## **The following is an extract from the NWMCA Rules and By-Laws for 2023-24 and is provided for convenience only. There are inter related rules and By-laws. Clubs, teams, players and officials need to ensure they understand all related rules and by-laws. Do not rely on this document alone.**

# MATCH RULES: UNDER AGE GRADES

**Conditions**

In all evening games, if the light deteriorates to an extent that it is unsafe to continue, and if there are lights available, the lights **must** be turned on to allow the game to continue, and the safety of players to be maintained.

This is the case even if the game is in progress, and the lights were not on from the start of the game.

### 2.5.1 UNDER AGE GRADES – ACCREDITED COACHES

1. Every club must provide an accredited Level 1 Community Coach for every junior mixed team entered into NWMCA competition. Unless there are unusual circumstances, it is expected that the accredited Coach will be primarily responsible for one team, and therefore present on game day.
2. Clubs will be allowed to start each season with an unqualified Coach (if necessary) however that person must satisfactorily complete the Level 1 Community Coaching course by 31st December in that year, or provide the NWMCA with evidence of a booking to attend the course before the end of the season.
3. Failure to comply will result in a financial penalty **per non-accredited position.**

### 2.5.2 PARTICIPATION RULES (One day, Two day)

1. Eligibility to play in an Under Age Grade is determined by the player’s age **prior to 1st September** in the current season.
2. A maximum 13 players per side in U/14 and U/16 are allowed to participate in a match.
3. A maximum of 11 players may field at any time (except in Twenty/20 Modified, All Girls and Under 10 mixed competitions).
4. All players named on the team sheet are deemed to be eligible players.
5. In all matches if a team nominates more than 11 players in their squad for a match, then all eligible players from the nominated squad may bat, bowl or wicket keep in an innings according to the restrictions in 2.5.1.7 (batting limit) and 2.5.1.8 (bowling limit)**.**
6. **“DOUBLING-UP” (playing a second match in the same round in the same timeslot or section)**

*This rule enables a team to make up numbers by allowing players to play a second game in the same round during the regular season, provided it does not unduly disadvantage the opposing team.*

A player’s first game in a round will be considered to be with the team in which he/she regularly plays (i.e. the team in which he/she has played the greatest number of games).

A club may select a player to play a second game on a different day in the same round when the second team has less than 11 players, but a minimum of 7 ‘regular’ players.

A player selected to play a second game in the same round may play in the same or higher age group in a higher grade without restriction other than the general participation and injury prevention rules.

A player selected to play a second game in the same round may play in the clubs next lowest grade in the same age group or, if eligible, in the next lowest age group in the club’s highest grade but with the following restrictions:  
-the player may bat no higher than position 8  
-the player may bowl a maximum of 4 overs (2 overs in under 12) after the 2/3 point of the innings (20 overs in one day and 34 overs in two day games).

Players may only play a second game in the same round during the regular season but not in finals games.

Any ‘second games’ played under this rule will NOT count towards a player’s finals qualification.

Players who play regularly in a separate, designated Friday night competition and a designated Saturday competition are not considered to be ‘doubling up’.

1. **BATTING - Run Limits**

On reaching a run limit, a batter will be compulsorily retired before another ball is bowled.

**In under 16 only**, a batter who is compulsorily retired will **not** be eligible to resume their innings.

**In under 14 only**, a batter who is compulsorily retired will be permitted to return to the crease when there are no more eligible batters (voluntary requirements are eligible Batter who are to be returned to complete their innings prior to the return of any compulsory retired Batter) and the team is NOT all out. The batter will then be compulsorily retired on reaching 50 for one day games & 100 for two-day games and will not be permitted to resume their innings.

Any batter who is either voluntarily or compulsorily retired must be listed in the competition management systemas retired **NOT OUT.**

In summary:

**Batting run limits per innings:**

**One-day matches, including T20s and One-day Finals:**

**U/16**: 50 runs

**U/14**: 30 (50) runs

**Two-day matches, including Two-day finals**

**U/16**: 100 runs

**U/14**: 50 (100) runs

N.B: The limits in brackets refer to the new limit if the previously retired batter returns to the crease (see U14 Rule above).

**BATTING - Voluntary Retirement (U14, U16)**

A batter may be voluntarily retired at any time in Under 14s and Under 16s.

For each voluntarily retired batter, the batting side may bat an additional batter beyond the 11 otherwise allowed. Once all eligible players have batted, 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 either out or there are no more eligible batters. (Compulsory retired does not count as a wicket.)

1. **BOWLING**

Before starting a new bowling spell on the same day, a bowler must not bowl for at least twice the number of overs as was bowled in the previous bowling spell.

When a bowler changes ends it will be counted as a continuation of the same bowling spell.

An interruption to play does **NOT** constitute the beginning of a new bowling spell.

An over started on a new day shall be considered the first over of a new spell.

***Under 16* bowling limits per innings**

**One-day matches 25 overs: -** each bowler is limited to 5 overs.

**One-day matches 20 overs: -** each bowler is limited to 4 overs.

**Two-day matches:** each bowler is limited to 6 overs only, in the first 24 overs and a total of 10 overs in an innings.

***Under 14* bowling limits per innings**

**One-day matches 25 overs: -** each bowler is limited to 5 overs.

**One-day matches 20 overs: -** each bowler is limited to 4 overs.

**Two-day matches:** each bowler is limited to 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.

***Under 12* bowling limits per innings**

**One-day matches & all finals:** each bowler is limited to 4 overs.

***Under 12* - additional bowling limits**

Except for a wicket-keeper who keeps for half an innings or more, all players must bowl a minimum of two overs.

No bowler may bowl a third over until all eligible players have completed two overs.

1. **Bowling End**

Ten (10) overs will be bowled from the wicket at one end of the pitch, the next ten will be bowled from the other end, and so on.

Batters will change ends on completion of each over, except at the end of the over when the bowlers change ends (10th over, 20th over, 30th over).

### 2.5.4 UNDER 16 and UNDER 14 TWO DAY SPLIT INNINGS MATCH RULES

All two day matches in Under 14s and Under 16s, including finals, will be played as a split innings format.

**1. Start of play**

Friday - matches commence at **5:00 pm SHARP each day.**

Saturday - Matches commence at **8.20 am** **SHARP** **each day.**

**2. Interval for changeover**

Friday - After 20 overs, or if the side batting first is bowled out, whichever occurs first, there will be a short interval to allow for a team changeover. The interval should not exceed 10 minutes.

Saturday - After 25 overs, or if the side batting first is bowled out, whichever occurs first, there will be a short interval to allow for a team changeover. The interval should not exceed 10 minutes.

1. **Cessation of play**

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**.

1. **Split innings format** 
   * + 1. Friday – The first innings of each side shall be limited to 40 overs.
       2. Saturday - The first innings of each side shall be limited to 50 overs.
       3. Friday - 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.
       4. Saturday - On day 1 the side batting first shall bat for the first 25 overs of their first innings or until their innings is completed, whichever occurs first.
       5. Friday - 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 is ceased on the first day.
       6. Saturday - The side batting second shall then commence their innings and bat for the remainder of the *daily* tally of 50 overs - normally 25 overs. If the side batting first is bowled out in less than 25 overs, for example, in 20 overs, the team batting second will face 30 overs before play is ceased on the first day.
       7. Friday - 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.
       8. Saturday - On day 2, the side that batted second shall now complete their first *innings* tally of 50 overs. The side that batted first, will then face their remaining overs.

e) 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.

1. **Lost Time**

If no play has been possible on Day 1 due to adverse weather, unsafe pitch or outfield the match shall be played as a standard one-day match on Day 2.

1. Time Lost Due to Late Start on Day One

**Day 1**

If the side batting first receives less than 25 overs, then all scores shall be declared null and void and the match shall revert to a one day match on day Two.

Side batting first, (Team A), shall receive 25 overs (unless all out.) Then the team batting second, (Team B), shall then commence their innings and bat until they receive 25 overs or 11.45am (evening games 8.15pm), whichever is earlier. (Time may be extended till 11.45am on day one (evening games 8.15pm) to make up for lost time due to adverse conditions.)

**Day 2**

Reduction of overs:

* + 1. The number of over remaining to be bowled for the match shall be added to the number of overs already bowled and divided by two (rounded down). This will calculate the number of overs Team B receives.
    2. Team B continues their innings until all out or they received their reduced quota. Their innings shall then be compulsorily closed.
    3. Team A will continue their innings until all out or receives the new quota at which time their innings will be compulsorily closed.

1. Time Lost During Play on Day 2

If an interruption occurs after the normal start of play on Day 2 there should be no further adjustment to over requirements. If a result is not achieved then the match is called a draw.

1. **No Balls and Wides**

In Under 14 and Under 16 age groups, no balls and wides will be re-bowled, up to a limit of 9 balls per over.

However, there is no limit applied to the number of balls to be re-bowled in the last 4 overs of an U14 match, U12 last 2 overs and the last 6 overs of an U16 match.

1. **Batting**

See rule 2.5.2 paragraph 7 for full details

**Batting run limits per innings:**

**Two-day matches, including Two-day finals**

**U/16**: 100 runs

**U/14**: 50 (100) runs

N.B: The limits in brackets refer to the new limit if the previously retired batter returns to the crease (see U14 Rule in rule 2.5.2 paragraph 7).

1. **Bowling**

See rule 2.5.2 paragraph 8

***Under 16* bowling limits per innings**

**Two-day matches** each bowler is limited to 6 overs only, in the first 24 overs and a total of 10 overs in an innings.

***Under 14* bowling limits per innings**

**Two-day matches:** each bowler is limited to 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.

1. **Bowling ends**

See rule 2.5.2 paragraph 9

Ten (10) overs will be bowled from the wicket at one end of the pitch, the next ten will be bowled from the other end, and so on.

Batters will change ends on completion of each over, except at the end of the over when the bowlers change ends (10th over, 20th over, 30th over).

### 2.5.5 UNDER 16 and UNDER 14 ONE DAY MATCH RULES

The match is completed when the teams have had one innings each. An outright result cannot be achieved in a one-day match

1. **Start of play**

Friday matches commence at **5.00pm** SHARP

Saturday matches commence **at 8.20 am** **SHARP**

(With mutual agreement between Coaches the game may start earlier).

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Day of match | Match start time | End of 1st Innings (10 minutes break) | 2nd 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 |

1. **Innings length**

Friday evening – 20 overs maximum

Saturday morning – 25 overs maximum

1. **Interval between Innings**

A 10 minute interval shall be taken between innings.

1. **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.

1. **First innings - compulsory closure**

If the first side’s innings is not previously completed, then **PROVIDING THERE HAS BEEN NO LOSS OF PLAYING TIME,** the innings will be compulsorily closed as follows:

Friday evening games – 20 overs or 6.15pm, **whichever is earlier**.

Saturday morning games – 25 overs or 9.50am, **whichever is earlier**.

If the required overs have not been completed before the time, **or the advanced time**, for compulsory closure, then the innings will be compulsorily closed when the applicable time has been reached.

1. **Side batting second - compulsory closure**

Innings of first side compulsorily closed

The second side shall be entitled to bat only for the same number of overs, including any part-over, bowled to the first side.

Innings of first side not compulsorily closed

The side batting second shall be entitled to bat for 20 overs (Friday games) or 25 overs (Saturday games).

1. **Interruptions and time lost due to weather**

If the first innings is delayed or interrupted, then the time for compulsory closure will be advanced from 6.15pm (Friday games) or 9.50 am (Saturday games) by one half of the aggregate time lost to enable each team to have an equal number of overs.

If the amount of time lost would reduce the innings of the teams to fewer than 10 overs, the match shall be abandoned and declared a draw.

If the innings of the team batting second is further interrupted play may continue until 8.00pm (Friday games) or 11.45 am (Saturday games) to achieve a result. If no result is achieved with this extra time, then the match will be declared a draw.

1. **Batting**

See rule 2.5.2 paragraph 7 for full details

**Batting run limits per innings:**

**One-day matches, including T20s and One-day Finals:**

**U/16**: 50 runs

**U/14**: 30 (50) runs

N.B: The limits in brackets refer to the new limit if the previously retired batter returns to the crease (see U14 Rule in rule 2.5. p2aragraph 7).

1. **Bowling**

See rule 2.5.2 paragraph 8 for full details

***Under 16* bowling limits per innings**

**One-day matches 25 overs: -** each bowler is limited to 5 overs.

**One-day matches 20 overs: -** each bowler is limited to 4 overs.

***Under 14* bowling limits per innings**

**One-day matches 25 overs: -** each bowler is limited to 5 overs.

**One-day matches 20 overs: -** each bowler is limited to 4 overs.

1. **Bowling ends**

See also rule 2.5.2 paragraph 9

Ten (10) overs will be bowled from the wicket at one end of the pitch, the next ten will be bowled from the other end, and so on.

Batters will change ends on completion of each over, except at the end of the over when the bowlers change ends (10th over, 20th over, 30th over).

### UNDER 14 One Day Finals

Under 14 finals matches may be fixtured as one day matches or two day matches.

Semi-Finals (with a reserve day if available) will be played between the top four teams in each grade: 1v 4 and 2 v 3.

Grand Finals (with reserve days if available) will be played between the two winning Semi Finals teams.

All relevant rules for Under 14 matches apply in Under 14 finals.

### UNDER 16 & UNDER 14 Two day FINALS

### SPLIT INNINGS Format

1. All Two Day Under 16 and Under 14 finals will be played as a split innings format.
2. Two-day Semi-Finals (with a reserve day if available) will be played between the top four teams in each grade: 1v 4 and 2 v 3.
3. Grand Finals (with reserve days if available) will be played between the two winning Semi Finals teams.
4. All relevant rules for Under 14 and Under 16 two day matches apply in finals, including 2.5.2 (Participation), 2.5.4. paragraph 4 (Split Innings format) and rule 1.2.6 (Safe Bowling limits) apply.

5. **Start of play**

Friday matches commence at 5.00pm SHARP each day.

Saturday matches commence at 8.20am SHARP each day.

6. **Cessation of play**

1. Play will continue each day until 50 overs have been bowled (40 overs in evening games), or until 11.30 am (evening games 7.45pm), **whichever is earlier**, unless the following applies:
2. Play may be extended beyond 50 overs (40 overs in evening games), until 11.45 am (evening games 8.00pm), to recoup overs lost on previous days.
3. On day two, the cessation time may be extended until 11.45 am (evening games 8.00pm), if either side considers it is possible to achieve a first innings result.
4. TheCaptains may agree to end the match at any time after a first innings result has been obtained.
5. 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.
6. In a semi-final, if a first innings result has not been achieved by 11.45 am (evening games 8.00pm) on the second day, then the result shall count as a Draw. (Rule 3.1.4 shall then apply).

5. **Reserve day (Grand Final) (if available)**

Play will only continue into the reserve day (if available) to achieve a first innings result.

If a first innings result has not been achieved by 11.45 am on the reserve day (8.00pm for evening games), then the result shall count as a Draw. (Rule 3.1.4 shall then apply).

6. **Continuation of match for second innings**

Unless the firstinnings of **both** sides was compulsorily closed, the match may continue until completion of any overs remaining to be bowled in the match.

### 2.5.8 UNDER 12 MATCH RULES

Based on Australian Cricket Junior Formats Stage 2

The match is completed when the teams have had one innings each. An outright result cannot be achieved in a one-day match

### (a) Game Times

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Day of match | Match start time | End of 1st Innings (10 minutes break) | 2nd innings start time | Match completed by (approx.) |
| Thursday or Friday evening | 5.00pm | 6.15pm | 6.25pm | 7.45pm |
| Saturday | 8.20am | 9.50am | 10.00am | 11.30am |

### (b) Inning’s length

**One Day Games**

Thursday or Friday evening – maximum 20 overs each innings

Saturday morning – maximum 25 overs each innings

### (c) 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.

For example, in a One-day game on a Friday evening, the game does not start until 5.30pm due to extreme heat. 30 minutes has been lost = 10 overs reduction. 40 overs remain for the game. Each team bats for 20 overs. Prescribed balls to be faced is calculated on 20 overs

**No over reduction if time is lost during the match**

### (d) Match ball

142gm 2 piece leather ball purchased through the NWMCA. A new ball is to be used for each match and each innings. Each team is to supply one new ball. See also Match rule 1.6 paragraph 8.

### (e) Pitch and stumps

Pitch shall be 18m length - for simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m).

Matches must be played on synthetic (hard) wickets – see match rule 1.3

Portable wooden stumps should be used at the bowlers end if only using one set of portable stumps. Wooden stumps should be used at batting end.

Use of portable stumps at both ends is permitted

### (i)   Ground Set up

Boundary 45m **maximum** measured from the centre of the pitch. Cones or flags or painted white line to be used to mark the boundary. Cones or flags to be no more than 10m apart. At least 30 cones or flags will be required.

As per match rule 1.2.2, the **“restricted area”** is defined as a 10 metre circle around the batter’s wicket except for the 90° arc between wicket keeper and point.

The **“restricted area”** must be **CLEARLY** marked with a continuous or broken line or flat markers on the ground.

### (j) Teams

Minimum 7 players

There is no limit to the number of players in an Under 12s team, however, it is **strongly recommended** that there are no more than 13 players in a team.

### (k) Batting

It is strongly recommended that the team batting order is rotated each week/match during the season to allow players to experience batting in different positions as part of their development.

A team is all out when all players less one are dismissed, to a maximum of 10 wickets. For example, if a team has nine players, when 8 players are dismissed the team is all out and the innings is complete. If a team has 11 players, when 10 players are dismissed, the team is all out and the innings is complete.

If a batter is not dismissed, they are retired after facing the prescribed number of balls.

All balls faced, including wides and no balls, are counted in the prescribed number of balls, with the exception of no-balls and wides in the last two overs (rule 1.15.1 paragraph 4). **No-balls and wides in the last two overs do not count as a prescribed ball as they are re-bowled.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Prescribed number of balls to be faced per batter before interim retirement.  **25 overs (maximum) match (150 balls)** | | | | | | |
| 7 players | 8 players | 9 players | 10 players | 11 players | 12 players | 13 players |
| 17 balls | 15 balls | 13 balls | 12 balls | 11 balls | 11 balls | 10 balls |
| **20 overs match (120 balls)** | | | | | | |
| 7 players | 8 players | 9 players | 10 players | 11 players | 12 players | 13 players |
| 16 balls | 14 balls | 12 balls | 11 balls | 10 balls | 10 balls | 9 balls |

Batters are **Interim Retired** after facing the prescribed number of balls as listed in the table above.

**Interim retirement** does NOT count as a wicket.

Batters are **compulsory retired** immediately they reach 50 runs in a One Day match. Compulsory retired counts as a wicket in a match, however it is to be shown in MyCricket as “retired not out”.

**Compulsory** retired batters cannot return to the crease. Compulsory retired batters count as a wicket lost.

A batter CANNOT be voluntarily retired before facing the prescribed number of balls.

**All players** must bat and face prescribed number of balls before any **interim retired** batter is permitted to return to the crease.

If the innings is not compulsory closed (all wickets not lost and there are balls still to be bowled), a batter who has been **interim retired**, may return to the wicket to continue his/her innings, in the same order which they were retired.

Batters who return to the crease are not restricted by the number of balls faced. They bat on until they are either dismissed or compulsorily retired.

Any batter who returns to the crease can only bat on until they have scored 50 runs and is then **compulsory retired.**

### (L) Bowling

**Bowlers change ends after 10 overs have been bowled (in line with Hygiene breaks).**

**One-day matches & all finals:** each bowler is limited to 4 overs.

Except for a wicket-keeper who keeps for the whole innings, all players must bowl a minimum of two overs.

**No bowler may bowl a third over until all eligible players have bowled two overs.**

**If a ball bounces more than twice before reaching the popping crease will be called a no-ball. Refer to Match rule 1.15.1 paragraph 1**

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

Match rule 1.2.8 in relation to safety rules and under age bowling injury prevention applies in all Under 12 games. This rule sets out how many overs can be bowled in a spell and in a day.

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.

### (m) Fielding

To ensure players experience all fielding positions, fielding rotation may be implemented at the discretion of the Coach

It is **strongly recommended** that wicket keepers are changed during each innings. Wicket keepers can only be changed once per innings, after 10 overs have been completed.

The 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 fielders inside the restricted area – refer match rule 1.2.2

If a fielder enters the restricted area whilst a ball is being bowled, a No Ball will be called – refer match rule 1.15.1 paragraph 2

**Maximum of 9 fielders**, including wicket keeper and bowler on the ground during the innings. Fielders may be rotated on and off the ground at the end of each over.

### (n) Umpires

If only one neutral umpire is present, the bowling/fielding side will provide the umpire at the striker’s end (Square Leg).

The umpire at the striker’s end may Coach players on the ground, provided the game is not delayed or slowed down.

See also Match rule 1.11

### (o) Finals

All Under 12 finals will be played as One Day games.

There are no changes to any rules for Under 12s in Finals, including the Grand Final, of any grade.

Eligibility for players to play in Under 12 finals is set out in match rule 3.2.2

One-Day Quarter-Finals (with a reserve day if available) will be played between the top eight teams in each grade: 1 v 8, 2 v 7, 3 v 6, 4 v 5.

The winning sides will then be ranked in the order they were on the ladder at the end of the season and play One-Day Semi-Finals (with reserve day if available) : 1 v 4 and 2 v 3, the winners of those games going into the Grand Final to be played over One Day (with reserve day if available).

If a grade comprises six (6) teams, One-Day Quarter-Finals will be played 1 v 6, 2 v 5, 3 v 4 with the three winning teams and the highest ranked losing team playing in the Semi-Finals. The teams will be ranked in the order they were on the ladder at the end of the season.

If a grade comprises an odd number of teams, then the first placed team will receive a bye for the quarter final.

Rules 2.5.2(Participation Rules) and 1.2.8 (Under Age Safety Bowling Limits) apply.

### 2.5.9 UNDER 10 MATCH RULES

Based on Australian Cricket Junior Formats Stage 1

**(a) GAME**

* 25 overs per innings. Minimum 20 overs per innings.
* 5 minute change of innings
* Start time: Friday 5:15pm or as fixtured.

**(b) BALL**

110g/120g Softaball as supplied by the NWMCA.

**(c) EQUIPMENT**

* Helmet while batting and wicket keeping. It is strongly recommended that the helmet be BS7928:2013 compliant (provide link to list on NWMCA website)
* Pads
* Gloves
* Other approved protective equipment
* 2 sets of stumps - minimum of 1 set to be portable
* Measure tape for boundary and pitch length
* Boundary markers
* Chalk, tape or non-permanent paint to mark creases.

**(d) BOUNDARY**

Boundary is to be clearly marked 40m (maximum) measured from batter's end stumps. Cones or flags are to be no more than 15 metres apart, requiring 25 to 30 cones or flags to be used to mark boundary.

See also Match Rule 1.4

**(e) PITCH TYPE AND LENGTH**

* Outfield wicket (mown), flexi pitch or synthetic hard wicket
* 16m length stump to stump

See also Match Rule 1.4

**(f) TEAM**

* Maximum of 11 players in a team
* Maximum of 9 players on the field
* Minimum of 7 players

**(g) BATTING**

* + - * All batters retire after facing the prescribed number of balls
      * Divide the total number of balls (e.g. 25 overs = 150 balls) by the number of batters (150 divided by 9 = 16 balls) to determine the prescribed number of balls to be faced
      * All balls (regardless of whether wides/no balls) will be included in the batter’s ball count
      * Batter to swap end following a dismissal. If there is a run out, the not out batter should face the next delivery.
      * If there are extra balls to be faced (i.e. 16 \* 9 = 144) the batter facing at the time will face the extra ball.
      * No dismissals in this grade
      * Bowling team has 4 runs added to their team batting total for each wicket taken.

**(h) BOWLING**

* 6 balls per over maximum (wides/no balls are NOT re-bowled)
* All players must bowl (each wicketkeeper must bowl at least one over)
* Bowlers are to bowl from one end for the entire game
* Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match

See also Match Rule 11.2.8 Safety rule and Under Age Bowling prevention, particularly

Para 5 Bowling Spells

Para 6 Daily Over Limits

**(i) FIELDING**

* Rotation of fielders is recommended to ensure all players experience all positions
* No fielder within 10 metres of batter or each other (except wicketkeeper) to encourage singles and safety
* Each team is required to use two (2) wicket keepers for 10 overs each
* If more than 9 players in a team they should rotate on and off the field each over

**(j) UMPIRES**

The Coach/Team Manager or a representative of the team fielding will act as central umpire.

The Coach/Team Manager or a representative of the team batting will act as square leg umpire.

**(k) FINALS**

There are no finals in this grade.

**(L) Scores/Scorebooks**

Each Club shall use Association approved scorebooks.

Clubs are strongly encouraged to (but it is not mandatory):

* Select the team in PkayHQ for each match – this means the games played by each player are counted, which ensures that the Cricket Australia objective of compiling and providing. electronically, a full career history of every cricketer is achieved
* Enter the match scores and the result of the game.
* It is recommended that clubs do NOT enter player statistics (batting, bowling or fielding) although clubs which use PlayHQ to develop player histories or record data for internal club awards can enter individual information for these purposes.

### CLUB SUPPLIED UMPIRES (STRIKERS-END UMPIRE (SQUARE LEG))

In all Under Age matches with an officially appointed umpire, the Clubs shall supply an umpire to umpire at the striker’s end.

If a Club-supplied umpire questions or disputes a decision given by the appointed umpire, or engages in any other misconduct towards the umpire or the opposite Club, the officially appointed umpire may consider the actions as being unfair and invoke **Law 41.2 Unfair actions**.

**Law 41.2** requires the umpire, in the first instance, to issue a first and final warning. Any subsequent offence during the match by any person(s) from that Club shall result in 5 Penalty runs being awarded to the opposite side as in **Law 41.2 Unfair actions**.