

Junior Guidelines & Rules 2026-27 Season



Under 17 All Girls

Guidelines & Rules	All Girls Under 17	Rules Reference
Age Limit	Under 17 on 1 st September. Dispensation is required for older players	
Description of Format	Based on CA Stage 2 and 3 Format	
Coach Accreditation	Accredited Community Coach (Level 1)	2.9.4
WWCC	Compulsory	
Rule Reference	2.9.4 Safety rules – 1.2 (includes Thunderstorms, restricted area, protective equipment such as helmets, blood rule Extreme heat guidelines are in rule 1.2.6, unsuitable weather in 1.2.7 Bowling injury prevention 1.2.8	Match rule 2.9.4 1.2.6 1.2.7 1.2.8
Overs	20 Overs (1 Day) 40 Overs per innings (2 Day matches) – split innings format Valid Game – Each team must face 10 overs for a Onje Day match to be a valid game – rule 1.2.7 paragraph 7	2.9.4 1.2.7 para 7
Pitch & Stumps	Pitch: Full length hard wicket (Synthetic top) Stumps: Full sized, portable stumps are to be used, with base and bails. Pitch Markings Refer to Rule 1.3 11. Wide Ball Crease Markings iv. In all All Girls Under 17 matches, at each end of the pitch, two parallel lines must be drawn, between the popping and bowling creases, at a 90cm either side of the imaginary line joining the centers of the two middle stumps. BLUE paint must be used for 90cm markings	2.9.4 para 6 Match rule 1.,3 para 11
Boundary	Except where natural boundaries are shorter, 45-meter boundary.	2.9.4 para 5
Ball	142gm Orange Crest ball	2.9.4 para 2
Players	Number of players in a side: 9 (9 players on field at any one time) Minimum number of players in a side: 6 Maximum number of players in a side: 11	2.9.4 para 7
Team Playing Equipment	- Two 142gm Orange Crest ball; one for each innings (each team will provide their own ball) - Measuring tape to measure boundary and pitch length - Boundary marker - Two sets of portable stumps, a minimum of one at one end of the pitch - Scorebooks, one for each team – E-scoring is encouraged for all games	2.9.4
Players Equipment	Helmet with grill (to be worn at all times by all batter & all wicketkeepers), Bat, Gloves, Pads, Protector. Additional safety equipment can be worn based on match conditions and/ or personal preference.	
Umpire Fees	Umpire fees Single umpire \$100 – 2 umpires \$80 each - Clubs to discuss electronic payment to umpire directly with the umpire - Association will advise if umpire cannot accept electronic payment	
Fielding	- Rotation of players is strongly recommended. - Under 16s keeper keeping up to the stumps – mandatory to wear helmet (rule 1.2.3) - Under 16s keeper keeping back from stumps – strongly recommended to wear helmet (rule 1.2.3) - Under 16s can field in close (within the restricted 10m zone) but must wear a helmet - Wicket keepers MAY be changed – if changed, only one change per innings unless second keeper is injured and cannot continue	2.9.4 para 11 1.2.3 1.2.3 1.2.3 2.9.4 para 11

	• If more than 9 players, rotation of players must be completed at the end of each over. • If team has less than nine players on field, other team is restricted to use the same number of fielders • A team may offer the other team “substitute fielders” – if this happens, both teams play with the number of fielders who take the field for the team that has accepted the substitutes. • If substitute fielders are NOT accepted by the team with less than 9 players. The team with nine players is permitted to field with the full nine players.	2.9.4 para 11 2.9.4 para 11 2.9.4 para 11
Bowling	●Maximum 8 balls per over – wides and no balls are re-bowled up to a maximum of 8 balls per over ●All players are to bowl a minimum of two overs, except the wicketkeeper if keeping for the whole match. ●If a wicket keeper is changed, the two wicketkeepers are to bowl at least 1 over each (See paragraph 11, Fielding) ●6 player team - 1 player bowls 4 overs, 4 players bowl 3 overs, 2 wicket keepers bowl 2 overs each (if wicketkeeper is changed). ●7 player team- 3 players bowl 4 overs, 2 bowls 3 overs; 2 wicket keepers bowl 1 over each (if wicketkeeper is changed) ●8 players team – 6 players bowl 3 overs; 2 wicket keepers are to bowl 1 over each (if wicketkeeper is changed) ●9 player team - 4 players bowl 3 overs; 3 players bowl 2 overs; 2 wicket keepers bowl 1 over each (if wicketkeeper is changed) ●10 player team – All players bowl 2 overs each including the two wicketkeepers (if wicketkeeper is changed) ●11 player team -9 players bowl 2 overs each; 2 wicket keepers bowl 1 over each (if wicketkeeper is changed) Bowlers change ends after half the overs have been bowled Bowling from one end All overs in a match may be bowled from one end if conditions require. For example pooled water on one run-up, damaged wicket at one end (bat from the other end), construction zone at one end and it is deemed appropriate to hit away from that zone, creek or river on the leg side when batting. These are examples only. 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. Leg Side Wides Refer to Rule 15.3 ... 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.	2.9.4 para 10 2.9.4 para 10 2.9.4 para 10 Match rule 15.3
Batting	• Bat size 5 or 6 recommended • All dismissals count • Loss of 9 wickets closes innings (see Last Girl Stands rule below) • Batters retire when faced the nominated count of balls, unless dismissed • No early retirement unless batter is injured • 6 player team – batter faces 20 balls • 7 player team – batter faces 17 balls • 8 player team – batter faces 15 balls • 9 player team – batter faces 13 balls • 10 player team – batter faces 12 balls • 11 player team (max) – batter faces 11 balls Last Girl Standing rule • All 9 wickets are required to dismiss a team with 9 players • When the eighth wicket falls in a team of 9 players, the last girl stands on her own (in a team of 8, the last girl stands after the 7th wicket has fallen and so on) • The Last Girl can score 1, 2, 3, 4, 5 or 6 off any ball, If the batter scores a single for example, they return to the striker's end, once the ball is dead (ball has been returned to bowler for example). ●Last girl standing rule does not apply to teams with 10 or 11 players.	2.5.4 para 9

TWO Day Matches	Generally, rules for U17 girls T20/One Day matches, are to be applied in two day matches, with changes outlined below. Innings – maximum 40 overs for each team 40 overs should be bowled on each day of play, subject to lost time (see below). (i) Split innings format - The first innings of each side shall be limited to 40 overs. - On day 1 the side batting first shall bat for the first 20 overs of their first innings or until their innings is completed, whichever occurs first. - The side batting second shall then commence their innings and bat for the remainder of the daily tally of 40 overs - normally 20 overs. If the side batting first is bowled out in less than 20 overs, for example, in 15 overs, the team batting second will face 25 overs before play ceases on the first day. - On day 2, the side that batted second shall now complete their first innings tally of 40 overs. The side that batted first, will then face their remaining overs. - After the first innings of both sides is complete or a first innings result has been obtained, then the match may be completed according to normal two-day rules. Captains/Coaches may agree to finish the match once a first innings result has been reached. (ii) Batting in two-day matches Prescribed balls do NOT apply in U17 Girls two-day matches Batters are to be compulsorily retired immediately on reaching 50 runs. A batter who is compulsorily retired will not be eligible to resume their innings. A batter may be voluntarily retired at any time in Under 17 Girls two-day matches. For each voluntarily retired batter, the batting side may bat an additional batter beyond the 11 otherwise allowed. It is not mandatory for all players beyond the 11 otherwise allowed in a team, to bat. Any batters who were voluntarily retired shall be allowed to resume the innings (in the order they were retired), until they are either out or reach the compulsory retirement score. Players may only be voluntarily retired once. A side's innings is completed when 10 batters are out or there are no more eligible batters. (A compulsory retired batter does not count as a wicket). An eligible batter is one who is listed on the team sheet, has not batted previously in the innings, or has been voluntarily retired in the innings. (iii) Bowling in two-day matches All bowlers, including wicketkeepers where more than one wicketkeeper is used, must bowl a minimum of 2 overs in an innings. 40 overs: each bowler is limited to 5 overs only, in the first 20 overs and a maximum total of 8 overs in an innings. Furthermore, in two-day matches, each bowler is limited to 4 overs only in the first 16 overs of each innings.	2.9.4 para 12 2.9.4 para 12 2.9.4 para 12
Umpires	If no independent umpire: - Coach of the team batting will umpire at bowler's end - Coach or team manager of the team fielding will be square leg umpire Square leg umpire determines run outs at batter's end and stumpings	
Match Results	All scores / results and player statistics must be entered into PlayHQ within 72 hours after the start of a game (e.g. 5.30pm Wednesday start, all stats in by 5.30pm Saturday 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	Top 4 play finals	

Note: Junior Guidelines & Rules must be read in conjunction with 2026-27 NWMCA Match Rules and By-Laws handbook. Clubs, Junior Coordinators, Junior Coaches & Team Managers must ensure that they are aware of the full list of rules as published in the Rule Book. Where a discrepancy exists between this document and the playing rules, the playing rules will take precedence