



MJCC

Metropolitan Junior Community Cricket Stage 2 Match Day Rules

**Year 6 and Year 7 Boys
Year 8-9 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

Contents

Preamble.....	1
Version Control.....	1
Reference.....	3
Rules.....	3
1. Match Details and Length.....	4
1.1. Match Options.....	4
1.2. Match Formats	4
1.3. Match Timing.....	4
2. Team Numbers	5
2.1. Maximum and Minimum Team Members	5
2.2. Lending Fielders	6
3. Match Equipment	6
3.1. Standard Equipment.....	6
3.2. Ball	6
3.3. Protective Equipment	6
4. Ground Setup	7
4.1. Pitch Length	7
4.2. Boundary Distance	7
5. Batting Requirements	8
5.1. Rotations	8
5.2. Mandatory Retirements	8
5.3. Mandatory Retired Batters	8
5.4. Retired Hurt Batters	8
5.5. Absent Batters.....	9
5.6. Dismissals	9
6. Bowling Requirements	10
6.1. Rotations	10
6.2. Overs per Bowler (T20 Matches)	10
6.3. Overs per Bowler (30 Over Matches)	10
6.4. Length and Structure of Overs	11
6.5. No Balls	11
6.6. Wides.....	11
6.7. Fielding Requirements	12



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 allocated in the fixtures as follows:

Match Type	Overs Allocated
T20	20
One Day	30

- (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 30 Minutes (150 Minutes)
30 Over Match	3 Hours 40 Minutes (220 Minutes)

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 at the conclusion of the following, in order of priority:

- i. The team is All Out;
- ii. The Allocated Time as per the following requirements:

20 Over Match	70 Minutes
30 Over Match	105 Minutes

- iii. The Completion of Allocated Overs as per the Match Formats.

- (c) The Team Batting Second is entitled to the same number of overs as the Team Batting First, except where the Team Batting First was all out, where they shall receive the full allocation of overs.
- (d) If time is called and the second team has faced fewer overs than the first team faced for its first innings, a result will be determined by the scores at the same number of overs that the second team faced.
- (e) There is a ten-minute change over between innings.
- (f) Drinks Breaks:
 - i. Drinks should be taken as follows, allowing for the wicketkeeper to change:

20 Over Match	10 Overs
30 Over Match	15 Overs

- 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.
- (g) Refer to Clause 4.2 of the General Rules should the innings of the team batting second be completed with 40 or more minutes remaining until the scheduled end of the Match.
- (h) Deliberate time wasting that may change the result of a match is a mandatory reportable offence.

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
9	7	11

- (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.
- (d) For the purposes of a team being 'All Out', the following shall apply:



Regular Number of Wickets	Number of Wickets Where Fewer than Standard Players
9	Number of Players Less 1

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.

These provisions do not apply to Finals Matches.

Examples:

- Team A has 8 players, Team B has 7 players. Upon request Team A must supply 1 x fielder only. Team A and Team B must not request fielders to make their fielding numbers up to 9.
- Team A has 11 players, Team B has 7 players. Upon request Team A must supply 2 x fielders.

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: If only 1 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) A standard 2-piece 142g cricket ball shall be used.
- (b) Each team provides a ball for their bowling innings.
- (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 18 metres from stump to stump.
- (b) The popping crease shall be 1.22 metres in front of the stumps.

4.2. Boundary Distance

- (a) In T20 matches, the boundary distance, measured from the stumps at the batter's end of the pitch, is 40 metres.
- (b) In 30 Over matches, 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 6 Boys	45 Metres
Year 8/9 Girls	
Year 7 Boys	50 metres

- (c) 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.
- (d) 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.
- (e) 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-2*



5. Batting Requirements

5.1. Rotations

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

- (a) Players must bat in a minimum of 5 different positions prior to the Mid-Season break.
- (b) Players must bat in a minimum of 5 different positions after the Mid-Season break. These can be the same 5 positions as prior to Mid-Season.
- (c) Batting positions 1 & 2 are treated as separate positions.
- (d) Any player named in the previous completed match who did not bat must bat in the following match they play.
- (e) Rotation of batting order is not required in any Finals matches.

Note: *These rotations must be strictly adhered to. Penalties for this are outlined in the MJCC Reports, Investigations and Outcomes Policy.*

5.2. Mandatory Retirements

- (a) Batters must not retire until they have faced their allotted number of balls.
- (b) In a 20 Over Match, each batter will retire immediately after facing 20 balls, inclusive of wides and no balls.
- (c) In a 30 Over Match:
 - i. Where there are 9 or less batters each batter will retire immediately after facing 30 balls inclusive of wides and no balls.
 - ii. Where 10 or more players are in a team each batter will retire immediately after facing 25 balls inclusive of wides and no balls.

5.3. Mandatory Retired Batters

- (a) Retired batters can return to bat only after all other members on the team list that are present have batted.
- (b) A retired batter can only resume their innings when all other batters have faced the required number of balls faced as per Rule 5.2 or have been dismissed.
- (c) Retired batters will resume their innings in the order of retirement.
- (d) A previously retired batter must be retired again after they have faced the required number of balls as per Rule 5.2 except if no other retired batters are remaining.

Note: *For the avoidance of doubt, a previously retired batter begins from 0 balls faced when they return.*

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

5.4. 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.

Note: *For the avoidance of doubt, a batter retired hurt resumes their innings from the number of balls previously faced when they return.*

5.5. Absent Batters

- (a) If a batter is not present to resume their innings after a break and was not retired before the break they will be recorded as Retired Out.
- (b) If the reason for not being able to resume their innings is unavoidable, they shall be recorded as Retired Not Out.
- (c) If a batter is not present to bat their innings, they will be recorded as Did Not Bat.

5.6. Dismissals

All Dismissals as defined in the Laws of Cricket shall apply except for the following:

- (a) There is no LBW for Year 6 Boys Competitions.
- (b) In Year 7 Boys and Year 8/9 Girls Competitions, a batter may not be given out LBW if the ball hits the batter on either pad or body and they are clearly playing forward in a genuine stroke.

Note: *In Year 7 Boys and Year 8/9 Girls, to assist umpires in their decision making:*

- Any batter making a genuine attempt to play forward on a synthetic pitch should not be given out LBW (ball likely to be going over the stumps)
 - Any player making a genuine attempt to play forward AND a genuine attempt to play the ball should not be given out LBW.
- (c) For Run outs by the bowler of the non-striker before delivering the ball the following shall apply:
- i. Each individual non-striker must be warned twice before being given out run out should the occurrence happen a third time.
 - ii. The umpire alone shall decide if a warning is appropriate, required and issued. The umpire shall confirm with each batter, the fielding team captain and batting team's coach when each warning has been issued.

Note: *The umpire shall decide if a warning is required. The bowler halting their bowling action prior to delivering the ball, does not automatically mean the batter will receive a warning.*



6. Bowling Requirements

6.1. Rotations

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

- (a) Players must bowl in a minimum of 5 different positions prior to the Mid-Season break.
- (b) Players must bowl in a minimum of 5 different positions after the Mid-Season break. These can be the same 5 positions as prior to Mid-Season.
- (c) Bowling positions 1 & 2 are treated as separate positions.
- (d) Any player named in the previous completed match who did not bowl must bowl in the following match they play.
- (e) Rotation of bowling orders are not required in any Finals matches.

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

6.2. Overs per Bowler (T20 Matches)

- (a) In teams of 10 players or less, each player, including the wicketkeepers, must bowl a minimum of 2 overs.
- (b) In teams of 11 players, 9 players must bowl 2 overs each and 2 players must bowl 1 over each.
- (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) A maximum of 4 overs per bowler.
- (f) Coaches are to ensure there is the opportunity for different players to bowl 4 overs in a Match and all players are encouraged to bowl in each Match.

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

6.3. Overs per Bowler (30 Over Matches)

- (a) Each player, including the wicketkeepers, must bowl a minimum of 2 overs.
- (b) In Year 6 Boys - No player, other than the designated second wicketkeeper, shall bowl more than 3 overs before all other players, excluding the first wicketkeeper, have bowled a minimum of 2 overs each.
- (c) In Year 7 Boys and Year 8-9 Girls – 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) In Year 7 Boys and Year 8-9 Girls – The second wicketkeeper is permitted to bowl up to 3 overs prior to assuming wicketkeeping duties.
- (e) A maximum of 5 overs per bowler.
- (f) Coaches are to ensure there is the opportunity for different players to bowl 5 overs in a match.

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



6.4. Length and Structure of Overs

- (a) There is a maximum of 8 balls per over.
- (b) Wides and No Balls are to be rebowled subject to a maximum of 8 balls per over.
- (c) 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.

6.5. No Balls

In addition to the Laws of Cricket:

- (a) A “No ball” shall be called for a delivery when:
 - i. 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.
 - ii. A ball bounces more than twice, 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.
 - A ball, which, after pitching, passes or would have passed above the batter’s shoulder with the batter standing upright at the crease.
 - If either of the above No Balls are called, the umpire is to warn the bowler that any further repetition in the innings will result in the bowler will be unable to bowl again in that innings. The over shall be completed by a different bowler, who shall not have bowled the previous over and shall not bowl the next over. For clarification, any part over bowled shall count as an over bowled for each bowler. A very slow bowler or spin bowler is exempt from these warnings and restrictions, unless the bowler bowls an obvious ‘quicker’ ball.
 - Part of the bowler’s front foot on landing, whether grounded or not, is not behind the popping 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.
- (b) 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:
 - i. A ball comes to rest in front of the line of the striker's wicket without having previously touched the bat or the striker.
 - ii. A ball is so far from the pitch that the striker leaves the pitch to attempt to play the ball.

6.6. 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 or Stumped on a Wide.
- If the batter strikes or makes contact with the ball, then it is not a Wide.

6.7. Fielding Requirements

- (a) Each team is required to use 2 Wicketkeepers for half of the allocated overs of the Innings.
- (b) No fielders shall be located within 10 metres of the striker, except for the Wicketkeeper, Slips and Gullies to encourage singles and safety.
- (c) No fielder may stand within 2 metres of the playing surface in front of the striker's wicket.
- (d) Fielding rotations are encouraged to be implemented at the discretion of the Coach, to ensure players experience all fielding positions.

