



Summary of Rules for Year 4 (U-10) Matches

No rule book can cover all situations and in this competition there are no points tables nor premierships. Common sense should be applied and also the perspective of this being Junior Cricket – developing young cricketers to become sportsmen and have fun whilst learning the game. Kids are naturally competitive and need encouragement in their development and in upholding the spirit of the game – play fair and with respect for others.



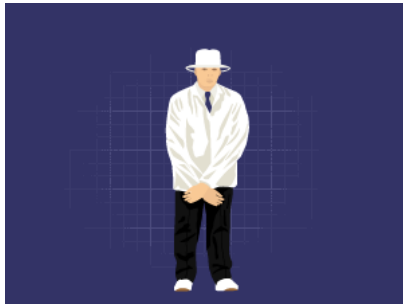


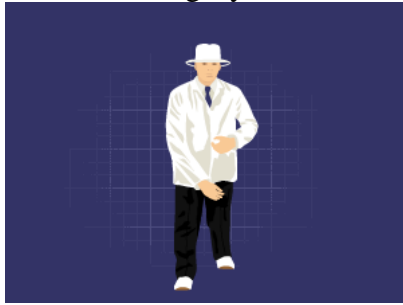


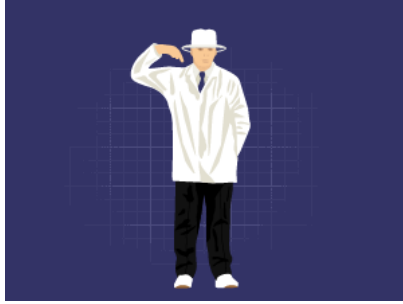

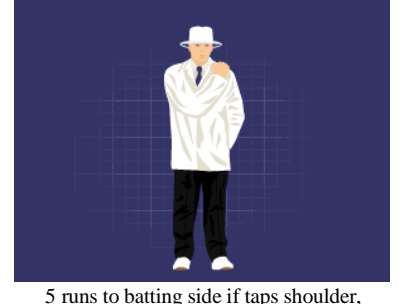
All players and officials should remember the focus is in participation, skill development and enjoyment – NOT on achieving a result.

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 or their future as a cricket player.

U-10 Game Rules in addition to or varying from the Laws of Cricket are summarised as follows:

- One-day games of 26 overs per side (as each team has 13 registered players) played in quarters - 13 overs plus 13 overs. Reduce innings by 1 over per team for every 6 minutes rain delay.
- Due to Covid restrictions, training will take place at 12.15pm each week. A small session for the boys on batting, bowling, running between wickets and fielding will precede the game each week.
- Start of play is 1:00pm and must finish by 4:00pm.
- Match result is highest average of Runs divided by Wickets. If washed out after start of play then decide match on average at same number overs (min 13 per side);
- Team of min 7, max 13 players – all must be registered and financial. If one side is short of players, other side should offer fielders to make a game;
- Max 10 fielders with no more than 4 on each side of the wicket + WK and bowler and no long stop (fine leg is permitted) – if more than 10 in team then rotate extras between overs;
- Pitch shortened to 18m – stumps on batting crease at each end and mark new batting creases with chalk;
- Bowl from one end using Kanga ball.
- Boundaries circle max 30m from centre of pitch (just walk it out- no need for tape measures) with no fielder other than WK and slip within 10 metres of striker;
- If using boundary markers and no line on ground then boundary is straight line between markers;
- On-field encouragement and coaching by umpires but should ensure the game keeps moving;
- All batters will just use the plastic bats provided to them.
- Batting and bowling orders to be rotated each match to provide equal opportunity across the season.
- **Batting:**
 - Each batter faces the same number of balls regardless of dismissals. Number of balls is calculated by dividing 150 by the number of players in the team. Last 2 batters share the extra balls if not evenly divisible;
 - Batters swap ends at end of over or on dismissal;
 - Scorer to advise umpire when a batter has had their share of the bowling and the next batter will take the crease, except when the last two batters are at the crease where scorer advises umpire for striker to swap ends when faced their share of balls. Batters are changed individually (not in pairs).
 - When the last 2 batters are at the crease they are to swap ends so each faces their allotted number of balls;
 - Batters are to swap ends after facing two wide or otherwise unplayable balls;
 - No LBW decisions in this competition but batter cautioned if continually padding up to protect stumps;
 - Batters must take guard on centre or leg stump as LBW does not apply;
 - No Timed-out unless batter absent from the field/ground or refuses to take the field.
- **Bowling:**
 - Each player bowls minimum 2 overs. Extra overs needed to make 26 to be shared so no bowler bowls 4 overs unless all others have bowled 3;
 - Dead ball called if bounces awkwardly on the edge of the pitch or a crack or doesn't reach batsman. Dead Ball is re-bowled;
 - Wide passes batters stumps outside the pitch (or return crease if marked) or is outside reach of batter even if bounces on the pitch. Not a wide if batter hits the ball or it hits them, regardless of where the ball lands.
 - No-ball if bowler oversteps crease, ball bounces **more** than twice before stumps, ball passes batsman on the full above waist height or short pitched fast bowling bouncing above batters shoulder;
 - Wides and no-balls are not re-bowled, but are scored against bowler and sundries. Runs off no-ball to batter;
 - If a bowler is struggling to land the ball on the pitch, he/she may be moved forward a safe distance to enable them to deliver the ball on the pitch. Coaches are encouraged to advise each other & the umpires prior to innings commencement if they believe they have the potential for this to occur.

Umpiring Signals

<p>Wide</p> 	<p>No-Ball</p> 	<p>Dead Ball</p> 
<p>Out</p> 	<p>Bye</p> 	<p>Leg Bye</p> 
<p>Four</p> 	<p>Six</p> 	<p>One Short</p> 
<p>Cancel Call</p> 	<p>Penalty 5 runs</p>  <p>5 runs to batting side if taps shoulder, 5 to bowling side if places hand on shoulder</p>	

Scoring Tips

NOTE - It is very important that the 2 scorers (one from each side) sit together to score, so they can help each other and compare scores at the end of each over.

The scorer must record what the umpire signals, irrespective of what the scorer or spectators think should be scored. If the umpire appears to be repeatedly signaling incorrectly then at the end of the over or break in play, the manager should approach the umpire to **politely** advise that the scorers have questions over signals and need to clarify the signals and interpretation of them. Remember we are all volunteers.

Dot Ball (no runs or penalty)	Place a dot against the bowler and batter.
1 Run off Bat	Place a 1 against the bowler and batter and cross 1 off progressive score.
Multiple Runs off Bat	Place the relevant number of completed runs against bowler and batter and cross that number of runs off progressive score.
No Ball & no runs off bat	Place dot in a circle against bowler and batter, 1 in No Balls Sundries and cross 1 off progressive score. Bowler total includes 1 for no-ball (penalty), Batter score does not .
No Ball & 2 runs off bat	Place number 2 in a circle against bowler and batter, 1 in No Balls Sundries and cross 3 off progressive score. Bowler total for over includes 3 for the no-ball and runs off it. Batter score includes 2 runs struck.
No Ball & 1 Bye run	Place B in a circle against bowler and batter, 2 in No Balls Sundries, and cross 2 off progressive score. Bowler total for over includes 2 for the no-ball, Batter score does not .
Wide	Place W against bowler and batter, 1 in Wides Sundries and cross 1 off progressive score. Bowler total includes 1 for wide (penalty), but Batter score does not .
Wide + 2 runs made	Place W2 against bowler and batter, 3 in Wides Sundries and cross 3 off progressive score. Bowler total includes 3 for wide, but Batter score does not .
Wide + boundary	Place W4 against bowler and batter, 5 in Wides Sundries and cross 5 off progressive score. Bowler total includes 5 for wide, but Batter score does not .
Bye	Place B against bowler and batter, 1 in Bye Sundries and cross 1 off progressive score. Bowler and Batter total does not include 1 for the Bye. (If 2 Byes, write B2)
Leg Byes	Place L against bowler and batter, 1 in Leg Bye Sundries and cross 1 off progressive score. Bowler and Batter total does not include 1 for the Leg Bye.
Run Out	Place R against bowler, X against batter & R/O in How Out, enter Fall of Wicket details. Only runs completed fully count as runs. Run-outs do not add to bowlers wicket total.
Out (other than Run-Out)	Place X against bowler and batter & complete How Out and Fall of Wicket details.

General Scoring Process

Each Ball:

1. Score the ball against the batter that faced delivery;
2. If dismissal mark How Out against the batsman out and complete Fall Of Wicket;
3. Score the ball against the bowler;
4. Score sundry (wide, no-ball, bye, leg bye) if applicable;
5. Mark progressive score;
6. Check number of balls faced by the striker and if the striker has had their quota, advise the umpire to “change batter”.

End of Over:

1. Score the innings total of wickets and runs at that over and check with other scorer;
2. Total Bowler for that over;
3. Check if either of the batting pair are nearing their overs quota – advise next batter to get ready with 2 overs to go.

End of Innings:

1. Total batsmen, bowlers, sundries and innings:
 - Total Runs = Total Batters + All Sundries = Total Bowling Runs + Byes + Leg Byes
 - Total Wickets = Total Batting Wickets = Total Bowling Wickets + Run Outs.
2. Balance with other scorer.

Scorebook won't balance ?

If the scorebook won't balance internally, but the total progressive score and wickets match the other scorer's book, then just record the totals and don't try to balance internally (usually error in sundries).

Wides and any additional runs on wides are **not counted** in the batsman's total runs. Wides and any additional runs are counted in the bowler's runs.

No-Balls are **not counted** in the batter's total runs, but **additional runs** off the bat **are counted** in the batter's score. No-balls and any additional runs (off the bat or not) are also counted in the bowler's total.

Run-outs are **not counted** as wickets to the bowler.

Byes and Leg Byes are not counted in the bowler's total.