

Mornington Peninsula Cricket Association

Junior Rules

Contents

JUNIOR RULES

RULES FOR MPCA UNDER 17, UNDER 15, UNDER 13 & UNDER 11 COMPETITION

3 DURATION OF MATCHES

4 HOURS OF PLAY

4.1 *Friday nights, Mid Week or Evening Matches*

4.2 *Saturday and Sunday Morning Matches*

4.3 *Full Day Matches*

4.4 *One Day Matches*

4.5 *Adverse Weather*

4.6 *Semi Finals and Grand Finals*

5 RULES OF PLAY

6 PLAYING RESTRICTIONS

6.1 *BOWLING RESTRICTIONS*

6.2 *BREAK BETWEEN SPELLS, LENGTH OF BREAK*

6.3 *PENALTIES*

7 PLAYER ELIGIBILITY

8 HANDICAPPED PLAYERS

16 UNDER 17, UNDER 15, AND UNDER 13

RULES FOR THE UNDER 11 COMPETITION

1 AGE RESTRICTIONS

2 TEAM COMPOSITION

3 MATCHES

(b) *Batsmen*

(c) *Bowlers*

JUNIOR RULES
RULES FOR MPCA UNDER 17, UNDER 15, UNDER 13 & UNDER 11 COMPETITION

- 1** The competition will consist of divisions as determined by the MPCA Board of Directors from time to time.
- 2** The Junior Pennant Committee shall arrange the program of matches, subject to the approval of the Board of Directors. The Junior Pennant Committee may from time to time alter or determine hours of play, grade or re-grade teams and generally do such acts or things as it deems necessary for the appropriate management of underage cricket.

The Rules of the MPCA Inc. shall apply unless hereinafter modified

3 DURATION OF MATCHES

All matches shall consist of 90 overs (80 overs for Under 13 and 64 overs for Under 11).

4 HOURS OF PLAY

4.1 Friday nights, Mid Week or Evening Matches

Play shall commence at 5.00pm and shall cease at the completion of the 45th over (40th over for Under 13 and 32 overs for Under 11) (weather/light permitting) or no later than 8.00pm

4.2 Saturday and Sunday morning Matches

Play shall commence at 8.30am and shall cease at the completion of the 45th over (40th over for Under 13 and 32 overs for Under 11) (weather/light permitting) or no later than 11.30am.

4.3 Full Day Matches

Play shall commence at 8.30am and shall cease at the completion of the 90th over (80th over for Under 13 & 64th over for Under 11). unless an outright result has previously been obtained. A break of 30 minutes shall be taken at the completion of the 45th over (40th over for Under 13 & 32nd over for Under 11). Should the team batting first be dismissed or declare its innings within 10 overs of the scheduled break then the lunch break shall be taken immediately.

4.4 One Day Match

4.4a) Saturday and Sunday Mornings:

Play shall commence at 8.30am and shall cease at the completion of the 40th over or no later than 11.30am. The first innings shall be compulsorily closed at the 20th over or no later than 9.55am. A maximum 10 minute change of innings is applicable. The second innings must commence at no later than 10.05am and shall be compulsorily closed at the 20th over or no later than 11.30am

4.4b) Friday Nights, MidWeek or Evening Matches:

Play shall commence at 5.00pm and shall cease at the completion of the 40th over or no later than 8.00pm. The first innings shall be compulsorily closed at the 20th over or no later than 6.25pm. A maximum 10 minute change of innings is applicable. The second innings must commence at no later than 6.35pm and shall be compulsorily closed at the 20th over or no later than 8.00pm

4.5 Adverse Weather

Where, due to adverse conditions on the first day, if play is unable to extend beyond 10 overs or by 10.30am or 6.00pm (Friday night or midweek games), play shall be abandoned and a One Day Match be played on the next scheduled day of play, refer to rule 4.4 – One Day Match. If a game is able to go beyond 10 overs on the first day then refer to rule 5.3.

4.6 SEMI-FINALS AND GRAND FINALS

Semi-Final and Grand-Final games are two day games played in one day.

All matches shall commence at 10:00am and each match shall consist of 90 overs (80 overs for Under 13). The team batting first, if not previously dismissed, must compulsorily close its innings at the completion of the 45th over (40th Over for Under 13). If the team batting first is dismissed prior to the 45th over (40th over for Under 13), the team batting second, if not previously dismissed, shall be entitled to the overs not batted by the team batting first plus 45 overs (40 overs for Under 13). The team batting second, if not previously dismissed, shall be entitled to bat for at least the same number of overs as has been bowled to the team batting first.

A break of 30 minutes shall be taken at the completion of the 45th over (40th over for Under 13) of the match. Should the team batting first be dismissed or declare its innings within 10 overs of the scheduled 45 overs (under 17 & under 15) and 40 overs (under 13) then the lunch break shall be taken immediately, with no extra time allowance for the change of innings.

The match shall end at the completion of the 90th over (80th over for Under 13) If 90 overs (80 overs for Under 13) cannot be bowled in the allotted time and no result has been obtained, the match shall be declared a Draw and the team which finished higher on the ladder at the end of the home-and-home matches shall proceed to the Grand Final (if a Semi-Final) or shall be awarded the Premiership (if a Grand Final).

Umpires shall be official Umpires where possible. On no account is a team to be umpired by a member, parent or adherent of their own Club. Umpiring of all final matches must be independent.

In Semi Final and Grand Final matches it is expected that the home club provide lunch and drinks for the opposing team and umpires.

5 RULES OF PLAY

5.1 In all matches (with the exception of Reduced Over games and Finals), the team batting first must compulsorily close its innings at the completion of the 45th over (40th over for Under 13). When the team batting first has their innings compulsorily closed then the team batting second, if not previously dismissed, shall be entitled to bat for the same number of overs as has been bowled to the team batting first. In all cases, the team batting second, if not previously dismissed, must receive at least the same number of overs as the team batting first.

5.2 Where a team batting first is dismissed prior to the allotted 45 overs (40 overs for Under 13), the team batting second, if not previously dismissed, shall be entitled to the overs not batted by the team batting first plus 45 overs (40 overs for Under 13).

5.3 If a game is interrupted for more than 15 minutes on the first day and more than 10 overs have been bowled to the team batting first, if not previously dismissed, shall compulsorily close its innings at the completion of the 45th over (40th for Under 13). The team batting second shall receive as many overs as possible, but no more than 45 overs (40 overs for Under 13). In the case of Saturday and Sunday mornings, play shall not proceed beyond 11.30am.

6 PLAYING RESTRICTIONS

6.1 BOWLING RESTRICTIONS

Juniors are limited in the number of overs they can bowl in a junior match, regardless of their style of bowling. This applies for the Junior games only, NOT Senior Cricket which are covered under the Senior Rules.

Age Level	Consecutive overs Two Day Match	Two Day Match Maximum Over Limit	In the First	One Day Match Maximum Over Limit
Under 17	6	10	Innings	4
Under 15	5	8	Innings	4
Under 13	4	6	Innings	3

6.2 BREAK BETWEEN SPELLS, LENGTH OF BREAK

- (a) The break between spells shall be a minimum of 60 minutes, in a two day match, a Full Day match, and Finals and 30 minutes in a Reduced Over match, both including scheduled intervals and any unscheduled breaks in play.
- (b) A bowler who has bowled a spell of less than the maximum consecutive overs permitted (for their age as defined above) may resume bowling prior to the completion of the necessary break but this shall be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply.
- (c) Should the bowler resume bowling after a break of time equal to or in excess of the required break between spells, then their new spell is to be considered as a new spell and subject to the nominated spell limit of overs.

6.3 PENALTIES

Penalties for bowling in excess of the number of overs permitted per spell or for daily limits by under age players, regardless of the competition level, shall be determined by the Pennant Committee.

6.4 Batting Restrictions

Age Level	Two Day Match Retirement (runs)	One Day Match Retirement (runs)
Under 17	100	50
Under 15	50	30
Under 13	30	20

(i) Under 17 matches a batsman must **immediately** retire when they have attained the score of 100 runs, (50 runs for Under 15, 30 runs for Under 13) which may not necessarily be at the end of the over but can return to complete his innings at the fall of the last wicket. Batsmen must return in order of retirement.

(ii) Batsmen MUST NOT retire early (apart from injury) otherwise they will be deemed to be out in accordance with the Laws of Cricket.

All restrictions applicable to either batsman or bowlers in a first innings shall apply equally to a second innings.

7 PLAYER ELIGIBILITY

- (a) (i) A player becoming 13, 15 or 17 years of age before 1st September is not eligible to play in the respective division at all during the season.
- (ii) No player under the age of 8 years is eligible for registration.
- (b) Default in age declaration will mean loss of points for games the Player has played.
- (c) All players are to fully complete the Registration Form, including the signature of Parents/Guardians, which must be entered into the Cricket Victoria database by 9.00am following the first day's play of the Player's first match.
- Newly registered players are required to provide evidence of age prior to the completion of their first match. Failure to comply with this Rule will incur a fine as set in the Table of Fines and loss of points. Clubs shall retain a copy of proof of age and must supply a copy to the Association when requested.
- (d) Once a Junior is registered with a club he becomes a Registered player with that Club and is unable to play with any other club within the Association until cleared or granted a Permit by the club.
- (e) Any Under 11 players who play Under 13 or Under 15 grade shall not play for any other club in that season unless he first obtains a clearance.
- (f) (i) A player can only drop to the next lowest grade in which his club has a team drawn unless a Permit is granted by the Pennant Committee. For the purpose of this rule the ranking of Grades shall be as follows, Premier, Sub-Premier, Provincial, District & Sub-District.
- (ii) If a Club has two or more teams in the same grade, then players must qualify by playing at least 3 home and away games in one team, to play in finals. Playing in one team does not qualify a player to play in any other team within the same grade. A Player must qualify separately for each team.
- (g) To be eligible to play in Finals matches a player must play in not less than three home and away games in that grade in that season.
- (h) Permits may be granted in relation to 8(f) and 8(g) where the Pennant Committee or Junior Pennant Committee deems it appropriate.
- (i) Clearance of players shall be in accordance with the MPCA Rules.

8 HANDICAPPED PLAYERS

- (a) Notwithstanding the present Rules, By-Laws and Playing Rules of the Mornington Peninsula Cricket Association Inc., the Board of the MPCA may issue a Permit for an intellectually and / or physically handicapped Junior Player to play in a lower Junior Age Group for such period as they deem fit, subject to –
- (i) An independent professional assessment of the player's ability to ensure that the safety and well being of the subject player, his team and that of the opposing team's players, is protected and this protection can reasonably be achieved in accordance with the MPCA Junior Playing Rules, being presented to the Board of the MPCA.
- (ii) The subject player's club present all requested documentation and information to the Board for consideration.
- (iii) The Board may require the subject player to undergo further assessment if appropriate.

- (iv) The Board of the MPCA may seek an indemnity against claim by the subject player, parents or opposing players or clubs from the subject player's club as a condition of granting a permit.
- (v) The Board of the MPCA may at its discretion withdraw any such permit should subsequent events, evaluation and games in the opinion of the Board warrant this action.
- (vi) The Board of the MPCA may pursuant to its Rules and By-Laws delegate these Powers to its Pennant Committee.

9 The follow-on margin will be 100 runs.

10 (a) At the request of either Manager and with the consent of the umpires, one drinks interval of 5 minutes may be permitted during each session of Junior. Matches provided that at all times umpires and Team Managers shall have regard to extremes of weather when additional drinks breaks may be agreed.

(b) Where a club has an excess of junior players they may allow any player to play junior cricket elsewhere within the Association by joint club application to the Pennant Committee or the Junior Pennant Committee for a Permit to play.

(c) Excess Junior players may also be exchanged between opposing teams on the day of the match to allow teams to make numbers, provided that names and donor club are added to Team Sheets and signed by both managers. Clubs may also name twelve junior players, one player being the designated bowler and one the designated batsman.

11 All Clubs shall have the responsibility of ensuring the availability of grounds for their junior teams.

12 Second-hand balls may be used in any game, only with the consent of the opposing Team Manager.

13 In the case of no official umpire and in the event of steady rain and the Team Managers disagreeing, there will be a cessation of play.

14 In the absence of official Umpires the Team Managers must nominate a suitable person(s) to Umpire the game. The batting side Umpire shall be the Central Umpire and the bowling side shall be Square Leg.

15 UNDER 17, UNDER 15, and UNDER 13

(a) Any ball bowled that is deemed to be above the batsman's shoulder (at stance) and bowled in an intimidatory manner shall be called a "NO BALL" by either umpire. Intimidatory bowling is where a ball is purposely bowled at a batsman. The fact that a batsman is hit by a ball does not necessarily mean that the ball has been bowled in an intimidatory manner.

(b) Batsmen must, at all times when batting, wear a helmet including approved faceguards, gloves, Batting Pads and Protector.

(c) Consideration should be given to fieldsmen in close proximity to the striker wearing a helmet including approved faceguards and Protector.

(d) For under 13 only no fielder shall be allowed within 11 metres forward of the popping crease. And in the case of wicketkeepers, must wear a helmet including approved faceguards.

(e) Under 11 grounds will be flagged at 30 metres, Under 13's at 45 metres. Under 15 and Under 17 shall be full sized fields

RULES FOR THE UNDER 11 COMPETITION

The spirit of these Rules is to allow all players equal opportunity to learn and enjoy the game of cricket without the constraints of competing for premierships. Games are to be played in a friendly and sportsmanlike manner.

1 AGE RESTRICTIONS

Players shall be under the age of 11 years as at 1st September.

2 TEAM COMPOSITION

There shall be no constraints on the number of players in a team save that no more than eleven players shall field at any one time.

3 MATCHES

(a) There shall be one day's batting per team or may by agreement of both managers, elect to split each days play so a team may bat and bowl in the one day. Should a team be dismissed early they shall continue to bat with those making fewer runs returning to the crease to have another hit. A maximum of 32 overs shall apply to all matches.

(b) Batsmen

- ☞ Retire immediately upon reaching 20 runs. (Not at the end of the over)
- ☞ Leave the wicket when dismissed.
- ☞ Cannot bat more than 4 overs.
- ☞ Cannot be dismissed LBW.
- ☞ Those who fail to score must bat a second time before any retirees return.
- ☞ Retirees return in the order of retirement.

- ☞ Lower order batsmen must not be retired merely to allow earlier retired batsmen to return to the crease.

(c) Bowlers

- ☞ A bowler shall not bowl more than 3 overs nor less than 2 overs in any one innings.
- ☞ If a bowler is deemed not to be capable of bowling over the full length pitch, then the bowler will be allowed to bowl over a shorter pitch as agreed by both managers.
- ☞ Where Team Managers agree to bowl from one end to save time, they must change ends at the completion of each five over block.
- ☞ Managers must consider the ability of the opposition batsman when choosing bowlers

(d) The normal Rules apply for a wide delivery however the following points also apply:

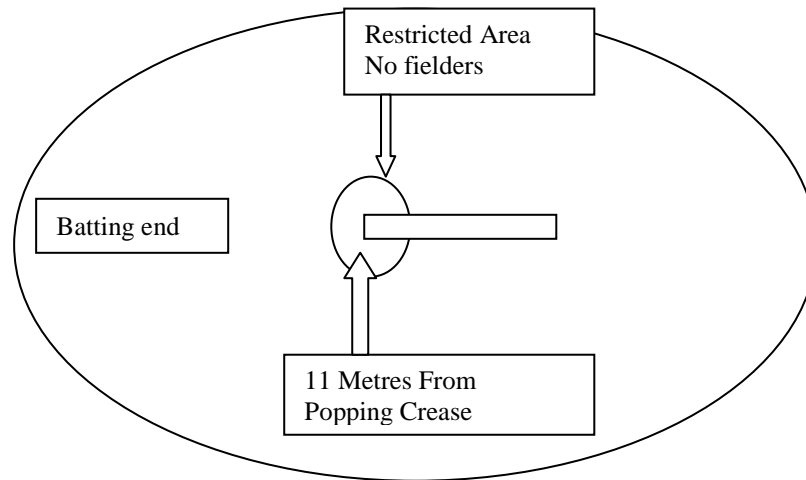
- ☞ a wide may be called if the ball hits the pitch but is out of the batsman's reach from where he normally addresses the ball;
- ☞ a No Ball should be called if the ball hits the edge or any part of the turf or if it passes the batsman above shoulder height;
- ☞ a fast full pitch ball delivered to a batsman above waist height is also to be declared a No Ball.

4 A set of flags or cones is to be provided by the Home Club so as to mark a boundary not less than 30 metres from the centre of the pitch.

5 The Under 11 Divisions shall not play for Premiership points.

6 No Under 11 players shall be permitted to play in a senior XI.

- 7** There shall be restricted fielding for players as shown Below



- 8** Under 11 players are permitted to play Under 13 and Under 15 cricket provided they are registered in accordance with MPCA Rules.
- 9** To assist younger players, the batting side may agree that a ball is a fair delivery provided that the bowler's rear foot is grounded behind the popping crease. However, this concession may be revoked by the batting side at the end of any over to which it applied. An over including wide balls and no balls shall consist of no more than 6 deliveries.
- 10** Batsmen must, at all time when batting, wear a helmet including approved faceguards, gloves, Batting Pads and Protector.
- 11** Wicketkeepers must wear a helmet with approved faceguards and Protector.
- 12** **Team Managers are above all encouraged to assist players on the field in developing their cricketing skills and enjoyment of the game.**