





# NEJCA U10 RULES 2024/2025

<b>AGE</b>	Under 10 as of September 1 <sup>st</sup> 2024
<b>ELIBILITY</b>	Players <b>must</b> be registered with the Association via Play HQ online before they can play.
<b>BALL</b>	Red Kookaburra Commander (1 per match) Friday evenings – Pink ball may be used
<b>OVERS</b>	20 overs per side
<b>TIMES INNINGS</b>	<b>Sunday:</b> 8:30am - 11:00am 1 <sup>st</sup> Innings 8:30am - 9:40am 2 <sup>nd</sup> Innings 9:50am - 11:00am <b>Friday:</b> 5:30pm - 8:00pm 1 <sup>st</sup> Innings 5:30pm - 6:40pm 2 <sup>nd</sup> Innings 6:50pm - 8:00pm
<b>TEAM NUMBERS</b>	<ul style="list-style-type: none"> <li>Recommended <b>7 players</b> per team.</li> <li>5 Minimum to play, 9 Maximum per team.</li> <li>7 Maximum on the field at any given time.</li> </ul> <p><b>Sub fielders</b> are required from the opposition team to make <b>7 fielders</b> on the ground</p>
<b>BOUNDARY AND PITCH LENGTH</b>	<ul style="list-style-type: none"> <li>Pitch length: 16m Stump to Stump measured with a tape measure.</li> <li>Chalk or tape is required to mark the crease lines.</li> <li>Boundary is to be measured with a tape measure: 40m Circle measured from the striker's end stumps, marked with cones/rope.</li> <li>Portable stumps with bails at the bowler's end.</li> <li>Coaches are encouraged to use fielding markers or discs for learning opportunities.</li> <li>Coaches are encouraged to paint a 10m circle from the batter's position to protect fielders from potential injury.</li> <li>If a bowler needs the pitched shortened to bowl successfully, a cone may be placed at the bowlers end appropriately for the bowler only</li> </ul>



<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li><b>Helmet's must be worn</b> at all times whilst batting &amp; wicket-keeping.</li> <li>Pads, Gloves and Protector <b>must be worn at all times</b> whilst batting &amp; wicket-keeping.</li> <li>Additional safety equipment can be worn based on match conditions or personal preference.</li> </ul>																																																		
<b>BATTING</b>	 <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th colspan="5">PLAYERS PER TEAM</th> </tr> </thead> <tbody> <tr> <td>5</td> <td>6</td> <td>7(ideal)</td> <td>8</td> <td>9</td> </tr> <tr> <td colspan="5" style="text-align: center;">Batting : Maximum balls faced per batter before retiring</td> </tr> <tr> <td>24</td> <td>20</td> <td>17</td> <td>15</td> <td>13</td> </tr> </tbody> </table> <ul style="list-style-type: none"> <li>All players must face their allocated number of balls regardless of how many dismissals occur.</li> <li>Balls faced include Wides and No Balls</li> <li><b>4 runs per dismissal</b> are to be added to the opposition's (bowling team's) score.</li> <li>The following dismissals apply: Bowled, Caught, Caught &amp; Bowled, Run Out, Stumped, Hit Wicket. <b>No LBWs.</b></li> <li>Batters to swap ends following a dismissal. For a <u>run out</u> the not out batter should face the next delivery.</li> <li>If there is an extra ball to be bowled, the batter facing at the time will face the ball.</li> </ul> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th colspan="5">PLAYERS PER TEAM</th> </tr> </thead> <tbody> <tr> <td>5</td> <td>6</td> <td>7(ideal)</td> <td>8</td> <td>9</td> </tr> <tr> <td colspan="5" style="text-align: center;">Bowling : Number of overs per bowler</td> </tr> <tr> <td>1x6 overs</td> <td></td> <td>1x4 overs</td> <td>4x3 overs</td> <td>2x3 overs</td> </tr> <tr> <td>2x5 overs</td> <td>4x4 overs</td> <td>4x3 overs</td> <td>2x2 overs</td> <td>5x2 overs</td> </tr> <tr> <td>2x2 overs (wk)</td> <td>2x2 overs (wk)</td> <td>2x2 overs (wk)</td> <td>2x2 overs (wk)</td> <td>2x2 overs (wk)</td> </tr> </tbody> </table> <p>6 balls per over maximum, (exception Dead Ball).</p> <ul style="list-style-type: none"> <li>All players on the day must bowl.</li> <li>It is recommended coaches employ a rotation policy to ensure all players get the opportunity to bowl maximum overs throughout the season.</li> <li>Bowlers are to bowl from the one end only.</li> <li>Rotation of fielders is recommended to ensure players experience all positions.</li> <li>No fielders within 10 metres of batter (exception: Wicketkeeper) for safety.</li> <li>Each team is to use 2 wicket keepers (10 overs each).</li> <li>If more than 7 players are present at a match, rotate players onto the field equally.</li> </ul>	PLAYERS PER TEAM					5	6	7(ideal)	8	9	Batting : Maximum balls faced per batter before retiring					24	20	17	15	13	PLAYERS PER TEAM					5	6	7(ideal)	8	9	Bowling : Number of overs per bowler					1x6 overs		1x4 overs	4x3 overs	2x3 overs	2x5 overs	4x4 overs	4x3 overs	2x2 overs	5x2 overs	2x2 overs (wk)	2x2 overs (wk)	2x2 overs (wk)	2x2 overs (wk)	2x2 overs (wk)
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<b>BOWLERS RUN-UP</b>	<b>Maximum</b> bowling run up of 6 metres (marked by coaches).																																																		



These NEJCA U10 Rules are to be read in conjunction with the full U10 Playing Conditions, By Laws & Codes of Behaviour that are available on the

NEJCA website: [www.nejca.com.au](http://www.nejca.com.au)

<p><b>WIDE</b></p>	<p>Any ball passing outside the reach of a batting player in their normal batting stance that DOES NOT bounce off the pitch. Will incur a one run penalty.</p>	<p><b>SEASON DATES</b></p>	<p>Season commences: 1<sup>st</sup> October 2024.</p> <ul style="list-style-type: none"> <li>• Spirit of Cricket Round 3<sup>rd</sup> November</li> <li>• Last Game 2024 - 15<sup>th</sup> December 2024</li> <li>• 1<sup>st</sup> Game 2025 - 10<sup>th</sup> January 2024</li> <li>• Last game for the season: 9<sup>th</sup> March 2025</li> <li>• * No games Adelaide Test Match W/E 2024 and 24<sup>th</sup> &amp; 26<sup>th</sup> January 2025*</li> </ul>
<p><b>NO BALL</b></p>	<p>Full toss above waist height of the batter in an upright standing position - called by the square leg umpire. Above shoulder height of the batter, in an upright standing position from a short pitched ball - called by the square leg umpire A ball that bounces more than once OR rolls along the ground before it reaches the popping crease – called by the square leg umpire. Any ball that lands or bounces off the pitch. Will incur a one run penalty.</p>	<p><b>ADVERSE WEATRHER</b></p>	<p>The full <u>Adverse Weather Policy</u> is available on the NEJCA Website: <a href="http://www.nejca.com.au">www.nejca.com.au</a> Extreme <b>wet weather</b> conditions may lead to an Association cancellation of games – notification will be via NEJCA Facebook</p> <ul style="list-style-type: none"> <li>• If a ground is unsuitable for play, the home team may source an alternative suitable ground and notify the opposition by 6pm on the day prior for a Sunday game of alternative venue or cancellation of the game.</li> <li>• If no cancellation all players from both teams must attend the ground ready to play.</li> <li>• <b>Rain Affected Games</b> – Appendix 3 – Rule 3.3.2. 15 overs/side constitutes a game, player safety is paramount in all decisions</li> <li>• In the event of a <b>Lightning</b> flash followed by thunder less than 30 seconds later play must cease immediately - please refer to the policy for resumption of play.</li> </ul> <p><b>Heat</b> guidelines refer to the BOM APP temperature at Windsor Gardens @ 12:30pm for a <u>Sunday</u> game, as published at 6:00pm on the Saturday prior to the game, 38 degrees or above, matches will be cancelled. OR the 5:30pm BOM APP temperature at Windsor Gardens as published at 6:00pm on Thursday prior to the <u>Friday</u> evening game 36 degrees or above, Friday evening matches will be cancelled. Notification will be posted on NEJCA Facebook</p>
<p><b>DEAD BALL</b></p>	<p>The ball deviates from the edge of the wicket matting, concrete, or raised piece of turf OR A fielder is inside the 10m exclusion zone prior to the batter hitting the ball/ball passing through to the wicketkeeper. Dead Balls <b>ARE</b> re-bowled</p>	<p><b>PLAY HQ</b></p>	<p>All team players names <b>must</b> be entered on Play HQ by 8pm on the Saturday evening prior to a Sunday morning match's commencement, or 8:00pm Thursday evening prior to a Friday evening game</p>
<p><b>ROTATION EXPERIENCE</b></p>	<p>It is required that batting orders/bowling orders and fielding positions are rotated around all the players in the team to ensure all players experience all the different positions within the Game of Cricket</p>	<p><b>SCORING</b></p>	<p>Electronic scoring is encouraged - the home team may live score; the away team may off-line electronically score or book score.</p>
<p><b>COACHES DISCUSSION</b></p>	<p>The pre match discussion between coaches is very important and can prevent undesirable altercations during a junior cricket game.</p> <ul style="list-style-type: none"> <li>- Player numbers</li> <li>- Bowling abilities</li> <li>- No Chatter to the Batter strategies</li> <li>- No fielder closer than 10m to the batter (Rule 2.5.3.)</li> <li>- Time management strategies</li> <li>- Boundary Size</li> </ul>	<p><b>RESULTS</b></p>	<p>All Scores and Player statistics must be entered onto Play HQ by Tuesday evening following the conclusion of the match</p>
<p><b>SUSPECT BOWLING ACTIONS</b></p>	<p>Coaches, please discuss at the pre-game discussion and alert spectators to the ongoing education of the player, this is NOT a no ball.</p>		
<p><b>NO CHATTER TO THE BATTER</b></p>	<p>Teams, adults &amp; players are to promote encouragement of all players from both teams. It is the coach's responsibility to ensure there is no sledging towards opposition players</p>		
<p><b>SPIRIT OF CRICKET</b></p>	<p>Junior Community Cricket games should be played according to the Laws of Cricket AND within the <b>Spirit of Cricket</b></p>		