

# LOCAL LAWS



"STRIVE IN HARMONY"

## Bunbury & Districts Junior Cricket Association

AMENDMENTS LOG		
DATE	AUTHOR	STATUS
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## 1. GENERAL

- 1.1 All matches under the control of the Bunbury & Districts Junior Cricket Association (BDJCA) shall be played in accordance with the current Laws of Cricket of the Marylebone Cricket Club, except where they are modified or negated by these rules or those of the Australian Cricket Board.
- 1.2 Fixtures shall be agreed to by the BDJCA Committee and administered thereafter by the BDJCA Administrator.
- 1.3 These LOCAL LAWS are to be applied to all BDJCA Cricket matches.
- 1.4 The BDJCA will recognise the BDCA policies where applicable
- 1.5 In any Grade in any Game, once a result has been obtained, the remaining overs will be played out until the over limit has been reached, or the team batting second has been bowled out.

## 2. COMPETITIONS AND FORMATS

### 2.1 COMPETITIONS:

The BDJCA provides competition cricket including;

#### 1. Club cricket

- a. Competitions that have a length of between 20 and 50 overs.
- b. Please refer to Rule 2.2 for Grade information.

#### 2. Country Week

- a. Country Week representative teams/s comprises the selection of players with consideration of all junior clubs, excluding Collie, Harvey-Benger, Burekup, Eaton and Leschenault. The excluded clubs make separate representations to Country Week with the consent of the BDJCA.

### 2.2 GRADE INFORMATION

GRADE	Overs	Number of Players per team	FORMAT	LENGTH OF PITCH	BOUNDARY LENGTH	Maximum overs per bowler
11-12	20 (FRI - SUN)	9	STAGE 3	FULL	FULL	3
9-10	34 (SAT OR SUN)	11	STAGE 3	FULL	50m	5
	20 (FRI OR SAT)	11	STAGE 3	FULL	50m	3
7-8	30 (SAT OR SUN)	9	STAGE 2	18M	45m	**
	20 (FRI OR SAT)	9	STAGE 2	18M	45m	**
5-6	20	7	STAGE 1	16M	40m	**

\*\* Please see rules for Stage 1 and 2 formats to get specific overs per bowlers



## 2.3 TEAMS

2.3.1 A team can consist of the following players:

- a. Stage 1 – The optimum team size is 7 players; however, it is understood that teams often contain additional players in community setting to cater for kids being away, ill or with clashes in commitment.

Maximum of 7 players on the field at any one time.

- b. Stage 2 - Teams can play with up to 11 players per match.

ALL PLAYERS CAN BAT AND BOWL.

Minimum of 7 players for a Match.

Maximum of 9 players on the field at any one time.

- c. Stage 3

- a. Year 10 - Only 11 fielders are allowed to be on the field at any one time and only 10 wickets are allowed to be lost.

- b. Year 11-12 – Only 9 fielders are allowed to be on the field at any one time and only 8 wickets are allowed to be lost.

2.3.2 Lending of players:

If a team is short the other team shall lend fielders as follows:

Year 9-10 – to ensure the fielding team has 11 players on the field.

Year 11-12 – to ensure the fielding team has 9 players on the field

There is no compulsion to lend players in finals – if a team has less than the required number of players then the other team will field with the same number of fielders on the ground.

Year 5-8 – to ensure the fielding team has 7 (Year 5-6) or 9 (Year 7-8) players on the field.

There is no compulsion to lend players in finals but both teams will field with the same number of fielders on the ground.

## 2.4 AGE GROUPS

2.4.1 Players will play in School Year Groups. The competition they play in is the School Year that they are in when the Finals are held.

2.4.2 Clubs can apply for dispensation to allow clubs to play players down an age group. This application must be made in writing to the BDJCA Administrator.

## 2.5 PLAYER SAFETY

2.5.1 The BDJCA recommend that all players use all protective equipment including helmets.

2.5.2 The use of a helmet is mandatory for ALL wicket keeping and batting for Stage 1, 2 and 3 matches

2.5.3 All players should be encouraged to wear adequate sun protection including SPF30+ sunscreen and hats.

2.5.4 Balls are allowed to be shined using sweat but not saliva.

2.5.5 While safety is a prime consideration of the BDJCA responsibility for use of protective equipment rests with individual players.



## 2.6 MATCH DAY REQUIREMENTS

- 2.6.1 Coaches are to inspect the wicket and oval with a **Marsh** Risk Assessment to be completed and be satisfied that play can commence on time, or reschedule a start time in accordance with 2.2 NB: if we do not do the risk assessment, player insurance can be revoked.
- 2.6.2 **Coaches must meet prior to the game to discuss the conditions of play.**
- 2.6.3 In the presence of both coaches, the captains shall toss for choice of innings before the time scheduled for the match to start, or before the time agreed upon for the play to start.

## 2.7 RECORDS AND SCORESHEETS

- 2.7.1 The coaches and scorers shall check the correctness of the scores at the interval break and at the end of the match. If a discrepancy exists but cannot be found after checking batting and bowling figures, then a result will be determined by *BOWLING* figures.
- 2.7.2 The teams must have the overall match result and full statistics into **Play HQ** by the Tuesday following the match.
- 2.7.3 To enable rule 2.7.2 to be done, teams need to have players selected prior to the game being played. If this has not been done then the team who was missing players needs to ensure that all the information required has been entered.
- 2.7.4 Live scoring using **Play HQ** "LiveScore" app – it is an expectation that all BDJCA matches will be lived scored using the **Play HQ** app.

## 3. PLAYER ADMINISTRATION

### 3.1 PLAYHQ

- 3.1.1 The BDCA uses **Play HQ** to administer player registrations and movements. All clubs must use **Play HQ** and abide by the local laws contained in this Section 3.
- 3.1.2 A Club commits an offence if it allows a player to play for their Club in a match that is not in accordance with the laws contained in this Section 3.

### 3.2 REGISTRATION

- 3.2.1 For the purpose of clarity, the term Registration of Players also includes Clearances and Transfers.
- 3.2.2 All players must be registered on the playcricket website. As part of the registration process the players insurance will be collected.
- 3.2.3 Junior cricketers do not need to apply for a clearance in **Play HQ**. Only a player transfer needs to be obtained.
- 3.2.4 For all matches, the BDJCA allows for an unregistered player to be registered on the day of the match if:
- i. The opposition coach has been made aware that the player is playing prior to the commencement of that match, and
  - ii. The player must register via playcricket within 72 hours of the match



## 4. COMPETITIONS

### 4.1 MATCH CONDITIONS

- 4.1.1 In all matches each team shall provide an ipad, a standard scorebook, ALL stumps and bails, and boundary marker or flags.
- 4.1.2 If a ball lands on the edge of a synthetic wicket or on the grass it will be called a no ball. **In the Year 6 Competition if a ball lands off the pitch it will be called "Dead Ball". There is a maximum of 2 "Dead Balls" per over - all other balls will be live.**
- 4.1.3 No ball – front foot  
In year 7-8 the coach is to warn the bowler and then call a noball should they continue to overstep. Coach's need to ensure they communicate with each other.  
  
In Year 9-12 umpires should call no balls as per the normal laws of cricket.
- 4.1.4 Any short pitched ball that goes above the batters shoulder when in their normal batting stance shall be called a noball.
- 4.1.5 Any ball that reaches the batter on the full above the waist in their normal stance is to be called a no-ball
- 4.1.6 For Year 8 – 12 competitions the local custom is to have a single drinks break taken at the half way point of the innings. Drinks breaks shall not exceed 5 minutes.
- 4.1.7 **For Year 7 matches that are played in quarters the drinks break is after both teams have had their first innings. On the other two occasions teams must quickly swap over.**
- 4.1.8 Junior Fast Bowling guidelines – Fast Bowling conditions for players Under 19 years of age to follow Cricket Australia guidelines.
- 4.1.9 Over rates – all teams need to be aware of the times of matches and bowl their overs in the allotted time. Matches need to be finished by 12:10 at the latest. In the first innings of a match no over will commence after 10am. That team (Batting second) will then only receive the number of overs they bowled.

### 4.2 CRICKET BALLS

- 4.2.1 All BDJCA matches will be played on turf and synthetic wickets using **KOOKABURRA** balls as follows:
- |           |                             |
|-----------|-----------------------------|
| Year 6    | Kookaburra Softaball Junior |
| Year 7-8  | Kookaburra 2 piece 142g     |
| Year 9-12 | Kookaburra 4 piece 156g     |

Pink balls will be supplied to the clubs for T20 matches for Year 9/10 and 11/12 Competitions. Clubs will be charged by the BDCA for the balls.

### 4.3 CRICKET GROUNDS AND WICKETS

- 4.3.1 The BDJCA Administrator will allocate grounds to fixtures in consultation with Clubs.



- 4.3.2 The BDJCA Committee will approve ground allocations to fixtures at next available BDJCA Committee meeting.
- 4.3.3 Cricket Ovals must be measured the following distances from the centre of the wicket to the boundary or as near as possible, subject to impediments.
- |            |                               |
|------------|-------------------------------|
| Year 5-6   | 40m (from the batting stumps) |
| Year 7     | 45m (from the batting stumps) |
| Year 8     | 45m                           |
| Year 9     | 50m                           |
| Year 10    | 50m                           |
| Year 11-12 | FULL                          |
- 4.3.4 Pitch Length
- |           |      |                                       |
|-----------|------|---------------------------------------|
| Year 5-6  | 16m  | Bowl from one end all match           |
| Year 7    | 18m  | Bowl from one end all match           |
| Year 8    | 18m  | 30 overs – normal cricket rules       |
| Year 9-12 | Full | 20 or 34 overs – normal cricket rules |
- 4.3.5 Cricket Clubs: For home ground fixtures, clubs are responsible for the Turf wickets preparation and ground markings.
- 4.3.6 Cricket Clubs are to make every effort to ensure that their Turf Wickets is available for play on the fixture date.
- 4.3.7 Covers may be used by Clubs to assist with the preparation of turf pitches.
- 4.3.8 For all Grades, if prior to commencement of play, the turf wickets are found to be unsuitable for play due to rain or any other cause, play may be transferred to synthetic wickets allocated by the BDJCA Administrator in consultation Clubs. If there is rain forecast every effort will be made to ensure that games are played. Please note that there are not enough spare wickets to enable all matches to be transferred but the BDJCA will make every effort to do as many as possible. **If a match can be moved to a synthetic wicket then it is an expectation that the match will proceed.**
- 4.3.9 If a match cannot be transferred then the clubs can arrange an alternate date to play the match providing they liaise with the BDJCA Administrator.
- 4.3.10 The wearing of spikes is encouraged on all turf wickets. They are prohibited on synthetic wickets.
- 4.3.11 All Finals in the Year 7-8 competitions are to be played on synthetic pitches unless both teams agree to move to an available turf wicket.

#### 4.4 BATTING RESTRICTIONS:

- 4.4.1 Year 5-6
- All balls (regardless of whether wides/no balls) will be included in the batter's ball count.
  - Batter to swap end following a dismissal. If there is a run out the not out batter is required to face the next delivery.
  - As there is allowances for varying team size, the following retirement rules apply:
    - 5 player team – batters retire at 24 balls
    - 6 player team – batters retire at 20 balls



- iii. 7 player team – batters retire at 17 balls
- iv. 8 player team – batters retire at 15 balls
- v. 9 player team – batters retire at 13 balls

If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e.  $17 \times 7 = 119$ ). Batters are to retire as soon as they face their allotted balls, not at the end of the over.

#### 4.4.2 Year 7-8 (STAGE 2)

- a. T20 – batters will retire after 20 balls
- b. 30 overs - batters will retire after 25 balls
- c. All batter MUST retire on the prescribed number of balls above. They cannot bat out the over or face any extra balls before retiring.
- d. Retirement limits are based on the assumption that players will be dismissed. Coaches are encouraged to monitor the batting innings & have the ability to retire players at any time prior to the retirement limits set above to encourage maximum participation.
- e. Retired batters that are retired early MUST bat before any batters that retired at the ball limit, in order of lowest balls first.
- f. All balls (regardless of whether wides/no balls) will be included in the batter's ball count
- g. IF a team is short of players batters are allowed to bat twice to make up the short players. The batters that bat twice are the lowest scoring players REGARDLESS OF BATTING POSITION. These players must come in AFTER any retired batters return to bat.
- h. **A player must bat 1/3 of games in the top half of the batting order (1-4) and 1/3 of games in the bottom half (5 or lower). The remaining games the player can bat in any position. Based on the number of games played by a specific player in the regular season please refer to the table below for batter requirements:**

GAMES PLAYED	Bat 1-4	Bat 5 or lower
0-2	No requirement	No requirement
3-5	1	1
6-8	2	2
9-11	3	3
12+	4	4

- i. If a batter does not bat one week then they must bat in the top 4 in the following game.
- j. In finals players can bat in any position.

#### 4.4.3 Year 9- 10 (Stage 3) and Sunday Finals

- a. A player shall retire on the ball they make 50 runs.
- b. Coaches can retire players earlier at their discretion in order to give players opportunities to bat. Retired batters that are retired early MUST bat before any batters that retired at the run limit, in order of lowest runs first.
- c. IF a team is short of players batters are allowed to bat twice to make up the short players. The batters that bat twice are the lowest scoring players REGARDLESS OF BATTING POSITION. These players must come in AFTER any retired batters return to bat.
- d. Full LBW rules apply.
- e. There is no limit to the amount of players that can bat. Only that the time of the 10th wickets the innings shall be closed.





## 4.4.4 Year 9/10 and 11/12 T20

- a. **Players will retire on the ball they make 50 runs.**
- b. Coaches can retire players at their discretion in order to give players opportunities to bat. Retired batters can return in order of lowest runs first.
- c. IF a team is short of players batters are allowed to bat twice to make up the short players. The batters that bat twice are the lowest scoring players REGARDLESS OF BATTING POSITION. These players must come in AFTER any retired batters return to bat.
- d. Full LBW rules apply.
- e. There is no limit to the amount of players that can bat. Only that the time of the 10th wicket the innings shall be closed.
- f. Any no ball will be a free hit.

4.4.5 **For the Year 9-10 competition (combining T20 and 34 over matches) a player must bat 1/3 of games in the top half of the batting order (1-5) and 1/3 of games in the bottom half (6 or lower). The remaining games the player can bat in any position. Based on the number of games played by a specific player in the regular season please refer to the table below for batter requirements:**

GAMES PLAYED	Bat 1-5	Bat 6 or lower
0-2	No requirement	No requirement
3-5	1	1
6-8	2	2
9-11	3	3
12+	4	4

In finals players can bat in any position.

## 4.5 BOWLING RESTRICTIONS:

## 4.5.1 Year 5-6

- a. 6 balls per over (maximum)
- b. All players are to bowl (each Wicket-Keeper is to bowl one over each)
- c. Maximum overs bowled by a player are 4 overs
- d. Please see Recommended Bowling Breakdown for recommended over per player options.
  - i. 5 player team – 5 players bowl 4 overs
  - ii. 6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs
  - iii. 7 player team – 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (WK)
  - iv. 8 player team - 6 players x 3 overs, 2 players x 1 overs (WK),
  - v. 9 player team - 4 players x 3 overs, 3 players x 2 overs, 2 players x 1 over (WK)
- e. Bowlers are to bowl from the one end for entire game

## 4.5.2 Year 7 and 8

- a. 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled).
- b. Every player must bowl a minimum of 2 overs and a maximum of 5 overs in a match.
- c. **Coaches will rotate the opportunity for players to bowl 5 overs in a match throughout the season. It is an expectation that all players will bowl a similar amount of overs throughout the season (based on average overs per game)**
- d. Year 7 - Bowling team bowls from one end for the entire game.
- e. Year 8 – normal bowling rotation occurs (swap ends each over).



- 4.5.3 Year 9-10 Saturday and Sunday finals.
- 6 balls per over (all wides and noballs to be rebowled). There must be 6 legal deliveries in the over.
  - A minimum of 7 players must bowl.
  - There is a maximum of 5 overs per bowler.
  - Normal bowling rotation occurs (swap ends each overs)
- 4.5.4 Year 9-10 and 11-12 T20
- 6 balls per over (all wides and noballs to be rebowled). There must be 6 legal deliveries in the over.
  - A minimum of 7 players to bowl.
  - There is a maximum of 3 overs per bowler
  - Bowlers change end after each over.
  - The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time.
- 4.5.5 In the Year 9-10 competitions (both T20 and 34 overs) coaches will rotate the opportunity for players to bowl the maximum number of overs in a match throughout the season. It is an expectation that all players will bowl a similar amount of overs throughout the season (based on average overs per game)

## 4.6 FIELDING RESTRICTIONS:

- 4.6.1 Year 5-6
- Rotation of fielders is required to ensure all players experience all positions
  - No fielders within a **pitch length (16m) of the batter or other fielders** (except Wicket-Keeper) to encourage singles and safety
  - Each team is required to use two (2) wicket keepers (10 overs each)
  - If more than 7 players are present at a match, they should rotate onto the field each over.
- 4.6.2 Year 7-8
- To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.
  - Teams have the option to change wicket-keepers after 15 overs.
  - No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket-keeper).
  - If more than 9 players are present at a match, they should rotate onto the field each over.
- 4.6.3 Year 9-12 Saturday and Sunday finals
- To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.
  - No fielders within 10 metres (except regulation off side slips, gully and wicket-keeper).
  - If more than 11 players are present at a match, they should rotate onto the field at regular intervals.
- 4.6.4 Year 9-10 and 11-12 T20
- To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.
  - No fielders within 10 metres (except regulation off side slips, gully and wicket-keeper).
  - If more than 9 (Year 11-12) or 11 (Year 9-10) players are present at a match, they should rotate onto the field at regular intervals.
- 4.6.5 At the instant of delivery there may be no more than five fieldsmen on the On Side.



## 4.7 MATCH RESULTS

The following match results are:

### 4.7.1 Win

The winner is the team with the aggregate most number of runs at the conclusion of the match.

### 4.7.2 Forfeit

If a team has 7 (5 for year 7-8) or less players present after 30 minutes of the prescribed starting time, this team will be deemed to have forfeited the match.

### 4.7.3 Tie

A tie occurs where the aggregate number of runs for both competing teams at the conclusion of the match is equal.

### 4.7.4 Loss

The team with the aggregate least number of runs scored at the conclusion of the match.

### 4.7.5 No Result – Abandoned

The match shall be abandoned when there is no longer enough time to play a 17 over per side match for Year 9-12 grades, 15 over per side for Year 7-8 grades or 10 overs per side for a T20.

A “No result” will be the match outcome. Both teams will receive points as per rule 4.8.1

## 4.8 MATCH POINTS

4.8.1	Win	4 points
	Forfeit	4 points
	Tie	2 points each
	Draw	2 points each
	No result (Abandoned matches)	2 points each

4.8.2 If due to fixturing, there is a difference in the number of games played by teams within their grade, the total team aggregate match points will adjusted by the required ratio so that such teams will not be disadvantaged by the unequal draw.

## 4.9 AWARDS

4.9.1 A batsman to qualify must have recorded a score in at least six innings played in the grade **and** to have made minimum of **200** runs.

4.9.2 A bowler to qualify must have recorded bowling figures in at least six innings in the grade and obtained a minimum of **10** wickets.



4.9.3 The individual points for all grades are as follows:

i)	Runs scored	1 point
ii)	Wickets taken	20 points
iii)	Catches taken	10 points
iv)	Stumpings	10 points

#### 4.10 ELIGIBILITY FOR HOME AND AWAY MATCHES

4.10.1 For all matches, the BDJCA allows for an unregistered player to be registered on the day of the match if:

- a. The opposition coach has been made aware that the player is playing prior to the commencement of that match, and
- b. The player must register via playcricket within 72 hours of the match

#### 4.11 FINALS QUALIFICATION

This rule describes which grade(s) a player is eligible to play in throughout the finals series.

4.11.1 In order for a player to be eligible to play Finals,

- a. the Club that they are registered must have qualified to play Finals as published in the BDJCA Ladder in **Play HQ**, and
- b. the player must have played at least **4 matches** in the applicable season for that team

4.11.2 A player cannot play finals in two grades.

4.11.3 Clubs can apply for dispensation to allow players who don't meet the qualification standard to play in finals. This application must be made in writing to the BDJCA Administrator.

#### 4.12 ADVERSE CONDITIONS

4.12.1 In the event of **adverse conditions** coach's and the BDJCA Administrator will make a decision as early as practical.

4.12.2 Refer to Law 4.7.5 for a definition of Abandoned – No Result.

#### 4.13 GENERAL CONDITIONS OF PLAY FOR FINALS:

4.13.1 Year 7-12 will play finals. ALL FINALS WILL BE PLAYED ON A SUNDAY MORNING. No request for FINALS to be moved to an alternate day will be considered by the BDJCA Executive.

4.13.2 Year 7-8 will play under the 30 over formats

4.13.3 Year 9-10 will play under the 34 over format

4.13.4 Year 11-12 will play under the T20 format

4.13.5 In the event of a semi final not reaching a first innings decision due to the unfit state of the ground, wicket or light for play to continue, then the side which has finished in the higher ladder position will advance to the further finals.



- 4.13.6 In the event of the Grand Final not reaching a first innings decision due to the unfit state of the ground, wicket or light for play to continue, then the side which has finished in the higher ladder position will be the premierships side.
- 4.13.7 In Finals if ANY wicket is unfit for play due to rain or other weather conditions and prior to the commencement the match may be moved to an alternate venue as set out by the BDJCA Executive.
- 4.13.8 No matches can be transferred to another day. If a result is not possible on the fixtured day then the match will be Abandoned (Refer to Law 4.5.5 for a definition of Abandoned – No Result).
- 4.13.9 Once a Final match has commenced a match cannot be transferred.
- 4.13.10 In all finals matches the higher ranked team can choose the wicket to play on. This will then be ratified and sent out to all clubs by the BDJCA Administrator.

## 5. CODES OF BEHAVIOUR

- 5.1 Every player taking the field shall wear proper cricketing attire consisting of predominantly white cricket boots or shoes, white socks, white or cream trousers, white or cream shirt with collar, white or cream jumper (with or without Club colours), white or skin colour 'skins', and white hat or Club cricket cap.
- 5.2 The BDJCA will consider approving clothing with club colours on a case by case basis and with the underlying principle that the clothing remains predominantly white.
- 5.3 All coloured clothing must be approved by the BDJCA.
- 5.4 Clubs that have chosen to wear BDJCA approved club colours must make all reasonable endeavours to ensure all players are clothed in the correct club attire.
- 5.5 Wearing of Spikes as per 4.3.10
- 5.6 Players must not assault or attempt to assault an umpire, another player or spectator.
- 5.7 Players must not abuse or dispute an umpire's decision, or react in an obviously provocative or disapproving manner either towards an umpire, or decision, or generally, following an umpire's decision.
- 5.8 Players must not use crude and/or abusive language, or engage in conduct detrimental to the spirit of the game.
- 5.9 Players must not in any manner use "well known" crude or abusive hand signals.
- 5.10 **As per rule 1.4 The BDJCA will recognise the BDCA policies where applicable**

## 6. PENALTIES

- 6.1 **There will be a penalty of 2 premierships points for every instance where a team has a player who does not meet the prescribed batting and bowling requirements.**
- 6.2 **Coaches and/or clubs may be sanctioned in addition to rule 6.1.**



