EASTERN DISTRICTS JUNIOR CRICKET ASSOCIATION

Preamble to the Rules of EDJCA Under 10 Cricket
October 2026

Welcome to EDJCA Cricket. If you've taken the time to print out these rules or look them up, thank you. Like hundreds of others in our association you are likely a volunteer and someone who is passionate about giving kids a great cricketing experience. These rules are designed to do just that.

EDJCA cricket is about welcoming kids into cricket and then developing their skills to graduate to more competition style formats in their teenage years.

Some things you should know as you read these rules:

- We don't play for premierships or points
- We encourage competition and we welcome success. We also know that in cricket, we fail a lot more often than we succeed
- Our focus is on participation for all children irrespective of their skill level. You'll see throughout that we encourage maximization of playing time and ensuring the amount of play time is spread across a team.
- The rules are written to create positive outcomes in the game as the players skills develop
- Our rules progress as the age groups climb. The skills required by the time a child reaches under 12 are considerably greater than those they'll start with in under 9's.
- We encourage inclusivity and diversity

With these points in mind please go ahead and familiarize yourself with the rules.

If you can't find what you are looking for, apply common sense and civility.

Enjoy your cricket

EDJCA

Under 10 Rules

This document provides variations and additions to the Laws of Cricket as published by the MCC (refer web site https://www.lords.org/mcc/about-the-laws-of-cricket for use in the conduct of U-10 matches within the Eastern Districts Junior Cricket Association competition.

These variations and additions are designed to make Junior Cricket more accessible and enjoyable for children to play, learn and develop skills, teamwork and sportsmanship.

The latter aspects include the Spirit of the Game as defined in the Preamble to the Laws of Cricket, including:

- Accepting the Umpires decision without dissent.
- Abstaining from the use of foul language.
- Not incommoding the batter etc.

The beneficiaries of Junior Cricket are the children REGARDLESS OF THEIR ABILITY. This concept should be clear and foremost in the minds of adult supervisors.

By documenting these variations to the Laws of Cricket, we provide managers and coaches a defined framework for conducting games, however **rules may not provide a solution for every situation**. It is expected that match officials (Umpires, Team Manager/Coach) will resolve any disagreements over rules, their interpretation and implementation in a quiet and amicable manner as adults. Spectator parents and all players are to be distanced from any of these discussions.

Each team must be equipped with a copy of these rules and the Laws of Cricket, and each team manager and umpire must familiarise themselves with both documents and clarify any doubts with the opposing manager before the match commences. **Note** - It is common for adult cricketers or former cricketers to assume rules that are not correct or no longer correct and not be aware of others.

The Guiding Principle, and reason there are no points tables nor premierships in EDJCA competitions, is:
"Safety and enjoyment of the children playing cricket, sportsmanship and fair play is the priority."

The table below shows which of the Laws of Cricket have been varied (V) or are not applicable (NA).

1. Players	V	12. Innings	V	23. Dead Ball	V	34. Hit the ball twice	
2. Substitutes		13. The follow-on	NA	24. No Ball	V	35. Hit Wicket	
3. The Umpires	V	14. Declaration and Forfeit of Innings	NA	25. Wide Ball	V	36. Leg Before Wicket	NA
4. The Scorers		15. Intervals	V	26. Bye and Leg Bye		37. Obstructing the field	
5. The Ball	V	16. Start & Cessation of Play	V	27. Appeals		38. Run Out	
6. The Bat		17. Practice on the field	V	28. The Wicket is Down	V	39. Stumped	
7. The Pitch	V	18. Scoring Runs		29. Batsman out of his Ground		40. The Wicket Keeper	
8. The Wickets	V	19. Boundaries	V	30. Bowled		41. The Fielder	V
9. The Creases	V	20. Lost Ball		31. Timed Out	V	42. Fair and Unfair Play	V
10. Playing Area prep and maintenance	NA	21. The Result	V	32. Caught			
11. Covering the Pitch	NA	22. The Over	V	33. Handled the Ball			

1 Players and Teams

1.1 Player Eligibility (Law 1 addition)

The age group recommendation for an u10 player is determined by their age on 31st August to suit most children, at an average level of playing ability, at this age. The guideline is simple: their current age as of 31 August should be under the aforesaid age group. Examples: Player A is 9 or younger on 31st August and is thus recommended to play under 10. Player B has already turned 10 by 31 August & is thus recommended to play EDJCA U11.

However, EDJCA recognises that children develop skills and abilities differently. For example, a player new to the game at age 9 may not be suitable for the u10 competition.

As such, clubs are to determine the suitability for players in any age group and recommend them for age divisions which are most suitable for their age, ability and most importantly, safety. The ages of all players in a team are to be submitted on the team nomination form prior to season commencement.

Female players may play up to 2 years down in age grade (QCA policy).

All players must be registered with the club, be financial and recorded in the PlayHQ system before taking the field at training or in matches. This is to ensure coverage by the Marsh Insurance policy.

1.2 Team Sizes (Law 1 variation)

The preferred size of an Under 10 team is eight (8) players per team, and the maximum is ten (10) players per team. All players in the team must bat and bowl where medically able.

The minimum number of players required for a team to play is six (6). If one side is short of players, the other side should offer fielders to make a game.

1.3 Player's Clothing (Law 1 addition)

a) All players are to wear white clothing, unless wearing an approved club shirt
b) All players are to wear footwear (preferably white) at all times while participating in a cricket game
c) It is encouraged that all players wear sunscreen, a Sun Hat (preferably White) or a Club cap while fielding

1.4 Players Equipment (Law 1 addition)

a) When batting all batters must wear a Helmet, Batting gloves, Two (2) Pads and a Protector
b) When Wicket keeping, wicket keepers must wear a Helmet, wicket keeping gloves, Two (2) Pads and a protector.
c) All Helmets must be of the type approved by Cricket Australia.
d) Players are entitled to wear a mouth guard if they so choose but mouth guards are no compulsory.
e) For hygiene it is recommended that players provide their own protector. Where club protectors are used then two sets of underwear should be used with the protector between.

1.5 Responsibility for Behaviour (Law 1 clarification)

It is the responsibility of the team manager/coach to both demonstrate compliance and ensure their players, parents and siblings of players comply with the QCA code of conduct (refer to section 6) and the Spirit of the Game as defined in the Preamble to the Laws of Cricket. On-field behaviour will be governed by the umpires with assistance of team managers/coaches.

Disciplinary matters may be escalated to the EDJCA Management Committee (or any subcommittee thereof). This escalation must be in the form of a written request of one or both club presidents that are involved.

2 The Umpires, Hours and Conditions of Play

2.1 Appointment and Changing of Umpires (Law 3 variation)

The team managers/coaches shall appoint umpires for periods of play and may be changed at intervals.

All bowlers shall bowl from one end. The batters should change ends each over or on dismissal.

It is suggested that the bowling team umpire the bowlers end and the batting team umpire at square leg so the bowling end umpire can coach the bowlers and the square leg can coach the batting side including telling batsmen when to run.

On-field coaching by umpires is encouraged but should not delay the progress of the game.

2.2 Doubtful Bowling Action (Law 3 addition - special condition)

A bowler whom the Umpire(s) consider to have a doubtful bowling action is not to be called a no-ball

Before the game a coach should notify the opposing coach if they believe any player in the team has a suspect action. It is the club's responsibility to coach the child away from the game in order to improve. Coaching during the course of play is not to occur in order to maintain the pace of play.

The longer a player continues to bowl with a doubtful action, the lower the chance of corrective action being effective, therefore it is in the players best interests that clubs focus on bowling actions at training.

This rule is not provided to allow players to deliberately throw instead of bowling. It is provided for player development and encouragement. It is consistent with BEARS rules governing the zone (U-13 to U-16).

2.3 Conditions of Ground (Law 3 variation)

The Team Managers shall inspect the field prior to the game commencing and satisfy themselves that it is fit for play. This must be recorded on the QCA standard form "Pre-Game Checklist", signed by both managers and held by the home team.

Play should only be suspended when the conditions are so bad (including lightning) that it is unreasonable or dangerous to continue. A ground is unfit for play when it is so slippery so as to deprive batsmen or bowlers of a reasonable foothold, or the fieldsman freedom of movement.

The Laws of Cricket state that "the fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. However, if the umpires (team managers) consider the ground is so wet or slippery so as to deprive the bowler of a reasonable foothold, the fielders the power of movement, or the batters of the ability to play their strokes or to run between wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place."

2.4 Disagreement between umpires/managers over conditions (Law 3 clarification)

Law 3 requires agreement of both umpires in respect of conditions. In EDJCA matches this is clarified as where disagreement arises regarding playing conditions then status quo prevails, ie:

- if play is underway then play is to continue until conditions change and umpires reach agreement;
- if play is not underway then play remains suspended until conditions change and umpires reach agreement.

2.5 Hours of Play (Law 3 addition)

a The hours of play are either 8.00am to 11.30am (morning games) or 1.30pm – 5pm (afternoon games) – Three (3) hours and thirty (30) minutes of play/game.

b If rain interrupts play, then reduce the match by one over per team for every Six (6) minutes lost.

c Where the innings of one team is shortened to meet the scheduled finish time, then the other side's score will be taken as at the same number of overs completed in order to determine the match result. Minimum 13 overs per team required for a result.

d In the event a club has access to a ground that has lights that enable night time or evening play, then that club may request a modified time slot to facilitate games continuing under lights.

2.6 Innings and Intervals (Laws 12 and 15 variation)

a) All games are one-day games, of twenty-five (25) overs per team.
b) Batters who are given out will remain at the crease to complete their number of balls to be faced (see section 2.8). Batter given out is to swap ends. There is no maximum number of wickets per innings.
c) Matches continue to bowl out all overs (up to 11:30am) regardless of score.
d) There will be a break of 10 minutes between innings.
e) A short 3 minute drinks break shall be taken after the 13th over of each team's innings. Scorers should signal the umpires at 11 overs to notify them that drinks will be taken at the boundary in 2 overs time.
f) All time must be used. Team are to play second/extra innings if a match finishes prematurely. These "scratch innings" are to be used to encourage participation and to create opportunities for weaker players to develop their skills.

2.7 Bowling Limits – Number of Overs (Law 3 addition – special conditions)

All players are to bowl a minimum of two overs (2) and no bowler is to bowl a fourth (4th) over until all players have bowled three (3) overs. The wicket-keepers should be rotated during drinks break (where team numbers permit) to allow each wicket-keeper to bowl a minimum of Two (2) overs each

The Team's Bowling order should be rotated each match to ensure all have a chance to bowl with a new and old ball.

2.8 Batting Limits – Number of Balls Faced (Law 3 addition – special conditions)

Batting limits are provided to ensure all batters face equal numbers of balls per batting pair irrespective of number of dismissals.

The number of balls is calculated by dividing 150 (i.e. 25 overs) by the number of players in the team. The last 2 batters share the extra balls if not evenly divisible. Scorers are required to assist umpires to ensure the correct number of balls are faced by each batter and to change a batter when the number balls for that individual batter has been reached, except for the last pair where scorer advises umpire for striker to swap ends when faced their share of balls.

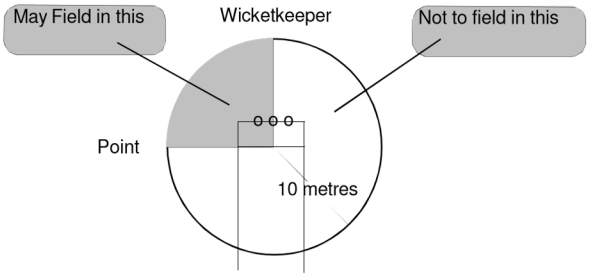
Balls Faced means all deliveries including Wides and No balls.

The Team's Batting order should be rotated each match to ensure all have a chance to bat in various positions in the order.

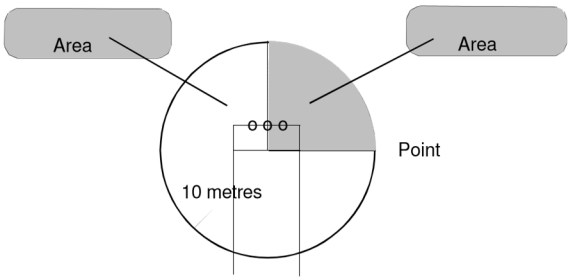
To ensure all batters have an equal opportunity to play shots, after facing two or otherwise unplayable wides balls, batters are to swap ends.

2.9 Fielder Limits – Number and Placement (Law 41 Variation)

a) A maximum of Eight (8) players from the fielding team may be on the field at any one period of time.
b) Where there are more than (8) on a team, the coach is to rotate the players on and off the field between overs, giving all players an equal fielding time during the game.
c) The fielding side may have no more than three (3) fielders on either side of the wicket, plus bowler and wicket-keeper, otherwise "No Ball". No long-stops, however fine leg is permitted.
d) No fielder shall be within 10 metres of the striker at time of delivery, except in the wicket keeper/slips area.
e) There are to be no backstops. See diagram below for field setp-up.
f) Coaches are encouraged to rotate the wicketkeeping role from week to week to ensure all players are given an opportunity to experience this role in the game.

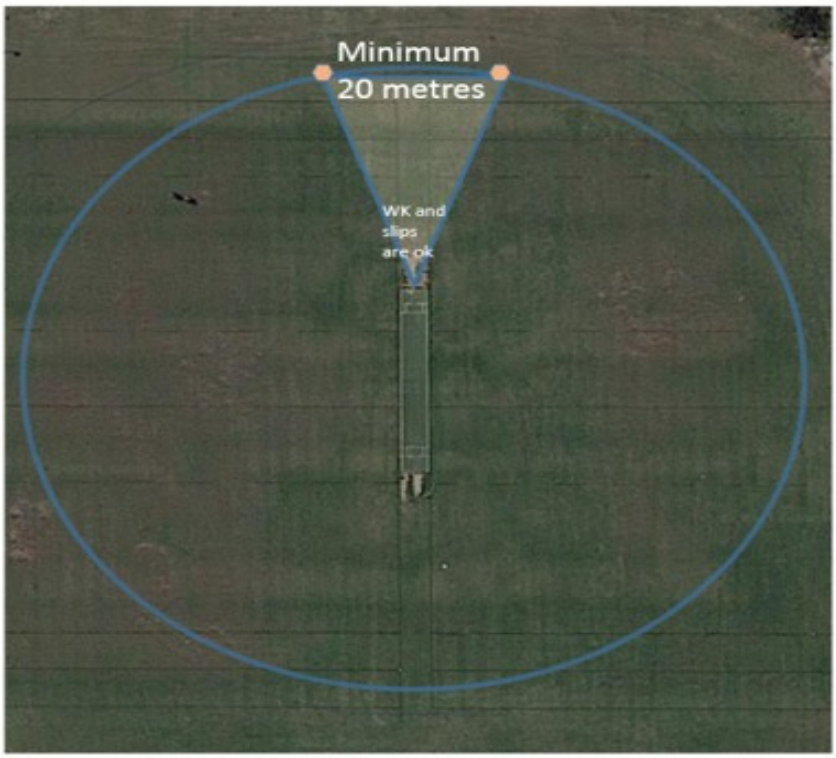


Right Hand Batsman



Left Hand Batsman

No backstops in the area behind the wicket keeper



Where possible use different coloured boundary cones to mark the area. (Both ends for U11 and U12)

2.10 Balls (Law 5 Variation)

The balls used for Under 10 are 110g Kookaburra Soft-a-ball.

2.11 Pitch, Wickets and Creases (Laws 7, 8 and 9 variations)

a) The pitch is to be shortened to sixteen (16) metres in length. The width is as provided.
b) The use of freestanding stumps at both ends is needed to achieve the lesser distance – place the stumps on the normal batting creases and use chalk to mark the new batting creases (unless already marked).
c) The batters are to bat from one end only. The batters are to rotate at the end of each over.
d) The batters run to the shortened marked batting crease.
e) The crease at the batting end is to have "Centre" marked. (Centre being the mark on the strikers batting crease that depicts the line from the centre stump at the strikers end to the centre stump at the bowlers end).
f) All batters are to take guard (face up) with their bat on the centre mark or towards the leg side each time they take strike. Where a batter faces up with the bat further to the offside of the Centre stump, the umpire is required to move the batter over so he/she takes guard on Centre or towards the leg stump. This is to allow the bowler a "fair go" in the light of LBW not applying.
g) For all age groups, clubs are asked to use white gaffer tape as the first preference for marking the 16m ad 18m crease lines.

2.12 Practice on the field (Law 17 variation)

Practice outside the playing area is allowed, however limits apply in terms of distracting batters and intruding on the field with practice balls.

2.13 Boundaries (Law 19 variation)

Field boundaries are a circle of a maximum of 35 metres from the centre of the pitch will apply for all matches played in the Under 10 competition. This is to encourage straight shots. Boundaries may be reduced by agreement between team managers where long grass prohibits free-running of the ball.

The boundary is to be clearly defined, preferably by use of boundary markers. Where a boundary is not marked with a continuous line and boundary markers are placed at intervals, the boundary is defined as a **straight line between markers** (not an arc). Players and parent umpires must be reminded of this by the managers before play.

It is recommended that the measured length of rope or string be used to measure the boundaries where necessary.

3 The Result (Law 21 variation)

The emphasis for all involved, players, coaches, parents, should be on enjoying the game, good performances and fun moments rather than who won or lost. There are no premierships or points tables in EDJCA U-10 Cricket.

The result of the match will be determined on the highest average based on **runs divided by wickets lost.**

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.

4 Bowling

4.1 The Over (Law 22 variation)

Over is to be called after Six (6) deliveries including Wides and No Balls.
Wides and No-Balls are not re-bowled but are scored against bowler and sundries. Runs off a no-ball are scored to the batter.

Refer rule on 2.7 on bowling limits and 2.8 on batting limits.

4.2 Dead Ball (Law 23 addition)

A ball that behaves erratically off a crack or an obstacle on the pitch, or from the edge of the pitch, the ball is called dead and cannot take a wicket. The ball is to be re-bowled.
A ball failing to reach the batsman is to be called a dead ball and the ball re-bowled.

4.3 No Ball (Law 24)

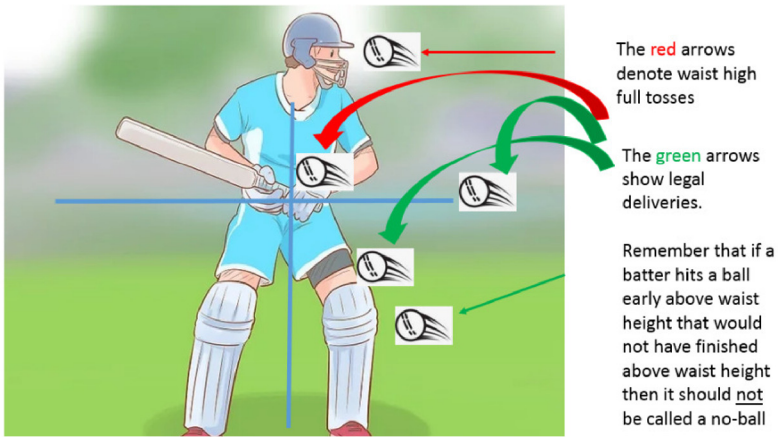
The following are from the **Laws of Cricket (Law 24 and relevant sections of Law 42)**:

The umpire is to warn first before calling the bowler for a **front foot no ball** (i.e. only call no balls for repeated breachers)

a) Where the bowler over steps the popping (front crease) at the bowling end.
b) Where the ball bounces more than twice or rolls before reaching the strikers stumps.
c) From 42.6 a) Either umpire can call a no ball where a short pitched fast delivery lands on the pitch and bounces above the batter's shoulder height when standing in a normal batting stance. Common sense is to prevail in deciding what is a short pitched fast delivery as the paramount issue is the safety of the batter.
d) A Player cannot be out bowled, caught, hit wicket nor stumped off a no-ball. However, the batter can be given out run out if attempting a run, obstructing the field or hit the ball twice.
e) No-ball overrides a Wide.
f) On waist high full tosses only the square leg umpire is to adjudicate.

Variation to Law 24 (as it refers to Law 42.6 b) – Dangerous and Unfair Bowling:
Any full pitched delivery delivered by any bowler and directed at the batter above waist height when standing in a normal batting stance shall be called" No Ball" and can be called by either umpire. **Variation to Law 24 – Fair Delivery** : Doubtful Bowling Action is not to be called – refer section 2.2 **Variation to Law 24** – **Counts as ball in the over** : No-balls are not re-bowled.

Guide to calling waist-high full tosses



Variation to Law 24 – Shortening Pitch Length: If, in the opinion of the umpires on the field, a player is struggling to land the ball on the pitch, the umpires may allow that player to move 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.

4.4 Wide Ball (Law 25)

A wide as per the **Laws of Cricket** is:

a) a ball that does not hit the designated pitch, or
b) hits the pitch but passes the strikers wicket outside the edge of the designated pitch or
c) is not in reach of striker at the crease (eg. bounces too high or too wide to reach).

Where a batter hits a wide ball or the batter is struck by the wide ball, normal cricket rules apply ie. it is no longer a wide, regardless of where the ball originally pitches (including off the wicket).

Batter can only be out hit wicket, handled the ball, obstructing the field, stumped or run out off a wide.

Variation to Law 25 – Counts as ball in the over : Wides are not re-bowled.

4.5 Fair and Unfair Play (Law 42)

Variation to Law 42.6 b) – Dangerous and Unfair Bowling:
Any full pitched delivery delivered by any bowler and directed at the batter above waist height when standing in a normal batting stance shall be called" No Ball" and can be called by either umpire

Variation to Law 42.15 : Running out non-striker before delivery (aka Mankad) are not permitted. The umpire is to call Dead Ball and warn the non-striker to remain in their crease until the bowler bowls.

5 Batting

5.1 The Wicket is Down (Law 28 variation)

As Under 10 cricket use freestanding stumps, there are no bails to remove to indicate the wicket is down.

It is the sole judgement of the umpires as to whether the wicket has been struck by the ball or, as applicable, the hand holding the ball in order to be down.

5.2 Leg Before Wicket - LBW (Law 36 does not apply)

In Under 10 cricket "LBW" decisions will not apply

Where a batter does not offer a shot or intentionally places his/her pads in front of the stumps to stop being bowled, then he/she should be counselled by the umpire at the bowlers end and by the batters team's manager/coach

5.3. Handled the Ball (Law 33 variation)

Handled the Ball is not to be given out.

5.4 Ball Count – batter facing excessive number of Wides or No balls

If a batter faces three consecutive illegal deliveries (wides or no balls) the batters must swap ends.

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6 QCA Code of Conduct

Players	Parents
• Play by the rules. • Never argue with an umpire. If you disagree, have your captain, coach or manager, approach the umpire during a break or after the game. • Control your temper. Verbal abuse of officials and sledging other players, deliberately distracting or provoking an opponent are not acceptable or permitted behaviours in cricket. • Work equally hard for yourself and your team mates. Your team's performance will benefit and so will you. • Be a good sport. Applaud all good plays whether they are made by your team or the opposition. • Treat all participants in cricket as you like to be treated. Do not bully of take unfair advantage of another competitor. • Cooperate with your coach, team mates and opponents. Without them there would be no competition. • Participate for your own enjoyment and benefit, not just to please parents and coaches. • Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.	• Do not force an unwilling child to participate in cricket. • Remember, children are involved in cricket for their enjoyment, not yours. • Encourage your child to play by the rules. • Focus on the child's efforts and performance rather than winning or losing. • Never ridicule or yell at a child for making a mistake or losing a game. • Remember that children learn best by example. • Appreciate good performances and skilful plays by all participants. • Support all efforts to remove verbal and physical abuse from sporting activities. • Respect officials' decisions and teach children to do likewise. Show appreciation for volunteer coaches, officials and administrators. Without them, your child could not participate. • Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

Coaches	Umpires
• Remember that young people participate for pleasure and winning is only part of the fun. • Never ridicule or yell at a young player for making a mistake or not coming first. • Be reasonable in your demands on players' time, energy and enthusiasm. • Operate within the rules and Spirit of Cricket and teach your players to do the same. • Ensure that the time players spend with you is a positive experience. • Avoid overplaying the talented players; all young players need and deserve equal time, attention and opportunities. • Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players. • Display control and respect to all those involved in cricket. This includes opponents, coaches, umpires, administrators, parents and spectators. Encourage your players to do the same. • Show concern and caution toward sick and injured players. • Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition. • Obtain appropriate qualifications and keep up to date with the latest cricket coaching practices and principles of growth and development of young people. • Any physical contact with a young person should be appropriate to the situation and necessary for the player's skill development. • Respect the rights, dignity and worth of every young person regardless of their gender ability, cultural background or religion.	• Place the safety and welfare of participants above all else. • In accordance with Cricket Australia guidelines, modify rules and regulations to match the skill levels and needs of young people. • Compliment and encourage all participants. • Be consistent, objective and courteous when making decisions. • Condemn unsporting behaviour and promote respect for all opponents. • Emphasise the spirit of the game rather than the errors. • Encourage and promote rule changes which will make participation more enjoyable. • Be a good sport yourself - actions speak louder than words. • Keep up to date with the latest available resources for umpiring and the principles of growth and development of young people. • Remember, you set an example. Your behaviour and comments should be positive and supportive. • Give all young people a 'fair go' regardless of their gender, ability, cultural background or religion.