

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.	

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