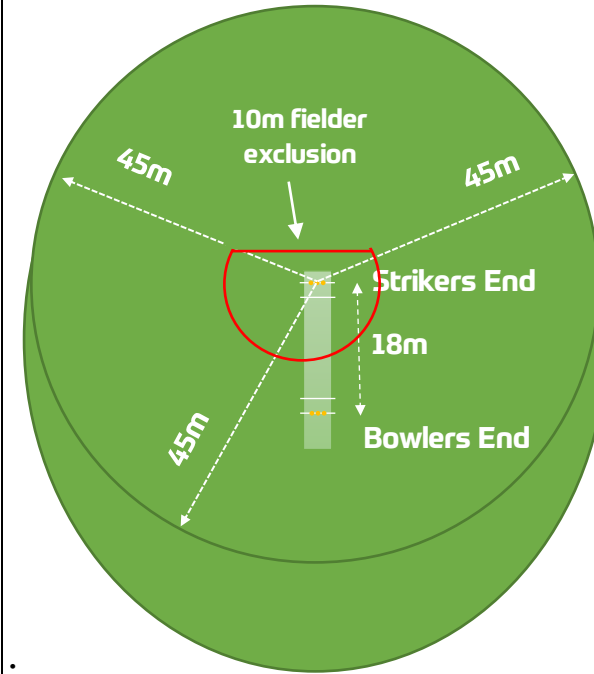
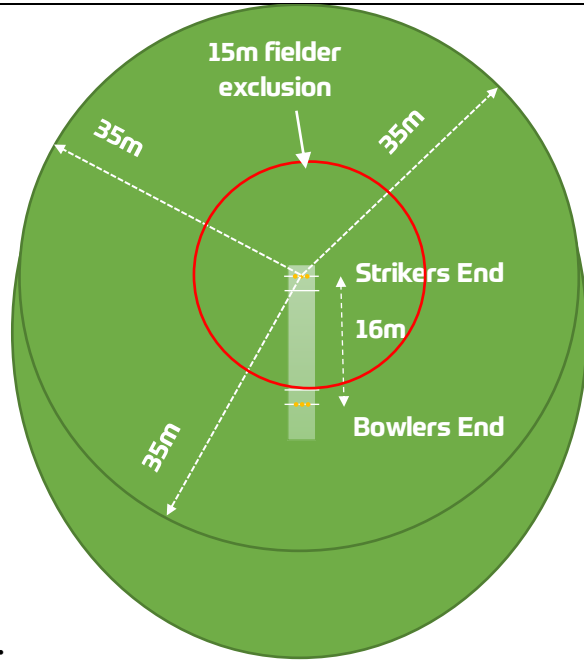


| DIVISION                      | Under 12  |
|-------------------------------|---|
| AGE                           | 11 y.o or younger as of 1 <sup>st</sup> Sept 2023   |
| ELIBILITY                     | Players <b>must</b> be registered online in PlayHQ before they can play.  |
| GAME TYPE                     | 16 over game  |
| INNINGS                       | 1 innings of 16 overs (96 balls) per team   |
| TIME                          | 2 hours   |
| TEAM                          | <ul style="list-style-type: none"> <li>• 5 Minimum, 9 Maximum per team.</li> <li>• Recommended is 7 players per team.</li> <li>• 7 Maximum on field at any given time.</li> </ul>   |
| BALL                          | <ul style="list-style-type: none"> <li>• Kookaburra 'Softaball' Red (<b>not</b> 'Supersoft')</li> </ul>   |
| EQUIPMENT                     | <ul style="list-style-type: none"> <li>• British Standard BS7928:2013 <b>Helmet's must be worn</b> at all times whilst batting &amp; wicket-keeping.</li> <li>• Pads and gloves <b>must be worn at all times</b> whilst batting &amp; wicket-keeping (protector optional)</li> <li>• Additional safety equipment can be worn based on match conditions or personal preference.</li> <li>• Bat size: Size 4 (&lt;1.8lb or &lt;800gm) is recommended.</li> <li>• 1 set of portable stumps with bails</li> <li>• 1 set of standard stumps with bails</li> <li>• Measuring tape or string to measure pitch length and boundary.</li> <li>• Boundary markers</li> <li>• Chalk or tape to mark crease.</li> </ul> |
| PITCH TYPE, LENGTH & BOUNDARY | <ul style="list-style-type: none"> <li>• Outfield or hard wicket surface.</li> <li>• 16m length – measured stump to stump</li> <li>• 35m Circle from striker's end stumps.</li> <li>• Portable stumps at bowlers end.</li> <li>• Coaches are encouraged to mark fielding spots with fielding discs or paint 15m from the batter's position to protect fielders from potential injury.</li> </ul>  |

| 16 & Under  |
|---|
| 16 y.o or younger as of 1 <sup>st</sup> Sept 2023   |
| Players <b>must</b> 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"> <li>• 7 Minimum, 11 Maximum per team.</li> <li>• Recommended is 9 players per team.</li> <li>• 9 Maximum on field at any given time.</li> </ul>  |
| <ul style="list-style-type: none"> <li>• 2-piece 142g leather pink</li> </ul>   |
| <ul style="list-style-type: none"> <li>• British Standard BS7928:2013 <b>Helmet's must be worn</b> at all times whilst batting &amp; wicket-keeping.</li> <li>• Pads and gloves <b>must be worn at all times</b> whilst batting &amp; wicket-keeping (protector optional)</li> <li>• Additional safety equipment can be worn based on match conditions or personal preference.</li> <li>• Bat size: Size 5/6 (&lt;2lb or &lt;900gm) is recommended.</li> <li>• 1 set of portable stumps with bails</li> <li>• 1 set of standard stumps with bails</li> <li>• Measuring tape or string to measure pitch length and boundary.</li> <li>• Boundary markers</li> <li>• Chalk or tape to mark crease.</li> </ul> |
| <ul style="list-style-type: none"> <li>• Hard wicket or Turf Wicket.</li> <li>• 18m length – measured stump to stump.</li> <li>• For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m).</li> <li>• 45m maximum circle from striker's end stumps.</li> <li>• Portable stumps at bowlers end.</li> </ul>  |



### 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).
- The following dismissals apply: Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket. **No LBWs.**

#### PLAYERS PER TEAM

|  | 7  | 8  | 9 ideal) | 10 | 11 |
|--|----|----|----------|----|----|
| <b>Min</b> balls before 1 <sup>st</sup> retirement | 17 | 15 | 13       | 12 | 10 |
| <b>Max</b> balls before 1 <sup>st</sup> retirement | 20 | 20 | 20       | 15 | 15 |
| Total <b>max</b> balls before final retirement     | 35 | 35 | 35       | 35 | 35 |

- Coaches are expected to adhere to the batting guidelines in the above chart which outlines maximum and minimum balls faced per non-dismissed batter.

- 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.

- 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.**

- 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

### BOWLING AND FIELDING



#### 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.
- 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

### UMPIRING

- **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.

- 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.