



MACKAY CRICKET

EST. 1891

Junior Cricket

By-Laws, Rules, Regulations
and Playing Formats

Season 2023-24

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MACKAY JUNIOR CRICKET ASSOCIATION INC.
RULES, REGULATIONS, PLAYING FORMATS

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REFERENCES:

Law of Cricket (2017 Code)

Cricket Australia – Minimum Standards for Players’ and Match Officials’ Areas at Domestic Matches

Cricket Australia – Anti-Harassment Code

Cricket Australia – Anti-Racism Code for Players and Player Support Personnel

Cricket Australia – Code of Behaviour for Players and Player Support Personnel

ASSOCIATION BY-LAWS, RULES, REGULATIONS & PLAYING FORMATS

The following has been produced to contain the By-Laws, Playing Rules, Regulations and Playing Formats for competitions conducted by the Mackay JUNIOR Cricket Association Incorporated. These rules and conditions are to be read in conjunction with the Laws of Cricket (2017 Code) as amended and contained in this document.

The rules apply unless otherwise specifically stated for a certain age group.

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

The Junior Team Officials and team captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

According to the Laws the umpires and in Junior Cricket, TEAM OFFICIALS are the sole judges of fair and unfair play. The umpires or team officials may intervene at any time and it is the responsibility of the team official to act where required.

There is no place for any act of violence on the field of play.

Captains, umpires and team officials together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

Code of Behaviour

The Code of Behaviour applies to all players, officials, office bearers, spectators and members of clubs that participate in any affiliated association competition or fixture of the Mackay JUNIOR Cricket Association. It applies to all officials, office bearers and members of all affiliated Umpires Associations, and it applies to any person whether they are on or off the field or taking part in a match or not.

The Code of Behaviour applies to all players, spectators and officials, they must not assault or attempt to assault an Umpire, another player or spectator; or abuse, either verbally or physically, another player, Umpire or spectator. Players and officials are not to dispute an Umpire's decision or react in an obviously provocative or disapproving manner towards an Umpire, or their decision. Players and officials are not to use crude and abusive language, hand signals or other gestures, or refuse to supply their full name and registered address, when required by a person eligible to lodge a report. Players and officials are not permitted to time waste, conduct on field coaching, take any action likely to bring about a contrived result or undertake any conduct that is against what is understood to be the commonly accepted 'Spirit of the Game'.

The Mackay JUNIOR Cricket Association expects team officials to act strongly and promptly to prevent the use of foul language, either in general or directed specifically at individual players, and to report players who express dissent from their rulings.

1.1. LAWS OF CRICKET

The Law of Cricket (2017 Code) will apply except as varied below.

All references under the Laws of Cricket or Cricket Australia Regulations to 'Governing Body' or 'Cricket Australia' shall be replaced with Mackay JUNIOR Cricket Association (MJCA) for the purposes of these Playing Conditions.

1.2. ASSOCIATION MATTERS

1.2.1. The Association Junior Sub-Committee may deal with all or any matters, whether referred to in these Playing Conditions or not, when requested to do so.

1.2.2. The Junior Sub Committee consists of the following:

1.2.2.1. Junior Director: elected by the Junior Delegates

1.2.2.2. Junior Secretary: elected by the Junior Delegates

1.2.2.3. Junior Delegates: elected by each individual association club

1.2.3. Voting at a Junior Sub Committee meeting

1.2.3.1. Junior Director – one vote

1.2.3.2. Junior Delegates – one vote

1.2.3.3. Junior Secretary – no vote unless also a Junior Delegate

1.3. COMMENCEMENT OF SEASON

1.3.1. The playing season shall commence as early as practicable after the third term school holidays of every year unless otherwise decided by the Junior Sub-Committee.

1.4. AFFILIATION FEES

1.4.1. Each club shall pay to the Association an amount, as fixed from time-to time, to cover affiliation and registration fees for players and teams. Fees will be as determined by the Association on a per Team basis and will be invoiced to each Club.

1.4.2. Individual clubs will determine player fees for that club.

1.5. FINANCIAL OBLIGATIONS

1.5.1. Any member failing to satisfy the financial obligations or debt due by them to their club, or the Association, may be disqualified by the Junior Sub-Committee from playing in any matches until such obligations or debt is satisfied

1.5.2. All clubs must be financial with the Association as at the 1st August each year to be allowed to participate in next year's fixtures.

1.5.3. All clubs must be financial with the Association as at the end of the month preceding the finals in order to be eligible to play those semi-finals and finals.

1.5.4. Each club shall pay to the Association an amount, as fixed from time-to time, to cover affiliation and registration fees for players and teams.

1.5.5. Clubs that are not up to date with fees at the completion of the season may be denied the opportunity to participate in the finals that the club may have qualified for until the fees are paid.

1.6. PLAYER/TEAM REGISTRATION

1.6.1. To be affiliated with the Association the following must be forwarded to the MJCA Secretary before teams are allowed to play.

1.6.1.1. Name of Club, team and age group.

1.6.1.2. Name, email address and phone number of the coach and/or manager of the team.

1.6.1.3. As per MJCA Member Protection Policy, ALL coaches and managers must present their BLUE CARD on application or notification of junior team involvement.

1.6.2. The MJCA has adopted the PlayHQ programme as its preferred data base for player registrations. Before the completion of the first fixture of the season.

1.6.2.1. Each club must lodge the names and details of all registered players by electronic submission in PlayHQ.

1.6.2.2. Each club must select their teams in PlayHQ in order to assist with the scoring and recording of results (see section 1.17)

1.6.2.3. Additional Registrations - Any new players registered during the season must have their names and details lodged by electronic submission in PlayHQ and will be added to their team prior to the completion of the first fixture in which they participate.

1.6.3. No player shall be registered to play with more than one (1) club during the season without the consent of the Junior Sub-Committee.

1.6.4. No member leaving one (1) club and joining another shall be allowed to play in any Association or other match between Associated Clubs until they have provided confirmation that they are financially clear of the club of which they were originally a member.

1.6.5. Should it be determined that the club has contravened Playing Condition 1.6.4 by playing an uncleared and unregistered player, the offending team shall receive no points from that/those match (s) in which the uncleared member participated.

1.7. PLAYERS' CONDUCT and BEHAVIOUR

Traditionally, Cricket has been the one sport to maintain and promote the highest levels of conduct and sportsmanship. While always a competitive sport, its continued strength and its image relies on the acceptance of the Umpire's decision and a preparedness to play within the "spirit of the game".

ALL PLAYERS AND OFFICIALS SHOULD BE WELL AWARE OF THE STANDARDS EXPECTED AND CONSEQUENTLY, ANY PLAYER OR OFFICIAL WHO BREACHES THIS CODE CAN EXPECT LITTLE SYMPATHY IF FOUND GUILTY.

It is the responsibility of everyone associated with the Mackay Cricket Association - Club Officials, Team Captains and especially the Players - to ensure the level of conduct and sportsmanship traditionally inherent in the Game is observed.

This policy applies to ALL competitions.

This Code applies to any player or official representing the Mackay Cricket Association, including participating in any competition, tour or training camp, from the time of departure from the player's or official's usual private residence prior to the tour or camp until return to that residence after the tour or camp.

"Official" means the manager or a member of the coaching, medical or fitness staff of a team; the selectors of a team; any other person acting in an official capacity for the Mackay Cricket Association or a Grade Club in relation to a team; or an umpire of a match.

The Code

The captains and coaches are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws.

This Code applies to all registered players, officials and umpires whether participating or spectating at any match or event under the auspices of Cricket Australia or Queensland Cricket, including matches sanctioned by Queensland Cricket Affiliates. It applies in addition to and not in substitution for the ICC Code of Conduct and the Cricket Australia Code of Behaviour, Racial and Religious Vilification Code and the Anti-Harassment Policy, [the Codes]. Specifically:

- Players, officials and umpires must not abuse cricket equipment or clothing, ground equipment or fixtures and fittings.
- Players, officials and umpires must not assault or attempt to assault an umpire, a player, an official or spectator.
- Players and officials must not react with unnecessary obvious dissension, displeasure or disapproval either towards an umpire, his decision, or generally, following an umpiring decision.
- Players and officials must not use crude or abusive language, or otherwise engage in conduct detrimental to the spirit of the game. An Umpire would be expected to caution the player and advise the Captain of his concern before reporting any player for this type of behaviour.
- Players and officials must not indulge in conduct detrimental to the game.
- Players and officials must in no way use crude or abusive hand signals.
- Players and officials must not engage in any form of racial or religious abuse or harassment as defined in the Mackay Cricket Association Racial and Religious Vilification Code, the Cricket Australia Racial and Religious Vilification Code or Anti-Harassment Policy.
- Without limiting any other rule, players and officials must not make public or media comment that is detrimental to the interests of the game.

1.7.1. All players shall be bound by the terms of the Code of Behaviour and Racial & Religious Vilification Code as adopted by the Mackay Cricket Association Inc. (Appendix A & B).

1.7.2. Disorderly Conduct - Refer to Code of Conduct attachment (Appendix A)

1.8. DISPUTES, PROTESTS and APPEALS

1.8.1. Any Club may refer a dispute to the MCA. That Club shall forward a clear statement, in writing, of the matter in dispute, within seven (7) days of the completion of the match in which the dispute shall have arisen to the MCA Sports Operations & Facilities Manager.

1.8.2. All Mackay Junior Cricket disputes, protests and Appeals (Should Clubs have an issue with application of the rules they are able to appeal to the Appeals committee) will be dealt with in accordance with section 3.15 of the Senior Cricket Rules, Regulations & Playing Conditions.

1.8.3. Should clubs choose to appeal beyond the Mackay Cricket Association process it will be dealt with in accordance with the rules of those bodies.

1.9. DELEGATES MEETINGS

- 1.9.1.** Each club is allowed 1 delegate representative to attend MJCA delegate meetings. Clubs are required to provide a minimum number of delegates to each meeting as determined by the Associations Constitution. Clubs are encouraged to include one of their executive committee members to attend delegates meetings
- 1.9.2.** Special delegates meeting can be called during the offseason.
- 1.9.3.** A forum will be held within one (1) month of the completion of the season.

1.10. DRAWS, WASHOUTS and PREMIERSHIP CATCH-UP GAMES

- 1.10.1.** The Junior Sub-Committee in conjunction with the MCA Sports Operations & Facilities Manager and the Sports Administrator have the responsibility for drawing up a schedule of matches and venues.
- 1.10.2.** Every endeavour will be made to have a completed draw ready by the start of the season.
- 1.10.3.** U11 to U17 will normally be played on Saturday mornings, U8 and U10 (Blasters) will be played on Friday nights.
- 1.10.4.** The Junior Sub-Committee reserves the right to change the draw in any particular way, such changes will be notified by email to the nominated club delegates and where possible through the media.
- 1.10.5. Washouts** – In the event of a first day washout in a two (2) day game, the game will be reduced on the second day to a one (1) day game.
- 1.10.6.** Where possible, Harrup park wickets will be reserved for Sunday play when Saturday play is lost due to rain.
- 1.10.7.** In the event of a washout, clubs are encouraged to play “catch-up” games on allocated reserve days allocated throughout the season
- 1.10.8.** Reserve days will be allocated in the draw (where possible) to accommodate Washout days.
- 1.10.9.** If catch up games cannot be played on allocated reserve days, then the points will be awarded as for a washout.
- 1.10.10.** The Junior Sub-Committee is responsible for the availability of an alternative ground in consultation with the MCA Sports Operations and Facilities Manager and/or Sports Administrator.

1.11. FITNESS OF GROUNDS

- 1.11.1.** Laws of Cricket (2017 CODE) - Law 6.2 (Fitness of the pitch for play) will apply with the following amendment:
- 1.11.2.** Prior to the ground being handed over to the umpires in control of a match, the Grounds Director and Head Groundsman will be the sole judge as to the condition of the grounds. Should the Head Groundsman not be satisfied that the ground will be in a condition to begin the match, they will notify the Sport Administrator to advertise that cricket will not be taking place. Once satisfied that the pitch will be playable, the Head Groundsman will hand control over to the umpires.
- 1.11.3.** On fields that the Head Groundsman does not have control over, the Coaches of each side playing at that ground must perform a Risk Assessment Check prior to taking the field. JLT Game day Check list form available from the MCA web site.

1.12. USE OF LIGHT METERS

- 1.12.1.** Light meters will be used in all games when and as required.
- 1.12.2.** Light meter readings of 100 lux or less are unplayable.

1.13. PLAYERS TO CONSTITUTE A TEAM – Incomplete Teams

- 1.13.1.** Team numbers for each grade are governed by the Australian Cricket Junior Formats as adopted and modified by the MJCA.
- 1.13.2.** The Junior Sub-Committee has the discretion to vary this number to ensure participation by as many teams and

players as possible.

- 1.13.3.** If a club on two (2) consecutive matches arranged by the Association fails to field a full team as per the junior grade formats of any age group in which it is competing, the matter shall be reported to the Junior Sub-Committee.
- 1.13.4.** The Junior Sub-Committee shall make every endeavour to find additional or substitute players for that team or take any other appropriate action to assist that team.
- 1.13.5.** Where team numbers are not specified in the Junior format, no fewer than 7 players shall constitute a team before a forfeit can be claimed.
- 1.13.6.** A forfeit under this rule can only be claimed before the commencement of play on either day. Should a team not be able to field a team within 15 minutes of the schedule start of play, the opposing Captain will claim a forfeit. Note: clause 1.13.11.3 below.
- 1.13.7.** One team may loan players to another team to ensure a match is played but the team with insufficient players cannot claim points for the match win, they will still forfeit the match
- 1.13.8.** Any team claiming a forfeit must inform the Association in writing within 48 hours of the days play.
- 1.13.9.** Any club or team which shall have failed to play 2 consecutive matches in one (1) season may be compelled to forfeit all rights to memberships or representation to the Association.

1.13.10. Playing Down & Subbing Up

- 1.13.10.1.** A team may include up to three (3) players that would normally be playing for the age group immediately above if their ability is better suited to the lower age group. These players:
 - 1.13.10.1.1.** Must have played 25% of the available games for the season to qualify in any finals games, and:
 - 1.13.10.1.2.** Will be ineligible to play representative cricket unless the club they play for does not have a team in the player's correct age group.
- 1.13.10.2.** If a player plays more than Six (6) games in an upper age group in the MJCA competition, they are not permitted to return to the lower age group for the remainder of the season.
- 1.13.10.3.** If a player is wanting to play down an age group (boys 1 year down and girls 2 years down) a dispensation form must be completed by the club and sent to the Mackay Cricket Administration for consideration.

1.13.11. Inability/Refusal to Play

- 1.13.11.1.** If any team is unable to or refuses to proceed with a match within 15 minutes of the appointed time, the match shall be forfeited by the team unwilling or refusing to play.
- 1.13.11.2.** In two (2) day games, if a team refuses to bat in the second innings this shall be treated as a forfeit by the team refusing to bat and outright points may be awarded at the discretion of the Junior Sub-Committee.
- 1.13.11.3.** **In the spirit of Cricket it would be expected that the coaches of opposing teams would show leniency to teams travelling some distance for matches and allow later starts where necessary. Remember our aim is to play cricket.**

1.14. FIXTURES

- 1.14.1.** Normally fixtures will be played on Saturday morning's, but the Junior Sub-Committee may vary this according to the availability of fields and the needs of the association and other bodies for representative and other fixture.
- 1.14.2.** The Junior Sub-Committee will determine upon which wickets the matches will be played.
- 1.14.3.** No alteration in these allocations shall be made unless sanctioned by the Junior Sub-Committee.
- 1.14.4.** The penalty for altering these matters without sanction of the Junior Sub-Committee will be the forfeiture of any points awarded to either side for the match
- 1.14.5.** The Junior Sub-Committee shall allow fixtures to be postponed only under extraordinary circumstances.
- 1.14.6.** The Junior Sub-Committee will determine which ground fixtures are played on.

1.15. INSURANCE

NB: Cricket Australia's insurances cover only the outdoor competitions sanctioned by the MJCA. Indoor versions of the game are covered separately.

- 1.15.1. Players, coaches and volunteers are covered by the National Club Insurance Scheme.
- 1.15.2. For this cover to apply it is extremely important that all clubs maintain up to date information on their membership in PlayHQ.

1.16. TWO CLUBS TEAM IN THE SAME AGE GROUP

- 1.16.1. If any Club nominates more than one (1) team in any age group, any player, having played two (2) completed matches with one (1) team, shall not be permitted to play for any other team in the same age group without the express written permission of the Junior Sub-Committee.

1.17. RESULTS, SCORING and SCOREBOOKS

- 1.17.1. **Scores can be entered live using the PlayHQ scorer's app.** Where the PlayHQ scorer's app is NOT used:
- 1.17.2. Scorers and/or Coaches and Captains should balance and compare scorebooks at the completion of each day's play. An official from each team is to sign both scorebooks to ensure agreement on the match result.
- 1.17.3. Each team is responsible for ensuring that the paper scorebook is accurately kept. The scorebooks shall be kept by the coach or team representative and scores shall be entered in PlayHQ web site within 120 hours, (5 Days) after the completion of the days play.
- 1.17.4. The scorebooks need to have at least the following:
 - Full names – both batters and bowlers.
 - All details completed – batters score and how out, sundry total (s), bowler's figures and total score.
 - A team total needs to be agreed upon and circled.
 - A game result (eg: Team A won first innings by 34 runs) written and signed by the team official. Both teams are to record the match result and all required match details including statistics of individual batting, bowling and fielding into PlayHQ within the requested time allocation (120 hours – 5 days after the match).
- 1.17.5. Failure to comply with the above rulings may result in player being ineligible for individual trophies.
- 1.17.6. **Playing Time - All Game Formats Matches will continue until the scheduled close of play.** The team batting last is always entitled to receive its maximum first innings overs even after a result has been reached. Official Scoring shall conclude at this point and those results entered into PlayHQ to record the official result of the Match. Scoring should continue in an unofficial capacity to allow all player to have their scores recorded. Play may only cease earlier at the agreement of both teams. Such an agreement is to be recorded in both score books and signed by both teams.
- 1.17.7. If Significant Playing Time Remains after a result has been obtained - Coaches are encouraged to come to arrangements for unofficial play which will be recorded on the official PlayHQ results program, however, can be completed in the manual scorebook. Any scores or individual results will go towards players' individual scores for the end of season awards.

1.18. HOURS of PLAY and OVERS PER INNINGS

Unless otherwise advised by the Junior Sub-Committee, hours of play shall be as follows:

1.18.1. Saturdays Play

8.00am – 9:45am, 1st Innings and 10:00am - 11.45 am 2nd Innings. Games must not be extended beyond 11.45am on turf wickets to allow wickets to be prepared for senior games.

1.18.2. Sundays Play

Half day. 9.00am to 12.45pm

1.19.3 Overs Per Innings

If the maximum number of overs has not been reached by the 9.45am 1st innings cut off then both innings for the match will be reduced to the number of overs reached at 9.45am. eg 23 overs of scheduled 25 over match

NOTE: At Harrup Park, No Sundays play before 9:00am to allow golfers to depart.

1.19.4 Target Reached:

If the target is reached by the chasing team before the 25 overs, the game will continue. All scores to be recorded in PlayHQ as the official.

1.19. COVERING THE PITCH

1.19.1. Junior cricketers are to cover the pitch if/when rain appears during the mornings play.

1.19.2. The covers shall be applied as per the "Covering the Pitch – Covers Duty" procedure (Appendix C)

1.19.3. This process will be under the direction of the Head Groundsman or his delegate.

1.19.4. If MJCA provide covers for the Nita Fleming Vigoro Fields this will be responsibility of the junior teams playing on the field on the Saturday to cover the pitch for the Saturday game. Covers will need to be dried and packed away from the teams after the game.

1.20. ATTIRE

In all fixtures players must play in the following attire:

1.20.1. Shirts in club colours, white or cream long trousers or shorts, predominantly white socks and shoes. Note: NO football socks or long trousers tucked into long socks.

However, new players could play (up to TWO (2) games) in attire that is not normal standard. If a player consistently wears clothing that is not the official club attire, that person will not be allowed to play until correct attire is worn.

1.20.2. On concrete/Astro/synthetic wickets, shoes should have solid rubber or equivalent soles. On turf wickets spikes **MUST** be worn when batting and bowling.

1.20.3. Club monograms are permissible on the pockets of the shirt.

1.20.4. Players not wearing club colours must wear traditional white cricket attire.

1.20.5. ALL players must wear shoes during matches.

1.20.6. The only permissible headwear is the CLUB cap or a broad brimmed fielding hat in club colours or in white or cream with or without the club logo. Note: Representative caps or hats must not be worn during association fixtures.

1.20.7. Coaches/Managers should police the attire rule. Opposition coaches and managers may report persistent breaches to the Junior Sub-Committee for action as deemed to be appropriate.

1.21. THE BALL

1.21.1. Under 8 Junior Blaster – Ball Supplied

1.21.2. Under 10 Master Blaster – Ball Supplied

1.21.3. Stage 1 U11 - Kookaburra Commander 142g

1.21.4. Stage 2 U12 - 142-gram 2 piece Kookaburra Crown Red

1.21.5. Stage 2 U13 - 142-gram 2 piece Kookaburra Crown Red

1.21.6. Stage 3 U14 - 142-gram 2 piece Kookaburra Red King (Girls Team 2023/24)

1.21.7. Stage 3 U14 - 156-gram 2 piece Kookaburra Red King

1.21.8. Stage 3 U15 - 156-gram 2 piece Kookaburra Red King

1.21.9. Stage 3 U17 - 156-gram 2 piece Kookaburra Red King

1.22. SLEDGING, POOR SPORTSMANSHIP

1.22.1. Sledging, poor sportsmanship or swearing of any sort shall not be tolerated. Offenders shall be warned and;

1.22.2. With any instance of persistent sledging, poor sportsmanship or swearing the issue shall be reported in writing to the Junior Sub-Committee by the reporting clubs Junior Coordinator/Delegate. Such instances will be investigated, and penalties imposed if required.

1.23. DUTY OF CARE

1.23.1. All affiliated clubs; their Coaches and Managers are reminded that cricket is a game with potential risks for the players. All batsman should be made aware of the benefits of using protective equipment, such as but not limited to, helmets, leg guards, gloves, arm guards, abdominal protection and (for males) a protector.

1.23.2. A batter must wear a British Standard 7928:2013 compliant helmet at all times when batting.

1.23.3. Wicketkeepers In Junior Competitions - At all times when wicketkeeping, the wicketkeeper must wear a British Standard 7928:2013 compliant helmet.

1.23.4. Any player that is aged less than 18 years is prohibited from fielding any closer than 10m from the bat (unless acting as a Wicketkeeper or fielding in the Slips or a Gully position).

1.23.5. If a fielder is in breach of 1.24.4 above, prior to the ball striking the batter, passing the stumps or being hit by the batter either umpire shall call and signal "dead ball".

1.23.6. Play shall cease immediately, if a lightning flash is followed by thunder less than 30 seconds later. Play shall not resume until 30 minutes after the last such lightning flash

1.24. LIGHTNING AND THUNDER

1.24.1. All umpiring officials, Captains, coaches and managers are to exercise extreme caution during thunderstorms. The following 30/30 rule is to apply to all association fixtures

1.24.2. If lightning and thunder are separated by a period of time of less than 30 seconds, then the lightning is close enough to be a threat and players & officials/umpires are to leave the field or training area immediately and seek shelter;

1.24.3. A period of 30 minutes should elapse before play is resumed, that is, after seeing the last lightning flash, wait 30 minutes before resuming play. If during this time lightning is again observed, the 30 minutes starts again.

Fixtures at Harrup Park – any official or umpire, after observing lightning will initiate 3 short bursts of an air horn to signal to all fields that lightning is in the area and players are required to immediately leave the playing area & seek shelter. The initiating umpire will monitor the timing of the lightning and communicate to all official umpires &/or captains when play is to resume.

1.25. PLAYER TROPHIES

1.25.1. Individual player trophies will be awarded in age groups U12 to U17, based on the individual player statistics entered in PlayHQ for the regular season matches (excluding finals).

1.25.2. In the event of players tying in the batting and bowling aggregate trophies, the player with the best average will be declared the individual trophy winner.

1.25.3. To be eligible for the batting average trophy, the player must have scored a minimum of 100 runs.

1.25.3.1. Under 12 to be eligible must have scored a minimum of 75 runs.

1.25.4. To be eligible for the bowling average trophy, the player must have bowled a minimum of 20 overs.

1.25.4.1. Under 12 must have bowled a minimum of 10 overs

1.26. CLUB CHAMPIONSHIP TROPHY

1.26.1. Points will be allocated to clubs based on match results entered in PlayHQ.

- 1.26.2.** In the event of any club having more than one side nominated in any age group, the average points for those sides will go towards the Club Championship.

1.27. GRAND FINAL – FINALS ELIGIBILITY

- 1.27.1.** A Grand Final will be held between the top team on the ladder on the date set out in the draw and the winner of the 2 v 3 semi final. Grand Finals will be played for Age Groups U12 to U17. If an age group consists of 7 or more teams, Semi Finals will be 1 v 4 and 2 v 3 to be played to determine the top two teams to play the Grand Final.
- 1.27.2.** The Junior Sub-Committee may nominate an alternative date for the grand final in the event that no play is possible on the original date set out in the draw. The draw will include the following weekend for the grand final to be played.
- 1.27.3.** If both the grand final and alternative date is washed out, the team in position 1 will be deemed the winner.
- 1.27.4.** At the discretion of the Junior Sub-Committee, any final may be relocated to an alternative venue (e.g. synthetic wicket in lieu of turf), prior to the commencement of the match.
- 1.27.5.** If rain intervenes, to constitute a match the same numbers of overs for each side must be played.
- 1.27.6.** The Grand Final is to be played in quarters if the age group normally plays in quarters.
- 1.27.7.** All players must have played 25% of any scheduled games of that age division or below.

1.28. PREMIERSHIP POINTS

Premiership points are awarded on the results of both the one (1) day and two (2) day formats of games as per the following:

1.28.1. ONE (1) DAY Matches

Win	8
Loss	2
Draw/Tie	4

1.28.2. Forfeits

- 1.28.2.1.** Any team on receiving a forfeit in a match shall be awarded maximum points
- 1.28.2.2.** No points shall be awarded to any team forfeiting a match.

1.28.3. Byes

- 1.28.3.1.** In the event of a bye in a grade where not all teams receive the same number of byes, the team who has the bye shall receive 8 points for that round.
- 1.28.3.2.** In grades where all teams receive the same number of byes, the team having the bye shall receive zero points.

1.29. AGE GROUPS, COMPETITIONS and JUNIOR FORMATS

Mackay Junior Cricket Association has adopted the Australian Cricket Junior formats as their preferred playing format for all junior age groups.

The MJCA reserves the right to formulate graded age competitions if team numbers are sufficient. Graded age competitions will commence each season with 3 to 4 matches of grading games, the teams will be graded on performance and ability if applicable.

1.29.1. Age Grouping

Refer to MJCA Modified Cricket Australia format appendix 1 for indicative age groups

1.29.2. Competition

Refer to Appendix 1

1.29.3. Draw

- 1.29.3.1. The draw will be created & published in PlayHQ for all competitions to achieve the maximum number of matches throughout the season
- 1.29.3.2. Clubs can nominate multiple teams in each age group.

1.29.4. Girls Competitions

This competition is to allow girls between the ages of 11 and 15 the opportunity to play cricket in the same gender environment. It will consist of as many teams that are nominated from the respective clubs. Clubs can nominate multiple teams in this age group.

- 1.29.4.1. The girl's completion draw will follow the MCA Modified Australian Cricket Junior Format Stage 2 (T20).
- 1.29.4.2. The competition draw will be created & published in PlayHQ for all competitions to achieve the maximum number of matches throughout the season
- 1.29.4.3. The matches will normally be played on Friday afternoon/evenings

FULL copies of competition draws can be downloaded from the PlayHQ website. Contact the MCA Cricket Administrator (sportsadmin@harruppark.com.au) if you need further information

1.30. PlayHQ

PlayHQ is the home of community cricket in Australia. As well as allowing people to manage a wide range of club tasks, including match results and scores, player availability and team selections it is also a one stop resource for clubs providing a host of tools to help make club administration roles easier.

The Mackay Cricket Association has adopted the PlayHQ programme as its preferred data base for gathering cricket results, player scores and player registrations for all competitions conducted within the association.

- 1.30.1. All players who play in the Mackay Cricket Association competitions must be registered with PlayHQ.
Players can login to the PlayHQ website and update their personal details and availability.
Players transferring between clubs must seek a clearance from their previous club through the PlayHQ clearance system.
- 1.30.2. All match results must be entered in PlayHQ after each match by the team or club representative. Match results and player scores must be entered within **120 hours (5 days)** of the completion of the game and before the commencement of the following round.
- 1.30.3. Representatives who enter match results must enter ONE of the following from the "RESULTS" drop down screen. By entering the correct result, the appropriate points will be displayed correctly on competition ladders.

ONE (1) Day Games	T20/T25 Games
WON FIRST INNINGS	WON FIRST INNINGS
LOST FIRST INNINGS	LOST FIRST INNINGS
TIE FIRST INNINGS	TIE FIRST INNINGS
MATCH DRAWN	MATCH DRAWN
MATCH ABANDONED	MATCH ABANDONED
WON ON FORFEIT	WON ON FORFEIT
LOST ON FORFEIT	LOST ON FORFEIT
WON ON WASHOUT	WON ON WASHOUT
LOST ON WASHOUT	LOST ON WASHOUT

1.31 GENERAL RULES

1.31.1 Umpiring and Coaching

- 1.31.1.1 It is highly recommended that parents should not umpire from the end that their son/daughter is bowling from.
- 1.31.1.2 Coaches/Umpires may not assist the captains in the placement of fields in the Under 14, Under 15 and Under 17 age groups.
- 1.31.1.3 The captains, coaches and umpires control the conduct on the field.
- 1.31.1.4 Umpires and coaches are to enforce no "Mankads" in any junior competition games.

1.31.2 No Ball

Normal No ball rules apply and

- 1.31.3 A pitched ball that bounces more than once before it reaches the batter in his/her Normal Batting Stance is a No Ball.
- 1.31.4 A full toss above the waist is a No ball
- 1.31.5 A pitched ball that bounces above the batters shoulders when a batter is in their normal batting stance is a No ball
- 1.31.6 If the ball hits the edge of a concrete pitch it is a No ball Dead Ball (no further runs can be taken)
- 1.31.7 In Stage 1 & 2, No-ball (dead ball) when ball pitches either fully off the astro pitch concrete, or if it strikes the edge and jags off. Both achieve the same result (one to the score and no byes can be run).
- 1.31.8 In Stage 3, No-Ball (dead ball) if ball lands on the turf wicket and pitches off and a player moves off the turf wicket to hit. Note: The ball will be counted as runs if the player stays on the pitch to hit.
- 1.31.9 In Stage 3 all No ball is a Free Hit unless the 8th ball of the over.

The revised junior formats are aligned to the Australian Cricket Pathway.

The principles of the Pathway are:

1. Focus is on enhancing players enjoyment and retention by:
 - ✓ Encouraging players to compete at their skill level (age is indicative only)
 - ✓ Graduated player numbers to increase activity levels for all players by providing more space on field and game opportunities
 - ✓ Graduated complexity of match formats to support skill development
 - ✓ Providing options of game duration to suit players and families
2. Formats are aligned to the Australian Cricket Pathway competency framework and are consistent across Australia
3. Representative cricket is designed to stretch the best players. This includes inter-association, Regional, State and National Championships
4. Coach development, accreditation and skills are aligned to the formats and level of the player
5. Coaching resources are consistent with the Australian Cricket Pathway framework and support development of player skills throughout the formats
6. Female pathways can use same formats however the progression may be different depending on experience and numbers of players

JUNIOR FORMATS FOR MJCA.

Season – 2023-24

AGE GROUP	FORMAT
U8's	Junior BLASTERS
U10's	MASTER BLASTERS
U11's	STAGE 1 – 20 Overs
U12's	STAGE 2 – 25 Overs
U13's	STAGE 2 – 25 Overs
U14's	STAGE 3 – 25 Overs
U15's	STAGE 3 – 25 Overs
U17'S	STAGE 3 – 25 Overs

*Note: for scoring, all extras **COUNT** as balls faced in all age groups.

SUMMARY	Playing and competing
PURPOSE	MCA
DESCRIPTION	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length
INDICATIVE AGE	U14-U17
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach
GAME TYPE	<ul style="list-style-type: none"> 25 over game
BALL	<ul style="list-style-type: none"> 156-gram 2-piece Kookaburra Red King (Boys) 142-gram 2 piece Kookaburra Red King (Girls)
TIME	<ul style="list-style-type: none"> 180mins (3hrs) – 8am start. Cut-off time 11.45am. Please refer to Match Management document for time saving strategies.
EQUIPMENT	<ul style="list-style-type: none"> Helmet's <u>must always be worn</u> whilst batting & wicket-keeping. Pads Gloves Protector Additional safety equipment can be worn based on match conditions and/or personal preference.
BOUNDARY	<ul style="list-style-type: none"> 50m (maximum) Boundary to be measured from the centre of the pitch.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Hard Wicket or Turf Wicket 20.1m (standard pitch length)

OVERS	<ul style="list-style-type: none"> 25 overs per team
TEAM	<ul style="list-style-type: none"> 12 players per team
INNINGS	<ul style="list-style-type: none"> Max 25 overs per team or 11 wickets. Overs to be bowled within allocated time. <p>1st innings starting time: 8am Innings break: 9.45am (1hr 45mins) 2nd innings start 10.00am Finish 11.45am (1hr 45mins)</p>
BATTING	<ul style="list-style-type: none"> There is no compulsory retirement in Stage 3, however Under 14 will include a retirement at 30 balls faced. Player retirement (40 balls faced) at the coach's discretion in U15 and u17. If retirement limit enforced, any retired batters may return to the crease once all others have batted, in the order they retired. No last man standing in the rules. Once all wickets achieve the innings is complete. If the chasing team reach the target, the game will continue to give all players a game. Scores will continue in PlayHQ and will go towards individual results for the end of season awards.
BOWLING	<p>6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled).</p> <p>A minimum of 6 players must bowl.</p> <p>There is a maximum of 5 overs per bowler.</p>
FIELDING	<ul style="list-style-type: none"> To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach. No fielders within 10 metres (except regulation offside slips, gully and wicketkeeper). No More than 5 fielders outside the circle
DISMISSALS	<ul style="list-style-type: none"> All modes of dismissal count. New rule: If a player is caught, whether batters cross, the new batter will always begin at the striker's end, unless the end of the over.

SUMMARY	Playing and competing
PURPOSE	MCA
DESCRIPTION	A format that looks to further develop the cricket skills of kids that are playing their 2 nd or 3 rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 3-hour window.
INDICATIVE AGE	U13
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach
GAME TYPE	<ul style="list-style-type: none"> T25 (25 over game)
BALL	<ul style="list-style-type: none"> 142-gram 2 piece Kookaburra Crown Red
TIME	<ul style="list-style-type: none"> 180 mins (3hrs) – start 8am Cut-off time 11.45am Please refer to Match Management document for time saving strategies.
EQUIPMENT	<ul style="list-style-type: none"> Helmet's <u>must always be worn</u> whilst batting & wicket-keeping. Pads Gloves Protector Additional safety equipment can be worn based on match conditions and/or personal preference. 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required. Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended. Measuring tape or string to measure Pitch length and boundary. Boundary markers Chalk, tape or paint to mark crease.
BOUNDARY	<ul style="list-style-type: none"> 45m (maximum) Boundary is to be measured from the centre of the pitch. Refer to Boundary Setup Document for further information on the boundary setup process.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Hard wicket or Turf Wicket. 18m length – measured stump to stump. For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m).

OVERS	<ul style="list-style-type: none"> Max 25 overs per team
TEAM	<ul style="list-style-type: none"> 9 players per team 7 players per team minimum are required to play the game. 11 players per team maximum are to be allocated to a team (maximum 9 players on field at any given time).
INNINGS	<ul style="list-style-type: none"> 1 innings of 25 overs per team or as per Competition Time
BATTING	<ul style="list-style-type: none"> All batters retire at 20 balls faced (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. If the team has more than 9 players, those players that did not bowl must bat. The innings is deemed as closed after 8 wickets have fallen or the batting team has completed their allotted overs. (11 players can bat, but only the 8 wickets can fall for the innings). No last man standing.
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). Maximum of 4 overs per bowler. * Please see Recommended Bowling Breakdown for recommended over per player options. If the team has 9 players or less, all players must bowl (excluding wicketkeeper). If the team has more than 9 players, a maximum of 9 players can bowl only. Those players that did not bat must bowl. Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match. Bowlers change ends at 10 overs. Bowlers can bowl from one end for the entire game at competition manager's discretion.
FIELDING	<ul style="list-style-type: none"> To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach. No fielders within 10 meters of the bat (except regulation offside slips, gully and wicket keeper). If more than 9 players are present at a match, they should rotate onto the field each over. Teams have the option to change wicketkeepers after 10 overs. No More than 5 fielders outside the circle
DISMISSALS	<ul style="list-style-type: none"> All modes of dismissal count. All modes of dismissal count. New rule: If a player is caught, whether batters cross, the new batter will always begin at the striker's end, unless the end of the over.

SUMMARY	Playing and competing
PURPOSE	MCA
DESCRIPTION	A format that looks to further develop the cricket skills of kids that are playing their 2 nd or 3 rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 2 1/2hour window.
INDICATIVE AGE	U12 and Heat Girls Cricket League
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach
GAME TYPE	<ul style="list-style-type: none"> T25 (25 over game)
BALL	<ul style="list-style-type: none"> 142-gram 2 piece Kookaburra Crown Red
TIME	<ul style="list-style-type: none"> 180 mins (2hrs) The Association/Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat. Please refer to Match Management document for time saving strategies.
EQUIPMENT	<ul style="list-style-type: none"> Helmet's <u>must always be worn</u> whilst batting & wicket-keeping. Pads Gloves Protector Additional safety equipment can be worn based on match conditions and/or personal preference. 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required. Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended. Measuring tape or string to measure Pitch length and boundary.
BOUNDARY	<ul style="list-style-type: none"> 45m (maximum) Boundary is to be measured from the centre of the pitch. Refer to Boundary Setup Document for further information on the boundary setup process.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Hard wicket or Turf Wicket. 18m length – measured stump to stump. For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m).

OVERS	<ul style="list-style-type: none"> 25 overs per team (120 balls)
TEAM	<ul style="list-style-type: none"> 9 players per team 7 players per team minimum are required to play the game. 11 players per team maximum are to be allocated to a team (maximum 9 players on field at any given time).
INNINGS	<ul style="list-style-type: none"> 1 innings of 25 overs per team
BATTING	<ul style="list-style-type: none"> All batters retire at 20 balls faced (with the assumption that some players will be dismissed). No last man standing. 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. If the team has more than 9 players, those players that did not bowl must bat. The innings is deemed as closed after 8 wickets have fallen or the batting team has completed their allotted overs. Note: if players have the maximum of 11 players all 11 can bat if less than 8 wickets have fallen.
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). Maximum of 4 overs per bowler. * Please see Recommended Bowling Breakdown for recommended over per player options. If the team has 9 players or less, all players must bowl (excluding wicketkeeper). If the team has more than 9 players, a maximum of 9 players can bowl only. Those players that did not bat must bowl. Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match. Bowlers change ends at 10 overs. Bowlers can bowl from one end for the entire game at competition manager's discretion.
FIELDING	<ul style="list-style-type: none"> To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach. No fielders within 10 metres of the bat (except regulation offside slips, gully and wicket keeper). If more than 9 players are present at a match, they should rotate onto the field each over. Teams have the option to change wicketkeepers after 10 overs. No More than 5 fielders outside the circle
DISMISSALS	<ul style="list-style-type: none"> All modes of dismissal count. New rule: If a player is caught, whether batters cross, the new batter will always begin at the striker's end, unless the end of the over.

SUMMARY	Playing the game
PURPOSE	MCA
DESCRIPTION	This format is designed for those kids who have completed Cricket Australia's Entry Level Programs and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding.
INDICATIVE AGE	U11
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach
GAME TYPE	<ul style="list-style-type: none"> T20 (20 over game)
BALL	<ul style="list-style-type: none"> Kookaburra Commander 142g.
TIME	<ul style="list-style-type: none"> 120 mins (2 hrs) The Association/Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat. Please refer to Match Management document for time saving strategies.
EQUIPMENT	<ul style="list-style-type: none"> Helmet's <u>must always be worn</u> whilst batting & wicket-keeping. Pads Gloves Protector Additional safety equipment can be worn based on match conditions and/or personal preference. 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required. 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, tape or paint to mark crease.
BOUNDARY	<ul style="list-style-type: none"> 40m (maximum) Boundary is to be measured from the batter's end stumps. Refer to Boundary Setup Document for further information on the boundary setup process.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Outfield or hard wicket surface. 16m length – measured stump to stump.

OVERS	<ul style="list-style-type: none"> 20 overs per team (120 balls)
TEAM	<ul style="list-style-type: none"> 7 players per team 5 players per team is the minimum required to play the game. 9 players is the maximum to be allocated to a team (maximum 7 players on field at any given time).
INNINGS	<ul style="list-style-type: none"> 1 innings of 20 overs per team
BATTING	<ul style="list-style-type: none"> All balls (regardless of whether wides/no balls) will be included in the batter's ball count. Batter to leave the field & return when all other players have batted As there is allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> 5 player team – batters retire at 24 balls 6 player team – batters retire at 20 balls 7 player team – batters retire at 17 balls 8 player team – batters retire at 15 balls 9 player team – batters retire at 13 balls 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) Batters are to retire as soon as they face their allotted balls, not at the end of the over.
BOWLING	<ul style="list-style-type: none"> 6 balls per over (maximum) All players are to bowl (each Wicketkeeper is to bowl one over each) Maximum overs bowled by a player are 4 overs *Please see Recommended Bowling Breakdown for recommended over per player options. Bowlers are to bowl from the one end for entire game
FIELDING	<ul style="list-style-type: none"> Rotation of fielders is required to ensure all players experience all positions No fielders within 15 metres of batter or each other (except Wicketkeeper) 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) If a player is dismissed, that player will change ends. The following dismissals apply in this format: Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket.

SUMMARY	Playing the game
PURPOSE	MCA
INDICATIVE AGE	U11 – U15 GIRLS (Dispensation above age on ability)
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach
GAME TYPE	<ul style="list-style-type: none"> T20 (20 over game)
BALL	<ul style="list-style-type: none"> Kookaburra Commander 142g. (Turf) Kookaburra Softaball Jnr 142g. (Astro)
TIME	<ul style="list-style-type: none"> 4.15pm start Please refer to Match Management document for time saving strategies.
EQUIPMENT	<ul style="list-style-type: none"> Helmet's must always be worn whilst batting & wicket-keeping. Pads Gloves Protector Additional safety equipment can be worn based on match conditions and/or personal preference. 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required. 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, tape or paint to mark crease.
BOUNDARY	<ul style="list-style-type: none"> 40m (maximum) Boundary is to be measured from the batter's end stumps. Refer to Boundary Setup Document for further information on the boundary setup process.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Outfield, turf or hard wicket surface. 18m length – measured stump to stump.
OVERS	<ul style="list-style-type: none"> 20 overs per team (120 balls)
INNINGS	<ul style="list-style-type: none"> 1 innings of 20 overs per team

TEAM	<ul style="list-style-type: none"> 9 players per team 7 players per team is the minimum required to play the game. 11 players is the maximum to be allocated to a team (maximum 9 players on field at any given time).
BATTING	<ul style="list-style-type: none"> All balls (regardless of whether wides/no balls) will be included in the batter's ball count. Batter to leave the field & return when all other players have batted As there is allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> 7 player team – batters retire at 17 balls 8 player team – batters retire at 15 balls 9 player team – batters retire at 13 balls 10 player team – batters retire at 12 balls 11 player team – batters retire at 11 balls except last batter will retire at 10 balls. 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) Batters are to retire as soon as they face their allotted balls, not at the end of the over.
BOWLING	<ul style="list-style-type: none"> 6 balls per over (maximum) All players are to bowl (each Wicketkeeper is to bowl one over each) Maximum overs bowled by a player are 4 overs Bowlers are to bowl from the one end for entire game
FIELDING	<ul style="list-style-type: none"> To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach. No fielders within 10 metres of the bat (except regulation offside slips, gully and wicket keeper). If more than 9 players are present at a match, they should rotate onto the field each over. Teams have the option to change wicketkeepers after 10 overs. No More than 5 fielders outside the circle
DISMISSALS	<ul style="list-style-type: none"> Unlimited dismissals (each player will face the nominated number of balls each) If a player is dismissed, that player will change ends. The following dismissals apply in this format: Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket. Dismissals – Local Rule – penalty of 4 runs to be added to the fielding team for each wicket taken. Penalty is NOT to be taken off the batter but MUST be added to the fielding team's total.

UNDER 10 MASTER BLASTERS

Under 10 Playing Guidelines

Coaches are encouraged to discuss the rules and the time constraints with their opponents before each match to clarify these guidelines.

Stage	Woolworths Cricket Blast - Master Blasters
Indicative Age	U10s (7 -10 years old)
Purpose	MCA
Summary	Learn the Game
Description	Masters Blasters is a fun, social, safe, cricket program for boys and girls who can bowl with a straight arm over 14m.
Skill Objectives	Judge, respond and hit moving ball Run between wickets with judgement and calling Bowl with a straight arm over 14m Catch and throw over 15m
Game Type	Modified game of cricket
Ball	Incrediball.
Time	90 mins
Protective equipment	Not required but can be worn if participants desire. Batting gloves recommended
Boundary	Up to 30m from batting end
Pitch type and length	On outfield & 14m length.
Overs	12 or 16 overs
Team	6 or 8 players
Innings	1 innings per team
Batting	Wooden bat, typical size 2 to 4 Four overs per batting pair 2nd chance if no-ball or wide is bowled. The batter receives a free hit, taken off a batting tee. Double scoring zone straight to encourage straight hitting
Bowling	All players to bowl Two overs per player Maximum 6 balls per over Bowlers to bowl from one end
Fielding	Rotation of fielders No fielders within 10m of batter and stumps except for wicketkeeper
Dismissals	No premature 'end of innings' however, batters do change ends if dismissed No LBW

UNDER 8 JUNIOR BLASTERS

Under 8 Playing Guidelines

Coaches are encouraged to discuss the rules and the time constraints with their opponents before each match to clarify these guidelines.

Stage	Woolworths Cricket Blast - Master Blasters
Indicative Age	U8s (5-7 years old)
Purpose	MCA
Summary	Learn the skills of the game
Description	Masters Blasters - Under 8's is a fun, social, safe, cricket program for boys and girls to learn the skills of the game in a match environment.
Skill Objectives	By seasons end, participants will learn how to: Judge, respond and hit moving ball Run between wickets with judgement and calling Bowl with a straight arm over 14m Catch and throw over 15m
Game Type	Modified game of cricket.
Ball	Soft rubber ball
Time	90 mins
Protective equipment	Not required but can be worn if participants desire.
Boundary	Up to 30m from batting end
Pitch type and length	On outfield & 14m length.
Overs	12 or 16 overs
Team	6 or 8 players
Innings	1 innings per team
Batting	Plastic bats Four overs per batting pair 2nd chance if no-ball or wide is bowled. The batter receives a free hit, taken off a batting tee. Double scoring zone straight to encourage straight hitting
Bowling	All players to bowl Two overs per player Maximum 6 balls per over Bowlers to bowl from one end
Fielding	Rotation of fielders No fielders within 10m of batter and stumps except for wicketkeeper
Dismissals	No premature 'end of innings' however, batters do change ends if dismissed No LBW

2. APPENDIXES

A – Code of Behaviour

FULL copies of this document can be downloaded from the Cricket Australia website -

www.cricketaustralia.com.au/cricket/rules-and-regulations

Contact the MCA Cricket Administrator (sportsadmin@harruppark.com.au) if you need further information.

B – Racial and Religious Vilification Code

FULL copies of this document can be downloaded from the Cricket Australia website -

www.cricketaustralia.com.au/cricket/rules-and-regulations

Contact the MCA Cricket Administrator (sportsadmin@harruppark.com.au) if you need further information

C – Covering the Pitch



**MACKAY
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COVERING THE PITCH - COVERS DUTY

PURPOSE	To establish and maintain a system for the applying and removal of wicket covers for fields at Harrup Park.	
RESPONSIBILITIES	BY WHOM	
<p>It is the responsibility of each club to apply covers and remove covers for MCA fixture matches played at Harrup Park. This will take place on a weekly roster determined by Mackay Cricket Administration.</p> <p>References:</p> <ul style="list-style-type: none"> • MCA Senior Cricket Competition By Laws – Relevant season. • Covers Duty Roster – Distributed annually. 	All Clubs	
<p>PROCEDURE</p> <ol style="list-style-type: none"> 1. Covers, peg buckets and one hessian covering will be applied to each field, fixtured for play that round, as per the 2022/23 Junior and Senior Season Draws. 2. Covers should be applied on the evening prior to the weekend play, no earlier than 4:00pm. Minimum 3 people to lay covers in ideal conditions. Minimum of 5 – 6 to lay safely if covers are waterlogged or if wind is present. 3. Covers shall be pinned down securely by pins supplied by the HPCC Grounds staff. When there is excessive wind additional pins shall be placed to secure sufficiently to ensure covers do not lift overnight. 4. Care shall be taken when handling the covers in high and very high winds. If wind exceeds 20 knots per hour as per the Bureau of Meteorology website in the South Mackay Locality covers shall NOT be applied due to safety reasons. 5. Removal of the covers shall be done on the morning of the nominated game (s) no later than 7:00 am provided that it is not raining and/or there is little likelihood of rain falling prior to the commencement of play. In the event of moderate rain, covers will only be removed under the direction of the Curator or Grounds Manager. 6. When removing covers, it shall be done in a manner as to not allow any water to drain from the covers on the wicket square/block. The covers shall be removed so that any water or condensation is drained to the outfield. 7. All covers and hessians shall be dragged to the boundary with covers folded short end corner to corner to produce a 2m wide x 25m (length of cover) long strip, with hessians hung on the fence and kept in a tidy manner to allow easy access of both if required during the days play. 8. At the conclusion of the match the covers and hessians must be applied by both playing teams if there is a fixture on that field the following day. 9. If no matches are scheduled for the following day the covers and hessians for that field must be neatly rolled and placed on the pallet so Grounds Staff can remove on the Monday morning. The hessian must also be dry and rolled up neatly and placed on top of the covers for removal. 10. If while working on the covers and your club damages the hessian or covers, please report this to the Sports Operations Manager. Please take care with covers especially on game day with wearing spikes. 	<p>All Clubs / Head Curator</p> <p>All Clubs</p> <p>All Clubs</p>	
<p>REMINDER: There are penalties and fines if covers duty is neglected by the club on Duty.</p>		

WORKLOAD GUIDELINES FOR PLAYING AND TRAINING

It is recommended that the following guidelines be adopted for junior cricketers' training schedules.

	0-10	0-11	0-12	0-13	0-14	0-15	0-16	0-17	0-18	0-19
SESSIONS PER WEEK*	1	1	2	2	2	2	2	3	3	3
BALLS PER SESSION	24	24	24	30	30	30	36	36	42	48

*SUBSTITUTE AT LEAST ONE PRACTICE SESSION FOR EACH ADDITIONAL MATCH PLAYED IN THE WEEK.



BOWLING GUIDELINES FOR TOTAL WEEKLY WORKLOAD (UNDER-14 TO UNDER-19 BOWLERS)

Research suggests that the total number of deliveries bowled in a week, and increasing the number of balls bowled from week-to-week too quickly (workload spike) can have an impact on the potential for injury.

For example, at first-class level (average age 27 years), it has been shown that total workloads of more than 170 balls per week can increase the risk of injury, and at a junior level, the number of bowling sessions per week, can also influence injury risk.

This is a potential area for concern in younger age groups when growth, motor development and physical maturity factors are taken into account.

For under-14 to under-19 bowlers, it is recommended that a sensible strategy is:

- 1) 1 to 10 overs of match deliveries are bowled in a week, a bowler should follow the training guidelines above;
- 2) If 11 to 20 overs of match deliveries are bowled in a week, a bowler should NOT bowl more than twice at training during that week;
- 3) If 21 to 30 overs of match deliveries are bowled in a week, a bowler should NOT bowl more than once at training during that week;
- 4) If 30 overs or more of match deliveries are bowled in a week, a bowler should NOT bowl at all at training during that week.
- 5) As with any repetitive physical activity, there is a risk that injuries may still occur. If symptoms develop, particularly in the lower back, seek early medical assessment of the problem.

The above recommendations were developed with weekly Club/school cricket in mind and they are not necessarily appropriate for junior cricket carnivals, which may have children playing multiple days of cricket consecutively.

It should also be noted that coaches, administrators and parents should be aware of the training workloads and any other competition playing commitments in the 2-3 days leading up to, and immediately after, the aforementioned competitions/junior carnivals.

These recommendations have been developed with the junior cricket player's best interest in mind.

Cricket Australia hopes that coaches and team managers can understand this and help to provide the safest possible environment for our junior players.

DETECTING AND MANAGING ILLEGAL BOWLING ACTIONS

Many young boys and girls experience difficulties with maintaining a bowling arm position within the International Cricket Council's range (0-15 degrees).

Coaches, parents, umpires and managers of underage teams should respect the sensitive nature of this issue. At the introductory level of the game, bowlers in this category should be assisted with the problem rather than have it highlighted.

A high level of empathy should be applied to the handling of these cases. Contact your relevant State/Territory Cricket Association to assist with appropriate measures that will help manage such cases, or visit the illegal bowling action information on the Cricket Australia website: www.community.cricknet.com.au

BOWLING WORKLOAD GUIDELINES

The following is recommended to reduce the risk of injury and enhance the bowling development of junior cricketers, both in game and training situations.

BOWLING RESTRICTIONS SUMMARY

AGE	BOWLING RESTRICTIONS FOR MATCHES
5-8 YEARS	<ul style="list-style-type: none"> One over per bowler Maximum eight balls in any one over
UNDER 10	<ul style="list-style-type: none"> All players (unless injured or at risk of injury) minimum one over Two overs maximum each spell Four overs maximum for day Maximum eight balls in any one over
UNDER 11	<ul style="list-style-type: none"> All players (unless injured or at risk of injury) minimum one over Three overs maximum each spell Six overs maximum for day Maximum eight balls in any one over, including wide/no-balls
UNDER 12	<ul style="list-style-type: none"> All players (unless injured or at risk of injury) minimum one over Four overs maximum each spell Eight overs maximum for day Maximum eight balls in any one over, including wide/no-balls
UNDER 13	<ul style="list-style-type: none"> Four overs maximum each spell Eight overs maximum for day
UNDER 14	<ul style="list-style-type: none"> Five overs maximum each spell 10 overs maximum for day
UNDER 15	<ul style="list-style-type: none"> Five overs maximum each spell 12 overs maximum for day
UNDER 16	<ul style="list-style-type: none"> Six overs maximum each spell 14 overs maximum for day
UNDER 17	<ul style="list-style-type: none"> Six overs maximum each spell 16 overs maximum for day
UNDER 18	<ul style="list-style-type: none"> Seven overs maximum each spell 18 overs maximum for day
UNDER 19	<ul style="list-style-type: none"> Eight overs maximum each spell 20 overs maximum for day

5 TO 12 YEARS OF AGE

- Restrictions in place for player development - all players to bowl in every match unless injured or at risk of injury;
- Six (6) legal balls per over with a maximum of eight (8) balls in any one over, including wides and no-balls.

13 YEARS AND ABOVE

- Restrictions are in place predominantly for safety, but also for development purposes;
- Maximum overs in a day includes all overs on that day and if a second innings commences on the same day, i.e. outright opportunity, restrictions still apply.

For players playing more than one match in a given day, the daily restrictions should still apply.

REST PERIODS

The minimum rest periods between spells for medium and fast bowlers will be at least the same number of overs bowled from the same end as the bowlers' immediately concluded spell. For example, if the bowler has bowled 4 overs from that end, they would get at least 4 overs rest before bowling again.



E – FIELD LAYOUT AND PARKING

HARRUP PARK FIELD LAYOUT



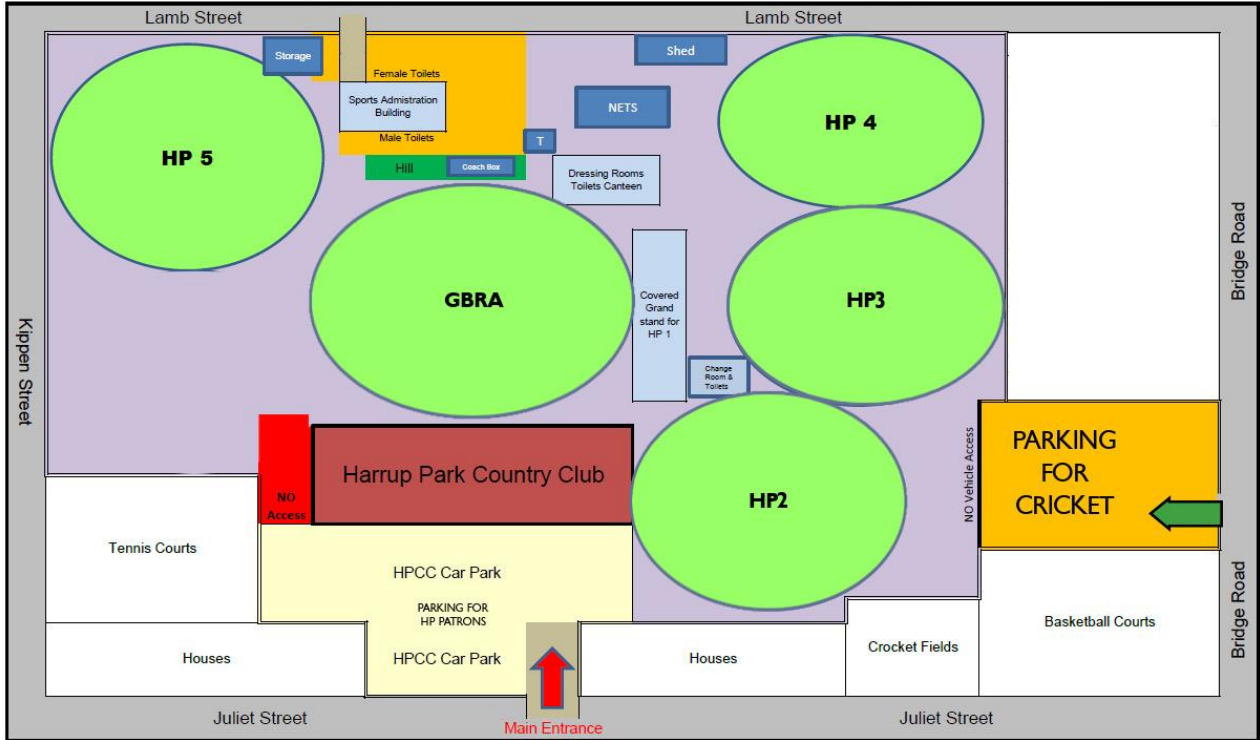
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GREAT BARRIER REEF ARENA



Mackay Cricket Association Inc.
Website: mackaycricket.qld.com.au



HARRUP PARK FIELD LAYOUT



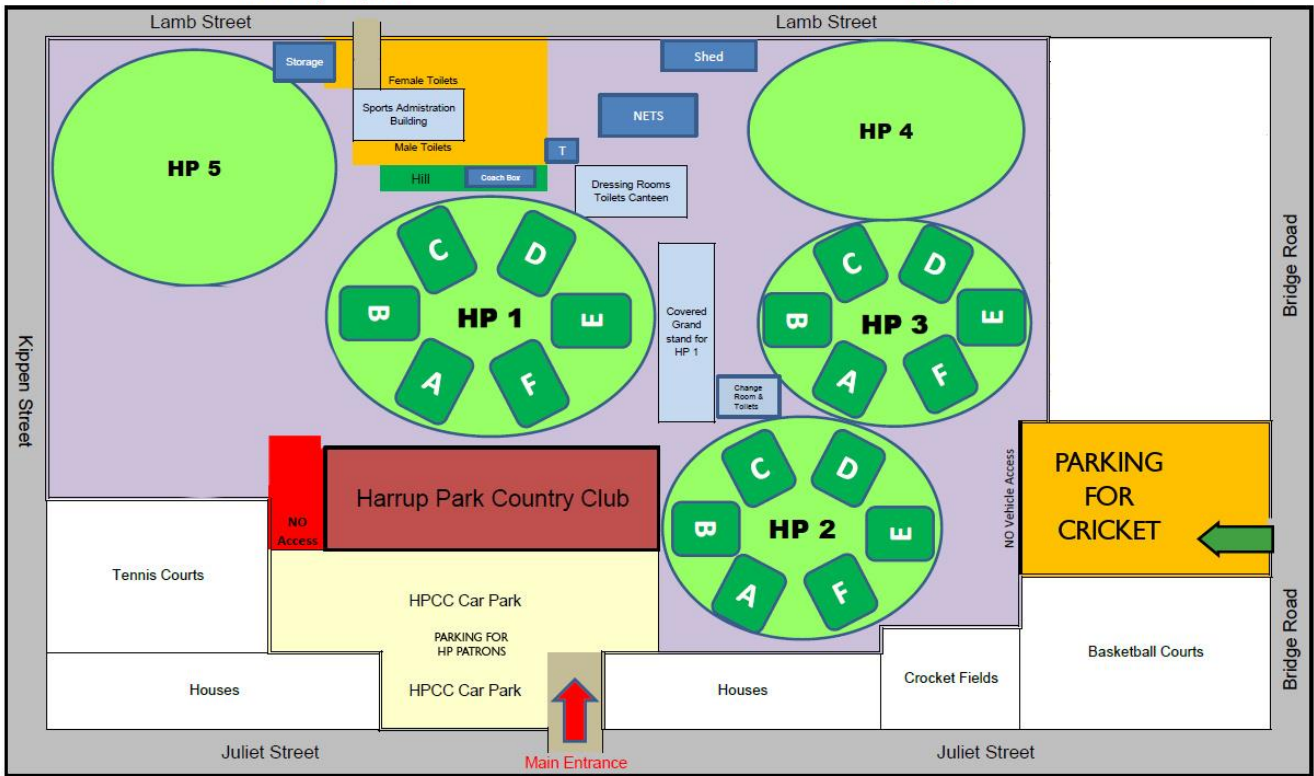
MACKAY CRICKET
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GREAT BARRIER REEF ARENA



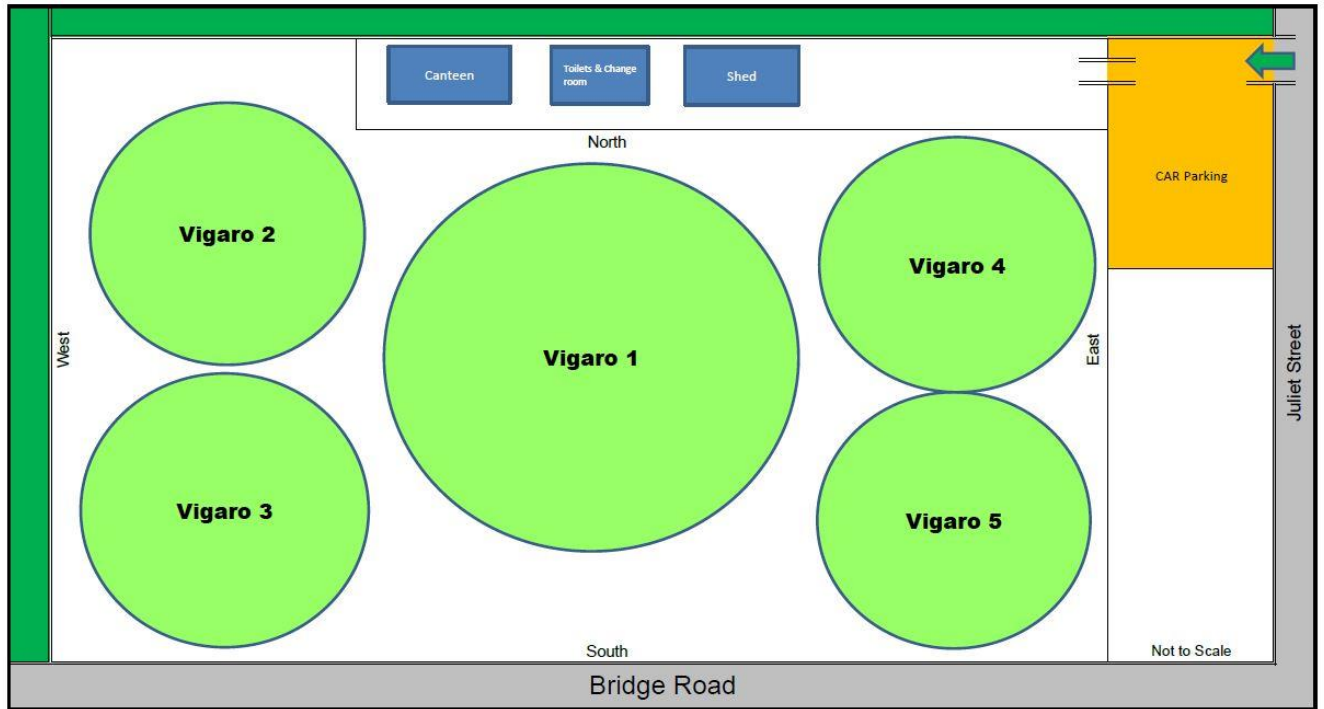
Mackay Cricket Association Inc.
Website: mackaycricket.qld.com.au



Vigaro Fields Layout

Mackay Cricket Association Inc.
Website: mackaycricket.qld.com.au

Harrup Park Country Club



F – METHOD of HANDLING BREACHES of the CODE OF CONDUCT

Method of Handling Breaches of the Code of Behaviour

1. An alleged breach of the Code of Behaviour, or an ancillary Code or Policy, may be reported by:
 - a. Mackay Cricket Association appointed Umpires;
 - b. The Secretaries of the Clubs participating in the match in which the alleged breach occurred;
 - c. A Player participating in the particular match in which an alleged breach occurs;
 - d. The Mackay Cricket Association Commissioner;
 - e. Any member of the Senior or Junior committee; or
 - f. The Secretary of the Mackay Cricket Association
2. Where an Umpire is considering or wishes to report an alleged breach of the Code of Behaviour, the umpire[s] must inform captains of the lodgement or pending lodgement of a report of his/her player as soon as practical at the close of the day's play.
3. The umpire[s] must complete the prescribed Umpire's Report Form and forward a copy of the Report, together with any further written submission to the Mackay Cricket Association Sports Administrator by before 9:00pm on the Monday after the close of the day's play.

NOTE: Umpire[s] must nominate the grade of offence on the report.

- a. Where a Player or Official as outlined above in (a) wishes to report an alleged breach of the Code of Behaviour, the Secretary of their club shall forward a written submission to the Mackay Cricket Association Sports Administrator by 9:00pm on the Monday after the completion of the match.
 - b. The Mackay Cricket Association Director, Senior Cricket may lodge a report or instigate an investigation within 48 hours of becoming aware of any facts which are capable of substantiating a breach under this Code.
4. The Mackay Cricket Association Director, Senior Cricket shall:
 - a. Forward the report to the Secretary of the reported person/s club.
 - b. Refer it to the Mackay Cricket Association Commissioner.
 - c. Forward a copy to the Mackay Cricket Association Sports Administrator for filing.
 5. The Club will ask the reported person if they wish to contest the charge or grading in the report. If they do not, the Mackay Cricket Association Match Committee can apply a penalty based on the Guidelines or convene a hearing to determine the matter.
 6. If the reported person disputes the charge or grading, the Club Secretary will refer the report back to the Mackay Cricket Association Director, Senior Cricket, who in turn will advise the Commissioner.
 7. The Mackay Cricket Association Commissioner may inform himself and take advice as he sees fit.

G – GRADING OF OFFENCES

Grading of Offences

1. There are four [4] levels of Grading of Offences to apply.
2. A player who commits a Level 1 offence would ordinarily expect to receive a minimum one [1] match ban, wholly suspended, and an official reprimand, if it is their first offence.
3. A player who commits a Level 1 offence, who has previously committed any level offence, would ordinarily expect to receive a minimum two [2] match ban, with one match suspended.
4. A player who commits a Level 2 offence would ordinarily expect to receive a minimum two [2] match ban, with one match suspended.
5. The Commissioner or Match Committee may impose any penalty for a Level 3 or Level 4 offence as it sees fit.
6. Any suspended penalties shall carry over to the next season but will expire at the end of the next season.
7. The Commissioner may vary the level of offence [higher or lower]
8. A breach of the Code of Behaviour will be graded and the penalty determined within the four [4] levels as outlined.
9. For level 2, 3 and 4 offences, the Commissioner or Match Committee has discretion to determine whether a suspension applies for representative matches
10. The findings of the Commissioner or Match Committee should clearly define the time frame of the suspension, be it for one day match [s], two day match [s] or a time frame.
11. Each of the rules for behaviour has a guideline. The guidelines are intended as an illustrative guide only and in the case of any doubt as to the interpretation of the Rule, the provisions of the Rule itself shall take precedence over the provisions of the guidelines. The guidelines should not be read as an exhaustive list of offences or prohibited conduct.

H – GUIDELINE OFFENCES

Level 1 Offences

Unacceptable Conduct

- a. The umpires shall act upon any unacceptable conduct.
- b. If either umpire considers that the conduct of a player, at any time during the match, is unacceptable, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.
- c. The umpire concerned shall report the matter to the other umpire and together they shall decide whether misconduct has occurred. If so, they shall determine into which of the Levels the conduct falls, and then apply the related sanctions.
- d. For each Level 1 to 4, if the offence is by a batsman, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this Law, the batsmen at the wicket may not deputise for their captain.

This above applies with the addition of the below offences:

1. Breach of any regulation regarding approved clothing or equipment
 - a. This includes Playing Condition 1.22 - Player's Attire and 1.23 – Helmets, and any regulations regarding bat logos and regulations regarding other logos or advertising that may be worn or displayed.

Level 2 Offences

Any of the following actions by a player shall constitute a level 2 offence

2. Showing serious dissent at an umpire's decision by word or action
3. Making inappropriate and deliberate physical contact with another player
4. Throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner

5. Using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a serious insulting nature
6. Or any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence

This above applies with the addition of the below offences:

1. Any breach of Law 41 Unfair Play
2. Any attempt to manipulate a Match in regard to the result, net run rate, bonus points or otherwise. The captain of any team committing such conduct shall be held responsible.
 - a. Prohibited conduct under this rule will include incidents where a team bats in such a way as to either adversely affect its own, or improve its opponent's, bonus points, net run rate or quotient.
3. Seriously breach any regulation regarding approved clothing or equipment.
 - a. Without limitation, a breach will be considered serious if it is done in ad-faith or where it has serious commercial consequences (eg display of logo of competing CA or State sponsor)

Level 3 Offences

Either of the following actions by a player shall constitute a Level 3 offence:

1. Intimidating an umpire by language or gesture
2. Threatening to assault a player or any other person except an umpire

This above applies with the addition of the below offences:

1. Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, colour, descent or national or ethnic origin
 - a. Self-explanatory
2. Make public or media comment detrimental to the interests of the game. Prohibited conduct under this rule includes:
3. Denigrating or criticising any player, umpire, official, and team, the Mackay Cricket Association, Queensland Cricket or any commercial Partner of the Mackay Cricket Association, Queensland Cricket or the respective Grade Clubs;
4. Denigrating or criticising any player, umpire or official by inappropriately commenting on any aspect of his or her performance, abilities or characteristics;
5. Commenting on the likely outcome of or criticising the outcome of a hearing, report or any appeal; or
6. Criticising any evidence, submission, or comment made by any person at the hearing of a report or any appeal.
7. Include comment on Club websites and other electronic media. Each Club shall be responsible for advising the Mackay Cricket Association of the Club Official that is responsible for monitoring their website.

Level 4 Offences

Any of the following actions by a player shall constitute a Level 4 offence:

1. Threatening to assault an umpire
2. Making inappropriate and deliberate physical contact with an umpire
3. Physically assaulting a player or any other person
4. Committing any other act of violence



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