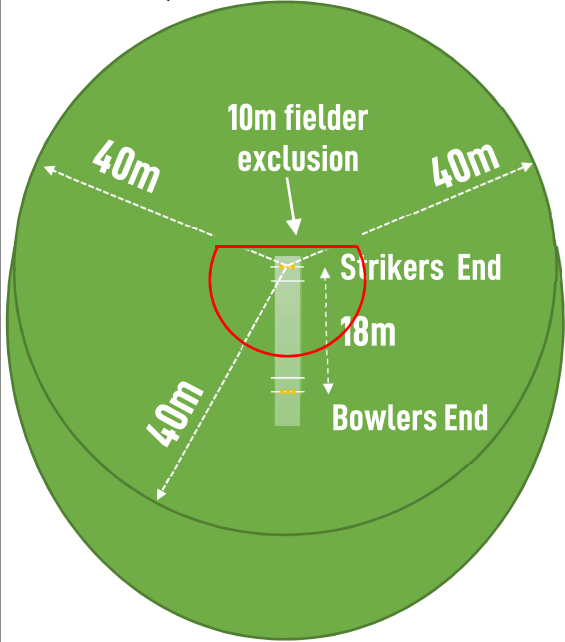


JUNIOR CRICKET STAGE 2 U12s Rules 2023/24



JUNIOR CRICKET 2



AGE	U12 as at 1 st September 2023 (U13 for girls)					
ELIBILITY	Players must be registered online in PlayHQ before they can play.					
COACH	Accredited Community Level 1 Coach					
GAME TYPE	30 overs maximum					
BALL	Red Kookaburra 142g Leather ball only					
TIME	3 hours					
EQUIPMENT	<ul style="list-style-type: none"> British Standard BS7928:2013 Helmet's must be worn at all times whilst batting & wicket-keeping. Pads, Gloves and Protector must be worn at all times whilst batting & wicket-keeping. 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 to measure pitch length and boundary. Boundary markers (cones). Chalk or tape to mark crease. 					
BOUNDARY AND PITCH LENGTH	<ul style="list-style-type: none"> 18m Stump to Stump 40m Circle from striker's end stumps. Portable stumps at bowlers end. 					
TEAM	<ul style="list-style-type: none"> 6 Minimum, 11 Maximum per team. Recommended is 9 players per team. 9 Maximum on field at any given time. 					
INNINGS	1 innings of 30 overs (180 balls) per team.					
BATTING	<table border="1"> <tr> <td>Max balls before 1st retirement</td> <td>20</td> </tr> <tr> <td>Total max balls before final retirement</td> <td>35</td> </tr> </table>	Max balls before 1 st retirement	20	Total max balls before final retirement	35	<ul style="list-style-type: none"> All modes of dismissals count including LBW. Retired batters can return when all others have batted, in the order they retired and must retire at 35 balls. Balls Faced include Wides and No Balls. The innings is closed after 8 wickets have fallen or every batter has completed their allotted balls. Opening Batters can't open again until all their teammates have had their turn.
Max balls before 1 st retirement	20					
Total max balls before final retirement	35					

BOWLING AND FIELDING



PLAYERS PER TEAM

6-7	8	9(ideal)	10	11
Bowling : Number of overs per bowler				
4x5 overs	6x4 overs	2x5 overs	4x4 overs	2x4 overs
1x4 overs	2x3 overs	2x4 overs	2x3 overs	3x4 overs
2x3 overs		2x3 overs	4x2 overs	5x2 overs
		3x2 overs		

- 6 balls per over maximum except the last over where 6 legal deliveries must be bowled.
- Maximum of 5 overs per bowler.
- Wicket keepers do not have to bowl.
- Bowler allocations must be rotated between each player for every game 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.
- No fielders within 10 metres of the bat except regulation off side slips, gully and wicket-keeper.
- Teams may change wicket-keepers.
- If more than 9 players are present at a match, rotate a player onto the field each over.

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.
- Bouncers over shoulder height are no-balls.**
- No Ball to be called when a ball is bowled above waist high on the full or overhead height after bouncing.
- Any ball bouncing more than once before reaching the popping (batsmen's) crease is a No Ball.
- No 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. Batters can hit these balls.
- Umpires are directed to call 'Dead Ball' for a ball that acts in an unnatural manner after striking the gap on hard wicket matting. This ball is to be re-bowled.
- Any ball that is played at by a batter that has both feet completely off the pitch shall be called No 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.

BREAKS

- 3 minute Drinks break at 15 overs.
- 10 minute break at the close of the 1st team's innings.
- Extra drinks to be negotiated between coaches where required i.e. due to heat.

ISSUES

- See scjca.com.au for the bylaws covering the Incident process and the expected code of conduct.