

Junior Guidelines & Rules 2025-26 Season



Mixed Under 10s

Guidelines & Rules	Mixed U10's
Age Limit	Under 10 on 1 st September. Dispensation is required for older players. Recommend older than 5 – Dispensation required for younger players
Description of Format	This format is designed for those kids who have completed Cricket Australia's Entry Level Programs and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding. All U10 non-competitive junior mixed grades are played as one day home and away matches. No finals
Coach Accreditation	Accredited Community Coach (Level 1)
WWCC	Compulsory
Rule Reference	2.5.9 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
Overs	Maximum 25 Overs per innings Teams may agree to reduce number of overs before the match starts Minimum 20 overs per innings
Pitch & Stumps	Pitch: 16m from stump to stump – mown outfield wicket or synthetic wicket Stumps: Full sized, portable stumps are to be used, with base and bails.
Boundary	Except where natural boundaries are shorter, 40 metre boundary.
Ball	Kookaburra Softa Ball. (110-120g) - Not required to use new ball each match
Players	Minimum number of players in a side: 6 Maximum number of players in a side: 11 Maximum number pf players on field : 9 End of Innings: The innings is closed after the batting team has finished the allocated overs. Unlimited dismissals apply.
Team Playing Equipment	• Kookaburra Softa Ball; one for each innings (each team will provide their own balls) • Measuring tape to measure boundary and pitch length • Boundary markers • Two sets of portable stumps, a minimum of one at one end of the pitch • • 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.
Fielding	• Rotation of players is required to ensure all players experience all positions. • Not permitted to field within restricted area (rule 1.2.2) - 10 metres from bat except behind square on offside • No fielders within 10 metres of each other for safety and to encourage singles • Option to change wicketkeeper at 10 overs. • If more than 7 players, rotation of players must be completed at the end of each over, maximum of 9 players.
Bowling	• All from one end • 6 balls (maximum) in an over • All players to bowl including the wicketkeeper • Maximum overs per spell for each bowler: 2 • Maximum overs per day for each bowler: 4

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Batting	• All balls count in the batter's ball count including wides/ no balls. • No dismissals. Bowling team has 4 runs added to their team batting total for each wicket taken • The batter to swap ends after a dismissal. If there is a run out the not out batter is required to face the next delivery. • Batters are to retire after facing number of balls, not at end of the over. • Compulsory Retirement Limits: • 6 Players – 25 balls, • 7 players – 22 balls • 8 players – 18 balls, • 9 players – 16 balls, • 10 players – 15 balls
Other	• No LBW • No finals • Entering match scores, and player statistics into into PlayHQ is not mandatory.

Note: Junior Guidelines & Rules must be read in conjunction with 2025-26 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.

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Junior Guidelines & Rules 2025-26 Season



Mixed Under 12's

Guidelines & Rules	Mixed U12's				
Age Limit	Under 12 on 1 st September. Dispensation is required for older players.				
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				
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, unsuitable weather in 1.2.7 Bowling injury prevention 1.2.8				
Overs	Maximum 24 Overs per innings (1 Day Matches Only) Team batting second faces same number of overs as team batting first – see Game times below				
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				
Boundary	Except where natural boundaries are shorter, 45 metre boundary.				
Ball	142g Orange Crest ball				
Game times	Day of match	Match start time	End of 1 st Innings	2 nd innings start time	Match completed by (approx.)
	Thursday or Friday evening	5.00pm	6.20pm	6.25pm	7.45pm
	Saturday	8.20am	9.50am	10.00am	11.30am
	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				
Players	Number of players in a side: 9 Minimum number of players in a side: 6 Maximum number of players in a side: 12 (recommended) 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				
Team Playing Equipment	• Two 142g Orange Crest balls; one for each innings (each team will provide their own ball) • Measuring tap\ 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 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.				
Umpire Fees	• Single Umpire \$90, 2 umpires \$70 each • Clubs to discuss electronic payment to umpire directly with the umpire Association will advise if umpire cannot accept electronic payment				

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Mixed U12's																																																													
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 metres 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) - Option to change wicketkeeper at 12 overs. - If more than 9 players in team, rotation of players must be completed at the end of each over, maximum of 12 players.																																																												
Bowling	- Bowl from one end for entire match 6 balls in an over - All players must bowl two overs (excluding the wicketkeeper who keeps for whole match). No bowler may bowl a third over until all eligible players have bowled two overs - No balls and wides are NOT re-bowled, except for the last 2 overs of a match – refer to match rule 1.15.1 paragraph 4 1 day match – Maximum 4 overs for each bowler - 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 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																																																												
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</u> <u>players</u></th><th><u>7</u> <u>Players</u></th><th><u>8</u> <u>Players</u></th><th><u>9</u> <u>Players</u></th><th><u>10</u> <u>Players</u></th><th><u>11</u> <u>Players</u></th><th><u>12</u> <u>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</u> <u>players</u>	<u>7</u> <u>Players</u>	<u>8</u> <u>Players</u>	<u>9</u> <u>Players</u>	<u>10</u> <u>Players</u>	<u>11</u> <u>Players</u>	<u>12</u> <u>Players</u>	24 balls	20 balls	18 balls	16 balls	14 balls	13 balls	12 balls	144	140	144	144	140	143	144																																							
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Other	Over rates : The following table provides guidance to umpires, coaches and team managers as to how many overs should have been bowled at relevant time Evening Games <table><tr><th>1st Innings – start time</th><th>Over completed by:</th></tr><tr><td>5.00pm</td><td></td></tr><tr><td>6th over</td><td>5.20pm</td></tr><tr><td>12th over</td><td>5.40pm</td></tr><tr><td>18th over</td><td>6.00pm</td></tr><tr><td>24th over</td><td>6.20pm</td></tr><tr><td></td><td></td></tr><tr><td>5 Minute Innings break</td><td></td></tr><tr><td></td><td></td></tr><tr><td>2nd innings – start time</td><td>Over completed by:</td></tr><tr><td>6.25pm</td><td></td></tr><tr><td>6th over</td><td>6.45pm</td></tr><tr><td>12th over</td><td>7.05pm</td></tr><tr><td>18th over</td><td>7.25pm</td></tr><tr><td>24th over</td><td>7.45pm</td></tr></table> Morning games <table><tr><th>1st Innings – start time</th><th>Over completed by:</th></tr><tr><td>8.20am</td><td></td></tr><tr><td>6th over</td><td>8.45am</td></tr><tr><td>12th over</td><td>9.05am</td></tr><tr><td>18th over</td><td>9.25am</td></tr><tr><td>24th over</td><td>9.50am</td></tr><tr><td></td><td></td></tr><tr><td>10 Minute Innings break</td><td></td></tr><tr><td></td><td></td></tr><tr><td>2nd innings – start time</td><td>Over completed by:</td></tr><tr><td>9.45am</td><td></td></tr><tr><td>6th over</td><td>10.25am</td></tr><tr><td>12th over</td><td>10.45am</td></tr><tr><td>18th over</td><td>11.05am</td></tr><tr><td>24th over</td><td>11.30am</td></tr></table>	1 st Innings – start time	Over completed by:	5.00pm		6 th over	5.20pm	12 th over	5.40pm	18 th over	6.00pm	24 th over	6.20pm			5 Minute Innings break				2 nd innings – start time	Over completed by:	6.25pm		6 th over	6.45pm	12 th over	7.05pm	18 th over	7.25pm	24 th over	7.45pm	1 st Innings – start time	Over completed by:	8.20am		6 th over	8.45am	12 th over	9.05am	18 th over	9.25am	24 th over	9.50am			10 Minute Innings break				2 nd innings – start time	Over completed by:	9.45am		6 th over	10.25am	12 th over	10.45am	18 th over	11.05am	24 th over	11.30am
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	Mixed U12's
Umpire Fees	• Single Umpire \$90, 2 umpires \$70 each • Clubs to discuss electronic payment to umpire directly with the umpire • Association will advise if umpire cannot accept electronic payment
	• Normal LBW rules apply
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)
Finals	• All teams play finals • No change to rules for finals • Umpires fees in Grand Finals – Single umpire \$100, 2 umpires \$80 each

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Junior Guidelines & Rules 2025-26 Season



Mixed Under 14s and Under 16s One Day matches

Guidelines & Rules	Mixed U14's and Under 16s – One Day matches																			
Age Limit	Under 14 or Under 16 on 1 st September. Dispensation is required for older players.																			
Description of Format	Traditional cricket rules with some modification for safety and participation. This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.																			
Coach Accreditation	Accredited Community Coach (Level 1)																			
WWCC	Compulsory																			
Rule reference	2.5.5 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																			
Overs	20 overs per innings – Evening matches 25 overs per innings – Saturday morning matches Team batting second faces same number of overs as team batting first – see Game times below																			
Pitch & Stumps	Pitch: 20.1m (Standard pitch length) Stumps: Full size wooden stumps & bails																			
Boundary	Except where natural boundaries are shorter, 55 metre boundary.																			
Ball	Under 14s - 142g Orange Crest ball Under 16s – 156g Orange Crest ball																			
Players	Number of players in a side: 11 players Minimum number of players in a side: 7 players Maximum number of players in a side: 13 players 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																			
Team Playing Equipment	- Two balls - one for each innings (each team will provide their own ball) - Measuring tape to measure boundary - Boundary marker - Two sets of stumps with bails - Scorebooks, one for each team – e-scoring is 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.																			
Umpire Fees	- Single Umpire \$90, 2 umpires \$70 each - Clubs to discuss electronic payment to umpire directly with the umpire - Association will advise if umpire cannot accept electronic payment																			
Game times	<table><tr><th>Day of match</th><th>Match start time</th><th>End of 1st Innings (10 minutes break)</th><th>2nd innings start time</th><th>Match completed by (approx.)</th></tr><tr><td>Friday evening</td><td>5.00pm</td><td>6.15pm</td><td>6.25pm</td><td>7.45pm</td></tr><tr><td>Saturday</td><td>8.20am</td><td>9.50am</td><td>10.00am</td><td>11.30am</td></tr></table>					Day of match	Match start time	End of 1 st Innings (10 minutes break)	2 nd innings start time	Match completed by (approx.)	Friday evening	5.00pm	6.15pm	6.25pm	7.45pm	Saturday	8.20am	9.50am	10.00am	11.30am
Day of match	Match start time	End of 1 st Innings (10 minutes break)	2 nd innings start time	Match completed by (approx.)																
Friday evening	5.00pm	6.15pm	6.25pm	7.45pm																
Saturday	8.20am	9.50am	10.00am	11.30am																
Fielding	- Rotation of players is strongly recommended. - Under 14s and Under 16s keeper keeping up to the stumps – mandatory to wear helmet (rule 1.2.3) - Under 14s and Under 16s keeper keeping back from stumps – strongly recommended to wear helmet (rule 1.2.3) - Under 14s Not permitted to field within restricted area (rule 1.2.2) - 10 metres from bat except behind square on offside - Under 16s can field in close but must wear a helmet - If more than 11 players, rotation of players must be completed at the end of each over.																			

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Junior Guidelines & Rules 2025-26 Season



Bowling	• Change bowling ends after 10 overs • 6 balls in an over • Minimum no. bowlers: 5 • 10 overs from one end then change • Bo balls and wides are re-bowled up to 9 balls per over. • NO LIMIT on number balls in last 4 overs of Under 14 match • NO LIMIT on number of balls in last 6 overs of an Under 16 match • U14 1 day match 20 overs– Maximum overs per innings for each bowler: 4 • U14 1 day match 25 overs– Maximum overs per innings for each bowler: 5 • U16 1 day match 20 overs– Maximum overs per innings for each bowler: 4 • U16 1 day match 25 overs– Maximum overs per innings for each bowler: 5 Bowling spells limits (rule 1.2.8) Under 16 – 6 overs in a spell Under 15 – 5 overs in a spell Under 14 – 4 overs in a spell Under 13 – 4 overs in a spell Break between spells – at least twice as many overs as bowled in previous spell Daily Over limits (rule 1.2.8) Under 16 – 16 overs per day Under 15 – 12 overs per day Under 14 – 12 overs per day Under 13 – 8 overs per day
Batting Rule 2.5.2 para 8	• Compulsory Retirement Limits Under 14s 1 day match: 40 Runs Under 16s 1 day match: 50 runs • A batter will retire immediately when they reach the limit i.e. before the next ball is bowled. Compulsory retired batters cannot return to the crease • Voluntary Retired batters may return to the crease once all others have batted, in the order they retired. • For each voluntarily retired batter, the batting side <u>may</u> bat an additional batter beyond the 11 otherwise allowed
Other	• Normal LBW rules apply Finals – top 4 – 1 V 4 in Semi Final. 2 V 3 in Semi Final No change to rules in finals (finals may be One Day matches, but generally two day matches)
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)

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Junior Guidelines & Rules 2025-26 Season



Mixed Under 14s and Under 16s Two Day matches

Guidelines & Rules	Mixed U14's and Under 16s – Two Day matches
Age Limit	Under 14 or Under 16 on 1 st September. Dispensation is required for older players.
Description of Format	Traditional cricket rules with some modification for safety and participation. This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players. Two Day matches are played as SPLIT INNINGS FORMAT Team A bats for half of their innings on day 1 Team B then bats for half of their innings on Day 1 Team B completes their innings at start of Day 2 Team A then completes innings on Day 2
Coach Accreditation	Accredited Community Coach (Level 1)
WWCC	Compulsory
Rule Reference	2.5.4 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
Overs	40 overs per innings – Evening matches 50 overs per innings – Saturday morning matches
Pitch & Stumps	Pitch: 20.1m (Standard pitch length) Stumps: Full size wooden stumps & bails
Boundary	Except where natural boundaries are shorter, 55 metre boundary.
Ball	Under 14s - 142g Orange Crest ball Under 16s – 156g Orange Crest ball
Players	Number of players in a side: 11 players Minimum number of players in a side: 7 players Maximum number of players in a side: 13 players 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
Team Playing Equipment	- Two balls - one for each innings (each team will provide their own ball) - Spare ball in case a second innings is required (each team to carry a spare ball) - Measuring tape to measure boundary - Boundary marker - Two sets of stumps with bails - Scorebooks, one for each team – e-scoring is encouraged
Umpire Fees	- Single Umpire \$90, 2 umpires \$70 each - Clubs to discuss electronic payment to umpire directly with the umpire Association will advise if umpire cannot accept electronic payment
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.
Game Times	Thursday / Friday - matches commence at 5:00 pm SHARP each day. Saturday - Matches commence at 8:20 am SHARP each day. Thursday / Friday - After 20 overs, or if the side batting first is bowled out, whichever occurs first, innings break not exceeding 10 minutes Saturday - After 20 overs, or if the side batting first is bowled out, whichever occurs first, innings break not exceeding 10 minutes

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	Thursday / Friday - Play will continue each day until 40 overs have been bowled or until 7.45 pm, whichever is earlier. Saturday - Play will continue each day until 50 overs have been bowled or until 11.30 am, whichever is earlier.
Fielding	- Rotation of players is strongly recommended. - Under 14s and Under 16s keeper keeping up to the stumps – mandatory to wear helmet (rule 1.2.3) - Under 14s and Under 16s keeper keeping back from stumps – strongly recommended to wear helmet (rule 1.2.3) - Under 14s Not permitted to field within restricted area (rule 1.2.2) - 10 metres from bat except behind square on offside - Under 16s can field in close but must wear a helmet - If more than 11 players, rotation of players must be completed at the end of each over.
Bowling	- Change bowling ends after 10 overs 6 balls in an over - Minimum no. bowlers: 5 10 overs from one end then change - Bo balls and wides are re-bowled up to 9 balls per over. - NO LIMIT on number balls in last 4 overs of Under 14 match - NO LIMIT on number of balls in last 6 overs of an Under 16 match U14 2 day match – each bowler limited to 8 overs in an innings, and also limited to 4 overs in the first 16 overs U16 2 day 50 over match - each bowler is limited to 10 overs in an innings and also limited to 6 overs in the first 24 overs U16 2 day 40 over match - each bowler is limited to 8 overs in an innings and also limited to 5 overs in the first 20 overs Bowling spells limits (rule 1.2.8) Under 16 – 6 overs in a spell Under 15 – 5 overs in a spell Under 14 – 4 overs in a spell Under 13 – 4 overs in a spell Break between spells – at least twice as many overs as bowled in previous spell Daily Over limits (rule 1.2.8) Under 16 – 16 overs per day Under 15 – 12 overs per day Under 14 – 12 overs per day Under 13 – 8 overs per day
Batting Batting Rule 2.5.2 para 8	- Compulsory Retirement Limits Under 14s 2 day match: 75 Runs Under 16s 2 day match: 100 runs - A batter will retire immediately when they reach the limit i.e. before the next ball is bowled. Compulsory retired batters cannot return to the crease - Voluntary Retired batters may return to the crease once all others have batted, in the order they retired. - For each voluntarily retired batter, the batting side may bat an additional batter beyond the 11 otherwise allowed
Other	Normal LBW rules apply Finals – top 4 – 1 V 4 in Semi Final. 2 V 3 in Semi Final No change to rules in finals (finals may be One Day matches, but generally two day matches)
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)

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Junior Guidelines & Rules 2025-26 Season



All Girls Under 10s

Guidelines & Rules	All Girls Under 10s
Age Limit	Under 10 on 1 st September. Dispensation is required for older players.
Description of Format	Based on CA Stage 1 format This format is designed for those kids who have completed Cricket Australia's Entry Level Programs and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding. All U10 non-competitive junior grades are played as one day home and away matches. No finals
Coach Accreditation	Recommended - Accredited Community Coach (Level 1)
WWCC	Compulsory
Rule reference	2.9.1 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
Overs	12 overs per innings
Pitch & Stumps	Pitch: 14m length stump to stump – Mown outfield wicket or centre synthetic wicket if available
Boundary	25 metres measured from the centre of the wicket
Ball	Sturdy Wind Orange Soft ball
Players	Number of players in a side: 6 Minimum number of players in a side: 4 6 players on the field at any one time
Team Playing Equipment	- Two Wind Orange Soft ball (each team will provide their own ball) (it is not necessary to use a new ball every match) - Measuring tape to measure boundary - Boundary markers - Two sets of stumps with bails – one set to be portable - Scorebooks, one for each team
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.
Fielding	- Rotation of players is recommended. - Fielders not permitted to field within restricted area (rule 1.2.2) - 10 metres from bat except behind square on offside - Change wicketkeepers so every one bowls - If more than 11 players, rotation of players must be completed at the end of each over.
Bowling	6 balls per over maximum – wides and no-balls are NOT re-bowled - All players to bowl 2 overs each, including wicketkeeper 6 player team – all bowlers bowl 2 overs 5 player team = 3 players bowl 2 overs each, 2 players bowl 3 overs 4 player team – all players bowl 3 overs
Batting	- Size 4 bat recommended - All batters are to retire after facing 12 balls - Better receives a free hit off a cone for no-balls and wides – maximum two free hits per over - No dismissals - Where a wicket is taken, FIVE runs is added to the fielding teams batting score.
Other	- LBW does not apply - Coach of bowling team will umpire at bowler's end - No square leg umpire is required - Not compulsory to enter scores and statistics into PlayHQ, however this is encouraged

Note: Junior Guidelines & Rules must be read in conjunction with 2025-26 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

Junior Guidelines & Rules 2025-26 Season



All Girls Under 12s

Guidelines & Rules	All Girls Under 12s
Age Limit	Under 12 on 1 st September. Dispensation is required for older players .
Description of Format	Based on CA Stage 1 Format
Coach Accreditation	Accredited Community Coach (Level 1)
WWCC	Compulsory
Rule Reference	2.9.2 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
Overs	20 Overs (1 Day Matches Only)
Pitch & Stumps	Pitch: 16m length stump to stump Mown outfield wicket or synthetic wicket Stumps: Full size stumps & bails
Boundary	40m measured from the centre of the wicket
Ball	110g Kooka Softball red
Players	Number of players in a side: 7 Minimum number of players in a side: 5 7 players on the field at any one time
Team Playing Equipment	- Two Kooka Softa ball (red) (each team will provide their own ball) - Measuring tape to measure boundary - Boundary markers - Two sets of stumps with bails – one set to be portable - Scorebooks, one for each team
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. Under 12 Girls cannot field in the 10m safety zone – see rule 1.2.2
Fielding	- Rotation of players is recommended. - Fielders not permitted to field within restricted area (rule 1.2.2) - 10 metres from bat except behind square on offside - Change wicketkeepers after 10 overs so every one bowls - If more than 7 players, rotation of players must be completed at the end of each over.
Bowling	6 balls per over maximum – wides and no-balls are NOT re-bowled EXCEPT the last over where 6 legal balls are required to be bowled - All players to bowl a minimum of 2 overs each, except the two wicketkeepers who are to bowl a minimum of 1 over 9 players – 4 players bowl 3 overs, 3 players bowl 2 overs each, 2 wicket keepers are to bowl minimum of 1 over each 8 player team – 6 players bowl 3 overs, 2 wicketkeepers are to bowl minimum of 1 over each 7 player team - 3 players bowl 4 overs, 2 players bowl 3 overs, 2 wicket keepers are to bowl minimum of 1 over each 6 player team – all bowlers bowl 2 overs 5 player team = 3 players bowl 2 overs each, 2 players bowl 3 overs
Batting	- Size 4 bat recommended - All batters are to retire after facing nominated number of balls – wides and no-balls are counted in number of balls faced. - No early retirements unless -player is injured - Better receives a free hit off a cone for no-balls and wides – maximum two free hits per over - Unlimited dismissals

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Junior Guidelines & Rules 2025-26 Season



	Where a wicket is taken, FOUR runs is added to the fielding teams batting score. 5 players – batter faces 24 balls 6 players – batter faces 20 balls 7 players – batter faces 17 balls 8 players – batter faces 15 balls 9 players – batter faces 13 balls
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 batters end and stumpings
Other	- Following dismissals apply – Bowled, Caught, Run Out, Stumped, Hit Wicket - LBW does not apply
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 5.00pm Saturday at latest)
Finals	All teams play finals

Note: Junior Guidelines & Rules must be read in conjunction with 2025-26 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

Junior Guidelines & Rules 2025-26 Season



Under 14 All Girls

Guidelines & Rules	All Girls Under 14s
Age Limit	Under 14 on 1 st September. Dispensation is required for older players
Description of Format	Based on CA Stage 2 Format
Coach Accreditation	Accredited Community Coach (Level 1)
WWCC	Compulsory
Rule Reference	2.9.3 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
Overs	20 Overs (1 Day Matches Only)
Pitch & Stumps	Pitch: 18m length stump to stump Synthetic hard wicket Stumps: Full size stumps & bails
Boundary	40m measured from the centre of the wicket
Ball	142gm Orange Crest ball
Players	Number of players in a side: 9 Minimum number of players in a side: 6 Maximum number of players in team - 11 9 players (maximum) on the field at any one time
Team Playing Equipment	- Two 142gm Crest balls (orange) (each team will provide their own ball) - Measuring tape to measure boundary - Boundary markers - Two sets of stumps with bails – one set to be portable - Scorebooks, one for each team - E-scoring encouraged
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. Under 14 Girls cannot field in the 10m safety zone – see rule 1.2.2
Umpire Fees	- Single Umpire \$90, 2 umpires \$70 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 recommended. - Fielders not permitted to field within restricted area (rule 1.2.2) - 10 metres from bat except behind square on offside - Change wicketkeepers after 10 overs so everyone bowls - If more than 7 players, rotation of players must be completed at the end of each over.
Bowling	6 balls per over maximum – wides and no-balls are NOT re-bowled EXCEPT the last over where 6 legal balls are required to be bowled - In last over, all wides and no-balls are re-bowled - All players to bowl a minimum of 2 overs each, except the two wicketkeepers who are to bowl a minimum of 1 over 11 player team – 9 players bowl two overs each, 2 wicket keepers bowl 1 over each 10 player team – all players bowl 2 overs each including the two wicketkeepers 9 players – 4 players bowl 3 overs, 3 players bowl 2 overs each, 2 wicket keepers are to bowl minimum of 1 over each 8 player team – 6 players bowl 3 overs, 2 wicketkeepers are to bowl minimum of 1 over each

Note: Junior Guidelines & Rules must be read in conjunction with 2025-26 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

Junior Guidelines & Rules 2025-26 Season



	7 player team - 3 players bowl 4 overs, 2 players bowl 3 overs, 2 wicket keepers are to bowl minimum of 1 over each 6 player team – all bowlers bowl 2 overs 5 player team = 3 players bowl 2 overs each, 2 players bowl 3 overs
Batting	- Size 5 or 6 bat recommended - All batters are to retire after facing nominated number of balls – wides and no-balls are counted in number of balls faced. - No early retirements unless -player is injured - Batter receives a free hit off a cone for no-balls and wides – maximum two free hits per over - Unlimited dismissals - Where a wicket is taken, FOUR runs is added to the fielding teams batting score. 6 players – batter faces 20 balls 7 players – batter faces 17 balls 8 players – batter faces 15 balls 9 players – batter faces 13 balls 10 players – batter faces 12 balls 11 players (maximum) – batter faces 11 balls
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 batters end and stumpings
Other	- Following dismissals apply – Bowled, Caught, Run Out, Stumped, Hit Wicket - LBW does not apply
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 Monday start, all stats in by 5.30pm Thursday at latest)
Finals	All teams play finals

Note: Junior Guidelines & Rules must be read in conjunction with 2025-26 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

Junior Guidelines & Rules 2025-26 Season



Under 17 All Girls

Guidelines & Rules	All Girls Under 17
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)
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
Overs	20 Overs (1 Day)
Pitch & Stumps	Pitch: Full length hard wicket (Synthetic top) Stumps: Full sized, portable stumps are to be used, with base and bails.
Boundary	Except where natural boundaries are shorter, 45 metre boundary.
Ball	142gm Orange Crest ball
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 End of Innings: The innings is closed after the batting team has finished the allocated overs, or the following number of wickets have fallen: • 7 player team: 6 wickets • 8 player team: 7 wickets • 9+ player team: 8 wickets
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
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	• Single Umpire \$90, 2 umpires \$70 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 • Must change wicketkeepers after 10 overs • 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.
Bowling	• 6 balls per over maximum – wides and no-balls are NOT re-bowled EXCEPT the last over where 6 legal balls are required to be bowled • In last over, all wides and no-balls are re-bowled

Junior Guidelines & Rules 2025-26 Season



	- All players to bowl a minimum of 2 overs each, except the two wicketkeepers who are to bowl a minimum of 1 over 11 player team – 9 players bowl two overs each, 2 wicket keepers bowl 1 over each 10 player team – all players bowl 2 overs each including the two wicketkeepers 9 players – 4 players bowl 3 overs, 3 players bowl 2 overs each, 2 wicket keepers are to bowl minimum of 1 over each 8 player team – 6 players bowl 3 overs, 2 wicketkeepers are to bowl minimum of 1 over each 7 player team - 3 players bowl 4 overs, 2 players bowl 3 overs, 2 wicket keepers are to bowl minimum of 1 over each 6 player team – all bowlers bowl 2 overs
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 retirements 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.
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 batters 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)
Finals	Top 4 play finals

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