

CLUB COMPETITION RULES**Contents**

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Preamble – Code of Conduct

As per MCC Laws – The Preamble – The Spirit of Cricket (The 2000 Code 2nd Edition – 2003) With emphasis on items 4, 5 and 6 of The Preamble

4. The Spirit of the Game involves RESPECT for:

- Your Opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

5. It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance;
 - a. To appeal knowing that the batsmen s not out
 - b. To advance towards an umpire in an aggressive manner when appealing
 - c. To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

6. Violence: There is no place for any act of violence on the field of play.

7. Players: Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

Further to this MCC Preamble our Hastings Competition is a Junior Competition and the emphasis of this competition is the participation of children in the sport. The emphasis of all coaches, managers and club officials at all times should be on the participation of children not competition.

Rules for Age Groups

1. **Junior Blaster:** Any child aged between 5 and 7 years and under 7 years of age as at 1st September of that season.

Master Blaster: Any child aged between 7 and 10 years and under 10 years of age as at 1st September of that season.

U10s: Boys must be under 10 years and girls under 12 years of age as at 1st September of that season.

U11s: Boys must be under 11 years and girls under 13 years of age as at 1st September of that season.

U12s: Boys must be under 12 years and girls under 14 years of age as at 1st September of that season.

U13s: Boys must be under 13 years and girls under 15 years of age as at 1st September of that season.

U14s: Boys must be under 14 years and girls under 16 years of age as at 1st September of that season.

U16s: Boys must be under 16 years and girls under 18 years of age as at 1st September of that season.

- No Male Player is to play down from their age group unless granted permission by the association. The HRDJCA secretary is to keep a record of any players playing down an age group and if they are performing strongly the permission to play down could be revoked.
- No player (Male or female) is to play three years or more up from their age group eg An Under 11 player playing Under 14s unless an exemption is granted by the association OR
- No player to play three years or more up from their age group with the exception of Under 16s where a player selected in MNC Under 13 Youth Pathway Team may play up provided they have turned 12 years of age by the 31st August of that season.

2 Eligibility:

- Players are only eligible to play in one team (Home Team).
 - Players are permitted to play up an age group (fill-in) to a maximum of three matches. If they play up a fourth match they must remain in the older age group team for the rest of the season.
 - Players can only play up an age group if the team they are moving up to has less than the normal playing numbers eg Under 12's 9 players.
 - Players are not allowed to play up in finals matches although substitute fielders can be allowed with the consent of the opposing team.
 - In unusual circumstances clubs may apply to the association for a player's home team to be changed.
3. Play is to commence at 8:30am unless otherwise specified in the draw. All matches must conclude by 11:45am. Refer to 16's regarding specific timing for one day matches.
 4. All batters and all wicket keepers standing up to the stumps must wear a helmet at all times. British Standard Helmets are highly recommended.

Junior Formats

All junior formats have different sets of playing conditions and rules as below:

	Junior Blasters
Age	5-7years
Description	Introduction to cricket. Fun, game-based activities designed for players to learn the basic skills.
Time	60mins (1 hour)
	Master Blasters
Age	7-10 years
Description	Play multiple games on the outfield introducing players to learning the game and expanding their skill base.
Time	90mins (1.5 hours)
Players	6 players per side
Pitch	14m
Overs	12
Boundary	Maximum 30m

	STAGE 1
Age	Under 10
Description	This format is designed for those kids who have completed the Master Blaster program and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding
Purpose	Community Club
Overs	Maximum 12 overs per team
Team	6 players per team
Time	75mins
Ball size	Junior Soft ball
Boundary	Maximum 35m measured from batter's end stumps
Pitch	16m Hard wicket or outfield
Coach	Accredited Community Coach (Level 1)
Protective Equipment	<ul style="list-style-type: none"> - Helmet (incl. Wicket keeper) Please refer to Helmet section of the Well-Played - Australian Cricket's Playing Policies & Community Guidelines - Pads - Gloves - Protector (males)
Batting	<ul style="list-style-type: none"> - Retirement at 12 balls (Counting wides and no balls) any wides or no ball is one run to the batter - Ball count based on 6 players - Any boundary hit in designated zone between point and straight drive is worth double runs - Batters must switch ends at end of innings if one has reached max balls faced and the other hasn't
Bowling	<ul style="list-style-type: none"> - Maximum 6 balls per over - 2 players bowl 3 overs each, 3 players bowl 2 overs - Rotate players each week to give opportunity to bowl 3 overs. - Bowl all overs from one end - Wicket keepers don't bowl and need to be rotated each week
Fielding	<ul style="list-style-type: none"> - Rotation of fielders is encouraged to experience all positions. If more than 6 players rotate players on and off – no more than 6 players to be on the field for a fielding team unless agreed to by the opposition coach - No fielders within 15 metres (except wicket keeper)
Dismissals	<ul style="list-style-type: none"> - No LBW - Unlimited dismissals - For each wicket 4 runs will be added to the opposition total at end of innings.
Minimum Players	<ul style="list-style-type: none"> - A minimum number of 4 players is required to constitute a game. - Break down of balls faced by batters and overs bowled by bowlers is overleaf

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Equipment	<ul style="list-style-type: none"> - 2 sets stumps - Bat Size: Recommended size 3 - Modified Ball - Measuring tape or string to measure boundary - Boundary markers - Chalk or tape to mark crease
	STAGE 1
Age	Under 11
Description	This format is designed for those kids who have completed the Master Blaster program and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding
Purpose	Community Club
Overs	Maximum 20 overs per team
Team	7 players per team
Time	120mins (2hrs)
Ball size	142g hard ball
Boundary	Maximum 40m measured from batters end stumps
Pitch	16m Hard wicket or outfield
Coach	Accredited Community Coach (Level 1)
Protective Equipment	<ul style="list-style-type: none"> - Helmet (incl. Wicket keeper) Please refer to Helmet section of the Well Played - Australian Cricket's Playing Policies & Community Guidelines - Pads - Gloves - Protector (males)
Batting	<ul style="list-style-type: none"> - Retirement at 17 balls (Counting wides and no balls) - Ball count based on 7 players
Bowling	<ul style="list-style-type: none"> - Maximum 6 balls per over. - 3 players bowl 4 overs each, 2 players bowl 3 overs, 2 players bowl 1 over. Rotate players each week to give opportunity to bowl 4 overs. - Bowling all overs from one end - Wicket keepers to bowl one over each
Fielding	<ul style="list-style-type: none"> - Wicket keepers change after 10 overs. - Rotation of fielders is encouraged to experience all positions. If more than 7 players rotate players on and off - No fielders within 15 metres (except wicket keeper)
Dismissals	<ul style="list-style-type: none"> - No LBW - Unlimited dismissals - For each wicket 4 runs will be added to the opposition total at end of innings.

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Minimum Players	<ul style="list-style-type: none"> - A minimum number of 5 players is required to constitute a game. - 5 players- 5 players x 4 overs, batters to face 24 balls - 6 players- 2 players x 4 overs, 4 players x 3 overs, batters to face 20 balls
Equipment	<ul style="list-style-type: none"> - 2 sets stumps - Bat Size: Recommended size 4 - 142g or Modified Ball - Measuring tape or string to measure boundary - Boundary markers - Chalk, tape or paint to mark crease.

	STAGE 2
Age	Under 12 & Under 13
Description	A format that looks to further develop the cricket skills of kids that are playing their 2nd or 3rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 2-hour window.
Purpose	Community Club
Overs	Maximum 24 overs per team
Team	9 players per team
Time	180mins (3hrs) – innings must change at 9.55am at the latest
Ball size	142g
Boundary	Maximum 45m measured from centre of wicket
Pitch	18m Hard wicket
Coach	Accredited Community Coach (Level 1)
Protective Equipment	<ul style="list-style-type: none"> - Helmet (incl. Wicket keeper) Please refer to Helmet section of the Well Played - Australian Cricket's Playing Policies & Community Guidelines - Pads - Gloves - Protector (males)
Batting	<ul style="list-style-type: none"> - Retirement at 30 balls (Counting wides and no balls) - Retired batters can return to crease after all other players have batted (dismissed or retired) - Innings concludes after 8 wickets
Bowling	<ul style="list-style-type: none"> - Maximum 8 balls per over. Last over to consist of 6 legal deliveries. - 6 players bowl 3 overs each, 3 players bowl 2 overs. Rotate players each week to give opportunity to bowl 3 overs. - Bowling changes ends after 12 overs.
Fielding	<ul style="list-style-type: none"> - Wicket keepers change after 12 overs. - Rotation of fielders is encouraged to experience all positions. - No fielders within 10 metres (except slips, gully and wicket keeper)
Dismissals	All dismissals

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Minimum Players	<ul style="list-style-type: none"> - A minimum number of 7 players is required to constitute a game. - 7 players- 4 players x 4 overs, 2 players x 3 overs, 1 player x 2 overs - 8 players- 2 players x 4 overs, 4 players x 3 overs, 2 players x 2 overs.
Equipment	<ul style="list-style-type: none"> - 2 sets stumps - Bat Size: Recommended size 5 or 6 - 142g ball - Measuring tape or string to measure boundary - Boundary markers - Chalk, tape or paint to mark crease.

	STAGE 3
Age	Under 14
Description	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.
Purpose	Community Club
Overs	Maximum 25 overs per team
Team	11 players per team (preferred number)
Time	Play commences at 8.30am with bowling side to complete their overs by 9.55am. Second team bowling must bowl the same number of overs by 11.45am unless a result has been reached.
Ball size	156g
Boundary	Maximum 50m measured from centre of wicket
Pitch	20.1m Full length Hard wicket or turf
Coach	Accredited Community Coach (Level 1)
Protective Equipment	<ul style="list-style-type: none"> - Helmet (incl. Wicket keeper) Please refer to Helmet section of the Well Played - Australian Cricket's Playing Policies & Community Guidelines - Pads - Gloves - Protector (males)
Batting	<ul style="list-style-type: none"> - Retirement at 25 legitimate balls - Retired batters can return to crease after all other players have batted (dismissed or retired)
Bowling	<ul style="list-style-type: none"> - 6 balls per over (maximum 8 ball over) - Maximum of 4 overs per innings per bowler
Fielding	<ul style="list-style-type: none"> - Maximum of 11 players on the field at one time. Additional players to be rotated on and off - No fielders within 10 metres (except slips, gully and wicket keeper)
Dismissals	All dismissals
Minimum Players	A minimum number of 7 players is required to constitute a game.

Equipment	<ul style="list-style-type: none"> - 2 sets stumps - Bat Size: Recommended weight <2.2lb or <830g - 156g ball - Measuring tape or string to measure boundary - Boundary markers
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Under 16 Rules

1. The ball used must be a two-piece leather 156g ball of a brand specified by HRDJCA at the beginning of the season.
2. Overs: A maximum of 8 deliveries (including wides and no balls) will constitute an over.

One Day Matches

3. Play to commence at 8:30am unless specified otherwise. At 9.55am the first innings will conclude (unless they have been dismissed). The second batting team is to receive the same number of overs as the first batting team. If the batting team was dismissed prior to 9.55am then the second batting team is entitled to 24 overs to reach the target score. If it is not possible to bowl the required overs by 11.45am a result will be determined by comparative run rate provided both teams have batted for 10 overs.
4. If matches which are shortened due to unforeseen circumstances eg. Wet weather, a result can be achieved by use of a comparative run rate of both teams. A minimum of 10 overs per team must be completed to obtain a result. If this is not possible the match will be deemed a draw.
5. Play will cease at 11:30am. If a result has not been achieved the match will be called a draw. One day matches are only played on first innings (no outright).
6. Bowlers are restricted to a maximum of 4 overs each.
7. Batter will retire on reaching 50 runs or facing 35 balls (whatever comes first). Retired batters can return in order of retirement after all other batters have batted with no restriction.
8. When a team has 12 players two players are to be nominated as 12th man by the coach prior to the start of the match, one who may only bat and the other who may only bowl.

Two Day Match Rules (Split innings)

9. On day 1 play to commence at 8.30am with first batting team (Team A) to bat for 20 overs. The second batting team (Team B) then also receives 20 overs to complete Day 1. If the 2nd day of play is washed out the team with the highest total after Day 1 will win the match regardless of wickets lost. Play to cease no later than 11.45am on Day 1.

10. On Day 2 play to again commence at 8.30am. The Team A not out batters from Day1 to resume their innings and that team to continue batting to their team has received the maximum 40 overs or been dismissed. After Team A has received their 40 overs (or been dismissed) Team B recommences their 1st innings with the not out batters from Day 1. Match continues to a result has been achieved.
11. Once a result has been achieved on the 1st innings if time allows:
 - a) Play can continue with an outright result possible. The split innings(2x 20 overs) only applies to the 1st innings of a match so once a match has been decided on the 1st innings both teams have the opportunity to bat for 40 overs maximum in their 2nd innings without interruption.
 - b) Coaches may agree to play on for a specifically agreed number of overs to give a players some extra playing opportunities. In these circumstances scoring would not continue. Play must conclude by 11.45am on Day 2.
12. If Day 1 of a two Day match is washed out Day 2 will be played in T20 Format.
13. **Player Restrictions –**

Batters- Batters to retire on reaching 50 runs but may return in order of retirement once all other players in the batting team have been dismissed. An innings will be concluded when 10 wickets have fallen. A batter may also retire (without penalty) for less than 50 runs in order to give another player inn his team a batting opportunity.

Bowlers - Bowlers are restricted to 6 overs per innings with no more than 4 overs to be bowled in a spell.
14. If a team has 12 players all can bat but the innings is concluded after 10 wickets fall.
15. Matches to be played on either turf or synthetic and if the surface changes from Day 1 to Day 2 this will not affect the matches. Both teams will have had the opportunity to bat and/or bowl on the same surface for the same number of overs on both days.
16. In unusual circumstances coaches in agreement may alter the maximum numbers of overs bowled on one day. For example if play could not start to 9.30am because of wet weather the coaches may agree only 15 overs to be bowled by each team on that day.

While not all situations can be foreseen playing the game “**In The Spirit of the Game**” will result in cricket being played in a positive manner.

HRDJCA T20 Rules

1. 20 overs per innings to be bowled in no more than 70 minutes (Under 14s) and 80 minutes (Under 16s). In Under 16s only a 10 run penalty to be awarded to the batting team if overs not completed in set time.
2. Under 14s first 10 overs to be bowled from one end before changing ends for the last 10 overs. In Under 16s change ends each over.
3. Up to 12 players can be nominated in each team but only 11 can bat/bowl. Teams with 12 players should nominate one non-batter and one non-bowler (this can't be the same person).
4. 11 fielders on the field with unlimited interchange if a team has 12 players.
5. Batters must retire on facing 20 legitimate balls but can return in order on retirement if their team is dismissed.
6. Bowlers are limited to a maximum of 3 overs.
7. Batters have only 60 seconds from the fall of the last wicket to be ready for the next ball to be bowled (option of next batters standing with square leg umpire).
8. No balls and wides are re-bowled to a maximum of 8 balls.
9. The last over of each innings must contain 6 legitimate balls.
10. Free hit for ANY no balls. Batters can only be dismissed runout on a free hit. This extra ball is otherwise counted as a legitimate ball. If a free hit occurs on the 8th ball of an over, the first ball of the following over (new bowler) will be a free hit
11. If a wide is bowled on a Free Hit ball the next ball is also a Free Hit.
12. No fielders within 10 metres of the batters in front of the wicket.
13. Batters and wicket keepers must wear helmets at all times.
14. No more than 2 players outside the inner circle in the first 6 overs and 4 players for the remainder of the match.
15. No more than 5 fielders on the leg side.
16. A minimum of 10 overs must be bowled by each team to achieve a result based on comparative run rate.
17. In the event of a tie, a super over will be played. No restrictions on batting order but the bowler cannot have batted in the super over.

General Rules

1. Wet weather: A decision on whether play will proceed will be determined as follows:
 - a. Curator (turf wickets)
 - b. Umpires (if appointed)
 - c. Team Coaches (should coaches not be in agreement about whether the playing field is safe for play, the match should not go ahead and be reported to the HRDJCA).
2. Each team must provide for the match a Coach and a Scorer. The team's umpire duties should be carried out by the Coach or a nominated adult. Failure to comply will result in a forfeit.

3. Forfeit: Any team without the minimum number of registered players prepared to play fifteen (15) minutes after the scheduled playing time (including change of innings), shall be deemed to have forfeited if claimed by the opposing team.
4. Protests: Any club protesting the result of a match must forward a letter to the HRDJCA Secretary within 7 days of the completion of a match.
5. If matches which are shortened due to unforeseen circumstances eg. Wet weather. For 14's & 16's a result can be achieved by use of a comparative run rate of both teams. A minimum of 10 overs per team must be completed to obtain a result. If this is not possible the match will be deemed a draw. For 10's, 11's & 12's the match will be deemed a draw.
6. Manager/Coach of both teams is responsible for entering results and scorecards to the PlayHQ recording system by Wednesday following the completion of a match. Failure to enter results in the specified time could result in the loss competition points. HRDJCA Individual Batting and Bowling Awards will only be awarded where all matches involving players being considered have been submitted to PlayHQ.
7. Points will be awarded on the following basis

Points	U10	U11	U12	U13	U14	U16
Outright Win			10	10	10	10
1 st Innings Win	7	7	7	7	7	7
Win by forfeit (2 day)			10	10	10	10
Win by forfeit (1 day)			7	7	7	7
1 st Innings Win if beaten outright			5	5	5	5
Draw, Bye, Tie	5	5	5	5	5	5
1 st Innings Loss	2	2	2	2	2	2
Outright loss or forfeit	0	0	0	0	0	0

8. In the event of teams finishing on equal points, the position will be decided on quotient. That is (Runs for / wickets lost) / (runs against/ wickets taken). In the case of disputes, the President shall be the sole adjudicator
9. Teams with the highest number of points will have the home ground during the finals and play offs. Should availability of this ground be in doubt the President has the authority to change the venue.
10. The finals draw will be determined by HRDJCA.
11. Where possible neutral umpires will officiate during finals and play offs.

12. In finals the Association will appoint official umpires (2). Should only one be appointed they would umpire only from the bowler's end. The batting team coach or parent will umpire from square leg.
13. In finals no team official, umpire or spectator shall coach a team whether by voice, signal or any other method while a match is in progress.

Wides – MCC Law 25

14. Judging a Wide

- a. If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in (b) below, in their opinion the ball passes wide of the striker where they are standing and would also have passed wide of him standing in a normal guard position.
- b. The ball will be considered as passing wide of the striker unless it is sufficiently within their reach for the player to be able to hit with their bat by means of a normal cricket

15. Delivery not a Wide: The umpire shall not adjudge a delivery as being a Wide:

- a. If the striker, by moving, either
 - (i) causes the ball to pass wide of the player, as defined in 1(b) above or
 - (ii) Brings the ball sufficiently within the players reach to be able to hit it with their bat by means of a normal cricket stroke.

No Balls

16. A No Ball shall be:

- a. Any ball which pitches off the synthetic or concrete wicket,
- b. Any ball which pitches on the edge of the synthetic or concrete wicket.
- c. As per MCC Rules Law 24.5 For a delivery to be fair in the respect of the feet, in the delivery stride (i) the bowler's back foot must land within and not touching the return crease. (ii) the bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease.
- d. As per MCC Rules Law 42.6 (a)(ii) – Any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the crease, although not threatening physical injury, shall be included with bowling under (i) both when the umpire is considering whether the bowling of fast short pitched balls has become dangerous and unfair and after he has so decided. The umpire shall call and signal No ball for each such delivery.
- e. As per MCC Rules Law 42.6 (b)
 - (i) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.
- f. Any ball that bounces more than once before the Popping / Batting Crease – some discretion with this can be used by Under 10 Coaches and in such cases should be discussed prior to the commencement of the match.

Dead Ball

17. The Ball becomes 'dead' when: As per MCC Rules Law 23: Any ball which in the umpire's opinion deviates from a normal flight path by hitting a crease in the wicket or for some other reason is in the umpire's opinion not a fair delivery.

All Other Rules

Hastings River District Junior Cricket Association Inc adopts all other rules as per NSW Cricket Association Inc.