



NSJCA Junior Competition Rules

The “Blue Book”

Version 15: September 2026

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1. LAWS OF CRICKET

Play shall be governed by the MCC Laws of Cricket – 2017 Code with certain limited exceptions. References to “Law” and “Laws” throughout the Blue Book refer to the Laws of Cricket 2017 Code (3rd Edition – 2022).

2. CODE OF CONDUCT & SPIRIT OF CRICKET

In addition to the provisions of Laws 41 (Unfair Play) and 42 (Players’ Conduct), all players and officials shall abide by the NSJCA Code of Conduct, and the Spirit of Cricket as set out hereunder.

2.1 Code of Conduct

NSJCA has adopted the following Codes of Conduct for all its stakeholders. Please make yourself familiar with the Code as it applies to you:

Players

- I will always play by the rules and in the *Spirit of the Game*.
- I will never argue with an Official. If I disagree with a decision, I will inform the captain, coach, or manager during a break or after the competition.
- I will control my temper. I understand that verbal abuse of officials, sledging other players, and deliberately distracting or provoking an opponent are not acceptable behaviour in any sport. Abuse of equipment or displays of bad temper are not acceptable or permitted.
- I will work equally hard for myself and my team.
- I will be a good sport and applaud all good play whether by my team or the opposition.
- I will treat all players in my sport as I like to be treated. I will not bully or take unfair advantage of another competitor.
- I will wear proper and approved cricket attire and required safety equipment at all times on the field of play.
- I will cooperate with my coach, team members and opponents.
- I will display modesty in victory and graciousness in defeat.
- I will respect the rights, dignity and worth of all people involved in the game, regardless of their gender, ability, or cultural background.
- I will thank the opposition and officials at the end of the game.

Parents

- I won’t pressure my child in any way – I know that this is their game, not mine!
- I will never ridicule or yell at a child for making a mistake or losing a game – before, during or after the game. I realise that good fun is more important than a good win.
- I will not use bad language, nor will I harass players, coaches, officials, or other spectators.
- I will encourage my child to play within the rules and Spirit of the Game, and respect officials’ and coaches’ decisions – no matter what.
- I will teach my child to respect the efforts of their opponents.
- I will remember that children learn best by example, so I will applaud good play by both my child’s team and their opponents.
- I will give positive comments that motivate and encourage continued effort.
- I will focus on my child’s and their team’s efforts and performance – not the score.
- I will thank the coaches, officials and other volunteers who give their time to conduct the game for my child.
- I will volunteer my services and help when asked by a coach or official.
- I will not arrive at the field intoxicated or drink alcohol to excess at junior games.
- I will respect the rights, dignity and worth of all people involved in the game, regardless of their gender, ability, or cultural background.

Coaches

- I will remember that players participate for pleasure and that winning is only part of the fun.
- I will never ridicule or yell at players for making a mistake or not winning.
- I will be reasonable in my demands on players' time, energy, and enthusiasm.
- I will operate within the rules and Spirit of the Game and teach my players to do the same.
- I will ensure that the time that players spend with me is a positive experience. All players are deserving of equal attention and opportunities.
- I will avoid overplaying the talented players and understand that average players need and deserve playing time.
- I will not use bad language, nor will I harass players, officials, spectators, or other coaches.
- I will ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- I will display control, respect, and professionalism to all involved in the sport including opponents, coaches, officials, administrators, the media, parents, and spectators. I will encourage my players to do the same.
- I will show concern and caution towards sick and injured players and follow the advice of a physician or their parents when determining whether an injured player is ready to recommence training or competition.
- I will obtain appropriate training or qualifications and keep up to date with the latest coaching practices and the principles of growth and development of young players.
- I will not arrive at the field intoxicated or drink alcohol at junior games.
- I will respect the rights, dignity and worth of all people involved in the game, regardless of their gender, ability, or cultural background.

Umpires & Officials

- I will place the safety and welfare of players above all else.
- I will show concern and caution towards sick and injured players.
- I will give all players a 'fair go' regardless of their gender, ability, cultural background, or religion.
- I will be impartial, consistent, objective, and courteous when making decisions.
- I will accept responsibility for my actions and decisions.
- I will condemn unsporting behaviour and promote respect for the individuality of players.
- I will avoid situations which may lead to or be construed as a conflict of interest.
- I will be a positive role model in behaviour and personal appearance and ensure my comments are positive and supportive.
- I will be a good sport as I understand that actions speak louder than words.
- I will always respect, remain loyal to, and support other officials.
- I will keep up to date with the latest Laws of Cricket and NSJCA Rules, trends and principles of their application.
- I will emphasise the Spirit of the Game rather than the errors.
- I will refrain from any form of personal abuse towards players, parents, or other officials.
- I will not arrive at the field intoxicated or drink alcohol at junior games.
- I will respect the rights, dignity and worth of all people involved in the game, regardless of their gender, ability, or cultural background.

NSJCA reserves the right to amend this Code of Conduct at any time without notice. Any player, parent, coach, or official who breaches this Code of Conduct may be subject to warning, counselling, suspension, or expulsion from NSJCA activities or venues at the discretion of the Management Committee. The above Code of Conduct has been adapted from the NSW Sport & Recreation's guidance as well as Cricket Australia code of conduct.

Umpires are the sole judges of implementing the code of conduct at individual games. Specific guidance on player conduct is provided in Section 32 and any breaches of the code of conduct should be managed as per the guidance provided in Section 32.3 of the Bluebook.

2.2 The Spirit of Cricket (from the MCC Laws of Cricket 2017 Code – Preamble)

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches, and parents.

Respect is central to the Spirit of Cricket:

- Respect your captain, team-mates, opponents, and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

According to Law 1.4 (Responsibility of captains), the captains are responsible at all times for ensuring that play is conducted within the Spirit of Cricket as well as within the Laws.

a) Fair and unfair play

According to Law 2.6 (Fair and Unfair Play) the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the captain to act where needed.

b) The umpires are authorised to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

c) The Spirit of Cricket involves RESPECT for:

- Your opponents
- Your own captain and team
- The role of the umpires
- The game and its traditional values

d) It is against the Spirit of Cricket and the Laws:

- 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 batter is 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

e) Violence

There is no place for any act of violence either on or off the field of play.

f) Players

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

2.3 No Smoking

Under Section 6A of the *Smoke free Environment Act 2000*, smoking is banned in all spectator areas at all sports grounds during organised sporting events. Anyone attending junior cricket matches will not smoke in any spectator area at any junior cricket match or during training sessions.

3. THE COMMITTEE

The administration of the competitions shall be vested in the Committee of the North Shore Junior Cricket Association ("NSJCA").

The composition of the Committee is as set out in the Constitution of the NSJCA. It consists of the office bearers of the Association (President, Vice-President, Treasurer, Secretary, and immediate Past President) and one delegate of each Member Club.

All decisions made by the Committee shall be final.

4. AFFILIATION AND REGISTRATION

Procedures concerning affiliation and registration shall be in accordance with the rules applicable to the NSJCA.

Each Member Club invited to enter one or more teams in the competitions administered by the Committee must provide the Committee with the following:

- *by 18 September annually* – evidence of current public liability and personal accident insurance that meets the standard set by the NSJCA and covers the ensuing season; and
- *by 31 October annually* – a full list of registered players in accordance with the NSJCA's requirements. Only registered players are eligible to play or act as a substitute in NSJCA competitions. Failure to comply with these requirements may result in the offending Member Clubs incurring fines of \$100 per week until the requirements are satisfactorily met.

5. CONDUCT OF COMPETITIONS

The Committee shall, subject to Rule 30 ("PROTESTS AND DISPUTES"), have the authority to make decisions on all aspects of the competitions. In particular, the Committee may, on such criteria as it may decide, determine the age groups in which competitions are to be offered, divide those age groups into two or more Divisions and combine age groups and/or the Divisions of one age group with the Divisions of one or more other age groups for the efficient running of the competitions. The Committee may alter the structure of the competitions and the allocation of teams to age groups and/or Divisions at any time (including after the commencement of a competition).

6. OFFICIALS AND UMPIRES

The aim of the Umpires should be to **apply the Laws of Cricket fairly and impartially** – 2017 Code plus the NSJCA Junior Competition Rules (the "*Blue Book*"), while also keeping in mind the ideals of junior cricket (i.e., fun, sharing of opportunities, and development of skills).

The following will apply to those acting as umpires and umpiring:

- a) A Qualified NSJCA Umpire is defined as a person who is over the age of 16 and has **attended AND passed** the Umpire's Course set out by the NSJCA or completed another approved qualification (e.g., NSWCU&SA). Note that qualifications gained prior to October 2017 must be renewed (due to the new 2017 Code).
- b) Each team will have at least two Qualified Umpires (who are not the Coach), **by 31st January 2027**. Teams receive 6 points when they demonstrate compliance with this requirement. Attending an NSJCA umpire's course and then passing the online exams are the two components that make up qualification.
- c) In Stage 1 matches the Coach may also act as an Umpire. However, this is discouraged, as NSJCA believes that Umpires must also be seen to be impartial. In these grades, only one person should coach the team during play. **Umpire and Coach should not give instructions to players at the same time.** It only slows the game and confuses the players.
- d) **In Stage 2 and Stage 3 matches the Coach may NOT act as an Umpire. Nor may the Umpire coach the players.** The Coach may do so from off the field for Stage 2 groups only, but at all times should not cause unnecessary delay to play (see also Assistance to Players). The Umpires may offer minor assistance to the players at the end of an over but must **NOT** direct field placements or bowling order.
- e) If one team cannot provide a Qualified Umpire at a match, then the other team has the option of providing two Qualified Umpires if they wish. The team unable to provide a Qualified Umpire for all or part of the match shall notify the other team of that fact either before the match or as soon as they become aware of the inability if the match has already commenced.



- f) In all competitions, only Qualified Umpires may officiate in semi-finals and finals. Coaches may not umpire these matches.
- g) Umpires should consult each other during the match as permitted by the Laws. Teamwork is essential. Umpires are required to check the score book during breaks, between innings, and at the end of the match.
- h) Umpires are reminded of their responsibility to ensure player safety in adverse conditions of ground, weather, or light (Law 2.7 and Law 2.8), and hot weather. See also “LIGHTNING” (Rule 9) and “PROTECTIVE EQUIPMENT – BATTERS”, and “APPENDIX E – NSJCA Hot Weather Policy”.

Consistency in umpiring between innings is important. Therefore, NSJCA requires that whenever possible, if an Umpire is to be relieved, then this should be done so that each Umpire officiates half an innings for both innings – rather than change at the end of the innings. Whenever possible an anticipated change in Umpire should also be communicated to the other team before the match begins.

7. FORMAT OF MATCHES

Table 7.1 – Format of Matches

Competition	Maximum Overs per innings	Format
Stage 1 20 overs (Mixed U9 – U11, Girls U11 & U13)	20	All games for Stage 1 age groups will be played as according to the Cricket Australia Pathways Stage 1 program as set out in Appendix A unless specific amendments are provided for in the Blue Book. All batters will face an equal number of deliveries except for the final batter(s) who will face any remaining deliveries in the innings. When a batter is dismissed, the 2 batters will swap ends but will continue to bat for the remainder of their allocated deliveries. There is no formal competition for the U9 age group, but results will be collected or collated. There is no competition ladder. There is no “Cup” Competition for the U9 age group and there are no individual awards.
Stage 2 & 3 20 overs	20	All competition games for players in these divisions will be played as 20 Over games as set out in Appendix B .
Stage 2 30 overs (Mixed U13)	30	The competition shall consist of a one-day game as set out in Appendix C
Stage 3 32 overs (Mixed U14-U17)	32	The competition shall consist of a one-day game as set out in Appendix D .

Note: Age groups based on 2026-27 competition structure

The Committee may divide any of the above competitions into two or more divisions based on the perceived standard of the participating teams. Where a competition has been divided into divisions, the Committee will consider the grading of teams after the first three rounds of the competition and may reallocate teams between divisions at its discretion. Teams that switch divisions will receive 3 points per completed round and will carry these points to their new division. On the weekend following the last round of the competition, a Semis and Finals Competition will be held as described in *Rule 28*.

8. GROUND CLOSURES, FITNESS OF GROUNDS AND WET WEATHER

Play during wet or inclement weather will depend on the status of the game at the time and will generally be governed by the guidelines in Table 8.1.

If one or more of the officiating umpires are not qualified, the decision to continue or abandon a match as per Table 8.1, will be at the discretion of the Qualified Umpire, or a Qualified Umpire who is present but not officiating, or if there are no qualified umpires present, the 2 coaches of the teams.

Attempts may be made to clear the ground or pitch of water such as through sweeping with a broom or use of a leaf blower, however under no circumstances should objects from outside of the field of play be introduced to either the ground or the pitch to cover otherwise wet or slippery areas.

Table 8.1 – Safe Playing Conditions

Event	Action
Rain starts or lightning threatens	The Umpires confer and decide whether it is safe for play to commence if the match has not yet started, or resume if the match has already commenced: • If both Umpires agree that the safety of the players is not threatened <u>and</u> damage to the playing area is not likely, play will continue. • If the Umpires do not agree, <u>and</u> in the opinion of one Umpire that to continue play would threaten the safety of players <u>and/or</u> damage the playing area, play will be suspended and, if play is under way, the players will leave the field. If the players are off the field for any reason, play shall not resume. In this event, no advantage (such as a forfeit) shall accrue to either team <u>unless</u> a team can prove to the NSJCA Committee that the suspension of the game was unwarranted and carried out with the intention of deliberately creating an advantage to the other team.
Council Wet Weather Advice says that the ground is “Closed”.	Most Councils have a strict Wet Weather Policy that stipulates that when a ground has been officially ‘Closed’ then no play is to take place. This ruling MUST be followed. Some councils have a minimal impact policy for weekends where play is possible even if they have not reviewed the ground since Friday when it may have been officially “Closed”. Play can go ahead if the conditions warrant it.
It is raining or rain has fallen earlier, but the ground is “Open” according to signage and/or Wet Weather Advice .	When there is a chance that an “Open” ground may be unsuitable for play, or the weather leading up to the scheduled match start time looks unsuitable, teams should always go to the ground to await the decision whether to play. This decision is to be made by the Umpires and shall be based solely on the safety of players and the risk of damage to the ground, not on the relative importance of a result to one or another team. Teams shall remain at the ground until one (1) hour after the scheduled starting time unless both Umpires agree that play is unlikely to be possible within that time. If the Umpires do not agree after the one (1) hour, the match shall be declared a washout.

The full **NSJCA Wet Weather Policy** is as follows:

“It is a policy of the Association that the safety of players and protection of grounds from possible damage be considered when doubt about the fitness of a ground for play is being considered.

If there is doubt over the fitness of a ground some guidelines should be considered.

1. Pools of water or slipperiness of ground around wicket or bowlers’ approach
2. Surface water appears after walking across grass.
3. Will the ground be damaged?”

Table 8.2 – Council Contacts

** Current as of September 2026, please refer to council websites for most up-to-date information.*

Council	Wet Weather Line	Comment
Ku-ring-gai	02-9424-0800	Recorded message, or https://www.krg.nsw.gov.au/Things-to-do/Parks-playgrounds-and-sportsfields/Closures-and-wet-weather
Lane Cove	02-9911-3585	Recorded message, or https://www.lanecove.nsw.gov.au/Community/Parks-and-Recreation/Wet-Weather-and-Sports-Grounds-Closures
Mosman	02-9978-4136	Recorded message, or https://mosman.nsw.gov.au/recreation/sporting-fields https://works.mosman.nsw.gov.au/
North Sydney	02-9936-8220	Recorded message, or https://www.northsydney.nsw.gov.au/directory/13/parks-playgrounds-and-sportsgrounds/category/47
Willoughby	02-9777-7631	Recorded message, or http://willoughby.nsw.gov.au/your-neighbourhood/recreation/Ground-Closures/
All schools	Refer to guidelines	All areas apart from the oval are out of bounds. Some schools are subject to council closures (Chatswood High, Mowbray PS – check with Willoughby Council).
General	No vehicular traffic is allowed onto grounds or any approaches. Any damage must be immediately reported.	

The Committee may, prior to the respective scheduled starting times of matches in some or all divisions, decide that the whole day's play shall be abandoned in any of those divisions as it sees fit. The Committee may delegate its authority to a certain person or persons to exercise its power under this clause.

9. LIGHTNING

NSJCA has adopted the following policy on lightning:

- If thunder follows a lightning flash by **thirty (30) seconds** or less, then people in the open are at risk of being struck by lightning. In this circumstance play must cease at once, and all people (players, officials, and spectators) take cover. You should not take shelter under trees, and you should avoid contact with plumbing.
- Play must not resume until **thirty (30) minutes** after the **most recent** occurrence of a lightning flash which was followed by thunder within 30 seconds. This means the 30 minutes wait **restarts** after each new lightning strike that is followed by thunder inside the 30 second limit.
- Officials are reminded that Adjustments for Lost Time apply (See Appendix for details).
- When subsequent adjustment results or would result in the required minimum number of overs not being able to be achieved per the specific competition rules, then the umpires may at once call the game abandoned.
- Where lightning is experienced in a local area and games have been stopped due to this rule, ALL games at grounds in the area that had not already been completed may be deemed a draw by the committee even if those teams chose to play on, thus contravening the above lightning rule.

10. DURATION OF MATCHES

Table 10.1 – Duration of Matches

Competition	Hours of Play
Stage 1, 2 & 3 20 overs	Hours of play shall be as determined by the Management Committee and games should last no more than <u>2 hours 10 Mins</u> , subject to adjustment for bad weather. Each innings should be completed within <u>1 hour</u> of commencing the innings.
Stage 2 30 overs	Hours of play shall be as determined by the Management Committee. The normal period of play in a one-day match is expected to be no longer than <u>4 hours</u> . If play cannot commence within one (1) hour of the scheduled starting time for any reason, play shall be abandoned for the day.
Stage 3 32 overs	Hours of play shall be as determined by the Management Committee. The normal period of play in a one-day match is expected to be no longer than <u>4 hours</u> . Teams should be aware that Sunday Turf Cricket almost always has a Senior Team Match to play after them. If play cannot commence within one (1) hour of the scheduled starting time for any reason, play shall be abandoned for the day.

All players in U15 and U17 Turf Competitions are asked to arrive 45 minutes before the commencement of play to manage the removal of covers.

11. INTERVAL FOR DRINKS

On days where extreme temperature conditions exist, by mutual agreement between the two teams, additional drinks breaks may be taken, always having regard for the well-being of the players. Additional drinks breaks should be kept as short as possible.

The taking of drinks breaks shall not alter the number of overs to be bowled.

In matches of 20 Overs or less per innings, drinks breaks **shall not** be taken during the innings except under Hot Weather conditions (refer **Appendix E**).

An interval for drinks shall be taken midway through each innings of a one-day game. The break will be kept as short as possible and, in any case, **SHALL NOT EXCEED FIVE MINUTES**.

Drinks breaks may be taken off the field of play (in shade if needed). Team officials of either team are allowed to take drinks onto the field of play during such drinks breaks.

Umpires, Coaches and Managers are reminded of the NSJCA Hot Weather Policy in **Appendix E**.

12. ELIGIBILITY FOR COMPETITIONS

Note: Any reference to Finals in this section includes quarter, semi, and grand final matches

12.1 Eligibility – general

Only players registered with a Member Club are eligible to play or act as a substitute in NSJCA competition matches. Players shall be eligible to play in a particular age group if they are under the relevant age at midnight on 31 August immediately prior to the commencement of the competition.

12.2 Age dispensation

12.2.1 Over Age players

Notwithstanding Rule 13, no team is permitted to play an over age player unless a dispensation has been granted by the NSJCA (See rule 13). This is applied for, through the clubs and follows the NSJCA procedure. Any team that plays an over age player without dispensation **will** lose all competition points for those matches in which the player took part. Additionally, for any round that that team had a Forfeit, all points will be lost. The non-offending team will be awarded the maximum points scored in that round in that division.

Note that any age dispensation may be reviewed by the NSJCA during a season and withdrawn at the discretion of the NSJCA.

12.2.2 Underage players

All players are encouraged to play in the age group for which they are currently eligible for. The NSJCA however understands that under certain circumstances, some players are unable to play in their age-appropriate competition. ALL clubs need to consider their duty of care to maintain player safety and the ability / maturity of the individual players when considering dispensation for under-age players.

No team is permitted to play an U9, U10 or U11 aged player two or more age groups above their normal age group (e.g., an U11 player requesting to play U13) unless a dispensation has been granted by NSJCA. Any team that plays an underage player without dispensation **will** lose all competition points for those matches in which the player took part. Additionally, for any round that that team had a Forfeit, all points will be lost. The non-offending team will be awarded the maximum points scored in that round in that division.

12.3 Eligibility – finals

Players shall be eligible to play for a team (*“eligible players”*) in the *“Finals”* Competition on an unrestricted basis provided they have played a minimum of 6 matches (i.e., matches that have actually been played) for that team throughout the season. (See Rule 28). Any player who has played authorised Representative matches for the NSJCA on days when NSJCA competition matches for the Division that they are eligible for were scheduled, may count those Representative matches as part of the minimum number of matches required to qualify for ‘eligible’ status for finals matches.

In the event that a player has not played the minimum number of required matches as described above to be deemed an *“eligible player”*, a team may submit a dispensation application (see Rule 12.4) for the player to the NSJCA (through their club delegate), and the NSJCA dispensation committee will assess the application and, at its discretion, make a decision as to whether the player will be permitted to play in any finals matches and if so, in what capacity. The dispensation committee **may** allow *“ineligible players”* to play in a restricted capacity under certain conditions.

Examples of legitimate reasons for applying for dispensation include (but are not limited to);

- The player moved into area after season started but played most of the matches that were scheduled after they started living in area
- The player sustained an injury during the season (not necessarily during a match) that prevented them from playing the required number of games

Restricted Players

If a player has played for that team in **4 to 5** of the competition matches played by that team (representative matches do not count), they may play on a restricted basis as follows:

- They may bat no higher than the higher of number 8 in the batting list or after all players playing on an unrestricted basis have batted.
- They may not take part as wicketkeeper.
- They may bowl no more than the minimum number of overs permitted for a bowler in the competition that the team is playing in except that, if the team has less than 11 players, they may bowl additional overs once all players playing on an unrestricted basis have bowled the maximum permitted number of overs, if that is required for the team to complete its allotted number of overs for the innings.

Byes, abandoned matches (where no play or insufficient play to constitute a match was possible) and forfeits **do not** count as matches.

12.4 Dispensation – Finals

Players may apply to the Management Committee for dispensation to play for a team in the Finals matches notwithstanding that they do not meet the eligibility requirements in Rule 12.3. Such application must be made using the online finals dispensation form available on the NSJCA website and be lodged with the Association's Dispensation Sub-committee Convenor no later than 5pm on the Tuesday before the relevant Final, or such extended time as allowed at the discretion of the Association's Dispensation Sub-committee Convenor.

Note that under normal circumstances, dispensation will not be granted where a team already has a full-team or more eligible players available for the match.

Any player that either doesn't meet the criteria described above or is not granted dispensation shall be deemed an *"ineligible player"*.

12.5 Breach – Finals

A team which plays an *"ineligible player"* in any Final, or breaches the conditions imposed upon that player's participation in that match as part of a dispensation ruling, will forfeit that match unless that team (the team in breach) can demonstrate exceptional circumstances. Honest error by the team in breach will not, of itself, constitute exceptional circumstances.

For avoidance of doubt, the onus is on the team in breach to demonstrate exceptional circumstances, otherwise they will be deemed to have automatically forfeited the match. In the first instance the result (including playing scores) should be recorded as a "FORFEIT" in the PlayHQ portal, regardless if the match was played (i.e., with or without prior knowledge of the breach). Teams in breach should refer their exceptional circumstances in the first instance to their Club's Junior Coordinator for agreement, before any referral to NSJCA is made.

12.6 Disclosure – Finals

Before the commencement of any Final, the team manager shall advise the opposing team manager of all **restricted** or **dispensated** players, and the conditions of the dispensation for all such restricted or dispensated players.

13. DISPENSATION TO PLAY IN YOUNGER AGE GROUP (INCLUDING GIRLS)

The Committee may grant dispensation to any player who would not otherwise be eligible to do so to play in any competition under its control. The Committee would not normally grant such dispensation except on medical, extenuating and/or compassionate grounds. All applications for dispensations should be made to the Dispensation Sub-committee Convenor using the online age dispensation form available on the NSJCA website prior to the player playing in the age group requested.

Automatic dispensation is available in the following circumstances:

Girls may play in any competition under the control of the Committee (other than competitions solely for girls) for which they would have been eligible had they been born exactly one year after their actual date of birth.

A first-time player whose birthday falls within 6 months of the U9 qualification does not need to apply for formal dispensation to play down in an U9 Stage 1 competition.

A first-time player whose birthday falls within 6 months of the U10 age qualification does not need to apply for formal dispensation to play down in an U10 Stage 1.

A first-time player whose birthday falls within 6 months of the U11 age qualification does not need to apply for formal dispensation to play down in an U11 Stage 1 competition (but this does not apply to U11 Stage 2 competitions where ordinary dispensation rules apply).

A player who is 17 years of age at midnight on 31 August immediately prior to the commencement of the competition, may play in the U17 competition if the player is still enrolled in a school at that date. The player may only play in the competition whilst the player remains at school and must cease playing in the team if he or she leaves school during the term of the competition.

If the player does not meet these guidelines for automatic dispensation the player will need to follow the normal NSJCA age dispensation application procedure – e.g., a player who played cricket in a prior season. A player who received automatic dispensation to play Stage 1 cricket cannot obtain automatic dispensation in the following season to play Stage 2 cricket and must apply for dispensation if it is sought.

Any player who is granted an age dispensation (including under 18 players in the U17 competition but excluding girls with an automatic one-year dispensation) will not be eligible for an NSJCA individual player award. The Dispensation Committee must be notified of any under 18 players before the player participates in the competition.

Note: Only eligible junior players under the age of 18 can play in the NSJCA competitions. Dispensation for under 18 players should be used for players intending to play within the relevant team throughout the season, not for casual or replacement players.

14. PROTECTIVE EQUIPMENT – BATTERS

Every batter must wear an abdominal protector (box), two leg guards (pads), batting gloves and a properly adjusted cricket helmet with **FULL FACE GRILLE** when batting, irrespective of the type of bowler or prevailing weather conditions. Any form of batting clad is not permitted to be worn on the batter's leg guards (pads). **Umpires must not allow a batter to take strike unless this rule is fully complied with.** The helmet shall be a properly fitting cricket helmet that conforms to British Standard 7928:2013.

The ICC has adopted a new international standard for helmets which is 'British Standard - BS7928:2013'.

Cricket Australia (CA) is committed to player safety and because of this and the ICC's directive, it is mandatory for all CA, state, and pathway players in CA managed competitions to wear BS7928:2013 helmets when batting, wicket-keeping up to the stumps and fielding in close to the batter.

Conforming to the British Standard Helmets ensures that the helmets have,

- Better construction, meaning a ball won't squeeze between the peak and grille of the helmet.
- Better design and strength of materials, meaning the ball won't pull the grille into your face.
- Greater coverage of the occipital area (behind the ear) to provide increased protection.

15. TEAM NUMBERS, NOMINATION OF TEAMS AND PLAYERS FROM OTHER CLUBS

Table 15.1 – Team numbers

Competition Type	Maximum Number of players on the field	Batters to be dismissed for All Out	Maximum players per team	Minimum players for game to commence
Stage 1 20 overs	7	N/A	9	5
Stage 2 & 3 20 & 30 overs	9	8 for 9 or more players 7 for 8 players 6 for 7 players 5 for 6 players	11	6
Stage 3 32 overs	11	10 for 11 or more players 9 for 10 players 8 for 9 players 7 for 8 players 6 for 7 players	14	7

Table 15.1 shows the team number requirements for all competitions. Prior to the toss, the captain shall nominate a team of up to no more than the maximum number of players indicated in Table 15.1 who may thereafter only be changed with the consent of the opposing captain.

No more than the **“Maximum Number of players on the field”** (as indicated in Table 15.1) may take the field at any one time. Teams shall inform each other prior to the toss how many players are playing in the match.

The purpose of this provision is to facilitate the involvement of as many players as possible in teams with more than the minimum number of registered players.

Where a team has less than the **“Maximum Number Of Players on the Field”** available to participate at any time during a match, then that team will be considered “all out” when only one wicket remains as per the Rules of Cricket. For example, if only 7 players are available at a point in a match, then the team will be considered “ALL OUT” when 6 wickets have fallen. No player may bat again in an innings once dismissed except in Stage 1 format.

Where more than the **“Maximum Number Of Players on the Field”** play in the match, teams may not nominate a “batting eleven” and a “bowling eleven” For example, if a team uses 13 bowlers and a wicket keeper (14 in total) **then all those players would have to bat before any retired batter could resume their innings.** Note however that a team may have a substitute present whose participation is limited to fielding.

If a team wishes to use a player from another Member Club, it may do so provided the player has not played in the same division for the other Member Club. Nothing in this clause shall restrict the ability of a player registered with an NSJCA club to act as a substitute for any other team provided, they meet the age eligibility requirements. A team wishing to use a player that has played for another Member Club in the same division may do so only with the prior approval of the Management Committee.

16. BALLS

The ball to be used shall be in accordance with the following table. Balls other than those listed in this rule may only be used if prior approval has been obtained from the Management Committee.

Table 16.1 – Match Balls

Competition	Approved Balls
Stage 1 Mixed U9 & Girls U11	90g Aero club ball, Kookaburra Supasoft ball or Similar
Stage 1 Mixed U10 & U11 & Girls U13 Stage 2 Mixed U11, U12, & U13 & Girls U15 Stage 3 Girls U17	142g Kookaburra leather ball
Stage 3 Mixed U14 & U15 & U17 20 overs Stage 3 Mixed U14 32 overs	156g leather Kookaburra ball (2-piece or 4-piece)
Stage 3 (Turf) ALL Mixed teams	156g Kookaburra 4-piece leather ball

Balls that have become overly wet or damaged can be replaced by a ball of similar quality if it is impacting on the standard of the bowling or the batting in the match. This is quite common in Sunday morning long form matches and a change of ball at the half way point of the first bowling innings may be appropriate.

Reject or “Seconds” Kookaburra Balls are allowed to be used in all competitions.

17. PITCH AND STUMPS

The MCC Laws of Cricket 2017 Code allow for stumps that tether the bails to the stumps to prevent them flying off when they are dislodged during the match and potentially injuring the wicket keeper or any other player. These stumps are permitted for all NSJCA competitions where wooden stumps are permitted, provided the tethering of the bails doesn't prevent the bails from being dislodged under normal circumstances. Wooden stumps with metal tips can be a hazard if a stump is removed from the ground during the match and as such the use of these stumps is **FORBIDDEN** in all NSJCA competitions.

Table 17.1 – Pitch and Stumps

Competition	Pitch	Stumps
Stage 1	A shortened pitch of 16m shall be used. If not already marked, a Popping crease and a Bowling crease shall be marked with chalk or similar. The Popping crease shall be marked at a distance of 1.22m/4ft from the Bowling crease.	Metal stumps with a large base or Spring stumps shall be used in all matches. Normal wooden stumps and plastic stump sets are not permitted. Both teams should provide at least one set of suitable stumps.
Stage 2	A shortened pitch of 18m shall be used. If not already marked, a Popping crease and a Bowling crease shall be marked with chalk or similar. The Popping crease shall be marked at a distance of 1.22m/4ft from the Bowling crease.	Spring stumps shall be used in all matches. Normal wooden stumps and plastic stump sets are not permitted. Both teams should provide at least one set of suitable stumps.
Stage 3	Full pitch of 20.12m/66ft shall be used	Spring or wooden stumps and bails may be used. Spring stumps may be used in Turf Matches It is the responsibility of each team to provide the stumps and bails for one end of the pitch.

Note that when a set of metal stumps is used:

- Any hit by the ball to the vertical posts or top horizontal bar is equivalent to removing the bails for the purposes of Bowled, Run Out, Hit Wicket or Stumped.
- The ball hitting the base of the metal stumps has no consequence.

18. BOUNDARIES

It is desirable that, subject to the maximum limits set out in the following table and safety considerations, the largest possible playing area be used.

Each team should provide at least 10 boundary markers.

The boundary should not exceed the maximum distance set out in the following table:

Table 18.1 – Boundary Distance

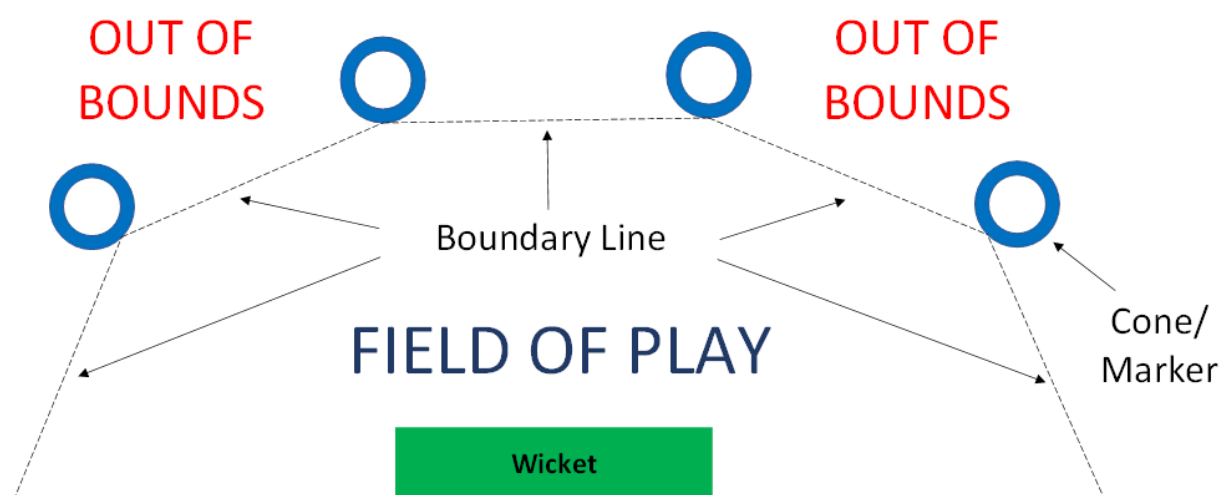
Competition	Maximum Distance
Stage 1	40 metres. (measured from striker's end wicket for Stage 1)
Stage 2	45 metres (measured from centre of pitch)
Stage 3	50 metres (measured from centre of pitch)

Note: When individual cones/markers etc. are used to mark the field of play boundary and there is no rope or other material connecting each cone/marker, the boundary line is determined to be the imaginary straight line that joins the innermost point of each cone/marker to the next. See conceptual illustration below.

Thus, if a ball is struck and hits a cone/marker on the full or passes the imaginary straight boundary line on the full, it is across the boundary on the full and is 6 runs. Similarly, a ball that hits a cone/marker or that passes the imaginary straight boundary line after first touching or rolling along the ground in the field of play has hit the boundary and is 4 runs. If a ball comes to rest positioned in between two cones/markers it has already passed the boundary; it is 6 runs if it landed there on the full, or 4 runs if it first touched the ground in the field of play.

There is no "curved" boundary line that joins through the centre point of each cone/marker.

For further detail please refer to Law 19.2 in the Laws of Cricket.



19. NO BALLS AND WIDES

No Ball

The following balls are No Balls:

- As per Law 21.7, a ball that lands **off the pitch** before it passes the stumps at the batter's end (including a ball that lands part on and part off the pitch) on the first or any subsequent bounce is a **No Ball**, not a Wide. The purpose of this rule is to prevent a batter being given out (e.g., caught or bowled) due to an unfair and unpredictable deviation of a ball that bounces off the pitch. A batter may be given out Obstructing the Field, Hit the Ball Twice or Run Out from a No Ball.
- A ball which, without having previously touched the bat or person of the striker, either
 - i) bounces MORE than once prior to reaching the popping crease; or
 - ii) rolls along the ground before it reaches the popping crease is a No Ball.

with the exception that this Law DOES NOT apply to the Stage 1 U9 and Girls Stage 1 Junior competitions. As such, batters can be dismissed in the normal manner by a ball which has bounced multiple times or rolled.

This Law DOES apply to Girls Senior Stage 1 competitions.

In all age groups, regardless of the speed of the bowler:

- a) **All** full-pitched balls (i.e., full tosses) that pass or would have passed **above the batter's waist standing upright** at the popping crease shall be called and signalled a No Ball.
- b) **All** short-pitched balls (i.e., bouncers) that pass or would have passed **above the batter's shoulder standing upright** at the popping crease shall be called and signalled No Ball. (NOTE: this does **not** apply to slow loopy balls that are well pitched up.
- c) In these cases, **either Umpire** may call and signal No Ball.

Bowlers shall be warned twice for such deliveries, after which they may be barred from bowling for the rest of the innings if in the opinion of the umpires such bowling is considered **dangerous or unfair**.

Consistent with MCC Law 21.8 if a ball, not landing on the pitch, but still moving, can be reached by the batter while keeping at least part of one foot on the pitch, then play continues normally. If however the ball is so far away from the pitch that the batter would have to step off the pitch to hit it, the umpire shall call No ball and Dead ball.

In Stage 1 U9 and Girls Stage 1 Junior competitions only, the umpire shall **NOT** call or signal no-ball for a bowler overstepping the popping crease with their front foot, provided that some part of the bowler's **back foot** lands behind the popping crease.

If a ball is a No Ball, any runs completed by the batter, or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise, they shall also be scored as Byes or Leg byes as appropriate.

Wide Ball

Any ball that pitches on the wicket, or passes the batter on the full, that is **outside the batter's reach (not just because it pitched down the leg side) standing in their normal batting position or has stood at any point after the ball came into play for that delivery, is a Wide**, unless the batter brings the ball sufficiently within his/her reach to be able to hit it with his/her bat by means of a normal cricket stroke.

A batter may be given out Stumped, Run Out, Obstructing the Field and Hit Wicket off a Wide.

If a ball is a Wide (**a ball cannot be a Wide if it is either hit by the striker or the ball touches any part of the striker's body**) but the batters run one or more runs, then the number of runs completed plus one for the Wide is added to the batting team's sundries and recorded against the bowler. For example, if the wicket keeper misses a Wide and the batters run two runs, three Wides (being the Wide penalty plus the two runs completed) are recorded. Similarly, a Wide that reaches the boundary would be recorded as five Wides.

20. MAXIMUM DELIVERIES PER OVER

Table 20.1 – Deliveries per Over

Competition	Maximum Deliveries per Over
Stage 1: 20 overs	6 deliveries regardless of Wides and No Balls (i.e., Wides and No Balls are not re-bowled)
Stage 2: 20 over Stage 3: 20 overs	6 deliveries regardless of Wides and No Balls (i.e., Wides and No Balls are not re-bowled) except for the final over of each innings which must be 6 legal deliveries (i.e., all wides and no balls are re-bowled in the final over the innings).
Stage 2: 30 overs	6 fair deliveries with a maximum of 8 deliveries in total (i.e., a maximum of 2 Wides and/or No Balls are re-bowled) except for the final over of each innings which must be 6 legal deliveries (i.e., all wides and no balls are re-bowled in the final over the innings)
Stage 3: 32 overs	6 fair deliveries with a maximum of 8 deliveries in total (i.e., a maximum of 2 Wides and/or No Balls are re-bowled) except for the final over of each innings which must be 6 legal deliveries (i.e., all wides and no balls are re-bowled in the final over the innings)

21. BATTING RESTRICTIONS AND MANDATORY RETIREMENT

Batters **MUST** retire upon reaching the number of runs set out in the following table.

A batter **MAY** retire after having been at the wicket for at least the number of balls faced by that batter also set out in the table.

A batter so retired in accordance with the table is considered to be “*Not Out*” for statistical purposes (In Stage 1, which allows for multiple dismissals, all batters are deemed “*Not Out*” and bat for their full quota of balls to be faced).

A batter may not be retired before having batted for at least the minimum number of balls and no batter can be “*Retired Out*”.

Retired batters may recommence their innings only if **ALL** other players in the team for that match have been dismissed or retired, at which time they **MUST** return in ascending order of runs scored, irrespective of the number of balls they originally batted for. A batter can only be retired to allow a player to bat who hasn’t batted yet OR to allow a retired batter, who has scored less runs than the retiring batter, to resume their innings

If two players have retired on the same score, they must return in the order they originally batted.

If a retired batter recommences their innings and is subsequently dismissed, they are recorded in the scorebook and in PlayHQ as having been dismissed in the normal manner.

A retired batter who recommences their innings may bat through to the end of the innings, unless dismissed beforehand, without subsequent mandatory retirement constraints. If a retired batter who recommences their innings and bats through to the end of the innings without being dismissed, they shall be recorded as “*Not Out*”.

A team’s batting innings is ended when the applicable number of wickets have been lost (*refer Table 15.1*) or when the quota of overs has been reached, whichever occurs first.

21. BATTING RESTRICTIONS AND MANDATORY RETIRMENT (Continued)

Table 21.1 – Batting Restrictions

Competition	Optional Retirement Minimum Overs	Mandatory Retirement
Stage 1: 20 overs	N/A	When the batter has faced their quota of deliveries. Wides and No Balls (which are not re-bowled) count towards balls faced. The number of deliveries each batter may face is: • 5 players = 24 deliveries each • 6 players = 20 deliveries each • 7 players = 17 deliveries each • 8 players = 15 deliveries each • 9 players = 13 deliveries each If there are deliveries remaining after all batters have faced their quota of deliveries, the batters remaining in the middle will receive the remaining deliveries.
Stage 2: 20 overs Stage 3: 20 overs	15 balls	30 runs OR 30 balls
Stage 2: U12 30 overs	18 balls	35 runs
Stage 2: 30 overs (Except U12)	18 balls	50 runs OR 40 balls
Stage 3: 32 over (Except U17)	18 balls	50 runs OR 40 balls
Stage 3: U17 32 overs	24 balls	100 runs

22. BOWLING RESTRICTIONS

The purpose of the bowling restrictions is to encourage participation by as many players as possible and to discourage teams bowling only their best bowlers. They are also intended to reduce the risk of injury due to over-bowling.

For all age groups, no bowler may bowl more than 10 overs in a day's play, subject also to the maximum number of overs that a bowler may bowl in an innings.

The minimum rest period between spells shall be the equivalent number of overs, from the same end, as the bowler's immediately concluded spell (i.e., following any spell of bowling, a bowler must be rested for double the number of overs bowled). To calculating a bowler's minimum rest period, any interruption to play, such as a change of innings, inclement weather, shall contribute to the bowler's rest period at the rate of one over for each whole four minutes of the interruption.

Bowling restrictions (which apply to all matches) are set out in the following table:

Table 22.1 – Bowling Restrictions

Competition	Bowling Restrictions
Stage 1 20 overs	All players must bowl at least two (2) overs. No player should bowl a 3 rd over until all players have bowled 2 overs, with the exception of the second wicketkeeper in a team with 7 or fewer players. No player may bowl more than 4 overs in an innings. Each wicket keeper will need to bowl a minimum of 2 overs. Bowling is from one end only.
Stage 2 & 3 20 overs	All players except two (who may or may not be the wicket keeper) must bowl at least 2 overs. No player may bowl a 3rd over before all players except two, have bowled 2 overs. No player may bowl more than 4 overs in an innings. Bowling is from one end only.
Stage 2 30 overs	All players except one (who may or may not be the wicket keeper) must bowl at least 2 overs in the first 22 overs of any innings of the match. No player may bowl more than 4 overs in a spell. No player may bowl more than 6 overs in an innings. If a team is short of players, provided ALL players present have bowled their maximum number of overs, each player may bowl one additional over at a time (in spells of one over) to allow play to continue. Bowling is from one end only.
Stage 3 32 overs (Except U17)	All players except one (who may or may not be the wicket keeper) must bowl at least 2 overs in the first 24 overs of any innings of the match. If a team selects 12 players, then 11 players must bowl 2 overs in the first 24 hours. If 13 or more players are selected, then all players except one must bowl 2 overs before another player can bowl a third over. No player may bowl more than 4 overs in a spell. No player may bowl more than 6 overs in an innings. If a team is short of players, provided ALL players present have bowled their maximum number of overs, each player may bowl one additional over at a time (in spells of one over) to allow play to continue. Historically Stage 3 matches have been played where the players change ends at the end of each over. We are strongly encouraging this change of ends to only occur at the end of each 8 over increment to speed up the play of the match. The 8 over increment can be adjusted to cater for shorter matches due to wet weather or a pitch that has some water damage at one end.

Stage 3: U17 32 overs	No player may bowl more than 6 overs in an innings. For slow bowlers, (broadly defined as one to whom a wicketkeeper would <i>normally</i> stand up to the stumps) may bowl all 6 overs in a single spell. No other bowler may bowl more than 5 overs in a spell (to align with CA guidelines). Historically Stage 3 matches have been played where the players change ends at the end of each over. We are strongly encouraging this change of ends to only occur at the end of each 8 over increment to speed up the play of the match. The 8 over increment can be adjusted to cater for shorter matches due to wet weather or a pitch that has some water damage at one end. If a bowler bowls one delivery of a spell fast, he shall be designated as fast; however, bowling a faster delivery off the same run up does not make a bowler fast. The umpire at the bowler's end when a bowler bowls his first over shall be the judge of whether a bowler is to be classified as medium/fast or not.
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NB in Stage 1 matches, the player who is the designated wicket-keeper for the 2nd lot of 10 overs in the innings may bowl a 3rd over in the first lot of 10 overs if the team has 7 or less players and they may bowl 4 overs in the first 10 overs if there are only 5 players.

A bowler may not bowl a subsequent spell until double the number of overs in their previous spell has passed.

23. FIELDING RESTRICTIONS

The fielding side shall comprise up to the Maximum number of players on the field as per Table 14.1, which will include one wicket keeper. If a side has more than the required number of players present at a game, the extra players may bowl provided no more than the maximum number of players on the field are on the field at any one time.

In all age groups, the fielding team may have no more than two fielders in the quadrant between square leg (in line with popping crease) and behind the wicket.

In **Stage 1 competitions**, no fielder may field within **15 metres** of the batter except in the offside quadrant between (and including) the wicket keeper and gully. Slips fielders in U9 Stage 1 & U11 Girls competitions must be at least 5 metres from the wicket.

In all other competitions, **NO** fielder may field within **10 metres** of the batter except in the offside quadrant between (and including) the wicket keeper and gully.

Any fielder positioned at or about 10 metres (15 metres for Stage 1) from the batter, or in any other potentially dangerous position (in the opinion of either umpire), except in the offside quadrant between the wicket keeper and gully, **MUST** wear an abdominal protector (box) and a properly adjusted helmet with full face guard.

In all competitions up to and including U12 age groups, all wicket keepers **MUST** wear a properly adjusted helmet with full face guard, regardless of the type of bowler they are keeping to or their position behind the stumps.

In U13 and up, if the wicket keeper is standing up to the stumps (for any type of bowler) then they must wear a helmet. Umpires are the sole judges of what is considered standing up to the stumps. In U13 and up, wicketkeepers standing well back from the stumps to fast bowlers are not required to wear helmets unless in the opinion of the Umpires it is unsafe for them not to. Wicket Keepers are advised to always wear mouth guards.

In the Stage 1 competitions, a minimum of two wicket keepers must be used in an innings. In those age groups, it is expected that a wicket keeper would not keep wicket for more than half of the scheduled number of overs to be bowled in an innings.

In competitions where only one wicketkeeper is required, a team may choose to play more than one wicket keeper. In such a circumstance the team is requested to be cognisant of not unreasonably holding up play when changing wicketkeepers.

When a wicketkeeper is required to wear a helmet, that helmet shall be a properly fitting cricket helmet that conforms to **British Standard 7928:2013**.

Umpires **MUST** enforce the fielding and wicket keeping restrictions.

24. ASSISTANCE TO PLAYERS ("COACHING")

In competitions up to and including U13 Mixed matches and U15 Girls matches, coaches may assist players at any time provided play is not unreasonably delayed.

In Mixed U9 and U10 Stage 1 and U11 Girls, at the discretion of the umpire, this assistance may be from within the field of play, however, if a team has more than one coach, assistance is restricted to a maximum of one coach on the field per team. During finals matches, all coaching must be from **OUTSIDE** the field of play.

In all other matches, all assistance must be from **OUTSIDE** the field of play.

In Stage 3, no assistance is permitted during play. However, during breaks in play (i.e., during drinks or at the fall of a wicket) managers, captains and/or coaches may confer with players if there is no resultant delay in the restart of play. During play, provided that the ball is dead, assistance may be provided to prevent a breach of the bowling restrictions.

25. MATCH POINTS

Table 25.1 – Match Points

Result	Points
Win	6
Loss	0
Draw (one side fails to receive 15 overs)	3
Tie	3
Washout	3
Bye	Max points in Div. in that round
Win on Forfeit	Max points in Div. in that round
Loss on Forfeit	0

26. UNFAIR RESULTS

The Committee has the power to investigate any circumstances in any match and, if it considers that the manner by which the result was obtained:

- was unfair to any of the teams in the competition; and/or
- was unfair – in the context of the Club Championship – to any of the clubs in the same competition.

then the Committee has the power to adjust any or all of the competition points awarded for that match.

27. MINOR PREMIERS

At the completion of the final competition preliminary round in all age groups/divisions (except the U9 Stage 1 which is not a competition division for the purpose of tabulating results), the team with the highest number of competition points shall be declared the Minor Premiers for the age division within which they competed.

If two or more teams finish on equal points, the highest "quotient" will be used to declare the Minor Premiers. In Stage 1 game, net run rate will be used to declare the minor premiers.

The quotient is determined by dividing the batting average by the bowling average. The batting average is defined as the total number of runs scored by a team divided by the total number of wickets lost. The bowling average is defined as the total number of runs scored against a team divided by the number of wickets taken.

Minor Premiers are eligible for an award.

28. SEMIS & FINALS COMPETITIONS

Following the completion of the Minor Premiership, teams in each competition age group/division (except U9 Stage 1) will be drawn to play in semi-finals and finals in the Premiership Division, Cup Division, Plate Division and Bowl Division based on the team's respective position on the competition table. Each Division will have a maximum of four teams. In the U17 age group, **ONLY** Premiership Division finals will be played.

The semi-finals and finals will be games played in accordance with the relevant **Appendix** or as advertised and published by the committee.

Where multiple Divisions play finals in a competition / age group, the top four teams will play in the Premiership Division, teams five to eight will play in the Cup Division, teams nine to twelve will play the Plate Division and so on. The final position of a team in the competition table where teams have equal points will be determined by the team's "quotient" as defined in Rule 27.

The order of play for the semi-finals in each Division will be the first ranked team plays the fourth ranked team and the second ranked team plays the third ranked team. The winners of the semi-finals will play each other in the finals for the Division championship.

The winners of the Premiership Division shall be declared the Premiership team of their respective competitions. A perpetual trophy is awarded to the Premiers of each competition (except U9 Stage 1).

Note: The ranking of a team is important as it will determine the winner if play is abandoned or there is a draw/tie. In a semi-final the highest ranked team will be declared the winner. In a final, if there is no result the highest ranked team will be declared the winner, if there is a tie the teams shall be declared Joint Premiers.

29. INDIVIDUAL AWARDS AND TROPHIES

Awards are made in all Stage 2 and Stage 3 (not Stage 1) competitions to the players who, at the completion of the Minor Premiership have:

- The highest aggregate runs
- The highest average runs
- The lowest strike rate per wicket (number of balls bowled per wicket taken)
- The lowest average runs per wicket

subject to meeting the minimum standards set out in the table below.

Table 29.1 – Individual awards criteria

Competition	Minimum Runs for Batting Awards	Minimum Wickets for Bowling Awards
Stage 2 & 3 20 overs	150	10
Stage 2 30 overs	200	12
Stage 3 32 overs (Except U17)	200	12
Stage 3: U17 32 overs	250	15

Players in all Stage 2 and Stage 3 competitions are eligible to win the Association Wicket Keeping trophy for their competition. (No wicket keeping trophies are awarded in the Stage 1 Cricket competitions because teams generally rotate wicket keeping duties amongst several players).

Subject to meeting the minimum requirement, a trophy is awarded to the wicket keeper in each competition who accumulates the most points over the competition rounds on the following basis:

- 3 points for each catch
- 4 points for each stumping

The minimum points needed to qualify for a wicket keeping trophy is 40 for all applicable divisions.

It is desirable that there is a winner of each award and trophy in each competition every season. Therefore, the Committee may, at its discretion, vary the criteria for the individual awards and trophies. (For example, if no player meets the minimum requirement for a batting award in a particular competition, the Committee may reduce the requirement to make an award. Similarly, if an abnormal number of rounds have been washed out, the Committee may reduce the qualifying levels for one or more of the awards.)

Awards will be based on individual statistics submitted via the PlayHQ website.

Team scores and individual statistics in abandoned matches count and must be entered in PlayHQ.

30. PROTESTS AND DISPUTES

The onus is on the officials present on the day that control the match to resolve disputes or complaints in the first instance. The following procedure should be followed in the event of a dispute or protest:

- Every effort should be made to resolve all disputes and/or complaints at the ground on the day of the match, firstly with both umpires and secondly (if necessary) with the management of the team or teams concerned.
- If this is unsuccessful, the dispute should be referred to, and resolved by, the management of the Clubs concerned.
- If this is still unsuccessful, then the Clubs concerned may make an application to the Committee for adjudication.
- The Chairman of the Committee shall appoint a Disputes Committee consisting of three Delegates from Member Clubs not involved in the dispute.
- The Disputes Committee shall investigate the complaint and may adjust any or all the competition points awarded for the match and/or reprimand or suspend any player or players involved for such period as it shall determine.
- Any protest must be submitted to the Chairman in writing by 12 noon, five days following the completion of the match giving rise to the protest and be accompanied by a non-refundable fee of \$50.
- The Disputes Committee's rulings may be appealed to the full Committee by notice in writing to the Chairman by 12 noon, five days after the ruling. Such appeal must be accompanied by a further non-refundable fee of \$50.
- At the Committee meeting at which the appeal is heard, the Delegates who sat on the Disputes Committee may not vote. However, those Delegates may appoint alternate delegates who may vote.
- The Committee may uphold, set aside, or amend the ruling of the Disputes Committee. The decision of the Committee on the appeal shall be final.

31. AMENDMENTS TO THE RULES AND INTERPRETATION

All or any of these Rules may be deleted, added to, or otherwise amended by the Committee at its absolute discretion. Such deletion, addition or amendment shall be effective from such date (including a date already passed) as the Committee shall determine.

The Committee's interpretation of these Rules shall be final.

32. FAIR AND UNFAIR PLAY

It is the responsibility of the captain and coaches to ensure all matches are played, not only according to the Laws of Cricket (including the NSJCA competition rules), but also according to the Spirit of Cricket, as stated in the preamble of the MCC Laws of Cricket 2017 Code.

The umpires shall be the sole judges of fair and unfair play. If either umpire considers an action, not covered by the Laws or competition rules (Blue Book) to be unfair, they shall call and signal Dead ball, if appropriate, as soon as it becomes clear that the call will not disadvantage the non-offending side and report the matter to the other umpire. Otherwise, umpires shall not interfere with the progress of play without appeal except as required by the Laws.

32.1 Over Rate

It is expected that Umpires monitor over rate to ensure games progress in a timely fashion and that teams do not deliberately bowl slow to unfairly influence the result of a match. The expected over rate for competitions is outlined below.

Table 32.1 – Minimum Over rate

Competition	Over Rate	
ALL 20 over competitions	3 mins per over	(20 overs per hour)
ALL 30 and 32 over competitions	3½ mins per over	(17 overs per hour)

The first inning of a 30 and 32 over matches **SHOULD/MUST** be complete by 1 hour and 55 mins after the commencement of play (assuming no changes to the number of overs due to a late start). The principle is that the match should be completed within 4 hours with 2 innings lasting less no more than 1 hour and 55 minutes and a maximum innings break of 10 minutes.

32. FAIR AND UNFAIR PLAY (Continued)

The umpires shall check the over rate at regular intervals to ensure all matches progress as scheduled and complete on time. The umpires shall be the sole judge of the over rate and shall provide warning to captains and coaches where appropriate to make them aware of any requirements to bring the over rate back to an acceptable level.

This rule is designed to ensure matches are played at a reasonably acceptable pace and to, as much as possible, ensure matches are completed within the allotted time. Circumstances such as lost balls, wet weather or excessively hot weather may impact the over rate and teams should not be penalised in these circumstances.

It is against the spirit of the game for teams (or individual players) to deliberately play slow to gain an advantage over their opposition. The umpires shall be the sole judges of whether a slow over rate is deliberate or not. In these circumstances, the umpires together shall intervene and warn the offending player, captain and coach of the offending team and instruct them to rectify the situation.

32.2 NON-STRIKER LEAVING HIS/HER GROUND EARLY

If the non-striker is out of his/her ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be Run out.

In these circumstances, the non-striker will be out Run out if he/she is out of his/her ground when his/her wicket is broken by the bowler throwing the ball at the wicket or by the bowler's hand holding the ball, whether the ball is subsequently delivered.

If the ball is not delivered,

- if there is an appeal, the umpire shall make his/her decision on the Run out.
- if there is no appeal, or if the decision is not out, he/she shall call and signal Dead ball as soon as possible.
- the ball shall not count as one in the over.

If the ball is delivered and there is an appeal,

- the umpire shall make his/her decision on the Run out.
- if the non-striker is not dismissed, the ball remains in play and Law 21.6 (Bowler breaking wicket in delivering ball) shall apply.
- if the non-striker is dismissed, the ball shall not count as one in the over.

32.3 Players' conduct

In junior cricket, it is important that the players understand that playing in the spirit of the game is just as important as playing according to the rules and laws of the game. The Spirit of Cricket is explained in the Preamble to the Laws of Cricket and covered in Rule 2 of this Blue Book.

If there is any breach of the Spirit of Cricket either in the case of an unfair action not covered by the Laws, under 2 above, or by a player either;

- failing to comply with the instructions of an umpire; or
- criticising an umpire's decisions by word or action; or
- showing dissent; or
- generally behaving in a manner which might bring the game into disrepute,

the umpire concerned shall immediately report the matter to the other umpire. The umpires together shall

- i) inform the player's captain and coach of the occurrence, instructing the latter to take action.
- ii) warn the player of the gravity of the offence and inform him / her it will be reported to higher authority.
- iii) report the occurrence as soon as possible after the match to the Executive of the player's team and to the NSJCA, who shall take such action as is considered appropriate.

APPENDIX A – Stage 1 - 20 Over Cricket:

These rules apply to Stage 1, 20 Over matches

A1. Duration, Hours of Play, and Change of Innings

As set out in Rule 10, “Duration of Matches”, Each innings of 20 overs should last for no more than ONE hour.

Rather than wait the allotted 10 minutes between innings, teams should take the field for the second innings without delay where possible to avoid the possibility of losing match time.

A2. Ball

As set out in Rule 16, “Balls”.

A3. Pitch and Stumps

As set out in Rule 17, “Pitch and Stumps”.

A4. Boundaries

As set out in Rule 18, “Boundaries”.

A5. A Match

As set out in Rule 7, “Format of Matches”.

A6. Balls Pitched off the Wicket and Wides

As set out in Rule 19, “No Balls and Wides” and Rule 20, “Maximum Deliveries Per Over”. No Balls and Wides are NOT re-bowled in Stage 1 cricket.

A7. Protective Equipment - Batters

As set out in Rule 14, “Protective Equipment – Batters”.

A8. Batters

All batters will face an equal number of deliveries to ensure fairness and encourage participation. The preferred number of players per team is 7 players; however, if extra players are present at the game, they will all participate equally in the game.

To ensure fairness, each batter will face a total of deliveries equal to 120 (the total number of deliveries per innings) divided by the number of players present at the game (up to a maximum of 9 players).

For example:

- 5 players = 24 deliveries each
- 6 players = 20 deliveries each
- 7 players = 17 deliveries each
- 8 players = 15 deliveries each
- 9 players = 13 deliveries each

If there are any deliveries remaining after all batters have faced their allotted number of deliveries, the 2 batters at the crease will receive the remaining deliveries.

A8. Batters (Continued)

In the event a batter is dismissed, the dismissal is recorded on the score sheet by the scorers and the 2 batters at the crease swap ends and then continue batting for their allotted number of deliveries. Once a batter has faced their allotted number of deliveries, he/she will retire, and the next batter will come to the crease. Retired batters do not bat again as they will have already faced their allotted number of deliveries for the match.

Each batter is credited with all runs that they score off the bat (including off a No Ball). However, all sundries (extras) – including No Balls, Wides, Byes, Leg Byes as well as any Penalty runs attributed to the batting side – are not credited to the individual batter but are recorded as Sundries (Extras) and added to the team's cumulative score.

A9. No LBW in Stage 1 Cricket

The LBW Law shall not apply in Stage 1 Cricket competitions.

A10. Closure of Innings

A team may not declare its innings closed.

A11. Fielders

As set out in Rule 23, "Fielding Restrictions".

A12. Bowling

As set out in Rule 21, "Bowling Restrictions"

As in the Laws of Cricket, no bowler may bowl two consecutive overs.

A13. Bowling from one End

All bowling shall take place from one end only. The choice of the end will be decided by the coaches prior to the start of the match. **Batters and umpires shall change ends at the end of every over.**

A14. Assistance to Teams

As set out in Rule 24, "Assistance to Players".

A15. Team Score

A team's score is calculated by adding the number of runs scored by all batters (including sundries) along with the number of runs received from dismissals. Every time a batter is dismissed, 4 runs are added to the score of the opposition.

Example 1: Team A scored 90 runs and lost 2 wickets. Team B scored 100 runs and lost 6 wickets. Team A's score is $90 + (6 \text{ wickets} \times 4 \text{ runs}) = 90 + 24 = 114$. Team B's score is $100 + (2 \text{ wickets} \times 4 \text{ runs}) = 100 + 8 = 108$.

The team with the highest team score wins the match. In the above example, Team A is the winner (despite their cumulative score off the bat and from sundries being lower at first glance; they took more wickets, and their total score from wickets added to their runs scored from the bat and sundries was higher than that for Team B).

A16. Result of Match

Should either side fail to receive half its full quota of overs, the match will be deemed to be a draw. If no play is possible within 1 hour of the scheduled starting time, play shall be abandoned, and the points shall be shared as for a washout.

If both teams receive equally allocated overs (provided each team has received the minimum number of overs to constitute a match as described above), the team with the highest team score shall be the winner.

If the team batting second does not receive its quota of overs, assuming it has received half its full quota of overs, the team with the higher team score (based on run rate) will be deemed the winner of the match. Each team's run rate is determined by dividing the total number of runs the team scored by the number of completed overs its batters faced, plus the number of fair deliveries faced in any part overs, represented as a fraction of an over. Each fair delivery shall count as one-sixth of an over. Wickets lost are irrelevant for the purpose of calculating the run rate.

A17. Communication of Results

It is considered important to ensure that the players are made aware of which team won the match. Managers and coaches should ensure that this is done. While there is no competition table in the U9 Stage 1 age group, results will be collected or collated.

In all other age groups, all match results are to be entered into PlayHQ as soon as practical after the completion of the match. Individual player scores may optionally be entered for U9 but are mandatory for other age groups.

Individual batter scores may be recorded in PlayHQ, noting that all batters in Stage 1 are deemed "NOT OUT" (irrespective of how many times they may have been dismissed) and only their total runs (including 4s and 6s) and balls faced are entered. Individual bowler statistics may be entered with respect to the total number of wickets they took (can be more than 10 in Stage 1) that would normally be credited to the bowler – i.e., bowled, caught (including "caught & bowled"), stumped, and hit wicket – but no further detail such as which batter they got out.

In entering results, scores should reflect the total number of dismissals that a team has had, even though individual batters are shown as not out. For example if a team has lost 5 wickets in achieving a batting score of 70 they should show the team batting score as 5/70 and not 0/70.

APPENDIX B – Stage 2 & 3 - 20 Over Cricket:

These rules apply to Stage 2 & 3, 20 Over matches

B1. Duration and Hours of Play and Change of Innings

Duration of matches shall be as set out in Rule 10 “Duration of Matches”. Each innings of 20 overs should last for no more than ONE hour 10 mins.

Playing times shall be as scheduled by the Management Committee. Ten minutes shall be allowed between the innings of the team batting first and the team batting second.

B2. Protective Equipment - Batters

As set out in Rule 14, “Protective Equipment – Batters”.

B3. Team

As set out in Rule 15, “Team Numbers, Nomination of Teams and Substitutes from Other Clubs”.

B4. Balls

As set out in Rule 16, “Balls”.

B5. Pitch and Stumps

As set out in Rule 17, “Pitch and Stumps”

B6. Bowling from one end

To ensure the game can be completed in the allotted time, bowling will be from one end for all 20 over games. The fielding team’s captain may choose which end his team will bowl first. **Batters and umpires shall change ends at the end of every over.**

B7. Boundaries

As set out in Rule 18, “Boundaries”.

B8. A Match

Unless the start of play is delayed or there is an interruption caused by weather, light or ground conditions, a match shall consist of two innings (one per side), each of a maximum of 20 overs, unless a team is dismissed beforehand. The maximum number of overs, adjusted for lost time in accordance with Rule 32., is referred to as the team’s “quota”.

In the event a team is all out (per Table 15.1) the innings shall immediately end at the fall of the final wicket.

B9. Intervals

In all 20 Over matches, there shall be *no drinks break* taken during the innings under normal circumstances. This does not prohibit coaches or managers from taking drinks breaks in the event of hot weather as per *Appendix E*.

B10. Balls Pitched off the Wicket and Wides

As set out in Rule 19, "No Balls and Wides".

B11. Bowling Restrictions

As set out in Rule 21, "Bowling Restrictions".

As in the Laws of Cricket, no bowler may bowl two consecutive overs.

B12. Batting Restrictions

As set out in Rule 22, "Batting Restrictions and Mandatory Retirement".

Incoming batters should be in position to take guard or his partner ready to receive the next ball within 90 seconds of the fall of the previous wicket.

Players who batted in the top 4 positions in their previous game, may not bat in the top 4 for their next match. This is to ensure that all players in the team are given equal opportunity to participate in the game.

During finals matches (where applicable), this restriction does not apply.

B13. Fielders

As set out in Rule 23, "Fielding Restrictions".

B14. Assistance to Teams

As set out in Rule 24, "Assistance to Players".

B15. Closure of Innings

A team may not declare its innings closed.

B16. Adjustments for Lost Time

Where the start of play is delayed or there is an interruption caused by weather, light or ground conditions during the innings of the team batting first, the number of overs entitled to be received by each team shall be reduced by one over for each whole eight minutes of time lost. In this case, there is no set time for completion of the innings of the team batting first.

B17. Result of Match

Should either side fail to receive 10 overs (unless they are all out or have made the required runs to win the match), the match will be deemed to be a draw.

If both teams receive equally allocated overs, the team scoring the most runs shall be the winner, irrespective of the number of wickets lost.

If the team batting second does not receive its quota of overs within the allocated time as per Rule 10, assuming it has received the minimum of 10 overs, and has not been dismissed, then the team with the higher run rate will be deemed the winner. Each team's run rate is determined by dividing the total number of runs the team scored by the number of completed overs its batters faced, plus the number of fair deliveries faced in part overs, represented as a fraction of an over. Each fair delivery shall count as one-sixth of an over. Wickets lost are irrelevant for the purpose of calculating the run rate except where a team batting first was ALL OUT at the time when its innings ended, then the number of overs faced for calculating the run-rate will be deemed to be the maximum number of overs they could have faced.

If the team batting second has passed the score of the team batting first or has been dismissed the match is over and the scorebooks MUST be ruled off and the final match result agreed. No further detail is to be recorded either for the batting or bowling side or for any individual player.

B18. Play on after a match is completed

Notwithstanding the fact that the match may have been decided, if the team batting second has passed the score of the team batting first, the team batting second may continue batting until the expiry of its quota of overs or it is dismissed (whichever happens first) or the scheduled finish time has arrived, in order to give maximum opportunity for players to participate in the game, provided both teams agree. However, in this case, any runs scored, or wickets taken after the scorebooks have been ruled off DO NOT COUNT for either team or for any individual player and no further points can be achieved.

B19. Over Rate Penalties

All sides are expected to finish bowling their 20 overs within 70 minutes of the actual start time. No penalties shall apply, but Umpires, Managers & Coaches are expected to keep the game fast.

APPENDIX C – Stage 2 – 30 Over Cricket:

These rules apply to Stage 2, 30 Over matches:

C1. Duration and Hours of Play and Change of Innings

Playing times shall be determined by the Management Committee.

The innings of the team batting first should conclude 1 hour and 55 minutes after the scheduled starting time, provided there have been no interruptions due to weather, light or ground conditions. However, if the team batting first has not received its full quota of overs by this time, it shall be entitled to receive its full quota and the innings of the team batting second shall be restricted to the number of overs it had delivered at the time 1 hour and 55 minutes after the scheduled starting time.

Ten minutes shall be allowed for the change of innings.

C2. Protective Equipment - Batters

As set out in Rule 14, “Protective Equipment – Batters”.

C3. Team

As set out in Rule 15, “Team Numbers, Nomination of Teams and Players from Other Clubs”.

C4. Balls

As set out in Rule 16, “Balls”.

C5. Pitch and Stumps

As set out in Rule 17, “Pitch and Stumps”

C6. Boundaries

As set out in Rule 18, “Boundaries”.

C7. A Match

Unless the start of play is delayed or there is an interruption caused by weather, light or ground conditions, a match shall consist of two innings (one per side) as laid out in Rule 7 (Format of Matches), unless a team is dismissed beforehand. The maximum number of overs, adjusted for lost time in accordance with Rule C15, is referred to as the team’s “quota”.

C8. Balls Pitched off the Wicket and Wides

As set out in Rule 19, “No Balls and Wides”.

C9. Maximum Deliveries Per Over

As set out in Rule 20, “Maximum Deliveries Per Over”

C10. Bowling Restrictions

As set out in Rule 21, "Bowling Restrictions".

As in the Laws of Cricket, no bowler may bowl two consecutive overs.

In all age groups played on a reduced length pitch, all bowling shall take place from the shortened end of the pitch. The choice of the end will be decided by the coaches prior to the start of the match.

C11. Batting Restrictions

As set out in Rule 22, "Batting Restrictions and Mandatory Retirement".

In games with reduced length pitches, batters and umpires shall change ends at the end of every over.

C12. Fielders

As set out in Rule 23, "Fielding Restrictions".

C13. Assistance to Teams

As set out in Rule 24, "Assistance to Teams".

C14. Closure of Innings

A team may not declare its innings closed.

C15. Adjustments for Lost Time

Where the start of play is delayed or there is an interruption caused by weather, light or ground conditions during the innings of the team batting first, the number of overs entitled to be received by each team shall be reduced by one over for each whole eight minutes of time lost. In this case, there is no set time for completion of the innings of the team batting first.

Where the innings of the team batting second is interrupted by weather, light or ground conditions, that team's innings shall continue until the completion of the over in progress at a time 4 hours after the scheduled starting time.

C16. Result of Match

If both teams receive equally allocated overs, the team scoring the most runs shall be the winner, irrespective of the number of wickets lost. In such a case, if both teams score the same number of runs, the match shall result in a tie, and the number of wickets lost shall be of no consequence.

If the team batting second does not receive its quota of overs within the allocated time as per Rule 10, assuming it has received the minimum of 15 overs and has not been dismissed, the team with the higher run rate will be deemed the winner of the match. Each team's run rate is determined by dividing the total number of runs the team scored by the number of completed overs its batters faced, plus the number of fair deliveries faced in any part overs, represented as a fraction of an over. Each fair delivery shall count as one-sixth of an over. Wickets lost are irrelevant for the purpose of calculating the run rate except where a team batting first was ALL OUT at the time its innings ended, then the number of overs faced for calculating the run-rate will be deemed to be the maximum number of overs they could have faced.

If the team batting second has passed the score of the team batting first, or has been dismissed, the match is over, and the scorebooks MUST be ruled off and the final match result agreed. No further detail is to be recorded either for the batting or bowling side or for any individual player.

APPENDIX D – Stage 3 - 32 Over Cricket:

These rules apply to Stage 3, 32 Over matches:

D1. Duration and Hours of Play and Change of Innings

Playing times shall be determined by the Management Committee.

The innings of the team batting first should conclude 1 hour and 55 minutes after the scheduled starting time, provided there have been no interruptions due to weather, light or ground conditions. However, if the team batting first has not received its full quota of overs by this time, it shall be entitled to receive its full quota and the innings of the team batting second shall be restricted to the number of overs it had delivered at the time 1 hour and 55 minutes after the scheduled starting time.

Ten minutes shall be allowed for the change of innings.

D2. Protective Equipment - Batters

As set out in Rule 14, "Protective Equipment – Batters".

D3. Team

As set out in Rule 15, "Team Numbers, Nomination of Teams and Players from Other Clubs".

D4. Balls

As set out in Rule 16, "Balls".

D5. Pitch and Stumps

As set out in Rule 17, "Pitch and Stumps"

D6. Boundaries

As set out in Rule 18, "Boundaries".

D7. A Match

Unless the start of play is delayed or there is an interruption caused by weather, light or ground conditions, a match shall consist of two innings (one per side) as laid out in Rule 7 (Format of Matches), unless a team is dismissed beforehand. The maximum number of overs, adjusted for lost time in accordance with Rule D15, is referred to as the team's "quota".

D8. Balls Pitched off the Wicket and Wides

As set out in Rule 19, "No Balls and Wides".

D9. Maximum Deliveries Per Over

As set out in Rule 20, "Maximum Deliveries Per Over"

D10. Bowling Restrictions

As set out in Rule 21, "Bowling Restrictions".

As in the Laws of Cricket, no bowler may bowl two consecutive overs.

In all age groups played on a reduced length pitch, all bowling shall take place from the shortened end of the pitch. The choice of the end will be decided by the coaches prior to the start of the match.

D11. Batting Restrictions

As set out in Rule 22, “Batting Restrictions and Mandatory Retirement”.

In games with reduced length pitches, batters and umpires shall change ends at the end of every over.

D12. Fielders

As set out in Rule 23, “Fielding Restrictions”.

D13. Assistance to Teams

As set out in Rule 24, “Assistance to Teams”.

D14. Closure of Innings

A team may not declare its innings closed.

D15. Adjustments for Lost Time

Where the start of play is delayed or there is an interruption caused by weather, light or ground conditions during the innings of the team batting first, the number of overs entitled to be received by each team shall be reduced by one over for each whole eight minutes of time lost. In this case, there is no set time for completion of the innings of the team batting first.

Where the innings of the team batting second is interrupted by weather, light or ground conditions, that team’s innings shall continue until the completion of the over in progress at a time 4 hours and 30 minutes after the scheduled starting time.

D16. Result of Match

If both teams receive equally allocated overs, the team scoring the most runs shall be the winner, irrespective of the number of wickets lost. In such a case, if both teams score the same number of runs, the match shall result in a tie, and the number of wickets lost shall be of no consequence.

If the team batting second does not receive its quota of overs within the allocated time as per Rule 10, assuming it has received the minimum of 15 overs and has not been dismissed, the team with the higher run rate will be deemed the winner of the match. Each team’s run rate is determined by dividing the total number of runs the team scored by the number of completed overs its batters faced, plus the number of fair deliveries faced in any part overs, represented as a fraction of an over. Each fair delivery shall count as one-sixth of an over. Wickets lost are irrelevant for the purpose of calculating the run rate except where a team batting first was ALL OUT at the time its innings ended, then the number of overs faced for calculating the run-rate will be deemed to be the maximum number of overs they could have faced.

If the team batting second has passed the score of the team batting first, or has been dismissed, the match is over, and the scorebooks MUST be ruled off and the final match result agreed. No further detail is to be recorded either for the batting or bowling side or for any individual player.

APPENDIX E – NSJCA Hot Weather Policy

Children are at greater risk of developing heat illness than adults. All Umpires, Coaches and Managers are required to monitor all players for heat illness. If any signs of heat illness are detected those players must be immediately removed from play and cooled. Severe cases should be treated as a medical emergency (delirium, seizures, coma). Different players are likely to have different thresholds of susceptibility.

Wicketkeepers, batters, and fast bowlers are especially subject to heat stress due to the intense exercise and/or padding and helmets. Umpires, Coaches and Managers should pay special attention to these players.

Managers and coaches should positively ensure that all players drink enough fluids before, during and after the match.

The NSJCA recommends the use of light-coloured long-sleeved shirts and white broad-brimmed hats (in preference to caps).

Cancellation and Modification of Games

In line with Sports Medicine Australia guidelines games should be cancelled, deferred, or modified during very hot weather.

When the air temperature is above 36 degrees Celsius the NSJCA requires the game be cancelled.

When the air temperature is above 34 degrees Celsius the umpires can declare the conditions are unsuitable for play and can call the game off (or modify the game to provide more and longer drinks breaks). The umpires are solely responsible for the decision to cancel, or modify, the game.

Below that temperature the level of humidity, amount of sunshine, wind and general feel of the ground should be assessed. High humidity, intense sunlight and still air may increase the risk of heat illness enough to require the game be modified. If local conditions would place players or umpires at risk, the game should be modified or cancelled if necessary. This is especially the case with younger age groups.

For the purposes of determining the air temperature, measurements should be taken in the shade at a height of 1.2m above the ground. Car temperature gauges are not reliable and should not be used for this purpose.

At all times, the safety of the players and officials is the prime concern of the coaches and, especially, the umpires. Should the umpires decide that it is unsafe to play, the game should be cancelled or adjusted to allow more, and longer breaks.

Under this policy it is acceptable for teams to agree to play shorter games to allow for increased number of drinks breaks. Drinks breaks can be extended, and players should be allowed to leave the field for shade.

It is not acceptable for this Hot Weather Policy to be used by one team to gain an unfair advantage over another. The NSJCA Committee can intervene and reverse or modify the result of a game should a complaint about unfair and inappropriate use of this Hot Weather Policy be upheld. Where one team refuses to take to the field due to hot weather, both teams should record details of estimated temperature, humidity, wind, time and date of match and any other pertinent details and refer the match to their club delegates for referral to the management committee. The NSJCA Management Committee's decision, after appropriate consideration of the details, will be final.

Recognising Heat Illness

The following is not an exhaustive list and should not be considered medical advice; these are some of the signs that a player may be suffering from heat illness:

- high heart rate
- dizziness
- headache
- loss of endurance/skill
- confusion
- nausea
- pale colour
- cramps
- collapse

A player with dry skin, confusion and collapse may be suffering from heat exhaustion – which is a potentially fatal condition and a medical emergency.

APPENDIX F – GIRLS ONLY CRICKET COMPETITIONS

In girls only competitions, the following general guidance is provided to ensure fair and equitable play for players of similar skill level, ability, and age.

Stage 1 Junior: Players should ideally be under 11 years of age as at 31st August, just prior to the start of the season.

Stage 1 Senior: Players should ideally be under 13 years of age as at 31st August, just prior to the start of the season.

Stage 2: Players should ideally be under 15 years of age as at 31st August, just prior to the start of the season.

Stage 3: Players should ideally be under 17 years of age as at 31st August, just prior to the start of the season.

If players are playing in a younger age group, this should only be due to their ability and skill level matching the younger age group.

NOTE:

Players selected to play in the Mollie Dive competition **in any previous season** can NOT play in Stage 1 Girls competitions.

Players selected to play in Margaret Peden or Brewers Shield competitions **in any previous season** can only play in Stage 3 Girls competitions.

Any player who is selected to play representative cricket for the first time in the current season is allowed to continue in the team they started the season in.

Any player who is called into a representative team as a substitute (for example in the event of player injuries in the selected squad) is not considered to have been selected for the purpose of restrictions in subsequent seasons."

If a Club does not have a Stage 3 Girls team, then the player **MUST** seek dispensation to play in the Stage 2 Girls team.

Particular attention should be given to girls of a higher skill level and ability playing in a younger age group as fill-in players. Spirit of cricket and the enjoyment of the game for all players should be of higher importance than simply using players of a higher skill level to fill in for the sole purpose of winning a game or a competition. Higher skill players should generally only be used as fill-in when the team would otherwise need to forfeit the match.

APPENDIX G – NOTES



Ball pitched off the wicket

Under NSW District Cricket Association Rules, a **ball that bounces off the pitch before passing the batter is a No Ball (not a Wide)**. This is because the ball may still be hit by the batter and therefore by definition is not a wide.

This distinction is important because there are ways a batter may be dismissed off a wide (stumped, hit wicket) that do not apply to a no-ball.

The LBW Law

For a batter to be given out LBW the umpire must first carefully consider that none of the following occurred:

- a) Was the delivery a No Ball?
- b) Did the ball strike the bat (or glove holding the bat) of the batter before hitting any other part of the batter?
- c) Did the ball pitch outside the line of the leg stump?
- d) Did the ball hit the batter outside the line of the off stump and the batter was making a genuine attempt to play at the ball?

Note: The off side of the striker's wicket shall be determined by the striker's batting position at the moment the ball comes into play for that delivery.

If the answer to any ONE of the above is "YES" then the batter **CAN NOT** be given out LBW.

If the answer to all the above questions is NO, then the umpire must determine:

- e) If not for the interception, would the ball have hit the wicket?
- f) Did the ball pitch (or would it have pitched) on the imaginary straight-line path between wicket and wicket or on the off side?
- g) Did the batter get hit in the imaginary path between wicket and wicket (or if not playing a shot, outside the line of off stump)?

If the answer to ALL of (e) to (g) is "YES" and since ALL of the answers of (a) to (d) were "NO", then the batter should be given out LBW.

Wet weather

Unless the ground is "closed" by Council, or unless both teams agree no play is possible, grounds can only be closed by the Committee.