) Players must be rotated every game during the home and away season.
- (b) Bowling positions 1 & 2 are treated as one position.
- (c) Any player named in the previous completed Match who did not bowl must bowl in the following Match.

Note: *The exception to this requirement is in U15 and U16/U17s Boys Competition, where a wicket keeper opts to keep for the entire innings.*

- (d) Players must bowl in a minimum of 5 different positions before bowling in the same position a second time.
- (e) Players must not bowl in the same position two matches in a row.
- (f) Rotation of bowling orders is not required in any Finals games.

6.3.2 Maximum Overs per Bowler

In this Competition, the following shall apply:

20 Over Matches

- (a) In Boys Competitions, a minimum of eight bowlers must bowl 2 overs each.
- (b) A maximum of 3 overs for any one bowler.
- (c) In Girls Competitions, each player, including the wicketkeepers, must bowl 2 overs before any player can bowl a third over.
- (d) Coaches are encouraged to ensure there is the opportunity for players to bowl 3 overs in a match.

30 Over, 35 Over and 40 Over Boys Matches

- (a) In U14, all players must bowl 2 overs before any player can bowl 3.
- (b) In U15 and U16/17, a minimum of eight bowlers must bowl 3 overs each before any player can bowl a 4. All players are encouraged to bowl in each game.
- (c) A maximum of 5 overs per player.
- (d) A maximum of 4 overs can be bowled in a spell.
- (e) A minimum of 6 overs must be bowled in the innings between spells.
- (f) Coaches are encouraged to ensure there is the opportunity for players to bowl 5 overs in a match.

30 Over Girls Matches

- (a) Each player, including the wicketkeepers, must bowl 2 overs before any player can bowl 3.
- (b) The first wicketkeeper must bowl the 16th and 18th overs.
- (c) A maximum of 5 overs per player in 30 Over and 35 Over Matches
- (d) A maximum of 3 overs can be bowled in a bowlers second spell.
- (e) A minimum of 6 overs must be bowled in the innings between spells.
- (f) Coaches are to rotate the opportunity for players to bowl the maximum overs in a match.

6.3.3 Length of Overs

- (a) In this competition a No Ball is re-bowled subject to a maximum 8 Ball Over.
- (b) In this competition a Wide is re-bowled subject to a maximum 8 Ball Over.
- (c) In the event of a bowler being injured during an over, another player shall complete the over. The normal bowling restrictions shall apply to both players. ie completing another players over shall count as a full over bowled by the replacement bowler and part of their allowed number of overs.

6.3.4 No Balls

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

- (a) Part of the bowler’s front foot on landing, whether grounded or not, is not behind the bowling crease.
- (b) Part of the bowler’s back foot is grounded on landing on, or outside, the line of the return crease.
- (c) A ball lands off the pitch, rolls off the pitch, or hits the edge of the pitch. This includes balls that start off the pitch but roll back on.
- (d) A ball bounces three times or more, or rolls along the ground, before reaching the batting crease.
- (e) A ball comes to rest in front of the line of the batter’s wicket, without having previously touched the bat or the batter. The umpire shall call and signal No Ball and immediately call and signal Dead Ball.
- (f) A ball passes, or would have passed, above the waist on the full, in the batter’s normal stance. Either or both umpires may call No Ball.
- (g) A ball which, after pitching, passes or would have passed above the batter’s shoulder in their normal batting stance. Either or both umpires may call No Ball. In this circumstance:
 - i) On calling No Ball, the umpire is to warn the bowler that any further repetition to the same batter in that over will result in the bowler being removed from the attack before completing the over and they will be unable to bowl again in that innings.
 - ii) A designated spin bowler is exempt from the above
- (h) There are more than two fielders behind square leg.
- (i) A fielder stands within the 10 metres zone, with the exception of Slips, Gullies and Wicketkeeper.
- (j) A fielder stands within 2 metres of the pitch in front of the striker’s wicket.

6.3.5 20 Over Match - Free Hit

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

6.3.6 Wides

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

- (a) Any ball that pitches on the wicket, or passes the batter, that is outside the batter’s reach, standing in their normal batting position, is a ‘Wide’.
- (b) In 20 Over Matches, all balls bowled leg side of the batter are a Wide.
- (c) A batter can be dismissed Stumped or Run Out on a Wide.

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

6.4 Fielding

- (a) No fielders shall be located within 10 meters of the batter, except for Slips, Gullies and Wicketkeeper for safety reasons and) to encourage singles.
- (b) In U16/U17 boys and U18 Girls Competitions, fielders may stand within 10 metres of the batter, but must wear a helmet and protector.
- (c) No fielder may stand within 2 metres of the Pitch in front of the batter’s wicket.
- (d) The following shall apply to Wicketkeepers:

- i) In boys U14 and all girls competitions, a minimum of 2 wicketkeepers are required. A wicketkeeper cannot keep for more than 50 per cent of the Innings.
 - ii) In boys U15 and U16/U17 Competitions, a wicketkeeper can keep for the entire innings.
- (e) Coaches are encouraged to rotate the opportunity for players to field in all fielding positions.
- (f) If more than maximum number of players allowed on the field are playing, they should be off the field for no more than 3 overs at a time, unless injured or are leaving the game.

6.5 Dismissals

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

- (a) In U14 and U15 Boys and U18 Girls, to assist umpires in their decision making:
 - o Any batter making a genuine attempt to play forward on a synthetic pitch should not be given out LBW (ball likely to be going over the stumps)
 - o Any player making a genuine attempt to play forward AND a genuine attempt to play the ball should not be given out LBW.
- (b) In U14 and U15 Competitions and U18 Girls Competitions, a Batter is Not Out LBW if the ball hits the batter on either pad or body and they are clearly playing forward in a genuine stroke.
- (c) In U16/17 competition all forms of dismissal apply as per the Laws of Cricket.