

BUNBURY AND DISTRICTS JUNIOR CRICKET ASSOCIATION

RULES OVERVIEW 2024/25

	STAGE 1		STAGE 2		STAGE 3			
AGE	YR 5 and 6		YEAR 7	YEAR 8	Year 9/10		Year 11/12	
NUMBERS	7 A SIDE 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		9 A SIDE 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 6 players for a Match.	9 A SIDE 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 6 players for a Match.	11 a side 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.	11 a side 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.	9 a side 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		30	30	T20 matches played FRU/SAT		34 over matches played Sat	
FORMAT	One Innings Normal		One Innings Quarters	One Innings Normal	Friday night/Saturday morning Normal	Normal	T20 ONLY Normal	
START TIME	8:30am		8:00am	8:00am	Fri 4:30pm Sat 8:30am	8:00am	Fri 4:30pm Sat 8:30am	
FINISH TIME	11:00am		12:00noon	12:10pm	Fri 7:00pm Sat 11:00am	12:10pm	Fri 7:00pm Sat 11:00am	
INNINGS TIME	1	8:30am - 9:40am	8:00am - 8:55am	8:00am - 10:00am	Fri 4:30pm - 5:40pm Sat 8:30am - 9:40am	8:00am - 10:00am	Fri 4:30pm - 5:40pm Sat 8:30am - 9:40am	
	2	9:50am - 11:00am	9:05am - 10:00am	10:10am - 12:10pm	Fri 5:50pm - 7pm Sat 9:50am - 11:00am	10:10am - 12:10pm	Fri 5:50pm - 7pm Sat 9:50am - 11:00am	
	3	SATURDAY MORNING	FRIDAY AFTERNOON	10:10am - 11:05am	TEAM BOWLING FIRST - NO OVER TO COMMENCE AFTER 10AM			
	4		11:15am - 12:10pm	TEAM BOWLING FIRST - NO OVER TO COMMENCE AFTER 10AM				
GROUND REQUIREMENTS	Hard wickets		Hard wickets	Hard Wickets	Turf wickets where possible		Turf wickets where possible	
	Pitch Length Boundary		16m 40m from batters end	18m 45m from batters end	18m 45m from centre of pitch	FULL LENGTH 50m		FULL LENGTH FULL BOUNDARIES
PROTECTIVE GEAR	Worn by all batters and wicketkeepers		Worn by all batters and wicketkeepers	Worn by all batters and wicketkeepers	Worn by all batters and wicketkeepers		Worn by all batters and wicketkeepers	
BALL	Kookaburra Softball		Kookaburra 2 piece 142g	Kookaburra 2 piece 142g	Kookaburra 4 piece 156g Pink Balls for all Matches		Kookaburra 4 piece 156g Pink Balls for all Matches	
BATTING RESTRICTIONS	17 balls for 7 players - changes for more or less players (see below)		25 balls	25 balls	50 RUNS		50 RUNS	
	Retirement	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	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 player has retired at the compulsory limit of 25 balls, and they come back to bat then they do not need to retire again. No player can be retired out for any other reason that illness or injury. If you have more than 9 players all players must bat if there are wickets in hand. A team cannot decide to not bat a player to allow retirees to come back in. 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. Players retired before the ball limit must retire again at the ball limit if there is a player above them who has retired.	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 player has retired at the compulsory limit of 25 balls, and they come back to bat then they do not need to retire again. No player can be retired out for any other reason that illness or injury. If you have more than 9 players all players must bat if there are wickets in hand. A team cannot decide to not bat a player to allow retirees to come back in. 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. Players retired before the ball limit must retire again at the ball limit if there is a player above them who has retired.	A player shall retire on the ball they make 50 runs. 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, and those players will re-retire when they reach 25 balls. If a player has retired at the compulsory limit of 50 runs, and they come back to bat then they do not need to retire again. If a player can be retired out for any other reason that illness or injury.	A player shall retire on the ball they make 50 runs. 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, and those players will re-retire when they reach 25 balls. If a player has retired at the compulsory limit of 50 runs, and they come back to bat then they do not need to retire again. No player can be retired out for any other reason that illness or injury.	A player shall retire on the ball they make 50 runs. 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, and those players will re-retire when they reach 25 balls. If a player has retired at the compulsory limit of 50 runs, and they come back to bat then they do not need to retire again. No player can be retired out for any other reason that illness or injury.	
	LBW	NO LBW	LBW should be 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 <u>in line with the stumps</u> and there is <u>absolutely no doubt</u> the ball will have hit the wicket.	LBW should be 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 <u>in line with the stumps</u> and there is <u>absolutely no doubt</u> 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 you have more than 9 players all players must bat if there are wickets in hand. A team cannot decide to not bat a player to allow retirees to come back in. If a batter does not bat one week then they must bat in the top 4 in the following game. In final 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 you have more than 9 players all players must bat if there are wickets in hand. A team cannot decide to not bat a player to allow retirees to come back in. If a batter does not bat one week then they must bat in the top 4 in the following game. In final 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 final players can bat in any position.	No Rotation Policy		No Rotation Policy
	OTHER	Unlimited dismissals - Batters swap ends after a dismissal. 4 runs added to opposition score for each wicket lost.						
BOWLING RESTRICTIONS	Max overs per bowler	All players bowl	5 overs per bowler	5 overs per bowler	3 overs per bowler	5 overs per bowler	3 overs per bowler - one bowler can bowl four overs but their 4th over can only be from the 17th over or later	
	Number of bowlers	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	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 with a maximum of 8 - only the first two wides or noballs are rebowled. Last over must have six legal deliveries.	6 balls per over with a maximum of 8 - only the first two wides or noballs are rebowled. Last over must have six legal deliveries.	6 balls per over with a maximum of 8 - only the first two wides or noballs are rebowled. Last over must have six legal deliveries.	6 balls per over with a maximum of 8 - only the first two wides or noballs are rebowled. Last over must have six legal deliveries.	6 balls per over - all wides or noballs are rebowled.	
	Length of spell	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 - warn players. If they continue then a no ball can be called.	Front Foot No balls not called - warn players. 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		
FIELDING RESTRICTIONS	Front of wicket	No one closer than 16m (pitch length) 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.	Helmets compulsory AT ALL TIMES.!! Teams must use two wicket-keepers each match and switch at the 15 over break.	Helmets compulsory AT ALL TIMES.!! Teams must use two wicket-keepers each match and switch at the 15 over break.	Helmets compulsory AT ALL TIMES	Helmets compulsory AT ALL TIMES	Helmets compulsory AT ALL TIMES	
	Ends	Bowl from one end	Bowl 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. 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.	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 ON 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	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	Sem 1 1 v 4 Sem 2 2 v 3 Grand Final	Sem 1 1 v 4 Sem 2 2 v 3 Grand Final	Sem 1 1 v 4 Sem 2 2 v 3 Grand Final	Sem 1 1 v 4 Sem 2 2 v 3 Grand Final	Sem 1 1 v 4 Sem 2 2 v 3 Grand Final	