

Sutherland Shire Junior Cricket Association

MOD Cricket Regulations

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1 INTRODUCTION

This document covers the rules specific to MOD Cricket as played in the Sutherland Shire Junior Cricket Association. It does not include those rules that are unchanged from the MCC Rules; such as wides, no-balls, out caught, run out etc. For MCC Rules please refer to the SSJCA web site.

You can also find SSJCA Administration Rules and our SSJCA Traditional Cricket rules on the web site.

1.1 The Aim of MOD Cricket

MOD Cricket is an introduction to basic Cricket skills where the emphasis is on developing the all-round skills of every player by providing the maximum opportunity to participate in all aspects of the game. Coaches and Managers may need to be flexible to provide all players the maximum involvement that time and weather conditions permit.

1.2 The Format of MOD Cricket

1.2.1 MOD 8 Cricket

- 1) The season shall consist of no more than 10 rounds of two-day matches, but a lesser number may be played at the discretion of the SSJCA Competition Manager.
- 2) Where the Association designates a Player Development Day all players must attend in cricket uniform as for a match day and participate in the program. Two points will be awarded for attendance provided at least **80%** of the team is in attendance.
- 3) A team on registration must contain between 6 and 10 players.

1.2.2 MOD 10 and MOD 12 Cricket

- 1) The season shall consist of no more than 10 rounds of cricket but a lesser number may be played at the discretion of the SSJCA Competition Manager.
- 2) Where the Association designates a day a Player Development Day, all players must attend in cricket uniform as for a match day and participate in the program. Two points will be awarded for attendance provided at least **80%** of the team is in attendance.
- 3) A team on registration must contain between 9 and 13 players.
- 4) Competition points shall be awarded as follows:
 - a) 5 points for a win
 - b) 3 points for a tie
 - c) 3 points for a draw
 - d) 1 point for a loss.
- 5) Competition points shall contribute to the SSJCA Club Championship.
- 6) There will be a Final played between the teams finishing 1st and 2nd, with the quotation used to determine the position where points are equal.
- 7) Individual SSJCA Annual Trophies shall be awarded for Batting Aggregate and Bowling Aggregate only at this level of cricket.

1.3 Coaching

- 1) Coaches in MOD Cricket must have at least a Level 0 Coaching Certificate (or its equivalent) or undertake an accredited course during the season.
- 2) During the match both coaches may render to either side whatever on-field assistance is deemed relevant and appropriate without interfering with the reasonable flow of the game.

2 EQUIPMENT

2.1 The Boundary

- 1) Each participating team shall be responsible for providing at least 8 boundary markers and for having them placed in position.
- 2) Boundary markers must be no more than 20 metres apart.
- 3) The maximum field sizes are:
 - (a) Under 8 - 30 metres
 - (b) Under 10 - 40 metres
 - (c) Under 12 - 45 metres.
- 4) Unless there are natural boundaries the boundary is the **straight line** between the markers.
- 5) 6 runs shall be scored if the ball lands on or beyond the boundary on the full
- 6) 4 runs shall be scored if the balls reaches or crosses the boundary, and not on the full.

2.2 The Pitch

- 1) In MOD 8 the stumps are set up 15 metres apart and the batting crease is marked 1.22 metres (4ft) in front of the stumps.
- 2) In MOD 10 the stumps are set up 18 metres apart and the batting crease is marked 1.22 metres (4ft) in front of the stumps.
- 3) In MOD 12 the stumps are set up 20.12 metres apart (i.e. the full pitch) and the batting crease is marked 1.22 metres (4ft) in front of the stumps.

2.3 The Stumps

“Rebound stumps” shall be used in MOD 8 and MOD 10.

2.4 The Bails

Bails may need to be filed down to bring the stumps closer together for the smaller ball.

2.5 The Ball

- 1) In MOD 8 the Easton **Incrediball** or the Gray-Nichols **Wonderball** is used.
- 2) In MOD 10 a 142 gram County Central plastic ball is used, or as advised by the SSJCA Competition Manager.
- 3) In MOD 12 a 142 gram County Central plastic ball is used, or as advised by the SSJCA Competition Manager.

2.6 The Use of Protective Equipment

- 1) All Batters must wear, but not be limited to, leg guards, batting gloves and (for males) a protector.
- 2) All Batters taking part in any MOD 10 or MOD 12 match or authorised practice must wear a specifically designed properly fitting cricket helmet with face guard.
- 3) All Wicket Keepers must wear, but not be limited to, leg guards, keeping gloves and (for males) a protector.

3 THE MATCH

3.1 Match Rules

- 1) The match shall be played over 2 weeks, with the following time limits:
 - a) MOD 8 play for 90 minutes each week.
 - b) MOD 10 play for 120 minutes each week.
 - c) MOD 12 play for 120 minutes each week.
- 2) The “home team” shall conduct the toss and the “away Team” shall call “heads” or “tails”. The winner of the toss chooses whether to bat or bowl first.
- 3) On week 1 the team batting first (Team A) will bat ‘half’ of their pairs of Batters, and then the team batting second (Team B) will bat ‘half’ their pairs of Batters. On week 2 the reverse shall apply i.e. at the start of play Team B will bat their remaining pairs and then Team A will bat their remaining pairs of Batters. The ‘half’ will need to allow for teams to have an odd number of pairs.
- 4) There shall be a 5 minute break between the innings of the team batting first and the innings of the team batting second.
- 5) SSJCA Scorebooks will be supplied
- 6) The results shall be provided to the Competition Manager in the format requested. Currently results are to be recorded electronically on the website (www.crickets-online.info) at the completion of each days play or at the end of each match.

3.2 The Result

- 1) The winner is the team with the highest total score derived from their **complete** pairs (a **complete** pair is a pair of batters where neither player is batting for a second time in the same innings) as follows:
 - a) MOD 8 the best 4 pairs
 - b) MOD 10 the best 5 pairs
 - c) MOD 12 the best 5 pairs
- 2) Where either team does not have the full number of **complete** pairs then the result is determined by comparing the totals of the same number complete pairs; for example:
 - a) Supposing Team A has 4 pairs of batters
 - i) The 1st pair lose 3 wickets for 20 runs (see 4 Batting, paragraph 8)
 - ii) The 2nd pair lose 1 wicket for 15 runs
 - iii) The 3rd pair lose 0 wickets for 22 runs
 - iv) The 4th pair lose 4 wickets for 15 runs, but one of the batters is batting for a 2nd time)
 - b) The 4th pair are not included in the team total giving them a score of 4 wickets for 57 runs.
 - c) Now supposing Team B has 8 batters who score as follows:
 - i) The 1st pair lose 2 wickets for 12 runs
 - ii) The 2nd pair lose 1 wicket for 17 runs
 - iii) The 3rd pair lose 1 wickets for 23 runs
 - iv) The 4th pair lose 3 wickets for 18 runs.
 - d) Team B excludes the 1st pair, as they had the lowest total, giving them a score of 5 wickets for 58 and a win by 1 run.

3.3 Lightning (The 30/30 Rule)

- 1) Play shall cease immediately if a lightning flash is followed by thunder less than **30 seconds** later. {As the speed of sound is 343m/sec 30 seconds means that the lightning is 10.3km away }
- 2) Play shall not resume until **30 minutes** after the last such lightning flash.

3.4 Time Lost (Effect of Wet Weather)

- 1) Where no play takes place on Week 1 due to ground conditions or weather (or a match is specifically programmed as a one day match) then on Week 2,
 - (a) Each pair of batters shall bat for 3 overs.
 - (b) Each bowler shall bowl a maximum of 2 overs. If more overs are needed then they should be distributed evenly between all available players; i.e. no player may bowl a 4th over until all other players have bowled 3 overs.
- 2) Where some play takes place on Week 1 and time is lost, on either week, as a consequence of ground

conditions or weather; the number of overs faced by the remaining pairs is calculated to provide both teams with the same number of pairs that have had the same number of overs. Any time remaining is divided to give a reasonable innings to as many pairs as possible.

- 3) Where no play takes place on Week 2 as a consequence of ground conditions, or weather, the match result shall be regarded as a draw.

3.4.1 Over Reduction Example (for MOD 10 or MOD 12)

Suppose each team has 5 pairs (i.e. there are 10 pairs to bat); Team A has batted 2 pairs for 6 overs; Team B has batted 1 pair for 6 overs and further play was prevented on Day 1 because of rain. The remaining time should be used as follows:

- (a) Team B bats 1 more pair for 6 overs, so that both teams have 2 pairs that batted 6 overs.
- (b) As there is now time for 30 overs and 6 pairs to bat (3 from each team) each pair is now reduced to 5 overs each.
- (c) If the reduction leaves any pair with less than 3 overs it may be better to reduce the number of pairs that bat.

4 BATTING

- 1) Prior to the toss of the coin the managers should exchange a Team Slip listing the names of the players who will be batting in the match:
 - a) In MOD 8 at most 10 players may bat,
 - b) In MOD 10 at most 12 players may bat,
 - c) In MOD 12 at most 12 players may bat.
- 2) Batters go to the crease in pairs and bat for 6 overs.
- 3) All Batters must wear leg guards, batting gloves and (for males) a protector.
- 4) Where a team has an uneven number of players then a player who has already batted may bat again to make up a pair. The Total score of this pair is not included in the team total.
- 5) When a batter is dismissed (i.e. Bowled, Caught, Run out etc.) the batter who has been dismissed does not face the next delivery to be bowled.
- 6) No LBW decisions shall be given in MOD Cricket.
- 7) At the end of each set of 6 overs the scorer determines the **Net Score** for each batter and then the **Total Score** for the pair of batters. The **Net Score** of a batter is the sum of the following 2 values:
 - a) The Sundries scored when that Batter was facing the bowling.
 - b) The Runs the batters scored **minus 3 runs for each time the batter was dismissed**. This number shall not be less than zero.

5 BOWLING

- 1) Overs shall consist of 6 deliveries only, i.e. Wides and No Balls are not re-bowled.
- 2) The number of players who can bowl in each innings is limited as follows:
 - a) MOD 8 may have 10 bowlers,
 - b) MOD 10 may have 13 bowlers,
 - c) MOD 12 may have 13 bowlers.
- 3) No player may bowl more than 3 overs in an innings until all players have bowled 3 overs. If more overs are needed they should be shared evenly.
- 4) Pace bowling restrictions do not apply to MOD Cricket.
- 5) The Square Leg Umpire shall call and signal "No Ball" if in his opinion the delivery, being a full toss, passes above or is thought likely to pass above the shoulder of the batsman in a normal stance at the batting crease. The Square Leg Umpire is the sole decision-maker and that decision shall be final.

6 **FIELDING**

6.1 **Number of Fielders**

- 1) In MOD 8 there shall be no more than 8 fielders including the bowler and wicketkeeper.
- 2) In MOD 10 there shall be no more than 10 fielders including the bowler and wicketkeeper.
- 3) In MOD 12 there shall be no more than 11 fielders including the bowler and wicketkeeper.

6.2 **Field Placements**

- 1) No fielder, front of the wicket, shall be positioned closer than half the length of the pitch measured from the batting crease.
 - a) SSJCA Management will deal with infringements of this safety requirement.
- 2) **(Proposed rule)** There shall be an approximately even spread of fielders on each side of the wicket. Ignoring the bowler and the wicket keeper from the count of fielders the leg-side restrictions shall be as follows:

Total Fielders	Leg-Side Minimum	Leg-Side Maximum
4	2	2
5	2	3
6	3	3
7	3	4
8	3	4
9	3	5

6.3 **Wicket Keepers**

- 1) Wicket keepers shall be changed after every six overs (i.e. at the change of batters) and no player may Keep Wickets twice in a match.
- 2) All Wicket Keepers must wear leg guards, keeping gloves and (for males) a protector.

7 FINALS

7.1 Determination of Premiership

- 1) Finals shall be played in all MOD Competitions except for Under 8.
- 2) The two teams finishing 1st and 2nd on the competition points score tables will qualify for the final.
- 3) In the event of teams finishing level on the points score table their ultimate position shall be decided by the Quotient system, which is the team's batting average divided by its bowling average.
- 4) All outstanding fines and other financial debts to the SSJCA must be settled by clubs prior to teams being permitted to participate in Finals.
- 5) If, for any reason, a Final is declared a draw the Minor Premiers in that grade shall be declared Premiers.
- 6) In the event of a Final match being tied both teams shall be declared as "Joint Premiers".

7.2 Player Eligibility

- 1) Unless specially exempted from this Regulation by SSJCA Management, players competing in Finals must be graded in and have played at least 5 competition games for that team in the current season.
- 2) Where a team has less than 10 players available they may apply in writing, via their Club Secretary, to the SSJCA Management for approval to use a player who does not qualify under the previous rule.

7.3 Umpires

Each team shall appoint an umpire. The SSCUA does not normally appoint official umpires for the MOD competitions.

7.4 Playing Times

- 1) Weather permitting, Finals will be played as one day matches, on the Saturday immediately following the end of the final competition round.
- 2) If the weather prevents the completion of the match then play should continue on the Sunday provided that the total match time does not exceed the times below.
- 3) The scheduled playing times will be: -
 - a) 9.30am to 11.30am, each team bat 'half' their pairs.
 - b) Lunch break 40 minutes
 - c) 12.10pm to 2.10pm, each team bat their remaining pairs. The team that batted 1st in the morning may bat 1st again after the lunch break.

7.5 The Number of Batting Pairs

- 1) If either team has 11 or 12 players then the team should still bat 6 pairs, but only the best 5 'complete' pairs are to be counted.
- 2) Where either team has 6 pairs the team officials may need to work hard to complete the pairs in time as well as being flexible with the times stated above.

7.6 Match Interruptions

7.6.1 Fitness to play

The decision relating to fitness of ground, weather or light is vested solely with the team appointed Umpires.

7.6.2 Extending Play on Day 1

- 1) The playing times in Regulation 7.4 may be adjusted, by the umpires, if any interruptions occur after play has commenced.
- 2) On either day of the final the umpires may decide to continue play for up to 1 hour if they consider such a decision to be warranted and a result achieved.
- 3) No match shall exceed the actual amount of playing time of 4 hours.

7.6.3 Carry over to day 2

If a Final has been commenced on the first day set down for a Final, umpires may decide to continue the match on day two where they consider such a decision to be warranted.

7.6.4 Cessation of Play

If the game is in progress at any of the agreed break times play should continue until the current batting pair has received their full quota of overs.

7.7 Determining the Result

- 1) The winner of the final will be the team with the best total based on their best 5 'complete' pairs.
- 2) If either team has 8 or 9 players then the result will be based on the total of the best 4 'complete' pairs.
- 3) If the weather interferes with the game so that even with the time extensions allowed for above not all pairs can bat then the minimum number of overs required for a result is each team must bat 3 'complete' pairs.