



# ORANGE DISTRICT JUNIOR CRICKET ASSOCIATION

## MATCH RULES 2023-24

### APPENDIX B – JUNIOR FORMAT 2 MATCH DAY RULES

<b>JUNIOR CRICKET 2</b>	
<b>UNDER 12 and UNDER 13</b>	
<b>GAME TYPE</b>	<ul style="list-style-type: none"><li>• 25 over game</li></ul>
<b>OVERS</b>	<ul style="list-style-type: none"><li>• 25 overs per team (150 balls)</li></ul>
<b>INNINGS</b>	<ul style="list-style-type: none"><li>• 1 innings per team</li><li>• The batting teams innings is complete after 8 wickets have fallen</li></ul>
<b>TIME</b>	<ul style="list-style-type: none"><li>• 8:30pm – 12:00pm Saturdays<ul style="list-style-type: none"><li>○ First innings 8:30am – 9:40am</li><li>○ Second innings 9:50am – 12:00pm</li></ul></li></ul>
<b>CHANGE OF INNINGS</b>	<ul style="list-style-type: none"><li>• Teams are encouraged to transition quickly for the change of innings (10 minutes)</li></ul>
<b>DRINKS</b>	<ul style="list-style-type: none"><li>• Taken at the end of the 13<sup>th</sup> over unless pre-arranged by coaches to alter due to hot weather</li><li>• Teams are encouraged to take drinks ON the field of play, and for it to be a quick drinks break (5 mins)</li></ul>
<b>BALL</b>	<ul style="list-style-type: none"><li>• 142g hard (male)</li><li>• 142g hard (female)</li></ul>
<b>PROTECTIVE EQUIPMENT</b>	<ul style="list-style-type: none"><li>• Helmet (including the Wicket keeper) * Please refer to the Helmet section of <i>Well Played - Australian Cricket's Playing Policies &amp; Community Guidelines</i></li><li>• Pads</li><li>• Gloves</li><li>• Protector (males)</li></ul> <p>additional safety equipment is available based on match conditions and/or personal preference</p>
<b>BOUNDARY</b>	<ul style="list-style-type: none"><li>• 45m (maximum) - measured from the middle of the pitch</li></ul>
<b>PITCH TYPE AND LENGTH</b>	<ul style="list-style-type: none"><li>• hard wicket - 18m length</li><li>* option to move stumps in at each end to the 2 crease lines (17.7m)</li></ul>
<b>TEAM</b>	<ul style="list-style-type: none"><li>• 9 players per team (maximum of 9 players on field)</li></ul>
<b>BATTING</b>	<ul style="list-style-type: none"><li>• All batters retire at 30 balls (with the assumption that some players will be dismissed)</li><li>• Any retired batters can return when all others have batted, in the order they retired</li><li>• All balls (regardless of whether wides/no balls) will be included in the batter's ball count.</li><li>• The innings is deemed as closed after 8 wickets have fallen</li></ul>



## ORANGE DISTRICT JUNIOR CRICKET ASSOCIATION MATCH RULES 2023-24

<b>BOWLING</b>	<ul style="list-style-type: none"> <li>• 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled)</li> <li>• All players are to bowl (each Wicket-Keeper is to bowl one over each)</li> <li>• e.g. 5 players x 4 overs, 2 players x 3 overs, 2 players x 2 overs (i.e. Wicket-Keepers)</li> <li>• Maximum 4 overs per bowler. Maximum of 2 overs in a spell. Everyone (excluding the wicketkeeper) must bowl at least 1 over before any player can bowl a 3rd over.</li> <li>• Bowlers are to bowl from the one end for entire game</li> <li>• Current Cricket Australia Pace Bowling guidelines apply (please refer to <i>Well Played - Australian Cricket's Playing Policies &amp; Community Guidelines</i>)</li> </ul>
<b>FIELDING</b>	<ul style="list-style-type: none"> <li>• Rotation of fielders is recommended to ensure all players experience all positions.</li> <li>• No fielders within 10 metres (except regulation off side slips, gully and wicket keeper)</li> <li>• Each team is required to use two (2) wicket keepers (15 overs each)</li> <li>• If more than 9 players are present at a match, they should rotate onto the field each over</li> </ul>
<b>DISMISSALS</b>	<ul style="list-style-type: none"> <li>• All modes of dismissal count</li> </ul>
<b>MINIMUM &amp; MAXIMUM PLAYERS &amp; IMPACT</b>	<ul style="list-style-type: none"> <li>• 9 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments)</li> <li>• 7 players per team minimum are required to play the game</li> <li>• 11 players per team maximum are to be allocated to a team (only 9 on field at any given time)</li> <li>• 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</li> <li>• The number of players impact the players' opportunity to develop skills in the game, for example;</li> <li>• 7 player team – 4 players bowl 5 overs; 1 player bowls 4 overs; 2 players bowl 3 overs (wk) and batters retire at 35 balls</li> <li>• 8 player team – 6 players bowl 4 overs; 2 players bowl 3 overs (wk) and batters retire at 35 balls</li> <li>• 9 player team - 5 players bowl 4 overs; 2 players bowl 3 overs; 2 players bowl 2 overs (wk) and batters retire at 35 balls</li> <li>• If teams have 10-11 players, they are encouraged to rotate fielders after every over</li> </ul>
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>• 2 sets of stumps (with base and bails) *minimum of 1 set of portable stumps</li> <li>• Bat size: Size 5 or 6 (weight &lt;2lb or &lt;900g) is recommended</li> <li>• 142g hard ball</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>