

BUNBURY AND DISTRICTS JUNIOR CRICKET ASSOCIATION

RULES OVERVIEW 2023/24

	STAGE 1 YR 5 and 6	STAGE 1 YR 5 - 8 Girls	STAGE 2		STAGE 3		
	7 A SIDE	7 A SIDE	9 A SIDE	9 A SIDE	11 a side	11 a side	9 a side
NUMBERS	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 commitments	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 commitments	Teams can play with up to 11 players per match. ALL PLAYERS CAN BAT BOWL. The only restriction is that only 8 wickets are allowed to fall when batting. Minimum of 7 players for a Match.	Teams can play with up to 11 players per match. ALL PLAYERS CAN BAT BOWL. The only restriction is that only 8 wickets are allowed to fall when batting. Minimum of 7 players for a Match.	Teams can play with more players. You can bat and bowl as many players as you want. The only restriction is that only 10 wickets are allowed to fall when batting. Minimum 7 players.	Teams can play with more players. You can bat and bowl as many players as you want. The only restriction is that only 10 wickets are allowed to fall when batting. Minimum 7 players.	Teams can play with more players. You can bat and bowl as many players as you want. The only restriction is that only 8 wickets are allowed to fall when batting. Minimum 7 players.
OVERS	20	20	30	30	34 over matches played Fri/Sat	34 over matches played Sat	T20 ONLY
FORMAT	One Innings	One Innings	One Innings	One Innings	Friday night/Saturday morning	One Innings	Friday night/Saturday morning
START TIME	Normal	Normal	Normal	Normal	Normal	Normal	Normal
FINISH TIME	8:30am - 11:00am	4:30pm - 7pm	8:00am - 12:00noon	8:00am - 12:00pm	Fri 4:30pm Sat 8:30am Fri 7:00pm Sat 11:00am	8:00am - 12:00pm	Fri 4:30pm Sat 8:30am Fri 7:00pm Sat 11:00am
INNING TIME	1 8:30am - 9:40am 2 9:50am - 11:00am 3 SATURDAY MORNING 4	4:30pm - 5:40pm 5:50pm - 7pm Friday 4 week competition	8:00am - 8:50am 8:50am - 10:00am 10:10am - 11:00am 11:15am - 12:10pm	8:00am - 8:50am 8:50am - 10:00am 10:10am - 11:00am	Fri 4:30pm - 5:40pm Sat 8:30am - 9:40am Fri 5:50pm - 7pm Sat 9:50am - 11:00am	8:00am - 10:00am 10:10am - 12:10pm	Fri 4:30pm - 5:40pm Sat 8:30am - 9:40am Fri 5:50pm - 7pm Sat 9:50am - 11:00am
GROUND REQUIREMENTS	WICKET Pitch Length Boundary	Hard wickets 16m 40m from batters end Worn by all batters and wicketkeepers	Hard wickets 16m 40m from batters end Worn by all batters and wicketkeepers	Hard wickets 16m 45m from centre of pitch Worn by all batters and wicketkeepers	Turf wickets where possible FULL LENGTH 50m Worn by all batters and wicketkeepers	Turf wickets where possible FULL LENGTH 50m Worn by all batters and wicketkeepers	Turf wickets where possible FULL LENGTH 50 RUNS Worn by all batters and wicketkeepers
PROTECTIVE GEAR							
BALL	Kookaburra Softball	Kookaburra Softball	Kookaburra 2 piece 142g	Kookaburra 2 piece 142g	Kookaburra 4 piece 156g Red balls for 36 over matches Pink ball for T20 matches	Kookaburra 4 piece 156g Red balls for 36 over matches Pink ball for T20 matches	Kookaburra 4 piece 156g Pink ball for T20 matches - supplied by BDKCA
Retirement	17 balls for 7 players - changes for more or less players (see below) 5 player team - 24 balls 6 player team - 20 balls 7 player team - 17 balls 8 player team - 15 balls 9 player team - 13 balls No balls and wickets count as a ball faced	17 balls for 7 players - changes for more or less players (see below) 5 player team - 24 balls 6 player team - 20 balls 7 player team - 17 balls 8 player team - 15 balls 9 player team - 13 balls No balls and wickets count as a ball faced	25 balls All batter MUST retire on the prescribed number of balls above. They cannot bat out the over or face any extra balls before retiring.	25 balls All batter MUST retire on the prescribed number of balls above. They cannot bat out the over or face any extra balls before retiring.	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 retired batters.	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 retired batters.	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 retired batters.
LBW	NO LBW	NO LBW	LBW should not be freely given especially if hit on the front pad outside the crease line. They should only be given out when well back and the ball has pitched and struck in line with the stumps and there is absolutely no doubt the ball will have hit the wicket.	LBW should not be freely given especially if hit on the front pad outside the crease line. They should only be given out when well back and the ball has pitched and struck in line with the stumps and there is absolutely no doubt the ball will have hit the wicket.	Full LBW Rules Apply	Full LBW Rules Apply	Full LBW Rules Apply
PLAYER ROTATION			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 table in extended rules for specific situations. If a batter does not bat one week then they must bat in the top 4 in the following game. In finals players can bat in any position.	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 table in extended rules for specific situations. If a batter does not bat one week then they must bat in the top 4 in the following game. In finals players can bat in any position.	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 table in extended rules for specific situations. In finals players can bat in any position.		No Rotation Policy
OTHER	Unlimited dismissals Batters swap ends after a dismissal. 4 runs added to opposition score for each wicket lost.	Unlimited dismissals Batters swap ends after a dismissal. 4 runs added to opposition score for each wicket lost.	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 ball limit, in order of lowest balls first. Retired batters return before any batters that need to bat twice. Players retired before the ball limit must retire again at the ball limit if there is a player above them who has retired.	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 ball limit, in order of lowest balls first. Retired batters return before any batters that need to bat twice. Players retired before the ball limit must retire again at the ball limit if there is a player above them who has retired.	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. Retired batters return before any batters that need to bat twice.	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. Retired batters return before any batters that need to bat twice.	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. Retired batters return before any batters that need to bat twice.
Max overs per bowler	All players bowl 5 player team - 5 players bowl 4 overs 6 player team - 2 players bowl 4 overs; 4 players bowl 3 overs 7 player team - 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (WK) 8 player team - 6 players x 3 overs, 2 players x 1 overs (WK) 9 player team - 4 players x 3 overs, 3 players x 2 overs, 2 players x 1 overs (WK)	All players bowl 5 player team - 5 players bowl 4 overs 6 player team - 2 players bowl 4 overs; 4 players bowl 3 overs 7 player team - 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (WK) 8 player team - 6 players x 3 overs, 2 players x 1 overs (WK) 9 player team - 4 players x 3 overs, 3 players x 2 overs, 2 players x 1 overs (WK)	5 overs per bowler	5 overs per bowler	3 overs per bowler	5 overs per bowler	3 overs per bowler
Number of bowlers	ALL	ALL	All players must bowl A MINIMUM OF 2 OVERS AND A MAXIMUM OF 5 OVERS	All players must bowl A MINIMUM OF 2 OVERS AND A MAXIMUM OF 5 OVERS	A minimum of 7 bowlers to bowl	A minimum of 7 bowlers to bowl	A minimum of 7 bowlers to bowl
Rotation policy	ALL	ALL	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)	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)	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)		No Rotation Policy
Balls per over	6 balls per over - no balls and wides not re-bowled	6 balls per over - no balls and wides not re-bowled	6 balls per over with a maximum of 8 - only the first two wides or noballs are re-bowled. Last over must have six legal deliveries.	6 balls per over with a maximum of 8 - only the first two wides or noballs are re-bowled. Last over must have six legal deliveries.	6 balls per over - all wides or noballs are re-bowled.	6 balls per over - all wides or noballs are re-bowled.	6 balls per over - all wides or noballs are re-bowled.
Length of spell	2 over spells	2 over spells	4 overs per spell	4 overs per spell	3 overs per spell	5 over spell	3 overs per spell
No Ball	Front foot No balls not called. 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.	Front foot No balls not called.	Front foot No balls not called. If they continue then a no ball can be called.	Front foot No balls not called. If they continue then a no ball can be called.	All no ball rules apply. Also, any short pitched ball over the batter's shoulder is a no ball	All no ball rules apply. Also, any short pitched ball over the batter's shoulder is a no ball	All no ball rules apply. Also, any short pitched ball over the batter's shoulder is a no ball
Front of wicket	No one closer than 15m (pitch length) from bat except WK	No one closer than 15 m from bat except WK	No one closer than 10 m from bat except off-side WK, slips and gully.	No one closer than 10 m from bat except off-side WK, slips and gully.	No one closer than 10 m from bat except off-side WK, slips and gully.	No one closer than 10 m from bat except off-side WK, slips and gully.	No one closer than 10 m from bat except off-side WK, slips and gully.
Keepers	2 keepers used - each do 10 overs. They then bowl one over each. Helmets compulsory.	2 keepers used - each do 10 overs. They then bowl one over each. Helmets compulsory.	Helmets compulsory AT ALL TIMES.	Helmets compulsory AT ALL TIMES.	Helmets compulsory AT ALL TIMES	Helmets compulsory AT ALL TIMES	Helmets compulsory AT ALL TIMES
ends	Bowling from one end	Bowling from one end	Bowling from one end ALL MATCH	Normal rotation of ends	Normal rotation of ends	Normal rotation of ends	Normal rotation of ends
Lending of fielders	Both teams are to field with only 5 fielders plus a bowler and wicketkeeper. If a team is short - opposition team to lend players to ensure this happens. If a team has more players then should rotate onto the field.	Both teams are to field with only 5 fielders plus a bowler and wicketkeeper. If a team is short - opposition team to lend players to ensure this happens. If a team has more players then should rotate onto the field.	Both teams are to field with only 7 fielders plus a bowler and wicketkeeper. If a team is short - opposition team to lend players to ensure this happens. If a team has more players then should rotate onto the field. NO LENDING OF PLAYERS IN FINALS - teams even up number of fielders.	Both teams are to field with only 7 fielders plus a bowler and wicketkeeper. If a team is short - opposition team to lend players to ensure this happens. If a team has more players then should rotate onto the field. NO LENDING OF PLAYERS IN FINALS - teams even up number of fielders.	Teams will lend fielders to the opposition if they are short of players. NO LENDING OF PLAYERS IN FINALS - teams even up number of fielders.	Teams will lend fielders to the opposition if they are short of players. NO LENDING OF PLAYERS IN FINALS - teams even up number of fielders.	Teams will lend fielders to the opposition if they are short of players. NO LENDING OF PLAYERS IN FINALS - teams even up number of fielders.
MATCH POINTS	NO POINTS OR LADDERS KEPT	NO POINTS OR LADDERS KEPT	WIN FIRST INNINGS - 4 points TIE - 2 points DRAW OR ABANDONED - 2 points each FORFEIT WIN - 4 points	WIN FIRST INNINGS - 4 points TIE - 2 points DRAW OR ABANDONED - 2 points each FORFEIT WIN - 4 points	WIN FIRST INNINGS - 4 points TIE - 2 points DRAW OR ABANDONED - 2 points each FORFEIT WIN - 4 points	WIN FIRST INNINGS - 4 points TIE - 2 points DRAW OR ABANDONED - 2 points each FORFEIT WIN - 4 points	WIN FIRST INNINGS - 4 points TIE - 2 points DRAW OR ABANDONED - 2 points each FORFEIT WIN - 4 points
FORMAT	NO FINALS PLAYED	NO FINALS PLAYED	30 OVER FINALS PLAYED ON SUNDAY FOR ALL GRADES - 9:00am start	30 OVER FINALS PLAYED ON SUNDAY FOR ALL GRADES - 9:00am start	34 OVER FINALS PLAYED ON SUNDAY FOR ALL GRADES - 9:00am start	34 OVER FINALS PLAYED ON SUNDAY FOR ALL GRADES - 9:00am start	T20 FINALS PLAYED ON SUNDAY FOR ALL GRADES - 9:00am start
STRUCTURE	NO FINALS PLAYED	NO FINALS PLAYED	Semi 1 1 v 4 Semi 2 2 v 3 Grand Final	Semi 1 1 v 4 Semi 2 2 v 3 Grand Final	Semi 1 1 v 4 Semi 2 2 v 3 Grand Final	Semi 1 1 v 4 Semi 2 2 v 3 Grand Final	Semi 1 1 v 4 Semi 2 2 v 3 Grand Final