

JUNIOR RULES 2021 - 2022

The Local Rules and By-Laws of the WGCA shall apply except as herein modified.

JR 1. ADVERSE WEATHER CONDITIONS

1.1 WGCA EXTREME HEAT POLICY

Player safety MUST be the primary element when making any decisions on whether matches should go ahead.

- The latest weather forecast can be retrieved from: - The Bureau of Meteorology website – <http://www.bom.gov.au/>

a) JUNIOR MATCHES

- NOTE: This only applies to Weekday evening matches. Saturday morning matches will go ahead as scheduled as it is not expected that extreme temperatures will be reached before 11am when those games are due to finish.
- At 2pm on the day of the match, should the Melbourne forecast temperature for 5pm, as per the hourly forecasts, as released by the Bureau of Meteorology, be 38 degrees or more, then all junior matches for that day shall be abandoned.

1.2 FIRE DANGER RATING

If the Fire Danger Rating as declared by the CFA for the Central District is Extreme or higher all WGCA Junior Cricket shall be cancelled, note this Rating is different to Total Fire Ban Day Ratings

1.3 LIGHTNING SAFETY

Thunderstorms within 10km are dangerous- the 30/30 rule is used to access the distance between the storm and play.

Sound travels at a speed of 1km every 3 seconds. When you see lightning count the seconds between the flash of lightning and the sound of thunder.

- Less than 30 seconds? Suspend play, the storm is less than 10km away
- Suspend play and wait to resume play till 30 minutes after the last audible thunder

1.4 SMOKE POLLUTION

Cricket Australia Smoke Pollution Guidelines for Community Cricket

*WGCA Junior Website

JR 2. CHILD SAFETY

2.1 Refer By-Law 19 Child Safety

- CA Safeguarding Our Kids & Young People Policy

2.2 WORKING WITH CHILDREN'S CHECK (WWCC)

- Refer WGCA WWCC Policy
- Refer By-Law 18 WWCC

2.3 IMAGE CONSENT

Refer to By-Law 19 Child Safety

JR 3. PLAYER PARTICIPATION QUALIFICATIONS

All players who comply with the requirements of the WGCA Constitution and Junior Player Participation Qualifications and are registered to the WGCA in MyCricket shall be eligible to play in Competitions and Representative Matches.

3.1 REGISTRATIONS

- Refer to WGCA By-Law 6 Registrations.

3.2 CLEARANCES

- Refer to WGCA By-Law 6 Clearances

3.3 GRADE ELIGIBILITY

- 3.2.1 Junior competition players are to be under the age of 10 years, under the age of 12 years, under the age of 14 years, under the age of 16 years and under the age of 18 years respectively on the 1st of September at the commencement of each season.

Age 1st Sept	7, 8 & 9	10 & 11	12 & 13	13 & 15	16 & 17
Eligible grade	U10	U12	U14	U16	U18

- 3.3.2 Minimum age qualification is 7 years old (as at 1st September), to compete in a WGCA sanctioned competition, without a Player Permit.

- Refer JR4 Player Permits.

- 3.3.3 Girls can play in the Junior Competition one age grade below their eligible age grade.

- 3.3.4 All players under the age of 18 shall be referred to as a junior player in regard to all Association Rules and By-Laws.

- Refer SR1 Juniors Playing Senior Cricket

3.3.4 PLAYING BELOW ELIGIBLE GRADE

No player is permitted to play in any junior grade below his grade eligibility unless permission has been granted by the Junior Management Committee.

- a) The Junior Management Committee may, at its discretion grant a Dispensation Permit for a player to participate below his age level for such a period and conditions deemed appropriate, subject to but not limited to the following considerations: -

- (i) A medical assessment of the player's ability to ensure that the safety and wellbeing of the player, his team and that of the opposing team's players, is protected and this protection can reasonably be achieved in accordance with the WGCA Junior Rules.

- (ii) The player is less than 6 months older than eligible grade. (ie a player has turned 12 no earlier than April)

- (iii) Players experience and playing stats over any previous seasons.

- (iv) Club's ability to field a team in players registered grade.

- (v) Number of players registered to fill team below eligible grade.

- (vi) The player's club presenting all requested documentation and information to the Junior Management Committee for consideration.

- (vii) Possible restrictions

- Review at Xmas or other time and ensure player is not too strong for the grade
- Play in highest division if multiple teams in same age group
- Player may bat no higher than position 8

- See JR4 Player Permits.

3.3.6 PLAYING ABOVE ELIGIBLE GRADE

- a) Junior Players must have written Parental Consent to play in any higher grade than which they are registered to, including any senior grade.
- b) Clubs shall keep all written Parental Consents on file.
- c) Details shall be entered into MyCricket Custom Fields.
- d) The Board reserves the right to request a copy of any written Parental Consent and may conduct audits throughout the year.

3.4 PLAYING FOR ANOTHER CLUB / COMBINED TEAMS

- a) A permit may be issued by the MyCricket Manager for:
 - A junior player to play for a junior side of another club if his club has no junior side in which he can qualify to play and that both clubs concerned agree.
 - Clubs seeking to field combined teams due to insufficient numbers.
 - Refer to JR4 Player Permits.

JR 4. PLAYER PERMITS

A player permit is a mechanism whereby clubs gain approval from the Association for a player who may otherwise be prevented from playing, due to a variation of standard rules or by-laws. The player must already appear on the Clubs active Player List before a permit can be applied for.

4.1 Applications are to be lodged via MyCricket

(MyCricket Admin>Mode: Teams>Menu: Players>Permits & Clearances>Apply Player Permits)

4.2 TEMPORARY PERMITS

- Used for: Playing for Another Club
 Club Combined Teams
 Minimum Playing Age
 Finals Qualification

4.3 DISPENSATION PERMITS

- Used for a player to participate below his age level as determined by JR3.3 Grade Eligibility
 - 4.3.1 In addition to lodging MyCricket application any further supporting information such as previous cricket experience, season statistic previous 2 years and all relevant documentation must be sent to the WGCA Junior Coordinator. Such information shall be handled under strict Privacy and Confidentiality protocols.
 - 4.3.2 The WGCA Junior Coordinator shall inform the club of the Junior Management Committee's decision as soon as practicable after receiving the application and enter the decision into MyCricket.
 - 4.3.3 The Junior Management Committee may at its discretion withdraw any such permit should subsequent, events, evaluation, and games in the opinion of the Junior Management Committee warrant this action.
 - 4.3.4 Refer to By-Law 6.11 Player Dispensation From Laws of Cricket.

JR 5. COMPETITION GRADINGS

5.1 TEAM NOMINATIONS

- a) Shall be submitted on request via the WGCA Junior Team Nomination Form, to the WGCA Secretary.
 - Team Nomination forms will be sent to clubs

5.2 TEAM WITHDRAWALS

- a) If a team withdraws during the season, then the Board of Management shall have the right to review whether forfeit or bye points shall be awarded to the opponents.
 - Refer By-Law 5 Team Withdrawal
 - Refer By-Law 25 Table of Fines & Penalties

5.3 DIVISION / GRADING CRITERIA

- a) The Junior Management Committee will determine number of divisions within the grades based on the following criteria, as participation numbers permit:
 - Byes will only to be considered as last option
 - Ideal 6 teams Division 1, 6-8 other divisions
 - Minimum 4 teams per division
 - Focus shall be on balanced teams, prioritising travel logistics when possible.
 - The top division will be determined by grading process, while subsequent divisions will be based on geographic areas.
- b) Whenever practical the ranking of grades shall be Division 1, North, South, East or West as required.

5.3.1 REGRADING

- a) Team Grading shall be reviewed after first 3 game days are played
 - b) Re-grading will be based on results and club requests
- 5.4 Any club which has two teams entered into the same grade, must forward to the WGCA MyCricket Manager a list of players' names that are registered to play in each team in the applicable grade, before the start of Round 3 in each season.

No player may move from the team for which he has been registered after the aforementioned date without first receiving a permit from the WGCA Junior Management Committee.

JR 6. JUNIOR DRESS CODE

Junior dress shall be the same as seniors although white jumpers are not compulsory as per SR 18 Dress Code.

- 6.1 Players shall have numbers and may have names printed on the back of their shirts. Actual names must be used, nicknames will not be permitted. This is to aide scorers etc to identify players on the field.
- 6.2 Coloured clothing may be worn ONLY if the shirt design has been approved by the WGCA Board of Management and ONLY if all players in the team are wearing shirts of the same design.
 - Players in combined teams may wear their own club tops
- 6.3 Baseball type hats or caps are permitted provided they are in club colours.

JR 7. SAFETY ASPECTS

7.1 HELMETS & SAFETY EQUIPMENT

- a) Junior Players shall only use British Standard: 7928:2013 Compliant Helmets.
- b) Implementation Timeline:
 - U/18 and U16 – Season 2021/22 Onwards
 - U14, U12 & U10 – Season 2022/23 Onwards

7.2 CLUBS DUTY OF CARE

Clubs must ensure that:

- Compulsory wearing of protective headwear, leg pads, gloves, and groin protectors by ALL juniors when batting in ALL age groups.
- Compulsory wearing of protective headwear by the wicket keeper at all times in U12 and U14 age groups
- Compulsory wearing of protective headwear in all age groups by the wicket keeper at all times when keeping up to the stumps.
- Compulsory wearing of protective headwear by all junior age players when batting and keeping at the stumps (in all grades of the Senior Competition).

7.2 FIELDING RESTRICTION ZONE

7.2.1 In U16 cricket, a fielding restriction zone shall be enforced. This zone shall extend from a point half the pitches length and through an angle of 270 degrees, from the batsman's middle stump. The zone shall extend in front and behind the stumps except for the slips area.

7.2.2 No player shall enter this zone until the batsman strikes the ball if this occurs a no-ball shall be called. Wicket keepers will not be so restricted.

7.3 SHORT/FULL PITCHED BALLS

7.3.1 Short pitched deliveries shall not be permitted and shall be called no-balls.

7.3.2 Short pitched deliveries are defined as deliveries which are bowled short and reach over shoulder height at the batters normal batting stance at the crease.

7.3.3 All full pitched balls that pass the batter above the waist in the batters normal batting stance at the crease shall be called a no-ball.

JR 8. HOURS OF PLAY

8.1 All U10 and U12 matches will be played on Friday evenings and shall commence at 5pm concluding at 7.30pm. Starting times may be varied provided both clubs agree.

8.2 All U 14, 16 & U18 matches shall be played on Saturday mornings commencing at 8:30am with 2-day games concluding by 11am and 1-Day games concluding by 11:30am.

- U18 T20 Comp played on Wednesday evenings 5.15pm

8.3 It may be necessary to play beyond the scheduled finishing time to complete the allotted 25 overs (1-Day Game) or 40 overs (2-Day Game) per day.

8.4 Some matches may be re-scheduled to play, provided both clubs agree, the Fixtures Coordinator is notified by writing and match conditions and rules are strictly abided by.

8.5 LATE STARTS

- a) Lost time shall be made up only on the day it occurs.
- b) Any team being more than 30 minutes late on either day shall be deemed to have forfeited match.

JR 9. FORFEITS

9.1 Any team failing to keep its engagement shall be deemed to have forfeited the match.

- Refer Table of Fines & Penalties

- 9.2 The opposing side shall receive forfeit points. Refer to BL9 Match Points
- 9.3 MYCRICKET
- Match Result shall be entered and confirmed.
 - Refer By-Law 11 Online Match Reporting
 - Refer Table of Fines & Penalties
- 9.4 Any club who is to forfeit a match, must notify the opposing club, the Association Secretary, and Fixtures Coordinator as soon as possible on the day of the match.

JR 10. PLAYING CONDITIONS MATCH-DAY RULES

Conditions for all grades shall be the same as for seniors except that SR5.6 Ruling the Scorebook For The Last Hour of Play shall not apply.

10.1 NEW BALLS

Each Fielding side shall supply a new ball for each first innings.

10.1.2 All balls used in WGCA matches shall be stamped Kookaburra Trademark balls, except in Stage1 Matches (U10).

10.1.3 BALL TYPES

- Kookaburra Softa Balls - U10 CB1688JRR3 (Not Stamped)
- Kookaburra Colt 142g - U12 & U14
- Kookaburra Colt 156 g - U16 & U18

10.2 BOUNDARIES

10.2.1 Boundaries shall be measured using a measuring tape or string to ensure accuracy and consistency.

10.2.2 The boundary line must be marked with cones or other similar marking devices at a distance of no further than 5 meters apart on the arc and 10 meters apart on the straight.

10.2.3 Boundary markers must be at least 2.74 metres / 3 yards away from any off-field hazards including but not limited to fencing, concrete perimeters, trees, goal posts or other solid structures which may cause injury to fielders.

10.3 THE TOSS

- a) If a team representative is not ready to toss, at least 15 minutes before the start of play on the first day of a match, the right to toss shall be lost.
- b) If the Captain is unavailable to toss, then a delegated person must substitute.
- c) The toss shall be deemed as lost if the minimum number of players are not ready at the scheduled starting time.

10.4 EXTRA PLAYERS

10.4.1 Teams may play up to 14 players who shall all bowl and bat, including finals.

10.4.2 Only 10 wickets are available when batting and only 11 players are permitted on the ground when fielding.

10.5 COMPULSORY / VOLUNTARY RETIRED BATSMAN

10.5.1 The Coach/Team Manger or Captain may voluntarily retire a batsman, to increase the opportunity for all players to bat in a match.

10.5.2 Compulsorily retired batsman may not return to the crease until all uninjured and voluntary retired batsman are dismissed. This is to prevent managers from retiring lower order batsman in order to reinstate a compulsorily retired batsman.

10.5.3 If there is more than 1 voluntary or compulsory retired batsman in an innings, they must return in the same order that they retired in.

10.5.4 If the new batsman is resuming their innings after they have been compulsorily retired, all the over limits on bowlers shall be removed.

10.6 ONE-DAY MATCH (25 OVER GAME) – U16 & U18

10.6.1 In One-Day Games each innings will be restricted to a MAXIMUM of 25 overs.

- a) However, if less than 25 overs are bowled in the first innings and the side has not been dismissed the side batting second shall receive only the same number of balls as has been bowled in the first innings.
- b) All junior matches are to be played out until scheduled finishing time (unless otherwise agreed to play on) to complete the allotted overs in order to maximize participation.
- c) If less than 15 overs are bowled due to time loss the days play will be declared abandoned.

10.7 TWO-DAY MATCH (40 OVER GAME) – U16 & U18

10.7.1 INNINGS:

- a) In a Two-Day match the MAXIMUM of 40 overs must be bowled by each side (this may require playing beyond the scheduled finishing time).
- b) The innings of the team batting first shall be compulsorily closed at the end of play on the first day if the team has not been dismissed, or play is not subject to the adverse weather rules.
- c) If a compulsory closure has occurred the side batting second, if not dismissed, shall be entitled to bat for ONLY the same number of balls which have been bowled to the side batting first.
- d) Where the team batting second has not been dismissed before the compulsory closure the match shall be decided by the number of runs scored in each first innings, irrespective of the number of wickets lost. If the adverse weather rules have been invoked, but the team batting second has passed the score of the team batting first, without being dismissed, then the team batting second will be declared the winners.
- e) If Time Loss Due To Weather rules have been invoked and the team batting second has not been dismissed and has not passed the score of the team that batted first, the match shall be declared a draw.
- f) If the team batting first is dismissed before the allotted 40 overs, the team bowling first shall be entitled to bat for the total overs for the day, less the overs faced by the team batting first, less 3 overs for a change of innings.
- g) On the second day, if the side batting second is not dismissed, a MAXIMUM of 40 overs must be bowled from the commencement of play for that day. This applies if the team which batted first on the first day was dismissed. In the event of the team batting second having been dismissed before the scheduled time, play will only continue until the scheduled stumps time.

10.7.2 DECLARATIONS

The captain of the team is allowed to close the first innings at any one time on the first day. Declarations may also be made on the second day at any time.

If a declaration takes place at any time, the time lost for change over shall be three overs, if a set number of overs is to be bowled, or 10 minutes if the game is to be finished at the scheduled stumps time.

10.7.3 FOLLOW-ON

A Follow-On can be enforced if the side batting second scored half or less than the number of runs scored by the side batting first.

JR 11. U/10 WGCA MATCH-DAY RULES

From 1st October 2017 the WGCA has adopted Cricket Australia's Junior Pathway Stage 1 Format for the Under 10 Grades and match day rules shall apply except as herein modified.

If Cricket Australia Junior Format rules are silent on a matter WGCA rules shall apply.

*Appendix

JR 12. U/12 WGCA MATCH-DAY RULES

12.1 From 1st October 2017 the WGCA has adopted Cricket Australia's Junior Pathway Stage 2 Format for the Under 12 Grades and match day rules shall apply except as herein modified.

If Cricket Australia rules are silent on a matter WGCA rules shall apply.

12.2

1-Day T20	2-Day 30 Overs
<ul style="list-style-type: none">• Boundary 45m• All players must bowl<ul style="list-style-type: none">- including wicketkeeper- extra players listed on Team Sheet.• Every player shall have bowled 1 over before anyone bowls their 3rd over.• Bowlers shall bowl from one end	<ul style="list-style-type: none">• Boundary 45m• All players must bowl.<ul style="list-style-type: none">- including wicketkeeper- extra players listed on Team Sheet.• Every player shall have bowled 1 over before anyone bowls their 4th over.• Bowlers shall bowl from one end.

*Appendix

JR 13. U/14 WGCA MATCH-DAY RULES

From 31st August 2021 the WGCA has adopted Cricket Australia's Junior Pathway Stage 3 Format for the Under 14 Grades and match day rules shall apply except as herein modified.

If Cricket Australia rules are silent on a matter WGCA rules shall apply.

13.1 U14 ZONED DIVISIONS (White)

1-Day T20	2-Day 40 Overs
<ul style="list-style-type: none"> • Boundary 50m • Batters shall retire at 30 balls faced. <ul style="list-style-type: none"> - Retired batters may return to the crease once all others have batted in the order they retired. - Refer to JR10.5 • All players must bowl. <ul style="list-style-type: none"> - Including wicketkeeper - Including Extra players listed on Team Sheet. • 6 balls per over (max 9, except last over where 6 legal deliveries are required) • Maximum 4 overs bowled per player • Every bowler must bowl one over prior to any bowler commencing their 3rd over. • Bowling shall change ends every 5 overs (10 if time requires) 	<ul style="list-style-type: none"> • Boundary 50m • Batters shall retire at 40 balls faced. <ul style="list-style-type: none"> - Retired batters may return to the crease once all others have batted in the order they retired. • Refer to JR10.5 • All players must bowl. <ul style="list-style-type: none"> - Including wicketkeeper - Including Extra players listed on Team Sheet. • 6 balls per over (max 9, except last over where 6 legal deliveries are required). • Maximum 6 overs bowled per player. • Every bowler must bowl one over prior to any bowler commencing their 4th over. • Bowling shall change ends every 5 overs (10 if time requires)



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13.2 U14 DIVISON 1

1-Day T20	2-Day 40 Overs
<ul style="list-style-type: none"> • Boundary 50m • Batters shall retire at 40 balls faced. <ul style="list-style-type: none"> - Retired batters may return to the crease once all others have batted in the order they retired. - Refer to JR10.5 • All players must bowl. <ul style="list-style-type: none"> - Including wicketkeeper - Including Extra players listed on Team Sheet. • 6 balls per over (max 9, except last over where 6 legal deliveries are required) • Maximum 4 overs bowled per player • Every bowler must bowl one over prior to any bowler commencing their 3rd over. • Bowling shall change ends every 5 overs (10 if time requires) 	<ul style="list-style-type: none"> • Boundary 50m • Batters shall retire at 60 balls faced. <ul style="list-style-type: none"> - Retired batters may return to the crease once all others have batted in the order they retired. • Refer to JR10.5 • All players must bowl. <ul style="list-style-type: none"> - Including wicketkeeper - Including Extra players listed on Team Sheet. • 6 balls per over (max 9, except last over where 6 legal deliveries are required). • Maximum 6 overs bowled per player. • Every bowler must bowl one over prior to any bowler commencing their 4th over. • Bowling shall change ends every 5 overs (10 if time requires)

*Appendix

13.3 COACHING DURING PLAY

13.7.1 In U14 Junior Team Managers / Coaches are permitted to assist their team captains with fielding and bowling changes during the course of a match, however they are expected to encourage their captains to learn how to make these decisions themselves

13.7.2 Refer JR19.4 Coaching During Finals



JR 14. U/16 WGCA MATCH DAY RULES

14.1 U16 ZONED DIVISIONS (White)

1-Day T20	2-Day 40 Overs
<ul style="list-style-type: none"> • Full Oval Size • Batters shall retire at 50 runs. <ul style="list-style-type: none"> - Retired batters may return to the crease once all others have batted in the order they retired. - Refer to JR10.5 • All players must bowl. <ul style="list-style-type: none"> - Excluding wicketkeeper - Including extra players listed on Team Sheet. • 6 balls per over (max 9, except last over where 6 legal deliveries are required) • Maximum 4 overs bowled per player • Every bowler must bowl one over prior to any bowler commencing their 3rd over. • Bowling may change ends every 5 overs (10 if time requires) • Fielding Restriction Zone as per JR7.2 	<ul style="list-style-type: none"> • Full Oval Size • Batters shall retire at 50 runs. <ul style="list-style-type: none"> - Retired batters may return to the crease once all others have batted in the order they retired. - Refer to JR10.5 • All players must bowl. <ul style="list-style-type: none"> - Excluding wicketkeeper - Including extra players listed on Team Sheet. • 6 balls per over (max 9, except last over where 6 legal deliveries are required) • Maximum 6 overs bowled per player • Every bowler must bowl one over prior to any bowler commencing their 4th over. • Bowling may change ends every 5 overs (10 if time requires) • Fielding Restriction Zone as per JR7.2

14.2 U16 DIVISION 1

1-Day T20	2-Day 40 Overs
<ul style="list-style-type: none"> • Full Oval Size • Batters shall retire at 50 runs. <ul style="list-style-type: none"> - Retired batters may return to the crease once all others have batted in the order they retired. - Refer to JR10.5 • All players must bowl. <ul style="list-style-type: none"> - Excluding wicketkeeper - Including extra players listed on Team Sheet. • 6 balls per over (max 9, except last over where 6 legal deliveries are required) • Maximum 4 overs bowled per player • Every bowler must bowl one over prior to any bowler commencing their 3rd over. • Bowling may change ends every 5 overs (10 if time requires) • Fielding Restriction Zone as per JR7.2 	<ul style="list-style-type: none"> • Full Oval Size • Batters shall retire at 70 runs. <ul style="list-style-type: none"> - Retired batters may return to the crease once all others have batted in the order they retired. - Refer to JR10.5 • All players must bowl. <ul style="list-style-type: none"> - Excluding wicketkeeper - Including extra players listed on Team Sheet. • 6 balls per over (max 9, except last over where 6 legal deliveries are required) • Maximum 6 overs bowled per player • Every bowler must bowl one over prior to any bowler commencing their 4th over. • Bowling may change ends every 5 overs (10 if time requires) • Fielding Restriction Zone as per JR7.2

*Appendix

- a) A maximum of only 9 balls can be bowled in any one over save for the last over.

14.3 COACHING DURING PLAY

14.3.1 In U16, Junior Team Managers/Coaches may only suggest to their Team Captains, fielding & bowling changes when necessary, during the course of a match, in Home & Away matches only, however they are expected to encourage their team captains to learn how to make these decisions themselves.

14.3.2 Refer JR19.4 Coaching During Finals

JR 15. U/18 WGCA MATCH DAY RULES

15.1 T20 COMPETITION - STAGE 3

From 1st October 2020 the WGCA has adopted Cricket Australia's Junior Pathway Stage 3 Format for U18 T20 match day rules shall apply except as herein modified.

- a) Each player shall compulsory retire at 40 balls faced.
- b) Team Names shall be family appropriate and approved by the Junior Management Committee.

15.2 COACHING DURING PLAY

15.6.1 It is expected that the team Captain should be able to make all game related decisions during the course of play. Junior Team Managers/Coaches are only permitted to make suggestions to their team captains to ensure fair & even participation.

15.6.2 Refer JR19.4 Coaching During Finals

JR 16. ALL STAR GIRLS COMPETITION

The Junior Playing Rules WGCA shall apply except as herein modified

16.1 GRADES

- a) U14 Stage 1 and Stage2 T20 Formats
- b) Players are to be under the age of 14 years, on the 1st of September at the commencement of each season.

16.2 HOURS OF PLAY

- a) All matches will be played on Monday evenings and shall commence at 5.15pm and conclude at 7.30pm.
- b) Starting times may be varied if provided both clubs agree.

16.3 MATCH BALL

16.3.1 STAGE 1 FORMAT

As per CA Stage 1 Modified Ball Guidance (V18/19) all teams are to use the Kookaburra Star (Previously Rookie) as the match ball.

- Kookaburra Star Ball - PINK 137g 22cm

16.3.2 STAGE 2 FORMAT

As per CA Stage 1 Modified Ball Guidance (V18/19) all teams are to use the Kookaburra Colt 142g (WGCA Stamped)

JR 17. TIME LOSS DUE TO WEATHER

17.1 ONE-DAY MATCH

17.1.1 In cases of legitimate time loss, the minimum over rate shall be reduced at the pro-rata rate of two balls per minute of time lost.

17.1.2 If less than 15 overs are bowled on the first day due to time loss the days play will be declared abandoned.

17.2.1ST DAY OF A TWO-DAY MATCH

17.2.1 On the first day any time lost up to 30 minutes due to adverse weather, shall result in two balls per minute lost, being deducted from the minimum 40 overs for the day.

17.2.2 In the event of a two-day match being interrupted by more than 30 minutes of bad weather on the first day, the team batting first will not be forced to close its innings at the scheduled close of play unless it is dismissed. The team has the option of continuing its innings into the next day of play up to the completion of the 30th over from the start of the match. The side batting second shall receive only the same number of balls as the first side.

17.2.3 If less than 15 overs are bowled on the first day due to time loss the days play will be declared, abandoned and a one-day match will be played on the second day.

17.3 2ND DAY OF A TWO-DAY MATCH

17.3.1 Any time lost up to 30 minutes shall be made up by playing only beyond the normal finishing time until the lost time is made up. This applies for a first innings decision only. Rule JR.10.7.1c will still be adhered to.

17.3.2 If the second day is interrupted by more than 30 minutes of bad weather, there will be no requirement for the bowling side to bowl beyond the scheduled finishing time.

The side batting second, if not dismissed, will be declared the winners if it has passed the score of the side batting first. If the side batting second, provided it is not dismissed, does not pass the score of the side batting first the match shall be a draw.

17.3.3 If the side bowling second completes the minimum overs prior to the scheduled finishing time, then the side scoring the most runs shall be declared the winner.

JR 18. MATCH DAY RESULTS

18.1 MATCH POINTS - As per WGCA By-Law9 Match Points

18.2 MATCH DISPUTES - As per WGCA By-Law14 Disputes

JR 19. JUNIOR FINALS

19.1 ELIGIBILITY

To be eligible to play in Junior Finals a player must have played (batted and/or bowled) four (4) or more Home & Away Games in that Grade or lower in that season.

19.2 SEMI-FINAL MATCHES

19.2.1 The U12 grade shall all be played on the Thursday and Friday evenings of the same weekend as the senior semi-finals under the same playing conditions as all Junior Home & Away matches.

19.2.2 The U14, U16 and U18 grades shall all be played on the Saturday and Sunday mornings of the same weekend as the senior semi-finals under the same playing conditions as all junior Home & Away matches with the exception.

19.2.3 If no first innings result is achieved or if the result is a tie, then the team finishing higher on

the Home & Away Ladder shall proceed to the Grand-Final.

19.3 GRAND FINALS

19.3.1 Will be played under the same conditions as semi-finals except, no wet weather rules will apply. Two extra WET WEATHER days play will be allowed to gain a result.

19.3.2 If no first innings result has been reached after two extra days or if the result is a tie the team finishing higher on ladder at the end of the Home & Away season shall be declared the premier side.

19.4 COACHING DURING FINALS

19.4.1 U14 matches, Junior Team Managers / Coaches are permitted to assist their team captains with fielding and bowling changes during the course of a match, however they are expected to encourage their captains to learn how to make these decisions themselves

- The Coach May Give a Quick Directive To The Captain At The 5 Over Breaks.

19.4.2 In U16 coaching will not be permitted during finals matches.

19.4.3 In U18 coaching will not be permitted during finals matches.

19.5 GROUND MAINTENANCE DURING FINALS

As per WGCA By-Law 10.5 Ground Maintenance During Finals

JR 20. FITNESS FOR PLAY - GROUNDS

20.1 Player safety MUST be the primary element when making any decisions on whether matches should go ahead or continue, not ladder positions, after all, what good is making finals or winning a premiership if somebody is seriously injured or worse in the process.

- Adverse Weather
- Light

20.2 Should a club consider their home ground is unfit for play for any reason they should contact the visiting club as soon as possible and notify the Fixtures Coordinator thereafter.

- a) In the event of a dispute regarding the fitness of grounds for junior matches, where official umpires are not in attendance, teams are to appeal to the Rules Liaison Officer for a decision.

20.3 ABANDONMENT OF PLAY

20.3.1 The Board of Management reserves the right to declare any cricket round Abandoned if the weather or grounds are unsuitable for play to commence.

20.3.2 Should a game be abandoned on the first day of a 2-Day round, then the match shall revert to a 1-Day game on day 2 of the round.

20.3.3 Should a game be abandoned on the 2nd day of a 2-Day game, or in the case of a 1-Day game, then the match shall be declared a draw unless a result has already been achieved on a previous day's play, in which case the result shall stand

20.3.4 Refer to

- JR1 Adverse Weather Conditions
- JR8 Hours of Play

20.4 CHANGES OF VENUE

Clubs may, by mutual agreement, play on a ground more convenient than that settled by the draw, or on a day other than that shown on the draw, provided that all matches between the same teams shall be subject to the same arrangement.

- Notice of change of venue to be sent to the WGCA Fixtures Coordinator.

JR 21. TEAM MANAGERS / COACHES

21.1 MANDATORY REQUIREMENTS:

- Coaches and Team Managers must have a current WWCC. (Refer By-Law 18 WWCC)

- Coaches must have a minimum Community Coaching Accreditation (Level 1).

21.2 MATCH DAY MANAGEMENT

21.2.1 Team Managers / Coaches shall be permitted on the ground in the capacity of umpires: -

- Where an official umpire is attending, they shall Umpire at Square Leg when their teams are Batting.
- They may only address their players in between overs, unless dealing with an immediate safety issue. This is to avoid any time wasting during an over.

21.2.2 Team Managers and Coaches should at all times encourage equal participation by all players.

21. 2.3 Unusual / uneven numbers of players may require redistribution of overs per batter or bowler.

Team Managers / Coaches are expected to do so with a view to equal participation.

JR 22. MATCH DAY DUTIES

22.1 GAME DAY and TRAINING CHECKLIST

- Shall be completed prior to the start of the first game of the day.
 - Form available WGCA Website
 - Marsh Cricket App
- Only one checklist per Game Day is required unless conditions change (i.e. Rain), and checklist shall be reviewed, or another Checklist can be completed.
- Refer By-Law17 Game Day & Training Checklist

22.2 HOME TEAM

- Shall provide drinks for players during Drink Break.
- Shall ensure there are shaded areas, sunscreen and clean drinking water are available.
- Shall ensure a First Aid Kit and ice are available.

22.3 TEAM SHEETS

22.3.1 Team Selection needs to be entered into MyCricket by the day prior to match day to allow teams who will be scoring offline, to download the match before traveling to the match.

22.3.2 A team sheets from Scorebooks or MyCricket Team List printout shall be signed by both clubs and should be kept in the score book.

- No alteration shall be made without the consent of the opposing club. The sheet will be shown to any official umpire(s) present at the toss.
Any player not entered on the team sheet shall not bat, bowl, or keep wickets.

22.4 SCORING

22.4.1 E-SCORING

- Away Team is responsible for completing the scorebook
- A photo of score card should be taken if only one scorebook used.
- Match must be saved, unlocked and exit, before closing the app.

22.4.2 Scores should work in partnership and continually check both scorecards match

22.4.3 Scorers should communicate with umpires, particularly at times when a wicket falls to ensure they are ready prior to the umpire resuming the match.

22.4.4 SCORE BOOK

- a) At the conclusion of each day's play the officiating umpires and both Captains or Coaches/Team Managers shall sign each score book.

JR 23. MATCH DAY - CONDUCT & MAINTENANCE OF ORDER

23.1 Clubs shall be held responsible for the conduct of Players, Parents, Team Officials, Club Officials, Volunteers and Spectators before during and after games.

23.2 The Team Manager and/or Coach of each junior team are responsible for player and parent behaviour during all matches and training sessions.

23.3 Players, Parents and Team Officials are responsible for their behaviour.

- WGCA Code of Conduct
- WGCA Junior Player Code of Behaviour
- WGCA Parent/Guardian Code of Behaviour
- WGCA Members Protection Policy
- CA Safeguarding Children & Young People Policy

23.4 A player can be ordered off the ground for the rest of the innings by an official umpire or where both coaches/managers agree there has been misconduct on the part of the player.

- a) If the player ordered off is a batsman, he will be recorded as dismissed. If the player ordered off is a bowler or fielder, he cannot be replaced by another player and cannot bowl again in the innings.

23.5 Misconduct can constitute abusive language to another player or umpire, intentional physical contact to another player and threatening or intimidating conduct towards another player, umpire or official.

- a) It is expected that both coaches/managers shall prevent incidents escalating to make this rule necessary.

23.6 SMOKING

By law, smoking is banned within 10 metres (about two car lengths) of any public outdoor sporting venue during an organised under-18s event.

<https://www2.health.vic.gov.au/public-health/tobacco-reform/smoke-free-areas/childrens-recreational-areas-smoke-free>

JR 24. REPRESENTATIVE CRICKET

UNDER REVIEW

JR 26. REFERENCES

- WGCA Constitution, Local Rules, By-Laws, and Policies
- Well Played CA Playing Policies and Community Guidelines
- CA Junior Pathway
- Play by the Rules

JR 27. ADOPTION DATE

27.1 This version of Junior Playing Rules of the W.G.C.A. was adopted at the Delegates Affiliation Meeting of the WGCA, held on 31/08/ 2021.

Previous Version 2019