

Western Region Junior Cricket Association

2025-2026 Season Rulebook



Key contacts

WRJCA Administrator

Ivo — wrjcaadm@gmail.com — 0439 313 635

- Contact on game days if there are issues on game day, or throughout the week for other administrative matters

WRJCA Umpire Coordinator

Angus — wrjcaumpires@gmail.com — 0478 837 345

- Contact outside game time, if there are umpire-related issues

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CODE OF CONDUCT

1.0 General

- (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, coach, parent, or otherwise 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, coaches or spectators will not dispute the umpire's decision, nor react in a threatening or disapproving manner.
- (4) Players, coaches or spectators will not verbally, physically or visually abuse any umpire, player, club official or spectator.
 - a. This includes any action that could be classed as sexism, racism, homophobia/transphobia, or otherwise.
- (5) Clubs shall place all teams under the control of a responsible person.
- (6) 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.
- (7) Respect the rights, dignity and worth of others.
- (8) Be fair, considerate and honest in all dealings with others.
- (9) Be professional in, and accept responsibility for your actions.
- (10) Make a commitment to providing quality service.
- (11) Operate within the rules of the sport including state guidelines which govern Cricket Victoria, the Community Cricket Peak Bodies, the Regions and Affiliated Associations and Clubs.
- (12) Do not use your involvement with a Community Cricket Peak Body, a Region or Affiliated Club and Association to promote your own beliefs, behaviours or practices where these are inconsistent with those of Community Cricket Peak Bodies, Regions and Affiliated Associations and Clubs.
- (13) Demonstrate a high degree of individual responsibility especially when dealing with persons under 18 years of age, as your words and actions are an example.
- (14) Avoid unaccompanied and unobserved activities with persons under 18 years of age, wherever possible.
- (15) Refrain from any behaviour that may bring the sport of cricket, a Community Cricket Peak Body, a Region or Affiliated Club and Association into disrepute.
- (16) Provide a safe environment for the conduct of the activity.
- (17) Show concern and caution towards others who may be sick or injured.
- (18) Be a positive role model.
- (19) Understand the repercussions if you breach, or are aware of any breaches of this Code of Behaviour.
- (20) Act at all times to protect and promote the sport of cricket in accordance with the Spirit of Cricket.
- (21) See also Rule 20

2.0 Coaches

- (1) Captains/coaches shall instruct players to avoid time wasting tactics. Incoming and outgoing batters shall pass inside the boundary line and fieldsmen should move quickly into position.
- (2) 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.
- (3) Operate within the rules and Spirit of Cricket and teach your players to do the same.
- (4) Remember that young people participate for pleasure and winning is only part of the fun.
- (5) Never ridicule or yell at a young player for making a mistake or not coming first.
- (6) Be reasonable in your demands on players' time, energy and enthusiasm.
- (7) Avoid overplaying the talented players; all young players need and deserve equal time, attention and opportunities.
- (8) Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- (9) Display control and respect to all those involved in Cricket. This includes opponents, coaches, umpires administrators, parents and spectators. Encourage your players to do the same.
- (10) Show concern and caution toward sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
- (11) Obtain appropriate qualifications and keep up to date with the latest Cricket coaching practices and principles of growth and development of young people. Be honest and ensure that qualifications are not misrepresented.
- (12) Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
- (13) Promote a climate of mutual support among your players. Encourage players to respect one another and to expect respect for their worth as individuals regardless of their level of play.
- (14) Encourage and facilitate players' independence and responsibility for their own behaviour, performance, decisions and actions.

- (15) Determine, in consultation with the players, what information is confidential and respect that confidentiality.
- (16) Provide feedback to players in a caring sensitive manner to their needs. Avoid overly negative feedback.
- (17) Refrain from any form of personal abuse towards your players. This includes verbal, physical and emotional abuse. Be alert to any forms of abuse directed toward your players from other sources while they are in your care. (Abide by Community Cricket Member Protection By-law).
- (18) Refrain from any form of harassment towards your players. Treat all players fairly within the context of their sporting activities, regardless of gender, race, place of origin, athletic potential, colour, sexual orientation, religion, political beliefs, socio-economic status, and other condition. (Abide by Community Cricket Member Protection By-law).
- (19) Be acutely aware of the power that you as a coach develop with your players in the coaching relationship and avoid any sexual intimacy with players that could develop as a result.
- (20) Avoid situations with your players that could be construed as compromising. Any physical contact with a young person should be appropriate to the situation and necessary for the player's skill development.
- (21) At all times use appropriate training methods which will benefit the players and avoid those which could be harmful. Ensure that the tasks, trainings, equipment and facilities are safe and suitable for age, experience, ability and physical and psychological conditions of the players.
- (22) Ensure the players time spent with you is a positive experience. All players are deserving of equal attention and opportunities. Provide training and game opportunities that ensure everyone has a reasonable chance to succeed and to improve/acquire skills and develop confidence.
- (23) Actively discourage the use of performance enhancing drugs, the use of alcohol and tobacco and illegal substance. (Abide by the Cricket Victoria Anti-Doping Policy).
- (24) Recognize individual differences in players and always think of the player's long-term best interests.
- (25) Set challenges for each player which are both achievable and motivating.
- (26) Respect the fact that your goal as a coach for the player may not always be the same as that of the player. Aim for excellence based upon realistic goals and due consideration for the participant's growth and development.
- (27) At all times act as a role model that promotes the positive aspects of sport and of Cricket by maintaining the highest standards of personal conduct and projecting a favourable image of Cricket and of coaching at all times.
- (28) Recognize your player's rights to consult with other coaches and advisers. Cooperate fully with other specialists (eg. sports scientists, doctors, physiotherapists etc).
- (29) Do not exploit any coaching relationship or information gained through Cricket Victoria Programs, to further personal, political, or business interests.
- (30) Encourage players and coaches to develop and maintain integrity in their relationship with others.

3.0 Players

- (1) Players will respect the umpire.
- (2) Players will generally assist the umpire in carrying out their duties.
- (3) Players, when given out, will move immediately to the boundary, in a calm and orderly manner and not indulge in tantrums.
- (4) Players will not indulge in "sledging" or attempt to distract opposition players either verbally or by their actions.
- (5) Inappropriate or offensive sledging and verbal "send-offs" to outgoing batters are reportable offences and shall be reported for action by umpire, club official or WRJCA Official.
- (1) Play by the rules and within the Spirit of Cricket.
- (2) Never argue with an umpire. If you disagree, have your captain, coach or manager approach the umpire during a break or after the game.
- (3) Control your temper. Verbal abuse of officials and sledging other players, deliberately distracting or provoking an opponent are not acceptable or permitted behaviours in Cricket.
- (4) Work equally hard for yourself and your teammates. Your team's performance will benefit and so will you.
- (5) Be a good sport. Applaud all good plays whether they are made by your team or the opposition.
- (6) Treat all participants in Cricket as you like to be treated. Do not bully or take unfair advantage of another competitor.
- (7) Cooperate with your coach, teammates and opponents. Without them there would be no competition.
- (8) Participate for your own enjoyment and benefit, not just to please parents and coaches.
- (9) Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
- (10) Participate because you enjoy it, not just to please parents and coaches.
- (11) Participate fairly and safely.
- (12) Do not engage in practises that affect sporting performance (alcohol, tobacco and drug use.)
- (13) Respect and acknowledge the contribution of those who create the opportunity for you to play.
- (14) Respect your coach and train and play to the best of your ability and develop your participation in accordance with the Spirit of Cricket.

4.0 Parents and Spectators

- (1) 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) Do not force an unwilling child to participate in Cricket.
- (2) Remember, children are involved in Cricket for their enjoyment, not yours.
- (3) Encourage your child to play by the rules at all times.
- (4) Focus on the child's efforts and performance rather than winning or losing.
- (5) Never ridicule or yell at a child for making a mistake or losing a game. Positive comments are motivational.
- (6) Remember that children learn best by example. Appreciate good performances and skillful plays by all participants.
- (7) Support all efforts to remove verbal and physical abuse from sporting activities.
- (8) Respect officials' decisions and teach children to do likewise. If you disagree with an umpire or coach raise the issue through the appropriate channels rather than question their judgement and honesty in public.
- (9) Show appreciation for volunteer coaches, officials and administrators. Without them, your child could not participate.
- (10) Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
- (11) Teach your child that an honest effort is as important as victory, so that the result of each game is accepted without undue disappointment.
- (12) Support all efforts to remove verbal and physical abuse.
- (13) Be a model of good sports behaviour for children to copy.
- (14) Be courteous in communication with administrators, coaches, players and umpires. Teach children to do likewise.
- (15) Support the use of age appropriate development activities and modified rules.
- (16) Do not undermine the efforts of coaches.
- (17) Encourage junior players to participate in the sport of cricket in a safe manner.
- (18) Most players (in particular children) participate in Cricket activities for fun. They are not participating for entertainment of spectators only.
- (19) Applaud good performance and efforts by all players. When watching a game congratulate both teams upon their performance regardless of the game's outcome.
- (20) Encourage players to play according to the rules and the official decisions, and develop your own knowledge of the rules.
- (21) Demonstrate appropriate social behaviour by not using foul language, and not harassing administrators, coaches, players or umpires.

5.0 Social Media

- (1) Do not make social media posts without first thinking of possible consequences.
- (2) Ensure that any social media posts comply with Cricket Australia's Child Safe Policies.
- (3) Also refer to Cricket Victoria's policies regarding this.

ADMINISTRATION

6.0 Preamble

6.1 Statement of Purpose

The purpose of which the incorporated association is established is:

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

6.2 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.

6.3 Intent

The intent of the following rules is to:

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

7.0 Executive Committee

Any matters or questions that arise and are not covered by these by-laws or the rules of cricket shall be determined by the executive committee. 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.

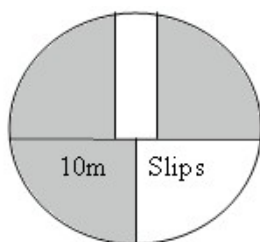
8.0 Child Safety

8.1 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.

8.2 Fielding Safety Zone

- (1) In Under 18, Under 17 ½, Under 16 Girls, Under 15 and Under 13 Mixed - no player shall be permitted to field closer to the batter 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 batter.

- (2) In grades below those not mentioned above, 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.
- (5) Fielders may not enter the fielding restriction arc until the batter has completed their shot.

8.3 First Aid

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.

8.4 Sun Safety

- (1) Refer to Adverse Weather provisions Conditions Rule 29.3
- (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.
- (5) Each team shall have a five litre drinks container at training and matches.
- (6) All WRJCA Representative teams shall have the option of a wide brimmed hat.

8.5 Gender

Any child wanting to play cricket should be able to do so, regardless of their gender.

While WRJCA offers girls-only competitions, it recognises that occasionally children who may not fit neatly into the categories of “boys” or “girls” (non-binary, intersex, trans, etc) will want to play cricket. Parents of children for which this is applicable should contact the administrator, who will provide advice/dispensation on a case-by-case basis.

8.6 Juniors Playing Seniors

Cricket Australia guidelines recommend that Under 17 ½ and 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.

8.7 Coaches

- (1) All coaches of WRJCA grades are to hold a minimum of Cricket Victoria Level 1 coaching accreditation by 31 October of the current season.
- (2) 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.

8.8 Club responsibilities

- (1) 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.
- (2) 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.
 - a. Clubs can only enter teams in the Association if they are financial. Non-financial Clubs are ineligible to vote at the Annual General Meeting (AGM).
- (3) Every Club shall have a “Code of Conduct” in place which has been approved by the WRJCA Administrator before the start of each season. It shall be signed by both the player and their parents or guardian and kept on file with the relevant club. This document must be made available to the Administrator upon request.
- (4) It is the responsibility of each Club to provide adequate insurance that covers the club and its public liability risk. Additionally, the club must ensure all players are registered on PlayHQ, as that provides insurance for individual players.
- (5) 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 umpire at finals matches if required.

9.0 Player Registration

9.1 Age requirements

The Western Region Junior Cricket Association (the Association) shall provide competition in the following age Groups – Under 18, Under 17 1/2, Under 16 (Girls), Under 15, Under 13, Under 11, Under 10 Cubs and Under 8 Cubs competition and/or any other age groups agreed upon at a Pre-Annual General Meeting.

- (1) To participate in the U18 age group in 2025/26 the player must have a DOB after or including 1 SEPTEMBER 2007.
- (2) To participate in U17 ½ age group in 2025/26 the player must have a DOB after or including 1 MARCH 2008.
- (3) To participate in U16 Girls age group in 2025/26 the player must have a DOB after or including 1 SEPTEMBER 2009.
- (4) To participate in U15 age group in 2025/26 the player must have a DOB after or including 1 SEPTEMBER 2010.
- (5) To participate in U13 age group in 2025/26 the player must have a DOB after or including 1 SEPTEMBER 2012.
- (6) To participate in U11 age group in 2025/26 the player must have a DOB between 1 SEPTEMBER 2014 and 1 SEPTEMBER 2017.
- (7) To participate in U10 Cubs age group in 2025/26 the player must have a DOB between 1 SEPTEMBER 2015 and 1 SEPTEMBER 2018.
- (8) To participate in U8 Cubs age group in 2025/26 the player must have a DOB between 1 SEPTEMBER 2017 and 1 SEPTEMBER 2018.

9.2 Proof of Age

- (1) 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.
- (2) 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.

9.3 Dispensation

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 the WRJCA website.

9.4 PlayHQ registration and transfers

- (1) A player wishing to relocate from one club to another within the Association must first obtain a 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 transfer in PlayHQ and/or Administrator approval.
- (2) Penalties may be applied for playing an unauthorised/unregistered player.
- (3) The player's outgoing club must reply to transfer applications within five 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.
- (4) Transfers will be closed at 31 December each season.
- (5) 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.
- (6) 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.
- (7) 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.
- (8) The nominated non-batter and non-bowler for each innings (where applicable) shall be clearly noted next to the player's name.

9.5 Exchange of player and substitutes

- (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 the scorebooks.
- (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.
- (4) Boys are allowed to substitute in girls' grades, however:
 - (a) In U16 Girls, this is not allowed
 - (b) In U13 Girls, only boys from U11B or U10 Cubs grades are permitted
 - (c) In U11 Girls, only boys from U10 Cubs grades are permitted

See also Definition of a Team (Rule 25)

10.0 Playing Facilities

- (1) 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.
- (2) 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) All matches whether for home and away use or finals are to be played on a surface deemed appropriate by the Administrator.
- (4) No player shall wear spikes while batting or bowling unless in participation of an approved Under 18, 17 ½ or Under 15 game which is played on a turf wicket.
- (5) Home grounds are as indicated in the fixture unless otherwise advised by Administrator.
- (6) Teams must leave pitches and grounds in good order.

11.0 Grading

11.1 Playing in higher grades

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 their natural age group. Parent permission with club support is required.

- (1) All junior players playing in matches above their own age group must, on request, submit to the Administrator an email 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.
- (2) No player is to play more than one grade above their natural age group.
- (3) After playing 5 games in an "A" grade of an age group during the season, a player cannot play underneath that grade for the rest of the season, provided both grades are on the same day of the week.
 - (a) However, this does not apply to grades across different days – for example, a player can play "A" grade on a Friday, and "B" grade on a Sunday, even after playing 5 "A" grade games on Fridays.
 - (b) In the rare instance of a club being permitted to field two teams at a "B" grade or "C" grade (See Rule 11.3) this rule applies in the same fashion (i.e. after playing 5 games in the "B" grade of an age group, a player cannot play in the "C" grade

11.2 Re-grading

In the interests of fairness and balance of opposition, the association will undergo a re-grading process as required after four (4) rounds of one-day have been completed, at the end of October.

11.3 Multiple teams from same club

If a club is entering two teams of the same age level, if that age level has multiple grades, it is strongly recommended that at least one of those teams be entered in the "A" grade of that age level. Clubs must provide an explanation if one of their teams is not entered in the A grade.

12.0 Fixturing

If a scheduled match cannot be held at the fixtured place or time, games can be rescheduled with the permission of the administrator.

12.1 Change of venue

If an 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.

Otherwise, any game may be relocated in advance if necessary, subject to ground availability, council, and any other factors.

The team making such a request automatically becomes the home club and assumes all the home club responsibilities (refer to Rule 26).

13.0 Points

13.1 Bye rounds

In the case where a grade has an uneven number of teams, it shall be necessary for one team to have a bye round. In this round, the team shall be awarded a maximum of 6 points. However, if no game in that grade produced a result (due to adverse weather, or otherwise), the team with the bye shall receive 3 points instead.

13.2 Ladders and NRR

In competitions playing for points, the final four teams that progress to finals will be determined by a points system. Points for home and away matches will be given as such:

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.

Points may also be lost as a penalty, see Rule 22.

The net run rate (NRR) is calculated as team run rate less opposition run rate. So, it is runs scored by overs faced less the opposition runs scored divided by their overs faced.

$$NRR = \frac{\text{Team's total runs scored}}{\text{Team's overs faced}} - \frac{\text{Team's total runs conceded}}{\text{Team's overs bowled}}$$

The quotient is the runs scored divided by wickets lost, divided by the opposition runs scored divided by wickets taken.

$$Quotient = \frac{\text{Team's total runs scored}}{\text{Team's wickets lost}} - \frac{\text{Team's total runs conceded}}{\text{Team's wickets taken}}$$

For U11 grades and below (and also U13 Girls), the ladders are sorted by points, then NRR, then quotient.

For all other grades, the ladders are sorted by points, then quotient, then NRR.

14.0 Attire

- (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.
- (5) Where possible, the entire team will be similarly attired. The shirts are to be worn as part of the team uniform.
- (6) Spiked footwear must not be worn on hard wickets at any time.
- (7) Advertising
 - (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.
 - (k) ***Proof of artwork of shirt and pants to be signed off by the WRJCA administrator.***
- (8) Coaches, scorers and club umpires shall always wear relevant identifying bibs while officiating in WRJCA games.
 - a) If a club umpire is also the coach, when umpiring, the umpire bib should be worn.

15.0 Forfeits

- (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 shall be given no points for that round.
- (3) The team receiving the forfeit or walkover shall be allocated a maximum of 6 points for 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, this rule (Rule 15) will not apply.
- (6) A team forfeiting a match shall pay all match expenses e.g. umpires fee if applicable.
- (7) A team must give at least 24 hours' notice to the administrator of a forfeit.
 - a. A fine will be imposed on teams that forfeit a match with insufficient notice, see Rule 22.1.
- (8) Any team that forfeits the first three (3) matches of the season shall be deemed to have withdrawn the team.
- (9) Any Club withdrawing a team after affiliations have been levied shall forfeit the affiliation paid for that team.

16.0 The Toss

The toss should be performed at least 15 minutes before the scheduled start of play if both teams have the minimum players to start a game (see Age Specific Rules for minimum number by grade).

If a team fails to have the minimum players to start a game within 15 minutes of the start time, the offending team will forfeit the toss.

If neither team has the minimum players to start a game, the first team to achieve this after the required toss time will win the toss.

17.0 Finals

For competitions playing for points, the top four teams on the ladder (except for U18 T20 competition) will progress to the finals series, as calculated in Rule 13.2.

17.1 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.
- (7) 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.
- (8) 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.
 - a. The highest-placed team on the ladder shall assume home team responsibilities, see Rule 26.
- (9) 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.
 - a. However, if both teams agree in advance to play on a suitable turf wicket, Under 17 ½ and Under 15 grades may play on a turf wicket.
- (10) The association shall appoint umpires to all semi-final matches. Any shortfall from the WRJCA umpires panel may be made up from the pool of club volunteers. See Rule 8.8(5).
- (11) One (1) morning or one (1) evening, or for two-day grades 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.

17.2 Grand Final Matches

- (1) The winner of the Grand final shall be declared the Premier.
 - a. 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.
- (2) 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.
- (3) 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.
- (4) Days of play:
 - a. For Under 17 ½ and Under 15 competitions, Grand Final matches shall be scheduled for two days of play.
 - b. For all other competitions, Grand final matches shall be scheduled for one day of play.
- (5) 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.
- (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.
- (7) 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.
- (8) Grand finals will be played at the home ground of the higher placed team 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.
 - a. The highest-placed team on the ladder shall assume home team responsibilities, see Rule 26.
- (9) The 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.
 - a. However, if both teams agree in advance to play on a suitable turf wicket, Under 17 ½ and Under 15 grades may play on a turf wicket.
- (10) The association shall appoint umpires to all semi-final matches. Any shortfall from the WRJCA umpires panel may be made up from the pool of club volunteers. See Rule 8.8(5).
- (11) There shall be one (1) reserve date available. Details of reserve day use will be available at Grand Final coach meetings.

17.3 Eligibility

- (1) Players must have actively participated in a minimum of five (5) home and away matches for their team to be eligible to play finals for that team. Active participation is determined as having batted, bowled or fielded in a game.
 - a. U18 T20 competition requires 2 matches minimum.
- (2) Eligibility for participation in finals will be assessed by looking at the competitions of each day as stand alone.
 - a. For example, 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. This only applies where a team does not have enough players qualified for finals. Players may only play one age group above their DOB age group.
 - a. For example, a player playing in Under 13A may play in a final for Under 15s, with prior authorisation from their parent/guardian, and providing the U15 team does not enough players qualified for finals.
- (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.
 - a. 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: - Under 13B North and Under 13B South)

Examples:-

- i. 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 their season in the U 13 B team.
 - ii. 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.
 - iii. 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.
 - b. In general, players can play ‘up’ a grade in finals subject to correct parent approvals.
- (5) If in any doubt as to a players’ eligibility, clubs must 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.
 - (6) Qualification for finals may be adjusted by the administrator if irregular circumstances occur e.g. multiple washouts, extreme heat, etc.
 - (7) Penalties for playing an ineligible player include loss of the game and/or a fine.

18.0 Umpires

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 recognised Umpires Association.
 - a. Any WRJCA Umpire must be at least 14 years and 9 months old, as per the legal minimum working age.
- (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.
 - a. Umpires must wear either black shorts, or black pants.
- (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 a WRJCA appointed umpire is officiating the fielding side shall provide the square leg umpire.
 - a. The club square leg umpire shall call stumpings and run outs, and assist with calls for hit wicket (and any other assistance the central umpire might need e.g. if a catch carried to a fielder, or if a delivery bounced a third time before reaching the batter).
 - b. Where a WRJCA appointed umpire is present, they shall make calls of no-balls/wides, however they are allowed to ask the square leg umpire for their opinion.
 - c. In Under 17 ½ and Under 15 grades, the club square leg umpire shall assist in speeding up over rate only, and refrain from coaching during the innings.

- (6) In the absence of an Association appointed Umpire, the umpiring shall be shared by both teams.
- (7) The Umpires Coordinator and the Administrator shall make umpiring appointments.
- (8) Where a WRJCA umpire is in attendance for a match which is subsequently forfeit, they shall be paid their full fee the forfeiting club.
- (9) Where a WRJCA umpire is in attendance for a match which does not start due to adverse weather, each club will pay 50% of their normal umpire's fee (so, the umpire will in total receive 50% of their normal match fee).
- (10) Where two WRJCA panel umpires are in attendance, the fielding team coach may also stand at square leg to assist with speeding up the overrate. This should be discouraged in Under 17 ½ and Under 15 grades.
- (11) The square leg umpire will stand on the other side of the ground (i.e. at point), if this will speed up overrate or visibility of crease markings is easier from that direction.
- (12) 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 batters and the fielding captain.

19.0 PlayHQ obligations

19.1 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-batter and non-bowler for each innings (where applicable) shall be clearly noted next to the player's name in the scorebook.

19.2 Coaches report

Teams will be required to fill in an umpires report, if an official WRJCA umpire was assigned. This is to be filled in by the coach, as nominated in PlayHQ.

This report will be automatically emailed by PlayHQ after each game (the automatic email will be called "Captain's Report"). More communication about this will be sent to clubs as required.

19.3 Scoring

- (1) Where possible, the home team shall perform live scoring on PlayHQ, and the away team will score in a paper scorebook. If the home team cannot do this, where possible the away will live score and the home team will score in a paper scorebook.
 - a. There must always be at least one paper scorebook being maintained at every game.
- (2) A standard scorebook approved by the Association shall be provided by the Administrator.
- (3) It is the responsibility of each team to provide a competent scorer.
- (4) Scorebooks are to be signed by the Umpire(s) at the end of each day's play. Where no Umpire is available, the coach or team manager shall sign and verify accuracy of score.
- (5) If there is a dispute relating to the accuracy of the scorebooks and this cannot be resolved at the end of the day's play, the books shall be delivered to the Administrator no later than 24 hours after the scheduled close of play. The Administrator shall review the books and determine the result of the match.
- (6) Where games are live scored, clubs are reminded to close off the scoring app at the end of the match.

20.0 Incident Reporting Procedures

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.

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

- (1) 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) The Tribunal chair will request the Tribunal Secretary to record the names and details of those attending the tribunal.
- (3) The hearing before the Tribunal shall be inquisitorial in nature, and conducted with as little formality and as much expedition as is deemed warranted by the Tribunal.
- (4) The Tribunal Chair shall read the report and ask the reported person if the charge is admitted to or denied.
- (5) 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.
- (6) 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.
- (7) No person or club shall be represented by a legal practitioner at any hearing without the consent of the Tribunal Chair.
- (8) The reported person(s)/club may then be given the opportunity to respond.
- (9) 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.
- (10) 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.
- (11) 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.
- (12) Through the Tribunal Chair, parties may question but not debate the evidence.
- (13) The Tribunal may initiate action against persons not already reported should evidence arising from a hearing indicate that a separate offence may have occurred.
- (14) Complainant(s) and reported person(s)/clubs should be given the opportunity to briefly sum up evidence before the Tribunal retires for a decision.
- (15) The Tribunal is not obliged to give reasons for any determination which it makes.
- (16) 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 their 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:

- (1) Evidence not originally presented or available which may have reasonably affected the decision of the original Tribunal hearing.
- (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) 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:

- i. Administration of the Association
- ii. Arranging the competition and matches
- iii. The raising of finance
- iv. Financial matters relating to person, player, club or umpires
- v. Player registrations
- vi. 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 their Club, or may recommend to the WRJCA that their Club be suspended or impose on the reported person or their 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.

21.0 Suspect Actions

As the WRJCA is a juniors-only competition, not every bowler will have as much practice or skill as each other. In lower age levels, some bowlers will not have properly learned how to bowl without a suspect action yet.

While the calling of a no-ball for a suspect action in the WRJCA is not possible, if a player in older age groups (Under 17 ½, and in extreme cases Under 16 Girls and Under 15) is found to be gaining an unfair advantage from a suspect action – and does not have a lack of skill/practice – a WRJCA appointed umpire should raise this concern with the offending bowler's coach after the game, and then also notify the administrator of this concern.

If there is no official WRJCA panel umpire, a club umpire with concerns about a bowler's action can also raise this concern with the offending bowler's coach and the administrator.

If an older player is found to be abusing the leniency of these rules to gain an unfair advantage, the association can prevent them from being allowed to bowl until the club can provide proof that the bowler has corrected their action.

Clubs are to endeavour that all bowlers, from as early as possible, learn how to bowl without suspect action. This is both the Laws, and the Spirit of Cricket.

21.1 WRJCA Suspect Bowling Action Procedure

- (1) If, during a WRJCA match, the bowling action of a player appears to be outside the boundaries of what is acceptable, i.e. suspect, the WRJCA umpire or the Coach of the batting team, shall report to the Administrator the name of the player and the nature of their concern.
- (2) If no WRJCA umpire is in attendance the Coach of the batting side shall make the report to the Administrator.
- (3) Neither central nor square leg umpire is to call a "no ball" for this suspected infringement unless the ball bowled falls under any of the normal criteria for Rule 15. The player shall not be ostracised by any player, Club official or spectator.
- (4) The Administrator shall contact the player's Club to:
 - a. notify them that a player has been identified as possibly having a suspect action
 - b. enquire if they are aware of the alleged problem
 - c. If so, what actions they are undertaking to rectify it
- (5) The Administrator will continue to monitor the player.
- (6) If there is a second mention of the same player to the Administrator, the Club and player will be referred to the VMCU and or Cricket Victoria for advice and further training in remedial procedure.

22.0 Penalties

22.1 Fines

Offence	Fine
Non-attendance of Club delegate/proxy at Board of Management meetings	\$50, Second and subsequent non-attendance - \$100
Non-attendance of Club delegate/proxy at Compulsory and/or Special meetings (Including the Annual General meeting)	\$75
Non-attendance of Club delegate/proxy at BOM meetings when an apology is received before the meeting	\$25
Transfers not dealt with within five (5) days	\$25
Playing an ineligible player per match	\$100 and possible loss of match points
Failure to enter match results in PlayHQ by nominated time – per side	\$20
Failure to enter individual results in PlayHQ by nominated time – per player	\$20
Playing a player under a false name and possible loss of points	\$50 minimum
Failure to give scorebooks to Administrator (on request)	\$50
Failure to provide an adequate First Aid Kit – each offence	\$50
Incorrect batting and/or bowling requirement - per player First Offence	\$50
Incorrect batting and/or bowling requirement – per player Second Offence	\$100 and a written explanation to Administrator within 7 days.
Incorrect batting and/or bowling requirement– per player Third Offence	\$200 maximum 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.
Failure to provide a suitable umpire volunteer for finals (per team required)	\$100
Failure to notify Administrator of forfeit within 24 hours of start of play	\$100 plus umpires fees for both teams
Failure to notify Administrator of forfeit and not show up at ground	\$100 plus umpires fees for both teams
Withdrawal of a team after fixtures for that grade have been published	\$200 per team

22.2 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, harassing, or manhandling an Umpire or Association Official will incur the following penalties:
 - a. Up to a lifetime suspension from any and all involvement with the WRJCA and up to a \$5000 fine to the offending Club
 - b. 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.

GENERAL MATCH DAY RULES

23.0 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.

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 (also known as 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 30
-Law 24	(Player interchange)	Not applied	Please refer WRJCA Rule 25
-Law 41.	(Mock Fielding)	Not applied	
-Law 41.16	(Mankad)	Not applied	Please refer WRJCA Rule 34
-Law 42.	(Player Conduct)	Not applied	WRJCA & VMCU Codes of Conduct shall apply.

The junior by-laws in this section are to be read in conjunction with the specific age group rules in the following section.

24.0 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:

- (1) Time wasting
- (2) Damaging the pitch
- (3) Dangerous or unfair bowling
- (4) Tampering with the ball
- (5) Any other action that they may consider unfair or in violation of the Spirit of Cricket

The Spirit of the Game involves RESPECT for:

- (1) Your opponents
- (2) Your own captain and team
- (3) The role of umpires
- (4) The game's traditional values

It is against the Spirit of the Game:

- (1) To dispute an umpire's decision by word, action or gesture
- (2) To direct abusive language toward an opponent or umpire
- (3) To indulge in cheating or any sharp practice, for instance:
- (4) To appeal knowing the batter is not out.
- (5) For players and/or teams to engage in extended appeals
- (6) For players and/or teams to engage in 'sending off' an opposition player
- (7) To advance towards an umpire in an aggressive manner when appealing

- (8) 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.

Refer also to the Code of Conduct (Rules 1-5)

- (1) While teams should be encouraged to have chatter on the field, the chatter on the field should never be condescending towards the opposition (e.g. "This batter is terrible!"). If a team continues to engage in excessive negative chatter after a warning to their captain/coach, a WRJCA panel umpire may award 5 penalty runs against that team for their behaviour and can continue to do so until the behaviour is corrected.
 - a. A club umpire cannot enforce this rule, but should file a report to the administrator if they feel it is warranted.

25.0 Definition of a Team

- (1) In all grades above Under 13 Mixed a team shall consist of at least seven players. In grades below this, the minimum number of players is 5. A team unable to muster the minimum number of 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.
- (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 24 hours of the scheduled start of play will incur a \$100 fine.
- (4) In all grades of Under 17 ½ and Under 15 up to thirteen (13) players may participate in a match. Please refer to Age Specific rules for further information.
 - a. 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 19.1.
 - b. Ten wickets shall constitute the end of an innings in these age levels. 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).

Substitute 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 they 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.
- (7) MCC Law 24.2 regarding players serving time after being absent from the field before being allowed to bat/bowl shall not be observed.
 - a. Any player (provided they are not the designated non-batter/bowler) may bat/bowl at any time without need to wait, provided they are on the teamlist.

26.0 Home team responsibilities

Administration/before the game:

- (1) Sprinkler system at grounds programmed NOT to come on the night before a game is scheduled.

- (2) Ground mowed as per Council or School program well before the scheduled start time of the match.
- (3) Home grounds are as indicated in the fixture unless otherwise advised by Administrator.

On game day:

- (1) Crease lines clearly marked.
- (2) Wicket boxes filled with dirt.
- (3) Sides of pitches whipper snipped and cleared where possible.
- (4) Sides of wicket at batting crease filled where runner stands and creates hole, filled with dirt.
- (5) Club Rooms/Toilets access (keys etc.) available whenever possible.
 - a. Toilet paper should be provided whenever possible.
- (6) Grounds marked (white dots, cones or markers) for boundary locations as per Age Specific Rules.
 - a. Except for not for points 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.
 - b. Not for points competitions boundaries shall be marked from the centre stump at the batting end.
- (7) Infield fielding restrictions marked as per Age Specific Rules.
- (8) Scorers' area set up with tables, chairs etc
- (9) Stumps and bails are set up
- (10) Except for unlimited dismissal competitions, a scoreboard must be set up
- (11) Where home side responsibilities are not adhered to, the visiting club can make report to the Administrator. A fine may be imposed where deemed necessary.
- (12) Teams must leave pitches and grounds in good order.

27.0 Hours of Play

In these rules henceforth, the team batting first in a match shall be referred to as 'Team A' and the team batting second as 'Team B'.

In the event that there is no WRJCA panel 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.

27.1 Time

- (1) Weekday games will 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.
- (2) Weekend games
 - a. For U13 Mixed/U16 Girls and below, games will commence at 8:30am and scheduled finish time is 11.30am. There will be a ten (10) minute interval for change of innings/drinks break at 9:55am, play to resume strictly at 10.05am.
 - b. For Saturday U15 Mixed and U17 ½ Mixed, games will commence at 8:00am and scheduled finish time is 11.00am. There will be a ten (10) minute interval for change of innings/drinks break at 9:25am, play to resume strictly at 9.35am.
 - c. For Sunday U15 Mixed, games will commence at 8:30am and scheduled finish time is 11.30am. There will be a ten (10) minute interval for change of innings/drinks break at 9:55am, play to resume strictly at 10.05am.

27.2 General Rules – ages with unlimited dismissals

- (1) 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.
- (2) 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.
- (3) 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.
- (4) 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.

27.3 General Rules – ages without unlimited dismissals – ONE-DAY GAMES

- (1) For U18 T20 rules, please see Rule 37
- (2) 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 the nominated change of innings time noted under Rule 27.1(1) above.
- (3) 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.
- (4) 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.
- (5) 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.

27.4 General Rules – TWO-DAY GAMES (Split Innings)

- All two-day games 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.
- To verify the same ball is used the second week, at the end of the first day of play, the WRJCA umpire should initial both cricket balls with pen, and return them to the coaches. If no umpire is present, the opposing coach should initial the ball.

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

There is a 10-minute break (5-minute break in October) 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)

- (1) Teams should start Day 2 by bowling from the same end that they started from the previous week. For example, if their first 12 overs on Day 1 were bowled from the North end, they must bowl their first 12 overs on Day 2 from the North end.

The batting order will be:

Day 1: Team A (24 overs) then team B (bat until 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.

See Rule 28 below for more information on Split Innings.

28.0 Split Innings

- (1) 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.
- (2) No split innings in second innings.
- (3) 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 compulsory closure) before Team A can bat again either to complete its first innings or start its second.
- (4) 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 to Rule 29.3.
- (5) Teams may declare their first innings complete after at least 30 overs have been bowled.
- (6) Team B cannot receive more than 24 overs in the first day, even if time allows.
- (7) If both teams receive less than 24 overs on the first day, the team that received fewer overs on Day 1 is entitled to 24 overs on Day 2.
- (8) If Team B is all out on Day 2 (including on the last ball of its innings, whether "last over" had been called or not), Team A is permitted to face all of the overs it is entitled to on Day 2. This may not always be 24 overs, depending on Day 1's overs received.
- (9) No overs are lost for a second innings change on Day 2, as the second innings is played to time.

For clarity, some examples:

	Day 1, Team A received	Day 1, Team B received	Day 2, Team B entitled to	Day 2, Team A entitled to
Example 1	24 overs	22 overs	24 overs max.	22 overs max. (less any lost overs from Team B's Day 2 allotment) Even if Team B is bowled out on Day 2, Team A only entitled to 22 overs.
Example 2	19 overs	23 overs	20 overs max.	24 overs max. (less any lost overs from Team B's Day 2 allotment)
Example 3	23 overs	22 overs	24 overs max.	23 overs max. (less any lost overs from Team B's Day 2 allotment) Even if Team B is bowled out on Day 2, Team A only entitled to 23 overs.

28.1 Time and Late Starts

- (1) If both teams have the required minimum number of players, the game must start by the specified starting time.
 - a. A team with at least the minimum number of players, but who do not have all of their players at the ground, must start the game without waiting for the rest of their players whether they have found substitute fielders or not.
- (2) If a team does not have the minimum number of players, the game cannot start until they achieve this.
- (3) At the agreement of umpires and both coaches, if everyone agrees to start the game early in the interests of time or light, this is permissible.
- (4) The official time for the game is based on the WRJCA umpire's watch. Where there are multiple WRJCA umpires, the umpires should compare watches prior to the start of play.
 - a. If there is no WRJCA umpire, then the two coaches should compare watches instead.
- (5) A game starting later than half an hour after the designated start time will be forfeited - See also Rule 27.1

29.0 Breaks in Play

29.1 Drinks

- (1) A drinks break should only ever be taken halfway through an innings, or at the change of innings.
- (2) Where possible, a mid-innings drinks break should not be taken in the interests of time, except for particularly hot days.
 - i. For age groups with compulsory keeper changes, a quick 2-minute drinks break is permitted
- (3) If a batter requests a drink while batting, this request must be approved by the umpire and can only occur at the fall of a wicket/end of an over.

29.2 Change of Innings

- (1) The change of innings should occur no later than the designated time (except where a second innings is being played for two-day cricket)
- (2) The change of innings should be a maximum of 10 minutes, or for weeknights in October, 5 minutes.
 - a. This time should always be encouraged to be shorter, in the interests of time.

29.3 Adverse Weather

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.

If an official WRJCA umpire has been appointed to a match, a decision about whether conditions are fit for play is the responsibility of the official WRJCA umpire only. The official WRJCA umpire may consult with the coaches to make a decision, however, is not obligated to.

If an official WRJCA umpire has not been appointed to a match, the coaches are responsible for decisions about the ground's fitness to play. When the coaches cannot agree on the ground's fitness, there shall be no play until both coaches agree.

Before the commencement of play on any day the official ECA umpire (if appointed) and team managers shall see that any necessary steps are taken to improve the ground or pitch, with a view to expediting play, and shall not draw stumps (that is, abandon play for the day) until the hour fixed by these rules for the conclusion of the day's play, unless satisfied there is no possibility for play.

- (1) 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.
- (2) 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.

29.3.1 Heat

- (1) 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 weather readings.
- (2) The temperature is to be obtained from the Bureau of Meteorology weather app "BOM Weather" (obtainable from relevant app stores). The location to be measured to should be set to 'Current location' accessed using the drop down menu.
 - i. The large geographical area of the WRJCA will mean for some rounds, the temperature will be above the cutoff in some areas but not others. This allows for the maximum possible opportunity to play cricket across a large region, while being safe.
- (3) Play shall neither commence, continue nor resume until the temperature is less than 36.0°C.

29.3.2 Lightning and Thunderstorms

- (1) Suspension of play due to lightning.
 - a. 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) Suspension of play due to thunderstorm.
 - a. 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)(a) above).
 - c. 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.

29.3.3 Wet Conditions and Poor Light

- (1) The ground can be considered unfit for play if the bowlers' runup is too slippery to be safe, the outfield is too slippery for fielders to be reasonably safe, or the pitch is too wet for batters to play their strokes or to run between the wickets.
 - a. Play should not be delayed merely because the grass or the ball is slightly wet.
- (2) If the umpires deem it to be raining too hard, or light to be too poor, for play to be safe, they should call a break in play immediately.
- (3) If an official WRJCA umpire is present, they have the sole responsibility to make this decision but are allowed to confer with the square-leg umpire.

29.4 Procedure for Loss of Overs

29.4.1 ONE-DAY MATCHES

- (1) 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.

- (2) 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.

- (3) 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.

- (4) For example: (this example uses a 24 over game – please adjust for your age group)
 - Team batting first 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.

29.4.2 TWO-DAY MATCHES

- (1) 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.

- (2) 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.
- (3) 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.
- (4) This example has been calculated on a 48 over game:
 - Team A batting first has received 10 overs before weather interruption.
 - Play resumes with Team B batting, and a further 18 overs are completed before the scheduled close of play, total of 28 overs on Day 1.
 - The number of completed overs from Day 1 is added to the total number of overs scheduled for Day 2 (48) giving a total available for the match of 76 overs – 38 overs each.
 - On Day 2, Team B continues their batting innings for a further 10 overs at which point their innings is compulsorily closed unless dismissed or declared prior.
 - Team A has 28 overs to complete their innings and 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.
- (5) No further adjustment to the number of overs shall be made for change of innings.
- (6) 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.
- (7) If no result can be reached due to further interruptions the match shall be declared drawn.
- (8) If no play is possible the match shall be drawn.
- (9) 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.

30.0 Wides and No Balls

The central umpire shall call a no ball for the following incidents. The square leg umpire (if it is a club umpire/coach) may indicate to the central umpire for height-related rules, but may not call it a no ball.

- (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 batter is in an upright stance at the crease is illegal and shall be called no ball.
 - a. However, in U18, U17 ½ and U15 grades, a maximum of one such delivery per over, which passes after bouncing above shoulder height and below the top of the head while the batter 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 batter above waist height on the full while the batter 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.

The central umpire may call a wide for the following incidents.

- (6) 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 batter standing in a normal batting position, shall be called a wide as it passes the batter’s wicket.
- (7) If the delivery is also a no ball, then the delivery should be called a no ball instead.

31.0 Dead Ball

- (1) If a delivery is struck by the batter, or batter’s body/clothing, into the side of the pitch and deflects, the ball shall be called live and runs can be scored.
 - a. However, if the deflection causes the ball to bounce back and hit the striker’s end stumps, the ball shall be called dead, and the batter shall not be given out bowled.

- (2) In grades with LBW warnings, if a batter is given an LBW warning, the ball should be declared dead immediately upon being given the warning. No leg-byes can be scored, and batters cannot be run out.
 - a. However, as per the standard dismissal priority, a batter can be given out bowled instead of receiving an LBW warning, provided the ball does not deflect off the side of the pitch as per rule 31.1(a) above.
 - b. After an LBW warning, the batters should change strike, and the non-striker should face the next ball.
 - i. However, at the end of an over, batters switch ends anyway, so if a batter receives an LBW warning on the last ball of an over, the same batter will face the first ball of the next over.

32.0 Timewasting

Tips for all coaches to speed up the game:

- Return the ball directly to the bowler after each delivery. Roll straight back from keeper to minimise “round the world” returns.
- Bowler goes straight back to their mark immediately.
- Bowlers have an appropriate run up – no ‘Mitchell Stare’ run ups.
- 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.

For U16 Girls, and Under 13 and below:

- Rotate fielders clockwise (or anti-clockwise) and in bowling order.
- Bowling orders to be pre-arranged and scorers advised prior to start.
- Where possible, rotate second keeper off the field to kit up before activated.

33.0 Fielders’ Clothing

It is not illegal fielding if the ball in play makes contact with a piece of clothing, equipment or any other object which has accidentally fallen from the fielder’s person, or been dropped by an umpire. However, a fielder will be deemed to have fielded the ball illegally if, while the ball is in play, they:

- (1) Use anything other than part of their body to field the ball.
- (2) Extend their clothing with their hands and uses this to field the ball.
- (3) Discards a piece of clothing, equipment or any other object which subsequently makes contact with the ball.
- (4) If any of the above occurs, the batting team will be awarded a 5-run penalty.

Additionally, the covid-era rule allowing bowlers to place their hat/clothing behind the umpire/as a bowling marker is no longer valid.

- (5) If the ball strikes the bowler’s hat or clothing if placed as a bowling marker, the batting team will also be awarded a 5-run penalty.

34.0 Mankad

Being run out prior to the delivery (Mankad) is not a valid method of dismissal in WRJCA.

In accordance with the Spirit of Cricket, coaches are instructed to encourage batters to remain behind the crease until the bowler is in their 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.

35.0 Spring Back Stumps

The home team may use spring-back stumps as an alternative to free-standing stumps.

- (1) Clubs must use spring-back stumps in grades where the pitch length is not full-size.
 - a. For age levels using Junior Format 1, if a ball hits the stumps (except the metal base), this shall be deemed to have broken the stumps, even if the bails do not come off.
- (2) If a ball hits the metal base of the springback stumps and dislodges the bails, this shall not be deemed to have broken the stumps, as the metal base is not one of the stumps or bails.

36.0 Dispute of Match Result

Where possible, coaches should resolve the dispute after the game, before they leave.

If there is a dispute of the match result, or the entry thereof within PlayHQ, then the team disputing the match result should bring this to the attention of the administrator as soon as possible. The administrator, the executive, and anyone entrusted by the executive will then have the final say to resolve the dispute.

AGE SPECIFIC MATCH DAY RULES

37.0 U18 T20

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

37.1 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 they wish to play finals for.

37.2 HOURS OF PLAY

- (1) In all grades of Under 18, mid-week matches shall commence at 5.15pm.
- (2) 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.
- (3) 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 time noted below.
- (4) 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.
- (5) 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.
- (6) In the event of a delayed start to the match, overs will be deducted evenly from both innings.
- (7) 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.
 - a. 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.
- (8) WRJCA Administrator must be notified of any change of start time or venue at least 24 hours prior to scheduled start time.
- (9) Neither team may declare its first innings closed. T20 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.

- (11) The team batting, shall compulsorily close its innings at the completion of the allocated 20 overs for that match or at the time specified.

- (12) If an innings is compulsorily closed after 20 overs, or through Rule 29, 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”.

37.3 BATTING

- (1) A player shall be compulsorily retired from batting immediately upon reaching a score of 50 runs, or at the score at the completion of the shot to reach 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 their innings at the fall of any wicket.
- (5) Players can be dismissed LBW in Under 18 T20.
- (6) Where a wicket is lost “caught”, the incoming batter shall take the striker’s position.

37.4 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 batter is facing. 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 batter is on strike. The striker can only be dismissed by the following:
 - a. Hit ball twice
 - b. Obstructing the field
 - c. Run out.
- (5) Any ball that passes to the legside of the batter will be called a legside wide.
 - a. However, if the ball would have hit the batter in their normal stance, it shall be called a legal delivery.
- (6) As per Rule 30, a maximum of one delivery which bounces above shoulder height and below the top of the head while the batter is in an upright stance at the crease is legal per over. Second and subsequent such deliveries in the same over shall be called no ball.

37.5 FIELDING

Refer General Rule 8(2)

- (1) No player shall be permitted to field closer to the batter 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 batter has completed their shot.
- (3) Maximum 2 fielders are permitted outside the inner circle (25 metres, see rule 7 below) for the first 5 overs.
- (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.
- (6) Keepers are not allowed to change within the innings unless injury or illness occurs.

37.6 MATCH BALLS

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

37.7 GROUNDS AND GROUND DIMENSIONS

- (1) 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.
 - a. Boundary markers should be at least 3 metres away from a fence or other potentially dangerous obstacle.
 - b. Boundary markers should be no more than 10 metres away from each other.
- (2) An inner circle shall be marked with painted dots, or flat discs/markers, marked 25 metres away from the centre of the pitch.

38.0 U17 ½ Mixed

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

38.1 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.
 - a. The designated non-batters/ non-bowlers in the first innings may bat/bowl in the second innings of a two-day game.
 - b. 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 their non-batter or non-bowler status. Refer General Rule 9(4).

38.2 HOURS OF PLAY

- (1) Refer to General Rules 28 and 29 for full information.
- (2) Weekend 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.
 - a. Teams should be mindful of allowing juniors playing seniors in the afternoon to get to their games with enough rest, therefore this is discouraged.
 - b. WRJCA Administrator must be notified of the change of start time at least 24 hours prior to scheduled start time.
- (3) In a two-day game, 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.
- (4) In a two-day game, if the conclusion of both teams' first innings is after the scheduled halfway-point of the day, teams may agree to conclude the game without beginning a second innings.
 - a. However, a second innings must be started if an **agreement cannot be reached**, or if the conclusion of the first innings was before the scheduled time (6:30pm, or 9:25am).
 - b. It should be encouraged to invert batting and bowling orders instead, to give players an opportunity they would not otherwise receive.

38.3 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
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 their innings at the fall of any wicket.
- (5) Players can be dismissed LBW in all grades of Under 17 ½.
- (6) Where a wicket is lost "caught", the incoming batter shall take the striker's position.

38.4 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, 12 consecutive overs will be bowled from each end.
- (3) Each bowler may bowl a maximum number of overs.
 - a. No bowler is to bowl more than four (4) overs per innings in a one-day match.
 - b. No bowler is to bowl more than eight (8) overs in an innings in a two-day match 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 day.
- (4) Bowlers are allowed one delivery that passes down the legside to be called a legal ball within each over as per general rules of cricket, Any subsequent ball that passes to the legside of the batter will be called a legside wide.
 - a. However, if the ball would have hit the batter in their normal stance, it shall be called a legal delivery.

- (5) As per Rule 30, a maximum of one delivery which bounces above shoulder height and below the top of the head while the batter is in an upright stance at the crease is legal per over. Second and subsequent such deliveries in the same over shall be called no ball.

38.5 FIELDING

Refer General Rule 8(2)

- (1) No player shall be permitted to field closer to the batter 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 batter has completed their shot.
- (3) Maximum 5 fielders are permitted outside the inner circle of 25 metres, (see rule 7 below).
- (4) Keepers are allowed to change at the halfway point of the innings, however this is not encouraged.

38.6 MATCH BALLS

- (1) Each team is to provide its own leather, two piece, Kooka Colt 156-gram cricket ball which has been stamped “WRJCA Approved”.
 - a. The ball should be white on Friday nights, and Red for weekend mornings.
- (2) A new ball is not to be used in a second innings.

38.7 GROUNDS AND GROUND DIMENSIONS

- (1) 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.
 - a. Boundary markers should be at least 3 metres away from a fence or other potentially dangerous obstacle.
 - b. Boundary markers should be no more than 10 metres away from each other.
- (2) An inner circle shall be marked with painted dots, or flat discs/markers, marked 25 metres away from the centre of the pitch.

39.0 U16 Girls

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

(Based on Stage 2 Junior Format)

39.1 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.

39.2 HOURS OF PLAY

- (1) Refer to General Rules 28 for full information.
- (2) 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

39.3 BATTING

- (1) For 24 over games the following retirements apply:
 - a. 7 player team – batters retire at max 25 balls faced.
 - b. 8 player team – batters retire at max 25 balls faced.
 - c. 9 player team – batters retire at max 25 balls faced.
 - d. 10 player team – batters retire at max 20 balls faced.
 - e. 11 player team – batters retire at max 20 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 other than for reasons of injury or illness. An ill or injured player may continue their innings at the fall of any wicket.

- (5) All balls (regardless of whether wides/no balls) will be included in the batter's ball count
- (6) If a team has more than 9 players, then all players must bat before a retired player can return to the crease.
- (7) Batting rotations must be employed to ensure no batter goes two games without having a bat.
- (8) Players can be dismissed LBW in all grades of Under 16 Girls (without a warning)
- (9) Where a wicket is lost "caught", the incoming batter shall take the striker's position.

39.4 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, 12 consecutive overs will be bowled from each end.
- (3) 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.
- (4) Bowlers are allowed deliveries that pass down the legside to be called a legal ball as per general rules of cricket.
- (5) Teams must change wicketkeepers after 12 overs in a 24 over game.
- (6) The second wicketkeeper must bowl their 2 overs before the completion of the 12th over.
- (7) 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.

39.5 FIELDING

Refer General Rule 8(2)

- (1) No player shall be permitted to field closer to the batter 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 batter has completed their 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.
- (7) Maximum 4 fielders are permitted outside the inner circle of 20 metres, (see rule 7 below).

39.6 MATCH BALLS

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

39.7 GROUNDS AND GROUND DIMENSIONS

- (1) U16 Girls shall use a full pitch.
- (2) A boundary a maximum of 50 metres, measured from the stumps of the batting end 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.
 - a. Boundary markers should be at least 3 metres away from a fence or other potentially dangerous obstacle.
 - b. Boundary markers should be no more than 10 metres away from each other.
- (3) An inner circle shall be marked with painted dots, or flat discs/markers, marked 20 metres away from the centre of the pitch.

40.0 U15 Mixed

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

40.1 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.
 - a. The designated non-batters/ non-bowlers in the first innings may bat/bowl in the second innings of a two-day game.
 - b. 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 their non-batter or non-bowler status. Refer General Rule 9(4).

40.2 HOURS OF PLAY

- (1) Refer to General Rules 28 and 29 for full information.
- (2) Weekend 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.
 - a. Teams should be mindful of allowing juniors playing seniors in the afternoon to get to their games with enough rest, therefore this is discouraged.
 - b. WRJCA Administrator must be notified of the change of start time at least 24 hours prior to scheduled start time.
- (3) In a two-day game, 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.

40.3 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
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 their 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.

40.4 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, 12 consecutive overs will be bowled from each end.
- (3) Each bowler may bowl a maximum number of overs.
 - a. No bowler is to bowl more than four (4) overs per innings in a one-day match.
 - b. 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 day.
- (4) Bowlers are allowed deliveries that pass down the legside to be called a legal ball as per general rules of cricket.
- (5) As per Rule 30, a maximum of one delivery which bounces above shoulder height and below the top of the head while the batter is in an upright stance at the crease is legal per over. Second and subsequent such deliveries in the same over shall be called no ball.

40.5 FIELDING

Refer General Rule 8(2)

- (1) No player shall be permitted to field closer to the batter 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 batter has completed their shot.
- (3) Maximum 5 fielders are permitted outside the inner circle of 25 metres, (see rule 7 below).
- (4) Keepers are allowed to change at the halfway point of the innings.

40.6 MATCH BALLS

- (1) Each team is to provide its own leather, two piece, Kooka Colt 156-gram cricket ball which has been stamped “WRJCA Approved”.
 - a. The ball should be white on Friday nights, and Red for weekend mornings.
- (2) A new ball is not to be used in a second innings.

40.7 GROUNDS AND GROUND DIMENSIONS

- (1) 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.
 - a. Boundary markers should be at least 3 metres away from a fence or other potentially dangerous obstacle.
 - b. Boundary markers should be no more than 10 metres away from each other.
- (2) An inner circle shall be marked with painted dots, or flat discs/markers, marked 25 metres away from the centre of the pitch.

41.0 U13 Mixed (Stage 2 Junior Format)

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

41.1 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.

41.2 HOURS OF PLAY

- (1) Refer to General Rule 28 for full information.
- (2) 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

41.3 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 other than for reasons of injury or illness. An ill or injured player may continue their innings at the fall of any wicket.
- (5) Players can be dismissed LBW in all grades of Under 13 Mixed after one clear warning from the umpire.
- (6) Where a wicket is lost “caught”, the incoming batter shall take the striker’s position.
- (7) All balls (regardless of whether wides/no balls) will be included in the batter’s ball count
- (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.

41.4 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, up to a maximum of eight (8) balls total.
 - (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 second wicketkeeper must bowl their 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.
 - (7) Bowlers are allowed deliveries that pass down the legside to be called a legal ball as per general rules of cricket.

41.5 FIELDING

Refer General Rule 8(2)

- (1) No player shall be permitted to field closer to the batter 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 batter has completed their 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.
- (7) Maximum 4 fielders are permitted outside the inner circle of 20 metres, (see rule 7 below).

41.6 MATCH BALLS

- (2) Each team is to provide its own leather, two-piece, Kooka Colt 142-gram cricket ball which has been stamped “WRJCA Approved”.
 - a. The ball should be white on Friday nights, and Red for weekend mornings.

41.7 GROUNDS AND GROUND DIMENSIONS

- (1) U13 Mixed shall use 18 metres pitch length
- (2) A boundary a maximum of 45 metres, measured from the stumps at the batting end 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.
 - a. Boundary markers should be at least 3 metres away from a fence or other potentially dangerous obstacle.
 - b. Boundary markers should be no more than 10 metres away from each other.
- (3) An inner circle shall be marked with painted dots, or flat discs/markers, marked 20 metres away from the centre of the pitch.

42.0 U13 Girls, U11 Mixed (Stage 1 Junior Format)

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

42.1 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.

42.2 HOURS OF PLAY

- (1) Refer to General Rule 28 for full information.

42.3 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
 - a. However, at the end of an over, batters switch ends anyway, so if a batter is dismissed on the last ball of an over, the same batter will face the first ball of the next over.
- (4) Players cannot be voluntarily retired prior to facing the required number of balls as stated other than for reasons of injury or illness. An ill or injured player may continue their innings at the retirement of another player.
- (5) Batters are to retire as soon as they face their allotted balls, not at the end of the over
- (6) The following dismissals apply in this format: bowled, caught, caught & bowled, run out, stumped, hit wicket (there are no LBWs)
- (7) All balls (regardless of whether wides/no balls) will be included in the batter's ball count
- (8) The innings is deemed closed after the batting team has completed their allotted overs or reached their allotted cut off time
- (9) If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. $17 \times 7 = 119$)
- (10) For each dismissal, 4 runs will be added to the opposition (bowling teams) total at the end of the innings

42.4 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.
- (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 second wicketkeeper must bowl their 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.
 - a. Abuse of this rule will result in a fine.
 - b. Continued abuse of this rule will result in loss of match points, and a fine.
- (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.
 - a. Abuse of this rule will result in a fine.
 - b. Continued abuse of this rule will result in loss of match points, and a fine.
- (7) Bowlers are allowed deliveries that pass down the legside to be called a legal ball as per general rules of cricket.
- (8) Due to springback stumps being mandatory for this age level, if a ball hits the stumps (except the metal base), this shall be deemed to have broken the stumps, even if the bails do not come off.

42.5 FIELDING

Refer General Rule 8(2)

- (1) No player shall be permitted to field closer to the batter 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 batter has completed their shot.
- (3) Fielding rotations are mandatory to ensure players experience all fielding positions, but fielding placements will not hold up play.
 - a. Field rotations must occur in a clockwise or anti-clockwise manner (except when wicketkeepers are bowling), to save time
- (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.

42.6 MATCH BALLS

- (1) Each team is to provide its own Pink Kookaburra Softball cricket ball for the game.

42.7 GROUNDS AND GROUND DIMENSIONS

- (1) The pitch length is 16 metres.
- (2) A boundary a maximum of 40 metres, measured from the stumps of the batting end 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.
 - a. Boundary markers should be at least 3 metres away from a fence or other potentially dangerous obstacle.
 - b. Boundary markers should be no more than 10 metres away from each other.

43.0 U11 Girls, U10 Cubs (Stage 1 Junior Format)

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

43.1 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.

43.2 HOURS OF PLAY

- (1) Refer to General Rule 28 for full information.

43.3 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
 - a. However, at the end of an over, batters switch ends anyway, so if a batter is dismissed on the last ball of an over, the same batter will face the first ball of the next over.
- (4) Players cannot be voluntarily retired prior to facing the required number of balls as stated other than for reasons of injury or illness. An ill or injured player may continue their innings at the retirement of another player.
- (5) Batters are to retire as soon as they face their allotted balls, not at the end of the over
- (6) The following dismissals apply in this format: bowled, caught, caught & bowled, run out, stumped, hit wicket (there are no LBWs)
- (7) All balls (regardless of whether wides/no balls) will be included in the batter's ball count
- (8) The innings is deemed closed after the batting team has completed their allotted overs or reached their allotted cut off time
- (9) 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)
- (10) For each dismissal, 4 runs will be added to the opposition (bowling teams) total at the end of the innings

43.4 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.
- (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 second wicketkeeper must bowl their 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.
 - a. Abuse of this rule will result in a fine.
 - b. Continued abuse of this rule will result in loss of match points, and a fine.
- (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.
 - a. Abuse of this rule will result in a fine.
 - b. Continued abuse of this rule will result in loss of match points, and a fine.
- (7) Bowlers are allowed deliveries that pass down the legside to be called a legal ball as per general rules of cricket.
 - a. In these age groups, there should be some leniency given by the umpire to bowlers who are struggling to bowl it on the pitch – e.g. if it would make it so the batter would be more likely to face a legal delivery, the bowler may be allowed to bowl from beyond the bowling crease.
- (8) Due to springback stumps being mandatory for this age level, if a ball hits the stumps (except the metal base), this shall be deemed to have broken the stumps, even if the bails do not come off.

43.5 FIELDING

Refer General Rule 8(2)

- (1) No player shall be permitted to field closer to the batter 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 batter has completed their shot.
- (3) Fielding rotations are mandatory to ensure players experience all fielding positions, but fielding placements will not hold up play.
 - a. Field rotations must occur in a clockwise or anti-clockwise manner (except when wicketkeepers are bowling), to save time
- (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.

43.6 MATCH BALLS

- (1) Each team is to provide its own Pink Kookaburra Softball cricket ball for the game.

43.7 GROUNDS AND GROUND DIMENSIONS

- (1) The pitch length is 14 metres
- (2) A boundary a maximum of 30 metres, measured from the stumps of the batting end 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.
 - a. Boundary markers should be at least 3 metres away from a fence or other potentially dangerous obstacle.
 - b. Boundary markers should be no more than 10 metres away from each other.

44.0 Scorers' Help

- A diagram of umpire signals can be found within the scorebook, or online.
- The association strongly recommends 1x live scoring and 1x book, but otherwise must be 2x book
- Scorebooks will be provided by Administrator. One by-laws handbook will also be provided by Administrator.
- How to score extras:
 - Byes, leg byes, and wides do not count to the batter
 - The batter can score runs off a no ball, but they must have hit it
 - The umpire should signal "no ball" and then "byes" (or "leg byes") if the batter did not make contact.
 - It is impossible to score multiple no balls off one delivery. This law changed recently. It is either no ball + byes, no ball + leg byes, or a no ball + runs.

- Wides and no balls count against a bowler's runs conceded, although byes and leg byes do not.
- An over with wickets, byes or leg byes can still be a maiden over as long as no runs are scored. An over with wides and no balls can never be a maiden over.