

Junior Guidelines & Summary of Rules



Season 26-27

Mixed Under 12's

Guidelines & Rules	Mixed U12's	Rule Reference
Age Limit	Under 12 on 1 st September. Dispensation is required for older players. Dispensation form on NWMCA website - Forms NWMCA	2.5.8
Description of Format	A format that looks to further develop the cricket skills of kids that are playing their 2nd or 3rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field.	
Coach Accreditation	Accredited Community Coach (Level 1)	
WWCC	Compulsory	
Bibs	Team Manager and Coach MUST wear approved bib	1.1.5
Rule Reference	2.5.8 Safety rules – 1.2 (includes Thunderstorms, restricted area, protective equipment such as helmets, blood rule Extreme heat guidelines are in rule 1.2.6, Smoke pollution / Air Quality (1.2.6.2) unsuitable weather in 1.2.7 Bowling injury prevention 1.2.8	2.5.8
Overs	Maximum 24 Overs per innings (One Day Matches Only in fixtures / finals) Valid Game – Each team must face 10 overs for a match to be a valid game	2.5.8 (b) 1.2.7 para 7
Pitch & Stumps	Pitch: 18m from stump to stump Stumps: Full sized, portable stumps are to be used, with base and bails. Wide ball marking – 90cm from middle stump on either side – BLUE PAINT	2.5.8 (e)
Boundary	Except where natural boundaries are shorter, 45-meter boundary.	
Ball	142g Orange Crest ball purchased from NWMCA	
Match Times – Innings length	Match start time Evening games – 5.00pm Morning games – 8.20am Maximum overs – 24 overs First innings cut off time Evening games – 6.20pm Morning games – 9.50am First innings is completed when: - Batting team is all out; or - Maximum overs have been bowled - Cut off time has been reached (over in progress is completed) Innings break Evening games – 5 minutes Morning games – 10 minutes Innings break is to be taken immediately when the first innings is completed. For example, if the team batting first is dismissed at 6.05pm in an evening game, the innings break is taken, and second innings commences at 6.10pm If team batting first is dismissed without facing maximum overs, the team batting second is entitled to bat for the full maximum overs (24 overs)	2.5.8 (a) and (b)
Suitability of conditions	- Extreme heat – temperature cut off is 36 degrees - Air quality – abandon play if air quality indicator is 150 or higher - Coach / team Manager ONLY to assess conditions at match and discuss with independent umpires - Minimum 10 overs per team to have a valid game – otherwise game is drawn	1.2.6 1.2.6.2 1.2.7 1.2.7 para 7
Interruptions to innings	Interruptions due to adverse weather. - If time is lost before the start of play, the overs to be faced in each innings will be adjusted. - For each 3 minutes lost, the number of overs is reduced by one. No over reduction if time is lost during the match	2.5.8 (c)

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Players /Team	Minimum number of players in a side: 6 Maximum number of players in a side: Unlimited – recommend no more than 12 Maximum number of players on field: 9 End of Innings: The innings is closed after the batting team has finished the allocated overs, or a team is all out (all players less one are dismissed) to a maximum of 10 wickets	2.5.8 (j)																					
Team Playing Equipment	- Two 142g Orange Crest balls; one for each innings (each team will provide their own ball) - Measuring tape to measure boundary and pitch length - Boundary markers - Two sets of portable stumps - Scorebooks, one for each team (e-scoring encouraged)																						
Players Equipment	Helmet with grill (to be worn at all times by all batters & all wicketkeepers), Bat, Gloves, Pads, Protector. Additional safety equipment can be worn based on match conditions and/ or personal preference.																						
Umpires	- Single Umpire \$100, 2 umpires \$80 each - Umpires to be paid before game - Clubs to discuss electronic payment to umpire directly with the umpire Association will advise if umpire cannot accept electronic payment If only one neutral umpire is in attendance, the bowling/fielding side will provide the umpire at the striker's end (square leg). The club umpire at square leg may coach players on the ground provided the game is not delayed or slowed down	1.112 1.1.13 2.5.8 (n)																					
Fielding	- Rotation of players is strongly recommended. - Maximum of 9 players on field - Not permitted to field within restricted area (rule 1.2.2) - 10 meters from bat except behind square on offside - Under 12s keeper keeping up to the stumps – mandatory to wear helmet (rule 1.2.3) - Under 12s keeper keeping back from stumps – mandatory to wear helmet (rule 1.2.3) - It is strongly recommended that wicketkeepers are changed during an innings - Wicketkeepers can only be changed once, at any time in an innings, - Further changes of a wicket keeper will be permitted if the second wicket keeper is injured and cannot continue as wicket keeper for the remainder of the innings. - If more than 9 players in team, rotation of players must be completed at the end of an over,	2.5.8 (m)																					
Batting	- Players face prescribed balls (number of balls for innings divided by number of batters) – players are then interim retired – interim retirement does not count as wicket. 24 overs (144 balls) <table><tr><th><u>6 players</u></th><th><u>7 Players</u></th><th><u>8 Players</u></th><th><u>9 Players</u></th><th><u>10 Players</u></th><th><u>11 Players</u></th><th><u>12 Players</u></th></tr><tr><td>24 balls</td><td>20 balls</td><td>18 balls</td><td>16 balls</td><td>14 balls</td><td>13 balls</td><td>12 balls</td></tr><tr><td>144</td><td>140</td><td>144</td><td>144</td><td>140</td><td>143</td><td>144</td></tr></table> - Any interim retired batters will return when all other players have batted. Players return in the order they retired. When they return, batters will be compulsorily retired when they reach 50 runs.	<u>6 players</u>	<u>7 Players</u>	<u>8 Players</u>	<u>9 Players</u>	<u>10 Players</u>	<u>11 Players</u>	<u>12 Players</u>	24 balls	20 balls	18 balls	16 balls	14 balls	13 balls	12 balls	144	140	144	144	140	143	144	2.5.8 (k)
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144	140	144	144	140	143	144																	
LBW	- Normal LBW rules apply - Umpires may give a warning to batters, but it is not mandatory to have been given a warning before a player is given out LBW																						

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Bowling	- Bowling ends – generally, half the overs will be bowled from each end in an innings - In U12 mixed grades, all overs may be bowled from one end, irrespective of conditions. Agreement must be reached BEFORE the match commences: - Both team managers and independent umpires must agree to bowl from one end - All overs, in all innings, must be bowled from the same end. - All players must bowl two overs (excluding a wicketkeeper who keeps for whole match) - A wicket keeper who has kept for the first part of the innings, must bowl 2 overs in the second part of the innings. - The wicket keeper who is to keep for the second part of the innings must bowl 2 overs in the first part of the innings - No bowler may bowl a third over until all eligible players have bowled two overs - No balls and wides are NOT re-bowled, in any over 6 balls in an over 1 day match – Maximum 4 overs for each bowler No-balls - Leg side wide - ... if the bowler bowls a ball, not being a No ball, then the umpire shall adjudge it a wide if the ball, without any contact with the striker's bat or person, passes outside of the Wide ball crease markings on the leg side. Wide ball shall not be called if the ball passes between the striker and the stumps. (rule 1.15.3) - ball bounces more than twice before reaching the popping crease will be called a no-ball - Any short pitched ball will be called a No Ball. Refer Match rule 1.15.2.1 - Any dangerous and unfair non-pitching deliveries will be called a No Ball. Refer match rule 1.15.1.2. - Any ball bowled off the wicket will be called a no-ball	2.5.8 (L) 1.15.3 1.15.2.1 1.15.1.2
Spectators	- Parents, officials, players or any other persons are NOT to stand behind the bowler's arm (1.1.4 Junior Code of Conduct) - Parents, officials, players or any other person watching a junior match must sit or stand 10 meters behind the marked boundary in any under age match. ((1.1.4 Junior Code of Conduct))	1.14 Junior grades code of conduct
Suitability of conditions	- Extreme heat – temperature cut off is 36 degrees - Air quality – abandon play if air quality indicator is 150 or higher - Coach / team Manager to assess conditions at match Minimum 10 overs per team to have a valid game – otherwise game is drawn ADJUDICATION ON SUITABILITY OF CONDITIONS	1.2.6 1.2.6.2 1.2.7 1.2.7 para 7 1.2.7
Scoring	- E-scoring is strongly encouraged (Rule 1.14 para d) - Enter teams into PlayHQ BEFORE the game where possible - Both teams may e-score, however the home team MUST have a scorebook available to use if required.	
Match Results	- All scores / results and player statistics must be entered into PlayHQ within 72 hours after the start of a - game (e.g. 5.00pm Friday start, all stats in by 5.00pm Monday at latest) Need to dispute a match – refer rule 4.2.1 – Disputed match result Form Need to protest a match result – refer rule 4.2.2 – Protested match result form	
Finals	- All teams play finals - No change to rules for finals Umpires fees in Grand Finals – Single umpire \$120, 2 umpires \$100 each	

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