



Mornington Peninsula Cricket Association

Junior Rules



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JUNIOR RULES
UNDER 16, UNDER 14, UNDER 12, UNDER 10 & GIRLS 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. No Match is to be altered or rescheduled without prior approval of Pennant Committee.

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

3. DURATION OF MATCHES

All matches shall consist of the following overs;

Age Level	2 Day Game	1 Day Game
Under 16s	90 overs (45/45)	40 overs (20/20)
Under 14s	80 overs (40/40)	40 overs (20/20)
Under 12s	70 overs (35/35)	40 overs (20/20)
Under 12s Stage 2		50 overs (25/25)
Under 10s Stage 1		40 overs (20/20)
Girls		40 overs (20/20)

4. TEAM COMPOSITION

Level	Players per Team (Max to Bat)	Maximum to Field	Minimum	Maximum
Under 16s	11			12
Under 14s	11			12
Under 12s	11			12
Under 12s Stage 2		9	7	
Under 10s Stage 1		7	5	

5. HOURS OF PLAY

5.1 Time of Innings

Day	2 Day Game		1 Day Game (20/20 each innings)			
	Start	End	Innings 1		Innings 2	
			Start	End	Start	End
Monday to Friday	5:00pm	8:00pm	5:00pm	6:25pm	6:35pm	8:00pm
Saturday	8:15am	11:15am	8:15am	9:40am	9:50am	11:15am
Sunday	8:30am	11:30am	8:30am	9:55am	10:05am	11:30am
Day	2 Day Game on Full Day					
	Start	End	Start	End		
Sunday	10:00am	1:00pm	1:30pm	4:30pm		



In all matches, play shall commence at the start time and shall cease at the end of the duration of overs or no later than the end time. A maximum 10 minute change of innings is applicable except for Sunday 2 Day Game on 1 day where 30 minutes break will be allowed.

5.2 Adverse Weather

Where, due to adverse conditions on the first day, if play is unable to extend beyond 10 overs or by 10:15am (Saturday games) 10.30am (Sunday games) 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. If a game is able to go beyond 10 overs on the first day then refer to rule 6.3.

5.3 Semi Finals & Grand Finals

Competition	Game	Playing days
10s Stage 1	No Finals	
12s Stage 2	No Finals	
12s Wednesday Comp	2 Day Game	Monday & Wednesday
12s Saturday Comp	2 Day Game	Thursday night & Saturday morning
14s Sunday Comp	2 Day Game	Full Day Sunday
16s Friday Comp	2 Day Game	Wednesday & Friday

If the Duration of Overs 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.

6. RULES OF PLAY

6.1 In all matches (with the exception of Reduced Over games), the team batting first must compulsorily close its innings at the completion of the Duration of Overs. 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.

6.2 In all cases, If the team batting first is dismissed prior to their Duration of Overs, the team batting second, if not previously dismissed, shall be entitled to the overs not batted by the team batting first plus their Duration of Overs. 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.

6.3 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 their Duration of Overs. The team batting second shall receive as many overs as possible, but no more than their Duration of Overs.



6.4 In all games overs are to be bowled in 5 over blocks alternating each end to make best use of daylight and time unless agreed by both coaches to bowl from 1 end (especially U12s with shortened pitches).

7. PLAYING RESTRICTIONS

7.1 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	2 Day Game Consecutive Overs	2 Day Game Maximum Over Limit Per Innings	1 Day Game Maximum Over Limit
Under 16	6	10	4
Under 14	4	8	4
Under 12	4	6	3
Under 12 Stage 2	n/a	n/a	4
Under 10 Stage 1	n/a	n/a	4

- (i) **Under 14s**
All players, except the wicketkeeper, must bowl at least 2 overs
- (ii) **Under 12s**
All players, except the wicketkeeper, must bowl 2 overs prior to any player bowling a third or more overs.
- (iii) **Under 12s & Under 14s**
An over can be a maximum of 9 deliveries, which can comprise legal & non-legal deliveries: however, once there have been 6 legal deliveries, the over is complete

7.2 BREAK BETWEEN SPELLS, LENGTH OF BREAK

- (a) The break between spells shall be a minimum of 12 overs bowled by other players.
- (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.
- (d) In a case where a team is dismissed prior to receiving their maximum overs, the team bowling second maximum over spell limit will commence at the first over & re-set when the maximum over team limit (45 -16s, 40 – 14s, 35 -12s) is achieved if there are overs remaining in accordance with Rule 6.2.

7.3 PENALTIES

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



7.4 BATTING RESTRICTIONS

AGE LEVEL	2 DAY GAME RETIREMENT (Runs)	1 DAY GAME RETIREMENT (Runs)
Under 16	100	50
Under 14	50	30
Under 12	30 balls faced or 30 runs	20 balls faced or 20 runs
Under 12 Stage 2	n/a	20 balls faced
Under 10 Stage 1	n/a	15 balls faced

- i. Under 16 matches a batter must immediately retire when they have attained the score of 100 runs, (50 runs for Under 14, 30 balls faced or 30 runs whatever comes first for Under 12); 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. Batters must return in order of retirement and retire for a second time if the retirement balls or runs is achieved again. To continue until only 1 retired batter left, who can keep batting.
- ii. Batters MUST NOT retire early (apart from injury) otherwise they will be deemed to be out in accordance with the Laws of Cricket.
- iii. All restrictions applicable to either batters or bowlers in a first innings shall apply equally to a second innings.
- iv. Batters cannot be dismissed LBW in Under 10s Stage 1 and those who fail to score must bat a second time before any retirees return.

7.5 GENERAL RESTRICTIONS

(a) Bowling of fast short pitched balls

(i) The bowling of fast short pitched balls is dangerous and unfair if the bowler's end umpire considers that by their repetition and taking into account their length, height and direction they are likely to inflict physical injury on the striker irrespective of the protective equipment he may be wearing. The relative skill of the striker shall be taken into consideration.

(ii) Any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the popping crease although not threatening physical injury, shall be included with bowling under (1) above, both when the umpire is considering whether the bowling of fast short pitched balls has become dangerous and unfair and after he has so decided, the umpire shall call and signal NO BALL for each such delivery.

(b) Bowling of high full pitched balls

(i) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker and is to be called NO BALL.

- (c)** The umpire shall call and signal NO BALL if a ball which he considers to have been delivered, without having previously touched the bat or person of the striker, either
- (i) bounces more than twice, or
 - (ii) rolls along the ground
- before it reaches the popping crease.

- (d)** Batters must, at all times when batting, wear a Cricket Australia approved helmet (if applicable), Gloves, Batting Pads and Protector.



- (e) For Under 16 wicketkeepers must wear a protector, wicketkeeping gloves and pads. Additionally, when keeping up to the stump's wicketkeepers must wear a Cricket Australia approved helmet (if applicable). Fielders within 10m forward of the popping crease must wear a Cricket Australia helmet (if applicable) and a protector.
- (f) For Under 12 and Under 14 wicketkeepers must wear a Cricket Australia approved helmet (if applicable), pads, wicketkeeping gloves and a protector; and there are to be no fielders within 10m forward of the popping crease.

Age Level	Pitch Length	Boundary
Under 16	Full Length	65mts
Under 14	Full Length	50mts
Under 12	18mts (portable stumps)	40mts
Under 12 Stage 2	18mts (portable stumps)	40mts
Under 10 Stage 1	16mts (portable stumps)	40mts

Measurements to be taken from the middle stump at each end then the two semi circles to be joined. Under 16 boundaries shall be the full-sized grounds, marked 3m in from the fence or any other obstruction (eg goal posts)

Under 10 Stage 1 Boundary to be measured at 40mts as a circle measured out from the centre of the pitch. For player safety a (10) metre circle will be marked at the batters end of the wicket from which all fielders are excluded except for the wicket keeper until the ball has been played.

(h) Boundary Markings

It is recommended as best practice that the Home Team clearly identify boundaries once cones are placed with spray paint to keep consistency for Day 1/Day 2 boundary placements to avoid any misunderstanding.

8. PLAYER ELIGIBILITY

- (a) (i) A player becoming 12, 14 or 16 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 7 years is eligible for registration.
- (b) Default in age declaration will mean loss of points for games the Player has played.
- (c) 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 the player 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 10 players who play Under 12 or Under 14 grade shall not play for any other club in that season unless the player first obtains a clearance.



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- (f) (i) To be eligible to play in Finals matches a player must play in not less than three home and away games in the MPCCA junior competition in that season.
 - (ii) If a Club has two or more teams playing finals in the same age group or 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 age group or grade. A Player must qualify separately for each team.
 - (iii) A player can only play one match per round per age group including finals. (i.e. A player can not play in the Wednesday U12s comp and then also in the Saturday U12s comp in the same round).
 - (iv) A player from a younger age group in MPCCA junior competition will be eligible to play if that relevant team playing finals does not have sufficient qualifying players (ie- a team will have insufficient players where there are not enough players that qualify in that season, players are affected by injury or illness).
 - (g) Permits may be granted in relation to 7(f) and 7(g) where the Pennant Committee or Junior Pennant Committee deems it appropriate.
 - (h) Players playing representative cricket on the day of match play are eligible to have a replacement player to bat or bowl in place of that player on that match day.
 - (h) Clearance of players shall be in accordance with the MPCCA Rules.

9. PLAYER DISPENSATION

- (a) Notwithstanding the present Rules, By-Laws and Playing Rules of the Mornington Peninsula Cricket Association Inc., the Board of the MPCCA may issue a Permit for Player Dispensation for a 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 wellbeing 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 MPCCA Junior Playing Rules, being presented to the Board of the MPCCA.
 - (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 MPCCA 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 MPCCA 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 MPCCA may pursuant to its Rules and By-Laws delegate these Powers to its Pennant Committee.

10. FOLLOW ON

The follow-on margin will be 100 runs. There will be no follow-on in U12 grades. There will be no outright results in U12 grades but all overs must be completed if time permits.



11. GENERAL

- (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 batter.
- (d) Interchange of fielders is allowed provided there is no interruption to play, noting that if a player is absent for 15 minutes or more, he shall not be permitted to bowl until he has been on the field for at least that length of time for which he was absent.
- (e) Coaches may coach from outside the boundary provided such coaching does not hold up play however field setting is not permitted in Under 14's or Under 16's.

12. GROUNDS

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

13. BALLS

Umpires, Team Managers, Captains are required to inspect the balls supplied for the home and away matches including finals prior to the commencement of each innings to ensure compliance with MPCCA requirements.

MPCCA approved Kookaburra balls (MPCCA Logo) are to be used exclusively shown as in the table below:

- Under 10's Stage 1 – Kookaburra Junior Soft Ball (Red)**
- Under 12's – 142 gm 2 piece Kookaburra (Pink)**
- Under 14's – 142 gm 2 piece Kookaburra (Red and Pink)**
- Under 16's (Friday night) – 156 gm 2 piece Kookaburra (Pink)**
- Norm Jardine Shield Under 18's – 156 gm 2 piece Kookaburra (Pink)**

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

14. CESSATION OF PLAY

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.

15. UMPIRES

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.

16. MATCH DOCUMENTATION

(a) Team Sheets

Before the toss the Team Manager or Coach of each team MUST show the opposing Team



Manager or Coach a list of the 12 players chosen to play in the match. Both teams shall be entered into both scorebooks and must be signed by the Team Manager or Coach of each side and having done so, no alteration shall be made without the consent and signature of the Team Manager or Coach of each side. Where umpires reside, the sign scorebooks are to be presented to the Umpires prior to the toss. The team sheet shall remain in the scorebook.

(b) Match Results

Match Results must be signed by both captains and retained in the scorebook. All results are to be submitted electronically by the “home” Club no later than 12:00noon on the day following play (11:00pm on Sunday for Sunday games). Under 10 matches are to have the result entered as a DRAW. Full score cards are to be electronically submitted no later than 11:00pm Monday following each day’s play. Score cards are not required for Under 10’s

(c) Assigning Players

Each club will assign all Players to their respective teams electronically no later than 10:00pm on the day of play and must agree with the team sheet in the score book. Once players are assigned, the score cards shall be opened immediately for preparation for Score Card entry.



RULES FOR THE GIRLS COMPETITION

The spirit of these Rules is to allow all players equal opportunity to learn and enjoy the game of cricket. Games are to be played in a friendly and sportsmanlike manner. If there is any ambiguity on a rule, these rules shall be defer back to the Junior Rules above.

1. AGE RESTRICTIONS

- (a) Players shall be under the age of 18 years as at 1st September.
- (b) No player under the age of 7 years is eligible for registration.

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. MATCH TIMES

On Tuesday nights, Mid-Week or evening match play shall commence at 5.00pm and shall cease at the completion of the 40th over (weather/light permitting) or no later than 8.00pm.

4. MATCHES

- (a) All Matches shall be played as a 20/20 match. A maximum of 20 overs per side shall apply to all matches.
- (b) All players must bat and bowl in a match
- (c) The boundary will be 40m measured from the middle stump at each end & then joined in the middle
- (d) No fielder is allowed closer than 10m to the bat
- (e) Ball to be used is Pink Ball 142 gms
- (f) Batters
 - Retirement will be at 20 balls or 20 runs whichever comes first.
 - Can't be dismissed 1st ball
 - Retired batters will come back to the crease in the order that they retired.
 - Cannot be dismissed LBW.
- (g) Bowlers
 - A bowler shall not bowl more than 3 overs nor less than 2 overs in any one innings.
 - All overs to be bowled from one end to save time.
 - Managers must consider the ability of the opposition batters when choosing Bowlers.
 - Over to be a maximum of 8 balls including all no-balls & wides.
 - No balls and wides are not counted towards batters 20 balls unless the no ball is hit which will then count towards a ball faced for the batter.



5. PITCH LENGTH

The Cricket Pitch shall be normal length pitch. All players should be encouraged to bowl from the full length line. Coaches can use their discretion to allow girls to bowl back foot from the front line or push forward a metre if this helps.

The coach or selected team official to Umpire should be in charge for their batting team with the other team official at square leg.

It is imperative that bowlers are selected based on batter ability.