EASTERN DISTRICTS JUNIOR CRICKET ASSOCIATION

Preamble to the Rules of EDJCA Under 12 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 12 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-12 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	V	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		36. Leg Before Wicket	
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		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 u12 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 11 or younger on 31st August and is thus recommended to play under 12. Player B has already turned 12 by 31 August & is thus recommended to play BEARS (U-13+).

However, EDJCA recognises that children develop skills and abilities differently. For example, a player new to the game at age 11 may not be suitable for the u12 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.

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 12 team is eleven (11) players per team, and the maximum is twelve (12) players per team. All players in the team must bat where medically able. The wicket keeper may elect not to bowl.

Where a team has 12 players, it may bat and bowl all 12 but only field 11 at any one time, however the innings will close on the fall of the 10th wicket.

The minimum number of players required for a team to play is seven (7). If one side is short of players, other side should offer fielders to make a game.

1.3 Nomination of Players (Law 1 variation)

The team Manager shall, before the start of play on the first morning, present to the opposing Coach or Manager, a list of players set down to play in that game including the names of two substitutes if these are to be used on the second day. Names are to be in the scorebook by the end of the first day's play.

1.4 Substitutes (Law 2 variation)

A team may substitute two players on the second day of a two-day match all age groups. These substitutes may bat and bowl on the second day of a two day match provided that they are named as substitutes and written in the scorebook on the first day of that match (to be written as no. 11 Smith/Jones and no. 12 Black/White).

1.5 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 always wear footwear (preferably white) 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

1.6 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 can wear a mouth guard if they so choose but mouth guards are not 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.

1.7 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.

In U12's, the coach must not be on the field unless acting as an umpire. If acting as an umpire, he/she may not act as a coach on the field.

There is to be no on-field coaching by any person acting as an umpire. Umpires however should encourage sportsmanship. However, the on-field umpires may offer guidance to **ALL** players on the field at the break between overs, provided this guidance is not:

- "Captaining" the team; or - Setting fields for the team captain.

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 JLT 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, play remains suspended until conditions change & 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 days innings by one over per team for every Six (6) minutes lost.

c) 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)

Two Day Games

a) A match consists of up to 2 innings per team (time and wickets permitting).

b) Each innings consists of up to 50 overs or 3 ½ hours or the team is dismissed or declares, whichever occurs first.

c) Innings are played in quarters, changing every 25 overs or 1hour 40 minutes, typically as follows:
   a Day 1 - Q1: Team A bats for up to 25 overs to 9:40am whereupon their innings is suspended;
   b Day 1 - Q2: Team B bats for up to 25 overs to 11:30am whereupon their innings is suspended;
   c Day 2 - Q3: Team A resumes its first innings for up to another 25 overs to 9:40am;
   d Day 2 - Q4: Team B resumes its first innings for up to another 25 overs to 11:30am.

d) A 3 minute drinks break is to be taken after 13 overs of each team's innings. Scorers should signal the impires at 11 overs to notify them that the drinks will be taken at the boundary in 2 overs time.

e) An additional drinks break may be taken by agreement in exceptionally hot weather.

f) An innings will close when a maximum of 10 wickets fall, or the captain of the batting team declares the innings or the maximum overs or time allowed is reached.

g) If play does not commence on the first day or an outright win is achieved on the first day, then the second day will be played as a One Day Game.

h) If two quarters are completed with time to spare on the first day, and the team batting first is not dismissed, then it shall be required to resume its first innings on the first day, if time permits, after allowing a 10 minute break between quarters. The days play is to finish at 11:30am.

i) Where a team fails to bowl 50 overs in 3 ½ hours for an innings it will have its maximum overs at bat for the innings reduced to the same number of overs it bowled. Where already batted, the innings total is to be adjusted to the total at that number of overs.

j) A second innings, provided time permits, shall be played to an 11:30 am finish. As per the first innings for each team the second innings shall be a maximum of 50 overs or 3 ½ hours per team played in quarters, changing every 25 overs or 1hour 40 minutes or dismissed whichever occurs first.

k) Follow-on for a second innings is a lead of 75 runs.

l) If the team batting first is dismissed in its 1st innings within 25 overs (Q1) then it may start its 2nd innings after the team batting second has faced 25 overs (Q2) even though the team batting second's 1st innings is not complete. Helps manage player workloads.

m) A team who has not been dismissed, or faced their full 25 overs on the 2nd day of play, is allowed to face their full allocation of overs, regardless of the game status. In the event that more than 12 overs (ie. one quarter of the day's play) are still possible within the specified game time, then a social game is to be played without scoring, with each team batting for an equal number of overs. Time limits still apply and the game is to conclude at 11.30am.

Example: Team A was dismissed in week 1 in 18 overs. Team B bats their 25 overs and Team A starts their 2nd innings, facing 7 overs. In week 2, Team A are dismissed in the 18th over of their 2nd innings, being the 11th over of play. Team B bats their full allocation of 25 overs, so the remaining 14 overs to be played in week 2 are split between the two teams in a social game, not scored or recorded in MyCricket.

One Day Games

a) Each team shall face a maximum of 25 overs in their innings or 1hour 40 minutes or dismissed whichever occurs first declares. Cut-off times are 9:40am for the side batting first and 11:30am for the side batting second.
b) There will be a break of 10 minutes between innings.
c) A 3-minute drinks break is to be taken after 13 overs of each team's innings. An additional drinks break may be taken by agreement in exceptionally hot weather.
d) The innings will close when a maximum of 10 wickets fall, or the maximum overs or time allowed is reached.
e) Where a team's batting innings is shortened to meet either the 9:40am or 11:30am cut-off, then the other team's score will be taken at the same number of overs completed in order to determine the match result.
f) A team who has not been dismissed, or faced their full 25 overs, is allowed to face their full allocation of overs, regardless of the game status. Time limits still apply, and the game is to conclude at 11.30am. Example: Team A scores 100 runs in 20 overs and is bowled out (or 25 overs without being dismissed). Team B scores 101 in 16 overs, game is technically over, but only team A's players have all batted. Therefore, Team B is allowed to bat out their remaining 9 overs, or until their batsmen are dismissed.

NOTE: Irrespective of the match format, all time must be used. **Teams are to play second/extra innings if a match finishes prematurely.** These "scratch innings" are to be used to encourage participation and create opportunities for weaker players to develop their skills.

2.7 Bowling Limits – Number of Overs (Law 3 Addition – Special Conditions)

Bowling limits are provided to ensure all players have an opportunity to bowl.

Two Day Games

The maximum number of overs per bowler per innings shall be 8 with a maximum of 4 overs in each spell.

The bowler must wait for at least the same number of overs to be bowled between spells as they bowled in their last spell before starting a new spell.

One Day Games

The maximum number of overs per bowler shall be 4.

2.8 Batting Limits – Number of Balls Faced (Law 3 Addition – Special Conditions)

Batting limits are provided to ensure all players have an opportunity to bat. Scorers are required to assist umpires to ensure the maximum limits are enforced and to advise managers/coaches when minimum balls have been faced.

Two Day Games

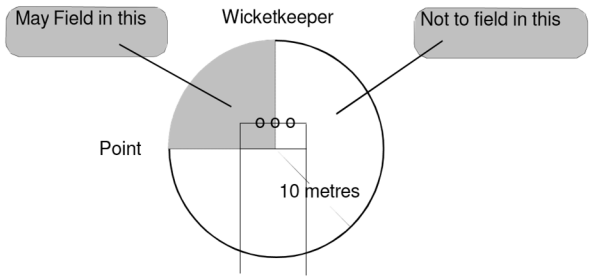
a) A batter must be retired "not out" when he/she faces a maximum of 50 balls excluding wides.
b) A batter may be retired "not out" when he/she faces a minimum of 30 balls excluding wides.
c) Any batter so retired may resume his/her innings in order of retirement once all other players have been retired or dismissed.

One Day Games

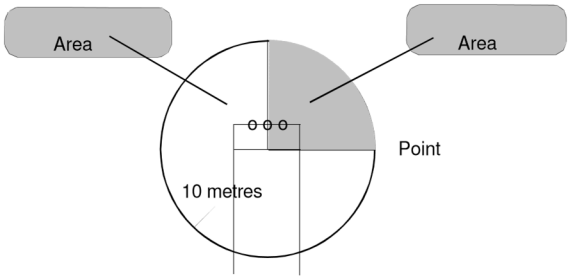
a) A batter must be retired "not out" when he/she faces a maximum of 30 balls excluding wides.
b) A batter may be retired "not out" when he/she faces a minimum of 15 balls excluding wides.
c) Any batter so retired may resume his/her innings in order of retirement once all other players have been retired or dismissed.

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

a) A maximum of eleven (11) players from the fielding team may be on the field at any one time.
b) Where there are more than eleven (11) on a team, the manager/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 five (5) fielders on the leg side of the wicket, otherwise No Ball.
d) No fielder shall stand within 10 metres of the batter on strike, except in the wicket keeper/slips area.
e) There are to be no backstops. See diagram below for field set-up.
f) Coaches are encouraged to rotate the wicket keeping role from week to week to ensure all players are given an opportunity to experience this role in the game.

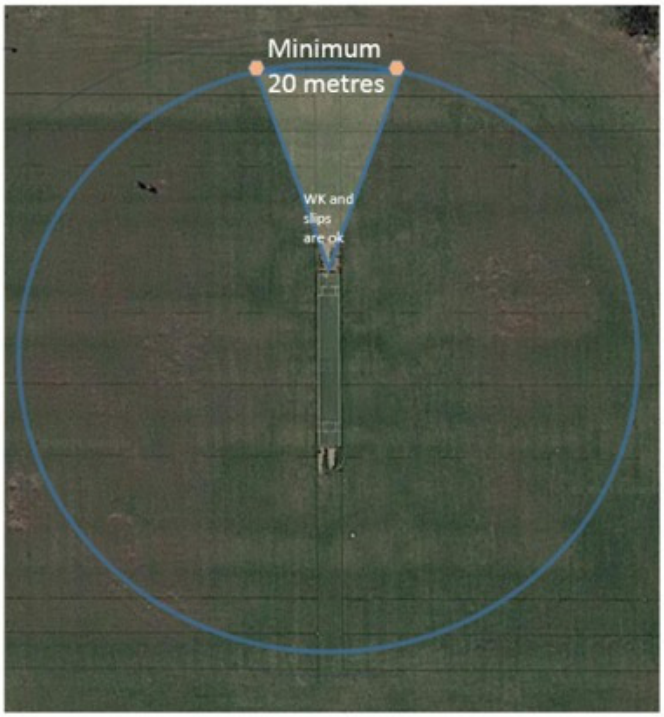


Right Hand Batsman



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 12 are a 142g Kookaburra 2-piece leather ball.

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

a) The pitch is the standard twenty (20) metres in length. The width is as provided.
b) All teams shall use 78.7 cm (or 31") stumps, without metal tips and ferules. The use of metal tip stumps is banned.
c) The crease at the batting end is to have “Centre” marked.

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 of a maximum of 45 metres from the stumps at either end (normal oval shape) will apply for all matches played in the Under 12 competition. 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-12 Cricket.

Two Day Games

a) Should any team be unwilling to commence play with the minimum number of players within 15 minutes of the scheduled starting time on either day then the opposition team may claim a forfeit.
b) If play commences on Day 1 then the game is played as a two-day game.
c) If play commences but neither team completes its first innings due to rain then the match is a draw.
d) If both teams complete their first innings and neither team completes its second innings then the result is a win on first innings to the team with the highest first innings score or a tie if both scored the same number of runs.
e) If both teams complete their first innings and both teams complete their second innings then the result is an outright win for the team with the highest total score across both innings, however if the other team led after the first innings, then the other team won on first innings but lost outright. If scores are tied on the total score then it is an outright tie and a first innings win to the team scoring the most runs on the first innings.
f) If both teams complete their first innings and only one team completes its second innings then:
    a. The team leading after the first innings won on first innings.
    b. If both teams scored the same number of runs on the first innings then the match is a tie.
    c. If the team not leading on the first innings also completed its second innings and their total score is less than the first innings of the other team then the other team won outright.

One Day Games

a) Should any team be unwilling to commence play with the minimum number of players within 15 minutes of the scheduled starting time then the opposition team may claim a forfeit.
b) The game is completed immediately after the team batting second either passes the other team's score or is bowled out.
c) If scores are equal on runs at the end of the match, then it is a tie.
d) Where a team's batting innings is shortened to meet either the 9:40am or 11:30am cut-off, then the other team's score will be taken at the same number of overs completed in order to determine the match result.
e) Scores must be recorded at the completion of the 15th over and each succeeding over thereafter.
f) A minimum of 15 overs per side is needed to be bowled so a result can be obtained.

4 Bowling

4.1 The Over (Law 22 Variation)

Over is to be called after Six (6) legal deliveries or Eight (8) deliveries including Wides and No Balls whichever occurs first.

All wides and no-balls bowled in the over – whether re-bowled or not - 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 of 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**:

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.

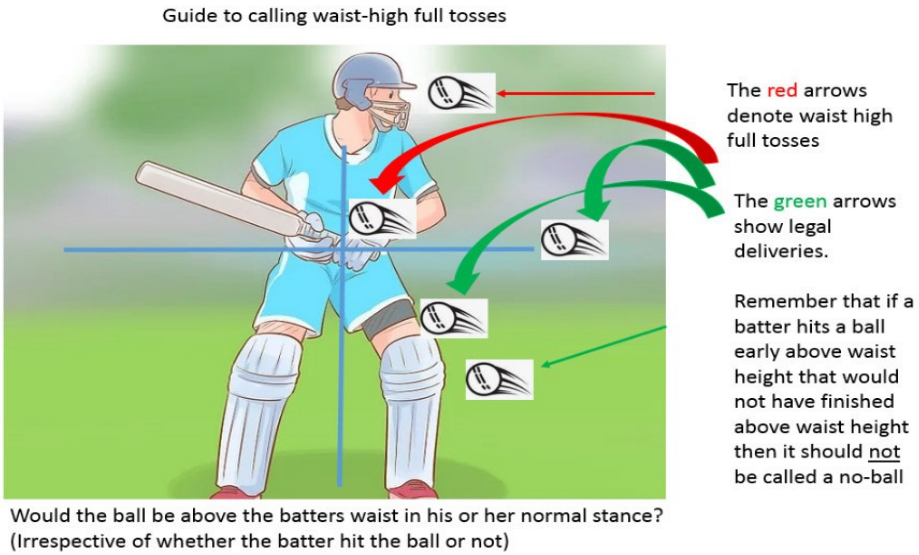
e) No-ball overrides a Wide.

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



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.

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 Timed Out (Law 31 Variation)

The Timed Out law will be only apply if the batter concerned is absent from the field or refuses to take the field.

5.2 Leg Before Wicket - LBW (Law 36)

In Under 12 cricket "LBW" decisions apply as per the Laws of Cricket

5.3 Handled the Ball (Law 33 variation)

Handled the Ball is not to be given out.

6 QCA Code of Conduct

Players • 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.	**Parents** • 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.