

Orange District Junior Cricket Association

MATCH RULES



2023-24 SEASON

Updated September 2023



ORANGE DISTRICT JUNIOR CRICKET ASSOCIATION

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1. INTRODUCTION

1.1 Application

This document covers the specific competition rules for all junior competitions played in the Orange District Junior Cricket Association (ODJCA) competition.

They are intended to be read in conjunction with the Cricket Australia Junior Format Rules which ODJCA competitions are based and the ODJCA seasonal local rule amendments to the Cricket Australia junior Format Rules.

The term 'Committee' within these Rules means the governing committee of the above body.

1.2 The Laws of Cricket

Except as varied hereunder, the Laws of Cricket (2017 Code – 3rd edition), as recognised by the NSW Cricket Association (NSWCA), shall apply to all Orange District Junior Cricket Association matches. All references under the Laws of Cricket to 'Governing Body' shall mean the Orange District Junior Cricket Association.

1.3 Authority of the Committee

As part of its responsibilities, the Committee has the authority to take an appropriate course of action considered necessary to ensure standards and practices are upheld. This may include the imposition of fines, penalties, suspensions or exclusions as appropriate. Such action will be determined after consideration of the merits of each individual situation.

The Committee has the authority to enquire into and determine any alleged breach of these Rules, even though no dispute or protest has been lodged, and the time for lodging such dispute or protest has expired and shall have the same powers in dealing with such alleged breach as if the dispute or protest had been lodged in accordance with these Rules.

1.4 Alteration to these Rules

After the commencement of the competition, these Rules may only be changed at a General Meeting of the ODJCA and carried by a two thirds majority. Should any Rule require changing or clarification, the written consent of two thirds of the member Clubs shall suffice in making the change effective until such time as the amendment can be ratified by a General Meeting of the ODJCA.

Rules not covered may be dealt with by the Committee of Management whose decision will be final.

1.5 Written notification

Unless specified otherwise in these Rules:

- (a) any document required to be submitted in writing to the ODJCA, must be either:
 - (i) sent by email to the official email address of the ODJCA (i.e., odjcasecretary@gmail.com), or
 - (ii) given by hand to an Office-Bearer of the ODJCA, and
- (b) any notification required to be given to the ODJCA can be either given verbally or by SMS message (as appropriate for the situation), to either the Secretary or the President of the ODJCA.



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2. DEFINITIONS

Abandoned match – means a match in which play does not commence.

Competition rounds - means the preliminary rounds of a competition played for competition points and excludes the finals series.

Finals series - means all matches in the finals of a competition and includes semi-finals, preliminary finals and grand finals.

Finals series round - means a round in the Finals Series such as a semi-final, preliminary final or grand final.

3. COMPETITION STRUCTURE AND FORMAT

3.1 Age group competitions

- (a) Competitions shall be conducted in Under 11 to Under 16 age groups where team numbers permit. Additional competitions may be added as required.
- (b) All specific age group related rules will be provided by the ODJCA following formulation of the competitions prior to the start of each season.
- (c) A minimum of 1 representative from each team playing in the ODJCA competition must attend the “coach/manager session” held on the Tuesday prior to the first Saturday of the season. This meeting is to explain any specific rule changes, guidelines and or recommendations being implemented by the ODJCA for the upcoming season and will be held at 6:00pm at Riawena Oval unless otherwise stated. Every team represented at this meeting will receive 1 competition point.
- (d) The ODJCA reserves the right to structure its competition in the various age groups as best it sees fit. Specifically, the ODJCA will combine age groups to ensure a reasonable number of teams in each competition, **where required**.
- (e) In the event that any age competition has an odd number of teams, being five teams or less, two-day matches will not be played in that age group.

3.2 Junior Formats

- (a) ODJCA competitions will use the Cricket Australia Junior Formats for the basis of their competitions:
 - (i) U11 will play Cricket Australia Junior Format 1.
 - (ii) U12 - U13 will play Cricket Australia Junior Format 2.
 - (iii) U14 and older will play Cricket Australia Junior Format 3.

The ODJCA modified versions of these formats are attached in the Appendices.

3.3 Bowling of No Balls in ODJCA competitions

- (a) In relation to Law 41.7.1 and 41.7.2 (Bowling of Dangerous and Unfair Non-pitching Deliveries). This Law decrees that bowlers are prevented from bowling after they have delivered a second waist high, non-pitching delivery.



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This Law is amended in ODJCA competitions. For each non deliberate non pitching delivery above waist height, no ball will be called. The bowler should be cautioned by the umpire with no further penalty.

- (b) In relation to Law 41.7.4 which relates to bowling deliberate non-pitching balls above waist height, the rule will stand as is, that being:
- (i) If the umpire considers that a bowler deliberately bowled a non-pitching delivery, deemed to be dangerous and unfair as defined in Law 41.7.1, then the caution and warning in Law 41.7.1 shall be dispensed with. The umpire shall:
 - (I) immediately call and signal No ball.
 - (II) When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action.
 - (III) report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.
 - (ii) The bowler thus suspended shall not be allowed to bowl again in that innings.
 - (iii) If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
 - (iv) The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.
- (c) In relation to Law 41.8 (Bowling of deliberate front-foot No ball), the rule will stand as is, that being:
- (i) If the umpire considers that the bowler has delivered a deliberate front-foot No ball, he/she shall:
 - (I) immediately call and signal No ball.
 - (II) when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling.
 - (III) inform the other umpire for the reason for this action.
 - (IV) report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.
 - (ii) The bowler thus suspended shall not be allowed to bowl again in that innings.
 - (iii) If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
 - (iv) The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.



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- (d) In relation to Law 21.7 - Ball bouncing more than once, rolling along the ground or pitching off the pitch - the Law will stand as is in all age groups. Any ball bouncing more than once before the popping crease is to be called a No ball.

4. TEAM NOMINATION REQUIREMENTS

4.1 Team nominations

- (a) Team nominations for all competitions must be submitted to the ODJCA on or before the closing date for team nominations which will be announced at the August meeting.
- (b) The ODJCA reserves the right to decline any late nomination.

4.2 Teams commencing late

- (a) Any team who nominates late and commences after the first competition round has been completed will commence the competition on the same number of points as the lowest placed team.

5. WITHDRAWAL OF TEAMS

- (a) Should a team withdraw after the commencement of the competition, but before half of the competition rounds have been played, all results against the withdrawn team shall be voided and bye points allocated to the teams which played the withdrawn team.
- (b) Should a team withdraw after half of the competition rounds have been played, the team drawn to play the withdrawn team for the remaining rounds shall receive Forfeit Win points. All prior results against the withdrawn team shall stand.
- (c) For any round/s where the withdrawn team has forfeited the match/es immediately prior to their withdrawal, those round/s will not count as competition rounds completed prior to their withdrawal for the purposes of this rule.
- (d) If the withdrawal creates a second bye, the competition draw shall be revised where possible to eliminate the double bye for the remainder of the competition rounds.

6. PROCEDURE FOR DISPUTES AND PROTESTS

6.1 Procedure

- (a) Any club requiring adjudication on any dispute or protest by the ODJCA shall forward a clear written statement of the matter in dispute or under protest to the ODJCA Secretary within 48 hours of the close of play on the day on which the incident occurred. The statement shall be signed by an office-bearer of that club and must be accompanied by a fee of \$25, which may be refundable at the discretion of the Committee.
- (b) The Committee may, at their discretion, summon all parties involved to attend a hearing. Hearings shall be open to the presence of all affected parties, who shall be permitted to make oral and written representations in relation to the matter at hand.
- (c) Notification shall be given at least 3 working days before the date of the hearing, specifying the place, date and time of the hearing and the nature of the matter being heard. Should the person, or persons, fail to attend such a hearing, judgment may be made in their absence.



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6.2 Appeals

- (a) Appeals against the decision of the Committee must be accompanied by a fee of \$25 which may be returned at the discretion of the Committee and must be lodged with the ODJCA Secretary by 5pm on the third working day following notification of the Committee's decision.
- (b) The Secretary shall forward the appeal to the Central West Cricket Council, for consideration by that body.

7. REGISTRATION OF PLAYERS

7.1 General

- (a) All players (including substitute fielders) must be registered **in PlayHQ with an ODJCA club** prior to playing each season, unless otherwise stated.
- (b) Any player who has played a match with an ODJCA club in a season will only be permitted to change clubs once for the remainder of that season. For the purpose of this clause, once a player has been named on a team list for a match and that match has commenced, the player will be deemed to have played a match.

7.2 Complaint from an external club

Where any proven complaint arises from any club or outside the association regarding a player's clearance or registration, the player shall be stood down until that player submits written proof that all obligations have been fulfilled with that club or association.

8. TRANSFERS and CLEARANCES

- (a) A player transfer is required before registering a player to the ODJCA competition when:
 - (i) changing from one club to another club within the ODJCA, or
 - (ii) moving from another association to a club within the ODJCA.
 - (iii) A clearance must be either:
 - (I) completed in PlayHQ **for any player previously registered in the system**, or
 - (II) in writing, **for any player not previously registered in PlayHQ**, in accordance with (d) below.
- (b) A clearance will not be required for a player to play in ODJCA competitions with a different club to that in which he/she plays **senior** cricket, but the written consent of both clubs must be provided to the ODJCA beforehand.

In PlayHQ use a 'Season Permit' for this situation.
- (c) The Committee has the power to consider, investigate and approve a clearance where a club has not granted a player's application for a clearance within a reasonable timeframe, or where an application process has been excessively delayed, or where clearance disputes arise between clubs.

Note: the only permissible reason for a club withholding a clearance is for a player being financially indebted to the club concerned OR under suspension.



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- (d) **Where a player is not already in PlayHQ, a written clearance will be required.** The player will be responsible for contacting their former club and requesting a written clearance (email or official letterhead). The clearance must be signed by an appropriately authorised person of the club from which the player is seeking a clearance, and submitted to the ODJCA, before the player is eligible to play with the new club.

9. AGE GROUP QUALIFICATION

9.1 Determination of a player's age

The age of a player is determined by their age on 31 August (11:59pm) of the current season. This age shall be used for the complete season irrespective of any subsequent birthdays.

For example, if a player is 12 years old on 31 August, they are eligible for Under 13's that season, even if they turn 13 on 1 September.

9.2 Overage players

- (a) A player up to 3 months overage may play in the lower age group provided permission is granted by the ODJCA executive.
- (b) Each team is limited to a maximum of 3 overage players described in (a) above, excluding female players (refer rule (c) below).
- (c) Female players may be eligible to play down 2 age groups.
- (d) The ODJCA reserves the right to adjudicate on any player or group of players in relation to age-based issues. As an example, but not restricted to, a team of all female players, with a wide mix of ages, may be given special consideration to enable them to play together in a competitive and safe environment.
- (e) Applications for overage player permission (including overage females) must be made in writing to the ODJCA Registrar on the team nomination form and include name, date of birth, which team wishing to play for and reason to play down an age group.
- (f) If permission is granted for any player to play down an age group, the player:
- (i) Must play only in the team nominated in the application.
 - (ii) Must not play in any senior grade cricket match.
 - (iii) Must have never played representative cricket for ODJCA.
 - (iv) May at any time be assessed by an ODJCA appointed panel to determine if permission to play down an age group is to remain current.
- (g) If a player plays overage without permission or is assessed by the appointed panel that it is not in the best interests of the age group for that player to remain in a lower age group, then the player must be registered in a team in their correct or above age group and will not be permitted to play down.

9.3 Eligibility to play with a second team in the same age group

- (a) Where a person is registered in any team, that player must not play in another team within the same club and within the same age group competition unless approval is granted by the ODJCA.



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Applications must be made in writing to the ODJCA Registrar 48 hours before the match is due to commence.

9.4 Use of ineligible player

- (a) Where a player participates in any match while ineligible:
 - (i) the team concerned may be regarded as having lost the match/es concerned and may forfeit any points gained.
 - (ii) the opposing team may be awarded up to the maximum points available for that match; and
 - (iii) the ODJCA may take further action against the club or player concerned.

10. FINALS SERIES

10.1 Format

- (a) Finals will be played by the top four teams after the round robin competition has been completed. The draw for semi finals will be 1 v 4 and 2 v 3 with the winners of these matches playing off in the grand final. If there are only 4 teams in a competition, the finals matches will consist of a grand final only.
- (b) The format for the semi final and grand final matches will be the same as that played during the regular season.
- (c) Higher age groups will have the use of the best grounds.
- (d) In the event of teams finishing on equal points for any position in any competitions a quotient shall be used to decide placings.
The quotient system used in PlayHQ will be adopted.
- (e) In the event of a finals match being **declared a draw**, the team finishing the regular season higher on the ladder will be declared the winner.

10.2 Player qualification for finals

- (a) To be eligible to play in a finals match, a player:
 - (i) must be registered with the ODJCA, and
 - (ii) must have played a minimum of 7 matches in an ODJCA competition with the one team.
- (b) Dispensation may be sought via the ODJCA Registrar for players who have not met the requirements of (a)(ii) above due to injury or illness suffered during the season.
- (c) Any player who moves to the area after Christmas and registers with an ODJCA club will not be required to meet the requirements of (a)(ii)(a)(ii) above but will be required to play 3 of the last 5 matches prior to semi finals.
- (d) For the purpose of clauses (a)(ii) and (c) above, a bye will count as a match played. **Abandoned matches** will count where that person has been entered into the team in PlayHQ prior to the scheduled commencement of the match.



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- (e) If a player plays in a finals match in any age group a player is eligible for, that player shall not be permitted to play in any other team during the finals series.

10.3 Grounds during finals

- (a) The Committee shall determine the venues for all finals series matches.
- (b) Older age groups will get priority of grounds.
- (c) The Committee will endeavor to schedule finals at venues with the same pitch surface type (i.e., synthetic or turf) as the majority of competition matches have been played in that age group.

11. APPOINTMENT OF UMPIRES

- (a) Unless determined otherwise by the ODJCA, the Mitchell Cricket Umpires Association will be responsible for the appointment of umpires to ODJCA competitions.
- (b) Where practicable, umpires will be appointed to older age groups first.
- (c) Where practicable, umpires will be appointed to finals series matches in all grades.

12. GROUNDS

12.1 Tidiness of grounds and facilities

- (a) All grounds, including the change rooms, need to be left in a clean and tidy state at the completion of the day's play. All rubbish should be placed in the bins provided.
- (b) Any fines issued by Orange City Council or any other ground owner for excessive rubbish shall be passed on to the club/s responsible.
- (c) The ODJCA reserves the right to take any action deemed appropriate against any club for any proven breaches of this rule, which may include:
 - (i) A fine of up to \$100 in addition to any fine issued by the ground owner.
 - (ii) Loss of match points.

12.2 Boundary markers

On any ground where the boundary is not clearly defined or only defined by a marked line, the team listed first on the competition draw will be responsible for supplying and setting out suitable boundary markers.

12.3 Sight screens

It shall be the responsibility of the batting team to provide persons to move sight screens as required by the batsmen.

If this does not occur, the umpire shall require play to continue without the sight screen being moved.

13. ALCOHOL

- (a) All junior cricket activities, including matches and training sessions are to be alcohol free. This means that alcohol is not permitted to be consumed at any such junior cricket activity.



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- (b) The ODJCA Executive may impose penalties on the club/s and/or individuals involved for any infringement of the rule.

14. PROTECTIVE EQUIPMENT

14.1 Helmets

- (a) The umpires, or coaches in the absence of an official umpire, are responsible for ensuring that a helmet is worn when required by these rules but are not responsible for ensuring that the helmet being worn is compliant with British Standard 7928:2013.
- (b) The umpires, or coaches in the absence of an official umpire, must not allow the match to continue during any period in which a player fails to wear a helmet when required by these rules.

14.2 Other Protective equipment

- (a) Batters must also wear two gloves, two leg guards, and a protector (if male).
Batters may optionally wear a thigh guard and abdominal guard. These items must be worn underneath clothing.
- (b) Wicketkeepers must also wear two gloves, two leg guards, and a protector (if male).

14.3 MATCH OFFICIALS

- (a) There **shall be** only 2 non-playing persons on the field at any one time - one to umpire at the bowler's end and the other to umpire at the batter's end.
- (b) Each team **shall** provide a scorer for each match.
- (c) If a team does not provide a scorer for the duration of the match, they will lose 1 competition point.
- (d) If less than 2 accredited umpires have been allocated by the ODJCA for any match, each team is to provide an umpire for each match.
- (e) Where there is only 1 accredited and appointed umpire, each team's provided umpire shall stand at the batter's end when their team is batting.
- (f) If a team does not provide an umpire for the duration of the match, they will lose 2 competition points.
- (g) If a team does not provide an umpire or a scorer, the ODJCA Registrar is to be notified and the matter investigated. After 2 breaches, the team representative must appear before the ODJCA executive to explain the situation.
- (h) The umpires are the sole arbiters in relation to matches. Please refer to the Laws of Cricket.

15. PROGRESS OF PLAY

- (a) It **shall** be the responsibility of the team coaches to ensure play proceeds in a timely manner, to ensure completion within the stipulated match times, whether there are independent umpires present or not.



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- (b) The time allowed for all changes of innings is 10 minutes maximum. The 10 minutes commences at the time the previous innings concludes and finishes at the time the first ball is bowled in the subsequent innings.
- (c) In the event of a significant stoppage in play time due to factors outside the control of the bowling team, the umpire shall determine how much time has been lost and overs shall be adjusted in accordance with clause 18.5 and no penalties shall apply. (Note: where there are no official umpire/s allocated, both coaches are to agree on the time lost and number of overs to be bowled)

16. MATCH POINTS

- (a) When no play takes place in competition cricket, **draw** points will be awarded to all teams scheduled to play. Teams with the BYE will receive the usual bye points.
- (b) **A match will be declared a draw where a result is unable to be obtained (i.e., the minimum overs in clause 18.4 have not been achieved) or where the match has been abandoned (i.e., no play is possible).**
- (c) For one day matches

Win	7
Loss	3
Tie	5
Draw	5
Bye	5
Win on Forfeit	Maximum of other points in round

- (d) For two-day matches

Outright win after leading on 1st Innings	10
Outright win after losing on 1st innings	7
Outright loss after leading on 1st innings	3
Outright loss after losing on 1st innings	0
Win on 1st innings	7
Loss on 1st innings	3
Tie	5
Draw	5
Bye	5
Win on Forfeit	Maximum of other points in round

17. MOVING OF MATCHES

- (a) A representative of both clubs must notify the Registrar in writing of any match that is moved from the date set in the competition draw. This notification must be made at least 1 week before the earliest of the new date or the scheduled date for the match.



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- (b) If the new date is washed out, both teams will receive **draw** points and the match cannot be rescheduled.
- (c) A match will only be moved with mutual consent from both clubs and coaches.
- (d) If the provisions of (a) above are not adhered to, and the match is not played, both teams will be considered to have forfeited and both will receive no points for that match.

18. WET WEATHER

18.1 Powers

The Committee, whenever weather and ground conditions warrant, shall have the authority to:

- (a) cancel or abandon any match (including finals series matches), prior to play commencing on any day,
- (b) transfer a match to another venue, and
- (c) adjudicate on the fitness of the ground for play, in cases of disagreements between participating teams.

18.2 Ground transfer policy

Where a ground is unplayable, the Committee may transfer the match set down for that ground to another ground, where available. The choice of ground will rest with the Committee and any match previously set down for that ground will either be moved to another ground or declared a draw.

18.3 Notifications

- (a) The ODJCA will post notice on its Facebook page of any abandoned or transferred matches as soon as possible after a decision has been made.
- (b) If matches are **abandoned or transferred prior to Saturday, the ODJCA will** also advise clubs by email at the earliest possible time.

18.4 Minimum Overs for a match

- (a) In one day matches, **a minimum of 50%** of the original match allocation of overs per side must be completed **for a result to be obtained**, i.e.:
 - (i) 13 completed overs per team in a 25 over match,
 - (ii) 10 completed overs per team in a 20 over match.
- (b) In two day matches, the team batting second must have faced at least 15 overs in their first batting innings for **a result to be obtained**.
- (c) Where **no play is possible on** the first day of a two-day match, the second day will be played under one day rules.

18.5 Loss of playing time – adjustment of overs

- (a) If play begins late or is suspended during the first batting innings, and it is not considered possible to fit the full number of overs in before the scheduled finish time, the total overs each side will face should be reduced at the rate of one over per 8 minutes lost.



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- (b) If play begins late or is suspended for the second (or subsequent) batting innings and it is not considered possible to fit the remaining overs in before the scheduled finish time, the total overs remaining should be reduced at the rate of one over per 4 minutes lost.
- (c) In the case where an innings is incomplete, but the minimum overs have been bowled the result shall be determined on run rate (i.e., total runs scored divided by total overs faced). Where a team is all-out in any innings, for the purpose of calculating the run-rate, the maximum number of overs for the innings shall be used as the number of overs faced in that innings.

18.6 Matches not cancelled

- (a) Unless a match has been cancelled by the ODJCA, teams must proceed to their allocated ground, unless representatives have mutually agreed on the match day that play be abandoned. The ODJCA and the officiating umpires must be immediately informed of any abandonment.
- (b) If a match is not called off by the ODJCA Executive prior to match day, it is up to the umpire/s or, the coach/manager of each team, where umpires are not allocated to a match to determine the viability of play in the event of wet weather, bad light or adverse conditions.

19. USE OF COVERS

19.1 General

All participants in every match are to strive to maximise opportunities to play.

19.2 Responsibility

- (a) Where an ODJCA fixture is scheduled for a turf wicket on a Saturday morning, where covers are available at a ground, the laying of covers remains the responsibility of the ODCA home team i.e., the team listed first on the competition draw.
- (b) scheduled to play that Saturday afternoon.
- (c) Should it be deemed appropriate, the junior teams shall safely remove the covers (without stepping on them in spikes) and store the covers once their use is no longer required.
- (d) Any umpires present shall assume control for the use of covers and make all decisions regarding the use of covers from thirty minutes prior to the scheduled time for play to commence. This shall be the coach's responsibility in the absence of official umpires.
- (e) Should the umpires (or coaches in the absence of umpires) decide that the covers be used, then it will be the responsibility of both competing teams to assist with any labour required.

20. FORFEIT / MATCH DELAY PROCEDURE

20.1 Forfeits

- (a) Any team that knows that they will have to forfeit a match shall notify a representative of their club immediately.
- (b) Clubs must notify the ODJCA Registrar in writing at least 3 days before the start of the match.



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- (c) If the forfeit is for the second day's play or circumstances prevent the notification three days prior, the coach or representative of the club must phone the Registrar as soon as possible to **enable** the other team to be notified.
- (d) Failure to notify within the above period will result in the loss of 5 competition points unless circumstances are approved by the ODJCA executive.

20.2 Match delay procedure

Where the start of play is unreasonably delayed due to a team not having at least 6 players in attendance for Junior Format 1 and 2 matches, or 7 players for Junior Format 3, or not being ready for the toss at the required time, or for any reason other than fitness of ground, weather or light, the time lost shall not be made up, and overs shall be reduced as follows:

- (a) Where one team has caused the delay, that team shall have their innings reduced by 1 over for every 4 minutes or part thereof that the start of play has been delayed.
- (b) Where both teams have caused the delay, they shall both have their innings reduced by 1 over for every 8 minutes or part thereof that the start of play has been delayed.

Note: The start of play being delayed by any more than 5 minutes is considered unreasonable, and over penalties will not be applicable under this rule for delays of up to 5 minutes.

20.3 Forfeit procedure

- (a) A team will be deemed to have forfeited a match if 10 minutes after the scheduled or rescheduled commencement time on any playing day, it does not have at least the minimum number of players in attendance (6 players for junior formats 1 and 2, 7 players for junior format 3).

If play is delayed at the direction of the umpires, the rescheduled starting time will be taken as the commencement time.

- (b) The umpires, or the coach of the non-offending teams where there is no umpire appointed, shall notify the ODJCA within 24 hours of the forfeit occurring.
- (c) Where doubt or disagreement exists between teams about whether a forfeit is to apply, the match will be played as a normal match, subject to any reduction of overs in 20.2 above, and the result will stand until the ODJCA has carried out its investigation. Such a situation will be dealt with under the dispute procedures.

21. SCORING

21.1 General

- (a) The new Junior Format Scorebooks are to be used in ODJCA competitions unless prior approval has been granted by the ODJCA.
- (b) A progressive total must be kept for the entire innings.
- (c) Each team is to provide a scorer for the entire match.



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21.2 Electronic scoring

- (a) Teams are encouraged to score matches using the PlayHQ Live Scoring. (Note: PlayHQ Live Scoring is the only online scoring system to be used)

Teams are to ensure their device is fully charged prior to the start of play, and wherever possible have the ability to charge their device during the day.

- (b) It is mandatory that one handwritten scorebook must also be kept.

21.3 Accuracy of scorebooks and match result

- (a) The coaches shall be responsible for ensuring that the scorebooks are accurate. At the end of the match and prior to leaving the ground both teams should agree on the match result.
- (b) The ODJCA appointed umpires, or for matches without ODJCA appointed umpires, the team coaches, shall both sign the hard copy scorebook at the end of each innings to confirm that the scores are correct.

22. SUBMISSION OF RESULTS

22.1 Input of Match Scorecard into PlayHQ

- (a) Teams - All clubs are required to enter their selected teams into PlayHQ by the evening prior to the match to facilitate the PlayHQ Live Score app.
- (b) Clubs must update their selected team, if different to the team entered, with the entry of match scores on the first day of play, as below.
- (c) Results for all matches must be entered via the PlayHQ system by representatives of each club.
- (d) Match scores and results must be entered and confirmed in PlayHQ by 11:59pm on:
- (i) the Monday following a Saturday match,
 - (ii) the Thursday following a Tuesday match, and
 - (iii) the Saturday following a Thursday match.
- (e) Player scores must be entered in PlayHQ by 11:59pm on:
- (i) the Thursday following a Saturday match,
 - (ii) the Sunday following a Tuesday match, and
 - (iii) the Tuesday following a Thursday match.
- (f) It will be the responsibility of each club to ensure the appointment of at least one person for each of their teams to attend to input of data. It will be the responsibility of each club to ensure such persons have PlayHQ access and training to perform these tasks.
- (g) The ODJCA reserves the right to penalise teams and clubs that do not comply with this clause 22. The maximum penalty will be loss of all points for each match where results and statistics are not entered by the specified timeframe.



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APPENDIX A – JUNIOR FORMAT 1 MATCH DAY RULES

JUNIOR CRICKET 1	
UNDER 11's	
GAME TYPE	<ul style="list-style-type: none"> T20 (20 over game)
OVERS	<ul style="list-style-type: none"> 20 overs per team (120 balls)
INNINGS	<ul style="list-style-type: none"> 1 innings per team
TIME	<ul style="list-style-type: none"> 4:30pm – 6:30pm Thursdays <ul style="list-style-type: none"> First innings 4:30pm – 5:25pm Second innings 5:35pm – 6:30pm
BALL	<ul style="list-style-type: none"> Modified ball (circumference 21-22.5cm, ideal weight 120-140g) * <ul style="list-style-type: none"> * <i>Synthetic options available as per Stage 1 Modified Balls Guidance</i>
PROTECTIVE EQUIPMENT	<ul style="list-style-type: none"> Helmet (including the Wicket keeper). <ul style="list-style-type: none"> * Please refer to the Helmet section of <i>Well Played - Australian Cricket's Playing Policies & Community Guidelines</i> Pads Gloves Protector (males) <p>additional safety equipment is available based on match conditions and/or personal preference</p>
BOUNDARY	<ul style="list-style-type: none"> 40m (maximum) - measured from batters end stumps
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> hard wicket surface - 16m length
TEAM	<ul style="list-style-type: none"> 7 players per team (maximum of 7 players on field)
BATTING	<ul style="list-style-type: none"> All batters retire at 17 balls (based on 7 players) 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. <ul style="list-style-type: none"> * 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) The next batter in is to stand with the batting team's coach at square leg, fully padded up, ready to bat
BOWLING	<ul style="list-style-type: none"> 6 balls per over (maximum) All players are to bowl (each Wicket-Keeper is to bowl one over each) e.g. 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (i.e. Wicket-Keepers)



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	<ul style="list-style-type: none"> Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match Bowlers are to bowl from the one end for entire game Current Cricket Australia Pace Bowling guidelines apply (please refer to <i>Well Played - Australian Cricket's Playing Policies & Community Guidelines</i>)
FIELDING	<ul style="list-style-type: none"> Rotation of fielders is recommended to ensure all players experience all positions No fielders within 15 metres of batter or each other (except Wicket-Keeper) to encourage singles and safety Each team is required to use two (2) wicket keepers (10 overs each) If more than 7 players are present at a match, they should rotate onto the field each over.
DISMISSALS	<ul style="list-style-type: none"> Unlimited dismissals (each player will face the nominated number of balls each) 4 runs per wicket will be added to the opposition (bowling teams) total at the end of the innings. The following dismissals apply in this format: Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket.
MINIMUM & MAXIMUM PLAYERS & IMPACT	<ul style="list-style-type: none"> 7 players per team (<i>it is understood that teams often contain additional players to cater for holidays, illness or other commitments</i>) 5 players per team minimum are required to play the game 9 players per team maximum are to be allocated to a team (only 7 on field at any given time) Only 7 players can be on the field at any given time i.e. only 7 can bat and bowl, however, any non-batter(s) can bowl <p>The number of players impact the players' opportunity to develop skills in the game, for example;</p> <ul style="list-style-type: none"> 5 player team – 5 players bowl 4 overs and batters retire at 24 balls 6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs and batters retire at 20 balls 7 player team – 3 players bowl 4 overs; 2 players bowl 3 overs: 2 players bowl 1 over (wk) and batters retire at 17 balls 8 player team – 6 players bowl 3 overs; 2 players bowl 1 over (WK) and batters retire at 15 balls 9 player team – 4 players bowl 3 overs; 3 players bowl 2 overs; 2 players bowl 1 over (wk) and batters retire at 13 balls
EQUIPMENT	<ul style="list-style-type: none"> 2 sets of portable stumps (with base and bails) Bat size: Size 4 (<1.8lb or <800gm) is recommended Modified ball (as per specifications above) Measuring tape or string to measure Pitch length and boundary Boundary markers Chalk or tape to mark crease



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APPENDIX B – JUNIOR FORMAT 2 MATCH DAY RULES

JUNIOR CRICKET 2	
UNDER 12 and UNDER 13	
GAME TYPE	<ul style="list-style-type: none">• 25 over game
OVERS	<ul style="list-style-type: none">• 25 overs per team (150 balls)
INNINGS	<ul style="list-style-type: none">• 1 innings per team• The batting teams innings is complete after 8 wickets have fallen
TIME	<ul style="list-style-type: none">• 8:30pm – 12:00pm Saturdays<ul style="list-style-type: none">○ First innings 8:30am – 9:40am○ Second innings 9:50am – 12:00pm
CHANGE OF INNINGS	<ul style="list-style-type: none">• Teams are encouraged to transition quickly for the change of innings (10 minutes)
DRINKS	<ul style="list-style-type: none">• Taken at the end of the 13th over unless pre-arranged by coaches to alter due to hot weather• Teams are encouraged to take drinks ON the field of play, and for it to be a quick drinks break (5 mins)
BALL	<ul style="list-style-type: none">• 142g hard (male)• 142g hard (female)
PROTECTIVE EQUIPMENT	<ul style="list-style-type: none">• Helmet (including the Wicket keeper) * Please refer to the Helmet section of <i>Well Played - Australian Cricket's Playing Policies & Community Guidelines</i>• Pads• Gloves• Protector (males) <p>additional safety equipment is available based on match conditions and/or personal preference</p>
BOUNDARY	<ul style="list-style-type: none">• 45m (maximum) - measured from the middle of the pitch
PITCH TYPE AND LENGTH	<ul style="list-style-type: none">• hard wicket - 18m length* option to move stumps in at each end to the 2 crease lines (17.7m)
TEAM	<ul style="list-style-type: none">• 9 players per team (maximum of 9 players on field)
BATTING	<ul style="list-style-type: none">• All batters retire at 30 balls (with the assumption that some players will be dismissed)• Any retired batters can return when all others have batted, in the order they retired• All balls (regardless of whether wides/no balls) will be included in the batter's ball count.• The innings is deemed as closed after 8 wickets have fallen



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BOWLING	<ul style="list-style-type: none"> • 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled) • All players are to bowl (each Wicket-Keeper is to bowl one over each) • e.g. 5 players x 4 overs, 2 players x 3 overs, 2 players x 2 overs (i.e. Wicket-Keepers) • Maximum 4 overs per bowler. Maximum of 2 overs in a spell. Everyone (excluding the wicketkeeper) must bowl at least 1 over before any player can bowl a 3rd over. • Bowlers are to bowl from the one end for entire game • Current Cricket Australia Pace Bowling guidelines apply (please refer to <i>Well Played - Australian Cricket's Playing Policies & Community Guidelines</i>)
FIELDING	<ul style="list-style-type: none"> • Rotation of fielders is recommended to ensure all players experience all positions. • No fielders within 10 metres (except regulation off side slips, gully and wicket keeper) • Each team is required to use two (2) wicket keepers (15 overs each) • If more than 9 players are present at a match, they should rotate onto the field each over
DISMISSALS	<ul style="list-style-type: none"> • All modes of dismissal count
MINIMUM & MAXIMUM PLAYERS & IMPACT	<ul style="list-style-type: none"> • 9 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments) • 7 players per team minimum are required to play the game • 11 players per team maximum are to be allocated to a team (only 9 on field at any given time) • Only 9 players can be on the field at any given time i.e. only 9 can bat and bowl, however, any non-batter(s) can bowl • The number of players impact the players' opportunity to develop skills in the game, for example; • 7 player team – 4 players bowl 5 overs; 1 player bowls 4 overs; 2 players bowl 3 overs (wk) and batters retire at 35 balls • 8 player team – 6 players bowl 4 overs; 2 players bowl 3 overs (wk) and batters retire at 35 balls • 9 player team - 5 players bowl 4 overs; 2 players bowl 3 overs; 2 players bowl 2 overs (wk) and batters retire at 35 balls • If teams have 10-11 players, they are encouraged to rotate fielders after every over
EQUIPMENT	<ul style="list-style-type: none"> • 2 sets of stumps (with base and bails) *minimum of 1 set of portable stumps • Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended • 142g hard ball • Measuring tape or string to measure pitch length and boundary • Boundary markers • Chalk or tape to mark crease



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APPENDIX C – JUNIOR FORMAT 3 MATCH DAY RULES

JUNIOR CRICKET 3	
UNDER 14 to UNDER 16	
GAME TYPE	<ul style="list-style-type: none">• 25 over game
OVERS	<ul style="list-style-type: none">• 25 overs per team
INNINGS	<ul style="list-style-type: none">• 1 innings per team
TIME	<ul style="list-style-type: none">• 8:30am – 12:00pm Saturdays<ul style="list-style-type: none">○ First innings 8:30am – 10:10am○ Second innings 10:20am – 12:00pm• where the first innings is not completed by the scheduled time;<ul style="list-style-type: none">○ play must cease at the conclusion of the current over○ the batting team is awarded 5 penalty runs per over not bowled.○ Further, the bowling team is only entitled to face the number of overs in their batting innings which they bowled in the allotted time in the first innings. <i>i.e. If Team A bowled 23 overs in the allotted first innings time, Team B is awarded 10 penalty runs and Team A is only entitled to face 23 overs.</i>• where the second innings is not completed by the scheduled time:<ul style="list-style-type: none">○ play must cease at the conclusion of the current over, and○ the batting team is awarded 5 penalty runs per over not bowled.
BALL	<ul style="list-style-type: none">• 156g leather (male)• 142g leather (female) – noting:<ul style="list-style-type: none">○ ball to be pre-approved by both coaches/umpires before the game commences.○ It should not be a new ball unless that player is opening the bowling.○ it should not be highly shined on one side or highly scuffed on one side.○ It should be a fair representation of what a ball would be under normal circumstances for the game.
CHANGE OF INNINGS	<ul style="list-style-type: none">• Teams are encouraged to transition quickly for the change of innings (10 minutes)
DRINKS	<ul style="list-style-type: none">• Taken at the end of the 13th over unless pre-arranged by coaches to alter due to hot weather• Teams are encouraged to take drinks ON the field of play, and for it to be a quick drinks break (5 mins)
PROTECTIVE EQUIPMENT	<ul style="list-style-type: none">• Helmet (including the Wicket keeper when fielding up to the stumps, i.e. within 2 metres). * Please refer to the Helmet section of Well Played - Australian Cricket's Playing Policies & Community Guidelines• Pads



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	<ul style="list-style-type: none">• Gloves• Protector (males) additional safety equipment is available based on match conditions and/or personal preference
BOUNDARY	<ul style="list-style-type: none">• 50m (maximum) - measured from the middle of the pitch
PITCH TYPE AND LENGTH	<ul style="list-style-type: none">• Hard wicket or Turf wicket• 20.12m (standard pitch length)
TEAM	<ul style="list-style-type: none">• 11 players per team
BATTING	<ul style="list-style-type: none">• Batters must retire first score after 49• Retired batters can return when all others have batted, in the order they retired
BOWLING	<ul style="list-style-type: none">• 6 balls per over (All wides and no-balls are to be re-bowled)• Each bowler can bowl a maximum of 5 overs• Bowlers change end after 15 overs• Current Cricket Australia Pace Bowling guidelines apply (please refer to <i>Well Played - Australian Cricket's Playing Policies & Community Guidelines</i>)
FIELDING	<ul style="list-style-type: none">• Rotation of fielders is recommended to ensure all players experience all positions• No fielders within 10 metres (except regulation off side slips, gully and wicket keeper)
DISMISSALS	<ul style="list-style-type: none">• All modes of dismissal count
MINIMUM & MAXIMUM PLAYERS & IMPACT	<ul style="list-style-type: none">• Not applicable
EQUIPMENT	<ul style="list-style-type: none">• 2 sets of stumps with bails• Bat size: Size 6 (weight <2.2lb or <1000g)• 156gm leather ball (male) or 142gm leather ball (female)• Measuring tape or string to measure boundary• Boundary markers