

HIGHLANDS DISTRICT CRICKET ASSOCIATION INC

JUNIOR CRICKET RULES

Under 10's

Season 2025/26



Introduction

The HDCA reserves the right to decide which course of action to take when there is a disagreement over the wording or understanding of these Rules.

All matches shall be played in accordance with the 'MCC LAWS OF CRICKET', except as modified here after, and to the Rules considered applicable to the competitions within the Association.

Where HDCA is mentioned in these rules as a point of contact it means the Association's Director of Competitions or a person or persons nominated by that Director prior to the start of each season.

PART A – MATCH PLAY RULES

1.0 Administration

1.1 These Match Play Rules are to be used for all Under 10 games played by Highlands District Cricket Association (HDCA).

2.0 Match Playing Conditions

2.1 Fitness of Light, Weather, Pitches and Grounds

2.1.1 These shall be determined by the official umpire(s) where in attendance, or by the acting unofficial umpires at the time. In the event of disagreement between the acting unofficial umpires, the state of affairs existing at the time shall continue. i.e. if play is in progress, it continues, if the players are off the field, they stay off. Where lightning is occurring, play shall cease immediately in the event that a lightning flash is followed by thunder less than 40 seconds later. Play shall not resume until 30 minutes after the last lightning flash. It is recommended that no person enter the field of play during the period that play is suspended under this rule.

If one of the acting unofficial umpires or team captains considers the safety of the players is at considerable risk by continuing to play, then play must be stopped until conditions are considered safe. Where this occurs and play is abandoned both team captains and acting unofficial umpires must submit an incident report to the HDCA in terms of Match Play Rule 22 for a ruling on the result of the game.

2.1.2 Where Official Umpires are appointed, they shall be the sole arbiters.

4.0 Home Team

The team mentioned first on the draw (including finals series where applicable) shall be the Home team and is responsible for the stumps and boundary markers.

5.0 Unfit Pitch or Ground Prior to Commencement of Play

5.1.1 Should a ground be deemed unplayable on the day before play it is the home club's responsibility to contact the HDCA Junior Cricket Coordinator. If a ground should be closed by council that decision shall stand.

5.1.2 Should the home club deem a ground unplayable on the morning of the day's play, the representative of the club concerned will contact the HDCA Junior cricket coordinator by 7am and provide photographic evidence to support their view. The HDCA Junior cricket coordinator or their nominee will then provide a final decision. It will then be the club's responsibility to inform the players.

5.1.3 The start of play may be delayed until 9:50am if the ground is unplayable or weather conditions do not permit play to start. If the day's play hasn't started by 10:00am, the day's play will be abandoned.

5.1.4 If the match isn't transferred by 7:15am on the day of the match, both teams will be required to be present at the ground listed in the Competition draw in time for the scheduled starting time.

5.1.5 Should the match be transferred, the Umpire shall set the rescheduled starting time for the match, taking into account the distance to be travelled to the assigned venue. If no Umpire is present, an agreement will be made between the captains/coaches involved.

6.0 Drinks Break

6.1 There will only be no drinks break during one day matches unless extreme heat conditions exist. A drinks break may be taken when the fielding team changes the wicket keeper or at the discretion of the umpires.

7.0 Fielders / Fielding Restrictions

7.1 Players cannot field within 15 metres of the batter or each other except for regulation slips, gully and wicketkeeper. This is to encourage singles and safety.

7.2 Failure to comply with Rule 7.1 will result in the delivery being called a no ball by either umpire.

7.3 At the end of every over, the fielders are to rotate fielding positions to encourage participation in the field. Each team is required to use two (2) wicket keepers (for 10 overs each).

8.0 Wide Ball

8.1 For all matches current laws define a wide as a ball that is not sufficiently within the reach of the batsman for him/her to play a normal cricket stroke.

8.2 Any ball that pitches on the synthetic surface and then passes the batsman outside the confines of the synthetic surface shall be called a Wide ball.

8.3 Wides shall not be re-bowled. Maximum of 6 balls per over.

9.0 No Ball

9.1 A ball being bowled and pitching outside or on the side edges of the synthetic shall be called a no ball by the Umpire.

9.2 Any delivery which, after pitching, passes or would have passed over the head height of the striker standing upright at the crease is to be called a No-Ball.

9.3 Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be called a No-Ball.

9.4 Any such full pitch ball above waist height, that the umpire deems to be dangerous, shall mean the bowler is given a first and final caution. Should the same bowler deliver a second waist high full toss that the umpire deems to be dangerous, that bowler shall be suspended from the attack for the remaining balance of that innings. Any incomplete over shall be completed by another bowler (subject to a bowler not exceeding their permitted over allowance – a partial over shall count as a full over for the sake of this restriction).

9.5 Any delivery that bounces more than once (or rolls along the ground) before it reaches the popping crease (the crease at which the striker generally takes stance) shall be called a No-Ball.

9.6 No balls shall not be re-bowled. Maximum 6 balls bowled per over.

10.0 Scoring of Wides and No-Balls

10.1 Wides and No-Balls shall be debited against the bowler, and cause 1 run to be credited to the batting team IN ADDITION to any other runs scored.

10.2 Additional runs scored from a no-ball as a result of the Batsman striking the ball shall be credited to the batsman, and also debited against the bowler.

10.3 Byes and Leg Byes off a No-Ball will be credited as such, rather than as No-Ball extras, and shall not be debited against the bowler. So, for example, if a No-Ball goes for 4 Leg Byes it will be recorded as one No-Ball and 4 Leg Byes. (Similarly, with Byes)

10.4 Byes scored from a Wide ball shall be scored as Wides. For example, if a Wide ball goes to the boundary it shall be scored as 5 Wides and be debited against the bowler.

11.0 Voluntary Retirement

Any player that retires voluntarily shall be classed as out. The player shall not be allowed to recommence his/her innings and will be recorded as 'Retired-Out' in the scorebook and also on the PlayHQ website. The exception to this rule is if a player 'Retires Hurt' when the MCC Laws of Cricket are applied.

12.0 Boundaries

Boundaries shall be the distance from the pitch of 30 metres in a circle (like a 1-day international game). The boundary shall be marked out prior to the start of play using appropriate boundary markers.

13.0 CONDUCT OF MATCHES

Under 10's - Stage 1 Cricket will essentially be played as 7 a side T20 games.

13.1 Playing Hours

Games will be played on Saturdays. Play shall commence at **8.30am** and continue until **11.20am** or completion of the match.

1st innings 8.30am to 09.50 / 2nd innings 10am to 11.20am

13.2 Teams

Teams are permitted to play 9 players, with 2 non-bowling Batters and 2 different non-batting Bowlers. Each non bowler and non batter are to be nominated on the team sheet to be exchanged by the captains prior to the commencement of the match. The wicketkeeper may not be nominated as the non-bowler.

The minimum number of players to form a team is 6.

13.3 Termination of Play

The drawing of stumps shall be at the completion of the match, unless play is terminated by the umpire due to extraordinary circumstances, (i.e. bad light, rain etc.) or as detailed in Rule 2.1.1. When no Official Umpire is present, play may be terminated with an agreement between captains/coaches.

The daily quota of overs for Under 10's – Stage 1 games is **40 overs**.

13.4 Number of Overs

13.4.1 Each Innings shall be limited to a maximum of **20 overs**. However, the innings of the team batting first must conclude at **9.50am**, regardless of the number of overs bowled. If an over is commenced just prior to 9.50am then that over will be completed.

All overs for the innings shall be bowled from the same end.

13.4.2 The innings of the team batting second shall commence at **10:00am** or 10 minutes after the conclusion of the team batting first if they have been dismissed. They shall be entitled to receive the same amount of overs as the team batting first, or 20 overs if the team batting first has been dismissed, regardless of the finishing time.

13.5 Interruption to Play During the First Batting Team's Innings OR Before Play Has Commenced

13.5.1 The Umpires may reduce the daily quota of overs (max. 40) in the case of interruptions to play for rain, unsafe pitch, bad light, lost balls, injury to a player or late start to a session, on the basis of actual time lost. All such deductions shall be calculated at the rate of one over every 4 minutes of time lost. Fractions shall be ignored in the re-calculated quota.

Example: A rain squall brings a break in play at 8.40am. Once the rain has subsided the Umpires decide that play will resume at 9:30am. Therefore the time lost (50 minutes) is divided by 4 which gives a reduction of 12.5 overs, which, ignoring the fraction, reduces the day's quota by 12 overs (in this case to 28 overs). The quota may be reduced as many times as required for lost time due to wholly acceptable reasons as detailed above.

13.5.2 If an interruption to play occurs during the first team's batting innings, then, the daily quota of overs will be reduced, and the overall overs left in the match shall be calculated and the first batting team shall be limited to half those overs, regardless of how many they have received at that point.

Using the example above: 12 overs were lost due to a rain squall. That makes the overall number of available overs left for the match to be $40 - 12 = 28$ overs. Ignoring fractions, the first batting team is now entitled to 14 overs, and the second team's innings will be limited to the same.

13.5.3 In the case of overs lost, it will be necessary to specify a new cessation time of the first innings, taking into account the scheduled time of drawing stumps. Where it is practicable, consideration should be given to reducing the break between innings.

13.5.4 After the scheduled drawing of stumps, 11.20am, play cannot be resumed if the players are off the ground due to an interruption to play.

13.6 Interruption to Play During the Second Team's Batting Innings

13.6.1 The Umpires may reduce the daily quota of overs (max. 40) in the case of interruptions to play for rain, unsafe pitch, bad light, lost balls, injury to a player or late start to a session, on the basis of actual time lost. All such deductions shall be calculated at the rate of one over every 4 minutes of time lost. Fractions shall be ignored in the re-calculated quota.

Example: A rain squall brings a break in play at 10.30am. Once the rain has subsided the Umpires decide that play will resume at 11:00am. Therefore, the time lost (30 minutes) is divided by 4 which gives a reduction of 7.5 overs, which, ignoring the fraction, reduces the day's quota by 7 overs (in this case to 34 overs). The quota may be reduced as many times as required for lost time due to wholly acceptable reasons as detailed above.

13.6.2 If an interruption to play occurs during the second team's batting innings, then and using the formula above, the overall overs left in the match shall be calculated. This may cause the second batting team to receive less overs than the first team was entitled to. In this case, the match will be decided on run rates (unless the second batting team is dismissed).

Using the example above: 7 overs were lost due to a rain squall. That makes the overall number of available overs left for the innings to be $20 - 7 = 13$ overs.

13.6.3 After the scheduled drawing of stumps, 11.50am, play cannot be resumed if the players are off the ground due to an interruption to play.

13.7 Bowling Restrictions

13.7.1 A player may either bat or bowl in the first 4 but cannot do both. ie: a player batting 1 to 4 cannot bowl until at least 4 other bowlers have completed their minimum 2 overs, nor can a bowler who bowls 1 to 4 bat above number 5.

13.7.2 The maximum number of overs per bowler is 2 overs per spell and 3 overs per game. This rule will still apply if the match overs are reduced for any reason (rain etc.). For the sake of clarity, where a team only has 6 players, two bowlers shall be permitted to bowl a 4th over.

13.7.3 No bowler is permitted to bowl a 3rd over until such time as every player has bowled 2 overs. For the sake of clarity, in a full team of 7 players, the wicket keeper must bowl to satisfy this requirement.

13.7.4 Where a bowler/s in the opinion of both coaches is being caused discomfort by continuing to bowl or is incapable of bowling, then that player will not be required to bowl or continue to bowl. In such cases the overs attributable to this bowler/s will be bowled by a player/s agreeable to both coaches. In these circumstances, no player shall bowl more than 3 overs total. (See Clause 13.7.2 above for exception)

13.7.5 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only as so far as each bowler's limits are concerned.

13.8 Batting Restrictions

A player may either bat or bowl in the first 4 but cannot do both. ie: a player batting 1 to 4 cannot bowl until at least 4 other bowlers have completed their minimum 2 overs, nor can a bowler who bowls 1 to 4 bat above number 5.

A batter can be dismissed an unlimited amount of times in their innings (Bowled, Caught, Run out, Stumped and Hit wicket – Note, a batter cannot be dismissed LBW in Stage 1). Each time a batter is dismissed, they swap ends.

Each batting dismissal sees an extra 4 runs added to the opposition side's total for their batting innings,

WE encourage coaches to rotate the batmen each week where possible.

Note: Recording of scores and results will **Not** be published on the HDCA Play HQ website.

13.9 Bowling & Batting Restrictions When Teams Do Not Have A Full Team (7 Players)

13.9.1 When a team has less than 7 players, those in attendance may only bat once. The wicketkeeper will also be required to bowl, subject to Rule 13.7.2.

If Rule 13.7.2 is enforced, players agreeable to both coaches may bowl a maximum of 4 overs to make up the allotment of 20 overs.

13.9.2

When a team has only 7 players, all 7 must bowl 2 overs before anyone can bowl a 3rd. The 1st 4 batters must be the last 4 bowlers.

13.10 Compulsory Retirement

13.10.1 Compulsory retirement occurs after the batter has received **17 balls**. All balls, regardless of wides and no balls, will be included in the batter's ball count.

13.10.2 Any player reaching the compulsory retirement ball count will retire immediately. Only if the batting team has 7 batters, and is dismissed before

the allotted batting time, players who have retired under this requirement may return in order of retirement to complete their innings. However, if another batsman or batsmen retires (other than retiring hurt) before reaching the compulsory retirement stage, any compulsory retired batsmen cannot resume batting on the dismissal of the team. For the sake of clarity, a batter resuming their innings (after everyone else has been dismissed), can bat for an unrestricted length of deliveries to complete the innings or achieve a result.

13.10.3 Compulsory Retirement is not a dismissal – the scorebook should indicate “Retired – Not Out”.

13.11 Result of Match

Matches are played to a first innings result only.

13.11.1 In a match when both teams have the opportunity to receive the same number of overs then the team with the higher score is declared the winner.

13.11.2 If the second batting team does not have the chance to receive the same number of overs as the team who batted first, then the winner will be determined on run rates (unless the second batting team is dismissed).

13.11.3 A match will be considered drawn if the team batting second does not have the time to receive at least 10 overs, and they haven’t been dismissed or reached the winning score.

13.11.4 To have a result, both teams must have the opportunity to bat for a minimum of **10 overs**. For example, a minimum of 10 overs per side needs to start by 10.20am to constitute legitimate match. (40mins per side with a 10min innings change).

13.12 Runrate

13.12.1 If the team batting first has been dismissed in fewer than its full quota of overs, the calculation of its Run-Rate shall be based on the full quota of overs to which it was entitled at the conclusion of its innings and not on the number of overs in which it was dismissed, subject to over reduction for weather conditions.

13.12.2 If the team batting first was not dismissed when their innings closed, then the run-rate shall be calculated on the number of overs it had received.

13.12.3 The team batting second will have its run-rate calculated based on the actual number of overs it has faced.

13.12.4 The team with the highest Run-Rate will be declared the winner, subject to Rule 13.11.4.

13.13 Pitch

13.13.1 Under 10's – Stage 1 Cricket will be played on a pitch **16 m** in length. Modified stumps are to be used (refer Law 20.1)

13.13.2 Due to the placement of the stumps at the bowler's end, the first 10 overs of an innings are to be from this end. All overs for the innings are to be bowled from the same end.

13.13.3 The creases should be marked with chalk or tape.

MCC Laws of Cricket

14.0 Law 1: The Players

14.1 Toss should be made in the presence of one or both umpires. Before the toss for innings, the captain/coach shall nominate his players, and give to the other captain/coach a Team Sheet, and no alterations may be made without the consent of the opposing captain/coach. The team sheet will include the date, opposition and all players taking part for your team. The captain winning the toss must notify the other captain of his decision to bat or field immediately.

14.2 Any player playing in a match that isn't listed on the Team Sheet shall be deemed ineligible and that player's team shall forfeit all points earned in that match. The opposition team will earn maximum points for the round in that grade.

15.0 Law 2: The Umpires

15.1 Before the toss for innings, two umpires (either official or non-official) shall be appointed, one for each end, to control the game as required by the Laws, with absolute impartiality.

15.2 If Official Umpires are unavailable, the captains/coaches should agree on the appointment of Non-Official Umpires, who may from time to time be changed as circumstances dictate.

15.3 During a match where there is only one or no Official Umpire present, the Managers or Coaches, acting as Umpires, will have the same rights and responsibilities as an appointed Umpire.

15.4 No Umpire is permitted to carry a batsman's or fieldsman's helmet during the course of the match. In the case of a batsman, the batsman must wear or carry his helmet at all times. In the case of a fieldsman's helmet, the helmets must be placed behind the wicketkeeper

when not in use. The removal of helmets from the ground shall be limited to only the necessary occasions, not as a method of wasting time.

15.5 All Managers or Coaches acting as the Square Leg Umpire will assist the other Umpire by counting the number of legal balls bowled and signalling the other Umpire when 4 legal balls have been bowled.

15.6 All Managers or Coaches acting as the Square Leg Umpire will not stand more than 20 metres from the wicket and will stand at either square leg or point provided he does not impede the fielding side. It is not necessary to change sides for left and right batsmen.

16.0 Law 3: The Scorers

16.1 Each club shall use score books approved by the HDCA and these shall be made available for inspection when required. Any Club or team failing to do so, or failing to keep proper record of each match, and this includes keeping of the Oppositions score, shall be liable to a fine as prescribed in the HDCA Member Regulations.

16.2 Scorers shall record balls faced by each batter to help enforce the Compulsory Retirement Rule 14.11.1

16.3 Any dispute, caused by a discrepancy in the scorebooks, that cannot be rectified, shall be decided by the HDCA.

16.4 Scorebooks must be signed by the Coach or Manager of each team confirming the result unless there is a protest or dispute. (Refer to Rule 24)

17.0 Law 4: The Ball

17.1 Within this Association, any red 142g “Match Play” ball may be used in Under 10’s Cricket competition matches. (It is an all-weather ball).

17.2 In the event of a ball during play, being lost or, in the opinion of the Umpires, becoming unfit for play through normal use, the Umpire shall allow it to be replaced by one that in their opinion has had a similar amount of wear. If a ball is to be replaced, the Umpires shall inform the batsmen. The replacement ball shall be of a make and quality approved by the HDCA.

17.3 It is not necessary that a new ball be used for each innings or match.

17.4 Teams are not allowed to use any other balls than the balls prescribed in Rule 17.1. Any team not using the prescribed ball will be deemed to forfeit the match and the penalties from HDCA Member Regulations Annexure C will apply.

18.0 Law 8: The Stumps

18.1 As a shortened pitch is to be used, the wicket at the bowler's end shall be plastic stumps with plastic base. The stumps at the batter's end can be the same, or be individual wooden stumps inserted into the ground. Under no circumstances shall metal stumps be used.

19.0 Law 12: Start of Play

19.1 A forfeiture of 15 runs is automatically imposed on any team which does not have a minimum of seven nominated players in attendance ready to commence play at the scheduled time. Should the team still not have a minimum of seven nominated players ready to commence after a further 15 minutes then a forfeit shall be awarded to the opposing team.

19.2 A forfeiture of 15 runs is automatically imposed on the Home team if the field of play has not been set up (stumps, boundary markers, etc) ready to commence play at the scheduled time. Should the Home team still not have the field of play ready to commence after a further 15 minutes then a forfeit shall be awarded to the opposing team.

Extenuating circumstances shall be taken into account before enforcing this Law.

20.0 Law 24: Substitute Players

20.1 Substitutes are not allowed to bat, bowl or act as captain and must meet the Under 10's requirement.

They are, however, allowed to wicket keep with consent of the umpires.

21.0 Law 36: Leg Before Wicket

21.1 Out LBW

This form of dismissal **does not** apply to Under 10's - cricket.

22.0 Protests and Disputes

22.1 Any protest or dispute must be preceded by the Official Umpires or Captains/Coaches declining to sign the scorebook.

22.2 Protests and Disputes (as opposed to matters relating to behaviour and conduct) shall be lodged in accordance with the HDCA Member Regulations and Rule 12.0 of the Competition Rules (below).

PART B - COMPETITION RULES

1.0 Competition Structures

Junior cricket games will be played in the Highlands with the following divisions and structures:

1.1 Under 10's – Stage 1

Essentially 7 a side T20 matches played on Saturday mornings

2.0 Code of Conduct / Judiciary Hearings

Please refer to HDCA Code of Conduct for Judiciary hearings and process, located on the HDCA website.

3.0 Complaints

Please refer to HDCA Members Regulations on how to make a complaint around player behavior.

4.0 Safety Equipment

4.1 All players, while batting, MUST wear protective equipment, including a properly fitted helmet, batting pads, batting gloves and a protector.

4.2 All players, while wicketkeeping, MUST wear protective equipment, including pads, wicketkeeping gloves, a protector, and a properly fitted helmet (regardless of where they are standing).

5.0 Player Qualification

5.1 Players must be in be under 10 years old at 31st of August at the start of the season in question. I.e. 9 years old at the above date and turn 10 in September or later

5.1(a) A dispensation for players outside these parameters must be sort via a written application to HDCA secretary not later than 6.00pm on the Thursday before the first game. The Club making the request should provide supporting information with such an application:

- the player's name,
- their cricketing experience from past seasons,
- the reason for the request,
- any genuine attempt to find and play for another team or club, and
- the likely impact of the approval and non approval of the request.

5.2 Girls may play down two years but must abide by the rules of the competition in which they play.

5.3 Players may play up an age division, the responsibility for determining the players ability to do so falls to the parents, clubs and coaches of the player as they are best placed to do so

5.4 When a club has more than one team in Under 10's, players may move between their club teams without restriction providing they do not play for more than one team on the same day.

6.0 Competition

6.1 The HDCA shall fix the commencement and conclusion dates of the competition season each season. The concluding date shall be the last playing Saturday in March.

6.2 Team nominations for Under 10's Cricket are limited to a maximum of 14 players per team.

7.0 Competition Draw

The HDCA will be responsible for the Competition Draw. They will determine the Draw as soon as possible after the Team Nominations are made.

8.0 Forfeitures

A team forfeiting a match shall be fined as per HDCA Member Regulations Annexure C. For the sake of clarity, a forfeit shall be defined as a side who cannot supply the minimum number of players required to have at match by the agreed commencement time

