



Mornington Peninsula Cricket Association

Junior Rules



Contents

1.	RULES for MPCCA Under 16, Under 14, Under 12, Under 10 & All Girls Competitions	3
2.	JUNIOR PENNANT COMMITTEE.....	3
3.	DURATION OF MATCHES	3
4.	TEAM COMPOSITION.....	3
5.	HOURS OF PLAY	4
5.1	Time of Innings	4
5.2	Adverse Weather.....	4
5.3	Semi Finals & Grand Finals	4
6.	RULES OF PLAY	5
7.	PLAYING RESTRICTIONS.....	5
7.1	BOWLING RESTRICTIONS.....	5
7.2	BREAK BETWEEN SPELLS, LENGTH OF BREAK	6
7.3	PENALTIES.....	6
7.4	BATTING RESTRICTIONS	6
7.5	GENERAL RESTRICTIONS.....	7
8.	PLAYER ELIGIBILITY	8
9.	PLAYER DISPENSATION.....	8
10.	FOLLOW ON.....	9
11.	GENERAL.....	9
12.	GROUND'S	9
13.	BALLS	9
14.	CESSATION OF PLAY	10
15.	UMPIRES.....	10
16.	MATCH DOCUMENTATION	10
17.	QUICK REFERENCE GUIDE.....	11-12



JUNIOR RULES

1. RULES for MPCA Under 16, Under 14, Under 12, Under 10 & All Girls Competitions

The competition will consist of divisions as determined by the MPCA Board of Directors from time to time.

2. JUNIOR PENNANT COMMITTEE

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 scheduled overs.

Age Level	2 Day Game	1 Day Game	T20 Match
U16 Mixed	90 overs (45/45)	-	40 overs (20/20)
U14 Mixed	80 overs (40/40)	80 overs (40/40)	40 overs (20/20)
U12 Mixed	70 overs (35/35)	-	40 overs (20/20)
U12 Mixed Stage 2	-	50 overs (25/25)	40 overs (20/20)
U10 Mixed Stage 1	-	-	40 overs (20/20)
Girls U18	70 overs (35/35)	-	40 overs (20/20)
Girls U13 Stage 2	-	-	40 overs (20/20)

4. TEAM COMPOSITION

Age Level	Players per Team (Max to Bat)	Maximum to Field	Minimum	Maximum
U16 Mixed	11	11	-	12
U14 Mixed	11	11	-	12
U12 Mixed	11	11	-	12
U12 Mixed Stage 2	-	9	7	-
U10 Mixed Stage 1	-	7	5	-
Girls U18	11	11	-	12
Girls U13 Stage 2	-	9	7	-



5. HOURS OF PLAY

5.1 Time of Innings

Day	2 Day Match		T20 Match (20/20 each innings)			
			Innings 1		Innings 2	
	Start	End	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 Match on a Full Day			
	Innings 1		Innings 2	
	Start	End	Start	End
Sunday (Regular Season)	8:30am	11:30am	12:00pm	3:00pm
Sunday (Finals)	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 scheduled 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 9:15am (Saturday games) 9.30am (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
U16 Mixed	2 Day Game	Wednesday & Friday
U14 Mixed	2 Day Game	Full Day Sunday 10:00am start
U12 Mixed Saturday		Thursday PM & Saturday AM
U12 Mixed Wednesday		Monday & Wednesday
U12 Mixed Stage 2	No Finals	
U10 Mixed Stage 1	No Finals	
Girls U18	T20	Tuesday
Girls U13	T20	Tuesday

If the Scheduled 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.

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 Scheduled 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 Scheduled Overs, the team batting second, if not previously dismissed, shall be entitled to the overs not batted by the team batting first plus their Scheduled 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 Scheduled Overs. The team batting second shall receive as many overs as possible, but no more than their Scheduled Overs.
- 6.4 In all U14 Mixed and U16 Mixed matches overs are to be bowled in 5 over blocks alternating each end to make best use of daylight. All U10 Mixed, U12 Mixed and both ALL Girls competitions bowl from one end.

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 Senior Rules.

Age Level	2 Day Game Max Consecutive Overs (spell)	2 Day Game Max Over Limit Per Innings	1 Day Game Max Over Limit	T20 Game Max Over Limit
U16 Mixed	6	10	-	4
U14 Mixed	4	8	8	3
U12 Mixed	2	6	-	3
U12 Mixed Stage 2	-	-	4	3
U10 Mixed Stage 1	-	-	-	4
U13 Girls	-	-	-	3
U18 Girls	3	6	-	4

- (i) **Under 12s & Under 14s** - All players, except the nominated wicketkeeper (1), must bowl at least 2 overs prior to any player returning for a **second spell** of bowling.
- (ii) **Girls U13 & Girls U18** - All players, except the nominated wicketkeeper (1), 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.
- (iv) **Girls U13 & Girls U18** - An over can be a maximum of 8 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.

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.

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.

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	1-DAY GAME RETIREMENT	T20 GAME RETIREMENT
U16 Mixed	100 Runs		50 Runs
U14 Mixed	50 Runs or 60 Balls faced (which comes first)	50 Runs or 60 Balls faced (which comes first)	30 Runs or 25 Balls faced (which comes first)
U12 Mixed	30 balls faced		20 balls faced
U12 Mixed Stage 2	n/a	20 balls faced	15 balls faced
U10 Mixed Stage 1	n/a		Share of balls (120/No. batters)
U13 Girls			20 Runs or 20 Balls (which comes first)
U18 Girls	50 Runs or 40 Balls (which comes first)		20 Runs or 20 Balls (which comes first)

- (i) All Batters must immediately retire when they have attained the retirement conditions per the above table, 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.
- (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 to either batters or bowlers in a first innings shall apply equally to a second innings.



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 considering their length, height, and direction they are likely to inflict physical injury on the striker irrespective of the protective equipment they 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 they consider having 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 cannot be dismissed LBW in U10 Mixed Stage 1 and U13 Girls competitions. U18 Girls and U12 Mixed Stage 2 are to be given a verbal warning on the first positive adjudication of LBW with a second positive LBW adjudication will mean the batter is OUT.
- (e) All junior wicketkeepers must wear a Cricket Australia approved helmet, pads, wicketkeeping gloves and a protector; and there are to be no fielders within 10m forward of the popping crease
- (f) Field Setup

Age Level	Pitch Length	Boundary
U16 Mixed	Full Length	65mts
U14 Mixed	Full Length	50mts
U12 Mixed	18mts (portable stumps)	40mts
U12 Mixed Stage 2	18mts (portable stumps)	40mts
U10 Mixed Stage 1	16mts (portable stumps)	40mts (from centre of pitch)
U13 Girls	18mts (portable stumps)	40mts
U18 Girls	Full Length	50mts

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 (e.g. goal posts)

Under 10 Stage 1 Boundary to be measured at 40mts as a circle measured out from the centre of the pitch.

(g) 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 grades shall not play for any other club in that season unless the player first obtains a clearance.
- (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 MPCA 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 cannot 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 MPCA junior competition will be eligible to play if that relevant team playing finals does not have sufficient qualifying players (i.e. - 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 8(f) where the Pennant Committee or Junior Pennant Committee deems it appropriate. Permits will not be given to players who have not qualified under 8(f)i and 8(f)ii. Where clubs have 2 or more teams in the one age group.
- (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.
- (i) Clearance of players shall be in accordance with the MPCA Rules.

9. PLAYER DISPENSATION

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 Player Dispensation for a Junior Player to play in a lower Junior Age Group for the duration of the season they have sought the dispensation for, subject to—

- (i) The subject player's club presenting qualified medical practitioner documentation and other information to the Board for consideration. All submitted documentation will be held in confidence.
- (ii) The Board may require the subject player to undergo further assessment if it is appropriate.
- (iii) The Board 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
- (iv) The Board of the MPCA may at its discretion withdraw any such permit should subsequently events, evaluation, and games in the opinion of the Board warrants this action.
- (v) The Board of the MPCA may be pursuant to its Rules and By-Laws delegate Powers to its Junior Pennant Committee.



10. FOLLOW ON

The follow-on margin will be 100 runs. There will be no follow-on in U12 and All Girls competitions.

11. GENERAL

- (a) At the request of either Manager or 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.
- (f) **PLAYER ATTIRE** All players must wear appropriate cricket attire, either white or cream trousers, shirt, or jumper, or alternatively the club uniform approved by the Pennant Committee., Players wearing appropriate coloured pants, shirt, and jumper, must be approved by the Pennant Committee All players to wear the same uniform:
 - Coloured playing tops with white/cream pants.
 - Cream/white pants and shirts.
 - Complete Coloured clothing including pants.

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 MPCA requirements.

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

- U10 Mixed Stage 1 – Kookaburra Junior Soft Ball (Pink)
- U12 Mixed (both) – 142 gm 2-piece Kookaburra (Pink)
- U14 Mixed – 142 gm 2-piece Kookaburra (Pink)
- U16 Mixed – 156 gm 2-piece Kookaburra (Pink)
- Norm Jardine Shield Under 18's – 156 gm 2-piece Kookaburra (Pink)
- U13 Girls Kookaburra Junior Soft Ball (Pink)
- U18 Girls 142 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 prior to play and must be copied to the team sheets in the score book. Where there are last minute changes due to illness or injury alterations to be made in accordance with rule 16 (a) Team Sheets above.



17. Quick Reference Guide

	U16 Mixed	U14 Mixed	U12 Mixed	U12 Stage 2	U10 Stage 1	U13 Girls	U18 Girls
Match Ball	Kookaburra 156gm 2pce Pink	Kookaburra 142gm 2pce Pink	Kookaburra 142gm 2pce Pink	Kookaburra 142gm 2pce Pink	Kookaburra Soft Ball (Pink)	Kookaburra Soft Ball (Pink)	Kookaburra 142gm 2pce Pink
Boundary Size	65 Mts	50 Mts	40 Mts	40 Mts	40 Mts (from centre of pitch)	40 Mts	50 Mts
Pitch Length	Full	Full	18 Mts	18 Mts	16 Mts	18 Mts	Full
Min Players in team	No min	No Min	No Min	7	5	7	No min
Max Players per side in field	11	11	11	9	7	9	11
Max Players in team	12	12	12	12	12	12	12
Start time	Fri – 5:00 pm	8:30 am (regular season) 10:00am finals	Sat Comp – 8:15am Wed Comp – 5:00pm	Sat Comp – 8:15am Wed Comp – 5:00pm	Fri – 5:00 pm	Tue – 5:00 pm	Tue – 5:00 pm
Match Formats	2 Day (45/45) T20 (20/20)	2 Day (40/40) 1 Day (40/40) T20 (20/20)	2 Day (35/35) T20 (20/20)	1 Day (25/25) T20 (20/20)	T20 (20/20)	T20 (20/20)	2 Day (35/35) T20 (20/20)
Follow-on	Yes – margin 100 runs	Yes – margin 100 runs	No	No	No	No	No
Max Overs per Bowler	2 Day – 10 T20 – 4	2 Day – 8 1 Day – 8 T20 – 3	2 Day – 6 T20 – 3	1 Day – 4 T20 – 3	T20 – 4	T20 – 3	2 Day – 6 T20 – 4
Max spell length (ref Rule 7.1)	6	4	2	2	2	2	3



	U16 Mixed	U14 Mixed	U12 Mixed	U12 Stage 2	U10 Stage 1	U13 Girls	U18 Girls
Max Balls per over	Unlimited to achieve 6 legal deliveries	9	9	9	6 All deliveries considered legal	8	8
Wides/NB count as balls	Yes	Yes to score (not included in balls faced count)	Yes to score (not included in balls faced count)	Yes to score (not included in balls faced count)	NO to score	Yes to score (not included in balls faced count)	Yes to score (not included in balls faced count)
Batter Retirement (ref Rule 7.4)	2-Day – 100 Runs T20 – 50 Runs	1 & 2 Day – 50 Runs or 60 balls faced T20 – 30 Runs or 25 Balls faced Whichever comes first	2 Day – 30 balls faced T20 – 20 balls faced	1 Day – 20 balls faced T20 – 15 balls faced	Share of 120 Balls 120 / no. batters (8 in team is 15 balls each)	20 runs or 20 balls Whichever comes first	2 Day – 50 Runs or 40 balls faced T20 – 20 runs or 20 balls Whichever comes first
Batter Equipment	Helmet, Pads, Gloves & Protector	Helmet, Pads, Gloves & Protector	Helmet, Pads, Gloves & Protector	Helmet, Pads, Gloves & Protector	Helmet, Pads, Gloves & Protector	Helmet, Pads, Gloves & Protector	Helmet, Pads, Gloves & Protector
Keeper Equipment	Helmet, Pads, & Protector at all times	Helmet, Pads, & Protector at all times	Helmet, Pads, & Protector at all times	Helmet, Pads, & Protector at all times	Helmet, Pads, & Protector at all times	Helmet, Pads, & Protector at all times	Helmet, Pads, & Protector at all times
Fielding Restrictions		None within 10m forward of the popping crease	None within 10m forward of the popping crease	None within 10m forward of the popping crease	None within 10m forward of the popping crease	None within 10m forward of the popping crease	None within 10m forward of the popping crease
Dismissals	All dismissals	All dismissals	All dismissals	Not out first ball – LBW Verbal Warning for 1 st occurrence. Dismissal 2 nd LBW occurrence	No dismissals	Not out first ball – LBW Verbal Warning for 1 st occurrence. Dismissal 2 nd LBW occurrence	All dismissals –LBW Verbal Warning for 1 st occurrence. Dismissal 2 nd LBW occurrence