



MJCC

Metropolitan Junior Community Cricket Stage 1 Match Day Rules

**Year 4 and Year 5 Boys
Year 4-5 and Year 6-7 Girls**

Preamble

Metropolitan Junior Community Cricket (MJCC) provides oversight and administration of junior community cricket in the Perth Metropolitan and Peel Region with over 70 community cricket clubs participating.

MJCC's role involves coordinating competitions, supporting volunteers, fostering inclusive environments, and advocating for stronger community connections working in conjunction with WA Cricket staff. The MJCC was established in 2024 as a result of the amalgamation of the Community Junior Cricket Council and 6 area based junior cricket associations. This successful establishment resulted in the MJCC winning Association of Year in the 2024-25 Cricket Australia Community Cricket Awards.

The MJCC Board has established the following purpose, vision and values.

The rules for match play have been designed to ensure that these outcomes are embedded in the way cricket is played across junior community competitions together with an objective of providing a uniform and best practice participant experience across MJCC Competitions in Perth and Peel. This aligns with the MJCC Purpose, Vision and Values.

Purpose:

To nurture and grow community junior cricket by empowering clubs and fostering welcoming experiences that connect people and strengthen communities.

Vision:

A future where everyone, everywhere can experience the joy of cricket — where opportunity is open to all, and every game leaves people wanting to come back.

Values:

- *Inclusive Environments* *Environments that support children, families, and volunteers to thrive, on and off the field.*
- *Integrity* *Treating everyone with respect and encouraging all to do their best.*
- *Teamwork* *Working together to ensure everyone in the game is valued and can contribute.*

Version Control

Date	Comments	Reviewer	Approval Date
June 2025	Review Structure, Layout and Consistency in Terminology	Ben Dreckow	August 2025

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Reference

MJCC refers to the Metropolitan Junior Community Cricket, which is the governing body responsible for junior community cricket made up of Clubs in the Perth and Peel metropolitan area. For the purpose of these rules, the MJCC may delegate responsibilities for decision making to a Sub-Committee or the staff of WA Cricket.

Words In Capitals provides for a cross reference to an existing heading or specific topic throughout the rules.

Rules

These Match Day Rules form part of the Competition Rules for all matches played within the Metropolitan Junior Cricket Council and shall be read in conjunction with:

- MCC Laws of Cricket unless specifically modified by these General Rules or Match Day Format (lords.org/mcc/the-laws-of-cricket)
- MJCC General Rules for Competitions

Where MJCC rules do not specifically address a scenario in a MJCC endorsed competition match, the related MCC Laws of Cricket should be used.



1. Match Details and Length

1.1. Match Options

The MJCC shall determine the Match Details from the following options:

- (a) Boys Competition; or
- (b) Girls Competition.

1.2. Match Formats

- (a) All matches shall be 20 over matches.
- (b) All overs are to be bowled from the same end. The batters will change ends at the completion of an over.

1.3. Match Timing

- (a) The Maximum Length of Time to Complete the Match shall be:

20 Over Match	2 Hours 10 Minutes (130 Minutes)
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Note: The time allocated and the overs for a day's play may not be altered and must be strictly adhered to.

- (b) Each batting innings shall be completed in 60 minutes.
- (c) There is a ten-minute change over between innings.
- (d) Drinks Breaks:
 - i. Drinks should be taken after 10 overs, allowing for the wicketkeeper to change.
 - ii. Drink breaks should take no longer than 3 minutes.
 - iii. Drinks may be taken more frequently if called for by mutual consent of the Match Officials, particularly on hot days as outlined in the relevant policy.
 - iv. Extra drinks breaks, if taken, must be completed within 2 minutes.
 - v. Batters and wicketkeepers may ask the umpire for a drink which should take place on the ground and between overs to allow play to continue.

2. Team Numbers

2.1. Maximum and Minimum Team Members

- (a) The Match Format is to be played as follows:

Standard Players	Minimum Players	Maximum Players
7	5	9

- (b) Where the Minimum Players is not achieved, the Match will be considered a forfeit, and Clause 2.7 of the General Rules shall apply.

- (c) If more than the Standard Players are present, they should rotate on and off the field each over.

2.2. Lending Fielders

When a team is short of players a request for loan players may be made by the bowling/fielding side. If this is requested, the following shall apply:

- (a) The opposition must provide players for the purpose of fielding.
- (b) Loan players may be requested to even the team numbers only, up to the number permitted in the field.

3. Match Equipment

3.1. Standard Equipment

- (a) As required by Clause 2.6 of the General Rules, the home team should provide the following:
 - i. a scorer's table and two chairs;
 - ii. two sets of stumps and bails;
 - iii. chalk or tape to mark the crease;
 - iv. a measuring tape or premeasured length of rope for marking the boundary and
 - v. plastic cones to mark the boundary (25 minimum).

Note: Two sets of portable stumps with base and bails is recommended. If only one set of portable stumps is available these shall be used at the bowler's end and regular timber stumps can be used for the batting end.

3.2. Ball

- (a) The match ball will be a standard Kookaburra Softaball (110g) or similar quality ball as approved by the MJCC.
- (b) The home team provides the ball to be used for the match.

Note: For clarification, only one ball is required for the entire match, and it is provided by the home team (the team listed first on the fixtures).

- (c) The ball colour will be determined by the MJCC, and may be red, white, or pink depending on the match start time and ball availability.

3.3. Protective Equipment

- (a) Helmets (BS7928:2013), pads, gloves and protectors are mandatory and must be worn when batting and wicket keeping.
- (b) Thigh pads, chest and arm guards are optional for batters.



4. Ground Setup

4.1. Pitch Length

- (a) The pitch length for all matches shall be 16 metres from stump to stump.
- (b) The popping crease shall be 1.22 metres in front of the stumps.

4.2. Boundary Distance

- (a) The boundary distance is as per the table below, measured from the stumps at the batter's end of the pitch:

Competition Age Group	Boundary Size
Year 4 Boys	35 metres
Year 4/5 Girls	
Year 5 Boys	40 metres
Year 6/7 Girls	

- (b) Matches may be played on grounds that are smaller than these boundary distance allows. In these circumstances, the Home Team shall ensure the boundary is maximised to be degree that the ground allows.
- (c) No-go zones are required behind the bowler's end.
 - i. They must be clearly marked with cones or similar and
 - ii. Spectators are not permitted to enter the zones, except to move through the zones without disrupting the match.
- (d) There must be a minimum of 3 metres between any solid structure and a boundary such as tents, scorers, spectators, and chairs.

Note: *Pitch and Ground Set up Images are accessible via communityjuniorcricketwa.com/stage-1*

5. Batting Requirements

5.1. Rotations

In this Competition, the batting order shall be rotated on a weekly basis as follows:

- (a) Players must be rotated every game during the Competition.
- (b) Players must bat in all positions before batting in a position a second time.
- (c) Players must not bat in the same position in consecutive matches.
- (d) Batting positions 1 & 2 are treated as separate positions.

Note: These rotations must be strictly adhered to.

5.2. Mandatory Retirements

- (a) Each batter will retire immediately after facing their maximum balls faced, inclusive of wides and no balls, as per the table below:

Players in the Batting Team	Number of Balls Faced
5 Players	24 Balls
6 Players	20 Balls
7 Players	6 x 17 Balls; 1 x 18 Balls
8 Players	15 Balls
9 Players	6 x 13 Balls; 3 x 14 Balls

- (b) Batters are recorded as Retired Not Out.

5.3. Retired Hurt Batters

- (a) If a batter retires because of illness, injury, or any other unavoidable cause, they are entitled to resume their innings at the retirement of another batter.
- (b) If for any reason they do not resume their innings, they are to be recorded Retired Not Out.

5.4. Absent Batters

If a batter is not present to bat their innings, they will be recorded as Did Not Bat.

5.5. Dismissals

- (a) Each batter will have unlimited dismissals with each player to face the nominated number of balls as shown in Clause 5.2.
- (b) Bowled, Caught, Hit Wicket and Run Out are the only applicable dismissals.

Note: Should there be opportunity for the bowler to run a batter out at the non-striker's end prior to the ball being delivered, this shall NOT be given out. Instead, it is to be used as an opportunity to educate the batter, no matter how many instances there are.

- (c) There is no LBW, however umpires / coaches are to discourage the deliberate use of pads to protect their wickets.
- (d) Stumpings will not be given out.
- (e) The striker changes end when there is a wicket except when the wicket is a run out.

6. Bowling Requirements

6.1. Rotations

In this Competition, the bowling order shall be rotated on a weekly basis as follows:

- (a) Players must be rotated every game during the Competition.
- (b) Players must bowl in all positions before bowling in a position a second time.
- (c) Players must not bowl in the same position in consecutive matches.
- (d) Bowling positions 1 & 2 are treated as separate position.

Note: *These rotations must be strictly adhered to.*

6.2. Maximum Overs per Bowler

- (a) Each player, including the wicketkeepers, must bowl a minimum of 2 overs.
- (b) A maximum of 4 overs per bowler.
- (c) No player, other than the designated second wicketkeeper, shall bowl more than 2 overs before all other players, excluding the first wicketkeeper, have bowled a minimum of 2 overs each.
- (d) The second wicketkeeper is permitted to bowl up to 3 overs prior to assuming wicketkeeping duties.
- (e) In a team with only 5 players, the following shall apply:
 - i. The two wicketkeepers must bowl a minimum of three overs each.
 - ii. The other three players must bowl four or five overs each.
 - iii. No player shall bowl more than 3 overs before all other players, excluding the first wicketkeeper, have bowled a minimum of 3 overs each.
- (f) Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match.

Note: *Bowlers should bowl a roughly equal number of overs per match across the season.*

6.3. Length and Structure of Overs

- (a) There is a maximum of 6 balls per over.
- (b) In the event of a bowler being injured during an over, another player shall complete the over. The normal bowling restrictions shall apply to both players.

6.4. No Balls

In addition to the Laws of Cricket:

- (a) A No ball may be called for a delivery when:

Part of the bowler's front foot on landing, whether grounded or not, is not behind the popping crease.



- (b) A No ball shall be called for a delivery when:
- A ball lands off the pitch, rolls off the pitch, or hits the edge of the pitch, this includes balls that start off the pitch but roll back on.
 - A ball bounces three times or more, or rolls along the ground, before reaching the popping crease.

Note: To assist umpires, the following are No Balls as per the Laws of Cricket:

- A ball passes, or would have passed, above the batter's waist, on the full, with the batter standing upright at the crease.
 - There are more than two fielders behind square leg (on the leg side).
 - A breach of any fielding restrictions as outlined in these Rules.
 - If the bowler dislodges a bail or bails whilst delivering the ball.
- (c) A No Ball and Dead Ball, which does not permit the batter an opportunity to hit the ball, shall be called for a delivery when:
- A ball comes to rest in front of the line of the striker's wicket without having previously touched the bat or the striker.
 - A ball is so far from the pitch that the striker leaves the pitch to attempt to play the ball.

6.5. Wides

A Wide is as defined in the Laws of Cricket as being out of reach of the batter.

Note: To assist umpires, the following applies:

- Any ball that pitches on the wicket, or passes the batter, that is outside the batter's reach, standing in their normal batting position, is a 'Wide'.
- A batter can be dismissed Run Out on a Wide.
- If the batter strikes or makes contact with the ball, then it is not a Wide.

6.6. Fielding Requirements

- Each team is required to use 2 Wicketkeepers for 10 overs each.
- No fielders (including slip fielders) within 15 metres of the striker, except for the Wicketkeeper, to encourage singles and safety.
- Fielding rotations are encouraged to be implemented at the discretion of the Coach, to ensure players experience all fielding positions.

6.7. Scoring

- Wides and No Balls are to be recorded against the bowler's analysis and extras for the Batting Team.
- Runs are scored in the normal manner.



- (c) Dismissals (wickets) are scored as 4 runs each and added to the bowling teams total at the completion of their batting innings.

