

Junior - General Competition Rules

1 INTRODUCTION

Document Purpose – outline the specific procedures and requirements common to all junior Stage format competitions as played in the Cricket Illawarra Junior local competition.

Reference terms means

- ‘Association’ – the governing committees of the above body.

1.1 The Competition

Association responsibility – prepare a cricket competition for players (boys & girls) aged up to 17 years.

Competition structure & conduct – to maximise participation and enjoyment for all players.

Participant responsibility (Club, team, official, player) – to ensure each game is played in the finest spirit of the game of cricket.

1.2 Ideals of the Association

The ideals upon which the competition is based include:

- a belief that participating in the game of cricket is more important than the result of any game and/or competition.
- an expectation that all players, parents, supporters, and officials always demonstrate exemplary standards of sportsmanship and conduct.
- an acknowledgment that every official has a responsibility to nurture and develop all players involved in the game.
- an acknowledgment that every official has a responsibility to encourage players to develop an appreciation and respect for the game of cricket, its history, rules, traditions, and spirit of play.
- an acceptance of responsibility for conducting the competition in a fair, equitable, safe, and efficient manner.

Association acknowledges its responsibility in supporting coaches and officials to achieve these stated ideals.

1.3 Authority of Association

As part of the Associations’ responsibility, for upholding the stated ideals, it has the authority to take an appropriate course of action considered necessary to ensure these ideals are upheld. This may include the imposition of fines, penalties, suspensions, or exclusions as appropriate. Such action/s will be determined after consideration of the merits of each individual situation.

1.4 The Preamble – The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the 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, managers, 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 game, whatever the result.

Cricket is an exciting game that encourages leadership, friendship, and teamwork, which brings together people from different nationalities, cultures, and religions, especially when played within the Spirit of Cricket.

The players, umpires, and scorers in a game of cricket may be of any gender, and the Laws apply equally. The use, throughout the text, of pronouns expressing a binary he/she is as inclusive as practicable, whilst retaining clarity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to all persons, regardless of gender.

Responsibility of captains –always ensuring that play is conducted within the Spirit of the Game & Laws.

Violence – there is no place for any act of violence on the field of play.

1.5 The Traditions and Etiquette of Cricket

The Association believes it is vital to maintain, and in some cases recapture, the spirit and traditions in which cricket is played. The values of honesty, fair play, respect for others, accepting the umpire's decision, courtesy and self-discipline are enshrined in the game. Coaches, captains, players, and administrators have responsibility for upholding these traditional values which make cricket such a great game.

Fielders

- Enter the field of play after the umpires
- The captain should lead the team onto the field
- Between deliveries keep an eye on the captain for a possible change of position
- Keep position, don't stray
- Remember position for each bowler and each batter
- Get the ball back to the bowler promptly
- Do not engage in unnecessary comments or actions in the guise of enthusiasm and motivation of own team
- Do not engage in frivolous appealing
- Only players in line with the wickets should appeal
- Do not charge the umpire when appealing
- Indicate immediately if you have not completed a fair catch
- Do not engage in chatter or movement likely to distract the batter
- Do not engage in any form of sledging
- Always signal to the umpire when the ball reaches the boundary
- Do not sit on the ground - even if having a drink break or a wicket has fallen
- Avoid walking on the pitch
- Acknowledge a significant score (50 and/or 100) scored by a batter
- Acknowledge a bowler's good performance - clap him off the field

Bowlers

- Always say "thank you" to the umpire when passing to him, or receiving from him, your hat and/or jumper - never throw them or leave on the stumps or on the ground
- Always accept the umpire's decision
- If questioning the umpire on a point, do it calmly and politely - accept his response

- If the non-striker is leaving his crease early a quiet word via the umpire should solve the problem
- Apologise to the batter immediately if a high full-pitched delivery accidentally slips out
- Do not engage in any form of sledging

Batters

- Enter the field of play after the fielding side
- When asking for 'guard' say "please"
- Always be ready to receive the ball when the bowler is ready to start his run-up
- Apologise if for some reason, such as adjustment to equipment, you have cause to make the bowler wait
- Accept the umpire's decision - when given out walk immediately without any show of emotion
- Do not engage in comments or gestures likely to cause conflict with the bowler or fielder
- As the incoming batter, cross the outgoing batter on the field of play
- Always have clothing and equipment comfortable and fully adjusted so as not to cause delays when you are the incoming batter - When taking runs always run to the side of the pitch

General

- Show respect for your captain, team-mates, opponents, umpires, and the game's traditional values
- Do not be arrogant in victory nor surly in defeat
- When the 'home' team, create a hospitable environment for opponents and umpires
- Put team interests above your own
- Show self-discipline both on and off the field
- Look the part - clothing and equipment should be clean, tidy, and properly worn - Show appreciation of the efforts of workers within the game - for example, the people who provide lunches and afternoon teas, ground staff and club officials
- Always be punctual for games and training sessions
- At the end of the game shake hands with opponents and thank the umpires
- After the day's play participate in social interaction with teammates, opponents, and umpires - it is amazing how much you can learn about the game on such occasions
- Take the opportunity to form new friendships and acquaintances

If you can observe and practise all the above, you will gain maximum enjoyment from this great game and make it equally enjoyable for the other participants. You will also have made a significant contribution to the maintenance of the spirit and traditions of the game.

Note: This set of guidelines was prepared by Rick Evans, Director of Umpiring and Dean Holder, Director of Coaching for the WACA.

Contents

1	INTRODUCTION.....	1
1.1	The Competition	1
1.2	Ideals of the Association.....	1
1.3	Authority of Association	1
1.4	The Preamble – The Spirit of Cricket	1
1.5	The Traditions and Etiquette of Cricket.....	2
2	COMPETITION PROCESSES.....	7
2.1	Local Rules	7
2.1.1	Organisation	7
2.1.2	Rule Precedence	7
2.1.3	Reference Documents	7
2.1.4	Alterations to Rules	7
2.2	Use of Cloud Database System	7
2.3	Draws & Fixtures.....	7
2.3.1	Display.....	7
2.3.2	Draw Alteration	7
2.3.3	Venue Allocation.....	7
2.3.4	Staged Format Structure	8
2.4	Team Entry.....	8
2.4.1	Entry Procedure.....	8
2.4.2	Teams in same Stage / Level divisions.....	8
2.4.3	Late or Withdrawn Entry	9
2.4.4	Team Contacts	9
2.4.5	Final Team Entry Player List.....	9
3	THE PLAYERS.....	10
3.1	Player Eligibility.....	10
3.1.1	Overage & Underage Players.....	10
3.2	Qualification of Players.....	10
3.2.1	A Qualified Player	10
3.2.2	Playing fill in games in a Higher Stage Level / Division.....	10
3.2.3	Playing across teams in Same Stage Level / Division.....	10
3.2.4	Scheduled Bye.....	10
3.2.5	Overage & Underage Player Restriction.....	11
3.2.6	Breach of Qualifications and or Player Participation.....	11
3.3	Re-grade Application	11
3.4	Dress Standards	11
4	GAME PROTOCOL	12
4.1	The Umpires.....	12
4.1.1	Responsibility of Umpires.....	12
4.1.2	Appointment of Umpires.....	12
4.1.3	Changing Umpires.....	12
4.2	Scorers & Scoring.....	12
4.2.1	Scoring & Method.....	12
4.2.2	Electronic Scoring	12
4.2.3	Scorers Protocol.....	13
4.3	Risk Management (Game Day Checklist).....	13
4.4	Team Management	13
4.5	Restrictions on Batters	13

4.5.1	Compulsory Retirement.....	13
4.5.2	Voluntary Retirement	14
4.6	Restrictions on Underage Bowlers	14
4.6.1	Bowler Restrictions.....	14
4.6.2	Bowler Match Limits	14
4.6.3	Bowler Type Limits.....	14
4.6.4	Bowlers own age level & participating in higher Stage formats.....	14
4.6.5	Definitions.....	15
4.6.6	Resting Pace Bowlers between Spells	15
4.6.7	Adherence to Bowling Restrictions	15
4.6.8	Breach of Bowling Limitation – Correction.....	15
4.7	Substitute Fielder.....	16
5	EQUIPMENT	16
5.1	Equipment Responsibility	16
5.2	The Ball	16
5.3	Field Boundary.....	16
6	GAME DAY CONDITIONS.....	17
6.1	Playing Times	17
6.1.1	Definition of Lost Time	17
6.2	Wet Weather	17
6.2.1	Powers	17
6.2.2	Council Procedures	17
6.2.3	Notifications.....	17
6.3	Fitness for Play.....	17
6.3.1	Team Procedure	18
6.3.2	Disagreement as to Fitness for Play	18
6.3.3	Remaining at Venue.....	18
6.3.4	Wet Weather Game Result.....	18
6.4	Safety Codes	18
6.4.1	Junior Lightning Safety Code	18
6.4.2	Heat Policy	18
6.5	Forfeit	19
6.5.1	Protocol	19
6.5.2	Forfeit / Game Delay Procedure	19
7	THE GAME RESULT.....	20
7.1	Declaration of Winner	20
7.1.1	Mistakes in Scoring	20
7.1.2	Disputed Games & Protests.....	20
7.2	Submission of Cloud System Results	20
7.2.1	Procedure	20
7.2.2	Game Day Team Line-up.....	20
7.2.3	Summary Scores	20
7.2.4	Scorecards.....	21
7.2.5	Final round & Semi-final Results.....	21
7.2.6	Submitting Results Late	21
7.3	Competition Points	21
7.3.1	Points Allocation	21
7.3.2	Ladders & Correctness.....	22
7.3.3	Competition Placing.....	22
7.4	Claims to Title	23

7.4.1	General	23
8	FINAL SERIES	24
8.1	Type of Final Series	24
8.2	Player Eligibility.....	24
8.2.1	Minimum Conditions	24
8.2.2	Dispensations.....	24
8.3	Contesting Teams	24
8.3.1	Initial Team Ranking	24
8.3.2	Team Ranking (2-Stage Series Type).....	24
8.3.3	Change of Team Ranking (4 Team 3-Stage Series Type).....	25
8.3.4	Change of Team Ranking (8 Team 3-Stage Series Type).....	25
8.3.5	Change of Team Ranking (6 Team 3-Stage Series Type with Lucky Loser).....	25
8.3.6	Game Result – No Result, Cancelled or Tie.....	26
8.4	Venues	26
8.4.1	Allocation	26
8.4.2	Setup.....	26
8.4.3	Fitness for Play.....	26
8.5	Umpire Appointment.....	26
8.5.1	Accredited Official Umpires	26
8.5.2	Club Based Neutral Umpire	26
9	TROPHIES	26

2 COMPETITION PROCESSES

2.1 Local Rules

2.1.1 Organisation

Local rules are organised, outlined and detailed in separate documents to facilitate ease of reference, clarity, and consistency. These documents govern for all Stage formats the,

- Association Competition Administration rules (PCA-000),
- Junior General Competition conditions (PC-J0GC),
- Specific Stage format & Levels playing conditions (PC-J00X),
- Codes & policies.

2.1.2 Rule Precedence

- Local rules and playing conditions are developed utilising the current MCC Laws of Cricket.
- Local rule & MCC rules conflict – the local rule shall be binding.

2.1.3 Reference Documents

All approved reference documents can be found on the website.

2.1.4 Alterations to Rules

Any rule or policy that requires changing or clarification, the written consent to such change from most member Clubs shall suffice in making the change effective until such time as the amendment can be ratified by an Association general meeting.

2.2 Use of Cloud Database System

PlayHQ will be used for processing player and game information (see PCA-000-Cricket Digital Transformation System).

2.3 Draws & Fixtures

2.3.1 Display

All competition draws & fixtures will be available and displayed via

- PlayHQ portal – Association & per Club
- CA PlayCricket mobile app – (Android or Apple)
 - Click on the competition menu item
 - Click Add Club – in the search bar type the Club name
 - Press + button to add the club.

2.3.2 Draw Alteration

1. Emergency cases – Association Competition Manager may alter the program with respect to dates of play and venues on which games will be played.
2. Alteration notice – any changes necessary after the Wednesday prior to the game, the Association shall advise the respective Clubs and umpires accordingly.
3. Exception gazetted public days – no cricket played Christmas Day, Boxing Day, and New Year Day.

2.3.3 Venue Allocation

1. Games must be played on the venue as programmed.
2. Venue surface – played on synthetic covered or concrete pitches.
 - a) Turf pitches may be used where available.

- b) Allocation and suitability will start from highest Stage format and Level.
3. Relocation of games for any reason – not permitted without prior Association Competition Manager approval.
4. Changing a venue unfit for play
 - a) Only permitted – due to damage to a pitch or ground.
 - b) Not permitted – due to weather conditions on the day.
5. Venue relocation request timing
 - a) Evening before the game – will not be considered after 8:00pm
 - b) Game day exemption – teams arriving at a venue finding a pitch or ground damaged – may then request a venue change.
6. Relocations will only occur at the Association Competition Manager discretion if spare venues are available.

2.3.4 Staged Format Structure

1. Cricket Australia Staged formats will be used.
2. Entry Development Programs (non-competitive)
 - Club expectation – provide and co-ordinate these programs, as stand alone or in conjunction with other clubs.
3. Staged Format Competitions
 - Can be split into Levels
 - Levels may be further split into divisions and or pools (draw & team number dependant).
 - Stage numbering – representing the increasing player development program (age indicative).
 - Level numbering – representing the improving player skill level within that Stage.
4. Champion Competitions
 - Mini Competitions (Age Specific) – specialised limited over games based on team nomination numbers (midweek or short duration).

2.4 Team Entry

2.4.1 Entry Procedure

1. Club entry requirement preseason
 - a) Must be fully financial at that time to be accepted.
 - b) Accept association competition invite (via Cloud system)
 - c) May nominate in all Stage formats and Levels.
2. Team nomination method (Cloud system) – must
 - a) Create a team in each preferred stage level competition
 - b) Allocate the registered player names to team – minimum per team to suit that Stage format
 - c) Be submitted on or before the specified system closing date
3. Incorrect information and processing – may render the application void and not accepted.

2.4.2 Teams in same Stage / Level divisions

1. Club having 2 or more teams in the same Stage format, shall
 - a) have at least one team entered in the 'higher Level' competition unless it can show and justify otherwise.
 - b) have each team registered separately and play in accordance with those team registrations.
 - c) be known and distinguished by Club colours.
2. Clubs with single teams wishing to nominate in the 'lower Level' competition must show and justify reasons.

2.4.3 Late or Withdrawn Entry

1. Club nominating or withdrawing a team after the specified closing date
 - a) may incur a fine for any redrafting required of the competition draws.
 - b) Late applications may not be accepted based on current draw structures.

2.4.4 Team Contacts

1. Requirement per Team entry – advise team officials – name and contact details.
2. Displaying Team Contact Detail
 - a) Minimum 1 team official via Club PlayHQ portal website, entered by October 1.
 - b) Setup format (see image) – PlayHQ >My Organisation >Overview >Contacts

Contact information

First name*	Last name*	Position*	Email	Phone	Visibility ?
⋮ Joe Citizen	U15A Red	Junior Coach	mail@mail.com	0432987654	👁️ 🗑️

3. Failure to comply may result in a fine or a deduction of points.

2.4.5 Final Team Entry Player List

1. Final team entry player list – club requirement
 - a) must detail the registered players within each team (cloud system and or in writing)
 - b) Timing – submitted by November 30.
2. Non-compliance – will render players and teams as ineligible and unqualified.

3 THE PLAYERS

3.1 Player Eligibility

1. Each player
 - a) must be duly registered with the Association. (see PCA-000-Clearances and Registration)
 - b) will qualify for a Stage format according to their **OWN** age as at August 31 of the current season.

Example: a player who is 10 years old on 31 August would qualify to play Stage 1 or higher.

3.1.1 Overage & Underage Players

1. Minimum age qualification is 7 years. This may be varied at the Association discretion.
2. Players may only play in a Stage format up to 2 years above their own age. This may be varied at the Association discretion.

Example: a player who is 9 years old on 31 August adds 2 years to their own age meaning 11 years and would then qualify to play up to Stage 2

3. Players once registered in an older Stage format team in which they would normally qualify, are not permitted to play in lower Stage formats without the Association permission.
4. Females may play up to 2 years below their own age with prior notification to the Association.
5. Overage players with disabilities or other specialised cases, may upon application and Association approval, may play in a Stage format one year lower than they would normally qualify.

3.2 Qualification of Players

3.2.1 A Qualified Player

1. A person to be a qualified player, must be,
 - a) a registered player (see Player eligibility)
 - b) eligible to play in the Stage format / Level / division for which they are playing (see Player eligibility)
 - c) registered within that team (see Final Team Entry Player List)
2. No player may nominate in or play for more than one team
 - a) in the same round of any competitions unless as a Representative replacement player.
 - b) on the same date, except as a substitute. (see Substitute player)

3.2.2 Playing fill in games in a Higher Stage Level / Division

Any player who plays in 3 games during a season in any Stage format Level or division higher than that in which initially registered shall on completion of the third game remain in the higher Stage format Level or division and cannot return to their original team without prior Association consent.

3.2.3 Playing across teams in Same Stage Level / Division

Players are NOT INTERCHANGEABLE between teams, where a Club has multiple teams in the same Level / division ONCE final team entry player lists are received without prior Association consent.

3.2.4 Scheduled Bye

1. Team with scheduled Bye – players maybe used between teams in teams to a higher Level.
2. Any Player Movement
 - a) across teams in same Stage Level – ‘Playing across teams in same Stage Level / Division’ rule applies.
 - b) must remain in that team for the whole game / round duration. (see Qualified player)

3.2.5 Overage & Underage Player Restriction

1. All categories – must adhere to the innings batting and bowling restrictions of the Stage format in which they are playing.
2. Underage player when playing higher Stage format – must adhere to their own age bowling restrictions.
3. Female & Overage dispensation player – when playing below their own age level – their own age will be considered lowered to that Stage format bowling restriction.

3.2.6 Breach of Qualifications and or Player Participation

1. Teams found playing an unqualified player (i.e. not registered correctly, incorrect clearance, incorrect Stage format Level or team, etc.) or in breach of player participation guidelines shall incur (after investigation and at the Association discretion) any of, or a combination of;
 - a) a fine for each offence, and/or
 - b) the loss of points for that game (or games) and/or
 - c) a grading infringement team penalty adjustment penalty (see Competition Points).

3.3 Re-grade Application

1. Application protocol
 - a) Club concerned responsibility – seek required approval
 - b) Association responsibility – consider all player re-grade applications
2. Application requirement – to be accepted, must
 - a) Be submitted by the approved Club representatives.
 - b) Be provided in writing on the prescribed form.
 - c) Clearly state all the facts to the player performances.
3. Application timing – to be considered, must be
 - a) submitted prior to the rounds concerned.
 - b) emailed and received by the Association no later than
 - Preliminary rounds – 9pm Thursday
 - Final Series rounds – 6pm Wednesday
4. Association processing
 - a) provide written confirmation (via email) of decisions to the club concerned no later than
 - Preliminary rounds – 6pm Friday
 - Final Series rounds – 11:59pm Thursday
5. Non-compliance – renders that player ungraded and unqualified and subject to the relevant grading rules.

3.4 Dress Standards

1. Player requirement – observe the dress standards as stated (see PCA-000-Playing Apparel).
 - With discretion, umpires are empowered to request players be attired correctly.
2. Team official duty – first instance to inform any offender of the dress standard and not allow any player to participate unless they conform.
3. Persistent infringements – dealt with by the Association who may fine a club, suspend a player, or deduct competition points.

4 GAME PROTOCOL

4.1 The Umpires

4.1.1 Responsibility of Umpires

1. Umpires have a responsibility to ensure
 - they have a thorough knowledge and understanding of MCC laws and local rules of play.
 - Laws/rules are applied with objectivity while officiating.
 - the conduct of all participants is of the highest standards; and
 - games are played fairly and in the intended 'Spirit of Cricket'.
2. Umpires should confer before the games and agree on the game conditions and any differing rule interpretations.

4.1.2 Appointment of Umpires

1. Association reserves the right to appoint umpires to games as appropriate. (see PCA-000-Official Umpires Appointments)
2. Appointed Umpires shall be the central umpire(s).
3. One appointed umpire is in attendance – square leg umpire must be a team official or responsible supporter from
 - a) fielding team – Stage 1 format
 - b) batting team – Stage 2 & 3 formats.
4. Appointed Umpire not present at the specified start time – both teams are to appoint an umpire.

4.1.3 Changing Umpires

Changing team appointed umpires should only occur during a break in play and after consultation with the previous umpire regarding the game agreements.

4.2 Scorers & Scoring

4.2.1 Scoring & Method

1. Team responsibility – each team provide a competent scorer and the appropriate scoring material (score books / sheets, pens, electronic device) for the games.
2. Scoring method – can be a combination
 - a) manual on scoresheets, and or
 - b) electronic scoring application via a device.
3. Manual scoring method must be maintained during the games in case of an electronic method failure.

4.2.2 Electronic Scoring

- ❖ Electronic scoring is encouraged.
 - ❖ PlayHQ Scoring
 - ✓ Access via a web browser on either Desktop, Tablet & Mobile
 - ✓ Login detail – enabled via Club administrator [Log In | PlayHQ](https://ca.score.playhq.com/auth/login) <https://ca.score.playhq.com/auth/login>
 - ✓ Scoring application – allows
 - only 1 device per games to score,
 - frequent uploading of games data during or after the games (WiFi or 4G)
1. Electronic scoring requirement
 - a) Prior to game day – team line-up nomination requirement will then need to be met by both teams (see Games Result-Submission of Cloud System Results-Team Line-ups)
 - b) Scoring team – completing team agreement needed. Home team has preference.

2. Electronic scoring best practice
 - a) close all other programs / browsers running on your device
 - b) close any other tabs running within your browser
 - c) keep Operating System up to date
 - d) prior to play, fully charge the device battery
 - e) during inclement weather, power the device by battery only
 - f) during every scheduled interval, print / display a full score record. as required.

4.2.3 Scorers Protocol

1. Positioning – both team scorers are to sit together to allow regular score checks. Preferably away from distractions.
2. Regular Score Checks – at the completion of each over, agree on
 - full details of player batting & bowling figures,
 - bowling order & spells,
 - progressive run total & overs.
3. Match Guidance & Assistance – scorers are empowered to advise the umpire and fielding captain when bowling and batting restrictions are approaching or have been met.
4. Innings & Match conclusion – agreement is reached on all figures; games result is signed off (see Match Result requirements)
5. Discrepancies – follow requirement in Match Result-Declaration of Winner
6. Cloud System Data Entry – all after games requirements to be met (see Match Result-Submission of Cloud System Results).

4.3 Risk Management (Game Day Checklist)

1. Team official / Umpire responsibility – ensure the Game Day Checklist is completed on each day before the start of play via the via the Cricket Match Day app (mobile device) through Marsh Insurance
2. Checklist method
 - Home team officials – complete the form
 - Visiting team officials – confirm agreement to conditions.
 - Completed checklists – emailed / returned to the Club Secretary for safekeeping.
3. Non-compliance – on every day of every game may,
 - a) jeopardise any future insurance claims
 - b) result in club / team officials being held liable for damages if sued
 - c) result in the loss of competition points based on random Association checks.

4.4 Team Management

1. Setting of fields and on-field decisions – responsibility of team Captain (Stage 2 and above).
2. Role of Team officials
 - a) may take the team captain role from time to time.
 - b) captaincy role is severely limited in its context – is an advisory role only.
 - c) Loud and over coaching from on or off the field is not permitted.
 - d) When umpiring – may only instruct team at the fall of a wicket or between overs.

Note: This policy is intended to develop the captaincy skills from an early age.

4.5 Restrictions on Batters

4.5.1 Compulsory Retirement

1. Batter must compulsorily retire on reaching the compulsory retirement method (balls faced) specified for the Stage format competition.

2. Team is dismissed prior to the completion of allotted batting time – a compulsorily retired batter
 1. may return to complete their innings in the order of their compulsory retirement,
 2. However **NO** retired batter can return to the crease until all nominated players have batted (ie greater than ideal team number teams or injury related retirement)
3. Determining batter average – compulsory retirements shall be regarded and recorded in the scorebook as 'Retired Not Out'.

4.5.2 Voluntary Retirement

1. Batter may voluntarily retire (except Stage 1) prior to the compulsory retirement (balls) specified for the Stage format competition.
2. Team is dismissed before the allotted batting time – a voluntarily retired batter CANNOT resume their innings.
3. Determining batter average – voluntary retirements are considered dismissals and shall be recorded in the scorebook as 'Retired Out'.

4.6 Restrictions on Underage Bowlers

4.6.1 Bowler Restrictions

A bowler will be limited based on

- a) type of Stage format game
- b) their style and type of bowling (pace or slow)
- c) their **OWN** age level (age at time of registration)

4.6.2 Bowler Match Limits

Bowler is limited to bowl in any innings a certain proportion (fraction) of the total allocated team overs for the specified competition game.

4.6.3 Bowler Type Limits

1. Pace bowler (medium or fast) based on their **OWN** age level – is limited to bowling a maximum number of overs in any spell and a maximum number of overs in a day's play.
2. Slow bowler (spinner) has no restriction to the number of overs in a spell.

4.6.4 Bowlers own age level & participating in higher Stage formats

A bowler is limited to the number of overs relevant to their **OWN** age level, irrespective of the Stage format in which they may be playing. The coach and/or captain are responsible to notify the scorers of players playing above their age.

Example: A player who is 11 years of age at registration will complete the whole season using the 11 own age level restrictions whether participating in the Stage 2 or 3 competitions.

Bowler Own Age Restriction Table

Stage (Typical)	Own Age Level (CA Age group)	Pace Max overs in spell	Pace Max overs in a day
Stage 3	16 (U17)	6	16
	15 (U17)	6	16
	14 (U15)	5	12
	13 (U15)	5	12
Stage 2	12 (U13)	4	8
	11 (U13)	4	8
Stage 1	10 (U11)	2	4
	9 & below (U11)	2	4

4.6.5 Definitions

Overs in a bowling spell: total number of overs bowled consecutively by the same bowler from one end.

Overs in an innings: total number of overs bowled by the same bowler in all spells during an innings.

Overs in a day's play: total number of overs bowled by the same bowler in all innings during a day's play.

Pace Bowler: a bowler who at any time during an innings or a day bowls consistently at a pace that,

- in the judgement of the umpires and relative to the Stage format,
- the wicket keeper would normally stand back to,
- irrespective of whether the wicket keeper is standing back or not.

4.6.6 Resting Pace Bowlers between Spells

1. A bowler must be rested for at least double the number of overs bowled in any bowling spell.
2. A bowler may change ends as part of a bowling spell, provided the bowler does not bowl consecutive overs. In this case, overs bowled from both ends are to be considered part of the same bowling spell.
3. A bowler may resume bowling prior to the completion of the minimum rest period however this will be considered an extension of the same bowling spell and then must not exceed the maximum spell limit. Following the completion of the spell, the normal rest between spells will apply – the mini break within the spell is disregarded.

Example: If the bowler's original spell was 4 overs, the bowler cannot bowl for another 8 team overs.

4.6.7 Adherence to Bowling Restrictions

Scorers and umpires together of both sides have a responsibility to communicate to ensure adherence to bowling restrictions and rest periods.

4.6.8 Breach of Bowling Limitation – Correction

1. Over in progress breach
 - bowler inadvertently begins an extra over exceeding their spell, maximum innings, or day limitation,
 - a) such over or balls shall be disregarded
 - b) scorebooks adjusted by deleting the runs scored and/or wickets taken from such deliveries
 - c) over will recommence with a new bowler.
2. After over completed breach – over shall stand unchanged.

4.7 Substitute Fielder

1. Definition – a substitute is a player who is acting as a fielder only and is not listed on the official team line-up.
2. Acting as a substitute fielder
 - a) Player must be a qualified player (see Qualification of Players)
 - b) Player CANNOT bat or bowl
 - c) When used – opposing team officials are to be informed.
3. Any infringement will be dealt with under the Player qualification rule.

5 EQUIPMENT

5.1 Equipment Responsibility

1. Nominated Home team responsibility
 - a) Ground equipment – provide stumps, bails, boundary markers and spares, if necessary,
 - b) Position ground equipment – within 15 minutes of the scheduled start time of play,
 - c) Pitch crease lines – freshen & remark
 - d) Match venue facilities – organise the opening & closing
2. Each team responsibility – provide
 - Appropriate team playing equipment (helmets, batting pads and gloves, field equipment, etc.),
 - Scoring material,
 - Balls required for bowling and fielding,
 - Measuring device (tape measure, rope, or string) to accurately measure the boundary size each day.
 - Bowling markers at both ends for marking of the bowler's run-ups.
3. Non-compliance – may render the offending team
 - liable to a fine, loss of points or the game being awarded to the away team, as determined by the Association.

5.2 The Ball

1. Ball details
 - a) Only approved balls shall be used
 - b) Details advised to Clubs prior to the season commencing.
2. Ball types & weight – listed within each Stage format playing conditions.
3. Non-compliance penalty – a fine in each instance.

5.3 Field Boundary

Dimension & layout – listed within each Stage format playing conditions

6 GAME DAY CONDITIONS

6.1 Playing Times

1. Hours of Play & conditions – stated within each Stage format playing conditions.
2. Innings time limit – scheduled finish time is reached, and innings quota of overs not met
 1. Bowling must stop at the end of the over in progress. Teams are expected and encouraged to complete the overs without significant delay.
 2. Matches found in breach of significant running over time, teams involved will receive
 1. Instances 1 & 2 – warning notice of non-compliance – to rectify and comply
 2. Instance 3 or more – penalised / loss of game allocation points
3. MCC Law 12.6, 12.7, 12.8, 12.11 – Last hour of match – shall NOT apply.

6.1.1 Definition of Lost Time

1. Definition of Interruptions to Play – any unforeseen circumstance that stops play from commencing or continuing resulting in batting time being lost.

Example: a player injury, lost ball, playing conditions unsafe, weather conditions, grounds unfit for play.

2. Lost Time Procedure – detailed steps within each Stage format playing conditions.

6.2 Wet Weather

6.2.1 Powers

1. Whenever weather and venue conditions warrant, the Association powers are
 - a) to be the sole judge as to the fitness for play of any ground
 - b) to cancel or abandon games (including final series), prior to play commencing on any day,
 - c) to adjudicate in cases of disagreements after play commences.

6.2.2 Council Procedures

1. Wollongong City Council venues
 - a) Closed or made unavailable – all games scheduled in the Illawarra area will be cancelled.
 - b) NOT closed or made unavailable – a decision shall be made for the Illawarra area only, by approximately 7am on the morning.

6.2.3 Notifications

1. The Association once a decision is made will by approximately 7am on the day,
 - a) notify the local media via Social Media of any cancellations.
 - b) post an Association website notice, listing details of cancellations and ground closures that have been advised.
2. Cancellations should clearly advise the specifics for any competitions.
3. Radio cancellations for the Illawarra area typically occur regularly after news bulletins.

(Local radio stations details I98 FM: 42234170 or 42234198 and Wave FM: 42752965 or 42745444)

6.3 Fitness for Play

1. Pitches and grounds are fit for play unless
 - venue has been closed by Wollongong City Council,
 - venue has been declared unfit for play by the Association (prior to commencing play), or
 - Umpires consider conditions to be dangerous to player safety (at commencement or during play).

2. Umpires' decision-making guide
 - Note and apply MCC LAW 2.7, 2.8, 2.11 for adverse conditions of ground, weather, and light.
 - 'The umpires together decide that conditions are dangerous or unreasonable, then play will be suspended'.

6.3.1 Team Procedure

1. Teams participating in games not Association cancelled must proceed to the allocated venue otherwise forfeiture of points could result.
2. Should a team fail to turn up for the game prior to the scheduled start of play, and the opposition team official believes the ground is playable, the attending team must advise the Association within one hour. The Association shall investigate, and if agreed that the ground was playable, the attending team shall be entitled to claim a forfeit.
3. If in doubt, the accepted procedure is for the visiting team to check with the home team about playing conditions. If the visiting team has not contacted the home team and play is impossible, the onus is on the home team to contact their visiting team.

6.3.2 Disagreement as to Fitness for Play

1. In the event of either Umpire disagreeing as to the fitness of the ground for play, then the state of play existing at the time of disagreement shall continue.
2. Where an appointed official Umpire is present or where an Association member, who is otherwise not involved in the game, is available, they shall have the power to adjudicate on fitness of the ground for play.
3. Where there is no Official Umpire present and no Association member is available to adjudicate, each Coach shall submit a report, in writing, through their Club Secretary to the Competition Manager within 48 hours of the competition game.
4. The Association shall be empowered to award the game to the non-offending team where such suspension of play or delay is not considered to be justified in accordance with this Rule.

6.3.3 Remaining at Venue

1. Fitness for Play Disagreement – teams are required to remain at the venue,
 - a) At the start of play – for at least half the scheduled playing time.
 - b) After commencing play – the time required, should there be a possibility of play continuing.
2. Coaches and/or captains may agree to abandon play prior to these times.

6.3.4 Wet Weather Game Result

Results must be entered into Cloud system by the stipulated time regardless of whether play proceeded or not. (see The Game Result-Submission of Cloud System Results)

6.4 Safety Codes

6.4.1 Junior Lightning Safety Code

1. Play shall cease immediately, if a lightning flash is followed by thunder less than 30 seconds later.
2. Play shall not resume until 30 minutes after the last lightning flash.
3. No person should enter the field of play during the period that play is suspended under this rule.

6.4.2 Heat Policy

See policy on website

6.5 Forfeit

6.5.1 Protocol

1. Team unable to fulfil its engagement – shall notify the Association of its intention to forfeit no later than 12 hours prior to the game.
2. Team which forfeits
 - a) will be responsible for all game related expenses.
 - b) two games may, at the Association discretion, be withdrawn from the competition.
 - c) without notice as per clause (1) will be subject to a fine for each offence.
3. Association shall
 - a) have discretionary powers in dealing with all forfeited games referred to it.
 - b) under no circumstances, approve a request for a game to be deferred without a justifiable reason. A team, unable to fill its engagement, shall forfeit the game.

6.5.2 Forfeit / Game Delay Procedure

1. A team is deemed to have forfeited if, 20 minutes after the scheduled start time of a game, on any playing day, it does not have at least the **minimum** number of players in attendance. If play is delayed, the re-scheduled time is taken as the new start time.
2. If a team subsequently fulfils the requirement of clause (1) during this 20-minute period and the coin toss has occurred, the offending team will incur a 5 run penalty for every 5 minutes (or part thereof) for the time lost until play started.
3. In all circumstances, the game time will be shared equally and if clause (2) is invoked, the penalty runs will be added to the non-offending team's score.
4. Any team that forfeits a game shall be dealt with under the Forfeit Protocol rule.

7 THE GAME RESULT

7.1 Declaration of Winner

1. Declaration of the winning team for a game shall be
 - a) the team, which both captains, umpires or team officials have agreed as being the winner of the game; and
 - b) made by the officials countersigning of scorebooks immediately after the game and prior to leaving the ground.
2. Failure to signoff –any further dispute will render the dispute invalid and result in no points being awarded.
3. Score sheets – copies must be kept for any possible scrutinising of a disputed game result or scorecard.

7.1.1 Mistakes in Scoring

1. After leaving the field of play, books reveal an error affecting the result – play shall recommence and continue, providing time permits, until the correct result is achieved.
2. Discrepancy between the batting and bowling figures – innings score shall be based on the bowling analysis, with the batting then adjusted accordingly.

7.1.2 Disputed Games & Protests

1. Disputed game protocol,
 - a) game shall be played / completed under protest.
 - b) dispute reasons must be noted on the scoresheet, otherwise the result will stand.
 - c) both teams must provide and send the original sheet / email to the Association for ruling.
2. All protests / disputes / grievances shall be reported and handled in accordance with the Associations' Disputes document.

7.2 Submission of Cloud System Results

7.2.1 Procedure

1. Frequency required – on a weekly basis by each team for all game results and player statistics.
2. First Data Entry – either team can enter the game results first, noting that it does so for both teams. i.e.
 - full game scorecards are required – both team scores, overs, itemised sundries
 - any game comments (if applicable requested bonus points)
 - update game result (with correct ladder result code)
3. Second Team Entry (Opposing team) – checks the accuracy and confirms the result (i.e. game result now agreed).

7.2.2 Game Day Team Line-up

1. Purpose – to facilitate electronic scoring and or smooth manual processing of full scorecards by opposing teams.
2. Club requirement & timing – enter their nominated game day team line-up in the Cloud system,
 - a) Pre-game – evening prior to each game (e.g. Saturday comp = Friday) ,
 - b) After game – update and ONLY include player names who participated in the game, whether have batted or bowled or not.

7.2.3 Summary Scores

1. Purpose – allow for media publication of game scores and leading individual performers.
2. Game Summary deadline – entered no later than 11:59pm Sunday in Cloud system.

3. Game Score detail – wickets & runs, all extras itemised; overs bowled (to the ball level) & max over entitlement; game result selecting correct system code.

7.2.4 Scorecards

1. Full Player scorecard deadline – entered no later than 11:59pm Sunday after game completion
 - Including player batting, bowling & fielding analysis and adjusting team line-ups

Player Batting detail – Batting position in scorecard; How out – with opposition fielder & bowler names (or Not out, retirements); Run scored (plus 4s & 6s); Balls faced & time (Stage format dependant); Fall of wicket score

Player Bowling detail – bowling order position in scorecard; itemised over & maidens bowled, wickets taken, runs conceded; itemised wides & no balls (Stage format dependant). *(Note: values must be included in runs conceded)*

Player Fielding detail – itemised outfield catches, wicket keeper catches, assisted runouts, unassisted runouts, stumpings

7.2.5 Final round & Semi-final Results

1. After the completion of the last competition round and semi-final round
 - a) Game results – to be submitted by 6:00pm on the game day.
 - b) Game result in dispute – Association must be notified by 1:00pm on the game day.

7.2.6 Submitting Results Late

1. Results not submitted by the times specified above,
 - a) may result in fines on a per team basis for each offence.
 - b) In addition, continual offending teams may face loss of points.

7.3 Competition Points

7.3.1 Points Allocation

Ladder point values allocated are stated within each Stage format playing conditions.

7.3.1.1 Grading Infringement Team Penalty

Result	Points / Penalty
Offending team	0
Non-Offending team	Maximum points gained from any game in that round and Stage format Level
Offending team game adjustment Limited over game (NRR)	Maximum overs for game

7.3.1.2 Team Withdrawal

1. Should a team be withdrawn from a particular competition during the season which creates a bye,
 - a) prior to halfway point, all games played –
 - the points table will be adjusted accordingly to the bye points prior to the withdrawal.
 - all team stats per game for those games to be readjusted to neutral effect (for & against overs, wickets & runs).
 - b) after the halfway point, all games played –
 - the game points earned and all team stats per game will be retained.
 - all games post withdrawal will be classed as byes.
2. In both cases however all player statistics will be retained.

7.3.2 Ladders & Correctness

1. Ladder Tables – are automatically generated from the ‘game result codes’ entered.
2. Ladder Points Clarification – requests can be made by contacting the Competition manager.
3. Ladder Points Accuracy Dispute – all applications must be in writing to the Association (via Club officials) within 7 days of publication (i.e. after Game status being made Official result).

7.3.3 Competition Placing

1. Competition Ladder position ranking type
 1. Option – Total ladder points or Ladder points average
 2. Method – determined each season per age group based on the competition makeup factors
 3. Ranking type with the separation factor – stated within each Stage format playing conditions
2. Ladder ranking type difference
 1. Total ladder points
 - Ladder includes 'byes' in the team ranking with ‘byes’ given a specific ladder point value outcome.
 - Deemed to be fair when equal number of ‘byes’ per team
 2. Ladder points average
 - Ladder ranks teams based only on the result of the games played.
 - ‘Byes’ do not factor in the calculation.
 - Deemed to be a fairer manner as often teams are provided with an unequal number of ‘byes’ given the number of rounds in the regular season and the number of teams in the grade.
3. Total Ladder Points information – team sorting order
 1. Total competition points earned, and if equal
 2. by highest quotient percentage, (Points For divided by Points Against multiplied by 100)
 3. then NRR and lastly by alphabetical order.
4. Ladder points average information – team sorting order
 - $\text{Points Average} = \text{Points} / \text{Games Played}$
 1. Points Team points average, and if equal
 2. by highest quotient percentage, (Points For divided by Points Against, multiplied by 100)
 3. Net Run Rate and lastly by alphabetical order.

7.3.3.1 Calculation of Net Run Rate

1. Net Run Rate (NRR) = $(\text{Runs For} / \text{Overs Faced}) - (\text{Runs Against} / \text{Overs Bowled})$
2. Team ranking position = higher NRR value
3. Calculation of NRR regarding overs
 1. (Uninterrupted game), a team NRR over are:
 - a) ‘All out’ in less than its full quota of overs is deemed to have faced its full quota of overs (not the overs it faced)
 - b) Is not ‘All out’ is then deemed to only receive the actual overs faced to the exact ball. (e.g. 16.2 overs)
 2. (Delayed or interrupted game and the game becomes less than the scheduled overs per team) a team NRR over are:
 - a) Team batting second – at the rate achieved in its innings based on the revised number of overs.
 - b) Team batting first – at the rate achieved in its innings based on the revised number of overs to which it would have been entitled.

7.3.3.2 Calculation of Batting Average Difference

1. Batting Average Difference = $(\text{Runs For} / \text{Wickets Lost}) - (\text{Runs Against} / \text{Wickets Taken})$
2. Team ranking position = the higher Batting Average Difference value

7.4 Claims to Title

7.4.1 General

1. Minor Premiers = team leading on the point score at the end of normal competition rounds.
2. Premiers = team winning the normal competition.
3. Champions = team winning all other competitions.
4. Titles not awarded – if the Association is of the view that insufficient games have been played to award such titles.

8 FINAL SERIES

8.1 Type of Final Series

1. Format Details – each Stage format determined each season.
 - Contested (or not),
 - Dates (with or without reserve days),
 - Type & structure (number of teams & how contested),
 - Playing conditions (stated within each Stage format playing condition).
2. General structuring considerations
 - a) 2-Stage type
 - Semi-finals – (pools in a Level / division) – Teams 1v4, 2v3 across the pools
 - Semi-finals – (pools in a Level / division) – Teams 1v2 across the pools
 - Semi-finals – Teams 1v4, 2v3
 - Final – SF winners
 - b) 3-Stage type
 - Semi-finals – (4 team) – Teams 1v2, 3v4
 - Semi-finals – (8 team single division only) – Teams 1v 8, 2v7, 3v6, 4v5
 - Semi-finals – (6 team single division only with Lucky Loser) – Teams 1v 6, 2v5, 3v4
 - Preliminary Final – SF winners
 - Final – SF winner v PF winner or PF winners
 - c) Other types
 - Final only – Teams 1v2
 - First ‘pass the post’ or other such format

8.2 Player Eligibility

8.2.1 Minimum Conditions

1. Eligibility to play in the final series, players
 - a) must participate in a minimum of 6 playing days for the club, and
 - b) be duly registered within that team to be.

8.2.2 Dispensations

1. Dispensation request – Association only under exceptional circumstances may grant.
 - Examples – injuries incurred during season or late starters, injuries to players at final series time.
2. Dispensation guidelines – players must
 - a) come firstly from the same Stage format Level (if possible) before any other lower Stage format Level
 - b) be of similar type and standard to any players being replaced.

8.3 Contesting Teams

8.3.1 Initial Team Ranking

Teams ranked in order of having the highest number of competition points, with ultimate placing, if necessary, determined by the Separation factor.

8.3.2 Team Ranking (2-Stage Series Type)

1. Initial team ranking remains fixed throughout the whole final series (No second chance for any team).
2. Semi-finals (SF)
 - Winners move to final
 - Losers eliminated
3. Final

- SF winners = higher ranked team having advantage in case of total washout.

8.3.3 Change of Team Ranking (4 Team 3-Stage Series Type)

1. Initial team ranking may change depending on the game outcome (win or loss) after the semi-final stage.
2. Semi-finals (SF) – 1v2, 3v4
 - (i) Teams 1 & 2 – each receive a second chance advantage for its season consistency
 - Winner moves straight to final
 - Loser moves to preliminary final
 - (ii) Teams 3 & 4 – each have no second chance advantage
 - Losing team eliminated
3. Preliminary final (PF)
 - SF 1v2 loser = higher ranked team (being its second chance advantage to playing again)
 - SF 3v4 winner = lower ranked team
4. Final
 - SF 1v2 winner = higher ranked team (being its second chance advantage only)
 - PF winner = lower ranked team

8.3.4 Change of Team Ranking (8 Team 3-Stage Series Type)

1. Initial team ranking may change depending on the game outcome (win) after the semi-final stage (No second chance for any team).
2. Semi-finals (SF) – Teams 1v8, 2v7, 3v6, 4v5
 - Winning teams = move to next stage
 - Losing teams = eliminated
3. Preliminary Final (PF)
 - SF Winners = ranking changed with each then ranked by its initial team ranking order – Highest to lowest
 - (PF1) Highest rank v Lowest rank, (PF2) Second rank v Third rank
 - Winning teams = move to final
 - Losing teams = eliminated
4. Final
 - PF winners = ranking based on PF ranking order.

8.3.5 Change of Team Ranking (6 Team 3-Stage Series Type with Lucky Loser)

1. Initial team ranking may change depending on the game outcome (win or loss) after the semi-final stage.
2. Semi-finals (SF) – 1v6, 2v5, 3v4
 - (i) Teams 1 to 3 – one team only may receive a second chance advantage for its season consistency
 - Winning teams = move to next stage
 - Losing teams = each then ranked by its initial team ranking. Initial highest ranked (Lucky Loser) moves to next stage, others eliminated
 - (ii) Teams 4 to 6 – each have no second chance advantage
 - Winning teams = move to next stage
 - Losing teams = eliminated
3. Preliminary Final (PF)
 - SF Winners = ranking changed with each then ranked by its initial team ranking order – Highest to lowest
 - SF Lucky Loser = ranking changed to lowest PF ranked team moving forward (being its second chance advantage to playing again)
 - (PF1) Highest rank v Lucky Loser, (PF2) Second rank v Third rank
4. Final

- PF winners = ranking based on PF ranking order (any Lucky Loser is lowest ranked)

8.3.6 Game Result – No Result, Cancelled or Tie

In all series types – highest ranked team from the contesting sides in the game declared winner and advances to the next stage.

8.4 Venues

8.4.1 Allocation

1. Pitch & Ground – all final series games shall be played on the best available.
2. Reserve venues – Competition manager may nominate, where possible and appropriate.
3. Home area / venue – advantage to Higher ranked team, where possible.

8.4.2 Setup

Responsibility – nominated home team to set up ground and provide the stumps, bails & boundary markers as required.

8.4.3 Fitness for Play

1. Fitness for play
 - a) Pre-Game Day – entirely in the hands of the Association
 - b) Game Day – entirely in the hands of the officiating umpires.
2. Allocated venue deemed unplayable for any reason
 - a) game may be transferred to a suitable alternate reserve venue
 - b) How – umpires and teams' agreement, in consultation with the Competition manager.

8.5 Umpire Appointment

8.5.1 Accredited Official Umpires

1. If available and where possible – at least one accredited official umpire appointed per game
2. Appointment Procedure – commencing from the highest Stage formats & Levels.

8.5.2 Club Based Neutral Umpire

1. Final series non qualifying teams (all competitions & levels) – Clubs will be required to nominate and provide neutral umpires in all games as appointed.
2. Final series losing team – will be allocated to the next final series game.
3. Club appointed umpires
 - a) may be allocated across other Stage formats / divisions to provide neutrality.
 - b) will not be appointed to a game, which involves another single team from their Club.
 - c) may be appointed to a game, which involves two teams from their Club.
4. Non-compliance (requests or fails to attend game day) – Clubs will attract a fine per game per day

9 TROPHIES

Association Awards and Trophies will be issued and handled in accordance with the Association Junior Awards & Trophy document.