

NEJCA UNDER 10 JUNIOR FORMAT COMPETITION RULES

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NEJCA's mission is for equity based competition for all boys and girls of the North Eastern Junior Cricket Association
All North Eastern Junior Cricket Association Cricket games are played following the Rules of Cricket; however the following rules apply and should be interpreted with the best interests of Junior Cricket and all Junior Cricketers development.

1. GENERAL PLAYING CONDITIONS

1.1 Team Numbers

- 1.1.1. Team consists of seven players
- 1.1.2. The maximum number of players in any one game is nine players.
- 1.1.3. The minimum number of players for a game to commence is five.
- 1.1.4. The innings is over when 20 overs has been bowled/faced.

1.2 Players Age

- 1.2.1. All players playing in the U10 competition must be aged Under 10 as of September 1st of the current season, unless a special permit (see rule 1.5) has been approved by NEJCA Executive.

1.3 Registration

- 1.3.1 All Players must be registered with the Association. The Coach / Team Manager has the responsibility to lodge all registrations within two days of the first game played by each player. This process must be carried out through the MyCricket recording system. It is mandatory for players to be registered before they can be entered as players in team results on MyCricket.
- 1.3.2 N/A Under 10
- 1.3.3 Once a player is registered, he or she can play with no more than two clubs in any one season

1.4 Clearances

- 1.4.1 The Association does not require a clearance to move between clubs. However if a player wishes to change clubs during the season, the player must seek permission from the NEJCA Executive in writing and each case will be assessed individually

1.5 Special Permits

- 1.5.1 All encouragement and coaching efforts should be made to assist players to develop their cricketing skills and progress in their appropriate age groups. However, if a player is believed not to be able to progress in their age group an application in writing with supporting evidence/match statistics can be made to the NEJCA Executive. All cases will be assessed individually

1.6 Dress Code

- 1.6.1 White or cream coloured shirts with a collar (club shirts are permitted)
- 1.6.2 White or cream coloured trousers or shorts with white socks and cricket shoes.
- 1.6.3 Caps or hats and sunscreen are strongly recommended.

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1.7 Safety Equipment

- 1.7.1 It is compulsory that all junior players must wear a helmet when batting, no exceptions. A parent cannot give permission for their child not to wear a helmet.
- 1.7.2 All wicketkeepers must wear a helmet at all times.
- 1.7.3 A good helmet has a face grill, fits comfortably, protects the back of the head and the temples, is light and well ventilated and hygienic.
- 1.7.4 Only helmets that display the Australian Standards Approval should be worn (**BS7928:2013**).
- 1.7.5 Although at times it is taken for granted, it is essential that when batting and wicket-keeping, all cricketers use correct leg and thigh pads, gloves and protectors when playing with cricket balls.

1.8 The Balls

- 1.8.1 All teams participating in the North Eastern Junior Cricket Association U10 Junior Formats must use a Kookaburra Commander Cricket Ball
 - 1.8.1.1 Cricket Balls will be used for two matches

1.9 Size of the Ground

- 1.9.1 It is recommended that the minimum size of the boundary is 35m and the maximum size of the boundary is 40 metres, measured from the batter's end stumps. Both Coaches should agree on the size of the playing field on the day/s of the match.
- 1.9.2 The length of the pitch shall be 16 metres from stump to stump.

1.10 Scheduled Finish Time

- 1.10.1 Matches may go into overtime to complete the required overs provided both Coaches are in agreement and no delay is caused to following games.

1.11 Morning Tea

- 1.11.1 The home team will be responsible for providing morning tea for the players of both teams

1.12 Weather Policy

1.12.1 Wet Weather

- 1.12.1.1 The Home team is responsible to assess the state of the ground and to advise the opposition by 6pm on the Saturday prior to the match, if the ground is unsuitable for play.
- 1.12.1.2 All games are to be played unless the Home team notifies the opposition that the ground is unsuitable for play.
- 1.12.1.3 It is acceptable for the Home team to source an alternative ground fit for play for the match and advise the opposition of the change of venue, without advising the NEJCA. If no advice is received, the opposition will be required to attend the listed ground and failure to do so will constitute a forfeit.
- 1.12.1.4 N/A Under 10
- 1.12.1.5 N/A Under 10

- 1.12.2 **Lightning** Under no circumstances are players allowed on the ground or a game to commence or proceed whilst the threat of lightning is around.

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1.12.3 Hot Weather

1.12.3.1 All teams will abide by the Bureau of Meteorology APP forecast for Windsor Gardens for the match day as shown from 6pm on the day preceding the game. If the forecast temperature for the match day on the BOM APP at Windsor Gardens at 9:30am is 36 degrees Celsius or above, all matches are cancelled. A message will be placed on the NEJCA website (www.nejca.com) from 8:30p.m. on the evening preceding the game confirming the cancellation.

1.12.3.2 If the forecast temperature for evening matches on the match day on the BOM APP at Windsor Gardens at 3:30pm is 36 degrees Celsius or above, all matches are cancelled. A message will be placed on the NEJCA website (www.nejca.com) from 10:00a.m. on the day of the match confirming the cancellation.

1.13 Match Results

1.13.1 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.

1.13.2 N/A Under 10.

1.13.3 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. (Note: A draw is not awarded if the conditions above result from the NEJCA cancelling all matches.)

1.13.4 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.

1.14 Scores

1.14.1 Scores are to be entered onto MyCricket by the Tuesday evening following the conclusion of the match; failure to comply will incur a fine.

1.14.2 Cricketer's statistics must be entered onto MyCricket by the Tuesday evening following the conclusion of the match.

1.15 Follow On

1.15.1 N/A Under 10

1.16 Match points

1.16.1 N/A Under 10

1.17 Finals

1.17.1 No finals are played in this grade and no premiership table is published.

2. TWO DAY MATCHES

2.1 N/A Under 10

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3. ONE DAY MATCHES

3.1 Time

- 3.1.1. Matches shall start at 8:30am sharp and conclude by 10:45a.m., except as provided for in rule 1.10.
 - 3.1.1.1. Optional matches 11:00-1:15p.m.
- 3.1.2. A morning tea break is to be taken at the change of innings either 9:30am until 9:40am or when 20 overs has been bowled, whichever comes first.
- 3.1.3. Both Team Managers/Coaches should agree upon extra drink breaks prior to the match if required
- 3.1.4. If a result is not achieved by 11:00am, the match will be declared a draw.
- 3.1.5. Coaches/Team Managers will make every effort to avoid delays during the match to avoid this circumstance.

3.2 Overs

- 3.2.1. One-Day matches shall be a maximum of 20 overs per side.
- 3.2.2. Coaches/ Team Managers need to be aware, and not allow slow over-rates.
- 3.2.3. Overs must all be bowled from the same end.

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3.3 **Bowling**

- 3.3.1. An over is to be no more than six deliveries except:
- A dead ball is called as per rule 3.3.4 & 3.5.3.
- 3.3.2. Any ball passing outside the reach of a player in his normal stance that does not bounce off the pitch should be called a wide. Wides are not to be re-bowled, with one run being added to the team score
- 3.3.3. A no ball shall be called, with one run being added to the team score when:
- The ball is above waist high of the batsman in a standing position for a full toss
 - The ball is above shoulder height of the batsman, in an upright standing position, from a short pitched ball
 - Any ball that bounces more than twice before reaching the batting crease (Law of Cricket-24.6(i)).
 - Any ball that lands or bounces off the pitch.
- No-balls are not to be re-bowled.
- 3.3.4. A Dead Ball is to be called if the ball deviates from the edge of the wicket-matting, concrete or a raised turf pitch, with the ball being re-bowled
- 3.3.5. All players playing on the day must bowl.
- 3.3.6. Teams with seven players:
- Three players bowl four overs each
 - Two players bowl three overs each
 - Two players (Wicket Keepers) bowl one over each
- 3.3.7. Teams with eight players:
- Six players bowl three overs each
 - Two players (Wicket Keepers) bowl one over each
- 3.3.8. Teams with nine players:
- Four players bowl three overs each
 - Three players bowl two overs each
 - Two players (Wicket Keepers) bowl one over each
- 3.3.9. Teams with six players;
- Four players bowl four overs each
 - Two players (Wicket Keepers) bowl two overs each
- 3.3.10. Teams with five players:
- All players bowl four overs each
- 3.3.11. Any batsman may not be dismissed LBW.
- 3.3.12. When a bowler is unable to bowl the ball all the way down the pitch, the stumps shall be placed on the pitch at the bowlers end to shorten the pitch appropriately for the bowler only.

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3.4 **Wicket Keepers**

- 3.4.1. All wicket keepers must wear a helmet, pads and protection at all times
- 3.4.2. There will be two wicket keepers per innings
- 3.4.3. Wicket keepers will keep for ten overs each.

3.5. **Fielding**

- 3.5.1. There must be a maximum of 7 players on the field at any one time, but other players may be rotated through the field whilst the innings is in progress. Both Team Managers / Coaches should discuss this before the game.
- 3.5.2. No fielder may take up a position in front of, or parallel with, the striker's popping crease closer than 10 metres from the batter or within 10 metres behind square on the leg side.
- 3.5.3. No player may enter this restricted area until the ball:
 - is hit by the batter, or
 - strikes the body, or
 - strikes the equipment of the batter, or
 - passes through to the wicket-keeper.Any infringement will result in 'Dead Ball' being called by the umpire, and the ball being re-bowled.
- 3.5.4. If a team is short on players the opposition should lend players to the fielding team for a maximum of 7 players on the field
- 3.5.5. It is recommended that fielders are rotated in the field throughout the innings.

3.6. **Batting**

The team objective should be to bat for 20 overs, with encouragement given to the batters to value their wicket.

- 3.6.1. All players must bat the required number of balls, irrespective of the amount of times they are dismissed.
- 3.6.2. Batters are required to compulsorily retire after:
 - 3.6.2.1 Seven players: facing seventeen balls
 - 3.6.2.2 Eight players: facing fifteen balls
 - 3.6.2.3 Nine players: facing thirteen balls
 - 3.6.2.4 Six players: facing twenty balls
 - 3.6.2.5 Five players: facing twenty four balls
- 3.6.3. All deliveries faced, including wides and no balls, to be included in the batsman's ball count.
- 3.6.4. The scorers shall add four runs to the fielding teams score each time a batsman is dismissed
- 3.6.5. Coaches/Team Managers should rotate the batting order each match
- 3.6.6. A batsman cannot be dismissed bowled on a legal delivery by a ball that has bounced twice or more in front of the batting crease and rolls through to hit the wicket. Batsman can get out by other modes of dismissal.

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4. TWENTY/20 MATCHES

4.1 N/A Under 10

5. FINES FOR BREACHES

5.1 **Batting Breaches**

TBC

5.2 **Bowling Breaches**

TBC

5.3 **Website Breaches**

TBC

5.4 **Registration Breaches**

TBC