



**NWMCA
JUNIOR MIXED
CRICKET MATCH
RULES &
HANDBOOK
2025-26**



SUMMARY OF CHANGES / CLARIFICATIONS

SEASON 2025-26

- Permits and Exemptions Explanatory Memorandum for clubs updated.
- Umpire fees – Increase by \$10 for senior umpires, except T20 matches (Open Age and Women's Social)
- Professional players – rule 1.10 – rule updated and permission process improved. (see Permits and Exemptions Explanatory Memorandum – page 9)
- By-Law 3.3.3 PROFESSIONAL PLAYERS AND PLAYERS FROM PREMIER AND SUB DISTRICT CLUBS. By-Law updated and permission process improved. Links to rule 1.10.
- Wide Ball markings – Rule 1.3 para 11. Clarified and added markings for Senior Women, Junior mixed and Junior All Girls competitions
- Wide Ball – Leg Side – Rule 1.15.3 Linked to Wide Ball markings in Rule 1.3
- Replacement Players and Player absence added to rule 1.9
- E-Scoring mandatory in Luscombe Shield, Kyte Shield, Stringer Shield, Attwater Shield – strongly encouraged in all other grades in all sections. Rule 1.14
- Registration of Officials, Coaches, Team Managers, Scorers and other volunteers in PlayHQ is mandatory each season, with all required details relevant for that person recorded in PlayHQ. (By-Law 3.3.5)

NWMCA PERMITS and EXEMPTIONS

EXPLANATORY MEMORANDUM FOR CLUBS

(If this document has been updated, the latest version is available on our website www.nwmca.com.au)

SEASON 2025-26

General eligibility for players to participate in any NWMCA match are set out in NWMCA rules and by-laws.

PERMITS

Permit requests by clubs arise when the Association needs to approve a variation to standard rules or by-laws. Examples are:

- Player wanting to drop more than one grade in the same section
- A player who has not qualified for finals in a particular team, seeking permission to play finals in that team (processed as an Override)
- Players seeking to play in a different time slot at another club (Season permit PlayHQ)
- Players seeking to play in a “merged” team (Season permit PlayHQ)

EXEMPTIONS

Exemptions are to be applied for where the player does not meet the age and gender requirements to be selected in a game. Clubs can make a request to the association to override the age and gender eligibility status in order for the player to be selected. For example:

- Seeking permission for a player who is too old to play in a grade, to play in that grade

STATEMENT OF INTENT

The NWMCA will assess all permit requests in a fair and equitable manner – our aim is to allow as many players as possible to have a game of cricket, without the team for which the applicant player is playing gaining an unfair advantage.

CLUB RESPONSIBILITY

It is a club’s responsibility to ensure a permit or exemption is requested well before any relevant match. If the permit or exemption has not been approved by the NWMCA before the match, the player will be deemed ineligible to have played in the match if they do play.

PROCESS

Season permits are lodged via PlayHQ.

Exemptions / Overrides are lodged using the appropriate form. The appropriate form can be downloaded from the NWMCA Website – Association / Forms menu.

Permit / exemption lodgement cut-off times

- For Friday games – 6pm Thursday
- For Saturday morning games – 8pm Thursday
- For Saturday afternoon games – 12 noon Friday
- For Sunday games – 6pm Friday

All **decisions** by the Association will be entered in PlayHQ and advised to the club via email

JUNIOR MIXED & JUNIOR ALL GIRLS COMPETITION PERMITS

Our junior competitions are formed based on the **age of a player**. A player must be under the relevant age at 1 September to qualify for an age group.

Intellectual and/or physical disability

A person with an intellectual and/or physical disability may apply for to play exemption in an age group for which they are ordinarily not eligible – refer by-law 3.5.1 paragraph 4

4. A person with intellectual and/or physical disability may play in an age-limited competition for which they are not eligible by age **provided that their Club first obtain written permission from the NWMCA Junior Committee.**

The club, when submitting the permit request, **MUST** tell the **full** story, including analysis of statistics and month and year of the date of birth of the player.

Use the following form to request permission

[Intellectual and/or physical disability - Juniors - permit request form](#)

Form can also be downloaded from the NWMCA website under the Association / Forms menu.

Ability based exemptions – Junior competitions

The NWMCA will only consider granting exemptions for a player to play in an age group for which they are not eligible if the team does not have a full squad (if already have a full squad, permit likely to be denied).

A full squad is defined as:

Under 10s mixed – 8 players

Under 10s All Girls – 4 players

Under 12s mixed – 9 players

Under 12s All Girls – 5 players

Under 14s mixed - 11 players

Under 14s All girls – 6 players

Under 16s mixed – 11 players

Under 16s All girls – 6 players

Generally, a permit will only be considered if less than 6 months older than age restriction for the grade in which permission is being requested – e.g. if permit is request to play under 16s, player should be no older than 16 years and 6 months at 1st of September 2025.

Girls wanting to play out of age group in mixed competition - a permit will only be considered if less than 12 months older than age restriction for the grade in which permission is being requested – e.g. if permit is requested to play under 14s mixed, player should be no older than 15 years old at 1st of September 2025.

A permit will not be granted to a player wanting to play down an age group in mixed competitions where that player has played:

- In a higher age group in All Girls competitions than the grade for which that player is eligible (eg – a 13 year old girl plays Under 16 All girls)
- Senior Women's cricket in any competition.

Player must be registered in PlayHQ before the permit or exemption is approved. Permits or exemptions will not be granted to Fill-in players.

A permit may be requested where the club and the player's parents/guardians are of the opinion that player's development would benefit from more time in that grade.

Consideration must be given to the playing stats of the player over last TWO seasons (if relevant).

Permit conditions

If a permit or exemption is granted, conditions may be applied by the NWMCA. The conditions **MUST** be followed. If conditions are determined to be manipulated, the player may be ruled to be ineligible under NWMCA rules.

If the club fields multiple teams in the age group for which the permit is granted, the player will generally be required to play in the higher graded team in that age group.

The NWMCA may grant a permit or exemption for a player to participate in a match as a **“Fielder Only”** player. A “Fielder Only” player cannot bat, bowl or wicketkeep.

The NWMCA will review the performances of permitted / exempted players during the season – if it is deemed that the performances of the player exceed what is considered to be fair, the permit may be revoked.

Permits / exemptions will **not** be granted just to allow a team to be fielded at the start of the season. Clubs must explore other options such as merged teams, recruiting players, moving the team to another time slot, so players can “double up”.

A maximum of **TWO permits / exemptions** will be granted to any team.

A player who is **permitted / exempted** to play in a younger age group than which they qualify by age, is **NOT** eligible to win an association individual trophy.

Permit requests must be lodged using the following form:

[Ability based Junior permit requests](#)

Form can also be downloaded from the NWMCA website under the Association / Forms menu.

OPEN AGE SATURDAY AND SUNDAY COMPETITION PERMITS

Permit requested to drop more than one grade in same section

Club must provide all relevant information – failure to provide all information may mean the permit is denied.

If player was promoted to fill in for injury and returns to the grade he has been playing in (more than one level down), the permit may be approved.

With these permits, it is about the club advising NWMCA why the player was promoted and then demoted more than one grade.

Replacement players – Two Day matches

Rule 1.9

B. Replacement Players

1. In general, the NWMCA does not allow replacement players during a game.
2. If a player is concussed on Day 1 of a two day game, or there are other exceptional circumstances (not including injury or illness) that means a player is not available for a two day game, application may be made to the NWMCA for permission for a replacement player to play on Day 2 of that two day game.

Permit requests under 1.9 must be lodged on the appropriate form.

Use the following form permit requests for Replacement Players:

[REPLACEMENT PLAYER PERMIT REQUEST \(2 Day matches only\)](#)

Form can also be downloaded from the NWMCA website under the Association / Forms menu.

JUNIOR PLAYER UNDER 13 – REQUEST TO PLAY SENIORS

NWMCA BY-LAWS

3.5 REQUIREMENTS FOR PLAYERS UNDER 18 YEARS OF AGE

3.5.1 ELIGIBILITY BY AGE

3. Junior players must be 13 years of age at 1st September in order to compete in any grade of senior cricket. Failure to comply will result in a \$20 fine and loss of 6 points. Exemptions to this rule may be granted in exceptional circumstances and will be dealt with, upon application to the Board, on a case by case basis.

To apply for exemption, use the following form:

[JUNIOR PLAYER UNDER 13 – REQUEST TO PLAY SENIORS FORM](#)

Form can also be downloaded from the NWMCA website under the Association / Forms menu.

PROFESSIONAL PLAYERS

Rule 1.10 has been updated to clarify the permit process for Professional Players covered by Rule 1.10.2 paragraph 2.

- (2) A player who has represented any country (or group of countries) at Test cricket or played first class or List A cricket in any country (or group of countries) must be nominated as a professional player if that player is under forty (40) years of age or who has played within the last five (5) years at that standard.
- (3) Clubs must seek permission from the NWMCA for any player covered by Paragraph 2 above, to participate in any match in a season, before the player does play in a match. The form to be used to seek permission is found on the NWMCA website (Association / Forms menu) and at the following link

[Professional Player Request form](#)

WOMEN'S SOCIAL T20 COMPETITION PERMITS

Marquee Players

NWMCA Rule 2.9.5 WOMENS SOCIAL T20 RULES

MARQUEE PLAYERS

A marquee player is any player who has, or is currently, playing in the Cricket Victoria Women's – Shield (Community Cricket Competition) or has played in an equivalent competition in Victoria or any other state or territory of Australia – Premier, State, National or International.

Geoff Law Shield

There is no limit on the number of marquee players a team may play during the season.

Georgie McElligott Shield and Lower Divisions

Each team will be permitted one (1) marquee player for the duration of the season/tournament.

The marquee player must be nominated prior to the commencement of each season.

The marquee player must be approved by the NWMCA before they can commence playing.

For Clubs with two teams in different divisions, a marquee player must be nominated to play in a particular team

The following form is to be used to nominate Marquee players

MARQUEE PLAYER NOMINATION FORM

A permit for a marquee player must be lodged on the appropriate form – form can also be downloaded from the NWMCA website under the Association / Forms menu.

Finals qualification permit / exemption requests (known as an Override in PlayHQ)

The NWMCA has finals qualification rules in place to ensure that the players who have played in a team all year, getting that team to the finals, are the players that play in the finals games.

FORMS FOR FINALS QUALIFICATION will be provided to clubs in January / February 2026

NWMCA rules

3.2.2 (GENERAL) ELIGIBILITY TO PLAY IN FINALS

To be eligible to play in a finals match, a player must have played (or been named in the case of a walkover received) in the number of games in the relevant team/grade as outlined in the following table. The relevant number of games for finals eligibility is also shown in the grade in PlayHQ

1. Clubs must seek permission from the NWMCA to play ineligible players stating the reason for seeking the exemption.
2. A permit / exemption will only be considered for a player who has not qualified for finals, if the team does not have a full team, caused by injury or illness, or exceptional circumstances only. When applying for a permit, the club **MUST** provide evidence of an injury or illness. It is the NWMCA's decision whether the permission will be granted. An example of exceptional circumstances is emergency services work, or defence forces service.
3. A more detailed explanatory document in relation to finals eligibility permits and exemptions is published by the NWMCA prior to the season. This document can be viewed on the NWMCA website (nwmca.com.au) under the Rules / Forms menu.
4. The form to be used for Finals Eligibility exemption requests is also published by the NWMCA on our website under the Rules / Forms menu. Exemption requests NOT on the published form will not be considered.
5. Where a club has two teams in the same grade, permission to move between teams must be obtained from the NWMCA.

A permit will generally NOT be granted for a player who has played in a higher age group, or a higher graded team in the relevant age group.

JUNIOR MIXED & JUNIOR ALL GIRLS COMPETITION PERMITS - FINALS

Full team definition - finals

Under 12s mixed – 9 players

Under 12s All Girls – 5 players

Under 14s mixed - 11 players

Under 14s All girls – 6 players

Under 16s mixed – 11 players

Under 16s All girls – 6 players

OPEN AGE SATURDAY AND SUNDAY COMPETITION PERMITS – FINALS

WOMEN'S SOCIAL T20 - FINALS

Full team definition - finals

Open Age Two Day competitions – 11 players

Open Age One Day competitions – 11 players

Women's Social T20 - 6 players

A permit will **NOT** be granted for a player who has played in a higher graded team during the season.

Clubs must consider the following rule for Grand Finals – permits must be applied for – Rule 3.2.4 para 7

7. However, if a player who had played in the higher graded side for the Semi-Final would have been covered by another player returning for the Grand Final (had the higher graded side won), then the first mentioned player may return to the lower graded side for the Grand Final provided he receives prior written permission from the Association.

Player Identification – open age competitions

Where a player has been granted a permit to play in a Finals game in an open age competition, the Captain of the team must provide the following to the opposition Captain BEFORE the start of the match:

- Evidence of the permit being granted
- Photo ID, such as passport or drivers licence

If the player is not identified, the player will be ruled to be an ineligible player under NWMCA rule 3.2.5.

No appeal

The NWMCA decision on a permit for finals matches, is not subject to an appeal by the club.

The following is an extract from the NWMCA Rules and By-Laws for 2025-26 and is provided for convenience only. There are inter related rules and By-laws. Clubs, teams, players and officials need to ensure they understand all related rules and by-laws. Do not rely on this document alone.

NORTH WEST METROPOLITAN CRICKET ASSOCIATION

UMPIRE FEES – SEASON 2025-26

1.13.1 UMPIRES' FEES

The following daily umpire fees shall apply for Season 2025-2026:

Under Age matches, including All Girls competitions

All Grades (including Twenty/20 matches)

Single Umpire **\$90** 2 umpires **\$70** each

Under Age including All Girls competitions - Grand Final Matches

Single Umpire **\$100** 2 umpires **\$80** each

ALCOHOL CONSUMPTION at JUNIOR GAMES

Relevant rule

1.1.2 ALCOHOL, DRUGS AND SMOKING

1. No alcohol or non-prescription drugs as outlined in the ACB's Drug Policy shall be consumed by players or match officials at any time during any match. Contravention of this regulation will result in severe penalties for both Player and/or officials and the club.
2. Smoking (including use of e-cigarettes and/or vaping) on the field of play, by players and/or umpires at any time, during the progress of a match, even at a drinks break, is strictly prohibited. Contravention of this regulation will result in severe penalties for both player and/or officials and the club.

Local By-Laws vary from council to council. Remember you might be travelling into another local government area for a junior match.

In some councils, you cannot take your own alcohol to a ground. Drinking in public / open spaces is not permitted in some Councils.

It is recommended that you only purchase alcohol at the host club, if available, and ask where the licence extends too in relation to consumption of alcohol.





FIXTURE CHANGES – CLUB REQUESTS

Fixture Change requests by clubs **must be requested by email** by the **HOME** club before the listed cut-off time – see the below table (Reference – By-Law 5.3 paragraph 2).

Fixture changes may include date change, ground change, or time change for reasons such as social events or ground unavailability.

Competing clubs should agree to the change before the home club requests the change.

All requests for fixture changes are to be:

- made by the home club
- in writing and addressed to the Administration Manager. Email to cricket@nwmca.com.au
- cc'd to admin1@nwmca.com.au and admin2@nwmca.com.au

Keep in mind that we may not be able to accommodate change requests. We share grounds with other teams and associations. E.g. some grounds are used by juniors on a Sunday morning.

Fixture changes due to weather events (such as change of start time due to predicted extreme heat) will be managed by the NWMCA. If an early start is determined (for example) all matches in the time slot/section will start early. Having some games start early and some later causes issues.

Where a fixture change needs to be considered, in unforeseen circumstances, (such as damage to the ground/wicket) please contact the NWMCA administrators to see if a change to the fixture can be made. Please contact us as soon as you are aware of the issue.

Day of play	U12 Mixed Thursday	U12 mixed Friday	U12 Mixed Saturday
General Game start time	5.00pm	5.00pm	8.20am
Fixture change cut off - club request	Sunday 6pm	Monday 5pm	Monday 5pm

Day of play	U14 mixed Friday	U14 Mixed Saturday
General Game start time	5.00pm	8.20am
Fixture change cut off - club request	Monday 5pm	Monday 5pm

Day of play	U16 mixed Friday	U16 Mixed Saturday
General Game start time	5.00pm	8.20am
Fixture change cut off - club request	Monday 5pm	Monday 5pm



FORFEITS / WALKOVERS

If your club needs to forfeit any match, please follow the process below:

What do I need to do? Follow the process in rule 2.1.7 below:

1. Notify the opposition club and advise them you are forfeiting. All contact details for affiliated clubs are listed on our website, or can be found through PlayHQ. Do this as early as possible, and before the cut off time listed in rule 2.1.7.
2. Contact the NWMCA to advise that you are forfeiting.
3. As Under 10s mixed and Under 10 All Girls are not allocated umpires, you do not need to email the association.

The relevant rule is:

2.1.7 FORFEITING A MATCH – GIVING A WALKOVER

1. Any Under Age team that is going to give a walkover or forfeit a match must notify *the Opposition team and the NWMCA* by the following times:

	U12 Mixed	U12 mixed	U12 Mixed
Day of play	Thursday	Friday	Saturday
General Game start time	5.00pm	5.00pm	8.20am
Forfeit notification cut off	Wednesday 5pm	Thursday 5pm	Friday Middy
	U14 mixed / U16 mixed	U14 mixed / U16 mixed	
Day of play	Friday	Saturday	
General Game start time	5.00pm	8.20am	

2. Notification to opposing team - Contact details for clubs can be found on each club's PlayHQ page. Alternatively, NWMCA provides a list of club contact details on our website www.nwmca.com.au.
3. Notifications are to be made to the NWMCA in WRITING only. Notification can be by email to any of the administration addresses (cricket@nwmca.com.au, admin1@nwmca.com.au,

admin2@nwmca.com.au), via text / SMS to administrators (0477 555 787 or 0477 555 992), or via WhatsApp message to NWMCA administrators.

4. Under 10s Mixed and Under 10 girls must contact the opposition team but are not required to notify the NWMCA.
5. The NWMCA will notify the umpire/s if allocated.
6. Should a club fail to comply with paragraph 1 above then they may also be responsible for the umpire's fee (if any).
7. The NWMCA will determine if the team receiving a walkover can enter a team line-up in PlayHQ of the players that would have played in the match.
8. The team forfeiting a match CANNOT enter a team line-up into PlayHQ for the match. Any players selected for the relevant match should be removed from the line-up in PlayHQ.
9. A walkover may only be given by a Club's lowest graded team in a Section.
10. 6 match points will be allocated to the team receiving the forfeit or walkover.
11. A fine may apply to the club giving the walkover or forfeit. Fines and Penalties are outlined in By-Law 2.3. FINES and PENALTIES.
12. Any team that gives three (3) walkovers in a season in a particular grade will be fined and penalised and must show cause to the Board to stay in the competition.



FINES AND PENALTIES FOR GIVING A WALKOVER TO THE OPPOSITION TEAM

By-Law 2.3

Section/Grade	1st Forfeit – notified by cut off time	1st Forfeit – notified after cut off time	2nd Forfeit – notified by cut off time	2nd Forfeit – notified after cut off time	3rd Forfeit notified by cut off time	3rd Forfeit – notified after cut off time
Under 14 and Under 16 mixed and all girls teams	\$25	\$40	\$30	\$50	\$40	\$60
Under 10 and Under 12 mixed and all girls	NIL	NIL	NIL	NIL	NIL	NIL



FINALS ELIGIBILITY

Reference – Rule 3.2.2 - (GENERAL) ELIGIBILITY TO PLAY IN FINALS

Finals eligibility is determined by the number of games a player has played in in that team.

There are exceptions / exclusions to be considered in rule 3.2.2.

If the name of a grade changes, or additional grades created, the NWMCA will advise clubs in relation to finals eligibility.

The following games do not count towards finals eligibility:

- Bye
- Match Cancelled (game does not start)

Abandoned match (game started but result not achieved) does count towards finals eligibility.

Walkovers received (opposition forfeits) may count towards finals eligibility -see rule 2.1.7 paragraph 7 (above)

Clubs must seek permission from the NWMCA to play ineligible players stating the reason for seeking the exemption.

A permit / exemption will only be considered for a player who has not qualified for finals, if the team does not have a full team, caused by injury or illness, or exceptional circumstances only. When applying for a permit, the club **MUST** provide evidence of an injury or illness. It is the NWMCA's decision whether the permission will be granted. An example of exceptional circumstances is emergency services work, or defence forces service.

Mixed Juniors	
Under 16A McCabe Shield	Three (3)
Under 16B Saturday	Three (3)
Under 16C Saturday	Three (3)
Under 16(1) Friday	Three (3)
Under 16(2) Friday	Three (3)
Under 16(3) Friday	Three (3)
Under 16(4) Friday	Three (3)

Under 14A Saturday – EBKCA Shield	Three (3)
Under 14B Saturday	Three (3)
Under 14C Saturday	Three (3)
Under 14(1) Friday	Three (3)
Under 14(2) Friday	Three (3)
Under 14(3) Friday	Three (3)
Under 14(4) Friday	Three (3)
Under 14(5) Friday	Three (3)
Under 14(6) Friday	Three (3)
Under 12A Kurle Shield	Four (4)
Under 12B Saturday	Four (4)
Under 12(1) Friday North	Four (4)
Under 12(1) Friday West	Four (4)
Under 12(2) Friday North	Four (4)
Under 12(2) Friday West	Four (4)
Under 12(3) Friday North	Four (4)
Under 12(3) Friday West	Four (4)
Under 12(4) Friday North	Four (4)
Under 12(4) Friday West	Four (4)
Under 12(5) Friday North	Four (4)
Under 12(5) Friday West	Four (4)
Under 12 Thursday	Four (4)

Rules relating to weather

Key Points

- **Cut off temperature for junior games is 36 degrees**
- **Use temperature at Melbourne Airport**
- **Weather line is 9539-4844**
- **If the decision is to report to grounds:**

Junior matches games cannot be abandoned until:

- Evening games 6.30pm if game has not started or 7.15pm if game had started.
- Saturday/Sunday morning games 10.15am if game has not started or 11.15am if game had started.

Information regarding cancellation of play because of unsuitable weather may be obtained by telephoning NWMCA headquarters **on 9539-4844 where a recorded message will advise of the Association's decision and directions.**

NWMCA Match rule 1.2.6

1.2.6 EXTREME HEAT GUIDELINES

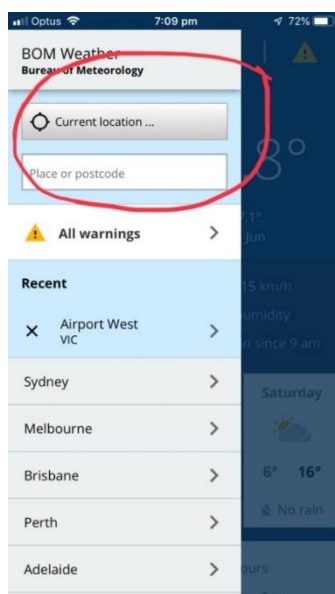
1. Whilst accepting that Cricket is a summer sport, all Captains, officials, Team Managers and coaches must acknowledge they have a fundamental duty of care to all players and officials. It is essential to be aware of the importance of wearing long sleeved shirts, wide brimmed hats and sunglasses and the application of a suitable sunscreen lotion. Drinking plenty of fluids (preferably water) at regular intervals and seeking shade when not on the field is recommended.
2. Be aware that junior and older players are more susceptible to heat and also be particularly aware of Under Age players competing in Open Age matches on the same day that they have competed in Under Age matches.
3. Players should be encouraged to have their own drink bottles. This ensures that each player has access to an adequate level of replacement fluids and reduces the risk of contamination and the transfer of viruses.
4. Where cups and a large container are used, cups **MUST NOT** be dipped into the container. Used cups should either be washed or disposed of after use. **PLAYERS MUST NOT SHARE CUPS.** Failure to comply with this rule will result in heavy fines.
5. On days of extreme heat, coaches, players, umpires and officials would be well advised to carefully observe any player and/or umpire who is distressed by the extreme heat and take appropriate and swift action to alleviate the problem.

6. Play must not commence, and if commenced, should cease immediately if the temperature at **MELBOURNE AIRPORT** reaches the relevant threshold outlined below. The match cannot re-commence until the temperature drops below the relevant threshold:

a) **Under age games 36 degrees Celsius**

b) **Open age games 38 degrees Celsius**

7. The temperature at MELBOURNE AIRPORT is to be determined using the Bureau of Meteorology (BOM) App on a smart phone or tablet, accessing the BOM website (www.bom.gov.au) **(no other app or website is to be used)** or by ringing the BOM weather line on 1196.
8. If using the BOM App, enter “MELBOURNE AIRPORT” in the Place or Postcode field under the menu



9. The data in the BoM app is updated every 10 minutes – close the app and re-open to refresh the data.
10. The temperature is to be checked by the umpire/s (if present) or Team Managers/scorers at regular intervals
11. In Open Age Grades, all players and officials must remain at the ground until at least 5 pm (3pm if both Captains and the umpire/s agree) before play may cease for the day. For juniors, relevant times are 10.15am for morning games and 7pm for evening games (9.15am/6pm if both Captains and the umpires agree).
12. North West Metropolitan Cricket Association reserves the right to cancel a day's play where extreme temperatures are forecast. All Clubs are therefore to monitor the NWMCA telephone number for unsuitable weather to determine if the Association has abandoned play.

13. North West Metropolitan Cricket Association reserves the right to re-fixture traditional-format junior two-day games as split innings games where extreme temperatures are forecast. All Clubs are therefore to monitor the NWMCA weather line, Facebook page and website for advice on any re-fixturing.

14. For open age two day games, when an extreme temperature day is forecast on Day 1, the North West Metropolitan Cricket Association reserves the right to play the fixture as two one-day games for half-points each match. Clubs are permitted to re-select their teams for the second game.

On days of extreme heat, umpires and clubs are encouraged to arrange extra drinks breaks (every 4-5 overs if necessary) and unrestricted drinks around the boundary for bowlers and at the fall of a wicket for fielders to assist with hydration. Where possible, unrestricted interchange of substitute fielders shall be permitted. Umpires will be lenient in relation to the Law on fielders leaving the field not being permitted to bowl immediately.

1.2.7 CANCELLATIONS DUE TO UNSUITABLE WEATHER

ADJUDICATION ON SUITABILITY OF CONDITIONS

1. In determining fitness of the ground, weather and light for play, teams are to observe the requirements of **Law 2.7 Fitness for play** and **Law 2.8 Suspension of play in dangerous and unreasonable conditions**.

2. TWO INDEPENDENT UMPIRES IN ATTENDANCE

In all matches with two independent umpires in attendance, it is solely for the umpires to decide the fitness of the ground, weather or light for play. See **Laws of Cricket (2017) Law 2.7 Fitness for play** and **Law 2.8 Suspension of play in dangerous and unreasonable conditions**.

3. ONE INDEPENDENT UMPIRE IN ATTENDANCE

Prior to the start of each day's play, the two Captains (Team Manager or coach in Under-Age matches) shall determine the fitness of the ground, weather or light for play. If both Captains cannot agree, then the Independent Umpire will thereafter determine the fitness of the ground, weather or light for play to start, resume or be suspended.

4. NO INDEPENDENT UMPIRE(S) IN ATTENDANCE

Prior to the start of each day's play, the two Captains (Team Manager or Coach in Under-Age matches) shall determine the fitness of the ground, weather or light for play. If agreement cannot be reached then play cannot commence.

Every effort must be made to ensure that any decision to abandon play is not made for a frivolous reason. A breach of this could result in the match being forfeited. During the day's play the batting team's wishes will be complied with regarding the fitness of the weather or light. During the day's play the fielding team's wishes will be complied with should the fitness of the ground deteriorate.

5. Two-Day games:

The fitness of the ground and pitch for play is entirely in the hands of the umpires, except that at the request of either Captain, the umpires shall not draw stumps or abandon play until 5pm if no play has been possible for the day; or 7pm if play commenced.

6. Junior Games

Junior matches games cannot be abandoned until:

- Evening games 6.30pm if game has not started or 7.15pm if game had started.
- Saturday/Sunday morning games 10.15am if game has not started or 11.15am if game had started.

7. One-Day games:

Every attempt should be made to enable play to commence. If accumulated time lost means that fewer than 20 overs would be allocated to each team's innings under the overs-lost formula (15 overs in Under 12, 14 and 16 grades or 8 overs in Under 10s) then the match shall be declared a draw.

Where there is a refusal to play by one of the Captains, **both** Captains must provide a written report to the NWMCA Executive **within 48 hours** of the day's play.

8. Information regarding cancellation of play because of unsuitable weather may be obtained by telephoning NWMCA headquarters **on 9539-4844 where a recorded message will advise of the Association's decision and directions.**
9. Clubs, players, officials and umpires must arrange to listen to these announcements whenever it appears the need may arise.
10. In the event that there is no message regarding unsuitable weather, then players, officials and umpires should proceed to the grounds and make their own decision in accordance with Rule 2.1.8.
11. Players, officials and umpires are **NOT** to telephone any NWMCA official on this matter.
12. Times to ring concerning Unsuitable Weather
 - After 7.00 am for morning matches.
 - After 11.00 am for afternoon matches.
 - After 3.00pm for any match commencing after 5:15pm.
13. Association reserves the right to cancel, relocate, reschedule or complete matches at the Board's discretion.

1.2.2 SAFETY RULES – UNDER AGE PLAYERS

1. The “**restricted area**” is defined as a 10 metre circle around the batter’s wicket except for the 90° arc between wicket keeper and point.
2. The “**restricted area**” must be **CLEARLY** marked with a continuous or broken line or flat markers on the ground. Failure to do so will incur a fine.
3. Players who have not turned 14 years of age before the first day of September of the current season, irrespective of the age group they are playing in, are not permitted to field within the “**restricted area**”.
4. A fielder may enter the “**restricted area**” after the batter has hit the ball or the ball has struck or passed the batter.
5. If an ineligible fielder is in the “**restricted area**” the umpire will not allow the ball to be bowled.
6. If an ineligible fielder enters the “**restricted area**” while a ball is being bowled it will be called a No Ball.
7. All Under Age players are required to wear a set of pads, a set of gloves and a protector (where appropriate), when batting or wicket keeping. On instruction from the NWMCA this requirement may be varied where a soft ball is used.
8. Players who have not turned 16 years of age before the first of day of September in the current season, irrespective of the age group they are playing in, must wear a cricket helmet with a face guard when batting, fielding within the “**restricted area**” (**where permitted**), or when wicket keeping up to the stumps. **This includes all players in the Under 10 competition and also all Under Age players who participate in any NWMCA representative team.** On instruction from the NWMCA this requirement may be varied where a soft ball is used.
9. Players who have not turned 12 years of age before the first day of September in the current season must wear protective helmets with **face guard** whilst wicket keeping, whether standing back or keeping up to the stumps. **This includes all players in the Under 10, and Under 12 competitions and also all players who participate in any NWMCA representative team.**
10. Clubs must have protective helmets available for wicket keepers in all other under age grades. The use of mouthguards by fielders and wicket keepers in all Under Age grades is strongly recommended.

11. A player who is permitted to play in a younger age grade, must follow the rules for the grade in which they are playing. E.g. a 14 year old player who is permitted to play in Under 14 team, is not permitted to field in the restricted area.
12. A player who is approved to play in a higher age grade, including open age / senior competitions, must follow the rules for the age group for which they qualify by age.

Examples

- a. a 13 year old player (qualifies for Under 14s) playing in Under 16 mixed is not permitted to field in the restricted area.
 - b. a 15 year old player (qualifies for Under 16s) playing in a senior/open age team must wear a helmet when keeping up to the stumps
13. Rule 1.2.6, which relates to bowling safety limits for all players aged Under 19 on the 31st August in the current season, is to be strictly observed and is applicable in any age group in which they are competing.

1.2.3 SAFETY RULES – PLAYERS UNDER 18

1. It is MANDATORY for all players Under 18 years of age, whether playing junior or open age cricket, to wear protective helmets with face guard whilst batting, wicket keeping up to the stumps, or fielding within 7 metres of the bat, but except behind square on the off side.
2. Rule 1.2.2 overrides this rule for players where applicable.
3. The following table summarises the intention of rules 1.2.2 and 1.2.3. The intention shown in the table overrides the written narrative in rules 1.2.2 and 1.2.3 where the rule is unclear or contradictory.

	REQUIREMENT TO WEAR HELMET WHEN FIELDING		
	Fielding in close	Wicket Keeping	Wicket keeping
Age group	Within restricted area (rule 1.2.2) - 10 metres from bat except behind square on offside	Keeping up to stumps	Keeping back from stumps
Under 10 mixed	Not permitted to field in restricted area	Mandatory	Mandatory
Under 12 mixed	Not permitted to field in restricted area	Mandatory	Mandatory
Under 12 representative teams	Not permitted to field in restricted area	Mandatory	Mandatory
Under 14 mixed	Not permitted to field in restricted area	Mandatory	Strongly recommended
Under 14 representative team	Not permitted to field in restricted area	Mandatory	Strongly recommended
Under 16 mixed	Mandatory	Mandatory	Strongly recommended
Under 16 / Under 17 representative team	Mandatory	Mandatory	Strongly recommended
Rule 1.2.3	Within 7 metres of bat except on offside behind square	Keeping up to stumps	Keeping back from stumps
Player under 18 in senior team	Mandatory	Mandatory	Strongly recommended
Player under 18 in representative team	Mandatory	Mandatory	Strongly recommended

1.2.4 SAFETY RULES – PLAYERS OVER 18

1. **Batting**

A batter must wear a helmet with faceguard at all times when batting.

2. **Wicket keeping**

A wicketkeeper must wear a helmet with faceguard at all times when keeping up to the stumps.

3. **Fielding**

- a) A fielder must wear a helmet with faceguard at all times when fielding in a position closer than seven (7) metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side.
- b) The seven metre zone should be clearly marked in all open age games

4. **Helmets**

- a) It is strongly recommended that a helmet worn is compliant with British Standard 7928:2013.
- b) The match umpires shall be responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant with British Standard 7928:2013.
- c) In a match with association appointed umpires, the umpires shall not allow the match to continue during any period in which any batter, wicket keeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet.

- d) In a match without association appointed umpires, the Captains of both batting and bowling teams are responsible for compliance of these clauses. The captains of both batting and bowling teams shall not permit the match to continue during any period in which any batter, wicketkeeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet.
- e) Where this rule is not followed, the match shall be deemed to have **NO RESULT**, and **no points** will be allocated to either team
- f) Helmets should be replaced immediately in accordance with the manufacturer's recommendation following a significant impact.

1.2.8 SAFETY RULES AND UNDER AGE BOWLING INJURY PREVENTION

This rule applies to every Under Age player in any match in any grade – Open Age or Under Age.

Note This section refers to the number of overs a player is allowed to bowl **in a day**. A limit is also applicable to the number of overs a player is allowed to bowl **in an innings** (refer Rule 2.5.1.9)

Any contravention of this rule will result in a loss of match points. Refer Rule 3.1.3.

Depending on the age of the bowler, each bowler is limited to a maximum of consecutive overs in one spell, and to a **daily** maximum quota. See i and v below.

1. Bowling spell

- a) Age Under 19: 8 overs in a bowling spell
- b) Age Under 18: 7 overs in a bowling spell
- c) Age Under 17: 6 overs in a bowling spell
- d) Age Under 16: 6 overs in a bowling spell
- e) Age Under 15: 5 overs in a bowling spell
- f) Age Under 14: 4 overs in a bowling spell
- g) Age Under 13: 4 overs in a bowling spell
- h) Age under 12: 4 overs in a bowling spell

2. Break between bowling spells

- a) Before starting a new bowling spell, a bowler must have a break for of at least twice as many overs as they bowled in the previous bowling spell.
- b) **When a bowler changes ends** it will be counted as an extension of the same bowling spell. An over started on a new day shall be considered the first over of a new spell.

3. Daily overs limits:

- a) Age under 19: 20 overs per day
- b) Age under 18: 20 overs per day

- c) Age under 17: 16 overs per day
- d) Age under 16: 16 overs per day
- e) Age under 15: 12 overs per day
- f) Age under 14: 12 overs per day
- g) Age under 13: 8 overs per day
- h) Age under 12: 8 overs per day
- i) An over started on a new day shall be considered the first over of a new spell.

The following is an extract from the NWMCA Rules and By-Laws for 2025-26 and is provided for convenience only. There are inter related rules and By-laws. Clubs, teams, players and officials need to ensure they understand all related rules and by-laws. Do not rely on this document alone.

1.1.4 NWMCA JUNIOR GRADES CODE OF CONDUCT

NWMCA is committed to ensuring that Safeguarding Children and Young People is central to the development of our game

To access Australian Cricket's Policy for Safeguarding Children and Young People, and read how you can endorse and adopt this policy, please click [HERE](#).

Everyone involved in cricket has a shared responsibility to support this by promoting the welfare of all children and young people.

Our junior grades are the formative years for young people entering and progressing through our great sport of cricket, and also for youths who have taken on the responsibility of umpiring.

It is vital that the experiences of all people in junior cricket are positive and encouraging, and that they are supported by clubs, coaches, club officials and spectators.

This Code of Conduct sets out the expectations of the North West Metropolitan Cricket Association to ensure that our sport is played in a respectful and encouraging atmosphere at all times.

Coaches, match officials, players, spectators and all other people involved in the game must:

- Respect the rights and dignity of all involved in the game, and encouragement and positive feedback should be a priority at all times.
- Treat everyone with equal respect regardless of gender, disability, ethnic origin, religion or their level of ability and experience.
- Treat each player as an individual, and respect their talent, developmental stage and goals.
- Help and encourage each player reach their full potential.
- Be professional and accept responsibility for their actions, displaying appropriate standards in language, manner, preparation and presentation.
- Encourage all players to demonstrate the same qualities and help make each game of cricket a positive experience regardless of the result.
- Provide an environment that encourages players to participate and test themselves both at training and on match day.

Coaches should:

- Ensure a safe and welcoming atmosphere for all young people while in their care and responsibility.
- Ensure that parents and spectators also understand the minimum standards expected at junior cricket matches and are positive and encouraging at all times regardless of the state of a game.

- Be a positive role model for our sport and the players. Coaches need to be aware that they play a most significant role in the lives and development of their young players.
- Be aware of all relevant policies relating to sexual and racial harassment, racial vilification and harassment on the grounds of disability.
- Remember that the game is being played for the enjoyment and development of the young players – not for coaches and parents. The opportunities for the players to participate and enjoy the game should be maximised.
- Ensure equipment, rules, training and the environment are appropriate for the age and ability of the players at both training and on game day.
- Have completed at a minimum the Cricket Victoria Level 1 coaching accreditation course.
- Understand and endorse the Laws of Cricket and the Spirit of Cricket, and strongly encourage players, match officials and spectators to do the same.

Clubs and coaches must ensure:

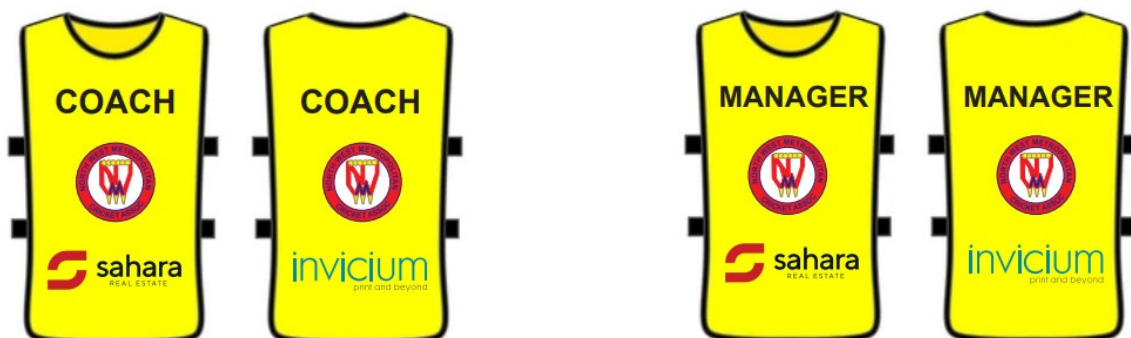
- That on game day, the only people who approach the umpire are the Captain, coach and where appropriate the Team Manager. Scorers can communicate with the umpire to advise when player over limits, batting retirement levels, etc are reached.

- That any disagreement or dispute between teams is addressed respectfully, and preferably not in front of the players.
- That play is not unduly delayed when the coach is recommending fielding changes, etc.
- That players are ready to take the field at the appropriate time, and that the game proceeds smoothly and without delays.
- That match officials and spectators are aware of and observe Association rules and bylaws, particularly those relating to alcohol and tobacco use.
- That spectators are also aware of the expectations on clubs, and that breaches of acceptable behaviour will lead to action and penalties from the Association.

1.1.5 JUNIOR GRADES - COACH & MANAGER BIBS

Each team is required to purchase TWO bibs from the NWMCA that are to be worn by:

**COACH
and
MANAGER**



We have listed below some **FAQ's** that is designed to help the implementation of the bibs.

1. I already have a “generic” bib / safety vest – can I use this bib instead of the one from the NWMCA?

Response: No, teams must wear the authorised NWMCA bib that will be supplied by the NWMCA.

2. When are the bibs to be worn?

Response:

- *Bibs are to be worn whilst setting up the game, during the game, and for 15 minutes after the conclusion of the game.*
- *Bibs are to be worn in ALL junior matches (Mixed and All Girls competitions, Under 10s through Under 16s)*

3. How does it work?

*If there is a question over rules, by-laws or anything about the **running or management of the game:***

- *First step is to check the rule book.*

If a ruling clarification is required then:

Only the person wearing a bib can:

- *Enter the field of play*
- *Talk to the Umpire (whether an independent umpire or club umpire)*
- *Talk to opposition (coach or manager)*

- *Contact the NWMCA and then only after working through talking to the umpire and the opposition*

Other Key Points:

- *If a scorer requires clarification of an Umpires call or similar, the scorer should ask their Manager or Coach to seek the clarification.*
- *Umpire will ignore other club officials, parents, committee etc during the game.*
- *In **Under 16s**, the **team Captain** can also approach the umpire. This recognises the development of Captains, in line with the Spirit of Cricket*
- *If a player is injured on the field, either the Manager or Coach should enter the field of play to assess the player first. Parents of the player or other club officials should be called onto the field as soon as possible if required.*
- *NWMCA will also ignore others if contacted – ONLY the coach or manager can contact the NWMCA and only after working with the umpire and the opposition.*
- *Wearing of bibs is compulsory - if we observe continued non-compliance then a penalty will apply (\$50 for each bib not worn)*
- *Managers must also ensure that all persons at the junior match are adhering to :*

 *Smoking laws - Smoking is banned within 10 metres of any outdoor sports venue during an under-age sporting event.*

 *Alcohol laws – ensure the club and spectators are complying with liquor licence conditions and consumption of alcohol in accordance with local by-laws*

- *If there is an issue outside of managing the match itself (unruly spectator behaviour for example), the Manager should look to manage those issues that relate to **only their own Club's supporters**. This is consistent with the NWMCA Rules, "Role of Clubs".*

 *However, in the event of unruly spectator behaviour, it is important that the Managers take a safety-first approach to ensure no harm to them or their team. If the Manager has safety concerns, then they are requested to immediately contact their own Club officials for directions. A written report should then be made by the Club President or Secretary and then emailed to the NWMCA.*

1.1.6 Scorers exclusion zone

In all Under age matches, a 5 metre exclusion zone should be marked around the scorer's table/s.

Only the Team Manager or Coach, wearing the appropriate bib, or a person who is updating the scoreboard, should enter the scorer's exclusion zone, to check the scores or have other discussions with the scorers.

1.5 MATCH RULES: UNDER AGE GRADES

Conditions

In all evening games, if the light deteriorates to an extent that it is unsafe to continue, and if there are lights available, the lights **must** be turned on to allow the game to continue, and the safety of players to be maintained.

This is the case even if the game is in progress, and the lights were not on from the start of the game.

E-Scoring is strongly encouraged in all grades - refer rule 1.14

The provisions on Law 24 and Law 25 in relation to player absences and penalty time do not apply in this section (see rule 1.9 Part C)

2.5.1 UNDER AGE GRADES – ACCREDITED COACHES

1. Every club must provide an accredited Level 1 Community Coach for each and every junior mixed team entered into NWMCA competition.

Unless there are unusual circumstances, it is expected that the accredited Coach will be primarily responsible for one team, and therefore present on game day.

2. Clubs will be allowed to start each season with an unaccredited Coach (if necessary) however that person must satisfactorily complete the Level 1 Community Coaching course by 31st December in that year, or provide the NWMCA with evidence of a booking to attend the course before the end of the season.
3. Failure to comply will result in a financial penalty **per non-accredited position**.

2.5.2 PARTICIPATION RULES (One day, Two day)

1. Eligibility to play in an Under Age Grade is determined by the player's age **prior to 1st September** in the current season.
 2. A maximum of 13 players per side in U/14 and U/16 are allowed to participate in a match.
 3. A maximum of 11 players may field at any time (except in Twenty/20 Modified, All Girls and Under 10 mixed competitions).
 4. All players named on a team sheet or listed in a team in the competition management system must be registered and eligible or permitted by the NWMCA to play in that team and grade / competition..
 5. In all matches if a team nominates more than 11 players in their squad for a match, then all registered / permitted players from the nominated squad **may** bat, bowl or wicket keep in an innings in accordance with the restrictions in rule 2.5.1.7 (batting limit) and rule 2.5.1.8 (bowling limit).
6. **“DOUBLING-UP” (playing a second match in the same round in the same time slot or section)**

This rule enables a team to make up numbers by allowing players to play a second game in the same round during the regular season, provided it does not unduly disadvantage the opposing team.

A player's first game in a round will be considered to be with the team in which he/she regularly plays (i.e. the team in which he/she has played the greatest number of games).

A club may select a player to play a second game on a different day in the same round when the second team has less than 11 players, but a minimum of 7 'regular' players.

A player selected to play a second game in the same round may play in the same or higher age group in a higher grade without restriction other than the general participation and injury prevention rules.

A player selected to play a second game in the same round may play in the club's next lowest grade in the same age group or, if eligible, in the next lowest age group in the club's highest grade but with the following restrictions:

- the player may bat no higher than position 8

- the player may bowl a maximum of 4 overs (2 overs in under 12) after the 2/3 point of the innings (24 overs in one day and 34 overs in two day games).

Players may only play a second game in the same round during the regular season but not in finals games.

Any 'second games' played under this rule will NOT count towards a player's finals qualification.

Players who play regularly in a separate, designated Friday night competition and a designated Saturday competition are not considered to be 'doubling up'.

7. BATTING - Run Limits

On reaching a run limit, a batter will be compulsorily retired before another ball is bowled.

In Under 14 and Under 16, a batter who is compulsorily retired will **not** be eligible to resume their innings.

In summary:

Batting run limits per innings:

One-day matches, including T20s and One-day Finals:

U/16: 50 runs

U/14: 40 runs

Two-day matches, including Two-day finals

U/16: 100 runs

U/14: 75 runs

BATTING - Voluntary Retirement (U14, U16)

A batter may be voluntarily retired at any time in Under 14s and Under 16s.

For each voluntarily retired batter, the batting side may bat an additional batter beyond the 11 otherwise allowed. It is not mandatory for all players beyond the 11 otherwise allowed in a team, to bat.

Any batters who were voluntarily retired shall be allowed to resume the innings (in the order they were retired), until they are either out or reach the compulsory retirement score.

Players may only be voluntarily retired once.

A side's innings is completed when 10 batters are out or there are no more eligible batters. (A compulsory retired batter does not count as a wicket). An eligible batter is one who is listed on the team sheet, has not batted previously in the innings, or has been voluntarily retired in the innings.

8. BOWLING

Before starting a new bowling spell on the same day, a bowler must not bowl for at least twice the number of overs as was bowled in the previous bowling spell.

When a bowler changes ends, it will be counted as a continuation of the same bowling spell.

An interruption to play does **NOT** constitute the beginning of a new bowling spell.

An over started on a new day shall be considered the first over of a new spell.

Under 16 bowling limits per innings

One-day matches 25 overs: - each bowler is limited to 5 overs.

One-day matches 20 overs: - each bowler is limited to 4 overs.

Two-day matches:

50 overs : each bowler is limited to 6 overs only, in the first 24 overs and a total of 10 overs in an innings.

40 overs : each bowler is limited to 5 overs only, in the first 20 overs and a total of 8 overs in an innings.

Under 14 bowling limits per innings

One-day matches 25 overs: - each bowler is limited to 5 overs.

One-day matches 20 overs: - each bowler is limited to 4 overs.

Two-day matches: each bowler is limited to 8 overs in an innings. Furthermore, in two-day matches, each bowler is limited to 4 overs only in the first 16 overs of each innings.

Under 12 bowling limits per innings

One-day matches & all finals: each bowler is limited to 4 overs.

Under 12 - additional bowling limits

Except for a wicket-keeper who keeps for half an innings or more, all players must bowl a minimum of two overs.

No bowler may bowl a third over until all eligible players have completed two overs.

9. Bowling End

Ten (10) overs will be bowled from the wicket at one end of the pitch, the next ten will be bowled from the other end, and so on.

Batters will change ends on completion of each over, except at the end of the over when the bowlers change ends (10th over, 20th over, 30th over).

2.5.4 UNDER 14 and UNDER 16 TWO DAY SPLIT INNINGS MATCH RULES

All two day matches in Under 14s and Under 16s, including finals, will be played as a split innings format.

1. Start of play

Friday - matches commence at **5:00 pm SHARP each day.**

Saturday - Matches commence at **8:20 am SHARP each day.**

2. Interval for changeover

Friday - After 20 overs, or if the side batting first is bowled out, whichever occurs first, there will be a short interval to allow for a team changeover. The interval should not exceed 10 minutes.

Saturday - After 25 overs, or if the side batting first is bowled out, whichever occurs first, there will be a short interval to allow for a team changeover. The interval should not exceed 10 minutes.

3. Cessation of play

Friday - Play will continue each day until 40 overs have been bowled or until 7.45 pm, **whichever is earlier.**

Saturday - Play will continue each day until 50 overs have been bowled or until 11.30 am, **whichever is earlier.**

4. Split innings format

- a) Friday – The first innings of each side shall be limited to 40 overs.
- b) Saturday - The first innings of each side shall be limited to 50 overs.
- c) Friday - On day 1 the side batting first shall bat for the first 20 overs of their first innings or until their innings is completed, whichever occurs first.
- d) Saturday - On day 1 the side batting first shall bat for the first 25 overs of their first innings or until their innings is completed, whichever occurs first.

- e) Friday - The side batting second shall then commence their innings and bat for the remainder of the *daily* tally of 40 overs - normally 20 overs. If the side batting first is bowled out in less than 20 overs, for example, in 15 overs, the team batting second will face 25 overs before play ceases on the first day.
- f) Saturday - The side batting second shall then commence their innings and bat for the remainder of the *daily* tally of 50 overs - normally 25 overs. If the side batting first is bowled out in less than 25 overs, for example, in 20 overs, the team batting second will face 30 overs before play ceases on the first day.
- g) Friday - On day 2, the side that batted second shall now complete their first *innings* tally of 40 overs. The side that batted first, will then face their remaining overs.
- h) Saturday - On day 2, the side that batted second shall now complete their first *innings* tally of 50 overs. The side that batted first, will then face their remaining overs.
- i) After the first innings of both sides is complete or a first innings result has been obtained, then the match may be completed according to normal two-day rules.

5. Lost Time

If no play has been possible on Day 1 due to adverse weather, unsafe pitch or outfield the match shall be played as a standard one-day match on Day 2.

a) Time Lost Due to Late Start on Day One

Day 1

If the side batting first receives less than 25 overs, then all scores shall be declared null and void and the match shall revert to a one day match on day Two.

Side batting first, (Team A), shall receive 25 overs (unless all out.) Then the team batting second, (Team B), shall then commence their innings and bat until they receive 25 overs or 11.45am (evening games 8.15pm), whichever is earlier.

(Time may be extended till 11.45am on day one (evening games 8.15pm) to make up for lost time due to adverse conditions.)

Day 2

Reduction of overs:

1. The number of overs remaining to be bowled for the match shall be added to the number of overs already bowled and divided by two (rounded down). This will calculate the number of overs Team B receives.
2. Team B continues their innings until all out or they receive their reduced quota of overs. Their innings shall then be compulsorily closed.
3. Team A will continue their innings until all out or receives the new quota at which time their innings will be compulsorily closed.

b) Time Lost During Play on Day 2

If an interruption occurs after the normal start of play on Day 2 there should be no further adjustment to over requirements. If a result is not achieved, then the match is called a draw.

6. No Balls and Wides

In Under 14 and Under 16 age groups, no balls and wides will be re-bowled, up to a limit of 9 balls per over.

However, there is no limit applied to the number of balls to be re-bowled in the last 4 overs of an U14 match, and the last 6 overs of an U16 match.

Pitch Markings

Refer to Rule 1.3

In all Junior Mixed Under12, Under 14 and Under 16 matches, at each end of the pitch, two parallel lines must be drawn, between the

popping and bowling creases, at a **90cm** either side of the imaginary line joining the centres of the two middle stumps.

Leg Side Wides

Refer to Rule 15.3

... if the bowler bowls a ball, not being a No ball, then the umpire shall adjudge it a wide if the ball, without any contact with the striker's bat or person, **passes outside of the Wide ball crease markings on the leg side. Wide ball shall not be called if the ball passes between the striker and the stumps.**

7. Batting

See rule 2.5.2 paragraph 7 for full details

Batting run limits per innings:

Two-day matches, including Two-day finals

U/16: 100 runs

U/14: 75 runs

8. Bowling

See rule 2.5.2 paragraph 8

Under 16 bowling limits per innings

Two-day matches:

50 overs: each bowler is limited to 6 overs only, in the first 24 overs and a total of 10 overs in an innings.

40 overs: each bowler is limited to 5 overs only, in the first 20 overs and a total of 8 overs in an innings.

Under 14 bowling limits per innings

Two-day matches: each bowler is limited to 8 overs in an innings.

Furthermore, in two-day matches, each bowler is limited to 4 overs only in the first 16 overs of each innings.

9. Bowling ends

See rule 2.5.2 paragraph 9

Ten (10) overs will be bowled from the wicket at one end of the pitch, the next ten will be bowled from the other end, and so on.

Batters will change ends on completion of each over, except at the end of the over when the bowlers change ends (10th over, 20th over, 30th over).

2.5.5 UNDER 16 and UNDER 14 ONE DAY MATCH RULES

The match is completed when the teams have had one innings each. An outright result cannot be achieved in a one-day match

1. Start of play

Friday matches commence at **5.00pm SHARP**

Saturday matches commence **at 8.20am SHARP**

(With mutual agreement between Coaches, the game may start earlier).

Day of match	Match start time	End of 1 st Innings (10 minutes break)	2 nd innings start time	Match completed by (approx.)
Friday evening	5.00pm	6.15pm	6.25pm	7.45pm
Saturday	8.20am	9.50am	10.00am	11.30am

2. Innings length

Friday evening – 20 overs maximum

Saturday morning – 25 overs maximum

3. Interval between Innings

A maximum 10 minute interval shall be taken between innings.

4. Cessation of play

Friday matches shall conclude at 7.45pm

Saturday Matches shall conclude at 11.30 am

An over in progress at the cessation time shall be completed unless an innings ends, a result is reached, or the players leave the field for adverse conditions.

Once a result has been achieved, the match shall continue until 7.45pm for Friday games or 11.30 am for Saturday games, or until the prescribed number of overs have been bowled whichever is earliest or an early termination is agreed to by both Coaches.

The cessation time may be extended until 8.00pm for Friday games and 11.45 am for Saturday games if either side considers it is possible to achieve a result.

5. First innings - compulsory closure

If the first side's innings is not previously completed, then

PROVIDING THERE HAS BEEN NO LOSS OF PLAYING TIME, the innings will be compulsorily closed as follows:

Friday evening games – 20 overs or 6.15pm, **whichever is earlier**.

Saturday morning games – 25 overs or 9.50am, **whichever is earlier**.

If the required overs have not been completed before the time, **or the advanced time**, for compulsory closure, then the innings will be compulsorily closed when the applicable time has been reached.

6. Side batting second - compulsory closure

Innings of first side compulsorily closed

The second side shall be entitled to bat only for the same number of overs, including any part-over, bowled to the first side.

Innings of first side not compulsorily closed

The side batting second shall be entitled to bat for 20 overs (Friday games) or 25 overs (Saturday games).

Interruptions and time lost due to weather

If the first innings is delayed or interrupted, then the time for compulsory closure will be advanced from 6.15pm (Friday games) or 9.50 am (Saturday games) by one half of the aggregate time lost to enable each team to have an equal number of overs.

If the amount of time lost would reduce the innings of the teams to

fewer than 10 overs, the match shall be abandoned and declared a draw.

If the innings of the team batting second is further interrupted play may continue until 8.00pm (Friday games) or 11.45 am (Saturday games) to achieve a result. If no result is achieved with this extra time, then the match will be declared a draw.

7. No Balls and Wides

In Under 14 and Under 16 age groups, no balls and wides will be re-bowled, up to a limit of 9 balls per over.

However, there is no limit applied to the number of balls to be re-bowled in the last 4 overs of an U14 match, and the last 6 overs of an U16 match.

Pitch Markings

Refer to Rule 1.3

In all Junior Mixed Under 14 and Under 16 matches, at each end of the pitch, two parallel lines must be drawn, between the popping and bowling creases, at a **90cm** either side of the imaginary line joining the centres of the two middle stumps.

Leg Side Wides

Refer to Rule 15.3

... if the bowler bowls a ball, not being a No ball, then the umpire shall adjudge it a wide if the ball, without any contact with the striker's bat or person, **passes outside of the Wide ball crease markings on the leg side. Wide ball shall not be called if the ball passes between the striker and the stumps.**

8.Batting

See rule 2.5.2 paragraph 7 for full details

Batting run limits per innings:

One-day matches, including T20s and One-day Finals:

U/16: 50 runs

U/14: 40 runs

9.Bowling

See rule 2.5.2 paragraph 8 for full details:

***Under 16* bowling limits per innings**

One-day matches 25 overs: - each bowler is limited to 5 overs.

One-day matches 20 overs: - each bowler is limited to 4 overs.

***Under 14* bowling limits per innings**

One-day matches 25 overs: - each bowler is limited to 5 overs.

One-day matches 20 overs: - each bowler is limited to 4 overs.

10.Bowling ends

See also rule 2.5.2 paragraph 9

Ten (10) overs will be bowled from the wicket at one end of the pitch, the next ten will be bowled from the other end, and so on.

Batters will change ends on completion of each over, except at the end of the over when the bowlers change ends (10th over and 20th over).

2.5.6 UNDER 14 One Day Finals

1. Under 14 finals matches may be fixtured as either one day matches or two day matches.
2. Semi-Finals (with a reserve day if available) will be played between the top four teams in each grade: 1v 4 and 2 v 3.
3. Grand Finals (with reserve days if available) will be played between the two winning Semi Finals teams.
4. All relevant rules for Under 14 matches apply in Under 14 finals.

2.5.7 UNDER 16 & UNDER 14 Two day FINALS

SPLIT INNINGS Format

1. All Two Day Under 16 and Under 14 finals will be played as a split innings format.
2. Two-day Semi-Finals (with a reserve day if available) will be played between the top four teams in each grade: 1v 4 and 2 v 3.
3. Grand Finals (with reserve days if available) will be played between the two winning Semi Finals teams.
4. All relevant rules for Under 14 and Under 16 two day matches apply in finals, including 2.5.2 (Participation), 2.5.4. paragraph 4 (Split Innings format) and rule 1.2.6 (Safe Bowling limits) apply.

5. Start of play

Friday matches commence at 5.00pm SHARP each day.

Saturday matches commence at 8.20am SHARP each day.

6. Cessation of play

- a) Play will continue each day until 50 overs have been bowled (40 overs in evening games), or until 11.30 am (evening games 7.45pm), **whichever is earlier**, unless the following applies:
- b) Play may be extended beyond 50 overs (40 overs in evening games), until 11.45 am (evening games 8.00pm), to recoup overs lost on previous days.
- c) On day two, the cessation time may be extended until 11.45 am (evening games 8.00pm), if either side considers it is possible to achieve a first innings result.
- d) The captains may agree to end the match at any time after a first innings result has been obtained.

- e) An over in progress at the cessation time shall be completed unless an innings ends, a result is reached, or the players leave the field for adverse conditions.
- f) In a semi-final, if a first innings result has not been achieved by 11.45 am (evening games 8.00pm) on the second day, then the result shall count as a Draw. (Rule 3.1.4 shall then apply).

5. Reserve day (Grand Final) (if available)

Play will only continue into the reserve day (if available) to achieve a first innings result.

If a first innings result has not been achieved by 11.45 am on the reserve day (8.00pm for evening games), then the result shall count as a Draw. (Rule 3.1.4 shall then apply).

6. Continuation of match for second innings

Unless the first innings of **both** sides was compulsorily closed, the match may continue until completion of any overs remaining to be bowled in the match.

E-Scoring is strongly encouraged in all grades- refer rule 1.14

2.5.8 UNDER 12 MIXED MATCH RULES

Based on Australian Cricket Junior Formats Stage 2

The match is completed when the teams have had one innings each. An outright result cannot be achieved in a one-day match

(a) Game Times

Day of match	Match start time	End of 1 st Innings	2 nd innings start time	Match completed by (approx.)
Thursday or Friday evening	5.00pm	6.20pm	6.25pm	7.45pm
Saturday	8.20am	9.50am	10.00am	11.30am

(b) (i) Inning's length

One Day Games

Thursday or Friday evening – maximum 24 overs each innings

Saturday morning – maximum 24 overs each innings

(ii) Innings break

Thursday or Friday evening – 5 minutes

Saturday morning – 10 minutes

- (iii) **Drinks breaks** are not scheduled in Under 12s One Day games. If conditions require that drinks break be taken (usually extreme heat), the drinks are to be taken on the ground

- (iv) **Over rates** : The following table provides guidance to umpires, coaches and team managers as to how many overs should have been bowled at relevant times:

Evening Games

1 st Innings – start time 5.00pm	Over completed by:
6 th over	5.20pm
12 th over	5.40pm
18 th over	6.00pm
24 th over	6.20pm
5 Minute Innings break	
2 nd innings – start time 6.25pm	Over completed by:
6 th over	6.45pm
12 th over	7.05pm
18 th over	7.25pm
24 th over	7.45pm

Morning games

1 st Innings – start time 8.20am	Over completed by:
6 th over	8.45am
12 th over	9.05am
18 th over	9.25am
24 th over	9.50am
10 Minute Innings break	
2 nd innings – start time 9.45am	Over completed by:
6 th over	10.25am
12 th over	10.45am
18 th over	11.05am
24 th over	11.30am

(c) Interruptions due to adverse weather.

If time is lost before the start of play, the overs to be faced in each innings will be adjusted.

For each 3 minutes lost, the number of overs is reduced by one.

Example 1 in a One-day game on a Friday evening (total 48 overs for match), the game does not start until 5.30pm due to extreme heat. 30 minutes has been lost = 10 overs reduction. 38 overs remain for the game. Each team bats for 19 overs. Prescribed balls to be faced is calculated on 19 overs

Example 2 in a One-day game on a Saturday morning (total 48 overs for match), the game does not start until 9.05am due to wet weather. 45 minutes has been lost = 15 overs reduction. This becomes 16 overs (rounded up). 32 overs remain for the game. Each team bats for 16 overs. Prescribed balls to be faced is calculated on 16 overs.

No over reduction if time is lost during the match

(d) Match ball

142gm two piece leather ball purchased through the NWMCA.
A new ball is to be used for each match and each innings. Each team is to supply one new ball.
See also Match rule 1.6 paragraph 8.

(e) Pitch and stumps

Pitch shall be 18m length - for simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m).
Matches must be played on synthetic (hard) wickets – see match rule 1.3

Portable wooden stumps should be used at the bowlers end if only using one set of portable stumps. Wooden stumps should be used at batting end.

Use of portable stumps at both ends is permitted

(f) Pitch Markings

Refer to Rule 1.3

In all Junior Mixed Under12, Under 14 and Under 16 matches, at each end of the pitch, two parallel lines must be drawn, between the popping and bowling creases, at a **90cm** either side of the imaginary line joining the centres of the two middle stumps.

6. No Balls and Wides

Rule 1.15.1 paragraph 4

In Under 10 and Under 12 age groups, any ball which is called 'Wide' will be treated as a **No Ball**. No extra ball will be given for **No Balls** (including those called Wides), except for the last two overs in each innings in Under 12 matches only, when an extra ball will be given for each **No Ball** delivered

Leg Side Wides

Refer to Rule 15.3

... if the bowler bowls a ball, not being a No ball, then the umpire shall adjudge it a wide if the ball, without any contact with the striker's bat or person, **passes outside of the Wide ball crease markings on the leg side. Wide ball shall not be called if the ball passes between the striker and the stumps.**

(i) Ground Set up

Boundary 45m **maximum** measured from the centre of the pitch. Cones or flags or a painted white line to be used to mark the boundary. Cones or flags to be no more than 10m apart. At least 30 cones or flags will be required.

As **per match rule 1.2.2**, the “**restricted area**” is defined as a 10 metre circle around the batter's wicket except for the 90° arc between wicket keeper and point.

The “**restricted area**” must be **CLEARLY** marked with a continuous or broken line or flat markers on the ground.

(j) Teams

Minimum **6 players**

There is no limit to the number of players in an Under 12s team, however, it is **strongly recommended** that there are no more than **12 players** in a team.

(k) Batting

It is strongly recommended that the team batting order is rotated each week/match during the season to allow players to experience batting in different positions as part of their development.

A team is all out when all players less one are dismissed, to a maximum of 10 wickets. For example, if a team has nine players, when 8 players are dismissed, the team is all out and the innings is

complete. If a team has 11 players, when 10 players are dismissed, the team is all out and the innings is complete.

If a batter is not dismissed, they are retired after facing the prescribed number of balls.

All balls faced, including wides and no balls, are counted in the prescribed number of balls, with the exception of no-balls and wides in the last two overs (rule 1.15.1 paragraph 4).

No-balls and wides in the last two overs do not count as a prescribed ball as they are re-bowled.

24 overs (144 balls)

<u>6 players</u>	<u>7 Players</u>	<u>8 Players</u>	<u>9 Players</u>	<u>10 Players</u>	<u>11 Players</u>	<u>12 Players</u>
24 balls	20 balls	18 balls	16 balls	14 balls	13 balls	12 balls
144	140	144	144	140	143	144

Batters are **Interim Retired** after facing the prescribed number of balls as listed in the table above.

Interim retirement does NOT count as a wicket.

Batters are **compulsory retired** immediately they reach 50 runs in a One Day match. Compulsory retired counts as a wicket in a match, however it is to be shown in PlayHQ as “retired not out”.

Compulsory retired batters cannot return to the crease. Compulsory retired batters count as a wicket lost.

A batter CANNOT be **voluntarily retired** before facing the prescribed number of balls.

A player can only be **voluntarily retired** at the end of an over.

All players must bat and face the prescribed number of balls before any interim retired batter is permitted to return to the crease.

If the innings is not compulsory closed (all wickets are not lost and there are balls still to be bowled), a batter who has been **interim retired**, may return to the wicket to continue his/her innings, in the same order as which they were retired.

Batters who return to the crease are not restricted by the number of balls faced. They bat on until they are either dismissed or compulsorily retired.

Any batter who returns to the crease can only bat on until they have scored 50 runs and then must be compulsory retired.

(L) Bowling

Bowlers change ends after 12 overs have been bowled

One-day matches & all finals: each bowler is limited to 4 overs. Except for a wicket-keeper who keeps for the whole innings, all players must bowl a minimum of two overs.

No bowler may bowl a third over until all eligible players have bowled two overs.

If a ball bounces more than twice before reaching the popping crease will be called a no-ball. Refer to Match rule 1.15.1 paragraph 1

No balls and wides are NOT re-bowled, except for the last 2 overs of a match – refer to match rule 1.15.1 paragraph 4

Match rule 1.2.8 in relation to safety rules and under age bowling injury prevention applies in all Under 12 games. This rule sets out how many overs can be bowled in a spell and in a day.

Any short pitched ball will be called a No Ball. Refer Match rule 1.15.2.1

Any dangerous and unfair non-pitching deliveries will be called a No Ball. Refer match rule 1.15.1.2.

Pitch Markings

Refer to Rule 1.3

In all Junior Mixed Under 12 matches, at each end of the pitch, two parallel lines must be drawn, between the popping and bowling creases, at a **90cm** either side of the imaginary line joining the centres of the two middle stumps.

Leg Side Wides

Refer to Rule 15.3

... if the bowler bowls a ball, not being a No ball, then the umpire shall adjudge it a wide if the ball, without any contact with the striker's bat or person, **passes outside of the Wide ball crease markings on the leg side. Wide ball shall not be called if the ball passes between the striker and the stumps.**

(m) Fielding

To ensure players experience all fielding positions, fielding rotation may be implemented at the discretion of the Coach.

It is **strongly recommended** that wicket keepers are changed during each innings. Wicket keepers can only be changed once per innings, after 10 overs have been completed.

To minimise time wasting, the wicket keeper for the second half of the match should leave the field after 9 overs to put pads on.

The wicket keeper who has kept for the first part of the innings, must bowl 2 overs in the second part of the innings.

The wicket keeper who is to keep for the second part of the innings must bowl 2 overs in the first part of the innings.

No fielders inside the restricted area – refer match rule 1.2.2

If a fielder enters the restricted area whilst a ball is being bowled, a No Ball will be called – refer match rule 1.15.1 paragraph 2.

Maximum of 9 fielders, including wicket keeper and bowler on the ground during the innings. Fielders may be rotated on and off the ground at the end of each over.

(n) Umpires

If only one neutral umpire is present, the bowling/fielding side will provide the umpire at the striker's end (Square Leg).

The umpire at the striker's end may Coach players on the ground, provided the game is not delayed or slowed down.

See also Match rule 1.11

(o) Finals

All Under 12 finals will be played as One Day games.

There are no changes to any rules for Under 12s in Finals, including the Grand Final, of any grade.

Eligibility for players to play in Under 12 finals is set out in match rule 3.2.2

One-Day Quarter-Finals (with a reserve day if available) will be played between the top eight teams in each grade: 1 v 8, 2 v 7, 3 v 6, 4 v 5.

The winning sides will then be ranked in the order they were on the ladder at the end of the season and play One-Day Semi-Finals (with reserve day if available) : 1 v 4 and 2 v 3, the winners of those games going into the Grand Final to be played over One Day (with reserve day if available).

If a grade comprises six (6) teams, One-Day Quarter-Finals will be played 1 v 6, 2 v 5, 3 v 4 with the three winning teams and the highest ranked losing team playing in the Semi-Finals.

For semi-finals, teams will again be ranked in the order they were on the ladder at the end of the season, irrespective of the results in the qualifying finals.

If a grade comprises an odd number of teams, then the first placed team will receive a bye for the quarter final.

Rules 2.5.2 (Participation Rules) and 1.2.8 (Under Age Safety Bowling Limits) apply.

E-Scoring is strongly encouraged in all grades.- refer rule 1.14

2.5.9 UNDER 10 MIXED MATCH RULES

Based on Australian Cricket Junior Formats Stage 1

(a) GAME

- Maximum 25 overs per innings. Minimum 20 overs per innings.
- 5 minute change of innings
- Start time: Friday 5:15 pm or as fixtured.

(b) BALL

110g/120g Soft ball as supplied by the NWMCA. (it is not necessary to use a new ball for each match)

(c) EQUIPMENT

- Helmet while batting and wicket keeping. It is strongly recommended that the helmet be BS7928:2013 compliant
- Pads
- Gloves
- Other approved protective equipment
- 2 sets of stumps - minimum of 1 set to be portable
- Measure tape for boundary and pitch length
- Boundary markers
- Chalk, tape or non-permanent paint to mark creases.

(d) BOUNDARY

Boundary is to be clearly marked 40m (maximum) measured from batter's end stumps. Cones or flags are to be no more than 15 metres apart, requiring 25 to 30 cones or flags to be used to mark the boundary.

See also Match Rule 1.4

(e) PITCH TYPE AND LENGTH

- Outfield wicket (mown), flexi pitch or synthetic hard wicket
- 16m length stump to stump. See also Match Rule 1.4

(f) TEAM

- Maximum of 11 players in a team
- Maximum of 9 players on the field
- Minimum of 6 players

(g) BATTING

- All batters retire after facing the prescribed number of balls
- Divide the total number of balls (e.g. 25 overs = 150 balls) by the number of batters (150 divided by 9 = 16 balls) to determine the prescribed number of balls to be faced
- All balls (regardless of whether wides/no balls) will be included in the batter's ball count
- Batter to swap end following a dismissal. If there is a run out, the not out batter should face the next delivery.
- If there are extra balls to be faced (i.e. $16 * 9 = 144$) the batter facing at the time will face the extra ball.
- No dismissals in this grade
- Bowling team has 4 runs added to their team batting total for each wicket taken.

(h) BOWLING

- 6 balls per over maximum (wides/no balls are NOT re-bowled)
- All players must bowl (each wicketkeeper must bowl at least one over)
- Bowlers are to bowl from one end for the entire game
- Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match
- See also Match Rule 11.2.8 Safety rule and Under Age Bowling prevention, particularly Para 5 Bowling Spells and Para 6 Daily Over Limits

(i) FIELDING

- Rotation of fielders is recommended to ensure all players experience all positions
- No fielder within 10 metres of batter or each other (except wicketkeeper) to encourage singles and safety
- Each team is required to use two (2) wicket keepers for 10 overs each
- If more than 9 players in a team they should rotate on and off the field each over

(j) UMPIRES

The Coach/Team Manager or a representative of the team fielding will act as central umpire.

The Coach/Team Manager or a representative of the team batting will act as square leg umpire.

(k) FINALS

There are no finals in Under 10s grade.

(L) Scores/Scorebooks

Teams shall use Association approved scorebooks. E-scoring is permitted in Under 10s.

Clubs are strongly encouraged to (but it is not mandatory):

- Select the team in PlayHQ for each match – this means the games played by each player are counted, which ensures that the Cricket Australia objective of compiling and providing. electronically, a full career history of every cricketer is achieved
- Enter the match scores and the result of the game.
- It is recommended that clubs do NOT enter player statistics (batting, bowling or fielding) although clubs which use PlayHQ to develop player histories or record data for internal club awards can enter individual information for these purposes.

E-Scoring is strongly encouraged in all grades.- refer rule 1.14

2.5.10 CLUB SUPPLIED UMPIRES (STRIKERS-END UMPIRE (SQUARE LEG))

In all Under Age matches with an officially appointed umpire, the Clubs shall supply an umpire to umpire at the striker's end (square leg).

If a Club-supplied umpire questions or disputes a decision given by the appointed umpire, or engages in any other misconduct towards the umpire or the opposite Club, the officially appointed umpire may consider the actions as being unfair and invoke **Law 41.2 Unfair actions**.(bowling)

Law 41.2 requires the umpire, in the first instance, to issue a first and final warning. Any subsequent offence during the match by any person(s) from that Club shall result in 5 Penalty runs being awarded to the opposite side as in **Law 41.2 Unfair actions**.

