



**North Eastern Junior Cricket Association**  
**U10 Playing Conditions**  
**2024/2025**



## **The Preamble – The Spirit of Cricket**

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents, and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship, and teamwork, which brings together people from different nationalities, cultures, and religions, especially when played within the Spirit of Cricket.

## **North Eastern Junior Cricket Association**

### **Under 10 Competition**

The North Eastern Junior Cricket Association (NEJCA) Under 10 competition shall be played in accordance with the **Laws of Cricket** set out by Marylebone Cricket Club.

Except as varied hereunder, the Laws of Cricket 2017 Code (2<sup>nd</sup> Edition – 2019) shall apply.

For the purposes of these playing conditions, all references under the Laws of Cricket to 'Governing Body' shall be replaced with the NEJCA Executive Committee.

The full '2<sup>nd</sup> Edition – 2019' of the Laws of Cricket can be found at

<https://www.lords.org/mcc/the-laws-of-cricket>, or via the Laws of Cricket app on the Apple Store or Google Play Store for Android.



Fixtures will be available on PlayHQ under the Association 'North Eastern Junior Cricket Association' where all published grades, including the relevant Under 10 competition will be listed.

The date, time, location, and opposition of matches as listed on PlayHQ will be the absolute sources of truth.

These Playing Conditions are complemented by the North Eastern Junior Cricket Association By-Laws, which guide the administration and management of all competitions. These can be found on the North Eastern Junior Cricket Association website ([www.nejca.com.au](http://www.nejca.com.au)).

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# **1. General Playing Conditions**

## **1.1. Team Numbers**

- 1.1.1. A team shall consist of seven (7) players only on the field at any time.
- 1.1.2. The maximum number of players in any one game is nine (9).
- 1.1.3. The minimum number of players for a game to commence is five (5). In this instance, the opposition is required to provide two (2) sub-fielders.
  - 1.1.3.1. When there are six (6) players, the opposition is required to provide one (1) sub-fielder.

## **1.2. Players Age**

- 1.2.1. All players competing in the Under 10 competition must be under the age of ten (10) as of September 1<sup>st</sup> of the year the season commences.

## **1.3. Registration & Player Movement**

- 1.3.1. All players must be registered with the Association via the PlayHQ online management system. It is mandatory for players to be registered prior to taking part in any games.
- 1.3.2. Once a player is registered, he or she can play with no more than two (2) clubs in any one season, provided they obtain dual registration.

## **1.4. Dress Code**

- 1.4.1. White- or cream-coloured shirts with a collar (club shirts permitted).
- 1.4.2. White- or cream-coloured trousers with white socks and cricket shoes.
- 1.4.3. Caps or wide brimmed hats and sunscreen are strongly recommended.

## **1.5. Safety Equipment**

- 1.5.1. British Standard (BS7928:2013) Helmet's must be worn at all times whilst batting and wicket-keeping.
- 1.5.2. It is compulsory when batting and wicket-keeping that all cricketers use the correct leg and thigh pads, gloves and protectors.

## **1.6. The Ball**

- 1.6.1. All teams participating in the North Eastern Junior Cricket Association Under 10 competition must use a Kookaburra Commander Cricket ball.
- 1.6.2. Matches on Friday evenings may use an alternate pink ball for the purposes of lighting.
- 1.6.3. There is only one ball per match in this competition. The home side shall be responsible for supplying the ball.

## **1.7. The Playing Field**

- 1.7.1. The length of the pitch shall be sixteen (16) metres - measured stump to stump. A minimum of one (1) set of portable/spring-back stumps with bails are required.
- 1.7.2. The boundary is to be measured with a tape measure from the stumps at the batter's end and is to be a **maximum** of forty (40) metres. Both coaches should agree on the size of the playing field prior to the match commencing.
- 1.7.3. Chalk or tape are required to mark the crease lines.

## **1.8. Innings Break**

- 1.8.1. A change of innings break of ten (10) minutes will be taken at the change of innings.
- 1.8.2. Each player is responsible for supplying their own snacks and drinks.

## **1.9. Match Results**

- 1.9.1. A team will be deemed the winner if the team has accumulated more runs (both with the bat and through taking wickets) than its opposition after both teams have faced their designated number of overs.
- 1.9.2. A match will be deemed a draw if either one or both teams is prevented from receiving their allotted number of overs.
- 1.9.3. A match will be deemed a tie when at the completion of the match; both teams have accumulated the same number of runs.

## **1.10. Scores**

1.10.1. Scores and player statistics are to be entered onto PlayHQ by the Tuesday evening following the conclusion of the match.

1.10.2. All teams must have all players names entered into PlayHQ by 8:00pm on the evening prior to match's commencement.

1.10.2.1 Any team/s not complying with Rule 1.10.2 will be given education for the first omission.

1.10.2.2 A second and/or subsequent non-compliance/s with Rule 1.10.2 will result in education, a possible warning and a penalty may be applied at the discretion of the Executive Committee

1.10.3. Electronic scoring is encouraged. However, one (1) team must use a scorebook or web score offline.

1.10.3.1. The home team have the right to electronically live score. If the home team chooses not to electronically live score, the away team may do so.

## **1.11. No Chatter to the Batter – Spirit of Cricket**

1.11.1. Teams, adults, and players are to promote encouragement of all players from both sides to eliminate sledging directed at opponents.

1.11.2. Coaches, Team Managers or Umpires, who observe sledging, should calmly redirect the chatter back to encouragement. Positive encouragement and clapping are a great way to stay energised as a team. When the bowler reaches the top of their bowling mark, fielders are to become silent. This applies to on-field and sideline chatter/cheering.

1.11.3. It is the Coaches' and Team Managers responsibility to ensure "Chatter to the Batter" is discouraged and stopped if brought to their attention by an umpire, player or opposition Coach

1.11.4. Filming of players and/or overtly discussing a players' behaviour or lack of skill is not permitted and is to be reported to the team's Team Manager.

1.11.4.1 The penalty for repeated Chatter to the Batter, not ceased upon request will be subject to disciplinary action, as outlined in NEJCA's By Laws.

## **2. Matches – 20 Overs**

### **2.1. Time**

#### 2.1.1. Sunday morning matches

2.1.1.1. Matches shall start at 8:30am sharp and conclude by 11:00am.

2.1.1.2. The structure of the game is:

8:30am – 9:40am	1 <sup>st</sup> Innings
9:40am – 9:50am	Innings Break
9:50am – 11:00am	2 <sup>nd</sup> Innings

#### 2.1.2. Friday evening matches

2.1.2.1. Matches shall start at 5:30pm and conclude by 8:00pm

2.1.2.2. The structure of the game is:

5:30pm – 6:40pm	1 <sup>st</sup> Innings
6:40pm – 6:50pm	Innings Break
6:50pm – 8:00pm	2 <sup>nd</sup> Innings

2.1.3. If matches are unable to be completed, the match will be deemed a draw.

2.1.4. Coaches, Team Managers and Umpires shall make every effort to avoid delays during the match to avoid this circumstance.

2.1.4.1. A reference guide for Coaches is the Coaches Management of Time and Overs available on the NEJCA website ([www.nejca.com.au](http://www.nejca.com.au))

2.1.4.2. Scorers are obliged to record the First and Second Innings start and finish times in the match report section of Play HQ

### **2.2. Overs**

2.2.1. Matches shall be a maximum of twenty (20) overs per side.

2.2.2. Overs must all be bowled from the same end.

2.2.3. All overs in each innings must be bowled, regardless of a result being reached.



### **2.3. Umpires**

- 2.3.1. Umpires (one representative from each of the opposing teams) shall be appointed to commence the match, one (1) from each end, to control the match as required by these Playing Conditions, with absolute impartiality.
- 2.3.2. The fielding side appointed umpire is the controlling umpire for each innings. For clarity the controlling Umpire officiates from the bowling end.
- 2.3.3. An umpire may be changed throughout the match; however, it is a requirement that any umpire taking part does so with adequate knowledge of the rules and with absolute impartiality.

### **2.4. Bowling**

- 2.4.1. An over is to be no more than six (6) deliveries except:
  - 2.4.1.1. A dead ball is called as per rule 2.4.5 & 2.5.4.
- 2.4.2. Any ball passing outside the reach of a batting player in their normal batting stance that does not bounce off the pitch shall be called a wide, with one run being added to the team score.
  - 2.4.2.1. MCC Rule **22.1.2** The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke
- 2.4.3. A no-ball shall be called, with one run being added to the team score when:
  - 2.4.3.1. The ball is above waist height of the batter in an upright standing position from a full toss, called by the square leg umpire.
  - 2.4.3.2. The ball is above shoulder height of the batter, in an upright standing position, from a short
  - 2.4.3.3. pitched ball, called by the square leg umpire.
  - 2.4.3.4. A ball bounces more than once or rolls along the ground before it reaches the popping crease, called by the square leg umpire.
  - 2.4.3.5. Any ball that lands or bounces off the pitch.

- 2.4.4. Wides and No-Balls are not to be re-bowled, with one run being added to the score.
- 2.4.5. A dead ball is to be called if the ball deviates from the edge of the wicket matting, concrete or raised turf pith, with the ball being re-bowled.
- 2.4.6. All players on the day must bowl.
  - 2.4.6.1. Please see **Appendix 1** for the guidelines on bowling restrictions.
  - 2.4.6.2. These bowling restrictions are to provide players with equal numbers of overs as per Appendix 1
    - 2.4.6.2.1. Exception: the wicket keepers bowl two overs each as per Appendix 1
- 2.4.7. When a bowler is unable to bowl the ball all the way down the pitch, a marker cone shall be placed on the pitch at the bowlers end to shorten the pitch appropriately for the bowler only.
- 2.4.8. Bowlers will have a six (6) metre maximum run-up which will be marked out by the coaches at the start of play.
- 2.4.9. **Suspect Bowling Action:**
  - 2.4.9.1. Suspect bowling actions are not to be called no-balls during a game.
  - 2.4.9.2. NEJCA's Executive Committee must be notified of any junior players with suspect bowling actions.
  - 2.4.9.3. NEJCA's Suspect Bowling Action Policy for management of junior players with suspect bowling actions must be adhered to.
  - 2.4.9.4. NEJCA's Executive Committee will monitor players with suspect bowling actions as per the Policy

## **2.5. Fielding**

- 2.5.1. Each team is required to use two wicketkeepers (ten {10} overs each).
- 2.5.2. There must be a maximum of seven (7) players on the field at any one time. Teams with additional players may rotate the extra players through the field whilst the innings is in progress. Both teams' Team Managers/Coaches must discuss this before the commencement of the game.

- 2.5.3. No fielder may take up a position in front of, or parallel with, the striker's popping crease closer than ten (10) metres from the batter or within ten (10) metres behind square on the leg side.
- 2.5.4. No player may enter this restricted area until the ball
  - 2.5.4.1. Is hit by the batter, or
  - 2.5.4.2. Strikes the body, or
  - 2.5.4.3. Strikes the equipment of the batter, or
  - 2.5.4.4. Passes through to the wicket-keeper
  - 2.5.4.5. Any infringement will result in a 'Dead Ball' being called by the Umpire, and the ball being re-bowled.
- 2.5.5. If a team has less than seven (7) players, the opposition shall provide players to the fielding team to ensure there is a maximum of seven (7) players on the field (Rule 1.1).
- 2.5.6. Rotation of fielders is required to ensure all players experience different positions on the field.
- 2.5.7. Fielding markers are permitted and promoted by NEJCA to assist players with getting to know fielding position names and locations.

## **2.6. Batting**

- 2.6.1. All players must bat the required number of balls, irrespective of the amount of times they are dismissed.
- 2.6.2. Batters are required to compulsorily retire after facing their allotted balls, not at the end of the over.
  - 2.6.2.1. Please see **Appendix 2** for the batting guidelines.
- 2.6.3. All deliveries faced, including wides and no-balls are to be included in the batter's ball count.
- 2.6.4. If a player is dismissed, four (4) runs are to be added to the opposition team's score and batters are to swap ends.
- 2.6.5. The following dismissals apply in this competition
  - 2.6.5.1. Bowled
  - 2.6.5.2. Caught

2.6.5.3. Caught and Bowled

2.6.5.4. Run-Out

2.6.5.5. Stumped

2.6.5.6. Hit-Wicket

### 3. Appendix

#### 3.1. Appendix 1 – Bowling Guidelines

3.1.1. The guidelines for bowlers are provided below.

Players Per Team				
5	6	7 (ideal)	8	9
1 x 6 overs 2 x 5 overs 2 x 2 overs (wk.)	4 x 4 overs 2 x 2 overs (wk.)	1 x 4 overs 4 x 3 overs 2 x 2 overs (wk.)	4 x 3 overs 2 x 2 overs 2 x 2 overs (wk.)	2 x 3 overs 5 x 2 overs 2 x 2 overs (wk.)

#### 3.2. Appendix 2 – Batting Guidelines

3.2.1. The guidelines for batters are provided below.

Players Per Team				
5	6	7	8	9
24 balls	20 balls	17 balls	15 balls	13 balls

### 3.3. Appendix 3 – Match Day Adverse Weather Policy (single page)

#### 3.3.1. HEAT POLICY Locations for Temperature Readings are as follows

NEJCA—Windsor Gardens,

**Friday Afternoon Matches** Should the forecast temperature for 5:30pm Friday on the BOM APP at Windsor Gardens, as at 6:00pm on Thursday evening be 36 degrees Celsius or above, all Friday evening matches will be cancelled.

**Sunday Morning Matches** Should the forecast temperature for 12:30pm Sunday on the BOM APP at Windsor Gardens as at 6:00pm on Saturday evening be 38 degrees Celsius or above, all Sunday morning matches will be cancelled.

**Sunday Afternoon Matches** Should the forecast temperature for 12:30pm Sunday on the BOM APP at Windsor Gardens, as at 6:00pm on Saturday evening be 38 degrees Celsius or above, all Sunday afternoon matches will be cancelled.

If the forecast is below the threshold to cancel matches: In all remaining situations, play will occur and shall continue until the weather reaches 38 degrees at the venue of the match (as per the BOM APP).

#### 3.3.2. WET WEATHER POLICY

In the event of extreme wet weather conditions leading up to a round of matches, the NEJCA Executive Committee may cancel all Association matches in a round of Cricket;

- Where the NEJCA Executive Committee has not cancelled a round of matches, the home club will advise the opposition by 6:00pm on the day prior to the match, if the ground is unsuitable for play:
  - Where no cancellation has occurred by 6:00pm on the day prior to the match, both teams including all players must attend the ground ready for the match to begin as scheduled. The umpires, or where there are no umpires, the coaches will inspect the ground to determine whether it is suitable for play. Whilst it is preferable for matches to begin if conditions permit, the decision should be based primarily on the duty of care to, and safety of players along with (if playing on turf) the potential damage to the wicket and surrounding areas.
  - Where there are SACA umpire(s) supplied, the SACA umpire(s) are the sole judge of pitch and venue condition
    - Coaches may provide information to the SACA Umpire/s, but the decision regarding commencing or abandoning the game lies with the SACA Umpire/s present
    - The home club, by agreement with the opposition may arrange a suitable alternative venue for the match to be played.
- **Rain Affected One Day Games:** If the pitch/ground is wet at the start time of the game, the start of the game may be delayed by up to 60 minutes if it is feasible for play to commence, with the safety of players being paramount in the decision-making process.
- A minimum of fifteen (15) overs/team must be completed to constitute a game.

- If rain falls during the first innings of a game, and play can resume, the first innings shall close at 10:10am
  - or after a minimum of fifteen (15) overs has been faced by the team batting first to constitute a game.
- The team batting second shall receive the same number of overs as the team batting first, weather permitting.
- If rain falls during the second innings, and there is no result at 12:00 noon
  - if there is no match following at the ground, the game may continue until the team batting second receives the same number of overs as the team batting first
  - if there is a match following at the ground, and there is no result, the game will be a draw
- **Rain Affected Semi-Final and Grand-Final Games:**
  - For Semi-Final and Grand-Final games all teams, players and coaches must attend the ground
  - The decision on whether play commences, or the game is abandoned will lie solely with the SACA Umpire/s officiating
- If a rain affected or heat affected game is a finals game, the team placed highest on the ladder will be awarded the victory if the game is abandoned/no result due to weather.

### 3.3.3. **Lightning**

- Play must cease immediately in the event that a lightning flash is followed by thunder less than thirty (30) seconds later. Play must not resume until thirty (30) minutes after the last such lightning flash. Coaches may choose by agreement to abandon the match at the point play ceases, should there be limited possibility of the game recommencing.

## 3.4. **Appendix 4 – Adverse Weather Policy**

### SACA Policy

#### Scope

This Policy has been created to have a standard Adverse Weather Policy across Associations.

#### Responsibility

This Adverse Weather Policy applies to players, umpires, and Club/Association officials. For conciseness, these are referred to hereafter as “participants”.

The purpose of this policy is to ensure that no participant suffers significant detrimental health issues due to participating in adverse weather conditions.

Participating in adverse weather conditions will affect different individuals to different extents and in differing ways.

Factors which can influence the effect on different individuals include:

- The individual's level of fitness and general health.
- The preparation the individual has undertaken in the lead-up to the match.
- Whether, and how much, the individual has participated in cricket (or other strenuous activities) in the days prior to the day of the match in which he/she is now participating.
- The measures the participant takes to ensure proper rehydration during and after participating.
- The age of the individual.

The responsibility for ensuring the safety of individual participants is primarily the responsibility of Clubs and the individuals themselves. The Association provides the guidelines in this Adverse Weather Policy and makes specific directions and provisions in this policy and the Bylaws, to ensure Clubs and participants are aware of their responsibilities and have the opportunity to avoid unnecessary risk to individuals.

The Association has provisions to cancel play on specific days or vary the starting time and number of overs bowled in any match. Matches will not be cancelled based on the least fit participant, or a participant who may have played in another match or matches in the days prior to the match under consideration, to the detriment of the game and the majority of participants. Individuals have a responsibility to withdraw from participating if their circumstances (such as those outlined above) place them at an unacceptable level of risk; clubs also have responsibility in this regard.

It is important to note that no person is forced to participate in any match.

## **Policy**

### SACA/Association Responsibilities:

- Prepare, publish, and disseminate this Adverse Weather Policy, and the Sports Medicine Australia (S.A. Branch) publication "Drink Up" (© SMA SA Branch 2000) in sufficient quantities for clubs to provide copies/links to all players:

<https://www.sasma.com.au/LinkClick.aspx?fileticket=UUhzC9T12I4%3D&portalid=3>

- Provide guidelines and directions to Clubs and participants.
- Cancel matches in any grade when a combination of conditions leads to an undue risk of heat illness to a significant proportion of participants in that grade.



- Establish and apply guidelines as to when such cancellations shall be made and establish a group who shall make determinations.
- Ensure the Bylaws and Playing Conditions permit proper health care during matches.

#### Club Responsibilities:

- Ensure Club, team and match officials are aware of this Adverse Weather Policy, and their responsibilities under it.
- Ensure that all participants are provided copies of/links to this policy and the Sports Medicine Australia (S.A. Branch) publication of “Drink Up” (© SMA SA Branch 2000):  
<https://www.sasma.com.au/LinkClick.aspx?fileticket=UUhzC9T12I4%3D&portalid=3>
- Ensure that individuals are aware of their own responsibilities in regard to preparing themselves for playing in hot conditions, and to withdraw if they are at any undue risk due to individual circumstances.
- Monitor participants and ensure that individuals at particular risk (due, for example, to having played in hot conditions over multiple preceding days, or to having a fitness level lower than most) do not take part in conditions which would place them at undue risk.
- Place no pressure on any participant to refrain from withdrawing from any match, or day of a match, or part of a day, for health reasons.
- Ensure participants have every opportunity under the Laws of Cricket and Bylaws to rehydrate during and after participation.

#### Individual Responsibilities:

- Read and understand this Adverse Weather Policy and the guidelines in the Sports Medicine Australia (S.A. Branch) publication “Drink Up” (© SMA SA Branch 2000):  
<https://www.sasma.com.au/LinkClick.aspx?fileticket=UUhzC9T12I4%3D&portalid=3>
- Follow the recommendations in “Drink Up” before, during and after the game.
- In conjunction with your Club, assess your own susceptibility to heat stress, using the factors in the introduction to this Adverse Weather Policy.
- Withdraw from participation if you or your Club assesses your risk level to be unacceptable.
- Immediately inform Club officials and/or seek assistance should you start to feel any of the symptoms of heat injury as listed in “Drink Up”.

#### Guidelines for Umpires/Coaches

Umpires/Coaches who are umpiring may increase the number of drinks breaks during a game if the weather is excessively hot. The weather may be considered as excessively hot when it is 34 degrees Celsius or higher.

In the case of wet weather, it is the responsibility of the Umpires/Coaches to ensure that the pitch and outfield are suitable for play following wet weather and that the players wellbeing is of primary concern.

### **3.5. Appendix 5 – NEJCA Abandoned Fixture Policy**

3.5.1.1. There are no Finals in NEJCA's U10's Competition

### **3.6. Appendix 6 – NEJCA By Laws**

#### **1. Age Clarification**

Wherever in these By-Laws (in this or any other section) reference is made to a player being under a certain age as of 1<sup>st</sup> September in the current season, the player shall be qualified if their relevant birthday falls on or after 1<sup>st</sup> September.

#### **2. Unqualified Players**

2.1. Any clubs playing a player not possessing the requisite qualification, registration, permit or who is ineligible to play, shall be declared to have lost the match, or matches, in which such player took part and shall lose all points gained in that match, or those matches, unless otherwise decided by the NEJCA Executive Committee on the grounds that there were exceptional circumstances justifying the lack of requisite qualification, registration or permit. The award of points to be allotted to the opposing team shall be on the basis of a first innings win.

2.2. The same procedure shall apply should any player participate illegally in any match (e.g. playing without necessary permit or playing/participating under a false name).

#### **3. Permits**

3.1 Permit applications may be made to the NEJCA Executive Committee on a Permit Application form for a player to play in a competition below their age group, relevant to their developmental ability

3.2 Permit requests will only be approved for a player to play in a competition below their correct age group if a permit request form is completed and written approval is granted by the NEJCA Executive Committee.

3.3 The granting of any such request shall apply to the current season only and may be revoked at the discretion of the NEJCA Executive Committee.

3.4 Permits may be revoked if the NEJCA Executive Committee deems the permit is being misused.

3.5 Clubs may submit permits for a one-off purpose, as explained in By-Law 4.3.

#### **4. The Competition**

4.1. Teams competing in the North Eastern Junior Cricket Association shall be divided into the following grades:

4.1.1. Non-Premiership competition – Under 10

4.1.2. Premiership competitions – Under 12, Under 14 and Under 16.

4.1.2.1. Premiership competition - Under 12 and Under 14 competitions will be split into three (3) divisions based on competition size (Division 1, Division 2 and Division 3).

4.1.2.2. Premiership competition - Under 16 competitions may be split into up to two (2) divisions based on competition size (Division 1 and/or Division 2).

4.2. Clubs are permitted to move players into a higher grade (e.g. Division 3 to Division 1) to assist with team shortages. However, once a player has been named in three (3) matches in the higher division, they shall no longer be permitted to move to a lower Division team.

4.3. Clubs are not permitted to move players into a team within the same Division (e.g. two sides within Division 2). In extenuating circumstances, clubs may submit a permit request to the NEJCA Executive Committee prior to the Sunday mornings fixture.

4.4. Any player that plays without complying with this By-Law shall be subjected to a potential penalty under By-Law 2.

4.5. No player/s shall play in two (2) North Eastern Junior Cricket Association competitions or grades on the same weekend. The potential penalties under By-Law 2 will apply if a player is in breach of this By-Law.

4.4.1. Exception: U10 players are permitted to play in two U10 games in a North Eastern Junior Cricket Association Round on the same weekend, playing in Friday evening and Sunday morning U10 games without penalty

4.6. Clubs shall provide a populated list of each team's coach/es and their contact details, Working with Children Checks and coaching accreditation details to the NEJCA Executive Committee at the beginning of the cricket season.

4.6.1. Clubs will not be eligible for premiership points until this has been received.

#### **5. Minor Round**

5.1. The teams in each grade shall, except when otherwise determined by the NEJCA Executive Committee, play matches in the minor round in the order shown in the fixture.

5.2. Under 10 and Under 12 competitions - Matches will be programmed as one-day limited over matches.

- 5.3. Under 14 and U16 competitions – Matches may be programmed as either two-day or one-day matches in Division One and Division Two and one-day limited over matches in U14 Division Three.

## **6. Major Round**

- 6.1. In each of the Under 12 and Under 14 competitions comprising of five (5) or more teams, the four (4) leading teams on points at the completion of the Minor Round shall compete in the Major Round to decide the premiership.

- 6.1.1. Semi-Finals: 1 v 4 and 2 v 3.

- 6.1.2. Grand Final: Winners of the Semi-Finals.

- 6.2. A player shall be deemed eligible to compete in the Major Round fixtures after being named on Play HQ in a minimum of 25% of games commenced for that team in Minor Round matches.

- 6.3. If two (2) or more teams are equal on points at the end of the Minor Round, the team with the higher quotient shall occupy the higher relative position (see By-Law 9 for the method of determining the quotient).

- 6.4. In a competition comprising of less than five (5) teams, the leading team on points at the completion of the Minor Round shall compete in the Major Round as follows:

- 6.4.1. Semi-Final 2 v 3

- 6.4.2. Grand Final: Minor Premiers v Winner of the Semi-Final.

## **7. Program of Matches**

- 7.1. The program of matches/fixture will be prepared prior to the beginning of each season. This program is subject to confirmation by the NEJCA Executive Committee.

- 7.2. Following confirmation by the NEJCA Executive Committee changes to the program may be made only under the following procedures:

- 7.2.1. A NEJCA Delegate may alter the ground of any individual match, subject to the approval of the NEJCA Executive Committee.

- 7.2.2. The NEJCA Executive Committee may alter the date or ground of any individual match.

- 7.3. Should a change or cancellation of an entire round of matches be required in any Division, such a change may be made by the NEJCA Executive Committee.

## **8. Forfeits**

- 8.1. If a team has to forfeit a match, a Club Official must notify the Opposition Coach, and the NEJCA President who will be responsible for notifying any potential SACA Umpire/s.

- 8.2. In the event that a team receives a forfeit, the non-forfeiting team may submit a team sheet to ensure all players appearing upon that games' team sheet shall be counted as having a 'game played' for the purpose of Major Round eligibility.
- 8.3. A forfeit will be claimed against any team that cannot field the minimum number of players for that age group within fifteen (15) minutes after the scheduled start time of the game. If both teams cannot field a minimum number, the result is a non-game. In the result of a forfeit or non-game, the participating teams may play a scratch match in the remaining allotted time. If a scratch match is played, no individual statistics are to be recorded on the Play HQ management system.

### **Premiership Points**

- 9.1. There are no premiership points allocated in NEJCA's U10's Competition

### **10. Competitions with Unequal Matches**

- 10.1. For competitions with unequal number of matches fixtured for each team, the match ratio system shall be used to equalise the competition. For the purpose of ascertaining the quotient, the following system shall be adopted.
- 10.1.1. The total number of points received by a team will be divided by the number of matches they have played.
- 10.1.2. The team with the higher quotient shall be considered to have had the better performance.

#### Example

Team A (6 points from 5 matches) = 1.2 Match Ratio

Team B (5 points from 4 matches) = 1.25 Match Ratio

As a result, Team B would finish higher than Team A on the ladder.

### **11. Codes Of Conduct**

- 11.1. When considering NEJCA's expected behaviours and Codes of Conduct it must be remembered that:
- 11.2. Cricket 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 Cricket".
- 11.3. The major responsibility for ensuring fair play in junior cricket rests with all players, match officials, teachers, coaches, and parents.
- 11.4. Respect is central to the Spirit of Cricket.
- 11.5. Any action that is disrespectful and seen as abusing the "Spirit of Cricket" causes injury to the game itself.

11.6. All players and Club officials shall comply with NEJCA's Rules and Codes of Conduct, which should be read in conjunction with the Laws of Cricket and the whole of these By Laws.

11.6.1. Any breach of the Code of Conduct shall be considered to be misconduct under these By-Laws.

11.6.2. Coaches are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws of Cricket (2017 Code 3<sup>rd</sup> Edition – 2022), NEJCA's Playing Conditions, including the preamble "The Spirit of Cricket"

## 12. Players Code of Behaviour

- Participate for your own enjoyment and benefit, with opportunities to develop lifelong friendships, not just to please parents or coaches
- Work equally hard for yourself and your teammates. Your team's performance will benefit and so will yours;
- Be a good sport. Applaud all good plays whether they are made by your team or the opposition team;
- Play by the Rules, within the *Spirit of Cricket* and the Spirit of the Game;
- Treat all players in cricket as you like to be treated. Do not bully or take unfair advantage of another competitor;
- Cooperate with your coach, teammates and opponents. Without them there would be no competition;
- Participate for your own enjoyment and benefit, not just to please parents, teachers or coaches;
- Respect Officials' and Coaches decisions;
- Never argue with an Umpire. If you disagree, have your Captain, Coach or Team Manager approach the umpire in an appropriate manner during a break or after the game;
- Control your temper. Verbal abuse of officials, sledging other players, and deliberately distracting or provoking an opponent, are not acceptable or permitted behaviours in cricket;
- Respect the rights, dignity and worth of every person regardless of their age, gender, ability, race, cultural background or religion.
- Thank the players in your team, the players in the opposition team, the officials, coaches and scorers

## 13. Coaches Code of Behaviour

- Participate for you own enjoyment and benefit while remembering that a coach's primary responsibility is to develop and improve all players' skills

- Obtain appropriate qualifications and keep up-to-date with the latest cricket coaching practices and principles of growth and development of young people;
- Help each junior cricketer to reach their potential;
- Be reasonable in your demands on each players' time, energy and enthusiasm;
- Treat each junior cricketer as an individual;
- Operate within the Rules and *Spirit of Cricket* and teach all players to do the same;
- Ensure that the time junior cricketers spend with you is a positive experience;
- Promote fair play over winning at any cost;
- Show courtesy and respect to all those involved in cricket. This includes opponents, coaches, umpires, administrators, parents, and spectators. Encourage all players to do the same;
- Act with integrity and respect
- Place the safety and welfare of participants above all else.
- Never ridicule or yell at a young player for making mistakes;
- Show concern and caution toward sick and injured players. Be aware of and support sport's injury management plans and return to play guidelines/ advice of a physician when determining whether an injured player is ready to recommence training or competition;
- Ensure that any physical contact with a young person is appropriate to the situation and necessary for the player's skill development;
- Respect the rights, dignity and worth of every person regardless of their age, gender, ability, race, cultural background or religion.
- Do not tolerate abusive, bullying or threatening behaviour.

#### **14. Parents & Supporters Code of Behaviour**

- Encourage your child to play by the rules;
- Remember, children are involved in cricket for their enjoyment, not yours;
- Focus on the child/ren's efforts and performances, rather than winning or losing;
- Remember that children learn best by example. Appreciate good performances and skilful play by all participants;
- Show appreciation for volunteer coaches, officials and administrators. Without them, your child could not participate;
- Help create a positive atmosphere for players, officials and other spectators by showing respect for players, officials and other spectators;
- Respect officials' decisions and teach children to do likewise;
- Do not force an unwilling child to participate in cricket;

- A parent/guardian/responsible adult is expected to be in attendance at training and games at all times.
- No Chatter to the Batter (NEJCA Rule 1.11 {U10 & U12}, 1.12 {U14}) also applies to parents and spectators to ensure a safe environment for players, officials and Coaches.
- Do not film players
- Do not film players
- Do not be overtly discuss a player/s' behaviour or lack of skill – any instances/concerns should be referred to the teams' Team Manager
- Never ridicule or yell at a child for making a mistake or losing a game;
- Support all efforts to remove verbal and physical abuse from sporting activities;
- Respect the rights, dignity and worth of every person regardless of their age, gender, ability, race, cultural background or religion;
- NEJCA is committed to providing a safe environment for participation. Aggressive, threatening or other inappropriate behaviour while attending a game will not be tolerated
- Abide by the Clearing the Air Smoke Free and Vape Free laws that apply to all junior cricket underage sporting events/games
  - The new laws create smoke-free and vape-free outdoor areas in all public areas including schools, playgrounds and sporting venues and within 10m of their boundaries.

## **15. Umpires Code of Behaviour**

- Compliment and encourage all junior cricketers;
- Be consistent, objective and courteous when making decisions;
- Be a good sport yourself – actions speak louder than words;
- All Umpires taking part in NEJCA games do so with adequate knowledge of the MCC Rules in combination with NEJCA's Rules and umpire with absolute impartiality;
- Place the safety and welfare of participants above all else;
- Emphasise the spirit of the game rather than the errors;
- Set a good example: as an Umpire your behaviour and comments should BE positive and supportive towards all players.



- No Chatter to the Batter Rule: Rule 1.11 (U10's & U12's) & 1.12 (U14's) Umpires are required to inform a coach of any instances of Chatter to the Batter observed on the field or any unsporting comments from the sidelines
- Coaches are not to badger Officiating Umpires regarding decisions of the suitability of the ground for play to commence/continue in relation to wet weather. Coaches may present information and leave the umpire/s to decide what is in the best interests of the safety of the players.
- Discourage unsporting behaviour and promote respect for all participants;
- Keep up-to-date with the latest available resources for umpiring and the principles of growth and development of young people;
- Respect the rights, dignity and worth of every person regardless of their age, gender, ability, race, cultural background or religion.

## **16. Reports of Breaches in Laws & By Laws**

- 16.1. Definitions for the purpose of this section:
- 16.1.1. "Player" means any playing member of a Club who is registered, or who should be registered, pursuant to these By-Laws.
- 16.1.2. "Club Official" means any person representing a Club in any official capacity or recognised by a Club as holding or occupying any official position within that Club, including (but not necessarily limited to) any coach, assistant coach, scorer, team manager, committee member or person holding any position or role recognised by the Constitution or Rules of that Club.
- 16.1.3. "Disciplinary Enquiry Panel" (DEP) means the panel established under By-Law 17.
- 16.1.4. "Match" includes all matches played under these By-Laws.
- 16.1.5. "Crude" when used in the Code of Conduct includes indecent or offensive, including, in particular, racial sledging or abuse.
- 16.2. If an appointed or officiating umpire or coach, during or on the day of a match in which he/she is umpiring deems it necessary to report any player, or Club Official for misconduct arising out of, or in the course of, that match (whether or not the player or official is involved in that match), or any breach under Law 41 (Unfair Play) of the Laws of Cricket, or any other Law or By-Law, he/she shall, as soon as practicable, after the conclusion of the day's play:
- 16.2.1. Provide a written report to the NEJCA Executive Committee
- 16.2.2. The report shall constitute a charge or a report against the player/s, or official/s for the purpose of these By Laws.

## **17. Disciplinary Enquiry Panel (DEP)**

- 17.1. There shall be a Disciplinary Enquiry Panel (DEP).

- 17.2. The DEP shall consist of the NEJCA Executive Committee.
- 17.3. The DEP shall review each charge and make a determination as soon as practicable, if possible/practicable before the next game day.
- 17.4. The DEP may seek further information or comment from any person in such a manner as it seems fit.
- 17.5. If the DEP determines that the charge is proven, the reported person is to receive a penalty which is appropriate in all of the circumstances.
- 17.6. When imposing any penalty all relevant circumstances must be taken into account (considered), including:
- 17.6.1. The DEP must request and obtain details of any prior penalty imposed on the reported person before imposing any reprimand or period of ineligibility to participate,
- 17.6.2. The seriousness of and harm caused by the breach.
- 17.7. The DEP shall, upon making its determination, notify the Club of its determination and any penalties imposed.
- 17.8. The reported person must at the time of notification, be advised that if he/she does not accept the determination, the person will be required, through their Club Delegate, to notify the NEJCA President of their non-acceptance of the determination
- 17.8.1. Under this circumstance the charge will be heard by an independent NEJCA Committee at its earliest convenience.
- 17.9. If the DEP determines that the charge is not proven, the charge will be dismissed.
- 17.10. The DEP is not required to provide reasons for its determination.

**18. Penalties: DEP Ranges**

18.1. Level 1 Offences

No	Offence	Example
1.1	Abuse of cricket equipment or clothing, ground equipment of fixture and fittings.	Actions such as hitting or kicking the wickets or action that result in damage to advertising boards, boundary fences, or any part of the building structure around the ground.
1.2	Show dissent at an umpire's decision by action or verbal abuse	Includes excessive, obvious disappointment with an umpire's decision or with an umpire making the decision and an obvious delay in resuming play or leaving the wicket.

1.3	Use language that is obscene, offensive, or insulting and/or the making of an obscene gesture.	This includes swearing and offensive gestures which are not directed at another person such as swearing in frustration at one's own poor play or fortune.
1.4	Point or gesture towards the pavilion in an aggressive manner or behaving aggressively towards either batter upon the dismissal of a batter.	Includes charging or running up to the batter and getting "in his/her face".
1.5	Excessive "Chatter to the Batter"	Includes excessive and repeated sledging or comments to the opposing batter and ignoring directions to cease
1.6	Excessive Appealing	Self-Explanatory

#### 18.2. Level 2 Offences

No	Offence	Example
2.1	Show serious dissent at an umpire's decision by action or verbal abuse.	Dissent is classified as serious when by a specific action such as the shaking of the head, snatching cap from the umpire, pointing at pad or inside edge and other displays of anger or abusive language directed at the umpire or excessive delay in resuming play.
2.2	Engage in inappropriate and deliberate physical contact with other players or officials during play.	Deliberately walking or running into or shoulder another player or official.
2.3	Charge or advance towards the umpire in an aggressive manner when appealing.	Self-Explanatory.
2.4	Deliberately and maliciously distract or obstruct another player or official on the field of play.	Deliberately attempting to distract a player by words or gestures (refer to 'no chatter to the batter' rule) or deliberately shepherd the batter while running or attempting to run between the wickets.
2.5	Throw the ball at or near a player or official in an inappropriate and/or dangerous manner.	This does not discourage a fielder or bowler returning the ball to the stumps in the normal fashion.
2.6	Use language that is obscene, offensive or of a seriously insulting nature to another player, official or spectator.	This is language or gestures which are directed at another person.

2.7	Change the condition of the ball in breach of Law 41.3	Prohibited behaviour includes picking the seam or deliberately throwing the ball into the ground for the purpose of roughening it up and the application of moisture to the ball.
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### 18.3. Level 3 Offences

No	Offence	Example
3.1	Intimidate an umpire, coach or spectator whether by language or conduct.	Self-Explanatory.
3.2	Threaten to assault another player, official or spectator.	Self-Explanatory.
3.3	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, national or ethnic origin, disability or gender.	Self-Explanatory.

### 18.4. Level 4 Offences

No	Offence	Example
4.1	Threaten to assault an umpire, official, player or spectator.	Self-Explanatory.
4.2	Physically assaulting another player, umpire, official, or spectator.	Self-Explanatory.
4.3	Engage in any act of violence on the field of play.	Self-Explanatory.
4.4	Use language or gestures that seriously offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, colour, descent, national or ethnic origin, disability or gender.	Self-Explanatory.

### 18.5. Ranges for penalties of misconduct.

18.5.1. If a report is found to be proven; the reported person is to receive a penalty which is appropriate in all of the circumstances.

18.5.2. Indicative range of penalties for each misconduct is:

<b>Level of Offence</b>	<b>Indicative Penalty Range</b>
Level 1	Official Reprimand or a ban of up to one (1) club match.
Level 2	Ban of two (2) or three (3) club matches.
Level 3	Ban of four (4) or five (5) club matches.
Level 4	Ban of six (6) or seven (7) club matches.

18.5.3. A penalty less than the cumulative indicative range/s may be imposed at the discretion of the DEP.

18.5.4. A penalty greater than the indicative range may be imposed in the case of a person having been found guilty of previous offences at the discretion of the DEP.

18.5.5. A club match, for the purpose of a ban, shall be defined as the entirety of the number of fixtured rounds for the ban. For example, a player receiving a two (2) club match ban would require the player to miss the entirety of the next two rounds.

18.5.6. The prescribed penalty is only enforceable in the North Eastern Junior Cricket Association competition. However, the executive Committee will notify any additional club(s) the player may have of the penalty.

18.5.7. In the case of a parent receiving a ban, this may result in the parent not being permitted to attend the game. Alternatively, the NEJCA Executive Committee may determine that the imposed penalty is handed to the child on behalf of the parent.

18.6. All umpires have the power to report any player/coach/official/parent for misconduct, guided by the NEJCA Rules and By Laws