

EDJCA U10s Rules Summary

GUIDING PRINCIPLES

The EDJCA U10 rules are the changes made to the conventional rules of cricket (MCC Laws) that are specific to the EDJCA U10s competition. Unless stated otherwise, the conventional rules of cricket are followed.

The Guiding Principle, and reason there are no points tables nor premierships in EDJCA competitions, is: "Safety and enjoyment of the children playing cricket, sportsmanship and fair play is the priority.

Disciplinary matters may be escalated to the EDJCA Management committee (or any subcommittee thereof) at the written request of one or both club presidents that are involved.

TEAM SIZES

Maximum of ten players per team, minimum of six players per team.

Only eight on the field at once, up to ten players allowed to bat and bowl.

If one side is short of players, the other side should offer fielders to make a game.

PLAYERS EQUIPMENT

When batting all batters must wear a Helmet, Batting gloves, Two (2) Pads and a Protector.

When Wicket keeping, wicket keepers must wear a Helmet, wicket keeping gloves, Two (2) Pads and a protector.

Mouth guards can be worn but not compulsory.

SET UP

The pitch is to be shortened to sixteen (16) metres in length. The width is as provided.

The use of freestanding stumps at both ends is needed to achieve the lesser distance – place the stumps at one end on the normal crease and use chalk to mark the new bowling and batting creases at the other end (unless already marked).

The batters run to the shortened marked batting crease with a centre line marked in front of middle stump to show batters where to stand. Make sure the batter isn't covering the stumps in set up as there are no Lbws.

35m boundary from centre of pitch marked using boundary cones (note when boundary markers are placed at intervals, the boundary is defined as a straight line between markers (not an arc)).

Boundaries may be reduced if both teams agree where long grass prohibits free running of the ball.

UMPIRING

The team managers/coaches shall appoint umpires for periods of play and may be changed at intervals. On field coaching is permitted but should not delay the game.

All bowlers shall bowl from one end. The batters should change ends after each over or on dismissal.

A bowler whom the Umpire(s) consider having a doubtful bowling action is NOT to be called a no-ball. If the Umpire(s) consider a bowling action to be doubtful, the Coach/Manager of the fielding team should be advised, and the player coached towards corrective action. Where a manager/coach is aware of a doubtful bowling action prior to the game commencing they should advise the opposing manager/coach and umpires beforehand. The longer a player continues to bowl with a doubtful action, the lower the chance of corrective action being effective, therefore it is in the players best interests that clubs focus on bowling actions at training. This rule is not provided to allow players to deliberately throw instead of bowling. Can help the bowler but not to the extent that it holds up the game, that level of support is best in a training environment.

Common sense is to be applied when assessing the condition of a ground. The Team Managers shall inspect the field prior to the game commencing and satisfy themselves that it is fit for play. This must be recorded on the QCA standard form "Pre-Game Checklist", signed by both managers, and held by the home team.

Commencing or suspending play requires agreement of both umpires in respect of conditions. In EDJCA matches this is clarified as where disagreement arises regarding playing conditions then status quo prevails, ie: if play is underway then play is to continue until conditions change and umpires reach agreement; if play is not underway then play remains suspended until conditions change, and umpires reach agreement.

HOURS OF PLAY

The hours of play are either 8.00am to 11.30am (morning games) or 1.30pm – 5pm (afternoon games) – Three (3) hours and thirty (30) minutes of play/game.

If rain interrupts play, then reduce the match by one over per team for every Six (6) minutes lost.

Where the innings of one team is shortened to meet the scheduled finish time, then the other side's score will be taken as at the same number of overs completed to determine the match result. Minimum 13 overs per team required for a result.

All games are one-day games of twenty-five (25) overs per team.

Batters who are given out will remain at the crease to complete their number of balls to be faced. Batter given out is to swap ends. There is no maximum number of wickets per innings.

Matches continue to bowl out all overs (up to 11:30am) regardless of score.

A short 3-minute drinks break shall be taken after the 13th over of each team's innings.

All time must be used. Teams are to play second/extra innings if a match finishes prematurely. These "scratch innings" are to be used to encourage participation and to create opportunities for weaker players to develop their skills.

BOWLING

All players are to bowl a minimum of two overs (2) and no bowler is to bowl a fourth (4th) over until all players have bowled three (3) overs.

The wicketkeepers should be swapped during drinks break (where team numbers permit) to allow each wicket-keeper to bowl a minimum of Two (2) overs each.

The Team's Bowling order should be rotated each match to ensure all have a chance to bowl with a new and old ball.

Over is to be called after Six (6) deliveries including Wides and No Balls. Wides and No-Balls are not re-bowled but are scored against bowler and sundries. Runs off a no-ball are scored to the batter.

BATTING

Batting limits are provided to ensure all batters face equal numbers of balls per batting pair irrespective of number of dismissals.

The number of balls is calculated by dividing 150 (i.e. 25 overs) by the number of players in the team. The last 2 batters share the extra balls if not evenly divisible.

Scorers are required to assist umpires to ensure the correct number of balls are faced by each batter and to change a batter when the number balls for that individual batter has been reached, except for the last pair where scorer advises umpire for striker to swap ends when faced their share of balls.

Balls Faced means all deliveries including Wides and No balls.

The Team's Batting order should be rotated each match to ensure all have a chance to bat in various positions in the order.

To ensure all batters have an equal opportunity to play shots, after facing two or otherwise unplayable wides balls, batters are to swap ends.

As Under 10 cricket use freestanding metal stumps, there are no bails to remove to indicate the wicket is down. It is the sole judgement of the umpires as to whether the wicket has been struck by the ball or, as applicable, the hand holding the ball to be down.

NO LBWS. Encourage players to not block the ball with their pads.

The Timed-Out law will not apply, however deliveries may be deducted from a batter if the batter concerned is absent from, or refuses to take, the field.

Handled the Ball is not to be given out.

If a batter faces three consecutive illegal deliveries (wides or no balls) the batters must swap ends.

FIELDING

No more than eight on the field at once. Rotate fielders between overs if there are extra players to ensure everyone gets equal involvement.

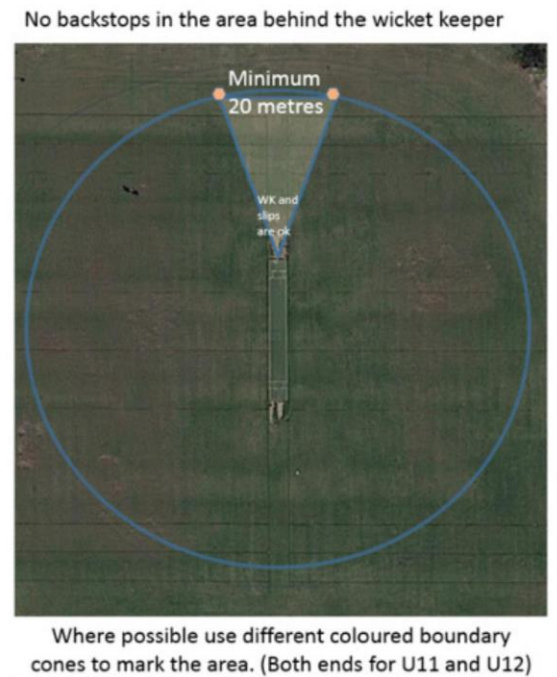
Fielders must be more than 10 metres away except for the wicketkeeper and slips.

No more than three fielders on each side otherwise no ball, no backstops but fine leg is permitted.

Fielding markers are used in fixed locations for the match – placed 20 metres from the batter.
Fielders must start their walk in with the bowler from the fielding marker.

Fielders rotate around the field after an over is bowled.

No back stops.



RESULT

The emphasis for all involved, players, coaches, parents, should be on enjoying the game, good performances, and fun moments rather than who won or lost. There are no premierships or points tables in EDJCA U10 Cricket.

The result of the match will be determined on the highest average based on runs divided by wickets lost.

Negative play, such as encouraging batsman to not even attempt a shot or run to prevent the fall of wickets, is not permissible. All children are to be encouraged to participate in the game & allowed to give their best efforts, regardless of whether this will impact on the result of the game.

WIDES, NO BALLS, AND DEAD BALLS

Wides are called when the ball; a ball that does not hit the designated pitch, or hits the pitch but passes the strikers wicket outside the edge of the designated pitch or is not in reach of striker at the crease (eg. bounces too high or too wide to reach). Not a wide if batter hits the ball or is hit by the ball irrespective of where it has pitched. Batters can only be out hit wicket, handled the ball, obstructing the field, stumped, or run out of a wide.

No balls are called when; bowler oversteps the front line, ball bounces MORE than twice or rolls, ball passes the batter above shoulder height on the bounce at normal batting stance height on the

popping crease, ball passes the batter above waist height on the full at normal batting stance height on the popping crease (the height no balls are to be called by the square leg umpire). No balls are NOT called when; bowlers bowls with doubtful action. Note; A Player cannot be out bowled, caught, hit wicket nor stumped off a no-ball. However, the batter can be given out run out if attempting a run, obstructing the field, hit the ball twice, handled the ball.

MUST give one warning for front foot balls.

No ball overrides a wide.

A ball that behaves erratically off a crack or an obstacle on the pitch, or from the edge of the pitch, the ball is called dead and cannot take a wicket. The ball is to be re-bowled. A ball failing to reach the batsman is to be called a dead ball and the ball re-bowled.

ADDITIONAL RULES

Bowlers are encouraged to bowl from closer where needed. Advise the opposition prior to the game if possible.

Mankads are to be called dead balls and the umpire is to warn the batter.

Please view the QCA Code of Conduct found on the official EDJCA U10 rules document.