

Western Region Junior Cricket Association Playing Rules 2024/25

Statement of Purpose

The purpose of which the incorporated association is established is:

- To promote, control and manage, free from any objectionable feature, all matches between the clubs comprising this association
- To promote and advance the game of cricket in the western metropolitan region of Melbourne and adjacent area's
- To support the personal development of local young people, through their participation in cricket
- To foster a better acquaintance and social spirit amongst the members of the various clubs.

Affiliation to Victorian Metropolitan Cricket Union (VMCU)

The Association shall be affiliated with the VMCU and notwithstanding anything stated or implied in the WRJCA Constitution or the Rules of the Association, shall abide by the Constitution, Member Protection policies and Rules of the VMCU.

Intent

The intent of the following rules is to:

- (A) Ensure that all players, regardless of their degree of cricketing skill, are given equal opportunity to participate in each match and
- (B) To provide the opportunity to broaden their skills under match conditions

The use, throughout the text, of pronouns indicating the male gender is purely for brevity. Except where specifically stated otherwise, all provisions of these rules and bylaws are to be read as applying to all participants equally. This includes umpires, coaches, club personnel, parents and spectators.

Laws of Cricket

Except as herein modified, the current Laws of Cricket as adopted by the Victorian Metropolitan Cricket Union shall apply to all matches conducted by the Association.

The normal start date for the season shall be the second weekend of October. The start date can be varied on approval of WRJCA Executive.

Either one (1) morning, two (2) mornings, one (1) evening or two (2) evenings shall be allocated for each round of the programmed series of matches (home and away games).

The WRJCA have adopted the 2017 (3rd edition) changes to the Laws of Cricket with the following exceptions: -

Law 1.2	(nominating replacement players)	Not applied	This is not in relation to sub-players
Law 21.7	(ball bouncing)	Not applied	Please refer WRJCA Rule 15 (2)
Law 24	(Player interchange)	Not applied	Please refer WRJCA Rule 6 (4)
Law 41.	(Mock Fielding)	Not applied	
Law 41.16	(Mankad)	Not applied	Please refer WRJCA Rule 17
Law 42.	(Player Conduct).	Not applied	WRJCA & VMCU Codes of Conduct shall apply.

General Rules

Any matters or questions that arise and are not covered by these by-laws or the rules of cricket shall be determined by the Administrator. The determination by the Administrator of administrative match day issues including, but not restricted to, ground allocation, match scheduling and umpire appointments are not subject to appeal.

Where adverse weather or other circumstances have significantly interfered with a season, the WRJCA Executive may, at their discretion, adjust the published fixture as deemed necessary to give a full and fair competition.

Junior by-laws are to be read in conjunction with the specific age group rules.

The Spirit of Cricket

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but within the Spirit of Cricket.

Any action which is seen to abuse this Spirit causes injury to the game itself.

The major responsibility for ensuring the Spirit of fair play rests with the players and their coaches.

Responsibility of players and junior coaches

The players and junior coaches are, at all times, responsible for ensuring that play is conducted within the Spirit of the Game as well as within the Laws of Cricket and the laws of this Association.

Fair and unfair play

According to the Laws of Cricket, the umpires are the sole judges of fair and unfair play.

The umpires may intervene at any time, and it is the responsibility of the captain (junior coach) to take action where required.

The umpires are authorised to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they may consider unfair or in violation of the Spirit of Cricket

The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team
- The role of umpires
- The game's traditional values

It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language toward an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
 - To appeal knowing the batsman is not out.
 - For players and/or teams to engage in extended appeals
 - For players and/or teams to engage in 'sending off' an opposition player
 - To advance towards an umpire in an aggressive manner when appealing
 - To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

THERE IS NO PLACE FOR ANY ACT OF VIOLENCE ON OR NEAR THE FIELD OF PLAY.

Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

Rule 1

The Western Region Junior Cricket Association (the Association) shall provide competition in the following age Groups – Under 18, Under 17 1/2, Under 15, Under 13 and Under 11 including an Under 11 Cubs “not for points” competition and/or any other age groups agreed upon at a Pre-Annual General Meeting.

To participate in the U18 age group in 2024/25 the player must have a DOB after or including 1 SEPTEMBER 2006.

To participate in U17 ½ age group in 2024/25 the player must have a DOB after or including 1 MARCH 2007.

To participate in U15 age group in 2024/25 the player must have a DOB after or including 1 SEPTEMBER 2009.

To participate in U13 age group in 2024/25 the player must have a DOB after or including 1 SEPTEMBER 2011.

To participate in U11 age group in 2024/25 the player must have a DOB between 1 SEPTEMBER 2013 and 1 SEPTEMBER 2016.

To participate in U10 Cubs age group in 2024/25 the player must have a DOB between 1 SEPTEMBER 2014 and 1 SEPTEMBER 2017.

The minimum age for any player to participate in the Under 10 Cubs age group is 7 years at 1 September 2024. A player may start to play in Under 11 at any time after turning 8 years of age.

Dispensations

Clubs can apply to the Administrator for dispensation for players to play out of their age group.

Application for dispensation shall be made on the ‘Dispensation Request form downloaded from our website.

For example:

- If there are insufficient players to field a side.
- If it is deemed by the Club that a player’s development would benefit from more time in that grade
- If the player has physical and/or intellectual challenges
- Clubs can have up to a maximum of 2 players per side with a current, approved dispensation.
- There will be no dispensations granted in the U 18 or U17 1/2 age group unless the player has a medical condition and obtains approval from the Administrator.
- Each case will be decided upon its merit by the Administrator.
- **Female players-** Upon application to the Administrator, female cricketers may play in grades up to two years below their age.
- Clubs must apply annually to renew any dispensation if still required.

No player will be permitted to play in a lower age group, while the dispensation application is pending, without the authorisation of the Administrator.

Rule 2 HOURS OF PLAY

In the event that there is no umpire present, and a dispute arises over playing conditions and/or commencement time, both teams shall remain at the ground until the Administrator has been contacted and a decision has been made. Failure to do so may result in a fine or loss of match points.

PLEASE REFER TO COMPETITION RULES BY AGE GROUP FOR FURTHER DETAILS.

Rule 3 ADVERSE WEATHER CONDITIONS

Adverse weather shall include rain, bad light, lightning and/or excessive heat as described below and any other weather or environmental condition which may put players and/or officials at risk of harm.

Where adverse weather has **delayed** the start of play, players shall remain at the ground for 60 minutes from the scheduled start time unless both coaches agree to abandon the match earlier.

Where adverse weather has **interrupted** play, players shall remain at the ground for 30 minutes (no later than the scheduled close of play) to see if conditions improve and play can continue.

1 THUNDERSTORMS AND LIGHTNING Please refer to complete policy on WRJCA website.

- (1) (a) Suspension of play due to **lightning**.

Suspension of play should follow the “30/30” rule. Play should stop when the flash to bang count is 30 seconds indicating that lightning is 10 kms away and that there is significant risk that the next lightning strike could be at the observer’s location.

Play should be suspended, and all players and supporters moved to designated safe shelters.

- (b) It is the responsibility of coaches and umpires to ensure monitoring of the conditions and the safety of players
 - (c) It is the responsibility of the home side coach to ensure weather conditions are monitored responsibly and that players are quickly moved to safe shelter
 - (d) Resumption of play after lightning.
Play shall not resume until after 30 minutes has elapsed from the last lightning strike.
- (2) (a) Suspension of play due to **thunderstorm**.
Play should be suspended immediately and remain suspended while a thunderstorm is active in the immediate vicinity of the match. Players and supporters should move to safe shelter.
- (b) Resumption of play after thunderstorm.
Play can only resume when risk of lightning strike has passed (see (1)(b) above).
The ground surface must be inspected by umpires and both coaches and deemed safe for play by umpires or coaches in the absence of any umpire.
- (3) **Safe shelters** include a car or large substantial building (with electricity) to provide a safe current to ground.
- (4) **Unsafe shelters** and locations include open fields, trees, tents, benches or under umbrellas. It is recommended that mobile phones not be used during thunderstorm activity.

2 EXCESSIVE HEAT

On days when high temperatures are forecast, temperature shall be monitored on the half hour from 30 minutes prior to the scheduled start of play through to 30 minutes prior to the scheduled end of play by reference to Bureau of Meteorology website. The temperature advised at Laverton shall be the reference point.

Play shall neither commence, continue nor resume until the temperature is less than 36.0degC.

PENALTY FOR CONTRAVENTION OF RULE 3 SHALL BE LOSS OF MATCH POINTS AND A POSSIBLE FINE.

The number of points and the amount of the fine shall be determined by the WRJCA Executive. Both teams will be penalized.

3 (A) ONE DAY MATCHES

- (a) If play has been interrupted by adverse weather conditions in the aggregate for ten (10) minutes or less in the first batting period, the innings shall continue if conditions permit:

Providing it is not dismissed, the team batting first shall have its innings compulsorily closed after the bowling of the regulation number of overs or at the completion of the over in progress at the regulation change of innings time. See Age specific rules for details.

- (b) If play has been interrupted by adverse weather conditions in the aggregate for ten (10) minutes or less in the second batting period, the innings shall continue if conditions permit.

If the innings of the team batting first has been closed by compulsory closure, the team batting second shall, if it is not dismissed, be entitled to receive the same number of overs as was bowled to the opposition. See Age specific rules for details.

If the team batting first was dismissed, the team batting second shall, if it is not dismissed, be entitled to receive the regulation maximum number of overs for its age group. See Age specific rules for details.

- (c) If play has been interrupted by adverse weather conditions in the aggregate of more than ten (10) minutes during the first batting period and a resumption of play is possible, each team shall be entitled to receive an equal number of overs.

The number of overs completed by the regulation change of innings time shall be added to the total number of overs remaining for the day and divided in half.

The team batting first shall continue its innings unless dismissed, until the reduced number of overs has been received.

For example: (this example uses a 24 over game – please adjust for your age group)

Team batting first T1, has received 10 overs before weather interruption.

Play resumes and a further 10 overs are completed before the scheduled change of innings time.

The 20 overs already played is added to the total remaining overs for the match $20 + 24 = 44$

Both teams are entitled to 22 overs each.

Team 1 continues their batting innings for a further 2 overs at which point their innings is compulsorily closed unless dismissed.

A 10-minute change of innings is taken at this point.

Team 2 has 22 overs to complete the match.

A minimum of 15 overs per side constitutes a match.

If there are further weather interruptions during the second batting period, Team 2 may elect to chase the target score in less than 15 overs.

(B) TWO DAY MATCHES

- (a) If play has been interrupted by adverse weather conditions in the aggregate for thirty (30) minutes or less on the first day, the innings shall continue if conditions permit:

Providing it is not dismissed, the team batting first shall have its innings compulsorily closed after the bowling of the regulation number of overs or at the completion of the over in progress at the regulation change of innings time. See Age specific rules for details.

- (b) If play has been interrupted by adverse weather conditions in the aggregate for thirty (30) minutes or less on the second day, the innings shall continue if conditions permit: -

If the innings of the team batting first has been closed by compulsory closure, the team batting second shall, if it is not dismissed, be entitled to receive the same number of overs as was bowled to the opposition.

If the team batting first was dismissed, the team batting second shall, if it is not dismissed, be entitled to receive the regulation maximum number of overs for its age group. See Age specific rules for details.

- (c) If play has been interrupted by adverse weather conditions in the aggregate of more than thirty (30) minutes during the first batting period, each team shall be entitled to receive an equal number of overs.

For example: - This example has been calculated on a 50 over game. Please adjust for Friday 48 over games.

Team batting first T1, has received 10 overs before weather interruption.

Play resumes and a further 20 overs are completed before the scheduled close of play, total of 30 overs on Day 1.

The number of completed overs from Day 1 is added to the total number of overs scheduled for Day 2 (50) giving a total available for the match of 80 overs – 40 overs each.

On Day 2, Team 1 continues their batting innings for a further 10 overs at which point their innings is compulsorily closed unless dismissed or declared prior.

Team 2 has 40 overs to complete the match.

A minimum of 15 overs per side constitutes a match. Team 2 may elect to chase the target score in less than 15 overs.

A very speedy change of innings is recommended.

- (d) No further adjustment to the number of overs shall be made for change of innings.
- (e) If play has been interrupted by adverse weather conditions in the aggregate of more than thirty (30) minutes on the second day, play shall continue, if conditions permit, under “ordinary conditions” as described in Age specific rules, Team 2 may elect to chase the target score in less than 15 overs.
- (f) If no result can be reached due to further interruptions the match shall be declared drawn.
- (g) If no play is possible the match shall be drawn.
- (h) If no play is possible on the first day of a two-day match, the game shall revert to one day conditions for Day 2.

Rule 4 COMPULSORY CLOSURE

- (1) The team batting, provided it has not been interrupted by more than 10 minutes (one day) or 30 minutes (two day) shall compulsorily close its innings at stumps on the first day or, in a one-day game, at the completion of the allocated overs for that match or at the time specified.

Where loss of play on the first day of a 2-day game, is in the aggregate thirty (30) minutes or more due to adverse weather (refer Rule 3) the innings of the side batting first shall be compulsorily closed at the completion

of the re-calculated number of overs.

- (2) Where the match has not been interrupted by adverse weather conditions in the aggregate of more than thirty (30) minutes on either day of a 2 day match, the match shall be decided by the number of runs scored in each innings irrespective of the number of wickets lost providing the side batting second has received at least the same number of overs as the side batting first, without being dismissed.
- (3) If an innings is declared closed or is compulsorily closed under Age specific rules and/Rule 3, the team will be considered to have lost only the number of wickets that have actually fallen. If, however, an innings cannot be continued due to injury, illness or absence of a player or players, the team shall be deemed "all out".
- (4) For compulsory closure conditions in a one-day game, please refer to Age specific rules and Rule 3.

Rule 5 FORFEIT TIME

- (1) A team not able to start at a time of thirty minutes after the time set down for the start shall forfeit the match to the opposing team.
- (2) The team giving the forfeit or walkover shall be given no points for that round
- (3) The team receiving the forfeit or walkover shall be allocated maximum points scored in that round, in that grade.
- (4) If a Club has 2 or more teams entered in the same age level, the Association shall insist that the highest graded team is filled with players first. i.e. the teams be filled from the top down.
- (5) In the event of a complete round being called off, Rule 5 will not apply
- (6) A team forfeiting a match shall pay all match expenses e.g. umpires fee if applicable
- (7) Any team that forfeits the first three (3) matches of the season shall be deemed to have withdrawn the team
- (8) Any Club withdrawing a team after affiliations have been levied shall forfeit the affiliation paid for that team.

Rule 6 DEFINITION OF A TEAM

- (1) In all grades other than Under 11, a team shall consist of at least seven players. A team unable to muster at least seven players within thirty minutes of the scheduled start shall forfeit the match to the opposing team. Such a forfeit shall be on the direction of the supervisors acting either on their own initiative or after appeal by the non-defaulting team's supervisor. Please also refer to Rule 1 of Age specific rules.
- (2) A forfeit may be avoided by using the "Exchange of Player" rule and is strongly encouraged. Refer General Rule # 7.
- (3) A club unable or refusing to play a match or any part thereof shall notify by phone, the supervisor or secretary of the opposition not later than the day before the match, whether it be the first or second day of the match. The Administrator shall also be notified. Failure to notify the Administrator of a forfeit within 30 minutes of the scheduled start of play will incur a \$50 fine.

Where a WRJCA umpire is in attendance at a match which is subsequently forfeit, he shall be paid \$30 by the forfeiting club.

- (4) In all grades of Under 17 1/2 and Under 15 up to twelve (13) players may participate in a match. Please refer to Age Specific rules for further information.

While only 11 players may be on the field at one time, there shall be no limit to the number of rotations of the balance of players in the team providing the rotations do not interrupt the game. All players must be listed on the team sheet or listed on PlayHQ prior to start of match. Please refer Rule 28.

Ten wickets shall constitute the end of an innings. Please refer to Age Specific rules for further information.

- (5) The use by the fielding team of any sub fielders, at any time shall be reported to the umpire, opposing Captain and Coach.

The number of sub fielders (i.e. players not entered on a team sheet) at any one time shall not exceed two (2).

"Sub Players" are those players who are not part of the selected team and not listed on the team sheet, who may participate as temporary fielders to cover short term absences by team listed players. Up to 2 sub players can be used without challenge to cover for illness or injury incurred during the match to team listed players. The use of sub players must always be brought to the attention of the opposition captain and coach before the player takes the field. The need for a sub for circumstances other than illness or injury must be approved by the

opposition captain and coach. The sub players can only field, i.e. cannot bat, bowl or wicket keep. Any catches or runouts by the sub player shall be recorded as "Caught SUB (Name)" etc. and personal stats shall not be recorded in PlayHQ. The sub player must comply with the age group restrictions, and he/she must be a PlayHQ registered player.

- (6) No player may actively participate (bat, bowl and/or wicket keep) in two WRJCA matches that have been scheduled for the same dates and times without the prior permission of the Administrator. This also includes matches where the start times are up to 30 minutes earlier or later.
Any club found to be in breach of this provision shall be liable to the loss of match points as determined by the WRJCA Executive and a possible fine.

Rule 7 EXCHANGE OF PLAYER

- (1) In the event of a team having less than the ideal number of players in any match and the opposing team having additional players, the opposing team may loan players to the other team. Clubs are strongly encouraged to do this and reinforce to all players the Spirit of the Game.
- (2) These players are permitted to bowl and bat, but the word SUB is to appear beside their name in both the scorebooks and on PlayHQ.
- (3) The substitute's batting and bowling figures are to be counted as though they were batting and bowling for the club to which they were loaned. However, for the purpose of Association averages, their figures are to be included in the player's personal statistics.

Rule 8 CHANGE OF VENUE

A team desiring to play on days or grounds other than those laid down in the fixture must apply for and obtain the agreement of the opposition and Administrator at least 24 hours prior to the match.

If agreement between clubs can be reached, Under 17 1/2 matches and Under 15 matches can be moved to a turf wicket of good standard for home and away games.

The team making such a request automatically becomes the home club and assumes all the home club responsibilities.

Refer General Rule # 42

Rule 9 FIXTURING

- (1) The appropriate number of grading games will be decided by the WRJCA Executive at the start of each season.
- (2) The WRJCA Executive will allow for Under 11 teams (that share a ground with Under 13 or older teams) to play two games at home and two away to fit in with ground sharing.
The Executive has the power to compel teams to accept the initial grading and re-grading of teams in an effort to eliminate byes and to encourage an even competition.
- (3) Any In2cricket or T/20 Blast programs wishing to enter a team/s in the under 11 Cubs' competition after the Christmas break can apply to the Administrator.

Rule 10 BYE

Points allocated to teams having a bye during the season will be the maximum points earned by competing teams in that round in that grade.

Rule 11 FOLLOW-ON

If a team is leading its opposition by eighty or more runs at the end of the first innings it can invoke a follow-on.

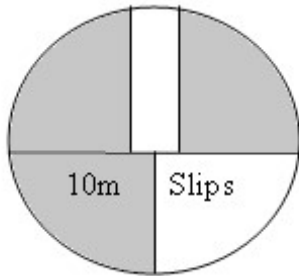
The follow-on can only be enforced in Under 17 ½ and Under 15 two-day games.

Rule 12 SAFETY ZONE

- (1) In Under 18, Under 17 ½, Under 16 Girls, Under 15 and Under 13 - no player shall be permitted to field closer to the batsman than one half of the pitch's length (10) ten metres from the striker's centre stump.

The restricted area shall extend from point position anticlockwise through an angle of 270 degrees to a position half a pitch's length behind the centre stump.

That is, only the keeper and slips cordon and gully are permitted to field closer than half a pitch length away.



Reverse for a left-handed batsman.

- (2) In Under 13 Girls and Under 11 grades, no player shall be permitted to field closer to the batter than 15 metres from the striker's centre stump other than the wicketkeeper.
- (3) Either umpire must prevent the ball from being bowled until this area is clear.
- (4) Should a player enter the safety zone as the ball is being bowled and before it is played, either umpire will call a no ball.
- (4) Fielders may not enter the fielding restriction arc until the batsman has completed his/her shot.

Rule 13 HELMETS

- (1) Batters MUST wear an approved helmet with visor/grille whilst batting in ALL AGE GROUPS
- (2) It is COMPULSORY for wicketkeepers in ALL AGE GROUPS to wear a helmet at all times while wicketkeeping.
If the wicketkeeper fails to do so, the umpire shall call a stop to play until the keeper complies.
- (3) The wearing of a 'baseball catcher' style helmet by the wicketkeeper is permissible providing it performs at least the same function as a traditional helmet and is treated the same as the current helmet in cases where it may be struck during play.

Rule 14 RETIREMENTS

	One day	Two-day	20/20
Under 18	n/a	n/a	50
Under 17 1/2	50	100	50
Under 15	50	75	40
Under 13 & U16 girls	20 balls *	* please refer to U 13 Competition rules	
Under 11 & U13 girls	17 balls*	* Please refer to U 11 Competition rules	

- (1) In all Under 18, Under 17 ½ and Under 15 grades a player shall be compulsorily retired from batting immediately upon reaching the scores above, or at the score at the completion of the shot to reach the appropriate retirement score.
- (2) In all Under 18, 17 ½ and Under 15 grades, where retired batters may return at the fall of the last available wicket and continue their innings until dismissed or the innings is complete. Batters shall return in order of retirement.

Rule 15 NO BALL

Either umpire shall call a NO BALL for:

- (1) any delivery bouncing off the pitch or striking the side of the pitch
- (2) any delivery that bounces more than twice or rolls along the ground before reaching the popping crease
- (3) A delivery which bounces above shoulder height while the batsman is in an upright stance at the crease is illegal and shall be called no ball.

However, in U 18, U 17 ½ and U 15 a maximum of one such delivery per over, which bounces above shoulder height while the batsman is in an upright stance at the crease, is permitted and shall not be called NO BALL. Second and subsequent such deliveries in the same over shall be called NO BALL.

- (4) any delivery passing the batsman above waist height on the full while the batsman is in an upright stance at the crease irrespective of the pace of the delivery
- (5) A ball bowled from below the shoulder height of the bowler shall be considered an unfair delivery and the

Umpire shall call and signal a NO BALL.

Rule 16 WIDE

Any delivery pitched on the wicket that deviates so wide that, in the opinion of the umpire, it passes out of the reach of the batsman standing in a normal batting position, shall be called a wide as it passes the batsman's wicket. Please see U 11 Cubs for exceptions.

Rule 17 MANKAD

Mankad is not a valid method of dismissal in WRJCA.

In accordance with the Spirit of Cricket, coaches are instructed to encourage batsmen to remain behind the crease until the bowler is in his delivery stride.

Contravention of this instruction shall attract a first warning from the umpire and a second or subsequent infraction shall be deemed a "dead ball".

The WRJCA do not permit the awarding of penalty runs for infringement.

Any team misusing these provisions to interfere with the normal flow of a match risks having the match awarded against them.

Rule 18 POINTS

The final four will be determined by a points system. Points for home and away matches are:

- 10 points: -win outright, if also leading on first innings.
- 8 points: -win outright after a first innings tie.
- 6 points: -win on first innings.
-win outright after losing on first innings.
- 5 points: -tied match after two completed innings after a tie on first innings.
- 4 points: -outright loss after winning on first innings
- 3 points -Tie, a draw, or abandoned game on first innings.
- 2 points: - tie on first innings before losing outright.
- 0 points: -outright loss, loss on first innings.

Rule 19 ELIGIBILITY FOR FINALS.

PLEASE ALSO REFER Rule 27

- (1) Players must have actively participated in a minimum of five (5) home and away matches for his/her team to be eligible to play finals for that team. Active participation is determined as having batted, bowled or fielded in a game. U 18 comp requires 2 match minimum.
- (2) Eligibility for participation in finals will be assessed by looking at the competitions of each day as stand alone. Friday eligibility will be assessed as separate from Saturday (or any other day) eligibility.
- (3) A player may be selected to play finals in a higher grade (above their actual age group) providing the club holds documentation **authorised in writing** by a parent/guardian. This document must be made available to the WRJCA Administrator upon request.
- (4) To qualify for inclusion in a team for a finals match, the player must have played more games in that team than any other.
- (5) The above rules apply to "sideways" movements within a particular age group, i.e., a player must play more games in one team than the other in order to qualify. (For example: - U 13 B North and U 13 B South)
- (6) Examples:-
 - Player has played 8 games for the season, four in U 13 Fri A and four in U 13 B Friday. Player qualifies to play only in U 13 A for finals as he/she has not played more than half of his/her season in the U 13 B team.
 - Player has played 11 games for the season, six in U 13 A Fri and five in U 13 B Saturday. Player qualifies in both teams as each day's competitions are viewed as separate. In this circumstance, the player may also play in U 13 A Saturday if required but not in U 13 B Friday.
 - Player has played 5 games in Friday B North and 4 games in Friday B South. Player only qualifies to play in Friday B North.
 - In general, players can play 'up' a grade in finals subject to correct parent approvals.
- (7) If in any doubt as to a players' eligibility, please apply to Administrator in writing no later than 48 hours prior to the scheduled start time of the match. The Administrator has the authority to approve a player's finals participation in extenuating circumstances.

- (8) Qualification for finals may be adjusted by the administrator if irregular circumstances occur e.g. multiple washouts, extreme heat, etc.
- (9) Penalties for playing an ineligible player include loss of the game and/or a fine.

Rule 20 ELIGIBILITY FOR COMPETITION AVERAGES

Note: Competition averages do not include performances in finals.

(A) Under 18 T/20 batting

- (a) Bat in a minimum of 50% of home/away matches
- (b) Must score a minimum of 100 runs

Under 18 T/20 bowling

- (a) Bowl in a minimum of 50 % of home/away matches
- (b) Bowl a minimum of 80 balls
- (c) Take a minimum of 8 wickets

(B) Under 17 1/2 and Under 15 Batting

- (a) Bat in a minimum of six (6) matches
- (b) Score a minimum of 150 runs

Under 17 1/2 and Under 15 Bowling

- (a) Bowl in a minimum of six (6) matches
- (b) Bowl a minimum of one hundred and ninety-two balls (32 overs).
- (c) Take a minimum of fourteen (14) wickets.

(C) Under 13 and Under 16 Girls Batting

- (a) Bat in a minimum of six (6) matches
- (b) Score a minimum of 150 runs

Under 13 and Under 16 Girls Bowling

- (a) Bowl in a minimum of six (6) matches
- (b) Bowl a minimum of one hundred and fifty-six balls (26 overs)
- (c) Take a minimum of nine (9) wickets

(D) Under 13 Girls and 11points Batting Aggregate

- (a) Bat in a minimum of six (6) matches
- (b) Score a minimum of 120 runs

Under 13 Girls and Under 11 points Bowling Aggregate

- (a) Bowl in a minimum of six (6) matches
- (b) Bowl a minimum of seventy two balls (12 overs)
- (c) Take a minimum of eight (8) wickets.

Where a batsman has completed a season without being dismissed and has an aggregate of runs significantly greater than the aggregate of the batting average winner a supplementary WRJCA award may, at the discretion of the WRJCA Executive, be awarded.

Where a bowler has completed a season with a significantly higher number of wickets earned than the bowling average winner a supplementary WRJCA award may, at the discretion of the WRJCA Executive, be awarded.

In the event of any set of fixtures being completely abandoned, for example, where no play was possible for a complete round in any division of any grade due to adverse weather, eligibility for Competition averages will be reduced by one match for each complete abandonment.

The overs, runs and games required shall be adjusted proportionally.

Rule 21 TROPHIES

Trophies shall be awarded in all grades for batting and bowling except 'not for points' grades.

Trophies shall be awarded for a "Champion Player" in each grade except 'not for points' grades.

The points system for calculating the Champion Player shall be determined by the Administrator prior to each season. Winners shall be determined by reference to data on PlayHQ at the end of the home and away season.

It is the responsibility of Clubs to ensure the data is accurate and input by the prescribed time.

Rule 22 SEMI FINAL MATCHES

- (1) In Under 18 competitions, no semi-final will be played.
- (2) In all other grades where there are more than four (4) competing teams, the four teams that have obtained the highest number of match points at the end of the programmed series of matches shall compete in a semi-final round of matches.
- (3) First (1st) shall play fourth (4th) and second (2nd) shall play third (3rd).
- (4) Should either of the semi-final matches not reach a first innings decision within the provisions of these by-laws, or a tie has resulted, the winner shall be deemed to be the team finishing higher on the ladder at the end of the programmed series of matches.
- (5) All Clubs participating in final series matches must be financial by 9pm on the Wednesday preceding the match. Failure to do so will disqualify the teams from that Club from participating and their place will be taken by the next placed side in that grade.
- (6) The hours of play shall be as played during the home and away season unless specified otherwise by the Administrator, except for Friday night finals which will start at 5pm.
Where Under 17 ½ and Under 15 grades play a two-day format final, the game shall be played over the days as specified by Administrator.
- (7) Semi-finals will be played at the home ground of the first and second placed teams on the ladder at the completion of the programmed series of matches. All ground allocations will be subject to approval of the Administrator. If for any reason, a ground is deemed unsuitable an alternate ground shall be allocated by the Administrator.
- (8) The semi-finals will be played on a synthetic pitch which has been permanently laid over a concrete surface.
Where the first or second placed team cannot provide such a surface, an alternate ground shall be allocated by the Administrator.
- (9) The Administrator, in the absence of an Umpires Advisor shall appoint umpires to all semi-final matches.
Any shortfall may be made up from the pool of club volunteers. See Rule 33 (7).
- (10) One (1) morning or one (1) evening, two (2) mornings or two (2) evenings shall be allocated for semi-finals depending on age group and grade. No reserve days are allocated for semi-finals.
- (11) No player may actively participate (bat, bowl and/or wicket keep) in two WRJCA matches that have been scheduled for the same dates and times without the prior permission of the Administrator. This also includes matches where the start times are up to 30 minutes earlier or later.
Any club found to be in breach of this provision shall be liable to the loss of match points as determined by the WRJCA Executive and a possible fine.

Rule 23 GRAND FINAL MATCHES

- (1) For Under 18 competitions and any competitive grade where a semi-final round is not played, the two teams that have obtained the highest number of match points at the end of the programmed series of matches shall compete in the Grand Final. Where more than two teams achieve the same number of match points, ladder percentage will determine the top two teams.
- (2) In all other competitive grades where a semi-final round has been played, the two winning teams from the semi-final round shall play off in a Grand Final round. The first innings of the Grand Final must be completed subject to the provisions of General Rules 2 & 3
- (3) (a) For Under 18 competitions, Under 13 and Under 11 A competitions, Grand final matches shall be scheduled for one day of play.
(b) For Under 17 ½ and Under 15 competitions, Grand Final matches shall be scheduled for two days of play.
The winner of the Grand final shall be declared the Premier.
(b) Should the Grand final not reach a first innings decision within the provisions of these by-laws, or a tie has resulted, the winner shall be deemed to be the team finishing higher on the ladder at the end of the programmed series of matches.
- (4) All Clubs participating in Grand finals matches must be financial by 9pm on the Wednesday preceding the match unless advised otherwise by the Administrator. Failure to do so will disqualify the teams from that Club from participating in the Grand Final and the match will be awarded to the other competing side.

- (5) The hours of play shall be as played during the home and away season unless specified otherwise by the Administrator, except for Friday night finals which will start at 5pm.

Where Under 17 ½ and Under 15 grades play a two-day format final, the game shall be played over the days as specified by Administrator.

- (6) Grand Finals will be played on the best available ground. Grounds will be allocated by the Administrator. Effort shall be made to provide a suitable ground which is geographically central to both teams.
- (7) The finals will be played on a synthetic pitch which has been permanently laid over a concrete surface unless advised otherwise by the Administrator.
- (8) The Administrator, in the absence of an Umpires Advisor shall appoint umpires to Grand final matches. Any shortfall may be made up from the pool of club volunteers. See Rule 33 (7).
- (9) There shall be one (1) reserve date available. Details of reserve day use will be available at Grand Final coach meetings.

Rule 24 PENNANTS AND SHIELDS

The Association shall award pennants and medallions to the Premiers and Runners Up in each grade.

Rule 25 TRANSFERS AND CLEARANCES (TRANSFERS AND PERMITS in PlayHQ)

- (1) A player wishing to relocate from one club to another within the Association must first obtain a clearance (transfer in PlayHQ) from the outgoing club and a PlayHQ permit from the Association if that player has played in a WRJCA team within 3 years of the upcoming season. No player is to play for a club without a completed clearance (transfer in PlayHQ) and/or Administrator approval.
Penalties may be applied for playing an unauthorized/unregistered player.
- (2) The player's outgoing club must reply to clearance (transfer in PlayHQ) applications within ten days of PlayHQ dated receipt. Should the outgoing club fail to comply, the player shall be cleared subject to a permit being issued by the Administrator.
- (3) Clearances or transfers will be closed at 31 December each season. If a club is seeking a clearance or transfer after this date, they must apply in writing to the Administrator. Approval will only be granted in exceptional circumstances and at the discretion of the Administrator.

Rule 26 REGISTRATION

All new players MUST present a copy of their Birth Certificate (or other suitable proof of age document) to the Club at which they are registering.

A photocopy or electronic copy of the Birth Certificate (or other suitable proof of age document) is to be made available to the Administrator from the club on reasonable notice. Failure to comply may cost match points.

Rule 27 HIGHER GRADE PERMISSION

The WRJCA strongly recommend that all players participate in their natural age group whenever possible.

WRJCA advises that there is an increased risk of injury when playing one age group above his/her natural age group. Parent permission with club support is required.

All junior players playing in matches above their own age group must, on request, submit to the Administrator documentation signed by the player's parent or guardian which gives permission for the player to play above their natural age group. Failure to do so will incur a fine and possible loss of match points.

No player is to play more than one grade above his/her natural age group.

Rule 28 TEAM NOMINATIONS

- (1) All teams must be nominated in PlayHQ 24 hours prior to the match start time. The coach, captain and wicketkeepers should be designated in PlayHQ at the time the team is being entered.
- (2) Team nominations can be submitted in PlayHQ for a stand-alone, washed-out match or in the case of a forfeit. In the event of an entire round being called off team sheets should not be entered in PlayHQ. The match is entered as "abandoned" in PlayHQ.
- (3) In two-day games, an amended team sheet / PlayHQ player list can be submitted, if on the first day a team played short.
The amended team sheet/ PlayHQ player list MUST have all the names that were on the first team sheet and any new players.
- (4) The nominated non-batsman and non-bowler for each innings (where applicable) shall be clearly noted next to

the player's name.

Rule 29 INSURANCE

It is the responsibility of each Club to provide adequate insurance for its players.

An electronic copy of each Club's Certificate of Currency shall be forwarded to the Administrator each season prior to the 31st October of each year. Failure to do so will incur a \$50 fine.

Rule 30 AFFILIATION

For each team, Clubs shall pay the fee set by the Association at the start of each season.

Withdrawal of a team after publication of fixtures will result in the forfeit of the full team affiliation amount.

Rule 31 MATCH REPORTS

- (1) The match details shall be entered into PlayHQ no later than 72 hours after the scheduled close of play each day. Matches shall be closed after the expiration of this 72-hour period.
 - (a) For **two-day games**, on the first weekend EITHER club can enter progress scores. The scores of BOTH teams need to be entered by the "first in" club. If the scores are correct, the "second in" club needs to take NO FURTHER ACTION for that week.
 - (b) If there is a discrepancy with the scores entered by the "first in" club the "second in" club shall contact the opposition and resolve.
 - (c) On the second day of a two-day match (and in all one-day games) EITHER club can enter the match result. The scores of BOTH teams need to be entered by the "first in" club. The "second in" club MUST **confirm or dispute** the result that has been entered. The "second in" club can contact the opposition to resolve any minor issues and then confirm OR if the dispute needs the attention of the Administrator, the "second in" club shall flag a dispute which locks the match until the result is resolved by the Administrator.
- (2) Individual scores are to be entered into PlayHQ by no later than 48 hours after the scheduled close of the match.
- (3) A fine shall be imposed on Clubs failing to comply.

Rule 32 PRESS REPORTS – no longer required.

Rule 33 UMPIRES AND SUPERVISORS

Whenever possible, the Association will appoint one (1) Umpire to junior matches.

- (1) All Umpires appointed by the Association shall be encouraged to join a recognized Umpires Association.
- (2) Umpires appointed to Association matches shall be at the ground at least thirty (30) minutes prior to the scheduled start time of the match.
- (3) Where possible, Association appointed umpires shall wear a CV accredited umpire shirt or approved WRJCA shirt or a white shirt (without any Club logo), dark trousers or shorts and appropriate footwear and hat. They must have a watch and ball counter.
- (4) Umpire fees shall be set by the Board of Management at the first meeting after the AGM. Umpire fees shall be invoiced to clubs by Treasurer.
- (5) Where an appointed umpire is officiating Under 13s grades and younger, the fielding side shall provide the square leg umpire and for Under 15s and U171/2s and U18s the batting side shall provide the square leg umpire.
- (6) In the absence of an Association appointed Umpire, the umpiring shall be shared by both teams.
- (7) Four (4) weeks prior to the semi-final rounds, all Clubs are to submit to the Administrator the names of at least one person per side entered, whom they have nominated to officiate at finals matches if required. A fine of \$100 per team entered shall be incurred if clubs fail to nominate a suitable candidate.
- (8) The Administrator and the Umpires Supervisor shall make umpiring appointments.
- (9) Where a WRJCA umpire is in attendance at a match which is subsequently forfeit, he shall be paid \$30 by the forfeiting club.
- (10) Where a WRJCA umpire is in attendance at a match which does not start due to adverse weather, he shall be paid \$15 by each club.

Rule 34 FIRST AID KIT

Teams must have a First Aid kit in their gear bag at all matches. Such a kit shall comprise, as a minimum standard – bandages, cotton wool, gauze, adhesive plaster, Band-Aids, closures, scissors, tweezers, antiseptic, disposable gloves, disposable plastic bags and an ice pack.

Teams must be able to provide their kit for inspection at the request of any WRJCA Executive member.

Failure to provide a First Aid Kit shall result in a fine.

Rule 35 ATTIRE

PLEASE ALSO REFER RULE 36

- (1) The correct attire shall be the usual cricket attire. Long trousers either white or team coloured and team shirt, suitable footwear and socks.
Female players may wear black shorts or skins.
- (2) Club caps may be worn and may be of any colour combination. Advertising logos on caps are not permitted. Hats are to be white, cream or club colours.
- (3) Any player incorrectly attired in the opinion of the Umpire, can be reported to the Administrator.
A fine maybe imposed.
- (4) White shirts with coloured panels/stripes/designs/motifs can be worn in junior competition. Teams can also wear shirts and other cricket apparel in Club colours. Shirts must have collars.
Where possible, the entire team will be similarly attired. The shirts are to be worn as part of the team uniform.
- (5) Spiked footwear must not be worn on hard wickets at any time.
- (6) The Laws of Cricket **do not** permit the wearing of a thigh pad on the outside of a batsman's clothing.

Rule 36 APPAREL

The use of sponsor logos may be worn on players' clothing as hereinafter prescribed:

- (a) Association WRJCA logo to be worn on right side chest of shirt – maximum 45 cm².
- (b) Club logo to be worn on left side chest of shirt – maximum 45cm².
- (c) The front centre of the shirt may contain either the club's mascot or a sponsor logo (but not both) – maximum 150cm².
- (d) Sponsor logos allowed on upper sleeve of shirts (2x sponsors on each side) – maximum 35cm².
- (e) It is recommended that clubs have player names and /or numbers on the back of the playing shirts. Number height to be maximum of 25cm and width 3cm. Name height to be maximum of 5cm and width 1.5cm and above the numbers.
- (f) A player's number shall be either one or two digits.
- (g) A sponsor's logo is allowed on the back of the shirt above waistline and below the player's number – maximum 100cm².
- (h) For playing pants, the Association WRJCA logo should be on the upper right leg (maximum 45cm²) and the club logo on the upper left leg (maximum 45cm²). No sponsor logos are allowed on playing pants.
- (i) At any time that players don't have access to club apparel, plain white shirts and pants are acceptable to wear.
- (j) There is a 3-year phasing-in period for this by-law starting from the 24-25 season.
- (j) ***Proof of artwork of shirt and pants to be signed off by the WRJCA administrator.***

Rule 37 EQUIPMENT AND GROUNDS

- (1) Score books will be provided by Administrator. One by-laws handbook will also be provided by Administrator.
- (2) Each team must provide its own ground and equipment. All clubs must hold written verification of ground rental and permission to use from the relevant City Council.
All grounds, whether for home and away use or finals shall be subject to the approval of the Administrator and or the Grounds Committee
- (3) The home team shall define the boundary before each match commences with flags, cones or other such markers. Except for U 11 grades and Under 13 Girls competitions, the boundary shall be marked from the centre of the pitch and is deemed to be a straight line between such markers unless a clear, curved line has been previously marked.
Under 11 and Under 13 Girls' boundaries shall be marked from the centre stump at the batting end.
- (4) All matches whether for home and away use or finals are to be played on a surface deemed appropriate by the Administrator.

- (5) No player shall wear spikes while batting or bowling unless in participation of an approved Under 18, 17 1/2 or Under 15 game which is played on a turf wicket.
- (6) Home grounds are as indicated in the fixture unless otherwise advised by Administrator.
- (7) Teams must leave pitches and grounds in good order.

Rule 38 SUN SMART RECOMMENDATIONS

- (1) Refer to Adverse Weather provisions Conditions Rule 3
- (2) Follow the Sun Smart policy.
- (3) Clubs to have broad brimmed hats as an option, as well as caps.
- (4) Three-quarter or long-sleeved shirts are preferred.
- (6) Each team shall have a five litre drinks container at training and matches.
- (7) All WRJCA Representative teams shall have the option of a wide brimmed hat.

Rule 39 CODE OF BEHAVIOUR

- (1) All matches shall be conducted in the true Spirit of the game of cricket. Club officials, team managers, coaches, captains and players must abide by this policy.
- (2) No player shall, during any match, whether on or off the field of play, engage in conduct unbecoming to the game of cricket or in any manner contrary to any of the WRJCA Codes of Behaviour.
- (3) Players will respect the umpire.
- (4) Players will generally assist the umpire in carrying out his/her duties.
- (5) Players, coaches or spectators will not dispute the umpire's decision, nor react in a threatening or disapproving manner.
- (6) Players, when given out, will move immediately to the boundary, in a calm and orderly manner and not indulge in tantrums.
- (7) Players, coaches or spectators will not verbally, racially, physically or visually abuse any umpire, player, club official or spectator.
- (8) Players will not indulge in "sledging" or attempt to distract opposition players either verbally or by their actions.
- (9) Inappropriate or offensive sledging and verbal "send-offs" to outgoing batsmen are reportable offences and shall be reported for action by umpire, club official or WRJCA Official.
- (10) Clubs shall place all teams under the control of a responsible person. Coaches, scorers and club umpires shall always wear relevant identifying bibs while officiating in WRJCA games.
- (11) Captains/coaches shall instruct players to avoid time wasting tactics. Incoming and outgoing batsmen shall pass inside the boundary line and fieldsmen should move quickly into position.
- (12) Captains/coaches shall brief players on behaviour requirements and request that team players conduct themselves in a manner that conforms to the traditional image of the game of cricket and shows respect to all involved.
- (13) Should any breach of any WRJCA Codes of Behaviour occur or if any action deemed to be detrimental to the game of cricket occurs, it shall be reported to the WRJCA which will take appropriate action.
- (14) The consumption of alcohol by any person outside the dedicated 'red area' of a licensed premise is strictly forbidden before, during and immediately after any WRJCA game. This prohibition extends to any representative games where WRJCA players are involved.

1. WRJCA REPORTING PROCEDURES

1.1 **Umpires**, whether WRJCA appointed or Club umpires acting as WRJCA official umpires, may lodge a preliminary report citing players, teams, Clubs, Club officials including coaches or Club spectators for breaches of the Laws of cricket and/or breaches of WRJCA Rules and By-laws and/or breaches of any of the Codes of Behaviour contained on the playcricket.com.au website. Umpires may also lodge a report citing any of the above groups of people for engaging in activity which brings the game into disrepute.

Notification of the umpire's intent to enter a report must be communicated to the WRJCA Administrator by no later than 48 hours after the scheduled close of play of the match in question. This preliminary notification must be communicated by email.

The Club of the reported player, team, official or spectator shall be notified of the alleged breach by the WRJCA Administrator by email no later than 48 hours after receipt of the preliminary notification.

A detailed statement shall be provided by the umpire to the WRJCA Administrator upon request and shall contain the name of the reported person or Club, match details and date and details of the nature of the alleged offence.

The WRJCA Executive is empowered to conduct an appropriate investigation. It is empowered to obtain evidence from any umpire, player, or Club official or Club spectator before determining the appropriate action. The WRJCA Executive may determine the appropriate action/outcomes without a Tribunal hearing if it considers the evidence/reports warrant such action.

The WRJCA Executive may decide to lay formal charges and refer the matter to a WRJCA Tribunal for hearing.

The WRJCA Administrator shall advise the relevant Club official and the umpire of the time, venue and date of the tribunal. The relevant Club will advise the reported player, team members, Club official or Club spectator of the tribunal details. The reporting umpire may be accompanied by a delegate/advocate.

1.2 **Clubs** may lodge a preliminary report citing misconduct of umpires, players, coaches, spectators or officials.

Notification of a Club's intent to lodge a report must be communicated to the WRJCA Administrator by no later than 48 hours after the scheduled close of play of the match in question. This preliminary notification must be communicated by email.

The Club of the reported umpire, player, coach, official or spectator shall be notified of the alleged breach by the WRJCA Administrator by email no later than 48 hours after receipt of the preliminary notification.

The WRJCA Executive is empowered to conduct an appropriate investigation. It is empowered to obtain evidence from any umpire, player, or Club official or Club spectator before determining the appropriate action. The WRJCA Executive may determine the appropriate action/outcomes without a Tribunal hearing if it considers the evidence/reports warrant such action.

The WRJCA Executive may decide to lay formal charges and refer the matter to a WRJCA Tribunal for hearing.

The WRJCA Administrator shall advise the relevant Club officials of the time, venue and date of the tribunal. The relevant Club will advise the reported player, team members, Club official or Club spectator of the tribunal details.

1.3 **WRJCA Officials** may lodge a report citing misconduct against any player, team, coach, Club official or Club spectator for breaches of the Laws of cricket and/or breaches of WRJCA Rules and By-laws and/or breaches of any of the Codes of Behaviour contained in the VMCU Member Protection Policy. WRJCA Officials may also lodge a report citing misconduct against any of the above groups of people for engaging in activity which brings the game into disrepute or if the WRJCA Official becomes aware of any conduct that is deemed to be particularly serious to warrant such action.

The WRJCA Executive is empowered to conduct an appropriate investigation. It is empowered to obtain evidence from any umpire, player, or Club official or Club spectator before determining the appropriate action. The WRJCA Executive may determine the appropriate action/outcomes without a Tribunal hearing if it considers the evidence/reports warrant such action.

The WRJCA Executive may decide to lay formal charges and refer the matter to a WRJCA Tribunal for hearing.

The WRJCA Administrator shall advise the relevant Club official and the umpire of the time, venue and date of the tribunal. The relevant Club will advise the reported player, team members, Club official or Club spectator of the tribunal details. The reporting umpire may be accompanied by a delegate/advocate.

The WRJCA Administrator shall advise the relevant Club official of the time, venue and date of the tribunal if deemed appropriate. The relevant Club will advise the reported player, coach, team members, Club official or Club spectator of the tribunal details.

WRJCA Officials include but are not restricted to any member of the WRJCA Executive, Administrator, any umpire acting on behalf of the WRJCA.

2. WRJCA TRIBUNAL PROCEDURES

2.1 **Tribunal Panel.** Prior to the start of each season, the WRJCA Executive may assemble a pool of up to 5 club delegates to assist the Executive and to serve as Tribunal members if required. The purpose of this panel is to hear all relevant reports and hearings.

If, after preliminary investigation, the WRJCA Executive deems the charges serious enough in nature to warrant the assembly of a Tribunal panel independent of the WRJCA, the WRJCA Administrator shall assemble the independent Tribunal panel.

2.2 Tribunal Chair.

2.2.1 The Tribunal chair will be provided with all correspondence on the matter.

2.2.2 The Chair will bring all parties together and outline the powers of the Tribunal and introduce the format of the hearing.

2.3 Tribunal Process

In the absence of the reported person(s)/club, whether the Tribunal is with or without notice of the reason or reasons for the absence of the reported person/club, the Tribunal may proceed with a hearing of the charge(s) and a determination of outcomes/findings. The Tribunal may elect to adjourn or postpone the hearing to another date or a date to be fixed at its discretion.

2.3.1 The Tribunal chair will request the Tribunal Secretary to record the names and details of those attending the tribunal.

2.3.2 The hearing before the Tribunal shall be: -

- (a) Inquisitorial in nature and
- (b) Conducted with as little formality and as much expedition as is deemed warranted by the Tribunal.

2.3.3 The Tribunal Chair shall read the report and ask the reported person if the charge is admitted to or denied.

2.3.4 If the charged person/Club pleads guilty, the Tribunal shall retire to consider a suitable penalty. The Tribunal may accept or reject any statement from the reported person/Club when considering the appropriate penalty.

2.3.5 If charges are denied by the reported person(s)/club, written reports shall be read to the hearing by the Chairman and complainant(s) given the opportunity to briefly elaborate on their statements.

2.3.6 No person or club shall be represented by a legal practitioner at any hearing without the consent of the Tribunal Chair.

2.3.7 The reported person(s)/club may then be given the opportunity to respond.

2.3.8 Witnesses may be called by the complainant(s) and reported person(s)/club but shall be permitted to offer evidence only. Witnesses shall have the right to be present only during the giving of their evidence and any questioning arising from same.

2.3.9 The Tribunal may hear evidence from any person, or any source as is deemed warranted by the Tribunal and no hearing before the Tribunal is bound by the Laws of Evidence which apply to Courts of Law.

2.3.10 If during the consideration of evidence, the Tribunal wishes to recall any witness, such witness shall be questioned in the presence of both the complainant and the reported person(s)/club.

2.3.11 Through the Tribunal Chair, parties may question but not debate the evidence.

2.3.12 The Tribunal may initiate action against persons not already reported should evidence arising from a hearing indicate that a separate offence may have occurred.

2.3.13 Complainant(s) and reported person(s)/clubs should be given the opportunity to briefly sum up evidence before the Tribunal retires for a decision.

2.3.14 The Tribunal is not obliged to give reasons for any determination which it makes.

2.3.15 The Tribunal Chair, at the conclusion of the hearing, will advise the reported person(s)/club that the Tribunal findings will be communicated by email to the relevant club Secretary within 48 hours of the conclusion of the hearing. The Tribunal Chair will outline the rights of parties to the appeal process both to the WRJCA and to the VMCU. (See 3 & 4 below for details)

2.4 **Tribunal Secretary** shall register the names of persons in attendance, absentees and prepare a written report of the hearing including names of Tribunal members and others present, a summary of findings and penalty imposed if any. The record of the Tribunal shall be forwarded to the WRJCA Administrator. The record of the Tribunal may, upon request, be provided to the reported player(s)' Club or the reported Club.

2.5 **Player advocate.** A junior player must be accompanied by either a club representative or a parent to act as an advocate to assist the junior player in his/her understanding of proceedings. The player's parent may be permitted to sit in on the hearing however, if the player is represented by a Club advocate, the parent may only observe and not contribute to the proceedings. The player advocate may cross-examine the informant, reported player or any witnesses.

3. APPEAL AGAINST WRJCA TRIBUNAL FINDINGS

3.1 **Appeals Panel.** Prior to the start of each season, the WRJCA Executive may assemble a pool of 5 people to assist the WRJCA Executive and to serve as Appeals Panel members if required. No member who has sat on the original hearing or who has a perceived conflict of interest shall be a party to the appeals process.

3.2 **Appeals Process.** Any Club on behalf of its players or officials or spectators may appeal a decision of the WRJCA Tribunal. The appeal must be made to the WRJCA Administrator within 48 hours of receipt of the Tribunal decision and must be submitted by email, stating the full grounds for appeal. While an appeal is being prepared for by both the WRJCA and the appellant, the WRJCA shall clearly outline the eligibility of the player(s) and/or Club and/or Club official or spectator to participate in or attend fixtures sanctioned by the WRJCA.

3.3 **Appeals Bond.** The lodging of a \$200 bond shall be requested by the WRJCA. The bond shall be refunded if the Appeals Panel considers the appellant has provided suitable grounds for appeal. The bond shall be forfeit if the Appeals Panel considers the appeal frivolous or not found.

3.4 Grounds for Appeal.

If a club or individual wishes to appeal tribunal or investigation findings, the appeal must be received by the WRJCA Administrator, in writing, within 48 hours of the issuance of the Tribunal or investigation findings.

The claim of appeal will be reviewed and the individual or club shall be advised if grounds for appeal have or have not been met.

Generally, the grounds for appeal are:

3.4.1 Evidence not originally presented or available which may have reasonably affected the decision of the original Tribunal hearing.

3.4.2 The appellant can demonstrate that a ruling was made contrary to the WRJCA Rules and By-laws and/or the Constitution of the WRJCA.

3.4.3 It is the opinion of the WRJCA that the appeal, in fairness, should be heard.

3.5 **Appeals Panel Secretary** shall register the names of persons in attendance, absentees and prepare a written report of the hearing including names of Appeals Panel members and others present, and a summary of findings. The record of the Appeal hearing shall be forwarded to the WRJCA Administrator. The record of the Appeal hearing may, upon request, be provided to the reported player(s)' Club or the reported Club.

3.6 **Right of Appeal.** All VMCU affiliated Associations shall convene under the rules of their Association the right of appeal to the VMCU by any person, player or Club already dealt with under their Association appeal process.

3.7 **Result of Appeal.** The result of the appeal shall be communicated to the appellant by the WRJCA Administrator on behalf of the Appeals Panel Chair. A written confirmation of the outcome will be forwarded to the relevant Club by the WRJCA Administrator in due course. The Appeals Panel is not obliged to give reasons for any determination which it makes.

On appeal to the WRJCA, the penalty may be confirmed, overturned, decreased or increased.

4. APPEALS TO THE VMCU

4.1 Any Club, player or official may appeal an Association appeal decision to the VMCU in accordance with the rules of the VMCU. Appeals must be lodged in writing within 14 days of the decision/hearing date which is the subject of the appeal. The VMCU require a fee to be lodged with the application.

An appeal to the VMCU is not available until all appeal processes have been exhausted within the WRJCA.

The right of appeal shall not extend to decisions or determinations of the WRJCA clearly specified in the Association's rules as being the sole prerogative of the WRJCA in relation to matters of: -

- (a) Administration of the Association
- (b) Arranging the competition and matches
- (c) The raising of finance
- (d) Financial matters relating to person, player, club or umpires
- (e) Player registrations
- (f) Constitutional matters and any other like matters

The VMCU Administrator will examine the appeal to determine if it complies with the VMCU Appeals By-laws. If the VMCU Administrator is satisfied that the appellant has a prima facie case, the matter will be referred to a VMCU Tribunal for an Appeal Hearing.

On appeal to the VMCU, the penalty may be confirmed, overturned, decreased or increased.

4.2 **Decision of the VMCU Appeal.** The decision of the VMCU appeals hearing will be final.

5. PENALTIES.

5.1 **Players.** Where the Tribunal is reasonably satisfied that a person is guilty, the Tribunal may reprimand or fine or suspend or disqualify the person from playing in such matches or for such time as the Tribunal deems to be appropriate to the nature and extent of the charge or any combination of these or any other penalty as deemed suitable.

5.2 **Clubs and non-players.** Where the Tribunal is reasonably satisfied that a Club, Club official or Club spectator is guilty the Tribunal may reprimand or fine or suspend (or any combination of these or apply any other penalty deemed suitable) the reported person(s) or reprimand or fine his or her Club or may recommend to the WRJCA that his or her Club be suspended or impose on the reported person or his or her Club any other penalty, including a monetary bond, as the Tribunal deems to be appropriate to the nature and extent of the charge, the circumstances and the reported persons status in the Club.

5.3 Unless the Tribunal states otherwise, a suspension penalty shall apply to the next match in which the player(s) or Non-player's Club competes. Any suspension shall be entered into Play HQ.

5.4 Non-payment or late payment of any fines or bond amounts imposed by the Tribunal will be considered a breach of the Tribunal penalty and shall be forfeit to the WRJCA. Clubs may be prohibited from playing in the WRJCA or have match points suspended until such time as outstanding amounts have been paid.

Rule 40 FINES

- | | | |
|----|---|------|
| 1. | Non-attendance of Club delegate/proxy at Board of Management meetings | \$50 |
| 2. | Non-attendance of Club delegate/proxy at Compulsory and/or Special meetings
Including the Annual General meeting | \$75 |
| 3. | Non-attendance of Club delegate/proxy at BOM meetings when an apology
is received before the meeting | \$20 |
| 4. | Clearances not dealt with within ten (10) days | \$25 |
| 5. | Playing an ineligible player – winning team - per match
and possible loss of points | \$50 |
| 6. | Playing an ineligible player – losing team – per match | \$50 |
| 7. | Failure to enter match results in PlayHQ by nominated time – per side | \$20 |

8.	Failure to enter individual results in PlayHQ by nominated time – per side	\$20
9.	Playing a player under a false name and possible loss of points	\$50 min
10.	Failure to hand scorebooks to Administrator (on request)	\$50
11.	Failure to provide an adequate First Aid Kit – each offence	\$20
12.	Incorrect batting and/or bowling requirement - per player First Offence	\$50
13.	Incorrect batting and/or bowling requirement – per player Second Offence and a written explanation to Administrator within 7 days.	\$75
14.	Incorrect batting and/or bowling requirement– per player Third Offence and possible loss or suspension of match points. Failure to provide just cause to the Administrator will result in both loss of points and a fine.	\$100 max
15.	Failure to provide a suitable umpire volunteer for finals (per team required)	\$100
16.	Failure to notify Administrator of forfeit within 60 minutes of start of play	\$50
17.	Failure to notify Administrator of forfeit and not show up at ground	\$100
18.	Withdrawal of team after fixtures have been set. Forfeiture of team affiliation plus Non-payment or late payment of fines	\$100

MAJOR OFFENCES

1. Any Club whose officials or members take on to the field of play alcohol of any kind during playing times or enter the field in any capacity whilst under the influence of alcohol will incur the following penalties and these penalties will apply over a two (2) year period from the first offence:

First Offence	up to \$500 fine
Second Offence	up to \$750 fine
Third and subsequent offences	up to \$1000 fine and a bond of equal amount.

The WRJCA may also suspend clubs/teams from participating in WRJCA matches, invoke forfeiture of ladder points or suspend clubs/teams from accruing match points for a period of time to be specified.
2. Any club whose officials or supporters are found to be drinking alcohol in visible proximity to a junior game will be liable to a fine up to \$500 for first offence. Further penalties determined by the WRJCA Executive will be imposed for subsequent offences.
3. Any official or supporter of any Club found guilty of assaulting, abusing or manhandling an Umpire or Association Official will incur the following penalties:

Up to a lifetime suspension from any and all involvement with the Association and up to a \$5000 fine to the offending Club.

The WRJCA may also suspend clubs/teams from participating in WRJCA matches, invoke forfeiture of ladder points or suspend clubs/teams from accruing match points for a period of time to be specified.
4. Any club found to be guilty of cheating in order to win matches or manipulate a result for any reason shall incur a fine of no less than \$500 for a first offence. Further penalties determined by the WRJCA Executive will be imposed if considered warranted and for any subsequent offences.

Rule 41 CLUB RESPONSIBILITIES

1. All WRJCA coaches are to hold a minimum of Cricket Victoria Level 1 coaching accreditation by 30 November of the current season.
2. All Club coaches, assistants and regular training staff are to hold a current Working with Children card. Club Secretaries shall keep a photocopy of the card. It is the responsibility of the Club to maintain an up-to-date record of its WWC cardholders. This record is to be made available to the Administrator on request.
3. Clubs are required to pay all monies due to the WRJCA by the specified date on invoices, or in the case of match related or other non-invoiced fines in a timely manner or upon request. Clubs failing to do so may have further fines imposed and/or have their teams suspended from attracting match points.

physical dimensions of the ground do not permit this, the largest possible field shall be marked.

RULE 46 THE OVER

- (1) The over shall consist of six (6) balls bowled "overarm". Please refer to age specific Competition rules for any exceptions.
- (2) A ball bowled from below the shoulder height of the bowler shall be considered an unfair delivery and the Umpire shall call and signal a "no ball". Refer General Rule # 15
- (3) On any day in any match, whether ordinary conditions apply or not, an over shall be started if "time" has not been reached. Such an over shall be completed unless weather or light conditions prevent further play prior to the scheduled finish time, or an innings is completed during the over.
- (4) If a bowler is unable to complete an over by virtue of his/her being injured, ill or suspended from bowling, another bowler shall complete the over. The runs scored and wickets taken by the second bowler will be credited to him and the part over shall be counted as one complete over against his bowling allocation for that match. No bowler is to bowl two consecutive overs.

RULE 47 CRICKET BALLS

- (1) For all Under 18, Under 17 1/2 and Under 15 grades, each team shall provide a Kooka Colt 156gram, leather two (2) piece ball which has been stamped "WRJCA approved".
Afternoon/evening games shall use the white ball. Morning/daytime games shall use the red ball.
- (2) For all Under 13 grades and Under 16 girls' grades, each team shall provide a Kooka Colt 142gram, leather two (2) piece ball which has been stamped "WRJCA approved".
Afternoon/evening Under 13 games shall use the white ball. The Under 16 girls' competition shall use the pink ball. Morning/daytime games shall use the red ball.
- (3) For all Under 11 grades and Under 13 girls' grades, each team shall provide a Pink Kooka Softaball.
Afternoon/evening games shall use the white or pink ball. Morning/daytime games shall use the red or pink ball.
- (3) The WRJCA shall provide an appropriate cricket ball to each competing team involved in grand finals whenever possible
- (4) If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced, the umpire shall inform the batsmen and the fielding captain.

UNDER 18 COMPETITION RULES

** To be used in conjunction with General Rules**

Rule 1 DEFINITION OF A TEAM

- (1) A team shall comprise no fewer than 7 players.
- (2) A team shall comprise no more than 13 players. Of those 13 players, only 11 may bat in any innings and up to 11 players may bowl and/or wicket keep.
- (3) An unrestricted number of 'guest players' is permitted for U 18 T/20. All guest players must be registered in PlayHQ and qualify by age. To be eligible for finals, a player must have played at least 50 % of home and away games for the club he/she wishes to play finals for.

Rule 2 HOURS OF PLAY

In all grades of Under 18, mid-week matches shall commence at 5.15pm.

There will be a ten (10) minute interval for change of innings/drinks break strictly at 6.30pm, play to resume strictly at 6.40pm.

In the event of a delayed start to the match, overs will be deducted evenly from both innings.

In the event of a delay in the second innings the winning score shall be determined by taking the score of the first batting side at the end of the over which has been interrupted and adding one run. For example, Team 1 scores 100 runs from their 20 overs. The innings of Team 2 is interrupted at the end of the 12th over.

The winning score will be the greater of Team 2's total and the score of Team 1 at the end of 12th over plus one run.

WRJCA Administrator must be notified of any change of start time or venue at least 24 hours prior to scheduled start time.

- (a) Providing it is not dismissed, the team batting first shall have its innings compulsorily closed after the bowling of a maximum of twenty (20) overs or at the completion of the over in progress at 6.30pm.
- (b) If the innings of the team batting first has been closed by compulsory closure, the team batting second shall, if it is not dismissed, be entitled to receive the same number of overs as was bowled to the opposition.
- (c) If the team batting first was dismissed, the team batting second shall, if it is not dismissed, be entitled to receive a maximum of twenty (20) overs.

Team 1	Team 2
Compulsory closure?	
YES.....	Same number of overs Team 1 received.
NO.....	Maximum of 20 overs

RULE 3 BATTING

- (1) A player shall be compulsorily retired from batting immediately upon reaching the following scores, or at the score at the completion of the shot to reach the appropriate retirement score: -

	One day	Two-day	20/20
Under 18	n/a	n/a	50

- (2) Compulsorily retired players may return to the crease at the fall of the last available wicket and continue until dismissed or the innings is completed.
- (3) Where more than one player has retired, they shall return in order of retirement.
- (4) Players cannot be voluntarily retired other than for reasons of injury or illness. An ill or injured player may continue his/her innings at the fall of any wicket.
- (5) Where a wicket is lost "caught", the incoming batter shall take the striker's position.

RULE 4 BOWLING

- (1) No bowler shall bowl any more than eight (8) balls in any over except during the final over of any innings where six (6) legitimate deliveries must be bowled.
- (2) In order to improve over rates, 10 consecutive overs will be bowled from each end.

- (3) Bowlers can bowl a maximum of 4 overs each if match is of full 20 overs duration. No bowler to bowl more than 20% of available overs if match duration reduced.
- (4) A “front-foot” no-ball shall be penalised with a (next legal delivery) free hit to whichever batsman is facing. The striker can only be dismissed –hit ball twice, obstructing the field or run out. The over shall continue until the free hit has been completed. Changes to fielding positions may only be made for the free hit if a different batsman is on strike.

Rule 5 FIELDING

Refer General Rules # 12

- (1) No player shall be permitted to field closer to the batsman than 10 metres (half the pitch length) unless wicketkeeping or in the slips cordon.
- (2) Fielders may not enter the 10-metre fielding restriction arc until the batsman has completed his/her shot.
- (3) Only 2 fielders are permitted outside the inner circle for the first 5 overs. The inner circle is defined as close fielding positions, for example – mid-on.
- (4) At the point of delivery there may be no more than 5 fielders on the leg side.
- (5) After the completion of 5 overs a maximum of five (5) fielders are permitted outside the inner circle.

Rule 6 MATCH BALLS

Each team is to provide its own leather, two piece, Kooka Colt 156-gram white cricket ball which has been stamped “WRJCA Approved”.

Rule 7 GROUNDS AND GROUND DIMENSIONS

A boundary, a maximum of 60 metres, measured from the centre of the pitch, shall be marked by flags or other such markers and is deemed to be a straight line between such markers unless a curved line has been previously marked. Where the physical dimensions of the ground do not permit this, the largest possible field shall be marked.

Rule 8 HELMETS

- (1) Players MUST wear helmets whilst batting.
- (2) It is compulsory for all wicketkeepers to wear a helmet at all times while keeping. If the wicketkeeper fails to do so, the umpire shall call a stop to play until the keeper complies.

Rule 9 COACHES

All coaches of WRJCA grades are to hold a minimum of Cricket Victoria Level 1 coaching accreditation by 31 October of the current season. Please refer Rule 41

The coach and/or assistant are permitted to assist the team captain in the placing of fielders at any time during the match provided the team is not distracted and play is not held up.

Tips for coaches to speed up the game

- Return the ball directly to the bowler after each delivery. Roll straight back from keeper to minimize ‘round the world’ returns.
- Bowler goes straight back to his mark immediately.
- Bowlers have an appropriate run up – no ‘Mitchell Stark’ run ups.
- Rotate fielders clockwise and in bowling order.
- Bowling orders to be pre-arranged and scorers advised prior to start.
- Possible discs or markers on outfield to highlight fielding positions.
- Where possible, rotate 2nd keeper off the field to kit up before activated.
- Batting order pre-arranged and scorers advised prior to the start.
- Team managers to assist batters with padding up.
- Multiple players padded up at once.
- Team celebrations during the game to be swift.

UNDER 17 ½ COMPETITION RULES ** To be used in conjunction with General Rules**

In the event that there is no umpire present, and a dispute arises over playing conditions and/or commencement time, both teams shall remain at the ground until the Administrator has been contacted and a decision has been made. Failure to do so may result in a fine or loss of match points.

Note: Subject to approval by Administrator, Under 17 and Under 15 games can be played on a different day of the week and times may be varied to encourage greater access to turf facilities. The Administrator must be advised of any proposed change of venue and/or playing day at least 24 hours prior to the scheduled start of play.

Rule 1 DEFINITION OF A TEAM

- (1) A team shall comprise no fewer than 7 players.
- (2) A team shall comprise no more than 13 players. Of those 13 players, only 11 may bat in any innings and up to 11 players may bowl and/or wicket keep. The designated non-batters/ non-bowlers in the first innings may bat/bowl in the second innings of a two-day game.

A player cannot be the designated non-batter or non-bowler in more than 3 (three) innings in a season.
- (3) A notation shall be made on the team sheet next to the player’s name of his/her non-batter or non-bowler status. Refer General Rule 28.

Rule 2 HOURS OF PLAY

In all grades of Under 17 ½ Saturday matches shall commence at 8:00 am and conclude at 11:00 am.
 There will be a ten (10) minute interval for change of innings/drinks break at 9:25 am, play to resume at 9:35 am.
 Matches may, subject to agreement of both teams, delay start time until no later than 8:30 am and conclude no later than 11:30 am. Change of innings times to be adjusted accordingly.

WRJCA Administrator must be notified of the change of start time at least 24 hours prior to scheduled start time.

In all grades of Under 17 ½ Friday matches shall commence at 5.15pm. There will be a ten (10) minute interval for change of innings/drinks break at 6.30pm, play to resume strictly at 6.40pm.

* To counter early sunsets, Friday games in October should have only a 5 min break between innings.

(1) ONE DAY GAMES

- (a) Providing it is not dismissed, the team batting first shall have its innings compulsorily closed after the bowling of a maximum of twenty-four (24) overs or at the completion of the over in progress at 9:25am
- (b) If the innings of the team batting first has been closed by compulsory closure, the team batting second shall, if it is not dismissed, be entitled to receive the same number of overs as was bowled to the opposition.
- (c) If the team batting first was dismissed, the team batting second shall, if it is not dismissed, be entitled to receive a maximum of twenty-four (24) overs.
- (d) Neither team may declare its first innings closed. One day games are one innings only per side.

Team 1	Team 2
Compulsory closure?	
YES.....	Same number of overs Team 1 received.
NO.....	Maximum of 24 overs.

(2) TWO DAY GAMES

FRIDAY/SATURDAY/SUNDAY

All grades of Under 17 ½ shall follow the Split innings format for two-day games unless instructed otherwise by Administrator.

A minimum of 48 overs are expected to be bowled on each day – adverse weather notwithstanding. Twelve (12) overs shall be bowled from one end, then twelve (12) overs from the other end continuing through the innings.

Day 1 Team A, bats for 24 overs (unless it is all out) and then pauses its innings.

There is a 10-minute break for change of innings.
Team B then bats until scheduled close of play (unless it is all out)

Day 2 Providing Team B has not been dismissed on Day 1, Team B continues its innings until it has received a further 24 overs (providing it is not dismissed - no more than 48 overs)

There is a 10-minute break for change of innings

Team A then resumes its innings and bats until it has received the same total number of overs as was received by Team B (unless it is all out)

The batting order will be:

Day 1: Team A (24 overs) then team B (bat till scheduled close of play)

Day 2: Team B (completes its innings with a further 24 overs max) then team A (completes its remaining overs)

The scheduled close of play on day 1 is 11.00am. For Friday nights, scheduled close of play is 7.55pm.

The scheduled close of play on day 2 is 11.00am or until the allotted amount of second day overs has been bowled. For Friday nights, the scheduled close of play is 7.55pm.

General

If both teams have completed their innings before the scheduled close of play on Day 2 the game shall continue under 'ordinary conditions'. The last team to bowl will begin their second innings and the game will continue until the scheduled close of play on day 2. No split innings in second innings.

No team is to start its second innings before both teams have completed their first innings (declared/compulsory closure/dismissed).

i.e. Team B will continue its first innings until completed (dismissed/declared or cc) before Team A can bat again either to complete its first innings or start its second.

A result in a match that is incomplete due to adverse weather will only be attained where a first innings is complete.

In the event of adverse weather, please refer General Rules # 3.

RULE 3 BATTING

- (1) A player shall be compulsorily retired from batting immediately upon reaching the following scores, or at the score at the completion of the shot to reach the appropriate retirement score: -

	One day	Two-day	20/20
Under 17 1/2	50	100	50

- (2) Compulsorily retired players may return to the crease at the fall of the last available wicket and continue until dismissed or the innings is completed.
- (3) Where more than one player has retired, they shall return in order of retirement.
- (4) Players cannot be voluntarily retired other than for reasons of injury or illness. An ill or injured player may continue his/her innings at the fall of any wicket.
- (5) Players can be dismissed LBW in all grades of Under 17 1/2.
- (6) Where a wicket is lost "caught", the incoming batter shall take the striker's position.

RULE 4 BOWLING

NB No bowler shall bowl any more than eight (8) balls in any over except during the final over of any innings where six (6) legitimate deliveries must be bowled.

In order to improve over rates in all games, 12 consecutive overs will be bowled from each end.

(A) ONE DAY GAMES

No bowler is to bowl more than four (4) overs per innings in a one-day match.

(B) TWO DAY GAMES

No bowler is to bowl more than eight (8) overs in an innings and no more than six (6) overs in a spell.

Where a game may extend over two innings, no bowler is to bowl more than 8 overs in a morning.

Number of overs in a spell	Number of overs from same end		Number of overs from other end		Number of overs bowler is rested
6	6	+	6	=	12
5	5	+	5	=	10
4	4	+	4	=	8
3	3	+	3	=	6
2	2	+	2	=	4
1	1	+	1	=	2

(C) JUNIORS ALSO PLAYING SENIORS

Cricket Australia guidelines recommend that Under 17 ½ players bowl no more than 16 overs in a day. WRJCA restrict the number of overs in a morning to 8. Those players participating in Senior matches in the afternoon are advised to inform their captain of their remaining capacity each day.

Rule 5 FIELDING

Refer General Rules # 12

- (1) No player shall be permitted to field closer to the batsman than 10 metres (half the pitch length) unless wicketkeeping or in the slips cordon.
- (2) Fielders may not enter the 10-metre fielding restriction arc until the batsman has completed his/her shot.

Rule 6 MATCH BALLS

Each team is to provide its own leather, two piece, Kooka Colt 156-gram cricket ball which has been stamped "WRJCA Approved".

A new ball is not to be used in a second innings.

Rule 7 GROUNDS AND GROUND DIMENSIONS

A boundary, a maximum of 60 metres, measured from the centre of the pitch, shall be marked by flags or other such markers and is deemed to be a straight line between such markers unless a curved line has been previously marked. Where the physical dimensions of the ground do not permit this, the largest possible field shall be marked.

If agreement between clubs can be reached, under 17 1/2 matches can be moved to a turf wicket of good standard for home and away games. Please advise the Administrator no later than 24 hours prior to the scheduled start time of the game.

Finals shall only be played on a synthetic wicket which has been permanently laid over concrete.

Rule 8 HELMETS

- (1) Players MUST wear helmets whilst batting.
- (2) It is compulsory for all wicketkeepers to wear a helmet at all times while keeping. If the wicketkeeper fails to do so, the umpire shall call a stop to play until the keeper complies.

Rule 9 COACHES

All coaches of WRJCA grades are to hold a minimum of Cricket Victoria Level 1 coaching accreditation by 31 October of the current season. Please refer Rule 41

The coach and/or assistant are permitted to assist the team captain in the placing of fielders at any time during the match provided the team is not distracted and play is not held up.

Tips for coaches to speed up the game

- Return the ball directly to the bowler after each delivery. Roll straight back from keeper to minimize 'round the world' returns.
- Bowler goes straight back to his mark immediately.
- Bowlers have an appropriate run up – no 'Mitchell Stark' run ups.

- Rotate fielders clockwise and in bowling order.
- Bowling orders to be pre-arranged and scorers advised prior to start.
- Possible discs or markers on outfield to highlight fielding positions.
- Where possible, rotate 2nd keeper off the field to kit up before activated.
- Batting order pre-arranged and scorers advised prior to the start.
- Team managers to assist batters with padding up.
- Multiple players padded up at once.
- Team celebrations during the game to be swift.

UNDER 16 GIRLS COMPETITION RULES ** To be used in conjunction with General Rules**

In the event that there is no umpire present, and a dispute arises over playing conditions and/or commencement time, both teams shall remain at the ground until the Administrator has been contacted and a decision has been made. Failure to do so may result in a fine or loss of match points.

Rule 1 DEFINITION OF A TEAM

- (1) A team shall ideally comprise 9 players.
- (2) A team must have a minimum of 7 players. 11 players per team is the maximum number of players permitted to play. A maximum of 9 players are permitted on the field at any given time.
- (3) If a team has more than 9 players, then all players must bat before a retired player returns and all players must bowl.

Rule 2 HOURS OF PLAY

In all grades of **Under 16 Friday Girls mid-week** grades matches shall commence at 5.15pm and scheduled finish time is 7.55pm. There will be a ten (10) minute interval for change of innings/drinks break at 6.30pm, play to resume strictly at 6.40pm. In October, the innings/drink break should be five (5) minutes.

ONE DAY GAMES (24 overs)

- (a) Providing it is not dismissed, the team batting first shall have its innings compulsorily closed after the bowling of a maximum of twenty (24) overs or at the completion of the over in progress at the nominated change of innings noted above.
- (b) If the innings of the team batting first has been closed by compulsory closure, the team batting second shall, if it is not dismissed, be entitled to receive the same number of overs as was bowled to the opposition.
- (c) If the team batting first was dismissed, the team batting second shall, if it is not dismissed, be entitled to receive a maximum of twenty (24) overs.
- (d) Neither team may declare its first innings closed. One day games are one innings only per side.

Team 1	Team 2
Compulsory closure?	
YES.....	Same number of overs Team 1 received.
NO.....	Maximum of 24 overs.

RULE 3 BATTING

- (1) For **24 over games** the following retirements apply:
 - a. 7 player team – batters retire at max 20 balls faced.
 - b. 8 player team – batters retire at max 20 balls faced.
 - c. 9 player team – batters retire at max 20 balls faced.
 - d. 10 player team – batters retire at max 15 balls faced.
 - e. 11 player team – batters retire at max 15 balls faced.
- (2) Compulsorily retired players may return to the crease at the fall of the last available wicket and continue until dismissed or the innings is completed.
- (3) Where more than one player has retired, they shall return in order of retirement.
- (4) Players cannot be voluntarily retired other than for reasons of injury or illness. Players retired before facing their allocation of balls are considered ‘out’. An ill or injured player may continue his/her innings at the fall of any wicket if well enough to do so.
- (5) Players can be dismissed LBW in all grades of Under 16 after one clear warning from the umpire.
- (6) All balls (regardless of whether wides/no balls) will be included in the batter’s ball count
- (7) The innings is deemed closed after the batting team has completed their allotted overs, reached their allotted cut off time or the following number of wickets have fallen:
 - a. 7 player team: 6 wickets
 - b. 8 player team: 7 wickets

c. 9 to 11 player team: 8 wickets

(8) If a team has more than 9 players, then all players must bat before a retired player can return to the crease.

(9) Batting rotations must be employed to ensure no batter goes two games without having a bat.

RULE 4 BOWLING

1 For **24 over games** the following requirements apply:

- a. 7 player team – wicketkeepers bowl only 2 overs each. The other 5 players will bowl 4 overs each.
 - b. 8 player team – wicketkeepers bowl only 2 overs each. For the other 6 players, 4 players will bowl 3 overs each and the 5th and 6th players will bowl 4 overs.
 - c. 9 player team – wicketkeepers bowl only 2 overs each. For the other 7 players, 6 players will bowl 3 overs each and the 7th player will bowl 2 overs.
 - d. 10 player team – wicketkeepers bowl only 2 overs each. For the other 8 players, 4 players will bowl 3 overs each and the other 4 players will bowl 2 overs each.
 - e. 11 player team – wicketkeepers bowl only 2 overs each. For the other 9 players, 2 players will bowl 3 overs each and the other 7 players will bowl 2 overs each.
- (2) No bowler shall bowl any more than six (6) balls in any over. However, in the final over of the innings, 6 legitimate deliveries must be bowled.
- (3) To improve over rates, all 24 overs are to be bowled from one end.
- (4) Teams must change wicketkeepers after 12 overs in a 24 over game.
- (5) The 2nd wicketkeeper must bowl his/her 2 overs before the completion of the 12th over.
- (6) Each non-wicketkeeper bowler must bowl 2 overs before any bowler bowls their 3rd over and all non-wicketkeeper bowlers must bowl their third over before any player can bowl a fourth over and so on.

Rule 5 FIELDING

Refer General Rules # 12

- (1) No player shall be permitted to field closer to the batsman than 10 metres from the batter's centre stump unless wicketkeeping, gully or in the slips cordon.
- (2) Fielders may not enter the 10-metre fielding restriction arc until the batsman has completed his/her shot.
- (3) Fielding rotations are encouraged to ensure players experience all fielding positions, but fielding placements will not hold up play
- (4) Teams must change wicketkeepers after 12 overs in a 24 over game. The interchange of keepers must not hold up play in any way
- (4) If the team has more than 9 players, the additional players can be rotated on/off the field as required so long as this does not hold up play
- (5) A maximum of 9 players are permitted on the field at any given time.

Rule 6 MATCH BALLS

Each team is to provide its own leather, two-piece, pink Kooka Colt 142-gram cricket ball which has been stamped "WRJCA Approved".

Rule 7 PITCH LENGTH AND GROUNDS DIMENSIONS

The pitch length is 18 metres.

A boundary, a maximum of 45 metres, measured from the batters' stumps, shall be marked by flags or other such markers and is deemed to be a straight line between such markers unless a curved line has been previously marked. Where the physical dimensions of the ground do not permit this, the largest possible field shall be marked.

Finals shall only be played on a synthetic wicket which has been permanently laid over concrete.

Rule 8 HELMETS

- (1) Players MUST wear helmets whilst batting.
- (2) It is compulsory for all wicketkeepers to wear a helmet at all times while keeping. If the wicketkeeper fails to do so, the umpire shall call a stop to play until the keeper complies.

Rule 9 COACHES

All coaches of WRJCA grades are to hold a minimum of Cricket Victoria Level 1 coaching accreditation by 31 October of the current season. Please refer Rule 41

The coach and/or assistant are permitted to assist the team captain in the placing of fielders at any time during the match provided the team is not distracted and play is not held up.

Tips for coaches to speed up the game

- Return the ball directly to the bowler after each delivery. Roll straight back from keeper to minimize 'round the world' returns.
- Bowler goes straight back to his mark immediately.
- Bowlers have an appropriate run up – no 'Mitchell Starc' run ups.
- Rotate fielders clockwise and in bowling order.
- Bowling orders to be pre-arranged and scorers advised prior to start.
- Possible discs or markers on outfield to highlight fielding positions.
- Where possible, rotate 2nd keeper off the field to kit up before activated.
- Batting order pre-arranged and scorers advised prior to the start.
- Team managers to assist batters with padding up.
- Multiple players padded up at once.
- Team celebrations during the game to be swift.

UNDER 15 COMPETITION RULES

**** To be used in conjunction with General Rules****

In the event that there is no umpire present, and a dispute arises over playing conditions and/or commencement time, both teams shall remain at the ground until the Administrator has been contacted and a decision has been made. Failure to do so may result in a fine or loss of match points.

Note: Subject to approval by Administrator, Under 17 1/2 and Under 15 games can be played on a different day of the week and times may be varied to encourage greater access to turf facilities. The Administrator must be advised of any proposed change of venue and/or playing day at least 24 hours prior to the scheduled start of play.

Rule 1 DEFINITION OF A TEAM

- (1) A team shall comprise no fewer than 7 players.
- (2) A team shall comprise no more than 13 players. Of those 13 players, only 11 may bat in any innings and up to 11 players may bowl and/or wicket keep. The designated non-batters/ non-bowlers in the first innings may bat/bowl in the second innings of a two-day game.
A player cannot be the designated non-batter or non-bowler in more than 3 (three) innings in a season.
- (3) A notation shall be made on the team sheet next to the player’s name of his/her non-batter or non-bowler status. Refer General Rule 28.

Rule 2 HOURS OF PLAY

In all grades of **Under 15 Saturday or Sunday** matches shall commence at 8:00 am and conclude at 11:00 am. There will be a ten (10) minute interval for change of innings/drinks break at 9:25 am, play to resume at 9:35 am.

Matches may, subject to agreement of both teams, delay start time until no later than 8:30 am and conclude no later than 11:30 am. Change of innings times to be adjusted accordingly.

Split Sunday games start at 9am.

WRJCA Administrator must be notified of the change of start time at least 24 hours prior to scheduled start time.

In all grades of **Under 15 Friday or other Under 15 mid-week** matches shall commence at 5.15pm and scheduled finish time is 7.55pm. There will be a ten (10) minute interval for change of innings/drinks break at 6.30pm, play to resume strictly at 6.40pm. In October, the scheduled innings break shall be 5 mins.

ONE DAY GAMES

- (a) Providing it is not dismissed, the team batting first shall have its innings compulsorily closed after the bowling of a maximum of twenty-four (24) overs or at the completion of the over in progress at 9:25am (6.30pm on Fridays).
- (b) If the innings of the team batting first has been closed by compulsory closure, the team batting second shall, if it is not dismissed, be entitled to receive the same number of overs as was bowled to the opposition.
- (c) If the team batting first was dismissed, the team batting second shall, if it is not dismissed, be entitled to receive a maximum of twenty-four (24) overs.
- (d) Neither team may declare its first innings closed. One day games are one innings only per side.

Team 1	Team 2
Compulsory closure?	
YES.....	Same number of overs Team 1 received.
NO.....	Maximum of 24 overs.

TWO DAY GAMES

All grades of Under 15 shall follow the Split innings format for two-day games unless instructed otherwise by Administrator.

SATURDAY/SUNDAY

A minimum of 48 overs are expected to be bowled on each day – adverse weather notwithstanding. Twelve (12) overs shall be bowled from one end, then twelve (12) overs from the other end continuing through the innings.

Day 1 Team A, bats for 24 overs (unless it is all out) and then pauses its innings.

There is a 10-minute break for change of innings.
Team B then bats until scheduled close of play (unless it is all out)

Day 2 Providing Team B has not been dismissed on Day 1, Team B continues its innings until it has received a further 24 overs (providing it is not dismissed - no more than 48 overs)

There is a 10-minute break for change of innings
Team A then resumes its innings and bats until it has received the same total number of overs as was received by Team B (unless it is all out)

The batting order will be:

Day 1: Team A (24 overs) then team B (bat till scheduled close of play)

Day 2: Team B (completes its innings with a further 24 overs max) then team A (completes its remaining overs)

The scheduled close of play on day 1 is 11.00am.

The scheduled close of play on day 2 is 11.00am or until the allotted amount of second day overs has been bowled.

FRIDAYS /MIDWEEK

A minimum of 48 overs are expected to be bowled on each day – adverse weather notwithstanding.

Twelve (12) overs shall be bowled from one end, then twelve (12) overs from the other end continuing through the innings.

Day 1 Team A, bats for 24 overs (unless it is all out) and then pauses its innings.

There is a 10-minute break for change of innings. In October, the change of innings break should be 5-minutes.

Team B then bats until scheduled close of play (unless it is all out)

Day 2 Providing Team B has not been dismissed on Day 1, Team B continues its innings until it has received a further 24 overs (providing it is not dismissed -no more than 48 overs)

There is a 10-minute break for change of innings. In October, the change of innings break should be 5-minutes.

Team A then resumes its innings and bats until it has received the same total number of overs as was received by Team B (unless it is all out)

The batting order will be:

Day 1: Team A (24 overs) then team B (bat till scheduled close of play)

Day 2: Team B (completes its innings with a further 24 overs max) then team A (completes its remaining overs)

The scheduled close of play on day 1 is 7.55pm.

The scheduled close of play on day 2 is 7.55 pm or until the allotted amount of second day overs has been bowled.

General

If both teams have completed their innings before the scheduled close of play on Day 2 the game shall continue under 'ordinary conditions'. The last team to bowl will begin their second innings and the game will continue until the scheduled close of play on day 2. No split innings in second innings.

No team is to start its second innings before both teams have completed their first innings (declared/compulsory closure/dismissed).

i.e. Team B will continue its first innings until completed (dismissed/declared or cc) before Team A can bat again either to complete its first innings or start its second.

In the event of adverse weather, please refer General Rules # 3.

RULE 3 BATTING

(1) A player shall be compulsorily retired from batting immediately upon reaching the following scores, or at the score at the completion of the shot to reach the appropriate retirement score: -

	One day	Two-day	20/20
Under 15	50	75	40

(2) Compulsorily retired players may return to the crease at the fall of the last available wicket and continue until dismissed or the innings is completed.

(3) Where more than one player has retired, they shall return in order of retirement.

(4) Players cannot be voluntarily retired other than for reasons of injury or illness. An ill or injured player may continue his/her innings at the fall of any wicket.

(5) Players can be dismissed LBW in all grades of Under 15.

(6) Where a wicket is lost "caught", the incoming batter shall take the striker's position.

RULE 4 BOWLING

NB No bowler shall bowl any more than eight (8) balls in any over except during the final over of any innings where six (6) legitimate deliveries must be bowled.

In order to improve over rates, in all games, 12 consecutive overs will be bowled from each end.

(A) ONE DAY GAMES

No bowler is to bowl more than four (4) overs per innings in a one-day match.

(C) TWO DAY GAMES

No bowler is to bowl more than eight (8) overs in an innings and no more than six (6) overs in a spell.

Where a game may extend over two innings, no bowler is to bowl more than 8 overs in a morning.

UNDER 17 AND UNDER 15 BOWLING CHART

Number of overs in a spell	Number of overs from same end		Number of overs from other end		Number of overs bowler is rested
6	6	+	6	=	12
5	5	+	5	=	10
4	4	+	4	=	8
3	3	+	3	=	6
2	2	+	2	=	4
1	1	+	1	=	2

(C) JUNIORS ALSO PLAYING SENIORS

Cricket Australia guidelines recommend that Under 15 players bowl no more than 16 overs in a day. WRJCA restrict the number of overs in a morning to 8. Those players participating in Senior matches in the afternoon are advised to inform their captain of their remaining capacity each day.

Rule 5 FIELDING

Refer General Rules # 12

- (1) No player shall be permitted to field closer to the batsman than 10 metres (half the pitch length) unless wicketkeeping or in the slips cordon.
- (2) Fielders may not enter the 10-metre fielding restriction arc until the batsman has completed his/her shot.

Rule 6 MATCH BALLS

Each team is to provide its own leather, two piece, Kooka Colt 156-gram cricket ball which has been stamped "WRJCA Approved".

A new ball is not to be used in a second innings.

Rule 7 GROUNDS AND GROUND DIMENSIONS

A boundary, a maximum of 55 metres, measured from the centre of the pitch, shall be marked by flags or other such markers and is deemed to be a straight line between such markers unless a curved line has been previously marked. Where the physical dimensions of the ground do not permit this, the largest possible field shall be marked.

Finals shall only be played on a synthetic wicket which has been permanently laid over concrete.

Rule 8 HELMETS

- (1) Players MUST wear helmets whilst batting.
- (2) It is compulsory for all wicketkeepers to wear a helmet at all times while keeping. If the wicketkeeper fails to do so, the umpire shall call a stop to play until the keeper complies.

Rule 9 COACHES

All coaches of WRJCA grades are to hold a minimum of Cricket Victoria Level 1 coaching accreditation by 31 October of the current season. Please refer Rule 41

The coach and/or assistant are permitted to assist the team captain in the placing of fielders at any time during the match provided the team is not distracted and play is not held up.

Tips for coaches to speed up the game

- Return the ball directly to the bowler after each delivery. Roll straight back from keeper to minimize 'round the world' returns.
- Bowler goes straight back to his mark immediately.
- Bowlers have an appropriate run up – no 'Mitchell Stark' run ups.
- Rotate fielders clockwise and in bowling order.
- Bowling orders to be pre-arranged and scorers advised prior to start.
- Possible discs or markers on outfield to highlight fielding positions.
- Where possible, rotate 2nd keeper off the field to kit up before activated.
- Batting order pre-arranged and scorers advised prior to the start.
- Team managers to assist batters with padding up.
- Multiple players padded up at once.
- Team celebrations during the game to be swift.

UNDER 13 COMPETITION RULES ** To be used in conjunction with General Rules**

In the event that there is no umpire present, and a dispute arises over playing conditions and/or commencement time, both teams shall remain at the ground until the Administrator has been contacted and a decision has been made. Failure to do so may result in a fine or loss of match points.

Rule 1 DEFINITION OF A TEAM

- (1) A team shall ideally comprise 9 players.
- (2) A team must have a minimum of 7 players. 11 players per team is the maximum number of players permitted to play. A maximum of 9 players are permitted on the field at any given time.
- (3) If a team has more than 9 players, then all players must bat before a retired player returns and all players must bowl.

Rule 2 HOURS OF PLAY

In all grades of **Under 13 Friday or other Under 13 mid-week*** grades matches shall commence at 5.15pm and scheduled finish time is 7.55pm. There will be a ten (10) minute interval for change of innings/drinks break at 6.30pm, play to resume strictly at 6.40pm. In October, the change of innings break shall be 5 minutes.

In all grades of **Under 13 Saturday** matches shall commence at 8:30am and conclude at 11.30am. There will be a ten (10) minute interval for change of innings/drinks break at 9:55am, play to resume at 10.05am.

In all grades of **Under 13 Sunday** matches shall commence at 9.00am and conclude at 11.30. There will be a ten (10) minute interval for change of innings/drinks break at 10.15 am, play to resume at 10:25 am

ONE DAY GAMES (24 overs)

- (a) Providing it is not dismissed, the team batting first shall have its innings compulsorily closed after the bowling of a maximum of twenty (24) overs or at the completion of the over in progress at the nominated change of innings noted above.
- (b) If the innings of the team batting first has been closed by compulsory closure, the team batting second shall, if it is not dismissed, be entitled to receive the same number of overs as was bowled to the opposition.
- (c) If the team batting first was dismissed, the team batting second shall, if it is not dismissed, be entitled to receive a maximum of twenty (24) overs.
- (d) Neither team may declare its first innings closed. One day games are one innings only per side.

Team 1	Team 2
Compulsory closure?	
YES.....	Same number of overs Team 1 received.
NO.....	Maximum of 24 overs.

RULE 3 BATTING

- (1) For **24 over games** the following retirements apply:
 - a. 7 player team – batters retire at max 20 balls faced.
 - b. 8 player team – batters retire at max 20 balls faced.
 - c. 9 player team – batters retire at max 20 balls faced.
 - d. 10 player team – batters retire at max 15 balls faced.
 - e. 11 player team – batters retire at max 15 balls faced.
- (2) Compulsorily retired players may return to the crease at the fall of the last available wicket and continue until dismissed or the innings is completed.
- (3) Where more than one player has retired, they shall return in order of retirement.
- (4) Players cannot be voluntarily retired prior to facing the required number of balls as stated in Rule 3 (1). Batters can be retired for reasons of injury or illness. An ill or injured player may continue his/her innings at the fall of any wicket if well enough to do so.
- (5) Players can be dismissed LBW in all grades of Under 13 after one clear warning from the umpire.

- (6) All balls (regardless of whether wides/no balls) will be included in the batter's ball count
- (7) The innings is deemed closed after the batting team has completed their allotted overs, reached their allotted cut off time or the following number of wickets have fallen:
 - a. 7 player team: 6 wickets
 - b. 8 player team: 7 wickets
 - c. 9 to 11 player team: 8 wickets
- (8) If a team has more than 9 players, then all players must bat before a retired player can return to the crease.
- (9) Batting rotations must be employed to ensure no batter goes two games without having a bat.

RULE 4 BOWLING

- (1) For **24 over games** the following requirements apply:
 - a. 7 player team – wicketkeepers bowl only 2 overs each. The other 5 players will bowl 4 overs each.
 - b. 8 player team – wicketkeepers bowl only 2 overs each. For the other 6 players, 4 players will bowl 3 overs each and the 5th and 6th players will bowl 4 overs.
 - c. 9 player team – wicketkeepers bowl only 2 overs each. For the other 7 players, 6 players will bowl 3 overs each and the 7th player will bowl 2 overs.
 - d. 10 player team – wicketkeepers bowl only 2 overs each. For the other 8 players, 4 players will bowl 3 overs each and the other 4 players will bowl 2 overs each.
 - e. 11 player team – wicketkeepers bowl only 2 overs each. For the other 9 players, 2 players will bowl 3 overs each and the other 7 players will bowl 2 overs each.
- (2) No bowler shall bowl any more than six (6) balls in any over. However, in the final over of the innings, 6 legitimate deliveries must be bowled.
- (3) To improve over rates, all 24 overs are to be bowled from one end.
- (4) Teams must change wicketkeepers after 12 overs in a 24 over game.
- (5) The 2nd wicketkeeper must bowl his/her 2 overs before the completion of the 12th over.
- (6) Each non-wicketkeeper bowler must bowl 2 overs before any bowler bowls their 3rd over and all non-wicketkeeper bowlers must bowl their third over before any player can bowl a fourth over and so on.

Rule 5 FIELDING

Refer General Rules # 12

- (1) No player shall be permitted to field closer to the batsman than 10 metres from the batter's centre stump unless wicketkeeping, gully or in the slips cordon.
- (2) Fielders may not enter the 10-metre fielding restriction arc until the batsman has completed his/her shot.
- (3) Fielding rotations are encouraged to ensure players experience all fielding positions, but fielding placements will not hold up play.
- (4) Teams must change wicketkeepers after 12 overs in a 24 over game. The interchange of keepers must not hold up play in any way.
- (5) If the team has more than 9 players, the additional players can be rotated on/off the field as required so long as this does not hold up play.
- (6) A maximum of 9 players are permitted on the field at any given time.

Rule 6 MATCH BALLS

Each team is to provide its own leather, two-piece, Kooka Colt 142-gram cricket ball which has been stamped "WRJCA Approved".

Rule 7 PITCH LENGTH AND GROUNDS DIMENSIONS

The pitch length is 18 metres.

A boundary, a maximum of 45 metres, measured from the batter's end stumps, shall be marked by flags or other such markers and is deemed to be a straight line between such markers unless a curved line has been previously marked. Where the physical dimensions of the ground do not permit this, the largest possible field shall be marked.

Finals shall only be played on a synthetic wicket which has been permanently laid over concrete.

Rule 8 HELMETS

- (1) Players MUST wear helmets whilst batting.
- (2) It is compulsory for all wicketkeepers to wear a helmet at all times while keeping. If the wicketkeeper fails to do so, the umpire shall call a stop to play until the keeper complies.

Rule 9 COACHES

All coaches of WRJCA grades are to hold a minimum of Cricket Victoria Level 1 coaching accreditation by 31 October of the current season. Please refer Rule 41

The coach and/or assistant are permitted to assist the team captain in the placing of fielders at any time during the match provided the team is not distracted and play is not held up.

Tips for coaches to speed up the game.

- Return the ball directly to the bowler after each delivery. Roll straight back from keeper to minimize 'round the world' returns.
- Bowler goes straight back to his mark immediately.
- Bowlers have an appropriate run up – no 'Mitchell Stark' run ups.
- Rotate fielders clockwise and in bowling order.
- Bowling orders to be pre-arranged and scorers advised prior to start.
- Possible discs or markers on outfield to highlight fielding positions.
- Where possible, rotate 2nd keeper off the field to kit up before activated.
- Batting order pre-arranged and scorers advised prior to the start.
- Team managers to assist batters with padding up.
- Multiple players padded up at once.
- Team celebrations during the game to be swift.

UNDER 13 GIRLS COMPETITION RULES ** To be used in conjunction with General Rules**

In the event that there is no umpire present, and a dispute arises over playing conditions and/or commencement time, both teams shall remain at the ground until the Administrator has been contacted and a decision has been made. Failure to do so may result in a fine or loss of match points.

Rule 1 DEFINITION OF A TEAM

- (1) A team shall ideally comprise 7 players.
- (2) A team must have a minimum 5 players. 9 players per team is the maximum number of players permitted to play. A maximum of 7 players are permitted on the field at any given time.
- (3) If a team has more than 7 players, then all players must bat before a retired player returns and all players must bowl.

Rule 2 HOURS OF PLAY

In all grades of **Under 13 Girls** matches shall commence at 5.15pm and scheduled finish time is 7.55pm. There will be a ten (10) minute interval for change of innings/drinks break at 6.30pm, play to resume strictly at 6.40pm. In October, the change of innings break should be 5 minutes.

ONE DAY GAMES (20 overs)

- (a) Providing it is not dismissed, the team batting first shall have its innings compulsorily closed after the bowling of a maximum of twenty (20) overs or at the completion of the over in progress at the nominated change of innings noted above.
- (b) If the innings of the team batting first has been closed by compulsory closure, the team batting second shall, if it is not dismissed, be entitled to receive the same number of overs as was bowled to the opposition.
- (c) If the team batting first was dismissed, the team batting second shall, if it is not dismissed, be entitled to receive a maximum of twenty (20) overs.
- (d) Neither team may declare its first innings closed. One day games are one innings only per side.

Team 1	Team 2
Compulsory closure?	
YES.....	Same number of overs Team 1 received.
NO.....	Maximum of 20 overs.

RULE 3 BATTING

- (1) For **20 over games** the following retirements apply:
 - a. 5 player team – batters retire at max 24 balls faced.
 - b. 6 player team – batters retire at max 20 balls faced.
 - c. 7 player team – batters retire at max 17 balls faced.
 - d. 8 player team – batters retire at max 15 balls faced.
 - e. 9 player team – batters retire at max 13 balls faced.
- (2) The innings has unlimited dismissals (each player will face the nominated number of balls each)
- (3) Batters must swap ends following a dismissal. If there is a run out, then the not out batter is required to face the next delivery
- (4) Batter are to retire as soon as they face their allotted balls, not at the end of the over
- (5) The following dismissals apply in this format: bowled, caught, caught & bowled, run out, stumped, hit wicket (there are no LBWs)
- (6) All balls (regardless of whether wides/no balls) will be included in the batter's ball count
- (7) The innings is deemed closed after the batting team has completed their allotted overs or reached their allotted cut off time
- (8) If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119)
- (9) For each dismissal, 4 runs will be added to the opposition (bowling teams) total at the end of the innings

RULE 4 BOWLING

- (1) For **20 over games** the following requirements apply:
 - a. 5 player team – All players including wicketkeepers will bowl 4 overs each.
 - b. 6 player team – wicketkeepers bowl only 2 overs each. The other 4 players will bowl 4 overs each.
 - c. 7 player team – wicketkeepers bowl only 2 overs each. For the other 5 players, 4 players will bowl 3 overs each and the 5th player will bowl 4 overs.
 - d. 8 player team – wicketkeepers bowl only 2 overs each. For the other 6 players, 4 players will bowl 3 overs each and the other 2 players will bowl 2 overs each.
 - e. 9 player team – wicketkeepers bowl only 2 overs each. For the other 7 players, 2 players will bowl 3 overs each and the other 5 players will bowl 2 overs each.
- (2) No bowler shall bowl any more than six (6) balls in any over. However, in the final over of the innings, 6 legitimate deliveries must be bowled.
- (3) To improve over rates, all 20 overs are to be bowled from one end.
- (4) Teams must change wicketkeepers after 10 overs in a 20 over game.
- (5) The 2nd wicketkeeper must bowl his/her 2 overs before the completion of the 10th over. In the scenario where there are only 5 players, the 2nd wicketkeeper must bowl their 4 overs before the completion of the 10th over.
- (6) Each non-wicketkeeper bowler must bowl 2 overs before any bowler bowls their 3rd over and all non-wicketkeeper bowlers must bowl their third over before any player can bowl a fourth over and so on.

Rule 5 FIELDING Refer General Rules # 12

- (1) No player shall be permitted to field closer to the batsman than 15 metres from the batter's centre stump unless wicketkeeping, gully or in the slips cordon.
- (2) Fielders may not enter the 15-metre fielding restriction arc until the batsman has completed his/her shot.
- (3) Fielding rotations are required to ensure players experience all fielding positions, but fielding placements will not hold up play.
- (4) Teams must change wicketkeepers after 10 overs in a 20 over game. The interchange of keepers must not hold up play in any way.
- (5) If the team has more than 7 players, the additional players can be rotated on/off the field as required so long as this does not hold up play.
- (6) A maximum of 7 players are permitted on the field at any given time.

Rule 6 MATCH BALLS

Each team is to provide its own Pink Kookaburra Softaball cricket ball for the game.

Rule 7 PITCH LENGTH AND GROUNDS DIMENSIONS

The pitch length is 16 metres.

A boundary, a maximum of 40 metres, measured from the batter's end stumps, shall be marked by flags or other such markers and is deemed to be a straight line between such markers unless a curved line has been previously marked. Where the physical dimensions of the ground do not permit this, the largest possible field shall be marked.

Finals shall only be played on a synthetic wicket which has been permanently laid over concrete.

Rule 8 HELMETS

- (1) Players **MUST** wear helmets whilst batting.
- (2) It is compulsory for all wicketkeepers to wear a helmet at all times while keeping. If the wicketkeeper fails to do so, the umpire shall call a stop to play until the keeper complies.

Rule 9 COACHES

All coaches of WRJCA grades are to hold a minimum of Cricket Victoria Level 1 coaching accreditation by 31 October of the current season. Please refer Rule 41

The coach and/or assistant are permitted to assist the team captain in the placing of fielders at any time during the match provided the team is not distracted and play is not held up.

Tips for coaches to speed up the game

- Return the ball directly to the bowler after each delivery. Roll straight back from keeper to minimize 'round the world' returns.
- Bowler goes straight back to his mark immediately.

- Bowlers have an appropriate run up – no ‘Mitchell Stark’ run ups.
- Rotate fielders clockwise and in bowling order.
- Bowling orders to be pre-arranged and scorers advised prior to start.
- Possible discs or markers on outfield to highlight fielding positions.
- Where possible, rotate 2nd keeper off the field to kit up before activated.
- Batting order pre-arranged and scorers advised prior to the start.
- Team managers to assist batters with padding up.
- Multiple players padded up at once.
- Team celebrations during the game to be swift.

UNDER 11 COMPETITION RULES ** To be used in conjunction with General Rules**

In the event that there is no umpire present, and a dispute arises over playing conditions and/or commencement time, both teams shall remain at the ground until the Administrator has been contacted and a decision has been made. Failure to do so may result in a fine or loss of match points.

Rule 1 DEFINITION OF A TEAM

- (1) A team shall ideally comprise 7 players.
- (2) A team must have a minimum 5 players. 9 players per team is the maximum number of players permitted to play. A maximum of 7 players are permitted on the field at any given time.
- (3) If a team has more than 7 players, then all players must bat before a retired player returns and all players must bowl.

Rule 2 HOURS OF PLAY

In all grades of **Under 11 Friday or other Under 11 mid-week*** grades matches shall commence at 5.15pm and scheduled finish time is 7.55pm. There will be a ten (10) minute interval for change of innings/drinks break at 6.30pm, play to resume strictly at 6.40pm. In October, the change of innings break shall be 5 minutes.

In all grades of **Under 11 Saturday** matches shall commence at 8:30am and conclude at 11.10am. There will be a ten (10) minute interval for change of innings/drinks break at 9:45 am, play to resume at 9:55 am.

In all grades of **Under 11 Sunday** matches shall commence at 9.00am and conclude at 11.40. There will be a ten (10) minute interval for change of innings/drinks break at 10.15 am, play to resume at 10:25 am

ONE DAY GAMES (20 overs)

- (a) Providing it is not dismissed, the team batting first shall have its innings compulsorily closed after the bowling of a maximum of twenty (20) overs or at the completion of the over in progress at the nominated change of innings noted above.
- (b) If the innings of the team batting first has been closed by compulsory closure, the team batting second shall, if it is not dismissed, be entitled to receive the same number of overs as was bowled to the opposition.
- (c) If the team batting first was dismissed, the team batting second shall, if it is not dismissed, be entitled to receive a maximum of twenty (20) overs.
- (d) Neither team may declare its first innings closed. One day games are one innings only per side.

Team 1	Team 2
Compulsory closure?	
YES.....	Same number of overs Team 1 received.
NO.....	Maximum of 20 overs.

RULE 3 BATTING

- (1) For **20 over games** the following retirements apply:
 - a. 5 player team – batters retire at max 24 balls faced.
 - b. 6 player team – batters retire at max 20 balls faced.
 - c. 7 player team – batters retire at max 17 balls faced.
 - d. 8 player team – batters retire at max 15 balls faced.
 - e. 9 player team – batters retire at max 13 balls faced.
- (2) The innings has unlimited dismissals (each player will face the nominated number of balls each)
- (3) Batters must swap ends following a dismissal. If there is a run out, then the not out batter is required to face the next delivery
- (4) Batter is to retire as soon as they face their allotted balls, not at the end of the over
- (5) The following dismissals apply in this format: bowled, caught, caught & bowled, run out, stumped, hit wicket (there are no LBWs)
- (6) All balls (regardless of whether wides/no balls) will be included in the batter’s ball count

- (7) The innings is deemed closed after the batting team has completed their allotted overs or reached their allotted cut off time
- (8) If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119)
- (9) For each dismissal, 4 runs will be added to the opposition (bowling teams) total at the end of the innings

RULE 4 BOWLING

- (1) For **20 over games** the following requirements apply:
 - a. 5 player team – All players including wicketkeepers will bowl 4 overs each.
 - b. 6 player team – wicketkeepers bowl only 2 overs each. The other 4 players will bowl 4 overs each.
 - c. 7 player team – wicketkeepers bowl only 2 overs each. For the other 5 players, 4 players will bowl 3 overs each and the 5th player will bowl 4 overs.
 - d. 8 player team – wicketkeepers bowl only 2 overs each. For the other 6 players, 4 players will bowl 3 overs each and the other 2 players will bowl 2 overs each.
 - e. 9 player team – wicketkeepers bowl only 2 overs each. For the other 7 players, 2 players will bowl 3 overs each and the other 5 players will bowl 2 overs each.
- (2) No bowler shall bowl any more than six (6) balls in any over. However, in the final over of the innings, 6 legitimate deliveries must be bowled.
- (3) To improve over rates, all 20 overs are to be bowled from one end.
- (4) Teams must change wicketkeepers after 10 overs in a 20 over game.
- (5) The 2nd wicketkeeper must bowl his/her 2 overs before the completion of the 10th over. In the scenario where there are only 5 players, the 2nd wicketkeeper must bowl their 4 overs before the completion of the 10th over.
- (6) Each non-wicketkeeper bowler must bowl 2 overs before any bowler bowls their 3rd over and all non-wicketkeeper bowlers must bowl their third over before any player can bowl a fourth over and so on.

Rule 5 FIELDING

Refer General Rules # 12

- (1) No player shall be permitted to field closer to the batsman than 15 metres from the batter's centre stump unless wicketkeeping, gully or in the slips cordon.
- (2) Fielders may not enter the 15-metre fielding restriction arc until the batsman has completed his/her shot.
- (3) Fielding rotations are required to ensure players experience all fielding positions, but fielding placements will not hold up play
- (4) Teams must change wicketkeepers after 10 overs in a 20 over game. The interchange of keepers must not hold up play in any way.
- (5) If the team has more than 7 players, the additional players can be rotated on/off the field as required so long as this does not hold up play.
- (6) A maximum of 7 players are permitted on the field at any given time.

Rule 6 MATCH BALLS

Each team is to provide its own Pink Kookaburra Softaball cricket ball for the game.

Rule 7 PITCH LENGTH AND GROUNDS DIMENSIONS

The pitch length is 16 metres.

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Finals shall only be played on a synthetic wicket which has been permanently laid over concrete.

Rule 8 HELMETS

- (1) Players **MUST** wear helmets whilst batting.

- (2) It is compulsory for all wicketkeepers to wear a helmet at all times while keeping. If the wicketkeeper fails to do so, the umpire shall call a stop to play until the keeper complies.

Rule 9 COACHES

All coaches of WRJCA grades are to hold a minimum of Cricket Victoria Level 1 coaching accreditation by 31 October of the current season. Please refer Rule 41

The coach and/or assistant are permitted to assist the team captain in the placing of fielders at any time during the match provided the team is not distracted and play is not held up.

Tips for coaches to speed up the game

- Return the ball directly to the bowler after each delivery. Roll straight back from keeper to minimize 'round the world' returns.
- Bowler goes straight back to his mark immediately.
- Bowlers have an appropriate run up – no 'Mitchell Stark' run ups.
- Rotate fielders clockwise and in bowling order.
- Bowling orders to be pre-arranged and scorers advised prior to start.
- Possible discs or markers on outfield to highlight fielding positions.
- Where possible, rotate 2nd keeper off the field to kit up before activated.
- Batting order pre-arranged and scorers advised prior to the start.
- Team managers to assist batters with padding up.
- Multiple players padded up at once.
- Team celebrations during the game to be swift.

UNDER 10 CUBS COMPETITION RULES ** To be used in conjunction with General Rules**

In the event that there is no umpire present, and a dispute arises over playing conditions and/or commencement time, both teams shall remain at the ground until the Administrator has been contacted and a decision has been made. Failure to do so may result in a fine or loss of match points.

Rule 1 DEFINITION OF A TEAM

- (1) A team shall ideally comprise 7 players.
- (2) A team must have a minimum 5 players. 9 players per team is the maximum number of players permitted to play. A maximum of 7 players are permitted on the field at any given time.
- (3) If a team has more than 7 players, then all players must bat before a retired player returns and all players must bowl.
- (4) To participate in U10 Cubs age group in 2024/25, the player must have a DOB after or including 1 September 2014. The minimum age for any player to participate in U10 Cubs is 7 years old at 1 September 2014.

Rule 2 HOURS OF PLAY

In all grades of **Under 10 Cubs Friday or other Under 10 Cubs mid-week*** grades matches shall commence at 5.15pm and scheduled finish time is 7.55pm. There will be a ten (10) minute interval for change of innings/drinks break at 6.30pm, play to resume strictly at 6.40pm. In October, the change of innings break shall be 5 minutes.

In all grades of **Under 10 Cubs Saturday** matches shall commence at 8:30am and conclude at 11.10am. There will be a ten (10) minute interval for change of innings/drinks break at 9:45 am, play to resume at 9:55 am.

In all grades of **Under 10 Cubs Sunday** matches shall commence at 9.00am and conclude at 11.40. There will be a ten (10) minute interval for change of innings/drinks break at 10.15 am, play to resume at 10:25 am

ONE DAY GAMES (20 overs)

- (a) Providing it is not dismissed, the team batting first shall have its innings compulsorily closed after the bowling of a maximum of twenty (20) overs or at the completion of the over in progress at the nominated change of innings noted above.
- (b) If the innings of the team batting first has been closed by compulsory closure, the team batting second shall, if it is not dismissed, be entitled to receive the same number of overs as was bowled to the opposition.
- (c) If the team batting first was dismissed, the team batting second shall, if it is not dismissed, be entitled to receive a maximum of twenty (20) overs.
- (d) Neither team may declare its first innings closed. One day games are one innings only per side.

Team 1	Team 2
Compulsory closure?	
YES.....	Same number of overs Team 1 received.
NO.....	Maximum of 20 overs.

RULE 3 BATTING

- (1) For **20 over games** the following retirements apply:
 - a. 5 player team – batters retire at max 24 balls faced.
 - b. 6 player team – batters retire at max 20 balls faced.
 - c. 7 player team – batters retire at max 17 balls faced.
 - d. 8 player team – batters retire at max 15 balls faced.
 - e. 9 player team – batters retire at max 13 balls faced.
- (2) The innings has unlimited dismissals (each player will face the nominated number of balls each)
- (3) Batters must swap ends following a dismissal. If there is a run out, then the not out batter is required to face the next delivery
- (4) Batter is to retire as soon as they face their allotted balls, not at the end of the over

- (5) The following dismissals apply in this format: bowled, caught, caught & bowled, run out, stumped, hit wicket (there are no LBWs)
- (6) All balls (regardless of whether wides/no balls) will be included in the batter's ball count
- (7) The innings is deemed closed after the batting team has completed their allotted overs or reached their allotted cut off time
- (8) If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119)
- (9) For each dismissal, 4 runs will be added to the opposition (bowling teams) total at the end of the innings

RULE 4 BOWLING

- (1) For **20 over games** the following requirements apply:
 - a. 5 player team – All players including wicketkeepers will bowl 4 overs each.
 - b. 6 player team – wicketkeepers bowl only 2 overs each. The other 4 players will bowl 4 overs each.
 - c. 7 player team – wicketkeepers bowl only 2 overs each. For the other 5 players, 4 players will bowl 3 overs each and the 5th player will bowl 4 overs.
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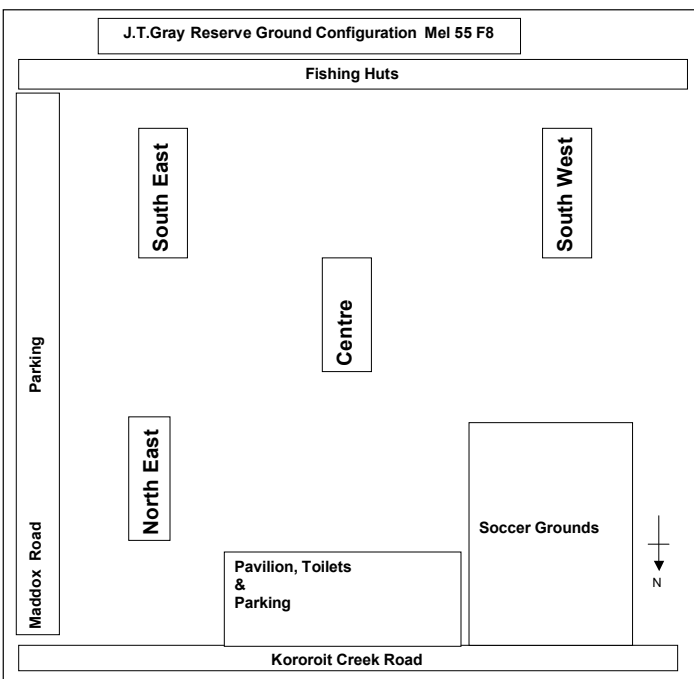
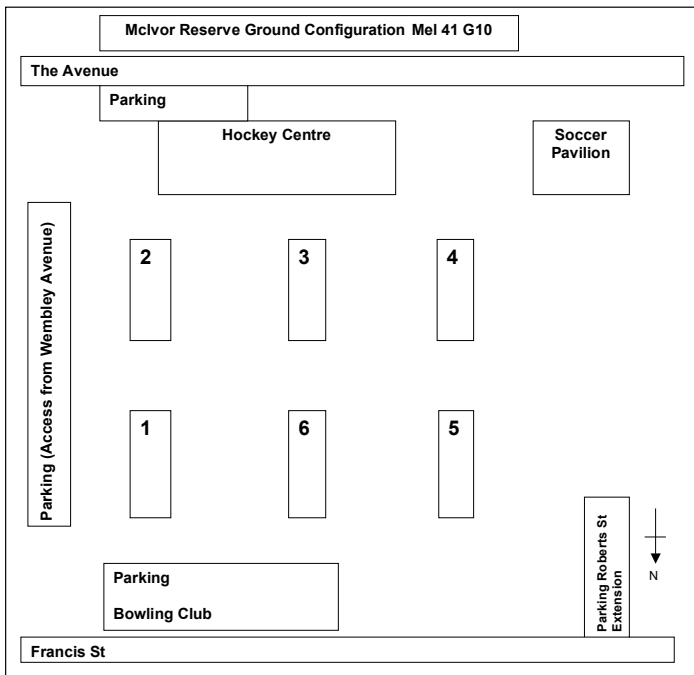
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Wicketkeeping table for U10, U11 and U13 games

20 OVER Games

<u>Players In Team</u>	<u>Non WK Overs</u>	<u>WK Overs</u>	<u>Match Requirement</u>
5	4	4	All players including WK's to bowl 4 overs each
6	4	2	WK's Bowl ONLY 2 overs each. 4 Non WK's bowl 4 overs
7	4 or 3	2	WK's Bowl ONLY 2 overs each. 4 Non WK's bowl 3 overs, 1 Non WK bowls 4 overs
8	3 or 2	2	WK's Bowl ONLY 2 overs each. 4 Non WK's bowl 3 overs, 2 Non WK bowl 2 overs
9	3 or 2	2	WK's Bowl ONLY 2 overs each. 2 Non WK's bowl 3 overs, 5 Non WK bowl 2 overs

NOTES:

2 x WK's only to be used per innings *Change at 10 Overs ** 5 player scenario has to be sensibly managed

2nd WK must get his/her 2 overs in by completion of first 10 overs

Every NON WK player must bowl 2 overs before a 3rd over

Every NON WK player must bowl 3 overs before a 4th over

2 x WK's bowl 2 overs ONLY * Except in 5 player team option

24 OVER Games

<u>Players In Team</u>	<u>Non WK Overs</u>	<u>WK Overs</u>	<u>Match Requirement</u>
7	4	2	WK's Bowl ONLY 2 overs each. 5 Non WK's bowl 4 overs
8	4 or 3	2	WK's Bowl ONLY 2 overs each. 2 Non WK's bowl 4 overs, 4 Non WK bowl 3 overs
9	3 or 2	2	WK's Bowl ONLY 2 overs each. 6 Non WK's bowl 3 overs, 1 Non WK bowls 2 overs
10	3 or 2	2	WK's Bowl ONLY 2 overs each. 4 Non WK's bowl 3 overs, 4 Non WK bowl 2 overs
11	3 or 2	2	WK's Bowl ONLY 2 overs each. 2 Non WK's bowl 3 overs, 7 Non WK bowl 2 overs

NOTES:

2 x WK's only to be used per innings *Change at 12 Overs

2nd WK must get his/her 2 overs in by completion of first 12 overs

Every NON WK player must bowl 2 overs before a 3rd over

Every NON WK player must bowl 3 overs before a 4th over

2 x WK's bowl 2 overs ONLY