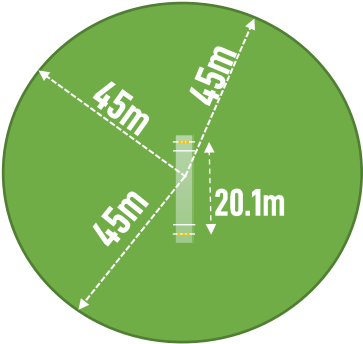


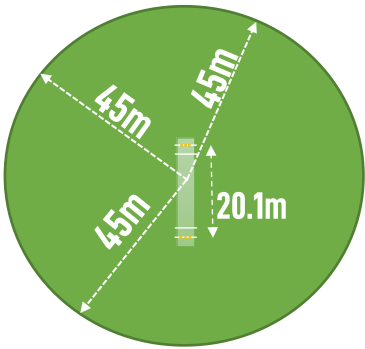



AGE	U14 as at 1 st September 2024 (U15 for girls)					
ELIGIBILITY	Players must be registered online in MyCricket before they can play.					
COACH	Accredited Community Level 1 Coach					
GAME TYPE	2-Day 40 overs, 2 innings if overs permit					
BALL	Red Kookaburra 156g Leather ball only					
TIME	2.5 hours					
EQUIPMENT	<ul style="list-style-type: none"> British Standard BS7928:2013 Helmet's must be worn at all times whilst batting & while wicket-keeping. Stem guards are strongly recommended. Pads, Gloves and Protector must be worn at all times whilst batting & wicketkeeping. Additional safety equipment can be worn based on match conditions or personal preference. 2 sets of standard stumps with bails Measuring tape to measure pitch length and boundary. Boundary markers (cones). 					
BOUNDARY AND PITCH LENGTH	<ul style="list-style-type: none"> 45m Circle from middle of the pitch All boundaries are to be 3 metres inside any fence, building, tree or obstacle that may be a risk to players. 					
TEAM	<ul style="list-style-type: none"> 7 Minimum. 11 Maximum on field at any given time 					
INNINGS	<ul style="list-style-type: none"> Innings of 40 overs per team No 1st Innings declaration permitted 75 run follow-on rule On a given day the number of overs played shall be 40 minus 2 overs for each innings break that day. On Day 1 when a team is bowled out before the start of the 35th over the bowling side must proceed to bat. On Day 1 when a team is bowled out after the start of the 35th over the bowling side has the option to bat. 2nd innings Declarations are permitted. 2nd innings individual batting and bowling restrictions are as per the 1st innings, noting further individual match bowling restrictions apply 					
BATTING	<ul style="list-style-type: none"> Balls faced does not include Wides and No-Balls. <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 5px;"> Minimum balls before Voluntary retirement Return allowed only after all players have batted </td> <td style="text-align: center; vertical-align: middle; width: 40px;">12</td> </tr> <tr> <td style="padding: 5px;"> Total Max balls before Compulsory retirement Return allowed only after batters 1 to 11 have completed their Maximum balls They may return in any order </td> <td style="text-align: center; vertical-align: middle;">36</td> </tr> </table>		Minimum balls before Voluntary retirement Return allowed only after all players have batted	12	Total Max balls before Compulsory retirement Return allowed only after batters 1 to 11 have completed their Maximum balls They may return in any order	36
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BATTING 	Batter 12+ Do not have to return to bat after they Voluntary retire
	All Players must bat.
BOWLING AND FIELDING 	All players must bowl except for 1 designated wicketkeeper
	2 overs per player mandatory before any player bowls a 3 rd
	Maximum 4 overs in a spell or 6 for Spinners
	Maximum 8 in an innings
	Maximum 8 over per player per match
UMPIRING	<ul style="list-style-type: none"> Wides and no-balls to be re-bowled to a maximum of 8 balls per over, except the last over where 6 legal balls to be bowled. Wides and no-balls incur a 1 run penalty. No fielder may take up a position in front of or in line with the popping crease less than 10m from the batter. Teams have the option to change wicket-keepers.
	<ul style="list-style-type: none"> A wide or leg-side wide will be only be called if the ball, when bowled on the matting, deviates off the matting prior to the batting crease line. Bouncers over shoulder height are no-balls. 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 (batter'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. '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. Unfair play (law 42 MCC rule): Only Official umpires are allowed to award 5 penalty runs or send off a player.
BREAKS	<ul style="list-style-type: none"> 3 minute Drinks break at 13 overs and 26 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. Appointed official SCJCA umpires may alter breaks
FINALS	<ul style="list-style-type: none"> Final's rules are the same as minor rounds except that players must qualify for finals. Where a club has 2 sides, players may only play finals in the team they have played the most games for. Players must have played 4 Sunday games in U14s. Balls for final matches will supplied by the association and must be used for the match.
ISSUES	<ul style="list-style-type: none"> See scjca.com.au for the bylaws covering the Incident process and the expected code of conduct.

AGE	U14 as at 1 st September 2024 (U15 for girls)				
ELIGIBILITY	Players must be registered online in PlayHQ before they can play.				
COACH	Accredited Community Level 1 Coach				
GAME TYPE	1-Day 30 over game				
BALL	Red Kookaburra 156g Leather only				
TIME	<ul style="list-style-type: none"> 4 hours Innings 8:30 → 10:25 Innings 10:35 → 12:30 5 runs added per over not completed to batting side. 				
EQUIPMENT	<ul style="list-style-type: none"> British Standard BS7928:2013 Helmet's must be worn at all times whilst batting & while wicket-keeping. Stem guards are strongly recommended. Pads, Gloves and Protector must be worn at all times whilst batting & wicketkeeping. Additional safety equipment can be worn based on match conditions or personal preference. 2 sets of standard stumps with bails Measuring tape to measure pitch length and boundary. Boundary markers (cones). 				
BOUNDARY AND PITCH LENGTH	<ul style="list-style-type: none"> 45m Circle from middle of the pitch All boundaries are to be 3 metres inside any fence, building, tree or obstacle that may be a risk to players. 				
TEAM	<ul style="list-style-type: none"> 7 Minimum. 11 Maximum on field at any given time. 				
INNINGS	<ul style="list-style-type: none"> 1 innings only of 30 overs per team. No 1st Innings declaration permitted 				
BATTING	<ul style="list-style-type: none"> Balls faced does not include Wides and No-Balls. <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="background-color: #e6f2ff;"> Minimum balls before Voluntary retirement Return allowed only after all players have batted </td> <td style="text-align: center; vertical-align: middle;">12</td> </tr> <tr> <td style="background-color: #e6f2ff;"> Total Max balls before Compulsory retirement Return allowed only after batters 1 to 11 have completed their Maximum balls They may return in any order </td> <td style="text-align: center; vertical-align: middle;">24</td> </tr> </table> <ul style="list-style-type: none"> Batter 12+ Do not have to return to bat after they Voluntary retire All Players must bat. The innings closes after 10 wickets have fallen, or 30 overs are completed, or at a fall of wicket or retirement there are no further batters available to come in. 	Minimum balls before Voluntary retirement Return allowed only after all players have batted	12	Total Max balls before Compulsory retirement Return allowed only after batters 1 to 11 have completed their Maximum balls They may return in any order	24
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BOWLING AND FIELDING 	All players must bowl except for 1 designated wicketkeeper
	2 overs per player mandatory before any player bowls a 3 rd
	Maximum 4 overs unless all bowlers have bowled their maximum. Bowlers may have 1 extra over if all bowlers have bowled their maximum.
	<ul style="list-style-type: none"> Wides and no-balls to be re-bowled to a maximum of 8 balls per over, except the last over where 6 legal deliveries must be bowled. Wides and no-balls incur a 1 run penalty. No fielder may take up a position in front of or in line with the popping crease less than 10m from the batter. Teams have the option to change wicket-keepers.
UMPIRING	<ul style="list-style-type: none"> A wide or leg-side wide will be only be called if the ball, when bowled on the matting, deviates off the matting prior to the batting crease line. Bouncers over shoulder height are no-balls. 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 (batter'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. '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. Unfair play (law 42 MCC rule): Only Official umpires are allowed to award 5 penalty runs or send off a player.
BREAKS	<ul style="list-style-type: none"> 3 minutes 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. Appointed official SCJCA umpires may alter breaks.
FINALS	<ul style="list-style-type: none"> Final's rules are the same as minor rounds except that players must qualify for finals. Where a club has 2 sides, players may only play finals in the team they have played the most games for. Players must have played 4 Sunday games in U14s. Balls for final matches will supplied by the association and must be used for the match
ISSUES	<ul style="list-style-type: none"> See scjca.com.au for the bylaws covering the Incident process and the expected code of conduct.