



Laws for the Conduct of Cricket

MSW Cricket Inc.

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

Under 11 Divisions 1 and 2
Under 12 All Divisions
Under 13 to Under 17 All Divisions

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 behaviour 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 Behaviour 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 the 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

- All games played that are covered by the rules outlined in this document are “competitive”, and as such premierships will be awarded at the conclusion of the season.
- 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 side batting first on Day 1 of a two-day game is responsible for notification on that day, and the side winning the game is to notify the results on the second day. For one-day matches, the winning side will be responsible for notifying the results.

Behaviour 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 behaviour or offensive (or unwarranted) comments by players - on or off

the field. Similarly, any unsavoury behaviour 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 Behaviour for Coaches, Umpires, Parents and Players can be located. The MSW Executive recommends that a copy of the respective Code of Behaviour 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 Behaviour

- A Club protesting against the result of a match, or unsavoury 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 following balls

Under 11 and 12 Gabba 2 Piece 142 gram ball

Under 13 to 17 Gabba 4 Piece 156 gram 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**.

Scorebooks and Match Results

Scorebooks

- Each team Manager is to ensure that a scorebook is accurately kept throughout the match.

Match Abstracts

- At the end of each match, both scorers are to ensure full agreement with the scores and the result of the game. Each team is required to complete a MSW Abstract Sheet which can be downloaded from the MSW Cricket webpage. The abstract sheet is to be signed by the opposing team and forwarded to the clubs My cricket representative for uploading.

Points Scored for Two-Day Games (Under 11 through Under17)

- The maximum number of points, excluding batting and bowling bonus points, any team can obtain per match is 10. Points will be allocated as follows:-
 - Outright win with first innings lead 10
 - Outright win with first innings loss 6
 - Outright loss but first innings lead 4
 - First innings win 6
 - First innings loss 0
 - Tie over 4 innings 5
 - Tie over 2 innings 3
 - Draw or washed out game 3
 - Outright loss with first innings loss 0
 - Loss by forfeit 0
 - Win by forfeit of opposing team – max. points for the round - up to 10
- Points for a Bye will be allocated at the end of the season, on the basis of the team's average points per game over the number of games played.
- Bonus points are allocated in both innings, on the basis of 0.01 for each run scored, and 0.2 for each wicket taken.
- In the event that a two-day game ends up being played as a one day

game, the one-day points score system shall apply.

- Where a two-day match is converted to two one-day games, the team scoring the highest number of runs in each game wins that game. The winning team will receive 6 points if they bowl their opposition out. If they fail to bowl out their opponents, only 3 points will be awarded for the win. The maximum score of 10 points will be awarded if one team bowls the opposition out in each game, and win both games.

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.

Long Grass

- If long grass exists on the first morning of a match, it would be desirable that two one-day games be played. This will ensure that both teams experience the same conditions on each day of play.
- In this event, the maximum number of points which can be earned by a team winning both one-day games may be the same as for an outright win; however the MSW Executive reserves the right to review the circumstances before the final allocation of points.

Change of Field After First Day's Play (*due to unforeseen circumstances*)

- If on the second day of a two-day match a change of field is considered necessary due to unforeseen circumstances rendering the pitch used on the first days unplayable, both coaches should inspect the pitch in question and agree on its status before seeking an alternative venue. *This could apply where a turf pitch has been affected by rain, or a synthetic surface damaged to an extent where the pitch is unplayable.*
- If an alternate field is found with equivalent playing surface (turf, grass or concrete) and similar outfield conditions, and only if both coaches agree that the switch can be fair to both teams, the game may continue as a two-day game. If these criteria can not be met, and a different type of pitch is proposed, the second day may be played as a one-day game – and the first day's play not counted.
- If a suitable alternate venue can not be found, or where both coaches can't agree to playing on the second day, the game shall be declared a draw, and points awarded accordingly.

Rules of Quarter Cricket Under 11 to Under 17

Preamble

Under 11 and Under 12

Players in these age groups are still undergoing a learning process (begun in Under 10), and an active participation by a maximum number of players is to be encouraged within a Four Quarters Cricket format which seeks to control the time in the field for the fielding side.

Under 13 to Under 17

As a result of a review undertaken by the MSW Delegates it has been decided to trial the implementation of Quarter Cricket to these age groups for the 2011/12 season.

Balls

- For the 2011/12 season the MSW executive has agreed on the use of the following balls

Under 11 and 12 Gabba 2 Piece ball

Under 13 to 17 Gabba 4 Piece 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.
- A team does not have to use a new ball in either innings, provided both Managers agree. A used ball can be taken. In the event of a lost ball, a ball of similar condition to the one lost must be used.
- The fielding team shall use the same ball for the whole duration of each innings (that is: for the two Quarters of each innings).

Match Structure

- Matches generally are two-day fixtures which (time permitting) comprise two innings for each team of maximum 50 overs duration for each innings.
- All matches are to be played in the Four Quarters Cricket format, where the 50 overs in each teams innings (both first and second innings) are divided into two sets ("Quarters") of 25 overs.
- In most cases, when the team batting first has completed its 25 overs, the other team commences its 25 overs on the first Saturday after an 8 minute break between Quarters. Unless inclement or extreme weather conditions dictate, the full allotted playing time (of 3½ hours) shall be used on the first day, even if this means that the first few overs of a "third" Quarter are played prior to stumps on the first morning.
- In some instances a batting team may be bowled out within the first 25 overs, thus completing their quarter and innings. In this case the opposing team must have the opportunity to complete their first innings of up to 50 overs. This would occur over the remainder of the first Saturday and first up on the second Saturday if necessary. Of course, a team may declare their first innings closed before completion of the 2 sets of 25 overs. Whatever the case, no team may commence their second innings until both teams have completed their first innings.
- While either side may declare their innings at any time, a lead of at least 75 runs shall be required before one team can enforce a follow on. As in the Laws of Cricket a declaration completes the innings.
- Failure to use this format will result in loss of points.

Hours of Play

- Matches will be played on two consecutive fixture days. If play does not commence on the first day, then the second day will be played as a one-day game.
- The duration of a days play is normally 3½ hours, with matches to commence at either 8-00am (where grounds require to be vacated at 11-30am), 8.15 am and conclude no later than midday (for morning games) – or 1.00 pm to no later than 4.45 pm (for the afternoon fixtures).

- It is expected that a minimum of the equivalent of two “quarters” of 25 overs each will be bowled on each day. If this is not achieved by 11.15, 11.45 (or 4.30), the remaining fifteen minutes to 11.30, midday (or 4.45 pm) shall be used to complete the required overs. Likewise, play on the second day should not be halted early after one team feels that they have achieved a winning result. Unless there is an outright result the match should be continued to allow both sides to accrue batting and/or bowling bonus points.
- A minimum of 16 overs must be bowled in the last hour on the second day only (generally from 10.30am, 10.45 am, or 11.00 am in the case of a late start).
- If on the second day 16 overs are not bowled in the last hour, the remaining time until midday (or 4.45 pm) shall be used to complete the 16 overs before claiming penalty runs. If the 16 overs have not been bowled by midday (or 4.45pm) a penalty of 1 run per ball not bowled will be awarded to the batting side.
- Three overs are deducted for a change of innings, or for a change of “quarter”, if it occurs in the last hour.

Intervals

- An interval not exceeding 8 minutes will be allowed between “quarters” and at the change of innings. Players are to be on the field ready to start play at the conclusion of the 8 minute period.
- A drink break, not exceeding 3 minutes, should be taken midway through each 25 over quarter. Innings and “quarter” changes will also provide an opportunity for drinks. In extreme heat conditions an extra drinks break can be taken by agreement.

Team Players’ Names

- At the time the game commences the team Coach/Manager shall enter in the scorebook a list of up to 13 players set down to play, whether those players are present on the first day or not.
- In the event that any of the original 13 players are unable to play on the second day of a game, a maximum of two of the original players in each team may be replaced by any two other eligible registered players, who may participate fully in the remainder of the game.
- It would be considered unsportsmanlike to substitute bowlers for

batsmen (or vice versa) on different days, and this should not occur under this rule.

- If more than 11 players (but a maximum of 13) are listed and available to play in a team on any day, all of them are eligible to participate in the game in accordance with the normal age group batting bowling and fielding limitations. It is up to the coach to manage the number of overs bowled, balls faced, and fielding rotation to provide full participation of all players. In this case, a side is dismissed when 10 wickets have fallen. (*Note* : Where more than eleven players are named and available as participants in the match, they shall all bat prior to any retired batsman being eligible to returning to the crease.)

Coaching – Under 11 and 12

- On field coaching by coaches or stand-in umpires, while acceptable in the Under 11 and Under 12 age groups, should be kept to a minimum. At all times, coaches should be aware of the need to develop players skills associated with reading and understanding the game, and players should be given the opportunity to run the game, develop game strategies, and learn to set fields, etc.
- Vocal coaching from the sidelines is to be discouraged (strongly), with assistance to be offered only by the person who is on the field – in the role of umpire.
- On field coaching by coaches or stand in umpires, in the Under 11 and 12 Divisions 1 and 2 is to be limited to quick advice to the team captain only during change of overs or at the fall of wickets.
- Coaching can take place during drink breaks, and where appropriate, a '12th man' can be utilised to deliver a message to the team captain. The use of the '12th man' runner should be kept to a minimum so as not to be disruptive to the game, with messages delivered only at breaks in play such as changes in overs, or the fall of a wicket.
- Under no circumstances should coaches, or stand in umpires on the field, set fields during an over. Quick advice can be offered to the team captain only during change of overs or at the fall of a wicket.
- Assistance by coaches with the bowling rotation and over limitations is acceptable.

- In grades other than those listed above (Under 11 and 12 Divisions 1 and 2), advice may be offered to the team captain by coaches or stand in umpires to ensure the game progresses well - bearing in mind the desire to complete a minimum of two quarters in a days play.

Coaching – Under 13 Through Under 17

- On field coaching by coaches or stand-in umpires, and/or vocal coaching from the side-lines, is not justified or acceptable for these older age groups. Players are to be responsible for the control and running of the game, with Captains to be responsible for developing game strategies, setting fields, and maintaining required over rates etc.
- No on field or sideline coaching at all is allowed by coaches or stand-in umpires, in the Under 13 Division 1 and Under 14 Division 1, and all Under 15,16 and 17 competitions.
- In grades other than those listed above, on field coaching by coaches or stand-in umpires only) is to be limited to minimal advice to the team captain only - at the change of overs or at the fall of wickets. That is – coaches or stand-in umpires may make minimal comments only to the captain, and not deliver general instructions regarding field settings or strategies to a number of players.
- In all age groups from Under 13 through U17, coaching can take place during drink breaks, or where appropriate, a '12th man' can be utilised to deliver a message to the team captain. The use of the '12th man' runner should be kept to a minimum so as not to be disruptive to the game, with messages delivered only at breaks in play such as changes in overs, or the fall of a wicket .

Pitch and Boundaries

- The following field boundaries (measured from the stumps) will apply for matches played in the relevant age groups:-
 - Under 11 and U12 45 metres - measured from stumps at both ends
 - Under 13 and U14 50 metres - measured from stumps at both ends
 - Under 15 thru U17 60 metres - measured from stumps at both ends
- 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'.

LBW – Leg Before Wicket

Under 11

- The laws relating to Leg Before Wicket shall be applied in the Under 11 age group – **however**, in recognition of the fact that players (together with coaches and umpires) need to become accustomed to the intricacies of this means of dismissal, batsmen are to be given the grace of **one** warning – before being given out if struck a second time in the same innings. This will allow coaches to counsel the player in technique correction.
- Scorers should note the first warning in the scorebook, and as the innings could spread over two Quarters or into the second day, they should alert the umpire if a second warning is issued.

Under 12 through to Under 17

- The normal laws of cricket relating to Leg Before Wicket shall apply at this age group, and teams have no discretion to alter this rule at any time.

Batting

Under 11 and 12

- A batsman must be retired **not out** when he/she has faced a maximum of 50 balls (excluding wides).
- Any not out batsman so retired may resume his/her innings in order of retirement once all other players have been retired or dismissed.
- Any batsman retiring without facing a minimum of 20 balls (excluding wides) shall be retired **out** and is not permitted to bat again.
- A **No Ball** is considered to be a ball faced, as the batsman can score runs from the delivery.
- These rules are to apply to both first and second innings. There

are no restrictions on the number of runs a player may score.

- These batting rules are aimed to encourage maximum participation for all players; hence common sense and good sportsmanship are to prevail.
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Under 13 through to Under 17

- Any batsman must be retired **not out** when he/she has faced a maximum number of deliveries applicable to his or her age group as follows :-
 - Under 13 75 balls (excluding wides)
 - Under 14 85 balls (excluding wides)
 - Under 15 100 balls (excluding wides)
 - Under 16/17 125 balls (excluding wides)
- Any batsman may be retired **not out** after he/she has faced a minimum of 30 balls (excluding wides).
- Any not-out batsman so retired may resume his/her innings - in order of retirement - once all other players have been dismissed or retired.
- Any batsman retired without facing 30 fair balls shall be retired **out**, and is not permitted to bat again.
- A **No Ball** is considered to be a ball faced, as the batsman can score runs from the delivery.
- These rules are to apply to both first and second innings.
- There are no restrictions on the number of runs a player may score. These batting rules are aimed to encourage maximum participation for all players; hence common sense and good sportsmanship are to prevail.

Bowling

Under 11 and 12

- The maximum number of overs to be delivered by each bowler in an innings (i.e. Two Quarters) shall be six (**6**), given that a bowler can bowl a maximum of four (**4**) overs in each spell.
- The equivalent of **equal** the number of overs bowled during a spell must elapse from each end before that bowler is permitted to bowl again. That is, if a bowler bowls 4 overs in a spell, then he must wait 8 overs before he can bowl again in the innings (i.e. two Quarters). This also applies to bowlers wishing to change ends.
- The end of a day's play does not constitute a break in a bowler's spell - except where the end of play coincides with the end of an innings. Where an innings is resumed on the second day the bowlers who completed play on the initial day may complete their spell, after taking into account the number of overs bowled leading up to the end of the previous day's play. For example, a bowler who completes 3 overs at the end of the first day will only be allowed to bowl one over at the start of the second day to complete the permitted spell of 4 overs. In this case, although only one over is bowled on the second day, a break of 8 overs is required before that player can bowl again.
- A bowler shall bowl a maximum of 8 deliveries or 6 fair balls in each over, whichever comes first.
- Discretion and common sense are to be applied when adjudicating upon no balls within the U11 age group, with leniency preferred with front foot rules. Repeated infringements should be discouraged and players counselled as to possible ways to correct any problems.

Under 13 through to Under 17

- An **Over** shall be played as per the normal rules of cricket – that is - six fair balls are to be bowled, irrespective of the number of balls delivered.
- Any Under 13 thru U17 bowler may bowl a maximum of 12 overs per innings.
- The maximum number of overs to be bowled by **any fast or medium paced bowler** in one spell shall be as follows:-

- Under 13 bowlers may bowl a maximum of 4 overs per spell
- Under 14 bowlers may bowl a maximum of 5 overs per spell
- Under 15 thru U17 bowlers may bowl a maximum of 6 overs per spell
- The maximum number of overs to be bowled by **any slow or spin bowler** in one spell shall be as follows :-
 - Under 13 bowlers may bowl a maximum of 6 overs per spell
 - Under 14 bowlers may bowl a maximum of 7 overs per spell
 - Under 15 thru U17 bowlers may bowl a maximum of 8 overs per spell
- A fast or medium paced bowler shall be defined as one to whom the Keeper would stand back from the stumps to receive.
- The equivalent of **equal** the number of overs bowled during that spell must elapse from each end before that bowler is permitted to bowl again. That is :- if a bowler bowls 4 overs in a spell, then he must wait 8 overs before he can bowl again. This also applies to bowlers wishing to change ends.
- The end of a day's play does not constitute a break in a bowler's spell, except where the end of play coincides with the end of an innings. Where an innings is resumed on the second day the bowlers who completed play on the initial day may complete their spell, after taking into account the number of overs bowled leading up to the end of the previous day's play. For example – an U15 fast bowler who has completed 5 overs at the end of the first day will only be allowed to bowl one over at the start of the second day to complete the permitted spell of 6 overs. In this case, although only one over is bowled on the second day, a break of 12 overs is required before that player can bowl again – as detailed above.

Follow-on

- A lead of at least 75 runs is required in the first innings, before 'the follow-on' can be enforced.

Wide Balls

- If the ball lands outside the pitch width, it shall be deemed and called

"WIDE" – unless otherwise considered "dead" as outlined 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 behaviour 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 and No Balls

- 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 **normal batting 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.***
- If the ball bounces (hits the ground) three or more times before it reaches the batsman, it shall be called a NO BALL. The NO BALL can be called by either umpire, and a player cannot be dismissed from such a delivery, except under the normal rules of cricket – that is -Run Out, Hit The Ball Twice, Handled The Ball or Obstructing the Field. The bowler is required to rebowl the delivery.

- 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.

Fielding Restrictions

- No junior cricketer in the Under 11,12,13 and 14 age groups is to field closer than 10 metres from the popping crease of the batsmen on strike, except in an area 90 degrees on the offside from Point to the wicketkeeper.
- A distance of 5 metres can apply for Under 15 through U17 players provided they are at least 14 years of age.
- For Under 15 through Under 17 players only, fielders may come within 10 metres - **but not closer** than 5 metres - **provided** they wear protective gear, including a helmet with face guard and a genital protector (Box).
- If these distances are contravened a **NO BALL** shall be called.
- No participant in Under 13 through Under 17 acting as a Wicketkeeper is permitted to stand up to the stumps without wearing a protective cricket helmet with a face grill. The term 'up to the stumps' refers to the zone formed by an arc measured 1.5 metres out from the centre stump. Play is to be halted until the Wicket Keeper dons the correct protective gear, or until he or she moves to more than 1.5 metres back from the stumps.

Penalty Runs

- Subject to the fitness of grounds and excepting injuries and extreme climatic conditions, the fielding team must bowl a minimum of the equivalent of two “quarters” of 25 overs each in 3½ hours play.
- Failure to meet this requirement on the second day will result in the batting team being awarded penalty runs. The penalty shall be one run for each ball not bowled added to sundries.
- The application of penalty runs shall be mandatory, except where the above-mentioned conditions require due consideration and agreement by the Umpires.

Time Lost on the First Saturday (due to adverse weather conditions or interruptions to play through injuries)

- If play commences and less than 50 overs have been completed on the first Saturday, because of time lost due to adverse weather conditions - and provided one or both teams are not all out - the first innings of each team will be shortened so that the same number of overs are bowled to each team.
- The total first innings of each team will be limited to the total of overs on the first day, plus 50 overs divided by 2 and rounded up.
- Using an extreme example, if only one over or part thereof was bowled on the first Saturday due to adverse weather, the maximum number of first innings overs to be bowled by each team over two days, provided the second Saturday was fully playable would be 26 (25 overs followed by 1 more over after completion of the first Quarter by each team).
- If time continued to be lost on the second Saturday so that the readjusted number of overs could not be bowled to each team to complete the first innings, then the match would be a draw.
- If play does not commence at all on the first Saturday the match is played as a 30 over a side one-day game on the second Saturday.

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 8.00am or 8.15 am, and conclude no later than midday. Afternoon games are to commence at 1.00 pm and conclude no later than 4.45pm.
- Alterations to playing hours or days must be submitted to the MSW Executive 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 Executive 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 nonoffending 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.

Fielding - Minimum Fielding Distances

- No junior cricketer in the Under 11 to Under 14 age groups is to field closer than 10 metres from the popping crease of the batsmen on strike, except in an area 90 degrees on the offside from Point to the Wicket Keeper.
- A distance of 5 metres can apply for Under 15 through U17 players provided they are at least 14 years of age.
- For Under 15 through Under 17 players only, fielders may come within 10 metres - **but not closer** than 5 metres - **provided** they wear protective gear, including a helmet with face guard and a genital protector (Box).
- If these distances are contravened a **NO BALL** shall be called.
- No participant in Under 11 through Under 17 acting as a Wicket

Keeper is permitted to stand up to the stumps without wearing a protective cricket helmet with a face grill. The term 'up to the stumps' refers to the zone formed by an arc measured 1.5 metres out from the centre stump. Play is to be halted until the Wicket Keeper dons the correct protective gear, or until he or she moves to more than 1.5 metres back from the stumps.