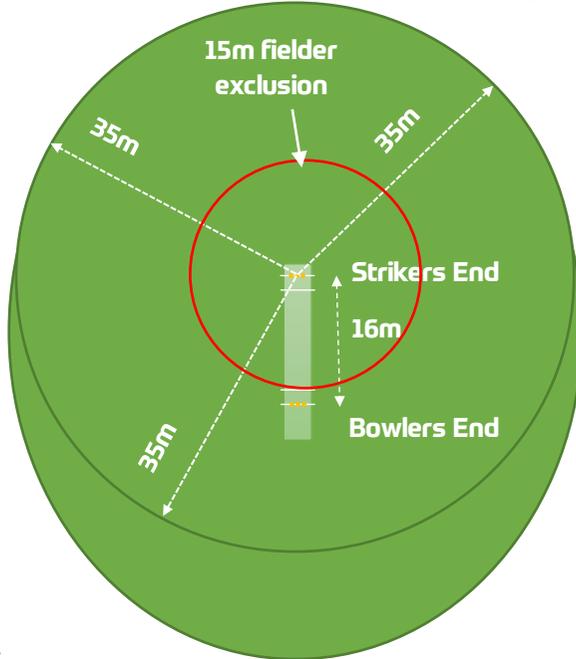


DIVISION	U12
AGE	11 y.o or younger as of 1 st Sept 2023
ELIBILITY	Players must be registered online in PlayHQ before they can play.
GAME TYPE	16 over game
INNINGS	1 innings of 16 overs (96 balls) per team
TIME	2 hours
TEAM	<ul style="list-style-type: none"> • 5 Minimum, 9 Maximum per team. • Recommended is 7 players per team. • 7 Maximum on field at any given time.
BALL	<ul style="list-style-type: none"> • Kookaburra 'Softaball' Red (not 'Supersoft')
EQUIPMENT	<ul style="list-style-type: none"> • British Standard BS7928:2013 Helmet's must be worn at all times whilst batting & wicket-keeping. • Pads and gloves must be worn at all times whilst batting & wicket-keeping (protector optional) • Additional safety equipment can be worn based on match conditions or personal preference. • Bat size: Size 4 (<1.8lb or <800gm) is recommended. • 1 set of portable stumps with bails • 1 set of standard stumps with bails • Measuring tape or string to measure pitch length and boundary. • Boundary markers • Chalk or tape to mark crease.
PITCH TYPE, LENGTH & BOUNDARY	<ul style="list-style-type: none"> • Outfield or hard wicket surface. • 16m length – measured stump to stump • 35m Circle from striker's end stumps. • Portable stumps at bowlers end.

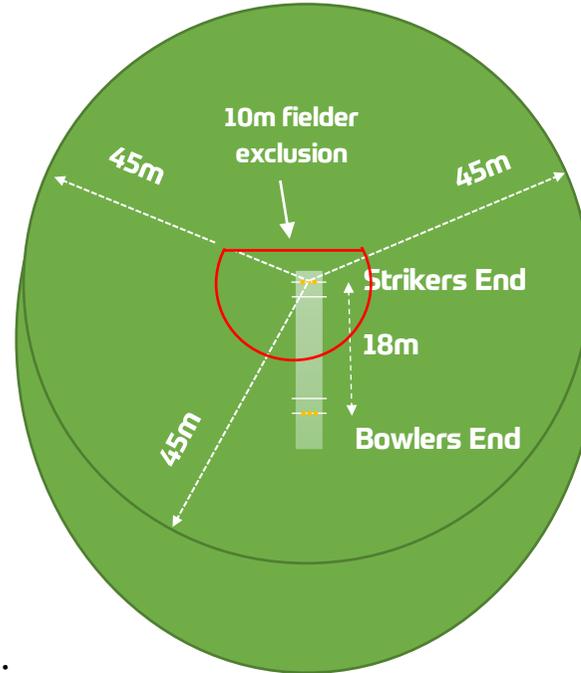
U15
14 y.o or younger as of 1 st Sept 2023
Players must be registered online in PlayHQ before they can play.
20 over game
1 innings of 20 overs (120 balls) per team.
2 hours 20 minutes
<ul style="list-style-type: none"> • 7 Minimum, 11 Maximum per team. • Recommended is 9 players per team. • 9 Maximum on field at any given time.
<ul style="list-style-type: none"> • 2-piece 142g leather pink
<ul style="list-style-type: none"> • British Standard BS7928:2013 Helmet's must be worn at all times whilst batting & wicket-keeping. • Pads and gloves must be worn at all times whilst batting & wicket-keeping (protector optional) • Additional safety equipment can be worn based on match conditions or personal preference. • Bat size: Size 5/6 (<2lb or <900gm) is recommended. • 1 set of portable stumps with bails • 1 set of standard stumps with bails • Measuring tape or string to measure pitch length and boundary. • Boundary markers • Chalk or tape to mark crease.
<ul style="list-style-type: none"> • Hard wicket or Turf Wicket. • 18m length – measured stump to stump. • For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m). • 45m maximum circle from striker's end stumps.

U18
17 y.o or younger as of 1 st Sept 2023
Players must be registered online in PlayHQ before they can play.
20 over game/30 over game
1 innings of 20 overs (120 balls) per team/1 innings of 30 overs
<ul style="list-style-type: none"> • 7 Minimum, 11 Maximum per team. • Recommended is 9 players per team. • 9 Maximum on field at any given time.
<ul style="list-style-type: none"> • 2-piece 142g leather pink
<ul style="list-style-type: none"> • British Standard BS7928:2013 Helmet's must be worn at all times whilst batting & wicket-keeping. • Pads and gloves must be worn at all times whilst batting & wicket-keeping (protector optional) • Additional safety equipment can be worn based on match conditions or personal preference. <ul style="list-style-type: none"> • 2 sets of stumps with bails. • Bat size: Size 6 (weight <1000g). • Measuring tape or string to measure boundary. • Boundary markers
<ul style="list-style-type: none"> • Hard Wicket or Turf Wicket • 20.1m (standard pitch length) • 50m (maximum)

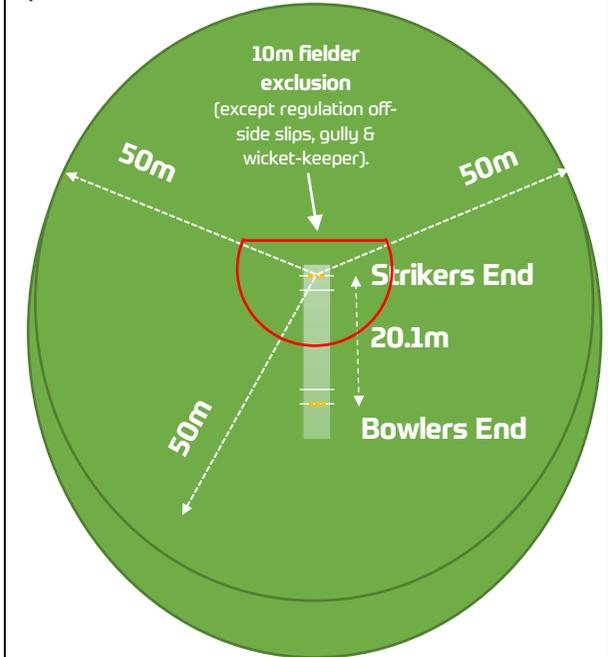
- Coaches are encouraged to mark fielding spots with fielding discs or paint 15m from the batter's position to protect fielders from potential injury.



- Portable stumps at bowlers end.



- Boundary to be measured from the centre of the pitch



BATTING



PLAYERS PER TEAM				
5	6	7(ideal)	8	9
Batting : Max balls faced per batter before retiring				
19	16	14	12	11

- All players will face the allocated number of balls regardless of how many dismissals occur.
- Balls Faced include Wides and No Balls
- Unlimited dismissals (each player will face the nominated number of balls each)
- 4 runs per dismissal** are to be added to the opposition (bowling team).

PLAYERS PER TEAM					
	7	8	9 ideal)	10	11
Min balls before 1 st retirement	17	15	13	12	10
Max balls before 1 st retirement	20	20	20	15	15
Total max balls before final retirement	35	35	35	35	35

- Coaches are expected to adhere to the batting guidelines in the above chart which outlines

- No compulsory retirement
- All balls (regardless of wides/no balls) will be included in the batter's ball count.
- The innings is closed after 8 wickets have fallen or every batter has completed their allocated balls
- All modes of dismissals count

- The following dismissals apply: Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket. **No LBWs.**
- Batter to swap ends following a dismissal. For a run out the not out batter should face the next delivery.
- If there is an extra ball to be bowled, the batter facing at the time will face the ball.
- Batters are to retire as soon as they finish their allotted balls, not at the end of the over.

- maximum and minimum balls faced per non-dismissed batter.
- Any retired batters can return when all others have batted, in the order they retired and must retire at 35 balls faced (unless there are no other batters remaining).
- All balls (regardless of wides/no balls) will be included in the batter's ball count.
- The innings is closed after 8 wickets have fallen or every batter has completed their allotted balls.

All modes of dismissals count including LBW.

PLAYERS PER TEAM				
7	8	9(ideal)	10	11
Bowling : Number of overs per bowler				
3x4 overs	6x3 overs	1x4 overs	1x4 overs	4x3 overs
2x3 overs	2x1 overs	2x3 overs	3x3 overs	2x2 overs
2x1 overs		4x2 overs	2x2 overs	4x1 overs
		2x1 overs	3x1 overs	1x0 overs
			1x0 overs	

- 6 balls per over maximum except the last over where 6 legal deliveries must be bowled.
- Maximum of 4 overs per bowler.
- Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match throughout the season.
- Bowlers are to bowl from the one end only
- Wides & no-balls will incur a 1 run penalty
- Rotation of fielders is recommended to ensure players experience all positions.
- No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket-keeper).
- Teams have the option to change wicket-keepers after 10 overs.

- 6 balls per over (All wides and no-balls are to be re-bowled).
- A minimum of 5 players must bowl.
- There is a maximum of 4 overs per bowler
- Bowlers change end after each over.
- **The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time.**
- To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.
- No fielders within 10 metres (except regulation off side slips, gully and wicket keeper).

**BOWLING
AND
FIELDING**



- 6 balls per over maximum.
- All players bowl min. 2 x overs each (wicket-keepers to bowl 1 x over)
- It is recommended coaches employ a rotation policy to ensure all players get the opportunity to bowl remaining overs and maximum overs throughout the season.
- Bowlers are to bowl from the one end only
- Wides & no-balls will incur a 1 run penalty
- Rotation of fielders is recommended to ensure players experience all positions.
- No fielders within 15 metres of batter (except Wicketkeeper) for safety.
- Each team is to use 2 wicket keepers (8 overs each).
- If more than 7 players are present at a match, rotate a player onto the field each over.
- Only 2 fielders are allowed outside the inner circle for the first 6 overs
- 4 fielders allowed outside the inner circle for overs 7-16

		<ul style="list-style-type: none"> • If more than 9 players are present at a match, rotate a player onto the field each over. • Only 2 fielders are allowed outside the inner circle for the first 6 overs 4 fielders allowed outside the inner circle for overs 7-20 	
<p>UMPIRING</p>	<ul style="list-style-type: none"> • The fielding side appointed umpire is the controlling umpire for each innings. • All Wides and no-balls will not be re-bowled. • A wide or leg-side wide will be called only if the ball when bowled on the matting, then deviates off the matting prior to the batting crease line. • No Ball must be called when any ball is bowled above waist high on the full, by all bowlers including spinners. • Any ball bouncing more than once before reaching the popping (batsmen's) crease is a No Ball. • Wide Ball must be called when a ball is bowled onto the side of the concrete pitch or hits the straps or bowled on the grass, even if they deviate in any direction. • Any ball that is played at by a batter that has both feet completely off the pitch shall be called Wide Ball, Dead Ball. This is to ensure the safety of the fielding side. • Any ball that stops before reaching the batting (popping) crease shall be called No Ball, Dead Ball. This is to ensure the safety of the fielding side. • In instances where the match is played on a hard wicket which has a gap in the matting at the halfway point of the pitch, Umpires are directed to call Dead Ball against any ball which shoots from the gap in the matting. 'Shoots' means a ball acted in an unnatural manner. This ball is to be re-bowled. 	<ul style="list-style-type: none"> • All Wides and no-balls will not be re-bowled (except the last over of an innings where 6 legal deliveries must be bowled) • A wide or leg-side wide will be called only if the ball when bowled on the matting, then deviates off the matting prior to the batting crease line. • No Ball must be called when any ball is bowled above waist high on the full, by all bowlers including spinners. • Any ball bouncing more than once before reaching the popping (batsmen's) crease is a No Ball. • Wide Ball must be called when a ball is bowled onto the side of the concrete pitch or hits the straps or bowled on the grass, even if they deviate in any direction. • Any ball that is played at by a batter that has both feet completely off the pitch shall be called Wide Ball, Dead Ball. This is to ensure the safety of the fielding side. • Any ball that stops before reaching the batting (popping) crease shall be called No Ball, Dead Ball. This is to ensure the safety of the fielding side. • In instances where the match is played on a hard wicket which has a gap in the matting at the halfway point of the pitch, Umpires are directed to call Dead Ball against any ball which shoots from the gap in the matting. 'Shoots' means a ball acted in an unnatural manner. This ball is to be re-bowled. 	<p>??</p>