



# Western Suburbs Junior Cricket Association

## Under 10 – One Day Match Rules

### 1.1 Team Numbers

- 1.1.1. Team consists of seven players
- 1.1.2. The maximum number of players in any one game is nine players.
- 1.1.3. The minimum number of players for a game to commence is five.

### 1.2 Players Age

- 1.2.1. All players playing in the U10 competition must be aged Under 10 as of September 1<sup>st</sup> of the current season, unless a special permit (see rule 1.5) has been approved by the WSJCA Executive.

### 1.3 Registration

- 1.3.1 All new players must be registered.

### 1.4 Clearances

- 1.4.1 Clearances are permitted.

### 1.5 Permits

- 1.5.1 If it is deemed the player's development necessitates a permit to play as an overage player an application via email can be made to the WSJCA Executive.

### 1.6 Dress Code

- 1.6.1 White or cream coloured shirts with a collar (club shirts are permitted)
- 1.6.2 White or cream coloured trousers or shorts with white socks and cricket shoes.
- 1.6.3 Caps or hats and sunscreen are strongly recommended.

### 1.7 Safety Equipment

#### 1.7.1 Batter

- i. A batter must wear a British Standard 7928:2013 compliant helmet at all times when batting;
- ii. The umpire(s) are responsible for ensuring that a helmet is worn when required as per clause i., but are not responsible for ensuring that the helmet being worn by the batter is compliant with British Standard 7928:2013; and
- iii. The umpire(s) must not allow the match to continue during any period in which a batter fails to wear a helmet when required by this clause.

#### 1.7.2 Wicketkeeping

- i. A wicketkeeper must wear a British Standard 7928:2013 compliant helmet at all times when wicketkeeping;
- ii. The umpire(s) are responsible for ensuring that a helmet is worn when required as per clause i., but are not responsible for ensuring that the helmet being worn by the wicketkeeper is compliant with British Standard 7928:2013; and

- iii. The umpire(s) must not allow the match to continue during any period in which a wicketkeeper fails to wear a helmet when required by this clause.

## 1.8 The Balls

- 1.8.1 All teams participating in the WSJCA U10 Competition must use a Kookaburra Commander 142g Cricket Ball

## 1.9 Size of the Ground

- 1.9.1 It is recommended that the minimum size of the boundary is 35m and the maximum size of the boundary is 40 metres.

## 1.10 Pitch Type and Length

- 1.10.1 Hard Wicket surface or outfield cut strip must be 16m length

## 1.11 Hot Weather Policy

- 1.11.1 The WSJCA Executive Committee shall reserve the right to cancel play if it feels the extended heat periods within the Adelaide metropolitan area has exceeded 38 degrees or more for 3 or more consecutive days leading up to match day.

- 1.11.2 WSJCA utilise hourly forecasts from the Bureau of Meteorology (BOM) app to determine whether matches will proceed. The 'Adelaide Airport' forecast is the chosen source of truth.

**1.11.3 Sunday morning matches** - The final decision on whether Sunday morning matches are played will be made following the updated BOM forecast released on Saturday evening. Should the 12:30pm forecast for the following day be 38 degrees Celsius or above, all matches will be cancelled. An official statement will be released from the WSJCA to club delegates by 6:00pm, with the information also shared on the WSJCA website and Facebook page.

**1.11.4 Friday afternoon matches** - The final decision on whether Friday afternoon matches are played will be made following the updated BOM forecast released on Thursday evening. Should the 5:30pm forecast for the following day be 38 degrees Celsius or above, all matches will be cancelled. An official statement will be released from the WSJCA to club delegates by 6:00pm, with the information also shared on the WSJCA website and Facebook page.

- 1.11.5 The WSJCA does not compel an individual to participate in any sanctioned match. Clubs, parents and players are encouraged to reference the SACA Affiliates and Club Protection Policy for further guidelines.

## 1.12 Match Results and Player Stats

- 1.12.1 Match result must be entered into MyCricket. The entry of individual player stats is not required for this age group

## 1.13 Finals

- 1.13.1 No finals are played in this grade and no premiership table is published.

## 2. ONE DAY MATCHES – 20 OVERS

### 2.1 Playing Hours

- 2.1.1 Sunday morning matches 8.30am to 11.40am
- 2.1.2 Friday afternoon matches 5.00pm to 7.40pm
- 2.1.3 Club wanting to play double headers on Sunday, would first require approval from the Executive Officer
- 2.1.4 Both Team Managers/Coaches should agree upon extra drink breaks prior to the match if required

### 2.2 Overs

- 2.2.1 Matches shall be a maximum of 20 overs per side.
- 2.2.2 Coaches/Team Managers need to be aware, and not allow slow over rates.
- 2.2.3 Overs must all be bowled from the same end.

### 2.3 Bowling

- 2.3.1 An over is to be no more than six deliveries except:
  - A dead ball is called as per rule 2.3.4 & 2.6.3.

- 2.3.2 Any ball passing outside the reach of a player in his normal stance that does not bounce off the pitch should be called a wide. Wides are not to be re-bowled, with one run being added to the team score
- 2.3.3 A No Ball shall be called, with one run being added to the team score when:
- A full toss above waist high of the batter in an upright position
  - A short pitched ball above shoulder height of the batter in an upright position
  - Any ball that bounces more than ONCE before reaching the popping crease (Law of Cricket-21.7).
  - Any ball that lands or bounces off the pitch.
- No-balls are not to be re-bowled.
- 2.3.4 A Dead Ball is to be called if the ball deviates from the edge of the wicket matting, concrete or a raised turf pitch, with the ball being re-bowled
- 2.3.5 Teams with seven players:
- Three players bowl four overs each
  - Two players bowl three overs each
  - Two players (Wicket Keepers) bowl one over each
- 2.3.6 Teams with eight players:
- Six players bowl three overs each
  - Two players (Wicket Keepers) bowl one over each
- 2.3.7 Teams with nine players:
- Four players bowl three overs each
  - Three players bowl two overs each
  - Two players (Wicket Keepers) bowl one over each
- 2.3.8 Teams with six players:
- Four players bowl four overs each
  - Two players (Wicket Keepers) bowl two overs each
- 2.3.9 Teams with five players:
- All players bowl four overs each
- 2.3.10 No Batters are to be dismissed LBW
- 2.3.11 The pitch may be shortened if it deems a bowler requires assistant in bowling the full length of the pitch

## 2.4 Batting

The team objective should be to bat for 20 overs, with encouragement given to the batters to value their wicket.

- 2.4.1 All players must face the required number of balls, irrespective of the amount of times they are dismissed.
- 2.4.2 Batters are required to compulsorily retire after:
- Seven players: facing seventeen balls
  - Eight players: facing fifteen balls
  - Nine players: facing thirteen balls
  - Six players: facing twenty balls
  - Five players: facing twenty four balls
- 2.4.3 All deliveries faced, including wides and no balls, to be included in the batter's ball count.
- 2.4.4 The scorers shall add four runs to the fielding team's score each time a batter is dismissed
- 2.4.5 Batter to swap ends following a dismissal. If there is a run out the not out batter should face the next delivery
- 2.4.6 If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e.  $17 \times 7 = 119$ )

## 2.5 Wicket Keepers

- 2.5.1 All wicket keepers must wear a helmet, pads and protection at all times
- 2.5.2 There will be two wicket keepers per innings
- 2.5.3 Wicket keepers will keep for ten overs each.

## 2.6 Fielding

- 2.6.1 There must be a maximum of 7 players on the field at any one time, but other players may be rotated through the field whilst the innings is in progress.
- 2.6.2 No fielder may take up a position in front of, or parallel with, the striker's popping crease closer than 15 metres from the batter or within 15 metres behind square on the leg side
- 2.6.3 No player may enter this restricted area until the ball:
- is hit by the batter, or
  - strikes the body/equipment of batter, or
  - passes through to the wicket-keeper
- Any infringement will result in 'Dead Ball' being called by the umpire, and the ball being re-bowled.
- 2.6.4 Where a team is short on players the opposition may lend players to the fielding team for a maximum of 7 players on the field