

# EASTERN GOLDFIELDS CRICKET ASSOCIATION



## Junior Playing Conditions

October 2024

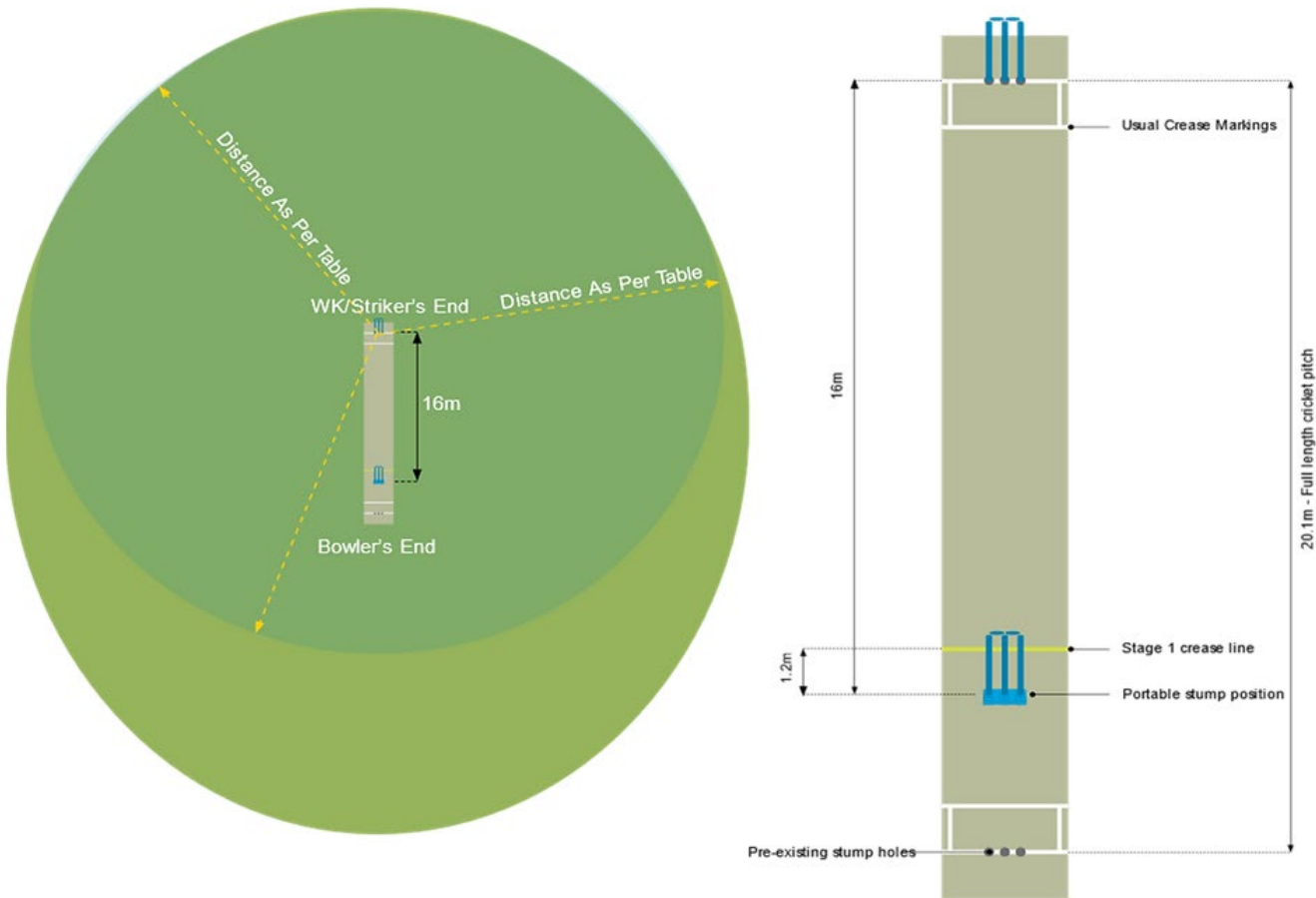
AMENDMENTS LOG			
AMENDMENT	DATE	AUTHOR	STATUS
Revision	1/10/24	Alex Jerrard	For Review
Amended	10/10/24	Alex Jerrard	Approved
Formatted	15/10/24	Stewart McLeod	Published

Indicative age	Under 10
Coach	Accredited Community (Level1) Coach Coaches or equivalent assistants are to be on the field umpiring and managing batting and bowling teams.
Captains	No captains are to be appointed for Under 10's.
Game type	T20 (20 over game) Not played for points – games are to be played out and only finish once the second innings has reached 20 overs
Scoring	Scoring is to be done electronically via the PlayHQ Live Scoring site.  The following scoring setting on PlayHQ are to be used: <b>Number Overs:</b> 20 <b>Super Overs toggle:</b> OFF <b>Max batters per innings:</b> 9 <b>Line Up Limits:</b> 9 <b>Max balls per over (all events including extras):</b> 6 <b>Dismissals per batter:</b> UNLIMITED Wickets will not be displayed in the team scores (ie 24 instead of 4/24). Wickets will still be recorded and displayed against the bowler statistics. Runs gained per wicket: 4 (this setting will determine how many runs the bowling team receives per wicket, the bowling teams score will increase for each wicket) <b>Change strike after wicket:</b> YES <b>Continue scoring when target total reached:</b> YES <b>Wide or No Ball value:</b> 1 <b>Wide or No Ball count as ball faced:</b> YES <b>Re-bowl wide or no-ball:</b> NO
Ball	The match ball will be a WHITE or RED (as directed by the EGCA) standard Kookaburra Softaball (110g) or similar quality ball as approved by the Association. The home team provides the ball to be used for the match. NOTE: For clarification, only one ball is required for the entire match, and it is provided by the home team (the team listed first on the fixtures).
Time	120 mins (2hrs)
Protective equipment	Helmets (BS7928:2013), pads, gloves and protectors are mandatory and must be worn when batting and wicket keeping. * Additional safety equipment is available based on match conditions and/or personal preference.
Boundary	40m (maximum) - measured from strikers end (see image 1 for pitch length and boundary setup guide)
Pitch type / length	Hard wicket surface or flexi pitch - 16m length
Overs	20 overs per team (120 balls)
Team	7 players per team (maximum of 7 players on field)
Innings	1 innings of 20 overs per team 3-minute drinks break after 10 overs (also allows for change of wicket keeper) *extra drinks breaks can be taken by mutual consent from both coaches on hot days, if taken must be completed within 2 minutes. 10-minute change of innings
Batting	All batters retire at 17 balls (based on 7 players) * if there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119) All balls (regardless of whether wides/ no balls) will be included in the batter's ball count. Batter to swap ends following a dismissal. If there is a run out the not out batter should face the next delivery
Bowling	6 balls per over (maximum – wides/no balls are not to be re-bowled) Wide's: a wide is to be called if the batter in their normal stance cannot reach the ball All players are to bowl (each Wicket-Keeper is to bowl one over each) e.g. 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (i.e. Wicket-Keepers) Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match Bowlers are to bowl from the one end for entire game Current Cricket Australia Pace Bowling guidelines apply (please refer to the <i>Well Played Playing Policy &amp; Guidelines</i> )
Fielding	Rotation of fielders is recommended to ensure all players experience all positions. No fielders within 15 metres of batter or each other (except wicket keeper) to encourage singles and safety Each team is required to use two (2) wicket keepers (10 overs each) If more than 7 players are present at a match, they should rotate onto the field each over.
Dismissals	Unlimited dismissals (each player will face the nominated number of balls each), Bowled, Caught, Hit Wicket and Run Out are the only applicable dismissals. NOTE: Should there be opportunity for the bowler to run a batter out at the non-striker's end prior to the ball being delivered, this shall NOT be given out. Instead, it is to be used as an opportunity to educate the batter, no matter how many instances there are. There is no LBW, however umpires / coaches are to discourage the deliberate use of pads to protect their wickets. Stumpings will not be given out.

Indicative age	Under 10
Minimum & maximum players and impact	7 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments)
	5 players per team minimum are required to play the game
	9 players per team maximum are to be allocated to a team (only 7 on field at any given time).
	Only 7 players can be on the field at any given time i.e. only 7 can bat and bowl, however, any non-batter(s) can bowl
	The number of players impact the players’ opportunity to develop skills in the game, for example;
	5 player team – 5 players bowl 4 overs and batters retire at 24 balls
	6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs and batters retire at 20 balls
	7 player team – 3 players bowl 4 overs; 2 players bowl 3 overs: 2 players bowl 1 over (wk) and batters retire at 17 balls
	8 player team - 6 players bowl 3 overs; 2 players bowl 1 over (WK) and batters retire at 15 balls
	9 player team - 4 players bowl 3 overs; 3 players bowl 2 overs; 2 players bowl 1 over (wk) and batters retire at 13 balls
Equipment	1 set of portable stumps (with base and bails) per team
	Home team to provide measuring tape or string to measure pitch length and boundary, and to set out boundary markers (if not painted already).
	Home team to provide chalk or tape to mark crease

IMAGE 1

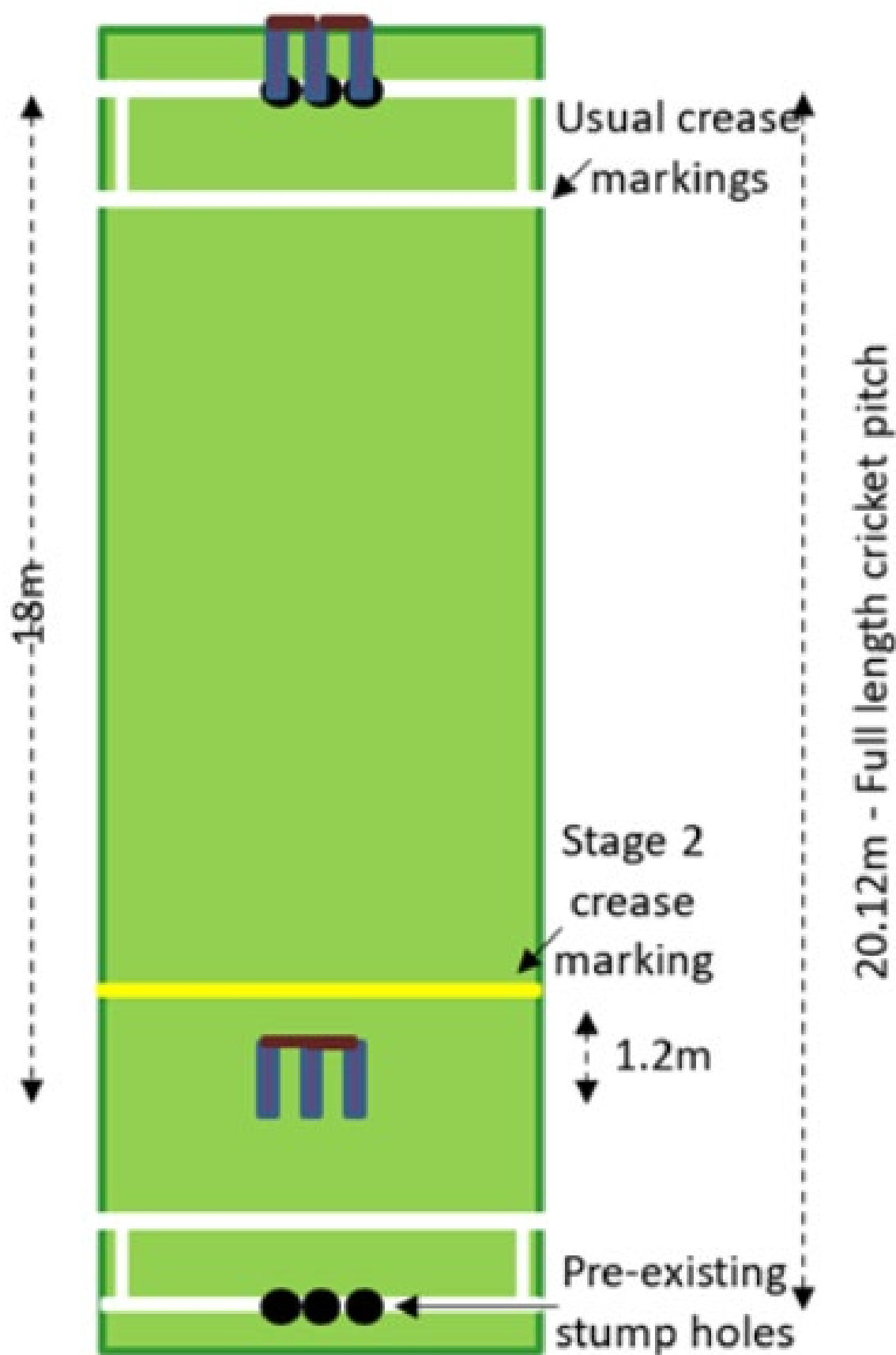
# Ground Set Up



Indicative age	Under 12
Coach	Accredited Community (Level1) Coach Coaches or equivalent assistant are to be on the ground umpiring, setting fields and bowling changes. They are also to guide batters. Appointed captains may be able to perform these tasks to a limited capability (see “Captains” section below)
Captains	It is recommended however not essential to appoint a captain for teams, this can also be done on a rotational basis. Coaches are to assist captains on ground with all tasks if a captain is appointed.
Game type	T20 (20 over game) Not played for points
Scoring	Scoring is to be done electronically via the PlayHQ Live Scoring site. The following scoring setting on PlayHQ are to be used: <b>Number Overs:</b> 20 <b>Super Overs toggle:</b> OFF <b>Max batters per innings:</b> 11 <b>Max Dismissals:</b> 9 <b>Line Up Limits:</b> 11 <b>Max balls per over (all events including extras):</b> 8 <b>Dismissals per batter:</b> 1 <b>Change strike after wicket:</b> NO <b>Continue scoring when target total reached:</b> YES <b>Wide or No Ball value:</b> 1 <b>Wide or No Ball count as ball faced:</b> YES <b>Re-bowl wide or no-ball:</b> YES
Ball	WHITE Kookaburra 2-piece 142g cricket ball shall be used. Each team provides a ball for their bowling innings.
Time	150 mins (2.5 hrs)
Protective equipment	Helmets (BS7928:2013), pads, gloves and protectors are mandatory and must be worn when batting and wicket keeping. * Additional safety equipment is available based on match conditions and/or personal preference.
Boundary	45m (maximum) - measured from the middle of the wicket
Pitch type/ length	Hard wicket - 18m length (see image 2 for diagram)
Overs	20 overs per team (120 balls)
Team	9 players per team (maximum of 9 players on field)
Innings	1 innings of 20 overs per team 3-minute drinks break after 10 overs (also allows for change of wicket keeper) *extra drinks breaks can be taken by mutual consent from both coaches on hot days, if taken must be completed within 2 minutes. 10-minute change of innings 2 <sup>nd</sup> innings will close after: Team batting second has been bowled out. Team batting second has faced all its allotted overs (game continues even if team batting second has passed target score).
Batting	All batters retire at 20 balls (with the assumption that some players will be dismissed), if more than 9 players are in the line up coaches can reduce retirement to 15 balls. Any retired batters can return when all others have batted, in the order they retired. Retired batters at the completion of an innings are recorded as Retired Not Out. All balls (regardless of whether wides/ no balls) will be included in the batter’s ball count The innings is deemed as closed after 8 wickets have fallen
Bowling	6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled) All players are to bowl (each Wicket-Keeper is to bowl one over each) e.g. 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (i.e. Wicket-Keepers) Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match Bowlers change ends at 10 overs Current Cricket Australia Pace Bowling guidelines apply (please refer to the Well Played Playing Policy & Guidelines)
Fielding	Rotation of fielders is recommended to ensure all players experience all positions. No fielders within 10 metres (except regulation off side slips, gully and wicket keeper) Each team is required to use two (2) wicket keepers (10 overs each) If more than 9 players are present at a match, they should rotate onto the field each over.
Dismissals	All modes of dismissal count, EXCEPT LBW
	9 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments) 7 players per team minimum are required to play the game 11 players per team maximum are to be allocated to a team (only 9 on field at any given time). Only 9 players can be on the field at any given time i.e. only 9 can bat and bowl, however, any non-batter(s) can bowl

Indicative age	Under 12
Minimum & maximum players and impact	The number of players impact the players’ opportunity to develop skills in the game, for example;
	7 player team –3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (WK). Batting retirement 20 balls
	8 players - 6 players x 3 overs, 2 players x 1 overs (WK). Batting retirement 20 balls
	9 players - 4 players x 3 overs, 3 players x 2 overs, 2 players x 1 overs (WK), Batting retirement 20 balls
	If teams have 10-11 players, they are encouraged to rotate fielders after every over
Equipment	1 set of portable stumps (with base and bails) per team
	Home team to provide measuring tape or string to measure pitch length and boundary, and to set out boundary markers (if not painted already).
	Home team to provide chalk or tape or to mark crease

IMAGE 2



Indicative age	Under 14
Coach	Accredited Community (Level1) Coach
Captains	Captains must be appointed for each match. Captains are to set fields and make bowling changes with SOME assistance from coaches to ensure players are receiving appropriate opportunity to bowl and field in different positions.
Game type	T20 (20 over game)
Scoring	Scoring is to be done electronically via the PlayHQ Live Scoring site. The following scoring setting on PlayHQ are to be used: <b>Number Overs:</b> 20 <b>Super Overs toggle:</b> OFF <b>Line Up Limits:</b> 13 <b>Max Dismissals:</b> 10 <b>Max batters per innings:</b> 13 <b>Dismissals per batter:</b> 1 <b>Change strike after wicket:</b> NO <b>Continue scoring when target total reached:</b> YES <b>Wide or No Ball value:</b> 1 <b>Wide or No Ball count as ball faced:</b> YES <b>Re-bowl wide or no-ball:</b> YES
Ball	WHITE Kookaburra 2-piece 156g cricket ball shall be used. Each team provides a ball for their bowling innings.
Time	120 mins (2hrs)
Protective equipment	Helmets (BS7928:2013), pads, gloves and protectors are mandatory and must be worn when batting and wicket keeping. * additional safety equipment is available based on match conditions and/or personal preference
Boundary	50m (maximum) - measured from the middle of the wicket
Pitch type and length	Hard wicket or Turf wicket 20.12m (standard pitch length)
Overs	20 overs per team (120 balls)
Team	11 players per team
Innings	1 innings of 20 overs per team 3-minute drinks break after 10 overs *extra drinks breaks can be taken by mutual consent from both coaches on hot days, if taken must be completed within 2 minutes. 10-minute change of innings 2nd innings will close after: - Team batting second has been bowled out. - Team batting second has faced all its allotted overs (if target score has not been passed). - If target score is passed, team batting second will continue batting until the same amount of overs as innings 1 is faced.
Batting	All batters retire at 20 balls (with the assumption that some players will be dismissed). Any retired batters can return when all others have batted, in the order they retired. Retired batters at the completion of an innings are recorded as Retired Not Out.
Bowling	Over Length: 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled) All No balls A minimum of 7 players must bowl e.g. 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match There is a maximum of 4 overs per bowler Bowlers change end after each over Current Cricket Australia Pace Bowling guidelines apply (please refer to the <i>Well Played Playing Policy &amp; Guidelines</i> )
Fielding	Rotation of fielders is recommended to ensure all players experience all positions. Feilding restrictions: - No fielders within 10 metres (except regulation off side slips, gully and wicket keeper) - No more than 4 players within 5m of the boundary at any point of the innings - Mandatory 2 fielders in catching positions between gully and 1 <sup>st</sup> slip for the first 5 overs of the innings.
Dismissals	All modes of dismissal count* *LBW • Any batter making a genuine attempt to play forward on a synthetic pitch should not be given out LBW (ball likely to be going over the stumps) • Any player making a genuine attempt to play forward AND a genuine attempt to play the ball should not be given out LBW.
Equipment	1 set of stumps with bails per team Measuring tape or string to measure boundary (if not painted already). Boundary markers
Minimum & maximum players & impact	11 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments) 9 players per team minimum are required to play the game 13 players per team maximum are to be allocated to a team (only 9 on field at any given time). Only 11 players can be on the field at any given time i.e. only 11 can bat and bowl, however, any non-batter(s) can bowl



Indicative age	Under 17 (T20)
Coach	Accredited Community (Level1) Coach
Captains	Captains must be appointed for each match. Captains are to set fields and make bowling changes with MINIMAL assistance from coaches to ensure players are receiving appropriate opportunity to bowl and field in different positions.
Game type	T20 (20 over game)
Scoring	Scoring is to be done electronically via the PlayHQ Live Scoring site.  The following scoring setting on PlayHQ are to be used: <b>Number Overs:</b> 20 <b>Super Overs toggle:</b> OFF <b>Max batters per innings:</b> 11 <b>Line Up Limits:</b> 13 <b>Dismissals per batter:</b> 1 <b>Change strike after wicket:</b> NO <b>Continue scoring when target total reached:</b> NO <b>Wide or No Ball value:</b> 1 <b>Wide or No Ball count as ball faced:</b> YES <b>Re-bowl wide or no-ball:</b> YES
Ball	WHITE Kookaburra 4-piece 156g cricket ball shall be used. Each team provides a ball for their bowling innings.
Time	120 mins (2hrs)
Protective equipment	Helmets (BS7928:2013), pads, gloves and protectors are mandatory and must be worn when batting and wicket keeping (within 3m of the stumps). * additional safety equipment is available based on match conditions and/or personal preference
Boundary	50m (maximum) - measured from the middle of the wicket
Pitch type and length	Hard wicket or Turf wicket 20.12m (standard pitch length)
Overs	20 overs per team (120 balls)
Team	11 players per team
Innings	1 innings of 20 overs per team 3-minute drinks break after 10 overs *extra drinks breaks can be taken by mutual consent from both coaches on hot days, if taken must be completed within 2 minutes. 10-minute change of innings 2nd innings will close after: - Team batting second has been bowled out. - Team batting second has passed the target score.
Batting	Retirement at 50 runs, any retired batters can return when all others have batted, in the order they retired. Retired batters at the completion of an innings are recorded as Retired Not Out.
Bowling	6 balls per over (All wides and no-balls are to be re-bowled) A minimum of 7 players must bowl There is a maximum of 4 overs per bowler Bowlers change end after each over Current Cricket Australia Pace Bowling guidelines apply (please refer to the <i>Well Played Playing Policy &amp; Guidelines</i> )
Fielding	Rotation of fielders is recommended to ensure all players experience all positions. No fielders within 10 metres (except regulation off side slips, gully and wicket keeper) Feilding restrictions: - No fielders within 10 metres (except regulation off side slips, gully and wicket keeper) - No more than 4 players within 5m of the boundary at any point of the innings - Mandatory 2 fielders in catching positions between gully and 1st slip for the first 5 overs of the innings.
Dismissals	All modes of dismissal count
Equipment	1 set of stumps with bails per team Measuring tape or string to measure boundary (if not painted already). Boundary markers
Minimum & maximum players and impact	11 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments) 9 players per team minimum are required to play the game 13 players per team maximum are to be allocated to a team (only 9 on field at any given time). Only 11 players can be on the field at any given time i.e. only 11 can bat and bowl, however, any non-batter(s) can bowl

Indicative age	Under 17 (40 Over)
Coach	Accredited Community (Level1) Coach
Captains	Captains must be appointed for each match. Captains are to set fields and make bowling changes with MINIMAL assistance from coaches to ensure players are receiving appropriate opportunity to bowl and field in different positions.
Game type	40 over game
Scoring	Scoring is to be done electronically via the PlayHQ Live Scoring site.  The following scoring setting on PlayHQ are to be used: <b>Number Overs:</b> 40 <b>Super Overs toggle:</b> OFF <b>Max batters per innings:</b> 11 <b>Line Up Limits:</b> 13 <b>Dismissals per batter:</b> 1 <b>Change strike after wicket:</b> NO <b>Continue scoring when target total reached:</b> NO <b>Wide or No Ball value:</b> 1 <b>Wide or No Ball count as ball faced:</b> YES <b>Re-bowl wide or no-ball:</b> YES
Ball	WHITE or RED (as directed by the EGCA) Kookaburra 4-piece 156g cricket ball shall be used. Each team provides a ball for their bowling innings.
Time	240 mins (4hrs)
Protective equipment	Helmets (BS7928:2013), pads, gloves and protectors are mandatory and must be worn when batting and wicket keeping (within 3m of the stumps). * additional safety equipment is available based on match conditions and/or personal preference
Boundary	50m (maximum) - measured from the middle of the wicket
Pitch type and length	Hard wicket or Turf wicket 20.12m (standard pitch length)
Overs	40 overs per team (240 balls)
Team	11 players per team
Innings	1 innings of 40 overs per team 5-minute drinks break after 20 overs *extra drinks breaks can be taken by mutual consent from both coaches on hot days, if taken must be completed within 2 minutes. 10-minute change of innings 2nd innings will close after: - Team batting second has been bowled out. - Team batting second has passed the target score.
Batting	Retirement at 100 runs, any retired batters can return when all others have batted, in the order they retired. Retired batters at the completion of an innings are recorded as Retired Not Out.
Bowling	6 balls per over (All wides and no-balls are to be re-bowled) A minimum of 7 players must bowl There is a maximum of 8 overs per bowler Bowlers change end after each over Current Cricket Australia Pace Bowling guidelines apply (please refer to the <i>Well Played Playing Policy &amp; Guidelines</i> )
Fielding	Rotation of fielders is recommended to ensure all players experience all positions. No fielders within 10 metres (except regulation off side slips, gully and wicket keeper) Feilding restrictions: - No fielders within 10 metres (except regulation off side slips, gully and wicket keeper) - No more than 4 players within 5m of the boundary at any point of the innings - Mandatory 2 fielders in catching positions between gully and 1st slip for the first 10 overs of the innings.
Dismissals	All modes of dismissal count
Equipment	1 set of stumps with bails per team Measuring tape or string to measure boundary (if not painted already). Boundary markers
Minimum & maximum players and impact	11 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments) 9 players per team minimum are required to play the game 13 players per team maximum are to be allocated to a team (only 9 on field at any given time). Only 11 players can be on the field at any given time i.e. only 11 can bat and bowl, however, any non-batter(s) can bowl



# Australian Cricket Junior Bowling Guidelines

(as of October 2024)

Age	Match Recommendations
u11	Two overs max each spell** 4 overs max per match day
u13	Four overs max each spell** 8 overs max per match day
u15	Five overs max each spell** 12 overs max per match day
u17	Six overs max each spell** 16 overs max per match day
Rest between spells should be the same number of overs from the same end as the completed spell	