

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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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 a) 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, b) bounces more than once or rolls along the pitch before it reaches the popping crease, c) 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 - Both teams may e-score, however the home team MUST have a scorebook available to use if required.	1.14
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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