

Rule Changes 23 24

Document	Number	Old	New
General Rules		Title: Administrative Guide	Title: General Rules
CJCC Policies and Procedures	4. Dispensation	<ul style="list-style-type: none"> i. Intellectual and/or physical impairment. ii. A demonstrated need to fill a team at a club. 	<ul style="list-style-type: none"> i. Intellectual and/or physical impairment. ii. A demonstrated need to fill a team at a club. iii. To prevent girls' team being split by progression to the next competition age group. The player's skill level must be appropriate for the competition.
CJCC Policies and Procedures	4. Dispensation	<ul style="list-style-type: none"> i. Intellectual and/or physical impairment. ii. A demonstrated need to fill a team at a club. 	<ul style="list-style-type: none"> ii. For long term requests, a demonstrated need to fill a team up to the maximum number of players allowed in a team for that grade. For individual match day requests, a demonstrated need to fill a team up to the maximum number of players allowed on field
CJCC Policies and Procedures	4. Dispensation		CJCC and Association Dispensation requests must be submitted at least 48 hours before the start time of the match, except where a team requires an additional player to avoid a forfeit.
General Rules	3.2 Umpires	<p>(d) Where one independent umpire is provided in a match the following shall apply:</p> <ul style="list-style-type: none"> i. Stage 1 and 2 – the bowling team will provide the square leg umpire. ii. Stages 3 – the batting team will provide the square leg umpire. 	<p>(g) Where one independent umpire is provided in a match the following shall apply:</p> <ul style="list-style-type: none"> i. Stages 1 and 2 – the bowling team will provide the square leg umpire. ii. Stage 3 – the batting team will provide the square leg umpire. <p>(h) Where no independent umpire is provided in a match the following shall apply:</p> <ul style="list-style-type: none"> i. Stages 1 and 2 – the bowling team shall provide the central umpire, the batting team will provide the square leg umpire.

			ii. Stage 3 – the batting team shall provide the central umpire, the bowling team will provide the square leg umpire.
General Rules	4.3 Forfeits	In any of these circumstances a non-competitively scored match should be played provided both teams agree. The match result must be entered into PlayHQ as a forfeit and no match scores shall be entered.	In any of these circumstances a non-competitively scored match should be played provided both teams agree. The match result must be entered into PlayHQ as a forfeit and no match scores shall be entered. In stage 1 only, individual scores may be entered.
General Rules	4.7 Incentive Points	Points per wicket (i.e. 2 points for 10 wickets)	0.2 points per wicket (i.e. 2 points for 10 wickets)
General Rules	5.1 Summary	(d) Subject to availability of grounds, all finals should be played at the home ground of the team finishing in the higher position at the end of the qualifying matches, at the discretion of the Association.	(d) Subject to availability of grounds, all finals should be played at the home ground of the team finishing in the higher position at the end of the qualifying matches, at the discretion of the Association. i. On match days for finals the ground should be inspected by game officials one hour before the scheduled commencement of play. ii. If the ground is deemed unsafe/unsuitable for play, an alternative ground must be sought through the association.
General Rules	5.1 Summary		(l) Teams are not required to provide players from their own team for the purpose of fielding for the opposition team in finals when a team is short of players.
General Rules	5.1 Summary		(m) Unless both coaches agree to continue, Semi-Finals and Grand-Finals shall end when the team batting second reaches the score of the team batting first.

General Rules	5.3 Eligibility for Finals	(b) On application to the Association any team that is short of players through injury or illness (or another legitimate absence) may apply for any player from a younger age group and from the same club, being not more than one year younger than the team requiring the player to play. The Association may approve this player provided they have played at least 25% of fixtures at their own age level.	(b) On application to the Association any team that is below the minimum number of players required to play the match through injury or illness (or another legitimate absence) may apply for any player from a younger age group and from the same club, being not more than one year younger than the team requiring the player to play. The Association may approve this player provided they have played at least 25% of fixtures at their own age level.
General Rules	5.3 Eligibility for Finals	(c) Upon application from Clubs through their Association, the CJCC Management Committee can at their discretion approve any player to play in finals.	(c) On application to the Association any team that is below the maximum number of players on field per match because of injury or illness (or another legitimate absence) may apply for any player from a younger age group and from the same club to sub field (not permitted to bat or bowl). The Association may approve this player provided they have played at least 25% of fixtures at their own age level.
CJCC Community Cup Competition Rules	2. Player Eligibility	ii. On application to the CJCC Management Committee any team that is short of players through injury or illness (or another legitimate absence) may apply for any player from a younger age group and from the same club, being not more than one year younger than the team requiring the player to play. The CJCC Management Committee may approve this player provided they have played at least 25% of fixtures at their own age level.	(b) On application to the CJCC Management Committee any team that is below the minimum number of players required to play the match through injury or illness (or another legitimate absence) may apply for any player from a younger age group and from the same club, being not more than one year younger than the team requiring the player to play. The CJCC Management Committee may approve this player provided they have played at least 25% of fixtures at their own age level.
CJCC Reports, Investigations and Conduct Hearings	Definitions		Relevant Parties and Affiliates refers to the player, other person or Club alleged to have committed an offence, and the person reporting

			the incident and their Club. This is in the context of notifying people and entities of the outcome of various parts of the Incident Report process, particularly in Clauses 3.3, 5.12 and 6.17. For avoidance of doubt the advice to relevant parties will only include the outcome of the process undertaken and any penalty or not imposed.
Stage 2 Match Day Rules	6.4.4 No Balls	(g) There are more than two fielders behind square leg.	(g) There are more than two fielders behind square leg (on the leg side).
Stage 3 Match Day Rules	6.4.2 Maximum Overs Per Bowler	30 Over, 35 Over and 40 Over Matches (a) In Yr8 Boys and Yr10/11/12 Girls, all players must bowl a minimum of 2 overs. (b) In Yr8 Boys and Yr10/11/12 Girls, all players must bowl 2 overs, except the wicketkeepers, before any player can bowl 3.	30 Over, 35 Over and 40 Over Matches (a) In Yr8 Boys and Yr10/11/12 Girls, all players must bowl a minimum of 2 overs. (b) In Yr8 Boys and Yr10/11/12 Girls, all players, except the wicketkeepers, must bowl 2 overs before any player can bowl more than 3 overs.
Playing Conditions and Match Day Penalties	Additional Breaches Following Two Letters of Support and Required Action	6.3.1 Batting Rotations (a), (b) and (d); penalty for breach – two points penalty per breach per match. 6.4.1 Bowling Rotations (a), (c) and (d); penalty for breach – two points penalty per breach per match.	First Time Breaches of the Playing Conditions Resulting in a Match Point Penalty CJCC Stages 2 and 3 Match Day Rules – Section 6. Innings 6.3.1 Batting Rotations; (a), (b) and (d) Penalty for breach – two points penalty per breach per match. 6.4.1 Bowling Rotations; (a), (c) and (d) Penalty for breach – two points penalty per breach per match. NOTE: Associations have the ability to penalize a team for significant rotation breaches both over the Mid-Season Break, and before Semi-Finals. Associations shall consider the number of breaches and the severity of breaches when determining if a team has significant breaches and requires a match point penalty.

Stage 2 Match Day Rules Stage 3 Match Day Rules	6.1.1 and 6.2.1		NOTE: Different match formats are considered the same competition. For example, Year 8 Boys, and Year 8 Boys T20 rotations would be considered as a whole, and not as two separate competitions.
Stage 2 Match Day Rules Stage 3 Match Day Rules	6.2.1 Rotations		(e) Rotation of bowling order is not required in any finals matches.
Stage 2 Match Day Rules	6.2.2 Maximum Overs per Bowler	20 Over Matches (a) Each player, including the wicketkeepers, must bowl 2 overs.	20 Over Matches (a) In teams of 10 players or less, each player, including the wicketkeepers, must bowl a minimum of 2 overs. In teams of 11 players, 9 players must bowl 2 overs each and 2 players must bowl 1 over each.
Stage 1 Match Day Rules	6.2.2 Maximum Overs per Bowler	(c) No bowler can bowl more than 2 overs until all players have bowled 2 overs. If only 5 players, then 2 players may bowl 3 before the changeover of wicketkeeper at the 10 over mark.	(d) In a team with only 5 players, 6.2.2 (a), (b) and (c) are replaced with the below: i. The two wicketkeepers must bowl three overs each. The other three players must bowl four or five overs each. ii. All players, except the wicketkeepers, must bowl 3 overs before any player can bowl more than 3 overs.
Stage 1 Match Day Rules Stage 2 Match Day Rules Stage 3 Match Day Rules	6.2.2 Maximum Overs per Bowler	Various	All now in format of: "All players, except the wicket keepers, must have bowled _ overs before any player can bowl more than _ overs"