

# EDJCA U9s Rules Summary

## GUIDING PRINCIPLES

The EDJCA U9 rules are the changes made to the conventional rules of cricket (MCC Laws) that to are specific to the EDJCA U9s 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 pitch may be marked on short grass, a roll-out pitch on grass or a concrete or Gabba grass pitch.

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.

30m 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. It is suggested that the bowling team umpire the bowlers end and the batting team umpire at square leg so the bowling end umpire can coach the bowlers and the square leg can coach the batting side including telling batsmen when to run.

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

In addition, 2 parents may be on the field to coach fielders. Therefore, four adults can be on the field at once.

Doubtful Bowling Action – Try and help the bowler correct the action but priority is to ensure balls land on the pitch. Continue to work on bowling with a straight arm at training (let me know if there is anyone in your team who needs extra help).

Common sense is to be applied when assessing the condition of a ground. Use the pre-game checklist.

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 8.00am to 10.45am.

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 10:45am 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 10 overs per team required for a result.

All games are one-day games of twenty (20) overs per team. Played in quarters Q1: Team 1 bats for 10 overs; then Q2: Team 2 bats for 10 overs; then Q3: Team 1 resumes batting for its remaining 10 overs; then Q4: Team 2 resumes batting for its remaining 10 overs. 5–10-minute break between quarters. Coaches can agree to make it 25 overs per team.

Matches continue to bowl out all overs (up to 10:45am) regardless of score.

## **BOWLING**

All players are to bowl a minimum of Two (2) overs each. To ensure all players receive equal bowling opportunities, no bowler is to bowl a 3rd over until all players on that team have bowled 2 overs.

The coach of the bowling side will elect the player(s) who are to bowl an extra over each, to make up the 20 overs.

Two wicketkeepers per match, swapping after ten overs.

Rotate bowling order and who the wicketkeepers are each match.

Over is to be called after Six (6) deliveries including Wides and No Balls. Wides in U9s are effectively dead balls and are replayed in the form of tee shots (more information to come). No balls are one run to the batting side plus however many runs are scored off the bat, these runs would go against the bowler as per the convention.

## **BATTING**

All batters face the same number of balls no matter how many times they are out.

The batters are to rotate at the end of each over and on dismissal. There is no maximum number of wickets per innings.

The number of balls is calculated by dividing 120 (i.e. 20 overs) by the number of players in the team. The last 2 batters share the extra balls if not evenly divisible.

Easiest way is to have the scorers count the number of balls and manage the rotations and number of balls faced.

Batting order should be rotated each match to ensure all have a chance to bat in each position.

As Under 9 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.

The **Timed-Out** law will only apply if the batter concerned is absent from the field or refuses to take the field.

No handled the ball, hit the ball twice or LBWs, but encourage batters to not intentionally block the stumps with their pads.

## **FIELDING**

No more than eight on the field at once. Rotate fielders between overs if there are extra players.

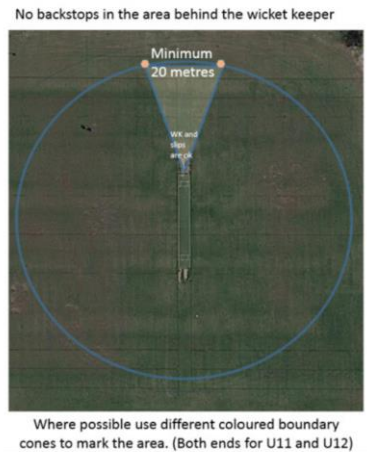
Fielders must be more than 15 metres away except for the wicketkeeper.

No more than three fielders on each side.

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.

There are to be no backstops.



## 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 U-9 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; passes the batsmen on the outside of the batting tees and/or is out of reach (too high). 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, obstructing the field, stumped or run out of a wide.

No balls are called; ball bounces MORE than twice or rolls, ball passes the batter above shoulder height on the bounce at normal standing height on the popping crease, ball passes the batter above waist height on the full at normal standing height on the popping crease (the height no balls are to be called by the square leg umpire). No balls are NOT called when; bowler oversteps the front line, 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.

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.

## BATTING TEES

Wides is not entered in the scorebook and are instead replayed by hitting the ball off the batting tee. The umpire shall call "TEE SHOT" after each wide is bowled and counts down "three, two, one, hit"

to the batter to speed the game up. Batter has one hit off the batting tee on the side of which the wide ball went past.

Notes; Batter can be dismissed from a ball hit off the tee. The original wide ball is not scored as a wide, it has been called dead. Only runs (or wickets) from the tee shot are scored. Balls off tee are to be hit forward, the batsman is not allowed to turn around and hit behind the wicket. Batsmen to be encouraged to play straight.

#### **ADDITIONAL RULES**

Bowlers are encouraged to bowl from closer where needed.

Mankads are to be called dead balls.

*Please view the QCA Code of Conduct found on the official EDJCA U9 rules document.*