

# Changes to SSJCA Regulations 2017-2018

## SSJCA Playing regulation changes (key changes)

- **Section 4.4.1** – Removal of 60 over format.
- **Section 7.1** – No close in fielding allowed in any grade regardless (with or without helmet).
  - No other change to this section.
- **Section 7.3** – All keepers in under 10's to under 14's must wear a helmet at all times. In under 16's it is only compulsory when the keeper is up to the stumps.

## Format change related updates (existing mod rules apply unless otherwise stated):

- Under 10C and below:
  - Max 8 fielders,
  - 16m pitch,
  - Max 30 m boundary,
  - 5 pairs @ 6 overs each pair,
  - Use the Kookaburra Rookie Softaball.
- Under 10A and 10B:
  - 40 overs split innings
  - Max 9 fielders,
  - 16m pitch,
  - Max 35m boundary,
  - Compulsory retirement at 25runs (not out),
    - Optional retirement after 10 overs also available.
  - Bowling restrictions, max 5 overs per bowler,
  - Use the Kookaburra Rookie Softaball.
  - Each batting team has 10 wickets to fall,
  - If a team has less than 11 players, they will be allowed to nominate a batsman to bat again to make up the 10 wickets. Assuming there are overs remaining.
- Under 12C and below:
  - 40 overs split
  - 11 in a team and 9 fielders,
  - Max 35m boundary,
  - Compulsory retirement at 25 runs, or
    - Optional retirement after 10 overs,
  - Game time 135mins (max each week).
- Under 12A and 12B:
  - Compulsory retirement at 50, or
    - Optional retirement after 15 overs (not out).

- Max 12 players in a team.
- Start time of early games moved to 8.00am. All U16's, all U14's, U12A, all U10's. The remainder will be 10.10am or 10.30am start.

There have also been some changes to the MCC laws of Cricket. Below is a summary of the key changes and how they impact the SSJCA competition.

### **MCC Law Summary**

- Law 1- The Players- Adopted
- Law 2 – The Umpires - No change from our current situation.
- Law 3 – The Scorers - No change
- Law 4 – The Ball - No change
- Law 5 – The Bat - Changes to the bat size. Not enforced for the foreseeable future.
- Law 6 – The Pitch - No change
- Law 7 – The Creases - No change
- Law 8 – The Wickets - Not relevant to SSJCA
- Law 9 – Maintenance of playing area - Not relevant to SSJCA
- Law 10 – Covering the pitch - Not relevant to SSJCA
- Law 11 and 12 – Intervals and cessation of play - May follow allow law 12.5 in first week of match i.e. if wicket falls within 3 minutes of stumps on day 1 and team 2 is batting.
- Law 13 – Innings - Not relevant to SSJCA
- Law 14 – The follow on - Adopted.
  - Decision to enforce the follow on cannot be changed.
- Law 15 – Declaration and forfeiture - Adopted.
  - Decision cannot be changed.
- Law 16 – The Result - Adopted (where not in conflict with any law excluded e.g. law 42.)
- Law 17 – The Over - Adopted.
- Law 18 – Scoring Runs - adopted with the exception of 18.5 (Deliberate short run).
  - Key change is in scoring no balls. E.g. no ball that goes to boundary without being hit is 1 No Ball then 4 byes.
- Law 19 – Boundaries – Adopted.
- Law 20 – Dead Ball - Adopted.
  - Ball will not be dead if trapped in the helmet of a fielder.
- Law 21 – No Ball - Adopted except for Law 21.3 (same measures apply regards reporting suspect actions, Law 21.11 - Deliberate front foot no ball).
  - Law 21.7 has changed to being a No Ball if the ball bounces more than once before the batting crease or rolls along the ground. This is a change from more than twice.
- Law 22 – Wide - Adopted.
  - Small change to definition, but nothing material.
- Law 23 – Bye and Leg Bye - Adopted.
  - See No Ball for key change.
- Law 24 – Fielders absence and subs - Adopted except for penalty time regards players being absent from the field.

- A sub fielder may now wicket keep. Still cannot bat or bowl.
- Law 25 – Batsman’s innings and runners - Adopted.
  - Runners are allowed.
- Law 26 – Not relevant to SSJCA.
- Law 27 – Wicket keeper - No material change.
- Law 28- The Fielder – Adopted.
  - Not a huge change. Covers accidental contact with clothing or equipment.
- Law 29 – The Wicket is down – No change
- Law 30 – Batsman out of his/her ground – Adopted
  - If a bat is ground behind the line then lifts that is okay. As long it was ground at some stage prior to the stumps being broken.
- Law 31- Appeals – No change.
- Law 32 – Bowled – No change.
- Law 33- Caught – Adopted.
  - Can be caught if ball is hit and deflects from keeper’s helmet.
- Law 34- Hit the ball twice – Adopted.
  - Cannot run if the ball is hit twice.
- Law 35 – Hit Wicket – No change.
- Law 36 – LBW – No change.
- Law 37 – Obstructing the field – Adopted.
  - Effectively comments of accidental contact with ball.
- Law 38 – Run Out – Adopted
  - Can be run out of the ball rebounds off a keeper’s helmet.
- Law 39 – Stumped – Adopted
  - Can be stumped off the keeper’s helmet.
- Law 40 – Timed Out – No change.
- Law 41 – Unfair play - SSJCA rule 6.4 covers the key issues here. Only one to include would be 41.16 regards batsman leaving crease early.
- Law 42 – Players conduct - Completely excluded.

### **Key Changes impacting SSJCA competition**

- Handled ball out replaced by obstructing the field.
- Cannot run at all on a double hit i.e. if defending stumps and batsman knocks the ball away you could previously run if there was an overthrow. Now you cannot.
- Will be a No Ball if ball bounces more than once before the batting crease, or rolls along the ground.
- Batsman cannot leave the crease until ball is bowled. Bowler can run him out up to the point the bowler would be expected to deliver the ball. Previously before entering delivery stride.
  - Law has also been change to non-striker leaving his/her ground early.
- A batsman can be run out or stumped off a keeper’s helmet.
  - Can also be caught if the ball lodges in the grill of the helmet. Can also caught off the helmet as well.

- For the scorers. If a no ball is run on i.e. leg byes or byes, then the No ball is recorded and the subsequent action is recorded as it was i.e. byes or leg byes e.g. previously if a No Ball went to the boundary without being hit that was 5 no balls, now 1 No Ball and 4 byes.
- If a batsman, in going for a run grounds his bat over the line and it subsequently bounces up that is okay as long as the momentum of the batter is going towards the stumps ie. Not okay in a stumping situation where the bat touches and then lifts. Must be grounded at time bails are removed.
- Also, if a players hat or helmet accidentally makes contact with the ball on the ground it is not an automatic 5 run penalty. It is only if it is deliberate i.e. you throw your hat at the ball to stop it.