Canterbury and Western Suburbs Cricket Association



JUNIOR MODE OF COMPETITION

Last Amended September 2026

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PART 1 - GENERAL RULES FOR UNDER 9 / UNDER 11 (Stage 1), UNDER 13 (Stage 2) and UNDER 15 / UNDER 17 (Stage 3)

The Canterbury and Western Suburbs Cricket Association (CWSCA) junior competitions are played under MCC Laws of Cricket and the Cricket Australia Junior Pathway as amended by the Association's domestic rules and special conditions as set out in this Mode of Competition.

1.1. DIVISIONS

1.1.1 The Honorary Secretary, shall form nominated Club teams into age group grades and divisions.

1.1.2 The number of divisions is to be decided once all team nominations are received

1.1.3 The Honorary Secretary may ask clubs to provisionally nominate teams in divisions if this will assist the formation of suitable competitive divisions.

1.1.4 After consultation with clubs, a re-grading may be done by the Honorary Secretary at any time up until Round 4 of the relevant competition.

1.2. RE-GRADINGS

1.2.1 Teams re-graded to a higher division retain their points earned in the lower division. Where the regraded team's points are greater than the leader of the higher division, the points are adjusted to equal the leader's points.

1.2.2 Teams re-graded to a lower division take their points with them.

1.2.3 Where an age group is conducted with no grading for the start of the season, upon grading, the points earned by each team are retained in their new division.

1.3. POINTS SYSTEM

Outright Win	10
Outright Win after tie on first Innings	7
Outright Win after loss on first Innings	6
Win on first Innings or One Day game	6
Tie on played out two completed innings match	5
First Innings lead when beaten Outright	4
Tie on first Innings	3
Tie on first Innings when beaten Outright	3
Draw (incomplete first innings)	2
Loss on first Innings or One day game	1
Outright Loss	0
Bye (all teams on the table have a bye)	0
Bye (when not all teams on the table have a bye)	Maximum points scored in the round.

If a team withdraws for the competition before the completion of 1 completed round those teams who were left to play them get 6 points, once the commencement of Round 2 starts all teams get no points for the bye.

If a draw has a bye in it and 2 complete rounds aren't done, the team(s) who have the 2nd bye will get 6 points (unless called off by the association)

1.4. QUOTIENT SYSTEM

1.4.1 The batting average for each team shall be calculated by dividing the total number of runs it has scored by the number of wickets it has lost (a).

1.4.2 The bowling average for each team shall be calculated by dividing the total number of runs scored against it by the number of wickets captured (b).

1.4.3 The resultant quotient is calculated by (a) being divided by (b). The team with the higher resultant quotient shall be deemed to have performed batter and will rank higher on the table compared to teams on the same points.

1.4.4 For the purpose of this by-law, a player who has retired hurt shall be deemed to be Not-Out and a team that declares its innings closed shall be deemed to have lost the total number of wickets that have fallen.

1.5. FINALS AND PREMIERS

1.5.1 All age groups except Stage 1 / U9 play a finals series at the completion of the normal rounds of competition to determine the Premier.

1.5.2 Age group divisions that play a mix of One and Two-Day matches are drawn into Semi-Finals. See subsections below.

1.5.3 Age group divisions that play only One-Day matches are drawn into Semi-Finals and/or a Final (dependent upon available dates) using the usual One-Day format for their age group.

1.5.4 For all applicable age groups, the draw for Semi-Finals and the Final shall be determined as follows:

(i) The first placed team plays the fourth placed team, and the second placed team plays the third placed team.

(ii) If teams finish the competition on the same points the quotient system shall apply – see section 1.4.

(iii) The Semi-Final winners play in a Final, using the same format as the Semi-Final.

(iv) Where there are no Semi-Finals, the first placed team plays the second placed team in the Grand Final.

1.5.5 In Semi-Finals or Grand Finals that are Two-day matches, the winner may be determined by a first innings win or outright win. No team is compelled to play on after they have lost on first innings and believe they cannot win outright.

1.5.6 For all age groups, if a Semi-Final or Grand Final is drawn or tied, the team finishing higher on the competition table as per the quotient system shall be deemed to be the winner of that match.

1.5.7 For all age groups, a player who bats, bowls or keeps wicket in a final must have participated in at least four games in the normal rounds of competition with the team for them to qualify to play for that team in a final. Any team playing a Fill-In will be disqualified from the finals as the player is not registered with the team.

Participated means they must have batted or bowled, plus played in 75% of matches throughout the season to qualify to play finals.

1.5.8 Substitute fielders may be used in finals. Substitute fielders do not need to have played any games with the team during the season, though are subject to the standard age restrictions.

1.5.9 In finals that are two-day matches, games are played using the usual two-day format, on Saturday and the following Sunday: first session 8.30am – 10.25am, Morning tea 10.25 – 10.35am, second session 10.35am – 12.30pm.

1.5.10 For scheduled Two-Day finals matches where the allocated ground is unfit for play on the entire first day, the match will be played as a one-day match on the second scheduled day. All other divisions will play one-day matches on Saturday only.

1.5.11 For finals matches the selected team must be entered into play hq by the Thursday before the finals. This is compulsory.

1.6. JUNIOR CLUB CHAMPIONSHIP

1.6.1 For the purpose of determining the Junior Club Championship, in each age group a club's highest placed teams' points shall be multiplied by 4.0 for Division 1, 1.0 for Division 2, 0.75 for Division 3 and 0.5 for Division 4. In each age group, the club's second highest placed team's points shall be multiplied by 2.0 for Division 1, 0.5 for Division 2, 0.38 for Division 3 and 0.25 for Division 4.

1.6.2 This is calculated separately for each age group then added together to give each Club a total. The Club with the highest total points is awarded the Junior Club Championship.

1.7. ASSOCIATION AWARDS

1.7.1 Players in Under 17, 15, 13 and 11 are eligible for end of season performance awards in batting runs aggregate and average and wicket taking aggregate and average.

1.7.2 Stage 1 / U9 players do not receive performance awards but all receive a medal of participation.

1.7.3 To be eligible for either bowling award (highest wicket aggregate; lowest bowling average):

(i) Players in U13 – U17 Division 1 teams need to have taken a minimum of 15 wickets

(ii) No minimum wicket aggregate is applied for players in U11 and any lower Division of any age group.

1.7.4 To be eligible for either batting award (highest batting run aggregate; highest batting average)

(i) Players in U13 – U17 teams need to have scored a minimum of 200 runs

(ii) No minimum batting run aggregate is applied for players in U11 and any lower Division of any age group.

1.7.5 To win a batting average or bowling average performance award a player must participate in at least three quarters of their team's matches in the season.

1.7.6 Only runs scored and wickets taken in the regular season (not finals) are considered for Association Awards.

1.7.7 If minimum runs and wickets as noted in 1.7.3 and 1.7.4 are not reached by any player then no award is given.

1.7.8 Ties in any prize category will be decided by taking the better figure in the complementary category, i.e. If batting aggregate is tied the better batting average is the winner.

1.7.9 Only one award will be made where a player wins both of two complementary categories, i.e. both batting awards or both bowling awards.

1.8. ALLOCATION OF GROUNDS

1.8.1 The Honorary Secretary shall allocate grounds for all regular competition matches

1.8.2 The Honorary Secretary shall allocate grounds for all finals matches, as best as possible, that matches are played at the nominal home venues of the higher placed team on the competition ladder.

1.9. CWSCA CODE OF CONDUCT and SAFETY

1.9.1 Spirit of Cricket: Coaches, umpires, managers, parents, captains and players must conduct the game and themselves within the Laws of cricket and most importantly within the Spirit of Cricket. The Spirit of Cricket involves RESPECT for your opponents, your own captain and team, the role of the umpires and the game's traditional values. Coaches, umpires, managers, parents, captains and players should always remember that, however competitive matches and any situations are, the games are being played by children and must uphold the Spirit of Cricket. 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.

1.9.2 No sledging: There should not be any sledging or other action or conduct that is designed to break the batter's or another player's concentration or confidence.

1.9.3 The Cricket Australia Codes of Conduct applies to all junior games for coaches, parents and players and spectators. It should be used as a guide as to the standard of behaviour expected and necessary for the proper and fair conduct of our competitions.

1.10. WET WEATHER, THUNDER, PLAYER SAFETY and FITNESS of GROUND

1.10.1 The Junior Competition Secretary in consultation with the Honorary Secretary may declare all grounds unfit for play and cancel all play for a morning, afternoon or all day as deemed necessary.

1.10.2 A declaration that a ground, or group of grounds, is to be declared closed and that play is to be cancelled will be made by the Joint Competition Committee in consultation with the Honorary Secretary who will contact joint venture secretaries no later than 7.00am on the day of play.

1.10.3 Should the ground not be closed as above, then the umpires (or formal umpire(s) if allocated) shall determine the ground's fitness for play.

1.10.4 If no formal umpires are allocated then the coaches and managers shall determine the ground's fitness for play.

1.10.5 If it is agreed by both coaches that the ground (for any reason) is fit to bowl from one end only, then play may proceed with all the bowling from that end only.

1.10.6 If a ground is unfit for play on the first Saturday of any scheduled Two-Day match the second Saturday shall be played as a One-Day match. This rule does not apply to finals.

1.10.7 Match results must be entered into Play HQ for all games except those cancelled by the Joint Venture Committee (U11-U17).

1.10.8 In the event that a lightning flash is followed by thunder less within less than 30 seconds later, play shall cease immediately and ALL players are to be taken from the field. Play shall not resume until 30 minutes after the last such lightning flash as per the C&WSCA Lightning and Thunder policy.

1.11. COUNCIL REQUIREMENTS

1.11.1 Players, officials, parents and spectators are subject to Council restrictions and as such all allocated grounds and immediate precincts are alcohol-free zones and smoke-free zones.

1.12. PLAYER'S ATTIRE

1.12.1 All players must wear proper cricket attire. Clubs may apply in writing / email to the Executive Committee (who may delegate this power to the Junior Competition Secretary) to wear coloured attire and may only wear such clothing if it is approved. Otherwise, players must wear white or cream shirts (which may have coloured collars and cuffs); white or cream shorts, trousers or skirts (if shorts or skirts are worn, players must wear long white or cream socks) and white or cream sweater (with long or short sleeves).

No coloured pads to be worn, white only.

1.12.2 Shoes may be any colour but must not have metal sprigs unless playing on turf.

1.12.3 All attire may carry the logo of a team or club sponsors.

1.13. UMPIRES

1.13.1 Only umpires with a CA (Cricket Australia) Accredited Community Officiating (Level 1) Certificate or higher are permitted to stand at the bowler's end.

1.13.2 Should a team fail to provide an umpire with these qualifications then that team shall provide a square leg umpire. Should neither team be able to supply a qualified umpire then two substitute umpires may be appointed by agreement.

1.14. PROTESTS

1.14.1 At the scheduled starting time, if either team is unable or unwilling to commence play due to the unavailability of the required minimum number of players, the opposing team may claim the match on protest by forfeit by first appealing to the official umpire (if allocated) and then advising the opposing coach before play commences.

1.14.2 The team claiming the protest shall furnish in writing / via email, within 72 hours, a full report of the reasons for the protest to the Honorary Secretary of the Association in the manner set out by the Association's rules.

1.15. REGISTRATION OF JUNIOR PLAYERS AND TEAMS LISTS

To register and check the registration of junior players, increase transparency, ensure consistency in decision making, and to monitor and approve, when necessary, the arrival of new junior players into Clubs:

1.15.1 All junior players must be registered on Play HQ with CWSCA in affiliated association clubs, prior to playing.

1.15.2 No team is to play an unregistered player at any time. A loss of competition points will occur.

1.15.3 Prior to each season commencing, by a date decided by the Honorary Secretary, clubs must nominate their teams / squads in each age group using the CWSCA Team List form or otherwise by agreement with the Honorary Secretary.

1.15.4 The nomination date for Team Lists shall be at least 7 days prior to the first competition game in the relevant age group.

1.15.5 If a Club has not allocated players in a particular age group into teams by the nomination date, the Club must still provide a full list of players in that age group on Team List form/s.

1.15.6 No male player is permitted to play in an age group below their age as defined in this Junior Mode of Competition except with the express permission of the Junior Competition Secretary. Exemptions will only be made for medical reasons.

1.15.7 All female players must get approval by the Association Secretary.

1.15.8 **In Play Hq, a Fill – In Player is not a participant who is not officially registered with a team for a specific game.**

PART 2 - UNDER 15 and UNDER 17 COMPETITIONS (Stage 3)

2.1. GENERAL

The CWSCA's general rules in Part 1 of the Mode cover the following areas, and apply to under 17 and 15 competitions:

- Divisions within age groups
- Re-grading of teams
- Competition points system
- Finals and Premiers
- Association Awards and Club Championship
- Allocation of grounds and wet weather
- Code of Conduct
- Council restrictions – no alcohol or smoking at the ground.
- Player attire
- Umpires
- Protests

2.2. PLAYER AGES

2.2.1 For Under 17 competitions, players shall be aged under 17 as at midnight 31 August in the first calendar year of the current season.

2.2.2 For Under 15 competitions, players should be aged under 15 as at midnight 31 August in the first calendar year of the current season.

2.2.3 Clubs should register Under 15 players in a division proportional to their skill level and that challenges them, while ensuring their enjoyment and safety. Especially skilled or representative players may play in a higher junior age group.

2.3. DECLARED TEAMS, MINIMUM PLAYERS AND FORFEITS

2.3.1 In One and Two-Day games, teams can declare 13 players on the team sheet, who may bat and/or bowl on the day of the match, subject to restrictions as detailed in Rule 2.14, Bowling restrictions as detailed in Rule 2.12 The innings of the batting team must conclude once 10 wickets have been lost or the specified overs have been bowled.

2.3.2 Only 11 players of the fielding team may be on the field at any time.

2.3.3 The declared team sheets must be exchanged prior to the toss being made.

2.3.4 The toss MUST be made 15 minutes prior to the starting time of the game. A team not ready to swap team sheets and toss will forfeit the toss.

2.3.5 Play shall not commence unless opposing teams have at least 6 declared players in attendance at the scheduled starting time on each day.

2.3.6 Any team having less than 6 declared players in attendance at the time set down for the commencement of play shall be deemed to have forfeited the match. However, if scheduled players are running late the toss should still be made in preparation of starting the game on time. Opposition coaches should advise each other of this at the toss of the coin. If either team does not have at least 6 players present by 15 minutes past the start time a forfeit may be claimed.

2.3.7 Absence of a team on any day of a match shall be deemed to be a forfeit by the team with allocation of points to be determined by the Executive Committee.

2.4. QUOTA OF OVERS

2.4.1 For Two-day games, the maximum number to be received by both teams in their first (1st) innings is limited to sixty (60) subject to section 2.7.

2.4.2 For One-day games, matches are 1 innings per team of a maximum of 30 overs, subject to Loss of Time regulations as specified in section 6

2.5. BALLS

2.5.1 All balls used in Stage 3 matches are to be 156gr two-piece leather Kookaburra brand balls.

2.5.2 Each team shall supply the ball for their bowling innings.

2.6. HOME TEAM – STUMPS, BAILS, BOUNDARIES AND PITCH LENGTH

2.6.1 The team occurring first on the draw shall be deemed the home team. The home team shall provide bails, stumps and boundary markers.

2.6.2 Boundaries will be marked at 50 metres, where the ground allows, as measured from the middle of the pitch.

2.6.3 Pitch length shall be 20.1m

2.7. FORMAT OF TWO-DAY MATCHES

2.7.1 Hours of play

(i) First session – 8.30 am – 10.25 am**. Non** - Daylight Saing time 8.30 – 10.10

(ii) Morning tea – 10.25 am – 10.35 am. Non - Daylight Saving time 10.10 – 10.20

(iii) Second session – 10:35 am – 12.30 am (subject to Loss of Time 2-day – following section)

Non - Daylight Saving time 10.20 – 12.00pm

(iv) The Morning Tea break shall not apply should an innings be completed or closed after 9.55am, OR no more than 30 minutes play has been lost due to light or weather conditions

(v) Players may leave the field for the morning tea break and for other drinks breaks.

(vi) Second session play shall terminate at the end of the over coinciding with the designated close of play at 12.30 am. To ensure there is no manipulation of the playing conditions, if the quota of overs has not been reached by the time of the designated close, the Junior Competition Secretary must be notified after play by either team at the time of the designated close if they consider that match timings were being manipulated at the time by the other team.

2.7.2 Loss of time in a Two-Day match

(i) If the condition of the pitch, ground, weather, light, injuries or unforeseen circumstances causes the loss of time during the innings of the team batting first, the maximum number of overs for each team's first innings shall be reduced by 1 over for each 8 minutes of lost time (or part thereof) (in these Rules referred to as "adjusted overs").

(ii) Adjustment to the number of overs under this section shall be made at stumps on the first day, but only where the team batting first has not been dismissed, has not declared its innings closed or has not received its full complement of 60 overs.

(iii) If, on the first day of a two-day match, no play is possible or less than 15 overs are bowled, the match will be played on the second day under One-Day match conditions (section 6) and a new toss shall be undertaken.

2.7.3 New ball

(i) The captain of the fielding team may elect to take a new or old ball of suitable quality at the commencement of the innings or after 200 runs have been scored.

2.7.4 Declarations, Run Rate and Minimum Overs

(i) The team batting first must bat for at least one hour before declaring their innings closed.

(ii) The maximum number of overs to be received by both teams in their first (1st) innings is limited to sixty (60) and must declare their innings closed after 60 overs if they are not all-out.

(This is not the maximum number of overs that can be bowled in a day)

(iii) If 60 overs are not bowled by the end of the first day of an uninterrupted of a two-day game (for reasons other than covered by subsection 6(e) “Loss of time in a Two-Day Match”) and the team batting first is not all out, then the team batting second shall have the same number of overs it bowled on the first day when it bats on the second day.

(iv) If, on the first day of a two-day match, the team batting first is dismissed or has declared its innings closed prior to 12.20 pm the match shall continue until the end of the over in progress at the scheduled finishing time (12.30 pm) unless agreement is reached between both captains / coaches to terminate the days play early.

(v) Subject to the following provisions of these Rules, the team scoring the higher number of runs in the first innings shall win the match provided there is no subsequent outright result.

(vi) **No match is to go past the scheduled finish time of 12.30pm, unless Rule 2.7.2 (1) comes into play.**

2.7.5 Loss of time in a Two-Day Match

(i) If the team batting second does not receive in its first innings the number of overs specified above or as adjusted per the provisions below, and if a result has not been achieved, the winner of the match shall be the team with the higher run rate in its first innings.

(ii) The run rate of each team shall be calculated by dividing the total number of runs scored by the total number of overs received. For the run rate calculations, only each legitimate ball bowled shall count as one-sixth of an over. However, if the team batting first is dismissed or has declared its innings closed before receiving its relevant specified or adjusted number of overs, its run rate shall be calculated by dividing the total number of runs scored by the relevant specified or adjusted number of overs it could have received (that is, 60 unless the innings is interrupted or terminated early).

(iii) If it is necessary to calculate run rates to determine the result of a match, then the total number of overs that the team batting second receives in its first innings on both the first and second days is the over figure to be used in determining that team's run rate. However, for this calculation, the total number of overs received by that team cannot exceed the relevant specified or adjusted number of overs it was entitled to receive if play had not ceased.

For example: The team batting first is dismissed for 120 after 50 overs. Its run rate of 2.0 is calculated by diving 120 by the total number of overs it could have received (60). On day two, rain terminates play when the team batting second has scored 100 runs after 40 overs (8 on day 1 and 32 on day 2). Its run rate of 2.5 is calculated as 100 divided the number of overs it did receive (40) resulting in the team batting second being declared the winner despite scoring fewer runs.

(iv) If less than 30 overs are received by each team in its first innings, the match shall be declared a draw unless a result has been achieved beforehand.

(v) If a result on the first innings has been obtained, stumps may be drawn if both team managers, coaches or captains agree an outright win cannot be achieved by either team. If no such agreement is reached play shall continue to no later than the scheduled finishing time on the second day otherwise a forfeit may be claimed by the team wishing to continue (subject to notification to the Junior Competition Secretary).

2.7.6 Follow on

(i) If the team which bats first leads by 75 runs or more at the completion of both teams' first innings it shall have the option of requiring the other team to immediately commence its second innings (i.e. follow on).

2.8. FORMAT OF ONE-DAY MATCHES

One-day matches shall be played under a 30 over format subject to Loss of Time specifications in part (c) below. All matches are of 1 day duration. All matches are limited to 1 innings per team.

2.8.1 Hours of play

(i) First session – 8.30am – 10.25am. Non - Daylight Saving - 8.30 – 10.10

(ii) Morning tea – 10.25am – 10.35am. Non - Daylight Saving 10.10 – 10.20

(iii) Second session - 10:35am – 12:30pm Non - Daylight Saving 10.20 – 12.00pm

(iv) Players may leave the field for morning tea and for other breaks.

(v) If the team fielding first fails to bowl 30 overs by 10:25am, (25 overs by 10.10am non – daylight saving) the over in progress at that time shall be completed, play shall cease and the over quota for the match reduced to the number of overs bowled by that time, providing that the team batting first has not been dismissed or declared its innings closed. At that time the normal 10-minute Morning tea shall be taken.

(vi) If the team batting first is dismissed before 10.25am, (10.10 Non- Daylight Saving) the team batting second is entitled to receive the full quota of 30 overs.

2.8.2 Loss of time in a One-Day match

(i) If the conditions of the ground, weather or light cause a loss of time during the innings of the team batting first, then the over quota shall be adjusted by deducting 1 over per team for every 8 minutes or part thereof lost. No time is set for the completion of the innings in this instance however the team batting first must receive a minimum of 15 overs for a result to be possible.

(ii) If these conditions prevent the team batting second from receiving its full quota of overs the match shall be decided by a comparison of the run rate of BOTH teams.

(iii) These run rates are then calculated by dividing the total number of runs scored by the number of overs bowled. For the purposes of the run rate calculations, only each legitimate ball bowled shall count as one-sixth of an over.

(iv) Where a team has been dismissed before receiving its full quota of overs, its run rate shall be calculated by dividing the total number of runs scored by the number of quota overs that it should have received.

(v) A minimum of 15 overs must have been completed by each team (unless either team is dismissed beforehand). Play can continue until the team batting second receives its quota of overs or a result is achieved if 5 or less scheduled overs remain. If more than 5 overs remain to be bowled at the time set down for the close of play, the game shall cease at the completion of the over in progress at that time and the winner determined by run rate.

(vi) To ensure there is no manipulation of the playing conditions, the Junior Competition Secretary must be notified after play of this event.

(vii) If less than 15 overs have been completed by each team, then the match shall be deemed to be a draw, unless a result has been achieved.

2.9. PROTECTIVE EQUIPMENT

2.9.1 Coaches and Managers are reminded that cricket is a game with potential risks for the players.

2.9.2 The following protective equipment is compulsory for batters: a specifically designed properly fitting cricket helmet with face guard, batting gloves, batting pads, a groin protector. Thigh pads are highly recommended to be used. Arm and abdominal guards are also permitted.

2.9.3 The following protective equipment is compulsory for wicketkeepers: wicket-keeping gloves, wicketkeeping pads and helmet, keepers only need to wear helmets when standing up to the stumps only.

But it is highly recommended to always wear one**.**

2.10. CLOSE IN FIELDERS

2.10.1 No player shall field within 10m of the batter at the striker's end, or the marked 10m circle if one exists, apart from the wicketkeeper, slip and gully fielders.

2.10.2 If a fielder enters the 10-metre circle other than the wicket keeper, slip or gully fielder prior to the ball striking the batter, passing the stumps or being hit by the batter, either umpire shall call and signal "no ball".

2.11. SUBSTITUTE FIELDERS

2.11.1 Substitute fielders are extra fielders used by a team who are not listed on the team sheet, if they are qualified by age and registered with the CWSCA.

2.11.2 Substitute fielders are not permitted to bat or bowl.

2.11.3 A fielder may be substituted at any time. The umpire must be informed when players are substituted.

2.12. BOWLER RESTRICTIONS

To minimise injury to young bowlers and fairly share the bowling load between players:

2.12.1 Bowlers aged 14, 15 or 16 (as at midnight 31 August in the first calendar year of the current season) are restricted to a maximum of:

(i) **12 overs per Innings in Two-day games**; and

(ii) 6 overs per day in One-day games.

5 overs per day in non-daylight - saving games

2.12.2 A bowling spell cannot exceed 6 overs.

2.12.3 A bowler cannot bowl again after completing a spell until that bowler has been rested for the same number of overs bowled as counted from that end.

2.12.4 A bowler may change ends to continue their current spell of bowling, so long as the change of ends is not delayed by more than one over.

2.12.5 An uncompleted over is counted as a full over.

2.12.6 If a player has bowled in another cricket match on the same day, before they play in any CWSCA game, they must declare to the umpire, scorers and coaches of both teams how many overs they bowled in any previous game. The scorers shall note this in the scorebook. Bowlers will only be allowed to bowl the balance of their maximum allowable overs for their age in the CWSCA game. If this information is not declared prior to the start of play, and the player bowls more than the maximum overs allowed, then the player, captain coach or manager of the team they play for will be counselled, cautioned and/or sanctioned as appropriate by the Executive.

2.12.8 **In Division 2 and below a bowler may not commence their second spell until 18 overs have been bowled in the innings. No bowler is permitted to bowl more than 3 overs in their initial spell.**

2.12.9 In Division 1, 6 legal deliveries must be bowled in every over and bowlers bowl from alternate ends.

2.12.10 In Division 2 and below, there is a maximum of 8 balls per over, except in the final over of the innings where 6 legal deliveries must be bowled. Bowlers bowl from alternate ends.

2.13. NO BALLS - OFF THE PITCH, BOUNCERS, DOUBLE BOUNCES AND SUSPECTED THROWING

2.13.1 Off the pitch: When playing on a synthetic pitch, a ball that bounces on the grass or ground off the pitch before reaching the popping crease, whether hitting the pitch first or not, is a NO BALL

2.13.2 Bouncers: No bowler may bowl more than 2 bouncers (defined as fast balls, pitched and rising above the batter's shoulders) in any over. Transgression is a NO BALL.

2.13.3 High bouncers: Any delivery which, after pitching, passes or would have passed over the head of the striker standing upright at the popping crease (although not threatening injury) is a NO BALL.

2.13.4 Beamers: Any delivery that passes or would have passed on the full above the waist height of the striker standing upright at the popping crease is a NO BALL. This rule applies to all bowlers, irrespective of their pace.

2.13.5 Double bounces or rolls: A ball that bounces more than once or rolls along the ground before reaching the popping crease is a NO BALL.

2.13.6 Throwing: A bowler suspected of throwing is to be cautioned and reported to the Junior Competition Secretary.

2.14. BATTING RESTRICTIONS

2.14.1 A batter in Under 17 and Under 15 Division 1 cannot retire not out. If retired, they are deemed to be retired out.

2.14.2 Compulsory retirement (Under 15 Division 2 and below): A batter must retire after they have faced 40 balls.

2.14.3 Optional retirement: (Under 15 Division 2 and below) A batter may be retired after facing 30 balls.

2.14.4 A retired batter in Division 2 and below may return to the crease and continue their innings in the same order in which they retired, but only after every other listed player in their team has batted.

2.14.5 A batter may only be retired once per innings.

2.14.6 A batter retired and not dismissed under these conditions is recorded as Retired Not Out.

2.15. NON-STRIKER RUN OUT

2.15.1 The bowler is permitted, up to the instant at which they would be expected to deliver the ball, to attempt to run-out the non-striker.

2.15.2 The bowlers end umpire or person acting as an umpire at the bowler's end shall only give a batter run out in this fashion if the batter has been given one warning. When this warning is given both the other umpire and the scorers must be informed of the warning.

2.16. BATTER AND TEAM TIMED OUT

2.16.1 Should a wicket fall within three minutes of the appointed time set down for the drawing of stumps and an incoming batter not be in attendance the team shall be declared all out on appeal.

2.17. ON FIELD COACHING

2.17.1 Coaches and Managers when acting as UMPIRES, or when off the field, shall NOT directly coach or assist their on-field captain or players in running the game during play.

2.18. SCOREBOOKS AND ENTERING RESULTS ON PLAY HQ

2.18.1 Each team shall provide a scorer/s for each match. The home team is too Live Score only.

2.18.2 Each away team must bring a physical scorebook to score the match with, this is compulsory.

2.18.3 Scorebooks must be signed by the allocated umpire or coach / manager of each team at the completion of each innings to verify the agreed upon score.

2.18.4 If there is an official umpire, the umpire must sign off the final scoresheet for the match.

2.18.5 Both teams are required to complete results in Play HQ by the end of the Tuesday after the match is completed. This means entering and confirming the match result and entering player scores (batting, bowling and fielding).

2.18.6 A team and its players shall be excluded from awards for failure to supply 3 or more match results by the end of the season.

2.18.7 **Any player (u15 & u17) that goes up and plays Shires or Grade or Metro MUST get a permit to return to the age group they were playing in.**

PART 3 - UNDER 13 COMPETITIONS (Stage 2)

3.1. GENERAL

All Under 13 competitions shall be one-day games limited to one innings per team.

The CWSCA's general rules in Part 1 of the Mode cover the following areas, and apply to under 13 competitions:

- Divisions within age groups
- Re-grading of teams
- Competition points system
- Finals and Premiers
- Association Awards and Club Championship
- Allocation of grounds and wet weather
- Code of Conduct
- Council restrictions – no alcohol or smoking at the ground
- Player attire
- Umpires
- Protests

3.2. PLAYER AGES

3.2.1 For u13 competitions, players should be aged under 13 as at midnight 31 August in the first calendar year of the current season.

3.2.2 Clubs should register Under 13 players in a division proportional to their skill level and that challenges them, while ensuring their enjoyment and safety. Especially skilled or representative players may play in a higher junior age group.

3.3. DECLARED TEAMS, MINIMUM PLAYERS AND FORFEITS

3.3.1 Teams can declare up to 11 players on the team sheet who may all bat and/or bowl. Bowling Restrictions as per rule 3.11. Batting restrictions as per rule 3.13 The innings of the batting team must conclude once 8 wickets have been lost or the specified overs have been bowled.

3.3.2 No more than 9 players of the fielding team can be on the field at any time.

3.3.3 The declared team sheets must be exchanged prior to the toss being made.

3.3.4 The toss MUST be made 15 minutes prior to the starting time of the game. A team not ready to swap team sheets and toss will forfeit the toss.

3.3.5 Play shall not commence unless opposing teams have at least 5 declared players in attendance at the scheduled starting time.

3.3.6 Any team having less than 5 declared players in attendance at the time set down for the commencement of play shall be deemed to have forfeited the match. However, if scheduled players are running late the toss should still be made in preparation of starting the game on time. Opposition coaches should advise each other of this at the toss of the coin. If any team, then does not have at least 5 players present by 15 minutes after the start time a forfeit may be claimed.

3.3.7 Absence of a team on any day of a match shall be deemed to be a forfeit by the team with allocation of points to be determined by the Executive Committee.

3.4. QUOTA OF OVERS IN A DAY, AND LIMIT ON BALLS PER OVER

3.4.1 Matches are 1 innings per team of a maximum of 30 overs, subject to Loss of Time regulations as specified in section 6. Non - Daylight Savine matches are 1 innings per team of a maximum of 25 overs subject to loss of time regulations as specified in section 6.

3.4.2 For Division 2, overs are to contain a maximum of 8 deliveries.

3.5. BALLS

3.5.1 All balls used in all U13 Divisions matches are to be 142gr two-piece leather Kookaburra brand balls.

3.5.2 Each team shall supply the ball for their bowling innings.

3.6. HOME TEAM – STUMPS, BAILS, BOUNDARIES AND PITCH LENGTH

3.6.1 The team occurring first on the draw shall be deemed the home team. The home team shall provide bails, stumps, boundary markers and tape to mark the creases as needed.

3.6.2 Boundaries will be marked at 45 metres, where the ground allows, as measured from the middle of the pitch.

3.6.3 Pitch length shall be 18m.

3.6.4 Run Rate, Minimum Overs

(i) Subject to subsection (iii) below, if the team batting second does not receive its full allocation of overs or as adjusted under section 3.7, and if a result has not been achieved, the winner of the match shall be the team with the higher run rate.

(ii) The run rate of each team shall be calculated by dividing the total number of runs scored by the total number of overs received. For the run rate calculations, only each legitimate ball bowled shall count as one-sixth of an over. However, if the team batting first is dismissed before receiving its relevant specified or adjusted number of overs, its run rate shall be calculated by dividing the total number of runs scored by the relevant specified or adjusted number of overs it could have received (that is, 30 unless the innings is interrupted or terminated early).

(iii) If it is necessary to calculate run rates to determine the result of a match, then the total number of overs that the team batting second receives in its innings is the over figure to be used in determining that team's run rate. However, for this calculation, the total number of overs received by that team cannot exceed the relevant specified or adjusted number of overs it was entitled to receive if play had not ceased.

3.7. FORMAT OF MATCHES

Matches shall be played under a 30 over format (Non - daylight Saving 25 overs all one - day matches) subject to Loss of Time specifications in part (c) below. All matches are of 1 day duration. All matches are limited 1 innings per team.

3.7.1 Hours of play

(i) First session – 8.30am – 10.25am. Non - Daylight Saving time 8.30 – 10.10

(ii) Morning tea – 10.25am – 10.35am. Non - Daylight Saving time 10.10 – 10.20

(iii) Players may leave the field for morning tea and for other breaks.

(iv) Second session - 10:35am – 12:30pm (subject to Loss of Time) Non - Daylight Saving time 10.20 – 12.00pm

(v) If the team fielding first fails to bowl 30 overs by 10:25am, the over in progress at that time shall be completed, play shall cease and the over quota for the match reduced to the number of overs bowled by that time, providing that the team batting first has not been dismissed or declared its innings closed. At that time the normal 10-minute Morning tea shall be taken.

(vi) If the team batting first is dismissed before 10.25am (10.10 non-daylight saving), the team batting second is entitled to receive the full quota of 30 overs 25 overs non-daylight-saving time.

(vii) No match is to go past the scheduled finish time of 12.30pm. (12.00pm – Non-Daylight-Saving Time)

3.7.2 Loss of time

(i) If the conditions of the ground, weather or light cause a loss of time during the innings of the team batting first, then the over quota shall be adjusted by deducting 1 over per team for every 8 minutes or part thereof lost. No time is set for the completion of the innings in this instance; however, the team batting first must receive a minimum of 15 overs for a result to be possible.

(ii) If these conditions prevent the team batting second from receiving its full quota of overs the match shall be decided by a comparison of the run rate of BOTH teams.

(iii) These run rates are calculated by dividing the total number of runs scored by the number of overs bowled. For the purposes of the run rate calculations, only each legitimate ball bowled shall count as one-sixth of an over.

(iv) Where a team has been dismissed before receiving its full quota of overs, its run rate shall be calculated by dividing the total number of runs scored by the number of quota overs that it should have received.

For example: The team batting first is dismissed all out after scoring 120 runs after 20 overs. This corresponds to a run rate of 4.0 as 30 overs were the maximum number of overs the teams were entitled to receive. The team batting second has scored 100 runs when rain

terminates play after 20 overs. As this results in a calculated run rate of 5.0, the team batting second is declared the winner on run rate despite scoring less runs.

(v) A minimum of 15 overs must have been completed by each team (unless either team is dismissed beforehand).

(vi) The game shall cease at the completion of the over in progress at the designated close of play and the winner determined by run rate.

(vii) To ensure there is no manipulation of the playing conditions, the Junior Competition Secretary must be notified after play of this event.

(viii) If less than 15 overs have been completed by each team, then the match shall be deemed to be a draw, unless a result has been achieved.

3.8. PROTECTIVE EQUIPMENT

3.8.1 Coaches and Managers are reminded that cricket is a game with potential risks for the players.

3.8.2 The following protective equipment is compulsory for batters: a specifically designed properly fitting cricket helmet with face guard, batting gloves, batting pads, a groin protector. Thigh pads are highly recommended to be used. Arm and abdominal guards are also permitted.

3.8.3 The following protective equipment is compulsory for wicketkeepers: wicket-keeping gloves, wicket-keeping pads, a groin protector and a properly fitting cricket helmet with face guard.

3.9. CLOSE IN FIELDERS

3.9.1 No player shall field within 10m of the batter at the striker's end, or the marked 10m circle if one exists, except for the wicketkeeper, slip and gully fielders.

3.9.2 If a fielder enters the 10-metre circle other than the wicket keeper, slip or gully fielder prior to the ball striking the batter, passing the stumps or being hit by the batter, either umpire shall call and signal "no ball".

3.10. SUBSTITUTE FIELDERS

3.10.1 Substitute fielders are extra fielders used by a team who are not listed on the team sheet, if they are qualified by age and registered with the CWSCA, and Joint Venture Age groups.

3.10.2 Substitute fielders are not permitted to bat or bowl.

3.10.3 A fielder may be substituted at any time. The umpire must be informed when players are substituted.

3.11. BOWLER RESTRICTIONS

3.11.1 In order to minimise injury to young bowlers and fairly share the bowling load between players:

3.11.2 Bowlers aged 11 or 12 (as at midnight 31 August in the first calendar year of the current season) are restricted to a maximum of 5 overs per day.

3.11.3 A bowling spell cannot exceed 3 overs.

3.11.4 A bowler cannot start their 4th over until after 18 overs have been bowled in the innings

3.11.5 A bowler may change ends to continue their current spell of bowling, so long as the change of ends is not delayed by more than one over.

3.11.6 An uncompleted over is counted as a full over.

3.11.7 If a player has bowled in another cricket match on the same day, before they play in any CWSCA game, they must declare to the umpire, scorers and coaches of both teams how many overs they bowled in any previous game. The scorers shall note this in the scorebook. Bowlers will only be allowed to bowl the balance of their maximum allowable overs for their age in the CWSCA game. If this information is not declared prior to the start of play, and the player bowls more than the maximum overs allowed, then the player, captain coach or manager of the team they play for will be counselled, cautioned and/or sanctioned as appropriate by the Executive.

3.11.8 An over shall consist of 6 legal balls per over, with a maximum of 8 balls per over except in the last over of the innings where 6 legal deliveries must be bowled.

3.11.9 In each innings of 30 overs, 15 overs are to be bowled from one end followed by 15 from the other end unless coaches agree to bowl all the overs in the match from one end.

3.11.10 Players who do not bat MUST bowl 2 overs in the match.

3.11.11 Coaches are encouraged to rotate the opportunity for players to bowl 5 overs in a match throughout the season.

3.12. NO BALLS - OFF THE PITCH, BOUNCERS, DOUBLE BOUNCES AND SUSPECTED THROWING

3.12.1 Off the pitch: When playing on a synthetic pitch, a ball that bounces on the grass or ground off the pitch before reaching the popping crease, whether hitting the pitch first or not, is a NO BALL

3.12.2 Bouncers: No bowler may bowl more than 2 bouncers (defined as fast balls, pitched and rising above the batter's shoulders) in any over. Transgression is a NO BALL.

3.12.3 High bouncers: Any delivery which, after pitching, passes or would have passed over head of the striker standing upright at the popping crease (although not threatening injury) is a NO BALL.

3.12.4 Beamers: Any delivery that passes or would have passed on the full above the waist height of the striker standing upright at the popping crease is a NO BALL. This rule applies to all bowlers, irrespective of their pace.

3.12.5 Double bounces or rolls: A ball that bounces more than once or rolls along the ground before reaching the popping crease is a NO BALL.

3.12.6 Throwing: A bowler suspected of throwing is to be cautioned and reported to the Junior Competition Secretary.

3.13. BATTING RESTRCTIONS

3.13.1 Up to 11 players can bat (**this is an option**), coaches do not have to bat all 11, once the loss of 8 wickets the team is all out.

3.13.2 Compulsory retirement: A batter must retire after they have faced **30 balls**.

3.13.3 Optional retirement: A batter may be retired after facing **20 balls**.

3.13.4 A compulsory or optionally retired batter may return to the crease and continue their innings in the same order in which they retired, but only after every other listed player in their team has batted.

3.13.5 A batter may only be retired once per innings.

3.13.6 A batter retired and not dismissed under these conditions is recorded as Retired Not Out (RetX)

3.14. NON-STRIKER RUN OUT

3.14.1 The bowler is permitted, up to the instant at which they would be expected to deliver the ball, to attempt to run-out the non-striker.

3.14.2 The umpire shall only give a batter run out in this fashion if the batter has been given one warning (which is to be noted by the scorers and the other umpire).

3.15. BATTER AND TEAM TIMED OUT

3.15.1 Should a wicket fall within three minutes of the appointed time set down for the drawing of stumps and an incoming batter not be in attendance the team shall be declared all out on appeal.

3.16. ON FIELD COACHING

3.16.1 Coaches and Managers when acting as UMPIRES, or when off the field, shall NOT directly coach or assist their on-field captain or players in running the game during play.

This also includes parents of the players and spectators with the club attending.

3.17. SCOREBOOKS AND ENTERING RESULTS ON PLAY HQ

3.17.1 Each team shall provide a scorer for the match; the home team is too Live score only.

3.17.2 Each team must bring a physical scorebook to score the match with, this is compulsory.

3.17.3 Scorebooks must be signed by the allocated umpire or coach/manager of each team at the completion of each innings to verify the agreed upon score.

3.17.4 If there is an official umpire, the umpire must sign off the final scoresheet for the match.

3.17.5 Both teams are required to complete results in Play HQ by the end of the Tuesday after the match is completed. This means entering and confirming the match result and entering player scores (batting, bowling and fielding).

3.17.6 Failure to comply with these requirements may incur points penalties.

3.17.7 A team and its players shall be excluded from awards for failure to supply 3 or more match results by the end of the season.

PART 4 - UNDER 9 and 11 STAGE 1 COMPETITIONS

4.1. GENERAL

All Stage 1 competitions shall be one-day games limited to one innings of 20 overs per team (T20 format).

The CWSCA's general rules in Part 1 of the Mode cover the following areas, and apply to all Stage 1 competitions:

- Divisions within age groups
- Re-grading of teams
- Competition points system, Finals and Premiers
- Association Awards and Club Championship
- Allocation of grounds and wet weather
- Code of Conduct
- Council restrictions – no alcohol or smoking at the ground
- Player attire
- Umpires
- Protests

4.2. PLAYER AGES

4.2.1 All Under 11 competitions are played under Stage 1 rules.

4.2.2 For Under 11's, players should be aged under 11 as at midnight 31 August in the first calendar year of the current season.

4.2.3 Clubs should identify skilled Under 11 players and encourage them to play in a division that challenges them, while ensuring their enjoyment and safety. Especially skilled or representative players can play in a higher junior age group with the notification and agreement of the Junior Competition Secretary

4.2.4 For Under 9's, players should be aged Under 9 as at Midnight 31st of August in the first calendar year.

4.2.5 There are no minimum age restrictions for Stage 1 competitions, though the parents of children under 9 should consider if their children's experience and understanding of cricket, and their athletic ability, may make them more suitable to participating in Club Blast programs. More information on these programs is available at https://play.cricket.com.au/cricket-blast.

4.3. DECLARED TEAMS, MINIMUM PLAYERS AND FORFEITS

4.3.1 In all Stage 1 formats, teams can declare up to 10 players on the team sheet who may all bat and/or bowl subject to restrictions as detailed in Rule 4.7 Format of T20 Cricket and 4.11. Bowler Restrictions

4.3.2 Only 7 players of the fielding team may be on the field at any time.

4.3.3 The declared team sheets must be exchanged prior to the toss being made.

4.3.4 The toss MUST be made 15 minutes prior to the starting time of the game. A team not ready to swap team sheets and toss will forfeit the toss.

4.3.5 Play shall not commence unless opposing teams have at least 5 declared players in attendance at the scheduled starting time.

4.3.6 Any team having less than 5 declared players in attendance at the time set down for the commencement of play shall be deemed to have forfeited the match. However, if scheduled players are running late, the toss should still be made in preparation of starting the game on time. Opposition coaches should advise each other of this at the toss of the coin. If any team, then does not have at least 5 players by 15 minutes past the start time a forfeit may be claimed.

4.3.7 Absence of a team on any day of a match shall be deemed to be a forfeit by the team with allocation of points to be determined by the Executive Committee.

4.4. QUOTA OF OVERS IN A DAY, AND MAXIMUM BALLS IN AN OVER Under 9

4.4.1 Matches are 1 innings per team and played under a 20 over format subject to Loss of Time 1-day regulations as specified in section 6.

4.4.2 Overs contain 6 deliveries only irrespective of their legality.

4.4.3 All bowlers bowl from one end only for the entire match.

4.5. BALLS

4.5.1 All balls used in Under 11 matches MUST be 142gr 2-piece leather Kookaburra brand balls.

4.5.2 Under 9 stage 1 are to use only Kookaburra Softball Junior, or Kookaburra Star.

4.5.3 Each team shall supply the ball for their bowling innings.

4.6. HOME TEAM – STUMPS, BAILS, BOUNDARIES AND PITCH LENGTH

4.6.1 The team occurring first on the draw shall be deemed the home team. The team shall provide two sets of spring stumps with bases and bails, measuring tape, boundary markers and tape to mark the creases as needed.

4.6.2 Boundaries will be marked at 40 metres, where the ground allows, as measured from the batter's end stumps

4.6.3 Pitch length shall be 16m.

4.7. FORMAT OF T20 CRICKET

4.7.1 One innings of 20 overs per team (120 balls)

4.7.2 7 players per team (minimum 5 and maximum 10)

4.7.3 All balls regardless of whether they are wides or no balls will be included in the batter's ball count

4.7.4 All players to bowl.

4.7.5 Each wicket keeper is to bowl a minimum 2 over each

4.7.6 Fielding side has 7 players on the field at any one time. If more players are present, then players should be rotated after each over.

4.7.7 No fielders within 10 metres of the batter or each other (except the wicket keeper)

4.7.8 2 wicket keepers per team keeping for 10 overs each

4.7.9 Unlimited dismissals per batter

4.7.10 4 runs per wicket to be added to the opposition total at the end of the innings

4.7.11 Team number variations:

Each player must bowl a minimum of 2 overs no matter the team number

- 5 player team – 5 players bowl 4 overs; batting retirement 24 balls
- 6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs, batting retirement 20 balls
- 7 player team – 1 player x 4 overs, 4 players x 3 overs, 2 players x 2 over (wicket keepers included), batting retirement 17 balls.
- 8 player team - 4 players x 3 overs, 4 players x 2 overs (wicket keepers included), batting retirement 15 balls
- 9 player team - 2 players x 3 overs, 7 players x 2 overs, 2 players x 2 overs (wicket keepers included), batting retirement 13 balls
- 10 player team – All players x 2 overs (wicket keepers included), batting retirement 12 balls

4.7.12 No player is to be dismissed Leg Before Wicket; all other modes of dismissals remain as per CA guidelines.

4.8. PROTECTIVE EQUIPMENT

4.8.1 Coaches and Managers are reminded that cricket is a game with potential risks for the players.

4.8.2 The following protective equipment is compulsory for batters: a specifically designed properly fitting cricket helmet with face guard, batting gloves, batting pads, a groin protector. Thigh pads are highly recommended to be used. Arm and abdominal guards are also permitted.

4.8.3 The following protective equipment is compulsory for wicketkeepers: wicket-keeping gloves, wicketkeeping pads, a groin protector and a properly fitting cricket helmet with face guard.

4.9. CLOSE IN FIELDERS

4.9.1 No player shall field within 10m of the batter at the striker's end, or the marked 10m circle if one exists, except for the wicketkeeper, slip and gully fielders.

4.9.2 If a fielder enters the 10-metre circle other than the wicket keeper, slip or gully fielder prior to the ball striking the batter, passing the stumps or being hit by the batter, either umpire shall call and signal "no ball".

4.10. SUBSTITUTE FIELDERS

4.10.1 Substitute fielders are extra fielders used by a team who are not listed on the team sheet, if they are qualified by age and registered with the CWSCA.

4.10.2 Substitute fielders are not permitted to bat or bowl.

4.10.3 A fielder may be substituted at any time. The umpire must be informed when players are substituted.

4.11. BOWLER RESTRICTIONS

To minimise injury to young bowlers and fairly share the bowling load between players there are limits to the number of overs a bowler may bowl: Subject to the team variations described in section 6:

4.11.1 In all games, each player shall bowl a minimum of 2 overs, or have commenced a spell of 2 overs, before any bowler is permitted to bowl a third over.

4.11.**2** **A bowling spell cannot be more than 2 overs.**

4.11.3 Coaches are encouraged to rotate the opportunity for players to bowl the maximum number of allowable overs in a match throughout the season.

4.12. NO BALLS - OFF THE PITCH, BOUNCERS, DOUBLE BOUNCES AND SUSPECTED THROWING

4.12.1 Off the pitch: When playing on a synthetic pitch, a ball that bounces on the grass or ground off the pitch before reaching the popping crease, whether hitting the pitch first or not, will immediately be called a NO BALL

4.12.2 Bouncers: No bowler may bowl more than 2 bouncers (defined as fast balls, pitched and rising above the batter's shoulders) in any over. Transgression is a NO BALL.

4.12.3 High bouncers: Any delivery which, after pitching, passes or would have passed over the head of the striker standing upright at the popping crease (although not threatening injury) is to be called a NO BALL.

4.12.4 Beamers: Any delivery that passes or would have passed on the full above the waist height of the striker standing upright at the popping crease is a NO BALL. This rule applies to all bowlers, irrespective of their pace.

4.12.5 Double bounces or rolls: A ball that bounces more than once or rolls along the ground before reaching the popping crease is a NO BALL.

4.12.6 Throwing: A bowler suspected of throwing is to be cautioned and reported to the Junior Competition Secretary.

4.12.7 A player throwing or chucking will be counted as a "NO BALL" The only way the batter can be out is if "Run Out"

4.13. ON FIELD COACHING

4.13.1 Coaches and managers when acting as umpires, or when off the field, may assist with bowing, fielding and batting. This assistance should be done positively and should not interrupt the flow of the game.

4.14. DRINKS BREAKS

4.14.1 A drink's break of 5 minutes must be taken after 10 overs in an innings.

4.14.2 Players may leave the field for drinks breaks.

4.14.3 In extreme heat conditions the managers and coaches may agree to more frequent drinks.

4.15. NON-STRIKER RUN OUT

4.15.1 The bowler is permitted, up to the instant at which they would be expected to deliver the ball, to attempt to run-out the non-striker.

4.15.2 The umpire shall only give a batter run out in this fashion if the batter has been given one warning (which is to be noted by the scorers and the other umpire).

4.16. SCOREBOOKS AND ENTERING RESULTS ONLINE

4.16.1 Each team shall provide a scorer/s for each match. The home team is too Live Score only.

4.16.2 Each away team must bring a physical scorebook to score the match with, this is compulsory.

4.16.3 Scorebooks must be signed by the allocated umpire or coach / manager of each team at the completion of each innings to verify the agreed upon score.

4.16.4 If there is an official umpire, the umpire must sign off the final scoresheet for the match.

4.16.5 For Under 11s: Both teams are required to complete results in Play HQ by the end of Sunday after the match is completed. This means entering and confirming the match result and entering player scores (batting, bowling and fielding).

4.16.6 Failure to comply with these requirements may incur points penalties.

4.16.7 A team and its players shall be excluded from awards for failure to supply 3 or more match results by the end of the season.

4.16.8 Entering results and scores in Play HQ is required for Stage 1 / Under 9 matches as results are not officially compiled, ladders are not formally maintained, and no finals are played, However, coaches / managers are encouraged to enter team and player information into Play HQ in order to assist with coaching and to encourage players and parents to engage with the game.