



# **Laws for the Conduct of Cricket**

MSW Cricket Inc.

**1973 – 2011/2012 SEASON  
38 YEARS OF JUNIOR CRICKET**

**Under 10 Divisions 1 and 2  
Competitive Cricket**

## **PREFACE**

Australians are justifiably proud of the place sport has in their daily lives.

What are equally important to all involved in cricket are the way the game is played, and the manner in which our athletes conduct themselves. Junior Cricket is organised to teach children and teenagers, both male and female, the skills and etiquette of the game of cricket, and also to engender the concepts of fair play and sportsmanship. The latter aspects include:

- accepting the Umpire's decision without dissent
- abstaining from the use of unacceptable language and /or sledging, and
- not inconveniencing the batsman or other players at any time.

While the beneficiaries of Junior Cricket are the junior and teenage participants, adult supervisors should at all times understand that their participation is to facilitate the players' maximum enjoyment of the game - and not their own wishes or desires for success.

The Laws of Cricket, the Laws of MSW Cricket, and the recommendations outlined within Cricket Australia's ACB Junior Cricket Policy documents, provide concise instructions for the organisers of Junior Cricket. Managers and Coaches must at all times however be aware that the laws outlined within this booklet may not appear to provide a solution for every situation. In such cases, it is stressed that common sense should prevail - allowing a decision to be made within the spirit of the game. It is also hoped that match officials can solve any difference of opinion or dispute in a quiet, adult and amicable manner.

In those instances where no rule or regulation is written in this booklet to cover the situation, the normal Laws of Cricket are to apply. Note that Tom Smith's book "*Cricket Umpiring and Scoring*" gives an excellent coverage of the Laws of Cricket.

As part of reinforcing the need for discipline and etiquette within the game, the MSW Executive emphasises the need for all participants, both players and officials, to present themselves correctly at all times - not only in their behavior but also in their dress standards. With this in mind, and in an effort to ensure that the Spirit of Cricket is respected at all times, all players, officials and parents are to pay due attention at all times to the Codes of Behavior formulated by Cricket Australia, and dress standards

***The most important rule for all junior cricketers and administrators is :-  
ENJOY THE GAME AT ALL TIMES***

## **Administrative Rules**

- The rules as outlined within this document, relating to game formats and the conduct of matches in all age groups, are not to be varied by participants on or before game days under any circumstances.
- If there are any circumstances which will preclude compliance with the rules as written, club and /or team officials are to address the issues with the MSW Executive and have their approval prior to adjusting any criterion for play.

## **Membership**

- All Clubs must be affiliated members of MSW Cricket Inc. prior to 31 November of each season.

## **Registration of Players**

- Players must be registered with MSW Cricket Inc. and Queensland Junior Cricket by fully completing an official Registration and Indemnity Form at the start of the season. Only properly registered players can participate in competitions and/or other cricket activities organised and/or endorsed by these bodies.

## **Association Competitions**

- The Association may organise and administer the playing of competitions in age groups from Super 8 through to Under 17, and shall be free to choose the type of competition to be played - based on one-day or two-day games - or a combination of these.

## **Age Qualification of Players**

- A player shall be eligible to play in an under age team, provided his or her age on the 31st of August is under the particular competition age group.
- A club seeking to include a player in an age group younger than his or her rightful group must receive permission for same from the MSW Executive prior to him or her playing in the younger group.
- No player is permitted to play in an age group which is more than two (2) years above his or her rightful competition age group unless the expressed permission of the MSW Executive has been granted following a proper risk assessment.

## **Notification of Results to the Association**

- Whilst it has been identified that this year, games played in the Division 1 and 2 competitions for this age group are “competitive”, the MSW Executive has deemed that no premierships are available.
- All teams, at the conclusion of their games are required to complete a Match Abstract form and report the results of their games to their respective clubs My cricket representative. It is the responsibility of the club’s My cricket representative to enter the result on to My cricket.

## **Publication of Results**

- All Clubs are required to arrange for the publication of the result of each day's play in the weekend press, by notifying the Sunday Mail Junior Sport Results on **3666 7766** - prior to 4.45 pm on Saturday afternoons.
- The winner of the game is responsible for telephoning the result of the game. Persons responsible for making these calls that player details that score more than 15 runs and take more than 2 wickets can have their details supplied. A maximum of four players per team (2 batting and 2 bowling) can be supplied. Team officials are reminded that player’s names should be shared when results are being supplied. i.e. Attempt to avoid using the same names all of the time.

## ***Behavior and Dress***

- Unfortunately, some people fail to live up to the traditional values and spirit of cricket. Young people can be easily influenced and negatively affected by these adverse experiences.
- **All** participants in Junior Cricket - be they players, coaches, managers, scorers, umpires or spectators - are expected to behave in a respectful and proper manner at all times. As mentioned in the Preface of this booklet, fair play and sportsmanship are paramount, and should be reinforced at any time when expected standards are not maintained.
- Umpires, Coaches and/or Managers are to intervene in cases of bad behavior or offensive (or unwarranted) comments by players - on or off the field. Similarly, any unsavory behavior by officials or spectators should be addressed, in order to maintain the proper sporting environment.
- If intervention does not settle 'the occurrence', and only if the matter

cannot be settled between the clubs involved, a written report outlining all details shall be submitted to the Secretary of MSW Cricket Inc. This report will only be received through either the president or secretary of the clubs involved

- The MSW Executive may suspend any player, official, or other participant from future matches, or otherwise deal with him or her at their discretion.
- On the MSW Cricket Webpage, a copy of the Codes of Behavior for Coaches, Umpires, Parents and Players can be located. The MSW Executive recommends that a copy of the respective Code of Behavior is supplied to coaches, parents and players prior to the commencement of the season.
- Players and Officials should dress neatly at all times - in a manner that upholds the following standards:-

All players in the team must wear the same coloured shirt - be it white or coloured. Coloured shirts shall be to the approval of the MSW Executive

Long trousers or shorts must be white only.

Sports shoes which are predominantly white in colour are to be worn during matches.

Club caps or sun hats are mandatory when fielding, and a liberal application of sunscreen is encouraged at all times. All hats worn by players shall be official team or club headwear, and - **the wearing of different coloured baseball or basketball caps is not permitted.**

- While the wearing of safety helmets while batting is not mandatory, the MSW Executive encourages clubs to reinforce to parents and players the benefits of wearing a helmet when batting.
- Genital protection gear, batting gloves and batting pads are to be worn when batting. It is strongly recommended that, for safety and health reasons, each player should provide their own genital protector (or 'Box').

### **Protests - Other than Codes of Behavior**

- A Club protesting against the result of a match, or unsavory incidents which may have occurred during the game, shall forward a letter or email to the other Club involved, with a copy to the Secretary MSW Zone.

- Such correspondence is to be sent no later than seven days after the completion of the match concerned, and shall outline the full facts and circumstances regarding the protest. If the issue can not be resolved by the clubs in question, The Committee will investigate the facts, before making a determination on the matters in dispute.

### ***Balls and Equipment***

#### **Balls**

- For the 2011/12 season the MSW executive has agreed on the use of the Gabba Safety Ball
- Only cricket balls of a type and make approved by the MSW Executive is to be used in any given match, and both teams shall play with the same type of ball.
- Should a team for any specific reason need to use a ball other than the type approved by the MSW Executive, that team must supply one of the same type (and condition) to the opposition team -to ensure that playing conditions for both teams are the same.

#### **Stumps**

- All teams shall use 78cm high stumps. For safety reasons, the use of sharp non-timber tipped stumps **is strictly prohibited**.

### ***Fitness of Grounds for Play***

- Play should only be suspended when the conditions are sufficiently bad (including light levels), that it is unreasonable or dangerous to continue.
- A ground is not fit for play when it is slippery enough to deprive batsmen or bowlers of a reasonable foothold, or the fieldsman freedom of movement. Play should not be suspended merely because the grass is long or wet, and the ball slippery.
- **At all times, the safety of the players must be paramount.**
- The decision concerning the fitness of the ground (including the pitch) for play must be made by representatives from each team (preferably the coaches) and/or official umpires. In cases where a club

groundsman is responsible for the preparation of the ground, he shall be included in discussions addressing the commencement or resumption of play. When a club groundsman has full control of the grounds his decision shall be final.

- If team representatives, with their players in attendance, disagree regarding the fitness of the grounds for play, the following course of action shall be taken:

if play has not commenced and the representatives disagree, there will be no play, or

if play has been suspended because the ground is unfit for play, the team representatives must **agree** before play resumes.

If within a period of 40 minutes, conditions do not improve sufficiently to allow an agreed commencement or resumption of play, play shall be suspended for the day.

- No time shall be added to the match to make up for lost time through rain or bad ground conditions.
- In accordance with the zone's policy with regards to player safety and fitness of grounds, a team representative is required prior to the commencement (or recommencement) of a game to complete a Game Day Checklist. The inspection of the field and facilities should be done in the presence of the opposing team's coach or manager. The checklist should be signed by the opposing team coach or manager. Consensus between both parties should be obtained in relation to the safety of the field.

## ***General Rules***

### **Hours of Play**

- All matches are to be played on Saturday mornings - or Saturday afternoons where directed or agreed by the Association.
- Normally of a duration of 3½ hours, each morning game is to commence at 8.15 am, and conclude no later than midday. Afternoon games are to commence at 1.00 pm and conclude no later than 4.45 pm.
- Alterations to playing hours or days must be submitted to the Secretary MSW for approval, prior to the match.

## A Team

- The minimum number of players deemed necessary to constitute a team in each innings shall be seven (7), and each club shall provide an official to umpire, and a scorer.

## Umpiring

- One umpire from each team is to officiate in each game at any given time. Except in extenuating circumstances, two umpires from one team are not to umpire together. Umpires can be interchanged during an innings/game; however such interchanges are to occur at breaks in play - such as between overs, at drinks breaks, or at changes of innings. It is recommended that umpires change ends at the change of innings.
- Where umpires are interchanged during a game, there is an expectation that a consistent approach to umpiring is achieved, especially with regard to the adjudication and calling of no balls, wides and LBW decisions.
- While umpires will normally be the team coach or manager, any adult with suitable knowledge of the rules and etiquette of The Game can umpire – and the involvement of team parents in umpiring should be encouraged.
- ***It is the strong recommendation of the MSW Executive that where possible a parent should not officiate as an umpire at all when their son or daughter is batting – nor at the bowler's end when their child is bowling. The Committee is of the belief that following this procedure will assist in making the umpiring process as impartial as possible, and remove any perception of bias.***

## Forfeits and Time Adjustments

- Should any team be unable to commence play within 15 minutes after the scheduled starting time, a forfeit may be claimed by the non-offending side.
- The waiting Coach (Manager) **only** may suggest a time adjustment, so that a game can be played. A decision to make the time adjustment must be made prior to the start of play for that day and shall not be altered after play commences.

- Before claiming a forfeit, ensure that every attempt has been made to achieve a start of play, bearing in mind that the primary aim should always be to achieve a game of cricket for the players.
- In the case of wet weather, and where team coaches or managers have been unable to confirm the status of playing conditions at the scheduled venue, they should travel to the ground, and confirm whether the game is to proceed, rather than risk a forfeit by assuming that the game will be cancelled. It should be remembered that whether conditions can differ greatly from one suburb to another. The MSW Executive recommends making contact with the opposition coach / manager on the night prior to the game to ensure that the conditions still allow the game to proceed

### ***Under 10 Rules***

#### **General**

- Coaches, managers and parents should be reminded that Under 10 games are NON-COMPETITIVE and is a development period for Junior Cricketers.
- While it is anticipated that competition will happen regardless of the formalities of a non-competitive environment, it is expected that common sense will prevail in all situations, so that the children get the enjoyment and the sportsmanship that characterizes the game.
- Special care should be taken by all coaches and umpires to fully understand the rules of cricket. This especially applies to the LBW rules, where umpires may have to give an LBW decision in older age groups. LBW is not given or applicable in Under 10's, however Coaches and/or Umpires may counsel Under 10 players so that they prepare for the future.
- It should be stressed that, if any doubt exists in any umpiring decision, the benefit of the doubt always goes to the batter.
- On field coaching should be restricted to one (1) person per team. That person, generally the Coach/Manager, shall be acting as an umpire at the time.

## **Match Structure and Team Make-up**

- All matches are to be played as one-day matches on a single fixture day and are of one innings of a maximum of 30 overs for each team.
- As games are non-competitive, no premiership points will be awarded.
- Normal cricket rules are to apply, but common sense is to prevail in an endeavour to ensure that all young players have equal and full involvement.
- If teams have in excess of eleven (11) players, coaches are encouraged to agree to bat and bowl the extra players, provided that the fielding team uses no more than 11 players on the field at any one time.
- If the team numbers are unbalanced, agreement should be struck to exchange players where possible - to balance teams and allow maximum player participation.
- Teams with more than 13 players should implement a roster system to rotate players sufficiently to allow all children to participate equally throughout the season.
- Teams are also required to rotate all players within batting and bowling orders each week such that each player can experience all positions within the orders.

## **Hours of Play**

- Matches are to commence at 8.15 am and conclude not later than midday, or in the case of an afternoon fixture – start at 1.00 pm and finish no later than 4.45 pm.
- Total playing time shall be 3 hours and 40 minutes, being 1 hour 45 minutes for each team's innings and 10 minutes for a change of innings.
- The innings of the team batting first must not proceed past 10.00 am (2.45 pm for afternoon games) or 30 overs, whichever comes first.
- If the team fielding first fails to bowl 30 overs by 10.00 am, the innings of each team shall be shortened to that number of overs

actually bowled by the first team, and the same number of overs will then be bowled by the second team.

- If the team batting first is dismissed in less than 30 overs (before 10.00 am), it will be deemed that they have faced the full 30 overs.
- The team batting second then has the right to face 30 overs, not the number of overs faced by the first team. If the team bowling second fails to bowl the required overs by 11.55 am, the remaining time until midday should be used to complete the innings before penalty runs are applied.
- If the team bowling second fails to bowl the same number of overs as it received,
- A drinks break, of three minutes maximum, shall be taken at 15 overs in each innings, except under extreme weather conditions, when more breaks may be taken (by agreement of both teams Coaches).

### **Registration and Qualification of Players**

- Players may be either boys or girls. Discretion should be used in assessing the safety of all players, especially when they are 8 years of age or younger.

### **Players' Apparel**

- When batting, batters **must** wear gloves, pads and a Genital Protector (Box).
- When wicket keeping, keepers **must** wear gloves, pads and a protector.
- Club caps or white sun hats are mandatory headwear and a liberal application of sunscreen should be strongly encouraged.

### **Stumps**

- All teams shall use 78.cm high wooden stumps, without metal tips or ferrules at the striker's end. For safety reasons, the use of metal tipped stumps is strictly prohibited.

- Under 10 teams playing on shortened pitches shall use wooden stumps at the batting end, and approved metal or plastic stumps at the bowling end.

### **Length of Pitch**

- The length of the pitch will be 18 metres. A set of timber stumps are to be set at the batting end, while a set of freestanding stumps may be used at the bowler's end to achieve the lesser distance.
- Normal batting creases will apply to this shortened pitch.
- Batters will bat from one end only and strikers will rotate at the end of each over.
- Bowlers should endeavour to deliver with the front foot on or behind the popping crease. **No balls are not to be called for overstepping the popping crease in this age group.** The popping crease is the line marked across the wicket, 1.2 metres in front of the stumps.

### **Boundaries**

- The field boundary shall be measured as a 35 metre diameter circle measured from the striker's stumps. This field is short on the drive to encourage batters to play straight down the ground.
- It is recommended that a measured length of rope or string be used to measure the boundaries - to ensure the settings are consistent from week to week.
- Where light poles, posts or other obstructions intrude into the playing field, boundary markers must be adjusted to ensure that the obstructions are 'out of bounds'.
- Player safety is paramount when establishing the field of play.

### **Coaching**

- On field coaching by coaches or stand-in umpires is encouraged in this age group – to ensure that the players of both teams get the most out of the cricket experience by developing their skills and understanding of the rules and etiquette of the game.

- Only the two umpires on the field should coach and “boundary riders” (vocal coaching from the sidelines) should be discouraged.
- Constant changing of fields during an over by the on-field coach should be avoided, as it can be very disruptive to the flow of the game.

## **Batting**

- Any batter must be retired Not Out when he/she has scored 25 runs or faced 20 deliveries, whichever comes first. This applies to each time they bat.
- Any not-out batter so retired may resume his/her innings in order of retirement, once **all** other players have been dismissed or retired.
- Scorers are required to record all balls faced by the batters, including those from which no runs were scored which are to be recorded as "dots" in the score line.

## **Bowling and Over Limitations**

- **Every player must bowl a minimum of two overs each.**
- After every player has bowled two overs, additional overs can be allotted, provided the maximum for any one bowler is **three** overs for the innings.
- Where there are less than 11 players the number of overs should be shared evenly.
- Six (6) ball overs will apply with no extra balls being bowled for wides or no-balls.
- Coaches should encourage players to bowl line and length, and to restrict their run ups to reasonable proportions, relative to their pace. A bowler's maximum run up should not be any more than 10 metres.

## **Wide Balls**

- If the ball lands outside the pitch width, it shall be deemed and called "**WIDE**" – unless otherwise considered “dead” as described below. **A Wide is not called until the ball has passed the striker's wicket.**

- A batsman cannot score runs nor be dismissed except under the normal rules of cricket.
- If the batsman steps off the pitch and hits the ball, it cannot be called “Wide” and, because the batsman has played at the ball, he/she can be caught or run out.
- A **Wide** shall be scored as one (1W) - entered in the scorebook as sundries.
- Should a wide ball proceed past the wicket keeper to the boundary, five (5) wides shall be scored – four for the boundary plus the penalty for the wide. Likewise, should a wide ball proceed past the wicket keeper or fieldsman, any runs taken by the batsman shall be scored as wides.

That is:-

- If no runs are taken 1W (Wide) - 1 sundry , scored as a wide
- if one run is taken 2W (wides) - 2 sundries, scored as wides
- if two runs are taken 3W (wides) - 3 sundries, scored as wides
- If the ball goes to the boundary 5W (Wides) - 5 sundries, all scored as wides

*Example: If a wide is bowled and it proceeds past the wicket keeper and the batsmen run two runs, the addition to the score is three sundries – marked in the ‘wides box’ - not 1 wide and two runs.*

- Wides are to be included in the runs scored against the bowler, and in the relevant 'Sundries Box', marked as 1W, or 3W etc.
- Where the ball lands on the wicket and is called a **Wide**, the normal rules of cricket apply. That is, the batsman can be out Hit Wicket, Stumped, Handled the Ball, Run Out, or Obstructing the Field.
- Discretion is to be used in calling wides. Repeated infringements should be discouraged and players counselled as to possible ways to correct any problems.

## Dead Ball on Non-turf Wickets

- When the ball, having been properly delivered by the bowler, lands **on or off** the pitch and thereafter behaves so erratically that, in the opinion of the umpire, the behavior is not due to the bowler's technique, the delivery shall be declared "**DEAD**" and not be counted in the over. No runs can be scored and no batsman can be dismissed from such a ball.
- Where a ball being returned to the wickets strikes the edge of the concrete pitch or a clump of grass at the irregular perimeter of the pitch, and bounces erratically away from the fielding player, the ball at that point shall be declared as Dead and no additional runs are to be taken.

## Dangerous Deliveries

- Any short-pitched delivery, **slow or fast**, reaching the batter above shoulder height, when standing in a normal batting stance shall be called a "**no ball**"
- Any full-pitched delivery, **slow or fast**, reaching the batsman **above waist height**, when the batsman is standing in an **upright stance within the crease** shall be called "**NO BALL**".
- It is not acceptable within the spirit of Junior Cricket for fast bowlers to deliver short pitched balls or 'beam balls' in an effort to intimidate a batsman. Where an umpire is of the opinion that this is occurring, he or she shall warn the bowler and the Captain regarding the inappropriate play – and furthermore, may request the Captain of the bowling team to remove the bowler from the attack if the intimidatory approach is not ceased.
- **No balls** can be called by either umpire and the player cannot be dismissed from such a delivery, except under the normal rules of cricket (i.e. Run Out, Hit the Ball Twice, Handled the Ball or Obstructing the Field). **Note: The batter's safety is the paramount issue and umpires are to use their discretion when enforcing this rule.**

## No Balls

- A NO BALL shall be scored as 1 run - entered in the scorebook as sundries, except where the batsman strikes the ball and runs. In this instance, one run shall be scored as 'Sundries', and all runs completed by the batsman shall be credited to the batsman's score; that is:-
  - If one run is taken 1N (No Ball) **plus** 1 run to the batsman
  - If three runs are taken 1N (No Ball) **plus** 3 runs to the batsman
  - If no run is taken 1N (No Ball) only
- All NO BALLS and runs are to be scored against the bowler, however only the one penalty is to be marked in the appropriate 'Sundries Box'. The only exception to this is where Byes and Leg Byes result from a NO BALL. In this case, the byes plus the penalty are totalled, and listed as NO BALLS.

## Ball Bouncing More Than Once

- In Under 10 cricket the normal rule of calling a No Ball if the ball bounces three or more times before reaching the batter shall not apply. There is no limit to the number of bounces allowed.

## Leg Before Wicket

- LBW decisions do not apply in Under 10.
- When a batter does not offer to play a shot and it is considered that he/she could have been adjudged LBW, the umpire at the bowler's end may advise the batter that he/she would have been adjudged Out LBW under the normal rules of cricket.

## Fielding

- No fielder should field closer than 10 metres from the batter's crease, with the exception of the arc between point and wicket keeper.
- The field must be rotated during the game (except the wicket keeper), giving all boys maximum involvement and exposure to all fielding positions. Such rotation is best carried out at the end of every one or two overs.

- No player should act as a wicket keeper for more than 15 overs in an innings.
- No player acting as a wicket keeper may stand closer than 1.5 metres from the stumps.

### **Changes to Rules**

- While changes to these rules are discouraged, any changes to the Under 10 rules of play must be agreed upon by both coaches prior to the commencement of play. If no agreement can be reached the rules as stated will apply