



ORANGE DISTRICT JUNIOR CRICKET ASSOCIATION

MATCH RULES 2023-24

APPENDIX C – JUNIOR FORMAT 3 MATCH DAY RULES

JUNIOR CRICKET 3	
UNDER 14 to UNDER 16	
GAME TYPE	<ul style="list-style-type: none">• 25 over game
OVERS	<ul style="list-style-type: none">• 25 overs per team
INNINGS	<ul style="list-style-type: none">• 1 innings per team
TIME	<ul style="list-style-type: none">• 8:30am – 12:00pm Saturdays<ul style="list-style-type: none">○ First innings 8:30am – 10:10am○ Second innings 10:20am – 12:00pm• where the first innings is not completed by the scheduled time;<ul style="list-style-type: none">○ play must cease at the conclusion of the current over○ the batting team is awarded 5 penalty runs per over not bowled.○ Further, the bowling team is only entitled to face the number of overs in their batting innings which they bowled in the allotted time in the first innings. <i>i.e. If Team A bowled 23 overs in the allotted first innings time, Team B is awarded 10 penalty runs and Team A is only entitled to face 23 overs.</i>• where the second innings is not completed by the scheduled time:<ul style="list-style-type: none">○ play must cease at the conclusion of the current over, and○ the batting team is awarded 5 penalty runs per over not bowled.
BALL	<ul style="list-style-type: none">• 156g leather (male)• 142g leather (female) – noting:<ul style="list-style-type: none">○ ball to be pre-approved by both coaches/umpires before the game commences.○ It should not be a new ball unless that player is opening the bowling.○ it should not be highly shined on one side or highly scuffed on one side.○ It should be a fair representation of what a ball would be under normal circumstances for the game.
CHANGE OF INNINGS	<ul style="list-style-type: none">• Teams are encouraged to transition quickly for the change of innings (10 minutes)
DRINKS	<ul style="list-style-type: none">• Taken at the end of the 13th over unless pre-arranged by coaches to alter due to hot weather• Teams are encouraged to take drinks ON the field of play, and for it to be a quick drinks break (5 mins)
PROTECTIVE EQUIPMENT	<ul style="list-style-type: none">• Helmet (including the Wicket keeper when fielding up to the stumps, i.e. within 2 metres). * Please refer to the Helmet section of Well Played - Australian Cricket's Playing Policies & Community Guidelines• Pads



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	<ul style="list-style-type: none">• Gloves• Protector (males) additional safety equipment is available based on match conditions and/or personal preference
BOUNDARY	<ul style="list-style-type: none">• 50m (maximum) - measured from the middle of the pitch
PITCH TYPE AND LENGTH	<ul style="list-style-type: none">• Hard wicket or Turf wicket• 20.12m (standard pitch length)
TEAM	<ul style="list-style-type: none">• 11 players per team
BATTING	<ul style="list-style-type: none">• Batters must retire first score after 49• Retired batters can return when all others have batted, in the order they retired
BOWLING	<ul style="list-style-type: none">• 6 balls per over (All wides and no-balls are to be re-bowled)• Each bowler can bowl a maximum of 5 overs• Bowlers change end after 15 overs• Current Cricket Australia Pace Bowling guidelines apply (please refer to <i>Well Played - Australian Cricket's Playing Policies & Community Guidelines</i>)
FIELDING	<ul style="list-style-type: none">• 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)
DISMISSALS	<ul style="list-style-type: none">• All modes of dismissal count
MINIMUM & MAXIMUM PLAYERS & IMPACT	<ul style="list-style-type: none">• Not applicable
EQUIPMENT	<ul style="list-style-type: none">• 2 sets of stumps with bails• Bat size: Size 6 (weight <2.2lb or <1000g)• 156gm leather ball (male) or 142gm leather ball (female)• Measuring tape or string to measure boundary• Boundary markers