



# CJCC

**COMMUNITY JUNIOR  
CRICKET COUNCIL**

**Stage 2 – Match Details, Ground Setup and Match Day Summaries**

**(Suitable for U12 and U13 Boys Competitions and U15 Girls Competitions)**

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## 1. Match Details and Length

(a) The Association shall determine the Match Length from the following options:

- 20 Over Match OR 30 Over Match

And

- Boys Competition; or Girls Competition.

(b) All overs in each format are to be bowled from the same end.

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

20 Over Match	2 hours 30 minutes (150 Minutes)
30 Over Match	3 hours 40 Minutes (220 Minutes)

**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

(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 players from their own team for the purpose of fielding.

(e) Opposition coaches/team managers are to be notified of injuries that affect a player from batting, bowling or fielding as soon as possible.

## 4. Match Equipment

### 4.1 Standard Equipment

(a) 2 sets of portable stumps with base and bails is recommended

(b) Minimum 1 set required for bowler's end.

(c) Measuring tape or premeasured length of rope for boundary length set up.

(d) Boundary markers.

(e) Chalk or tape to mark the crease.

## 4.2 Ball

- (a) A standard 2-piece 142g cricket ball shall be used. Each team provides a ball for their bowling innings.
- (b) 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 wicket keeping.
- (b) Thigh pads, chest and arm guards are optional and should be considered.

## 5. Ground Setup

### 5.1 Boundary and Pitch Set Up

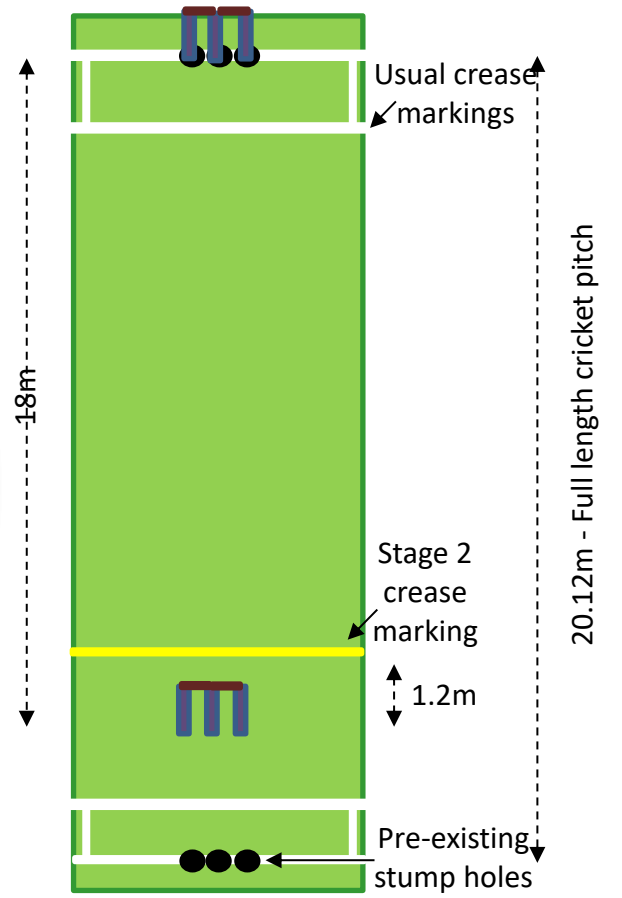
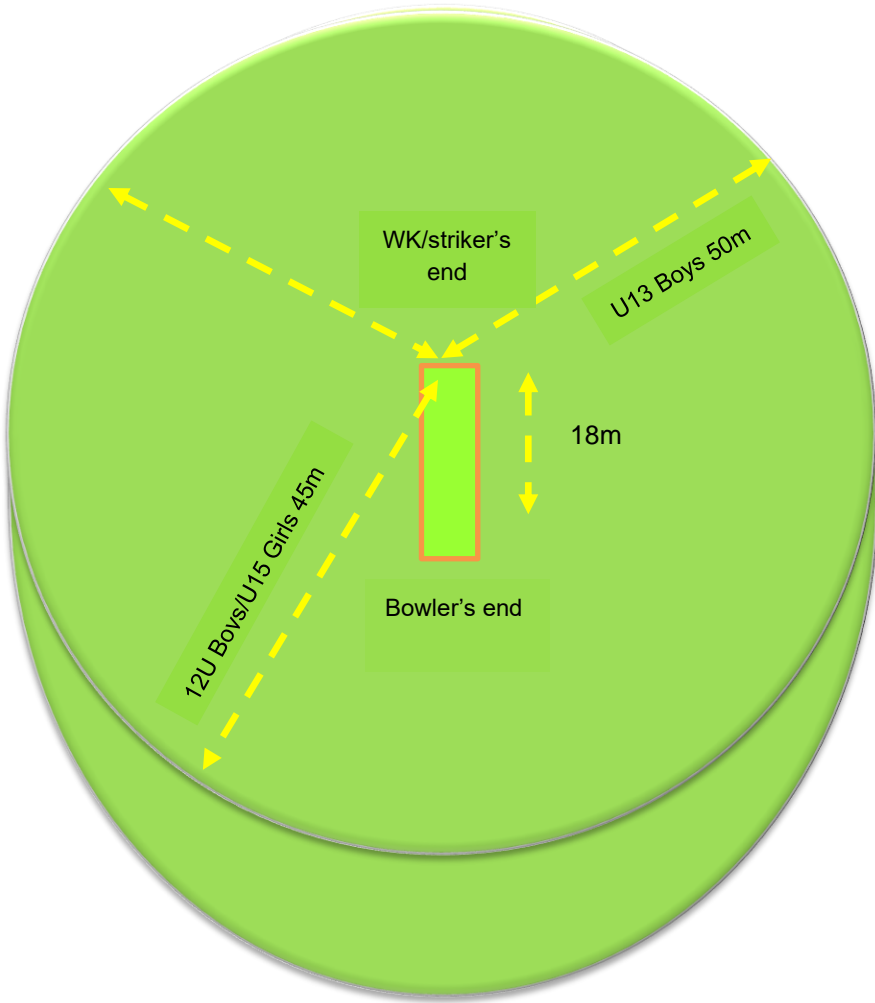
- (a) The boundary and pitch shall be as the diagrams below.
- (b) The boundary distance in the following tables will apply based on the match format and age group.
- (c) Matches may be played on grounds that are smaller than these boundary distance allows. In these circumstances, the Home Team shall 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 20 Over matches

Competition	Boundary Size
All	40 metres from batter's end (striker / wicketkeeper)

### 5.3 30 Over Matches

Competition	Boundary size
U12 Boys	45 metres from batter's end (striker / wicketkeeper)
U13 Boys	50 metres from batter's end (striker / wicketkeeper)
U15 Girls	45 metres from batter's end (striker / wicketkeeper)



## 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	105 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) If time is called and the second team has faced fewer overs than the first team faced for its first innings, a result will be determined by the scores at the same number of overs that the second team faced.

(d) Deliberate time wasting is a mandatory reportable offence, which may change the result of a match.

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

(f) 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
- Drink breaks should take no longer than 5 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 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 Wickets Per Innings

(a) The maximum number of wickets for a team to be all out shall be 8 wickets when a team has 9 or more players.

(b) If a team has fewer than 9 players then the maximum wickets is the number of players available less one

### 6.3 Batting Requirements

#### 6.3.1 Rotations

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

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

**Note: These rotations must be strictly adhered to.**

(f) The batters will change ends at the completion of an over.

### 6.3.2 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 a 30 Over Match, where there are 9 or less batters each batter will retire immediately after facing **30 balls** inclusive of wides and no balls. Where 10 or more players are in a team each batter will retire immediately after facing **25 balls** inclusive of wides and no balls.

### 6.3.3 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 has faced the Maximum Number of Balls Faced as per 6.3.2 required balls.
- (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 number of balls as per rule 6.3.2 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 are recorded as Retired Not Out.

### 6.3.4 Retired Hurt Batters

- (a) If a batter retires because of illness, injury or any other unavoidable cause, they are entitled to resume their innings subject to at the fall of a 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.**

### 6.3.5 Absent Batters

- (a) If a batter is not present to resume their innings after a break and was not retired before the break or the end of the previous days play, they will be recorded as Not Out.
- (b) If a batter is not present to bat their innings after the bowling innings, they will be recorded as Absent.

## 6.4 Bowling

### 6.4.1 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 separate positions.
- (c) Any player named in the previous completed Match who did not bowl must bowl in the following Match.
- (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 weeks/matches in a row.

### 6.4.2 Maximum Overs per Bowler

In this Competition, the following shall apply:

#### **20 over Matches**

- (a) Each player, including the wicketkeepers, must bowl 2 overs.
- (b) A maximum of 4 overs per bowler.
- (c) No bowler can bowl more than 2 overs until all players have bowled 2 overs.
- (d) Coaches are to rotate the opportunity for players to bowl 4 overs in a match.

## 30 over Matches

(a) The number of players overs each player must bowl:

- 7 player team – 2 player bowls 5 overs; 5 players bowl 4 overs
- 8 player team – 6 players bowl 4 overs; 2 players bowl 3 overs
- 9 player team – 3 players bowl 4 overs; 6 players bowl 3 overs
- 10 player team – 10 players bowl 3 overs
- 11 player team – 8 players bowl 3 overs; 3 players bowl 2 overs

(b) Each player, including the wicketkeepers, must bowl.

(c) No bowler can bowl a 4<sup>th</sup> over until all other players have bowled three (3) overs

(d) Coaches are to ensure there is the opportunity for players to bowl 5 overs in a match.

### 6.4.3 Length of Overs

(a) In this Competition, there is a maximum 8 Ball Overs.

(b) A No Ball is re-bowled subject to a maximum 8 Ball Over.

(c) A Wide is re-bowled subject to a maximum 8 Ball Over.

(d) 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.

### 6.4.4 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 popping crease.

(b) A ball lands off the pitch, rolls off the pitch, or hits the edge of the pitch, which includes balls that start off the pitch but roll back on.

(c) A ball bounces more than twice, or rolls along the ground, before reaching the popping crease.

(d) A ball comes to rest in front of the line of the batter’s wicket, without having previously touched the bat or the batter. Dead ball shall also be signalled.

(e) 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.

(f) There are more than two fielders behind square leg.

(g) A fielder stands within the 10 metres zone, with the exception the Wicketkeeper.

(h) A fielder stands within 2 metres of the playing surface in front of the striker’s wicket.

(i) A wicketkeeper takes a delivered ball prior to it passing the stumps.

(j) When the bowler dislodges the bails whilst delivering the ball.

### 6.4.5 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) 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.**

## 6.5 Fielding

(a) Each team is required to use 2 Wicketkeepers for half (50%) of the allocated overs of the innings.

(b) No fielders within 10 metres of the bat (except wicket keeper, slips and gullies) to encourage singles and safety.

(c) No fielder may stand within 2 metres of the Pitch in front of the striker’s wicket.

(d) To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.

(e) If more than 9 players are present, they should rotate onto the field each over.



## 6.6 Dismissals

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

- (a) There is no LBW for U12 Boys.
- (b) In U13 Boys and U15 Girls, to assist umpires in their decision making:
  - 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)
  - Any player making a genuine attempt to play forward AND a genuine attempt to play the ball should not be given out LBW.
- (c) In U13 Boys and U15 Girls, a batter can ONLY be given out LBW if ALL the following conditions are met:
  - (i) The delivery is a legal delivery
  - (ii) The delivery has pitched in line with the stumps or outside the line of off stump and has not contacted the bat before hitting the batter's pad or body.
  - (iii) The first point of contact with the batter's pads or body is in line from wicket to wicket.
  - (iv) If the ball had not struck the batter's pads or body, it would have gone on to hit the stumps.

**Note: This includes batsmen getting run out by the bowler at the non-striker's end prior to the ball being delivered. In this instance non-striking batters should be warned once by the umpire prior to being given out in subsequent occurrences.**