



# SOUTH WEST METROPOLITAN JUNIOR CRICKET COUNCIL

2017/18 (R.1)

## SWMJCC LAWS SUMMARY FOR SCORERS BY AGE GROUP SUMMARISED FROM THE CJCC MANUAL 2017/18.

Umpires and scorers are essential to ensure that junior games of cricket are conducted fairly and equitably. Each participating team is to ensure that, as a minimum, two adults are available at all junior games who are available to both score and Umpire.

People under the age of 17 years should not Umpire unless appointed by the SWMJCC.

In addition, adults at the junior games, whether scoring or Umpiring or just spectating, should ensure that their influence on the conduct of the game is essentially positive, and that where possible they should ensure that the junior participants observe the “Spirit of Cricket”.

All junior participants, coaches, managers, officials and spectators are expected to afford Umpires the respect associated with that position. Junior Umpires under training will need the support of adults attending the game to ensure that game management and the conduct of the game is appropriate.

Please refer to the following extract from the CJCC Rules regarding scorers and Umpires and the attached age group summaries for more information. In all cases, the entire Rules should be available to confer with when required to ensure that a fair and appropriate outcome results from any dispute.

### **1.12 Umpires and Scorers**

Each team will provide two Adult supervisors to be responsible for umpiring and scoring.

#### **Umpires**

- a) Umpires must dress to an acceptable standard, which sets a good example to young cricketers. E.g. Singlets and thongs are not acceptable dress.
- b) Umpires must wear a hat (preferably broad brim) and light coloured Shirt/Top, preferably white.
- c) Umpires who are 17 years old or younger may only umpire matches with the approval of the Association.
- d) Where one independent umpire is provided for in a match:
  - i) In the age groups under 11s, u12s, u13s & u14s the bowling team will provide the square leg umpire.
  - ii) In age groups under 15s, u16s & u17s the batting team will provide the square leg umpire.

**Scorers** have an important role in recording the progress of the game, and to assist the coaches in the management of the game where this relates to:

- a) The rules, and
- b) The recording of the match.
- c) Scorers must avail themselves of the rules of the age group that they are scoring for.
- d) Scorers must interrupt play to advise umpires when players have or are about to breach bowling and batting rules
  - i) If a breach occurs in the Bowling; play must immediately stop, the over is to be completed by another bowler who will not breach any of the Bowling Rules
  - ii) If a breach occurs in the Batting; batsman must retire immediately.
- e) Both scorers must agree to the result and details of the game before scorers can leave.
- f) Scorers may use Association approved electronic scoring applications for CJCC matches.

#### **1.13 Clarification of Rules**

**Umpires/Scorers must avail themselves of the rules of play and the rules that apply to the age group competition that they are umpiring prior to the match and to discuss these rules with the opposition Coach/Umpire/Scorers (e.g. the LBW Rules).**

## U/12s age group summary for scorers

Batting rotations and requirement	Bowling rotations and requirements
<p><b>1 day game:</b> MAY be retired after facing <b>12</b> legal balls, MUST be retired after facing <b>20</b> legal balls.</p> <p><b>2 day game:</b> MAY be retired after facing <b>15</b> legal balls, MUST be retired after facing <b>30</b> legal balls.</p> <p>This requirement stands for each “dig”.</p>	<p><b>1 day game:</b> <b>All players</b> (including the w/keepers) must have completed their 2nd over before any player can commence their 3rd over. <b>4</b> overs maximum per bowler. <b>6</b> overs minimum between spells.</p> <p><b>2 day game:</b> <b>All players</b> (including the w/keepers) must have completed their 3<sup>rd</sup> over before any player can commence their 5th over. <b>4</b> overs maximum per spell. <b>6</b> overs maximum per bowler. <b>6</b> overs minimum between spells.</p> <p>Maximum of eight balls per over.</p>

## U/13s age group summary for scorers

Batting rotations and requirement	Bowling rotations and requirements
<p><b>1 day game:</b> MAY be retired after facing <b>15</b> legal balls, MUST be retired after facing <b>25</b> legal balls.</p> <p><b>2 day game:</b> May be retired after facing <b>20</b> legal balls, MUST be retired after facing <b>35</b> legal balls.</p> <p>This requirements stands for each “dig”.</p>	<p><b>1 day game:</b> <b>All players</b> (including the w/keepers) must have completed their 2nd over before any player can commence their 3rd over. <b>4</b> overs maximum per bowler. <b>6</b> overs minimum between spells.</p> <p><b>2 day game:</b> <b>All players</b> (including the w/keepers) must have completed their 3rd over before any player can commence their 5th over. <b>4</b> overs maximum per spell. <b>8</b> overs maximum per bowler. <b>6</b> overs minimum between spells.</p> <p>Maximum of eight balls per over.</p>

## U/14s age group summary for scorers

Batting rotations and requirement	Bowling rotations and requirements
<p><b>1 day game:</b> MAY be retired after facing <b>15</b> legal balls, MUST be retired after facing <b>30</b> legal balls.</p> <p><b>2 day game:</b> MAY be retired after facing <b>25</b> legal balls. MUST be retired after facing <b>40</b> legal balls.</p> <p>This retirements stands for each “dig”.</p>	<p><b>1 day game:</b> <b>All players</b> (including the w/keepers) must have completed their 2nd over before any player can commence their 3rd over. <b>4</b> overs maximum per spell. <b>5</b> overs maximum per bowler. <b>6</b> overs minimum between spells.</p> <p><b>2 day game:</b> <b>All players</b> (including the w/keepers) must have completed their 3rd over before any player can commence their 5th over. <b>4</b> overs maximum in a spell. <b>8</b> overs maximum per bowler. <b>6</b> overs minimum between spells</p> <p>Maximum of eight balls per over.</p>

## U/15s age group summary for scorers

Batting rotations and requirement	Bowling rotations and requirements
<p><b>1 day game:</b> MAY be retired after facing <b>15</b> legal balls, MUST be retired after facing <b>35</b> legal balls.</p> <p><b>2 day game:</b> MAY be retired after facing <b>30</b> legal balls, MUST be retired after facing <b>50</b> legal balls.</p> <p>This requirements stands for each “dig”.</p>	<p><b>1 day game:</b> <b>8</b> bowlers must be used before any bowler commences 2<sup>nd</sup> spell. <b>4</b> overs maximum in a spell. <b>5</b> overs maximum per bowler. <b>6</b> overs minimum between spells.</p> <p><b>2 day game:</b> <b>8</b> bowlers must be used in the first 32 overs (4 overs max per bowler). <b>4</b> overs maximum per spell. <b>8</b> overs max per bowler. <b>6</b> overs minimum between spells.</p> <p>Maximum of eight balls per over.</p>

## U/17s age group summary for scorers

Batting rotations and requirement	Bowling rotations and requirements
<p><b>1 day game:</b> MAY be retired after facing <b>15</b> legal balls, MUST be retired after facing <b>40</b> legal balls.</p> <p><b>2 day game:</b> MAY be retired after facing <b>30</b> legal balls, MUST be retired after facing <b>75</b> legal balls.</p> <p>This requirements stands for each “dig”.</p>	<p><b>1 day game:</b> <b>8</b> bowlers must be used before any bowler commences 2nd spell. <b>4</b> overs maximum per spell. <b>5</b> overs maximum per bowler. <b>6</b> overs minimum between spells.</p> <p><b>2 day game:</b> <b>8</b> bowlers must be used in the first 32 overs (4 overs max per bowler). <b>5</b> overs maximum per spell. <b>10</b> overs max per bowler. <b>6</b> overs minimum between spells.</p> <p>An over is to consist of 6 legal deliveries (Wides and no balls are re-bowled).</p>