

Junior Guidelines & Summary of Rules

Season 26-27 Mixed Under 10s



Guidelines & Rules	Mixed U10's	Rule Reference
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	
Bibs	Coach and Team Manager must wear bib - <i>Bibs are to be worn whilst setting up the game, during the game, and for 15 minutes after the conclusion of the game.</i>	1.1.5
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	2.5.9
Overs	Maximum 25 Overs per innings Teams may agree to reduce number of overs before the match starts Minimum 20 overs per innings Valid Game – Each team must face 6 overs for a match to be a valid game	2.5.9 1.2.7 para 7
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.	2.5.9
Boundary	Except where natural boundaries are shorter, 40-meter boundary.	2.5.9
Ball	Kookaburra Softa Ball. (110-120g) - Not required to use new ball in each match	
Players / Team size	Minimum number of players in a side: 6 Maximum number of players in a side: 11 Maximum number players on field : 9 End of Innings: The innings is closed after the batting team has finished the allocated overs. Unlimited dismissals apply.	2.5.9 (f)
Team Playing Equipment	- Kookaburra Softa Ball; one for each innings (each team will provide their own balls) (not necessary to use a new ball for each game) - 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 (batting end) - 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 meters from bat except behind square on offside No fielders within 10 meters of each other for safety and to encourage singles - Change wicketkeeper after half overs have been bowled. One change of wicket keeper per innings unless second keeper is injured - If more than 7 players, rotation of players must be completed at the end of each over, maximum of 9 players on field	1.2.2 2.5.9 (i) 2.5.9 (i) 2.5.9 (i)
Bowling	- All overs from one end (both teams bowl from same end) 6 balls (maximum) in an over – no balls and wides not re-bowled - All players are to bowl (each wicketkeeper must bowl at least one over) - Ball bouncing more than TWICE or off the wicket is No Ball - Maximum overs per spell for each bowler: 2 - Maximum overs per day for each bowler: 4	2.5.9 (h) 1.15.1 1.15.1 1.2.8 1.2.8

Junior Guidelines & Summary of Rules

Season 26-27 Mixed Under 10s



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	2.5.9 para (g)
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	1.2.6 1.2.6.2 1.2.7 1.2.7 para 7
Other	• No LBW • No finals • Entering match scores, and player statistics into PlayHQ is not mandatory.	

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.

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)

Junior Guidelines & Summary of Rules

Season 26-27 Mixed Under 12's

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)
<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																	
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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Season 26-27

Mixed Under 12's



	Mixed U12's	
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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Junior Guidelines & Summary of Rules



Season 26-27

Mixed Under 14s and Under 16s One Day matches

Guidelines & Rules	Mixed U14's and Under 16s – One Day matches	Rule Reference
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	
Main rules	NWMCA Match day rules 2.5.5.	2.5.5
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
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	2.5.5 para 1
Pitch & Stumps	Pitch: 20.1m (Standard pitch length) Stumps: Full size wooden stumps & bails	
Boundary	Except where natural boundaries are shorter, 55-meter 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 on team list: 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.	
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 batting side will provide the umpire at the striker's end (square leg).	1.112 1.1.13 2.5.8 (n)
Pitch markings	Pitch Markings Refer to Rule 1.3 In all Junior Mixed Under 14 and Under 16 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.	Rule 1.4

Game times	Thursday / Friday evening games Start time : 5.00pm Compulsory end of 1st innings if not finished earlier: 6.15pm 10-minute break 2nd innings start time: 6.25pm Match completed by (Approx) 7.45pm Saturday games Start time : 8.20am Compulsory end of 1st innings if not finished earlier: 9.50am 10-minute break 2nd innings start time: 10.00am Match completed by (Approx) 11.30am Cessation of play Friday matches shall conclude at 7.45pm Saturday Matches shall conclude at 11.30 am An over in progress at the cessation time shall be completed unless an innings ends, a result is reached, or the players leave the field for adverse conditions. Once a result has been achieved, the match shall continue until 7.45pm for Friday games or 11.30 am for Saturday games, or until the prescribed number of overs have been bowled whichever is earliest or an early termination is agreed to by both Coaches. The cessation time may be extended until 8.00pm for Friday games and 11.45 am for Saturday games if either side considers it is possible to achieve a result.	2.5.5 para 1 2.5.5 para 4
Batting	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	2.5.2 para 8
Bowling – leg Side wides	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.	1.15.3
Bowling Ends	Bowling Ends Generally, change bowling ends after 10 overs 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. In U14 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.	2.5.5 para 10

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Junior Guidelines & Summary of Rules



Season 26-27

Mixed Under 14s and Under 16s One Day matches

Bowling	UNDER 14s - No balls and wides are re-bowled up to EIGHT balls per over.(ALL OVERS) Under 16s NO LIMIT on number of balls in an over (ALL OVERS) No-ball - The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker, - bounces more than once or rolls along the pitch before it reaches the popping crease, - or pitches wholly or partially off the artificial surface of the pitch before it reaches the line of the striker's wicket. Overs per innings 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 - Minimum no. of bowlers: 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 PER DAY (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	1.15.2 para 5 2.5.5 para 7 Law 21.7 1.15.1.1 2.5.5 para 9 1.2.8 1.2.8
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) Thursday and Friday finals will be played over two weeks Saturday finals will be played Saturday Sunday – Semi Final Labour Day weekend	
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))	1.1.4
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.	1.14
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	

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Junior Guidelines & Rules 2026-27 Season



Mixed Under 14s and Under 16s Two Day matches

Guidelines & Rules	Mixed U14's and Under 16s – Two Day matches	Rule Reference
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 If second innings is required, that second innings is NOT split innings format.	2.5.4 para 4
Coach Accreditation	Accredited Community Coach (Level 1)	
WWCC	Compulsory	
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
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	
Pitch Markings	In all Junior Mixed Under 12, under 14 and Under 16 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	1.3
Boundary	Except where natural boundaries are shorter, 55-meter 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	•
Umpires	• Single Umpire \$100 per day, 2 umpires \$80 each per day • Umpires to be paid before play on each day • 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 batting side will provide the umpire at the striker's end (square leg).	1.112 1.1.132.5.8 (n)

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 25 overs, or if the side batting first is bowled out, whichever occurs first, innings break not exceeding 10 minutes Cessation of play Thursday / Friday – play will continue until 40 overs have been bowled or until 7.45pm whichever is earlier Saturday - play will continue until 50 overs have been bowled or until 11.30am whichever is earlier	2.5.4 para 1 2.5.4 para 2 2.5.4 para 3
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 meters 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.	
Batting	• 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	2.5.2 para 7
No Balls and Wides	No balls and wides are re-bowled, up to a maximum of EIGHT (8) balls per over in all overs of an Under 14 mixed match – refer to match rule 1.15.1 paragraph 5. All No balls and wides are re-bowled in all overs of an Under 16 mixed match – refer to match rule 1.15.1 paragraph 5 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.	1.15.1 para 5 1.15.1 para 5 1.15.3

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Junior Guidelines & Rules 2026-27 Season



Bowling	Bowling Ends Generally, change bowling ends after 10 overs 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. In U14 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 Balls per over • UNDER 14s - No balls and wides are re-bowled up to EIGHT balls per over.(ALL OVERS) • Under 16s NO LIMIT on number of balls in an over (ALL OVERS) No-ball d) The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker, e) bounces more than once or rolls along the pitch before it reaches the popping crease, f) or pitches wholly or partially off the artificial surface of the pitch before it reaches the line of the striker's wicket. • 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	2.5.4 para 9
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) Thursday and Friday finals will be played over two weeks • Saturday finals will be played Saturday Sunday – Semi Final Labour Day weekend	•
Spectators	• Parents, officials, players or any other persons are NOT to stand behind the bowlers 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))	•
Scoring	• E-scoring is strongly encouraged (Rule 1.14 para d • Enter teams into PlayHQ BEFORE the game where possible	1.14

	Both teams may e-score, however the home team MUST have a scorebook available to use if required.	
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 ADJUDICATION ON SUITABILITY OF CONDITIONS	1.2.6 1.2.6.2 1.2.7 1.2.7
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	

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Junior Guidelines & Rules 2026-27 Season



All Girls Under 10s

Guidelines & Rules	All Girls Under 10s	Rules Reference
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 Valid Game – Each team must face 6 overs for a match to be a valid game	2.9.1 para 1 1.2.7 para 7
Pitch & Stumps	Pitch: 14m length stump to stump – Mown outfield wicket or centre synthetic wicket if available	
Boundary	25 meters measured from the center of the wicket	2.9.1 para 5
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	2.9.1 para 7
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 meters 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.	2.9.1 para 11
Bowling	6 balls per over maximum – wides and no-balls are NOT re-bowled - All players 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 - No ball if will be called if a <u>ball bounces more than twice</u>, before it reaches the popping crease (rule 1.15.1) or pitches wholly or partially off the artificial surface of the pitch before it reaches the line of the striker's wicket. - any ball which is called 'Wide' will be treated as a No Ball.	2.9.1 para 10
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.	2.9.1 para 10
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.	

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Junior Guidelines & Rules 2026-27 Season



All Girls Under 12s

Guidelines & Rules	All Girls Under 12s	Rules Reference
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)	2.9.2
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	Match rule 2.9.2 Safety rules 1.3, 1.2.6. 1.2.7 and 1.2.8
Overs	20 Overs (1 Day Matches Only) Valid Game – Each team must face 10 overs for a match to be a valid game – rule 1.2.7 paragraph 7	2.9.2
Pitch & Stumps	Pitch: 16m length stump to stump Mown outfield wicket or synthetic wicket Stumps: Full size stumps & bails	2.9.2 para 6
Boundary	40m measured from the center of the wicket	2.9.2 para 5
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	2.9.2 para 7
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 and safety	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	2.9.2 para 3
Fielding	- Rotation of players is recommended. - Fielders not permitted to field within restricted area (rule 1.2.2) - 10 meters from bat except behind square on offside - Each team is required to use two wicket keepers - 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.	2.9.2 para 11
Bowling	6 balls per over maximum – wides and no-balls are NOT re-bowled in any over - 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 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	2.9.2 para 10

	zone, creek or river on the leg side when batting. These are examples only. In U12 All Girls 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.	
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 • 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. 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 • Following dismissals apply – Bowled, Caught, Run Out, Stumped, Hit Wicket LBW does not apply	]2.9.2 para 9
Umpires	Umpire fees Single umpire \$100 – 2 umpires \$80 each 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	Rule 1.13
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) 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	

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Junior Guidelines & Rules 2026-27 Season



Under 14 All Girls

Guidelines & Rules	All Girls Under 14s	Rules Reference
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)	2.9.3
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	Match rule 2.9.3
Overs	20 Overs (1 Day Matches Only) Valid Game – Each team must face 10 overs for a match to be a valid game – rule 1.2.7 paragraph 7	2.9.3 para 1
Pitch & Stumps	Pitch: 18m length stump to stump Synthetic hard wicket Stumps: Full size stumps & bails Pitch Markings 11. Wide Ball Crease Markings iv. In all All Girls Under 12, Under 14 and 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	2.9.3 para 6 Rule 1.3 para 11
Boundary	40m measured from the center of the wicket	2.9.3 para 4
Ball	142gm Orange Crest ball	2.9.3 para 2
Players / Team	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	2.9.3 para 7
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	2.9.4 para 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. Under 14 Girls cannot field in the 10m safety zone – see rule 1.2.2	2.9.4 para 3
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	Rule 1.13
Fielding	- Rotation of players is recommended. - Fielders not permitted to field within restricted area (rule 1.2.2) - 10 meters from bat except behind square on offside - If more than 7 players, rotation of players must be completed at the end of each over. - Each team is required to use two wicketkeepers during an innings - Wicket keepers can only be changed once per innings, with the change permitted at any time during 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	2.9.3 para 11

Bowling	• 6 balls per over – wides and no balls are not re-bowled (rule 1.15.1 para 5) • All players are to bowl a minimum of two overs, except the two wicketkeepers (except in teams of 7 or more players) who are to bowl at least 1 over each • 6 player team- 4 players bowl 4 overs, 2 wicket keepers bowl 2 over each • 7 player team- 3 players bowl 4 overs, 2 bowls 3 overs; 2 wicket keepers bowl 1 over each • 8 players team – 6 players bowl 3 overs; 2 wicket keepers are to bowl 1 over each • 9 player team - 4 players bowl 3 overs; 3 players bowl 2 overs; 2 wicket keepers bowl 1 over each • 10 player team – All players bowl 2 overs each including the two wicketkeepers • 11 player team -9 players bowl 2 overs each ; 2 wicket keepers bowl 1 over each No Ball – NWMCA rule 1.15.1 - No ball if will be called if a <u>ball bounces more than twice</u>, before it reaches the popping crease; - or pitches wholly or partially off the artificial surface of the pitch before it reaches the line of the striker's wicket. - any ball which is called 'Wide' will be treated as a No Ball. 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. 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. In U14 All Girls 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.	1.15.1 para 5 2.9.3 para 10 1.15.3 Rule 15.3 2.9.3 para 10
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 • Unlimited dismissals (batters face the nominated balls) • 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 • Following dismissals apply – Bowled, Caught, Run Out, Stumped, Hit Wicket LBW does not apply	2.9.3 para 9

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Junior Guidelines & Rules 2026-27 Season



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 Monday start, all stats in by 5.30pm Thursday 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

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

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	

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