

Nepean District Cricket Association

Competition Rules

2026-2027

JUNIORS

Conduct of Games & Playing Conditions

- U9s (Modified Stage 1)
- U10s & U11s (Stage 1)
- U12s & U13s (Stage 2)
- (Stage 3)

*NDCA Conduct of Games and Junior Playing Conditions - Under 9s to
Under 16s: 2025-26 Version date: 05 September 2026 (V1.4)*

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General NDCA Junior Playing Conditions

Ideals of Nepean Junior Cricket

The ideals upon which the competition conducted by the Nepean District Cricket Association (NDCA) is based include:

- A belief that participating in the game of cricket is more important than the result of any game and/or competition.
- An expectation that all players, club officials (that is, coaches, managers, scorers, umpires and any other club representatives), parents and supporters demonstrate exemplary sporting standards and conduct at all games.
- An acknowledgment that every official has a responsibility to nurture and develop all players involved in the game.
- An acknowledgment that every official has a responsibility to encourage players to develop an appreciation and respect for the game of cricket, its history, laws, traditions and spirit of play.
- An acceptance of responsibility for conducting the competition in a fair, equitable, safe and efficient manner.

The NDCA Executive Committee acknowledges its responsibility in supporting coaches and officials to achieve these stated ideals.

Authority of NDCA Executive Committee

As part of the NDCA Executive Committee's responsibility for upholding the stated ideals, it has the authority to take an appropriate course of action considered necessary to ensure these ideals are upheld. This may include the imposition of fines, penalties, suspensions or exclusions as appropriate. Such action/s will be determined after consideration of the merits of each individual situation.

1. Conduct of Games and Laws of Cricket

1.1 The Competition

It is the responsibility of the NDCA Executive Committee to conduct cricket competitions for girls and boys in age groups Under 9s to Under 16s. The competitions are to be structured and conducted to maximise participation and enjoyment for all players.

All players, parents, supporters, coaches, managers, scorers and club officials **MUST** observe the Constitution of the NDCA with particular attention paid to the requirements of the Cricket NSW and Cricket Australia Codes of Conduct which can be found on the NDCA website. It is the shared responsibility of everyone to ensure each game is played in the finest spirit of the game of cricket.

1.2 MCC Laws of Cricket

The laws of cricket as laid down by the Marylebone Cricket Club (MCC) shall be observed, unless otherwise stated within this set of playing conditions. The following exceptions apply:

- **Penalty Runs:**
In all age groups, penalty runs as defined by the MCC Laws (2000 Code) will only apply for wides, no-balls and for a ball hitting a helmet placed on the ground by a fielding team.
- **Law 4 – The Ball:**
A new ball cannot be taken after the commencement of an innings.

- **Law 26 – Practice on the Field:**

Practice may be carried out on the field but not on the pitch up to the toss of the coin.

- **Law 40 - Timed out:**

The three-minute time requirement shall not apply.

- **Law 36.1 - Leg Before Wicket:**

This rule shall not apply in the Under 9's, Under 10's and Under 11's (Stage 1) competitions.

- **Law 42 - Players Conduct:**

This law may only be applied by an official umpire as appointed to the game by the NDCA.

1.3 Local Playing Conditions

a) A minimum number of players shall constitute a team on the day of play, as follows:

- Five (5) players for **Under 9s (Modified Stage 1)**
- Five (5) players for **Under 10s and Under 11s (Stage 1)**
- Seven (7) players for **Under 12s to Under 16s (Stage 2 & 3)**

b) The maximum number of players permitted to field on the leg side at any time shall be as follows:

- Two (2) players for **Under 9s (Modified Stage 1)**
- Three (3) players for **Under 10s and Under 11s (Stage 1)**
- Four (4) players for **Under 12s and Under 13s (Stage 2)**
- Five (5) players for **(Stage 3)**

c) A ball delivered in contravention to this Rule shall be called by the umpire as a “No Ball”.

d) The number of leg side fielders behind the popping crease shall not exceed two, as per MCC Law 41.

e) Any delivery that bounces off, or on the edge of, the synthetic surface of a pitch in front of the line of the popping crease shall be called and signalled “No Ball” immediately upon the ball bouncing,

f) Ball pitches more than once before popping crease is to be signalled “No Ball” as per MCC Rule 21.7 - Only for Stage 2 and 3. For Stage 1 - Ball pitches more than twice before popping crease is to be signalled “No Ball”

g) A striker shall not leave the pitch to attempt to strike the ball. Should the striker leave the pitch in an attempt to strike the ball, “Dead Ball” shall be called and signalled. Those deliveries that are off the pitch and not judged to be a wide shall be called “No Ball” according to Rule 1.3e, and then “Dead Ball” if the striker leaves the pitch to attempt to strike the ball.

2. Dress Regulations and Equipment

2.1 Club uniforms

a) Clubs may apply to the NDCA Executive Committee for approval for players to wear a club uniform. The uniform should be designed in club colours. The uniform may include sponsor advertising on the front, back and sleeve of any apparel which must be approved by the NDCA Executive Committee.

b) All players shall play in the approved club uniform.

c) If no club uniform exists, players are to wear basic white uniform is allowed.

2.2 Footwear

a) Players must wear enclosed shoes.

b) Players shall not use metal sprigs on their footwear in competition games, except where games are played on turf pitches.

2.3 Protective Equipment

a) All batters (all age groups) must wear the following protective equipment: helmet, pads, gloves, and an abdominal protector. It is recommended that helmets meet the catalogue of British Standard Helmets. <https://play.cricket.com.au/community/resources/player-safety/helmet-recommendations>

b) All wicket keepers in Stage 1 (Under 9s, Under 10s & Under 11s) and Stage 2 (Under 12s & Under 13) must wear the following protective equipment: helmet, pads, wicket-keeping gloves, and abdominal protector.

c) All wicket keepers in Stage 3 competitions performing the role of wicket keeper must wear pads, wicket-keeping gloves, and an abdominal protector. A helmet is recommended at all times. A helmet must be worn at all times when standing up to the stumps (within 2 metres of the stumps), must wear a British Standard 7928:2013 compliant helmet.

2.4 Adherence to dress standards

Players are required to observe the dress standards stated in Sections 2.1 - 2.3 above. With discretion, umpires are empowered to request players be attired correctly.

2.5 Approved balls

a) Balls used in Stage 1 games (Under 9s to Under 11s) must be the Kooka Star ball and can be red, white or pink in colour. It is preferred that the same-coloured ball be used in both teams. A new ball is not required for each innings provided the ball used is in good condition and is agreed to by the opposing coach and/or captain.

b) Balls used in Stage 2 games (Under 12s and Under 13s) must be leather, 2 Piece weigh 142 grams, be red in colour, and be manufactured by A.G Thompson (Kookaburra). A new ball is not required for each innings provided the ball used is in good condition and is agreed to by the opposing coach and/or captain.

c) Balls used in Stage 3 games must be leather, 2 Piece weigh 156 grams, be red in colour and be manufactured by A G Thompson (Kookaburra). A new ball is required at the commencement of each innings.

3. Player Qualifications

3.1 Registration

All players must be registered in *PlayHQ* and with the NDCA prior to playing.

3.2 Registration numbers

Each player will be issued with a unique registration number in *PlayHQ*.

3.3 Number of Clubs

Players shall not represent more than one club during the season, except with the permission of the NDCA Executive Committee.

3.4 Age restrictions

Players will qualify for age groups, Under 9s to Under 16s, according to their age as of 31 August of the current season. For example, a player who is 10 years old on 31 August would qualify to play Under 11s or higher.

A female player may register for, and play in, a team that is up to two years below her correct age. For example, an 11-year-old female player (correct age group Under 12s) may instead register for an Under 10s or Under 11s team if desired.

3.5 Minimum age qualification

The minimum age qualification is six years of age as of 31 August of the current season. This may be varied at the discretion of the NDCA Executive Committee.

3.6 Responsibility for ensuring correct age of players.

It is the responsibility of clubs to ensure the correct age of all players playing for a club. The Competition Secretary and Registrar of the NDCA are empowered to call for proof of age for any player competing in the NDCA Junior competition.

3.7 Player Qualification for Quarter finals, semi-finals & finals

Players must participate in a minimum of **six games** for an Under 12s to Under 16s team to be eligible to play in a quarter final, semi-final or final. In the event of a team having insufficient players see Section 6 on substitute and replacement players.

4. Team & Player Registrations

4.1 Registration procedure

All clubs must submit a list of players for each team via PlayHQ, by the due date as determined by the NDCA Executive Committee. The appropriate registration fee is to be paid at the same time.

The minimum number of players constituting a team shall be:

- Five players for Stage 1 (Under 9s and Under 11s)
- Seven players for Stage 2 (Under 12s and Under 13s)
- Seven players for Stage 3

4.2 Proof of age

Each club is responsible for certifying the date of birth of all players registered with their club. Team nomination via PlayHQ shall be considered as certification that proof of age for each player has been sighted by a club official.

4.3 Two Club teams in same age group

In the event of a club having two or more teams in the same age group, such teams are to be registered separately and play in accordance with those team registrations.

4.4 Late registrations

Late player registrations may be approved not later than 6.00pm on the day prior to the commencement of the game in which the player is to participate.

Clubs nominating a player for late registration must provide to the NDCA Junior Secretary all particulars of the player. These particulars may be phoned to the NDCA Executive Committee, provided they are also submitted on the approved registration form, within seven days of commencement of the game.

5. Structuring the Competition & Grading of Teams

5.1 Structuring the competition

The NDCA Executive Committee will determine the division of age groups as deemed suitable in the best interests of the competition. The NDCA Executive Committee is to structure the competition and competition draw in a way that maximises cricketing outcomes for Nepean Junior Cricketers.

The teams shall be drawn randomly and placed in order according to the draw.

5.2 Grading of teams

Each team will be graded according to the following criteria (where applicable):

- Recommendation of the club nominating the team.
- Previous performance of the team.
- Changes to the playing personnel of the team.
- Structure of the age division.

5.3 Regrading teams

a) The NDCA Executive committee may re-grade teams that they believe are inappropriately graded at any time up to the round of games whereby teams are drawn to play each other for the second time. In doing so, Section 1.1 must always be considered.

b) Teams that are re-graded will receive the average points of teams in the grade that they are joining.

6. Substitutes & Replacement Players

6.1 A substitute player

A substitute is defined as a player who is acting as a fielder only and is not listed on the official team nomination sheet.

6.2 Qualifications of a substitute player

A substitute must be a registered player with the NDCA and must meet all age qualifications for the team in which he/she is playing.

6.3 Conditions for a substitute player

- Substitute players can field in any position.
- A substitute is not to be used where a team has available the maximum number of players allowed on the field at one time in the competition for which the team is registered.
- The opposing coach and/or captain is to be informed when a substitute player is being used.

6.4 A replacement player

A replacement player is defined as a player with full playing status for a team which otherwise has insufficient playing numbers for a game.

6.5 Qualifications of a replacement player

A replacement must be a registered player with the NDCA and must meet all age qualifications or the team in which he/she is playing.

6.6 Conditions for a replacement player in Stage 1 (Under 9s, Under 10s and Under 11s)

- Replacements may only be drawn from their own club.

- b) A replacement is not to be used where seven team registered players are available.
- c) If a club has more than one team in the same age group, a replacement player cannot be taken from that age group.
- d) The opposing coach and/or captain is to be informed when a replacement player is being used.

6.7 Conditions for a replacement player in Stage 2 & Stage 3 (Under 12s to Under 16s)

- a) Replacements may only be drawn from their own club.
- b) A replacement is not to be used where a team has available the maximum number of players allowed on the field at one time in the competition for which the team is registered.
- c) If a club has more than one team in the same age group, a replacement player cannot be taken from that age group.
- d) The opposing coach and/or captain is to be informed when a replacement player is being used.

6.8 Quarter finals, semi-finals and finals.

- a) In the case of quarter finals, semi-finals and finals, substitute and replacement players must be approved by the NDCA Executive Committee.
- b) The substitute or replacement player must comply with Sections 6.1 to 6.7. No male representative player shall be allowed as a substitute or replacement in a semi/final unless he is playing two years above his age.
- c) A female representative player shall be allowed as a substitute or replacement only in a semi/final when playing to her correct age.
- d) A club wishing to apply for a substitute or replacement should do so in writing through the club's secretary, outlining details of the need for such a player. In the case of an emergency, approval for a substitute or replacement player may be sought verbally no later than Friday night preceding the game.
- e) The NDCA Executive Committee will assess each application on an individual basis.

7. Umpires

7.1 Qualifications

Each team shall nominate one umpire for each game.

7.2 Responsibility of umpires

Umpires have a responsibility to ensure that:

- They have a thorough knowledge and understanding of MCC laws and NDCA local playing conditions.
- laws/playing conditions are applied with objectivity while officiating.
- the conduct of all participants is of the highest standards; and
- games are played fairly and in the intended spirit of the game of cricket.

7.3 Appointment of umpires

- a) The NDCA Executive Committee reserves the right to appoint umpires to games as appropriate.
- b) If the appointed Umpire/s is not present at the specified time of commencement, the game may proceed in accordance with these playing conditions.

7.4 Changing umpires

Umpires should only be changed during a break in play or following agreement by coaches and/or captains.

7.5 Umpires – Stage 1 (Under 9s, 10s & 11s) & Stage 2 (Under 12s & Under 13s)

In these competitions, players are to bowl from one end only. However, umpires should rotate between the central umpire and square leg after each over, subject to their qualification according to rule 7.1.

8. Grounds & Pitches

8.1 Assembly at grounds

All teams must assemble, irrespective of weather conditions, at the ground in the draw, where the umpires shall decide as to the fitness of the weather conditions, the pitch and the playing area.

8.2 Fitness for play

a) Pitches and grounds are fit for play unless:

- a ground has been closed by Council,
- a ground has been declared unfit for play by the NDCA Executive Committee, or
- The umpires consider conditions to be a danger to the safety of players.

b) Umpires shall be guided in their decision by nong the M.C.C. LAW 3 SECTION 9(d) –

Suspension of Play for adverse conditions of ground, weather and light. “If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then They shall immediately suspend play or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make. The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.”

c) Play should only be suspended or delayed where playing conditions are dangerous to either the fielding or batting team. Play shall not be suspended or delayed because either team is disadvantaged by the conditions.

8.3 Disagreement as to fitness for play

a) In the event of either umpire disagreeing as to the fitness of the ground for play, then the state of play existing at the time of disagreement shall continue.

b) Where an appointed official umpire is present or where a member of the NDCA Executive Committee is available, they shall have the power to adjudicate on fitness of the ground for play.

c) Where there is no official umpire present and no NDCA Executive available to adjudicate, each coach shall submit a report, in writing, through their Club Secretary to the NDCA Secretary within seven days of the game.

d) The NDCA Executive Committee shall be empowered to award the game to the non-

offending team where such suspension of play or delay is not considered to be justified in accordance with this Rule.

8.4 Lightning

Play shall cease immediately, in the event that a lightning flash is followed by thunder less than 30 seconds later. Play shall not resume until 30 minutes after the last lightning flash.

8.5 Change of venues

Venues may only be changed due to damage to a pitch or ground, and only with the consent of the NDCA Executive. Venues will not be changed if a ground is unfit for play due to weather conditions. Teams arriving at a ground that is deemed unfit for play due to damage may contact the NDCA Secretary or NDCA President to request a change of venue.

8.6 Ground conditions

a) No ground is to be interfered with, or altered, in any way except where casual water may be removed.

b) The maximum boundary dimensions for each age group may be modified in part or whole, to compensate for varying ground sizes. This is not to be interpreted as allowing for ground conditions.

8.7 Wet weather

a) In the event of wet weather, teams are required to remain at the ground until:

- 8:30am for a Stage 1 (Under 9s, Under 10s & Under 11s) game starting at 8:00am
- 10:50 am for a Stage 1 (Under 9s, Under 10s & Under 11s) game starting at 10:20am
- 9:30am for a Stage 2 (Under 12s & Under 13s) game
- 9.30am for a Stage 3 game

b) Coaches and/or captains may agree to abandon play prior to these times.

9. Administrative Duties at Games

9.1 Team nominations

- a) For the purposes of live scoring, teams are to be entered into PlayHQ scoring system prior to a match commencing.
- b) Before the coin toss, each team must confirm the official team is correct on PlayHQ.

9.2 Complying with playing times

a) It is the responsibility of both teams to be prepared to commence play at the scheduled me.

b) Each innings is to adhere strictly to the specified timings as set out below:

- For games starting at 8:00am in Stage 1 (Under 9s, Under 10s and Under 11s)
 - Innings 1 is to be completed by 9:00am
 - Innings 2 is to commence no later than 9:10am
 - Innings 2 is to be completed no later than 10:10am
- For games starting at 10:20am in Stage 1 (Under 9s, Under 10s and Under 11s)
 - Innings 1 is to be completed by 11:20am
 - Innings 2 is to commence no later than 11:30am
 - Innings 2 is to be completed no later than 12:30pm

- For games starting at 8am in Stage 2 (Under 12s and Under 13s) and Stage 3
 - Innings 1 is to be completed by 10:10am
 - Innings 2 is to commence no later than 10:20am
 - Innings 2 is to be completed no later than 12:30pm

c) Play is to conclude after completion of the over in progress at the scheduled finishing time for all innings unless an agreed result of the game has been achieved and both coaches agree to an earlier finish.

d) Under no circumstance is a new over to commence after the scheduled finishing time.

9.3 Team arriving late.

Teams shall be required to have the following number of players available at the ground within 15 minutes after the scheduled starting time:

- Stage 1 (Under 9s, Under 10s & Under 11s) - five players
- Stage 2 (Under 12s & Under 13s) - seven players
- Stage 3 - seven players

Any team with fewer players at the ground at any time following this period, shall be deemed to have forfeited the game, unless otherwise agreed to by the opposing coach and/or captain.

9.4 Time lost in first session due to interruptions.

If time is lost during the first session for a period of 10 minutes or more, the change of innings is to be delayed by a period of exactly half the time lost. A team batting throughout the first session is entitled to continue its innings until the delayed change of innings. The team batting second shall be entitled to receive only the same number of overs in its first innings as was bowled by that team.

9.5 Responsibility of scorers

Scorers from both teams are to sit together to regularly check scores. Full details of batting, bowling, progressive run total and scores at each completed over, are to be recorded by scorers of both teams.

Home Teams are **responsible** to Live Score the games using the PlayHQ Live Scoring system; however, 1 hard copy book should always be used as well.

9.6 Scoring disputes

In the event of a dispute as to the scores at the end of play, the umpires or team officials are to check and compare the batting scores. If a dispute still exists, score books and reports are to be forwarded to the Secretary of the NDCA, by Monday 6.00pm after completion of the game. If using E-Scoring, please forward a PDF version of the live score to the Junior Secretary of the NDCA, by Monday 6.00pm after completion of the game.

9.7 Recording of game result

The game result along with full details of batting and bowling are to be recorded in PlayHQ system by 11.59pm on the Tuesday after the completion of a game. The result and other details are to be checked by officials from both teams and confirmed in PlayHQ system. Any disputed games are to be referred to the NDCA Secretary no later than 9.00pm the day after the game. The failure to observe these requirements may result in loss of points for offenders.

9.8 Final round results & Semi-final results

After both the last round of the regular season and semi-finals the NDCA Secretary is to be notified of results by 6.00 pm on the Sunday after the completion of a game.

10. Bowling Restrictions for all Age Groups

10.1 Resting bowlers between spells

- a) A bowler must be rested for at least double the number of overs bowled in any bowling spell.
- b) A break in play of 40 minutes or more also satisfies the rest requirements between bowling spells.
- c) A bowler may change ends as part of a bowling spell, provided the bowler does not bowl consecutive overs. In this case, overs bowled from both ends are to be considered to be part of the same bowling spell.

10.2 Adherence to bowling restrictions.

The scorers and umpires of both teams have a responsibility to communicate to ensure adherence to bowling restrictions and rest periods.

10.3 Definitions

Overs in a bowling spell:

- The total number of overs bowled consecutively by the same bowler (also see 10.1c above).

Overs in a game:

- The total number of overs bowled by the same bowler in all spells during a game.

11. Game Results & Competition Points

11.1 Game results

All games consist of one innings per team and outright wins are not permissible.

11.2 Competition points

Win 6 points.
Tie 3 points
Draw 3 points.
Loss 1 point
Forfeit 0 points.

11.3 Teams forfeiting

Any team forfeiting a game may be excluded from the competition at the discretion of the NDCA Executive Committee.

11.4 Points for byes

All teams receiving a bye shall be given six points in their competition for that round. But in the event of a washout round, the team with the bye will only receive three (3) competition points as per all other teams.

12. Quarter Finals, Semi-Finals & Finals

12.1 Structure of Quarter Finals, Semi-Finals (For Stage 2 & Stage 3 only)

The four leading teams in terms of competition points will participate in semi-finals as follows:

- First place versus fourth place (in a 4 team final series)
- Second place versus third place (in a 4 team final series)
- In the event that a 6 team finals series is used the NDCA Executive Committee will determine the make-up of the final series.

12.2 Equal points

Places for teams finishing equal on points will be determined on the basis of highest quotients. A quotient is calculated for each team by dividing the team's batting average (runs scored / wickets lost) by the team's bowling average (runs conceded / wickets taken).

12.3 Structure of Finals

The semi-final winners will play-off in a final, the winner being declared premiers for the competition.

12.4 Draws and ties

- a) In the event of a draw or a tie in an elimination final the highest placed team will proceed to the semi-final.
- b) In the event of a draw or a tie in a semi-final the highest placed team will proceed to the final.
- c) In the event of a draw or a tie in a final, the highest placed team will be declared premiers.

12.5 Finals

A semi-final or final can only be played on the nominated date, or a scheduled back-up date (if applicable). A scheduled back-up day may only be used when play on the nominated date was abandoned without a ball being bowled. In the event of the semi-final or final being washed out or abandoned the higher placed team will be awarded the game.

12.6 Coaching during Quarter finals, Semi-finals and finals

In all elimination, semi-final and final games, team officials, whether umpiring or not, are not permitted to coach or instruct during play. Messages may be conveyed through a substitute player during breaks in play, provided this does not delay play. Players are entitled to be informed of the current score and/or the required run rate.

13. Records & Trophies

13.1 Batting and bowling averages & aggregates

- a) It is the responsibility of each club to ensure individual statistics for batting and bowling are entered into PlayHQ within 7 days of the completion of the final round of the season for each age group.
- b) Quarter final, semi-final and final performances do **not** count towards statistics for average and aggregate trophies.

13.2 Trophies

The NDCA shall present trophies to (subject to minimum criteria set by the NDCA Executive Committee):

- players in premiership winning teams in each age group and division.
- players with the highest batting average and aggregate in each age group and division.
- players with the lowest bowling average and highest bowling aggregate in each age group and division.
- wicket keepers taking the most dismissals in each age group and division.

13.3 Club Championship

The NDCA Club Championship will be awarded each season based on the following criteria:

- a) Each team will be awarded points based upon its finishing position after completion of the Minor Premiership as follows:

Position	Points
1 st	20
2 nd	18
3 rd	17
4 th	16
5 th	14
6 th	13
7 th	12
8 th	11
9 th	10
10 th	9
11 th	8

- b) Where two or more teams finish in an equal position in any age group / division, the places for the purposes of allocating these points shall be determined as per local rule 12.2.
- c) The points gained by each club's five highest placed teams will be added to determine the Club Championship Score (CCS) for that club.
- i. Should a club have less than five teams, they shall receive eight points for each team as required to make up to five teams (e.g. if a club has only three teams, they shall receive eight points for the fourth and fifth teams they don't have).
- d) The club with the highest CCS shall be declared NDCA Club Champions for that season.
- e) Where two or more clubs have the same highest CCS, a count-back shall be used to determine the NDCA Club Championship winner as below. Based on the points allocated in 13.3(a):
- i. the club with the greatest number of teams on 20 points shall be declared the winner.
- ii. If still equal, the club with the most teams on 18 points shall be declared the winner, and so-on for the five highest placed teams only for each club.
- iii. if still equal (once the semi-finals & finals have been played) the club with the most Premiership winning teams shall be declared the winner.
- iv. if still equal, joint NDCA Club Champions shall be declared.

f) Where three or more clubs are involved in a count back situation, once a club has been eliminated by a step-in part 13.3(d), they shall take no further part in the count-back calculations.

EXAMPLE:

An example of the application of rule 13.3 is as follows:

Five clubs have the following points for their five highest placed teams at the end of the Minor Premiership:

Club 1: 20, 20, 18, 18, 16 ~ CCS Total = 92
Club 2: 20, 20, 18, 17, 17 ~ CCS Total = 92
Club 3: 20, 18, 18, 18, 18 ~ CCS Total = 92
Club 4: 20, 18, 18, 17, 16 ~ CCS Total = 89
Club 5: 20, 18, 17, 14, 12 ~ CCS Total = 81

With Clubs 1, 2 & 3 all on equal points, we go to a countback situation as per part (d).

Club 3 is eliminated at step (i) because it has only one team on 20 points compared to Club 1 & Club 2 with two each.

Club 2 is eliminated at step (ii) because it has only one team on 18 points compared to Club 1 with two. *NB: Even though Club 3 has four teams on 18 points, it is not considered in step (ii) because it was eliminated at step (i).*

14. Specific Playing Conditions for Under 9s

14.1 Game Format

- a) A game shall consist of one innings per team only.
- b) Each team shall bowl a maximum of 16 overs of six balls per over.

14.2 Sessions of Play

- a) Games shall be played starting at 8:00am or 10:20am.
- b) All games shall commence within 30 minutes of the scheduled starting time or else the game shall be abandoned.
- c) For games starting at 8:00am:
 - First session of play is defined as play prior to the change of innings, scheduled for 9:00am.
 - There is a 10-minute break between innings, with no other scheduled drinks breaks.
 - The second session of play is defined as play after the change of innings, scheduled to commence at 9:10am.
 - Games should be completed by 10:10am.
- d) For games starting at 10:20am:
 - The first session of play is defined as play prior to the change of innings, scheduled for 11:20am.
 - There is a 10-minute break between innings, with no other scheduled drinks breaks.
 - The second session of play is defined as play after the change of innings, scheduled to commence at 11:30am.
 - Games should be completed by 12:30pm.

14.3 Ground Requirements – Boundaries and Pitch

- a) The boundary shall be a maximum of 30 metres.
- b) The boundary:
 - is to be marked by the use of cones or domes.
 - is determined by a straight line from marker to marker.
 - is measured as a circle from the middle stump at the batter's end.
 - is to be agreed to by both coaches and/or captains.
- c) On any ground which is bordered by a fence then the boundary must be marked at least two metres in from any such fence by the use of markers such as cones or similar.
- d) The game will be played on a shortened pitch length of 14 metres measured stump to stump.
 - Tape or chalk should be used to mark the popping/bowling crease, which shall be 4 / 1.22m in front of the stumps.
 - The stumps to be used are portable stumps.

14.4 Balls

- a) The ball to be used is the Kooka Star ball.

14.5 Team Size

- a) Teams shall consist of six players.
- b) Teams may play up to eight players in each game.

The following conditions apply:

- Teams require at least 5 players, can nominate up to 8, with a maximum of 6 on the field; all nominated players may participate
- Teams should rotate the additional fielders on/off the field regularly.
- All players must bat and bowl during the game.

14.6 Batting

- a) Each batter shall face their full allocation of prescribed number of deliveries regardless of if they are dismissed based on the following:
 - 5 player team – 4 x batting retirement 19 balls and 1 x batting retirement at 20 balls.
 - 6 player team – 6 x batting retirement 16 balls.
 - 7 player team – 5 x batting retirement 14 balls and 2 x batting retirement 13 balls. 8 player team – 8 x batting retirement 12 balls.
- b) Each time a batter is adjudged to be out by an officiating umpire in accordance with the MCC Laws of Cricket then four penalty runs will be awarded to the bowling team per dismissal. These runs should be tallied and added to their total at the completion of each innings.
- c) The LBW law shall not apply.
- d) Batters shall change ends upon each dismissal, except where the remaining number of deliveries per batter does not allow this.
- e) Should a batter face 2 x consecutive deliveries that are deemed wides or no-balls, the batter will then have a ball placed on a tee to enable them to hit the ball. This tee-shot will NOT be included in the 6 deliveries in the over.
- f) Scores are to be kept by the scorer/umpire using the Woolworths Cricket Blast Live Scoring App. However, match results are not published in PlayHQ no results

ladder is recorded.

- g) The emphasis should be on rotation, so every player gets to bat at different positions during the season. Advise the NDCA Secretary if team rotation is not happening.

14.7 Bowling

- a) Each player must bowl 2 overs. Where a team has fewer players than the opposition team, some players may bowl 3 overs, but this must be shared around through the season.
- b) All overs shall be bowled from one end for the entire game.
- c) No-balls and wides are not to be re-bowled with the conditions that a maximum of six balls only may be bowled in any one over. Following 2 x no balls or wides, the batter receives a “free hit” from the tee. The batter must hit the free hit forward.
- d) The emphasis is on rotation, so every player gets to bowl at different positions during the season.

14.8 Fielding

- a) After each over, rotation of the field is encouraged in a circular formation to ensure an equal turn in each position.
- b) No players shall field closer than 15 metres from the batter.
- c) The maximum number of players permitted to field on the leg side at any time is two.

15. Specific Playing Conditions for Stage 1 (Under 10s & Under 11s)

15.1 Game format

- a) A game shall consist of one innings per team only. Each team shall bowl a maximum of 20 overs of six balls per over.

15.2 Sessions of Play (Some Games Times May Vary)

- a) Games shall be played between the hours of 8.00 am and 10.10 am or between 10.20am and 12.30pm.
- b) All games shall commence within 30 minutes of the scheduled starting time or else the game shall be abandoned.
- c) For **games starting at 8.00am**:
 - The first session of play is defined as play prior to the change of innings, scheduled for 9.00am.
 - There is a 10-minute break between innings, with no other scheduled drinks breaks.
 - The second session of play is defined as play after the change of innings, scheduled to commence at 9.10am.
 - Games must be completed by 10:10am.
- d) For **games starting at 10.20am**:
 - The first session of play is defined as play prior to the change of innings, scheduled for 11.20am.
 - There is a 10-minute break between innings, with no other scheduled

drinks break.

- The second session of play is defined as play after the change of innings, scheduled to commence at 11.30am.
- Games must be completed by 12:30pm.

15.3 Ground requirements – Boundaries and Pitch

a) The boundary shall be a maximum of:

- **35 metres for Under 10s**
- **40 metres for Under 11s.**

The boundary:

- is to be marked by the use of cones or domes.
- is determined by a straight line from marker to marker.
- is measured as a circle from the middle stump at the batters' end.
- is to be agreed to by both coaches and/or captains.

b) On any ground which is bordered by a fence then the boundary must be marked at least two metres in from any such fence by the use of markers such as cones or similar.

c) Any obstacles within the boundary must be allotted run scores prior to the commencement of a game and boundaries will not be shortened due to water being on the playing area.

d) The game will be played on a **pitch shortened length of 16 metres** measured stump to stump.

- Tape or chalk should be used to mark the popping/bowling crease, which shall be 4 / 1.22m in front of the stumps. (Based on MCC Laws of Cricket – Law 9)
- For the purpose of determining a bowler's back foot placement, the edge of a synthetic pitch will be regarded as the inside edge of a return crease.

15.4 Team Size

a) Teams shall consist of **nine players** registered with the Association. A game shall not proceed if a team has less than five players.

b) Teams may elect to nominate **up to 9 players to participate** in each game. If more than seven players are to participate, the following conditions apply:

- All 9 players are to be recorded on the Team Nomination & Result Sheet before the coin toss.
- While any of the 9 players may field, **no more than seven players for a team may participate in the field at any one time**. Teams should rotate the additional fielders on/off the field after each over.
- **All 9 players must bat and bowl** during the game.

15.5 Batting

a) Each batter shall face their full allocation of prescribed number of deliveries regardless of if they are dismissed based on the following:

- 5 player team – 5 x batting retirement 24 balls
- 6 player team – 6 x batting retirement 20 balls
- 7 player team – 6 x batting retirement 17 balls and 1 x batting retirement 18 balls.
- 8 player team – 8 x batting retirement 15 balls
- 9 player team – 6 x batting retirement 13 balls and 3 x batting retirement at 14 balls

b) Each time a batter is adjudged to be out by an officiating umpire in accordance with the MCC Laws of Cricket then four penalty runs will be awarded to the bowling team per dismissal. These runs should be tallied and added to their total at the completion of each innings.

- c) The LBW law shall not apply.
- d) Batters shall **change ends upon each dismissal**, except where the remaining number of deliveries per batter does not allow this.
- e) The team adjudged with the most runs after adding penalty runs for dismissals will be adjudged the winner.
- f) The **emphasis should be on rotation**, so every player gets to bat at different positions during the season. Advise the NDCA Junior Secretary if team rotation is not happening.

15.6 Bowling

- a) Bowling allocations will be as follows based on the number of players available:
 - 5 player team – 5 players bowl 4 overs each
 - 6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs (incl. wicketkeepers)
 - 7 player team – 1 player bowls 4 overs, 4 players bowl 3 overs, 2 players bowl 2 overs (incl. wicketkeepers)
 - 8 player team - 4 players bowl 3 overs, 4 players bowl 2 overs (including wicketkeepers)
 - 9 player team – 7 players bowl 2 overs, 2 players bowl 3 overs (including wicketkeepers)
- b) All players, except the wicketkeeper, shall bowl a minimum of two overs before any player bowls a third over in each innings.
- c) All overs shall be bowled from one end for the entire game.
- d) No-balls and wides are not to be re-bowled with the conditions that a maximum of six balls only may be bowled in any one over. All no-balls and wides in an over are to count as sundries and are to be recorded in the appropriate columns in the score book.
- e) The **emphasis is on rotation**, so every player gets to bowl at different positions during the season. Advise the NDCA Secretary if bowling rotation is not happening.

Also refer to section 10 for general information on bowling restrictions

15.7 Fielding

- a) Each team must use two wicket keepers for 10 overs each.
- b) **No player shall field closer than 15 metres from the batter** except for the wicketkeeper and slips fielders.
- c) The maximum number of players permitted to field on the leg side at any time is three.

15.8 Insufficient overs and/or no result achieved

- a) A team batting in the first session shall declare its first innings closed at the scheduled end time of that session, or at the completion of 20 overs, whichever occurs first. In either case, the team batting for the second session is entitled to receive the same number of overs as was bowled during the first session.
- b) Where the team batting second has not received at least the same number of overs as was bowled to the team batting first, the game will be awarded to the team with the highest score at the equivalent completed over, provided a minimum of 15 overs has been received by both teams.

- c) If either team does not receive a minimum of 15 overs, and no result has been achieved, the game shall be deemed a draw.

Also refer to sections 9.2 – 9.4 for general information on playing times and time lost.

16. Specific Playing Conditions for Stage 2 (Under 12s & Under 13s)

16.1 Sessions of Play

- a. Games shall be played between the hours of 8.00 am and 12:00pm.
- b. All games shall commence within 60 minutes of the scheduled starting time or else the game shall be abandoned.
- c. The first session of play is defined as play prior to the change of innings, scheduled for 9.55am.
- d. There is a 10-minute break between innings.
- e. The second session of play is defined as play after the change of innings, scheduled to commence at 10:05am.
- f. The game must be completed by 12:00 pm.
- g. Drinks may be taken for two minutes after 15 overs, or the half-way mark of an innings in a shortened game. Drinks are to be taken on the field.
- h. A change of innings or a significant break in play shall constitute the drinks break. Drinks breaks shall not be taken during the last 30 minutes of scheduled play.
- i. Should the team batting first be dismissed prior to the end of the first session of play, the official change of innings is to be taken immediately. The team batting second is then entitled to receive its full allotment of 30 overs.
- j. Teams are not permitted to declare their innings prior to 30 overs completed or first session time has been reached.

16.2 Game format

- a) A game shall consist of one innings per team only. Each team shall bowl a maximum of 30 overs of six balls per over.

16.3 Ground Requirements – Boundaries and Pitch

- a) The boundary shall be a maximum of **45 metres**. The boundary:
 - is to be marked by the use of cones or domes.
 - is determined by a straight line from marker to marker.
 - is measured as a circle from the middle of the pitch.
 - is to be agreed to by both coaches and/or captains.
- b) On any ground which is bordered by a fence then the boundary must be marked at least two metres in from any such fence by the use of markers such as cones or similar.
- c) Any obstacles within the boundary must be allotted run scores prior to the commencement of a game and boundaries will not be shortened due to water being on the playing area.

- d) The game will be played on a **pitch shortened length of 18 metres** measured stump to stump.
- If preferred there is also the option to move the stumps in at each end to the 2 crease lines (17.7m).
 - Tape or chalk should be used to mark the popping/bowling crease, which shall be 4 / 1.22m in front of the stumps. (Based on MCC Laws of Cricket – Law 9)
 - For the purpose of determining a bowler's back foot placement, the edge of a synthetic pitch will be regarded as the inside edge of a return crease.

16.4 Team Size

- a) Teams shall consist of **nine players** registered with the Association. A game shall not proceed if a team has less than seven players.
- b) Teams may elect to nominate **up to 11 players to participate** in each game. If more than nine players are to participate, the following conditions apply:
- All 11 players are to be recorded on the Team Nomination & Result Sheet before the coin toss.
 - While any of the 11 players may field, **no more than nine players for a team may participate in the field at any one time**. Teams should rotate the additional fielders on/off the field after each over.
 - **Maximum of nine players can bat** during the game.
 - **All 11 players must bowl** during the game.

16.5 Batting

- a) Each batter shall **Retire once they have faced 35 balls**, unless dismissed earlier. All balls faced (including wides/no-balls) are counted in this total.
- b) Any Retired batter can return when all other players have bated and should return in the order in which he/she Retired.
- c) For the purposes of determining averages, a player having Retired in accordance with these playing conditions shall be regarded as "not out", unless the player is dismissed after he/she returns to the crease.
- d) A team's innings shall be concluded upon the fall of the eighth wicket (or sooner if the team has fewer than nine players).

16.6 Bowling

- a) Bowling allocations will be as follows based on the number of players available:
- 7 players– 2 players bowl 5 overs; 5 players bowl 4 overs (wicketkeepers to bowl a minimum of 2 overs).
 - 8 players – 6 players bowl 4 overs, 2 players bowl 3 overs (wicketkeepers to bowl a minimum of 2 overs)
 - 9 players – 6 players bowl 4 overs, 3 players bowl 2 overs (including wicketkeepers)
 - 10 players – 10 players bowl 3 overs (wicketkeepers to bowl a minimum of 2 overs)
 - 11 players – 8 players bowl 3 overs, 3 players bowl 2 overs (including wicketkeepers)
- b) All players, except the wicketkeeper, shall bowl a minimum of two overs before any player bowls a third over in each innings.
- c) No-balls and wides are not to be re-bowled with the conditions that a maximum of six balls only may be bowled in any one over. All no-balls and wides in an over are to count as sundries and are to be recorded in the appropriate columns in the score book.

- d) To enable the required overs to be bowled, players are to bowl from one end only.
- e) The emphasis is on rotation, so every player gets to bowl at different positions during the season. Advise the NDCA Secretary if team rotation is not happening.

Also refer to section 10 for general information on bowling restrictions

16.7 Fielding

- a) Each team must use two wicket keepers for 15 overs each.
- b) **No player shall field closer than 10 metres from the batter** (except wicketkeeper and slips fielders) at the time of delivery.
- c) The maximum number of players permitted to field on the leg side at any time is four.

16.8 Insufficient overs and/or no result achieved

- a) The team batting in the first session shall declare its first innings closed either at the scheduled end of that session or upon completing 30 overs, whichever occurs earlier. The team batting in the second session shall then receive the same number of overs that were bowled during the first session.
- b) Where the team batting second has not received at least the same number of overs as was bowled to the team batting first, the game will be awarded to the team with the highest score at the equivalent completed over, provided a minimum of 15 overs has been received by both teams.
- c) If either team does not receive a minimum of 15 overs, and no result has been achieved, the game shall be deemed a draw.

Also refer to sections 9.2 – 9.4 for general information on playing times and time lost.

17. Specific Playing Conditions for Stage 3

17.1 Sessions of Play

- a) Games shall be played between the hours of 8.00 am and 12:30pm.
- b) All games shall commence within 90 minutes of the scheduled starting time or else the game shall be abandoned.
- c) The first session of play is defined as play prior to the change of innings, scheduled for 10:10.
- d) There is a 10-minute break between innings.
- e) The second session of play is defined as play after the change of innings, scheduled to commence at 10:20 am.
- f) The game must be completed by 12:30 pm.
- g) Drinks may be taken for two minutes after 20 overs, or the half-way mark of an innings in a shortened game. **Drinks are to be taken on the field.**
- h) A change of innings or a significant break in play shall constitute the drinks break.

Drinks breaks shall not be taken during the last 30 minutes of scheduled play.

- i) Should the team batting first be dismissed prior to the end of the first session of play, the official change of innings is to be taken immediately. The team batting second is then entitled to receive its full allotment of 40 overs unless innings is otherwise completed, or result reached.
- j) Teams are not permitted to declare their innings.

17.2 Game format

A game shall consist of one innings per team only. Each team shall bowl a maximum of 40 overs of six balls per over.

17.3 Ground Requirements – Boundaries and Pitch

a) The boundary shall be a maximum of:

- **50 metres for Under 16s Div 3**
- **60 metres for Under 16s Div 1 & Under 16s Div 2**

The boundary:

- is to be marked by the use of cones or domes.
- is determined by a straight line from marker to marker.
- is measured as a circle from the middle of the pitch.
- is to be agreed to by both coaches and/or captains.

- b) On any ground which is bordered by a fence then the boundary must be marked at least two metres in from any such fence by the use of markers such as cones or similar.
- c) Any obstacles within the boundary must be allotted run scores prior to the commencement of a game and boundaries will not be shortened due to water being on the playing area.
- d) The game for Stage 3 will be played on a full-length pitch (20.12 metres measured stump to stump).
 - Regulations stumps must be used and positioned in the stump box (portable stumps must not be used)
 - The popping/bowling crease shall be 4 / 1.22m in front of the stumps. (Based on MCC Laws of Cricket – Law 9)
 - For the purpose of determining a bowler's back foot placement, the edge of a synthetic pitch will be regarded as the inside edge of a return crease.

17.4 Team Size

- a) Teams shall consist of 11 players registered with the Association. A game shall not proceed if a team has less than seven players.
- b) Teams may elect to nominate up to 13 players to participate in each game. If more than 11 players are to participate, the following conditions apply:
 - All 13 players are to be recorded on the Team Nomination & Result Sheet before the coin toss.
 - While any of the 13 players may field, no more than 11 players for a team may participate in the field at any one time.
 - While any of the 13 players may bat, Maximum of 11 players can bat during the game.
 - While any of the 13 players may bowl, Maximum of 11 players can bowl during the game.

17.5 Batting

- a) During the progress of an innings a batter, on reaching or passing 100 runs, shall retire.
- b) If a batters last scoring stroke enables him/her to exceed 100 runs, he/she and the team shall be credited with the extra runs.
- c) If all other eligible batters have been dismissed prior to the completion of a team's allotted overs or batting time, a batter who has retired in accordance with these playing conditions shall be entitled to resume his/her innings
- d) For the purpose of determining averages, a player having retired in accordance with these playing conditions shall be regarded as "not out", unless the player is dismissed after he/she returns to the crease.
- e) A team's innings shall be concluded upon the fall of the 10th wicket (or sooner if the team has fewer than 11 players).

17.6 Bowling

The following restrictions apply to Under 16s Div 3 only:

- a) All players, except the wicketkeeper, shall bowl a minimum of two overs before any player bowls a second spell in each innings.
- b) The maximum number of overs that any player may bowl in a game is eight.
- c) The use of the wicketkeeper as a bowler is up to the discretion of the coach, but where 11 or more players are available, at least 10 must be used to bowl.
- d) No-balls and wides are to be re-bowled with the conditions that a maximum of eight balls only may be bowled in any one over. All no-balls and wides bowled in an over are to count as sundries and are to be recorded in the appropriate columns in the score book.

The following restrictions apply to Under 16s Div 1 and Under 16s Div 2 only:

- a) The maximum number of overs that any player may bowl in a spell is six.
- b) The maximum number of overs that any player may bowl in a game is eight.
- c) All no-balls and wides are to be re-bowled. All no-balls and wides bowled in an over are to count as sundries and are to be recorded in the appropriate columns in the score book.

Also refer to section 10 for general information on bowling restrictions

17.7 Fielding

- a) For **All Players** fielding within 10 metres of the batters' position to the popping crease on middle stump line (except wicketkeeper and slips fielders) at the time of delivery, must wear a British Standard 7928:2013 compliant helmet.
- b) For **Stage 3** the maximum number of players permitted to field on the leg side at any time is five.

17.8 Insufficient overs and/or no result achieved

- a) The team batting in the first session shall declare its first innings closed either at the scheduled end of that session or upon completing 40 overs, whichever occurs earlier. The team batting in the second session shall then receive the same number of overs that were bowled during the first session.
- b) Where the team batting second has not received at least the same number of overs as was bowled to the team batting first, the game will be awarded to the team with the highest score at the equivalent completed over, provided a minimum of 20 overs has been received by both teams.
- c) If either team does not receive a minimum of 20 overs, and no result has been achieved, the game shall be deemed a draw.

Also refer to sections 9.2 – 9.4 for general information on playing times and time lost.

Appendix A: NDCA playing conditions at a glance.

	Under 9s – Modified Stage 1
Game Format	16 Overs
Sessions of Play	8:00am to 9:50am Or 10:20am to 12:10pm
Boundary Size	30 meters
Pitch Length	14 meters
Bowling Ends	One end only
Team Size	Minimum 5 players, can nominate up to 8, with a maximum of 6 on the field.
Players on Field	6
Batting: Balls per player	5 player team – 4 x batting retirement 19 balls ,1 x batting retirement 20 balls 6 player team – 6 x batting retirement 16 balls 7 player team – 5 x batting retirement 14 balls, 2 x batting retirement 13 balls. 8 player team – 8 x batting retirement 12 balls
Dismissals	Unlimited, 4 runs awarded to bowling team
Bowling: Overs per player	Each player must bowl 2 overs. Where a team has fewer players than the opposition team, some players may bowl 3 overs
Max overs in a Spell	2 over
Max Overs per Player	3 overs
Max. Balls per Over	6 balls
Wicketkeepers	2 x players, 8 overs each
Min. Fielder Distance	15 metres (except wicketkeeper and slips)

	Under 10s (Stage 1)	Under 11s (Stage 1)
Game Format	20 Overs	20 Overs
Min. Overs for a Result	15 Overs	15 Overs
Sessions of Play	8:00 to 10:10 Or 10:20 to 12:30	8:00 to 10:10 Or 10:20 to 12:30
Boundary Size	35 metres	40 metres
Pitch Length	16 metres	16 metres
Bowling Ends	One end only	One end only
Team Size	Minimum 5 players, can nominate up to 9, with a maximum of 7 on the field.	Minimum 5 players, can nominate up to 9, with a maximum of 7 on the field.
Players on Field	7	7
Batting: Balls per player	The following applies to all age groups in Stage 1 (Under 10s to Under 11s) 5 players: 5 players face 24 balls 6 players: 6 players face 20 balls 7 players: 6 players face 17 balls, 1 player face 18 balls 8 players: 8 players face 15 balls 9 players: 6 players face 13 balls, 3 players face 14 balls	
Dismissals	Unlimited, 4 runs awarded to bowling team	Unlimited, 4 runs awarded to bowling team
Max overs in a Spell	2 overs	
Max Overs per Player	4 overs	4 overs
Max. Balls per Over	6 balls	6 balls
Bowling Conditions	Every player must bowl 2 overs before the 3rd over is bowled by a bowler (except a player who is wicketkeeping next half).	
Wicketkeepers	2 players x 10 overs	2 players x 10 overs
Min. Fielder Distance	15 metres (except wicketkeeper and slips)	15 metres (except wicketkeeper and slips)

	Under 12s & Under 13s	Under 16s Div 3	Under 16s Div 1 and Div 2
Game Format	30 Overs	40 Overs	40 Overs
Min. Overs for a Result	15 Overs	20 Overs	20 Overs
Sessions of Play	8:00 to 12:00	8:00 to 12:30	8:00 to 12:30
Boundary Size	45 metres	50 metres	60 metres
Pitch Length	18 metres	20.12 metres (full pitch)	20.12 metres (full pitch)
Bowling Ends	One end only	Both ends	Both ends
Team Size	9 (can play 11). Minimum is 7	11 (can play 13) Minimum is 7	11 (can play 13) Minimum is 7
Players on Field	9	11	11
Batting	Retire at 35 balls faced	Retire at 100 runs	Retire at 100 runs
Bowling Conditions	Every player must bowl 2 overs before the 3rd over is bowled by a bowler (except a player who is wicketkeeping next half).	All players (except WK) must bowl a minimum of two overs before any player bowls the third over.	
Max overs in a Spell	2 overs	3 overs in 2 nd & 3 rd spell	6 overs
Max Overs per Player	5 Overs (<i>Bowlers can bowl a maximum of 5 overs only in a team with 7 players.</i>) <u>In all other cases</u> - 4 Overs Max	8	8
Max Balls per Over	6	8	Unlimited
Wicketkeepers	2 players x 15 overs	No restrictions	No restrictions
Min. Fielder Distance	10 metres (except wicketkeeper and slips)	10 metres (except wicketkeeper and slips)	No restrictions (protection must be worn within 10m)

Appendix B: Penalties

Where the NDCA Executive Committee identifies possible breaches of the NDCA Playing Conditions, the Secretary of the offending team shall be notified, and that team shall have 7 days to respond. Subject to that response the following penalties may apply:

a) Playing an unregistered player

- b) Loss of 6 competition points

c) Playing an ineligible player

- a. Loss of 6 competition points
- b. *An ineligible player is a player playing for any other team other than their nominated team or does not satisfy requirements under section 6 of Substitutes & replacement players.*

d) Failing to adhere to the batting restrictions and /or rotation rules

- a. The offending team issued a warning and / or the loss of 4 competition points.

e) Failing to adhere to the bowling restrictions and /or rotation rules

- a. The offending team issued a warning and / or the loss of 4 competition points.

f) Late lodgement of match results including full scorecard details

- a. Loss of 0.5 points

g) Other penalties may be imposed at the discretion of the NDCA Executive Committee, Disciplinary Tribunal or Appeals Committee, for breaches of the NDCA Constitution or NDCA Playing Conditions

Appendix D: Historical Modifications to Playing Conditions

2020-21	Beginning of control
2021-22 (v1_4)	● Title- Updated to reflect version, season and inclusion of Master Blaster ● Footer – updated to reflect document title and date. ● 1.1 – inclusion of Master Blaster ● 1.3a) & 1.3b) – inclusion of Master Blaster ● 1.3 – subsection given sub clause identification (i.e. a, b, c, d, e) ● 1.3f)- corrected to clause reference 1.3e ● 2.3a) – added clause to exclude Master Blast requirements ● 2.3a) & 2.3b) & 2.3 c) – clarity for abdominal protector ● 2.3 b) & 2.3 c) – clarity on Stage 1, Stage2, and Stage 3 age groups ● 2.5 a) – added Master Blaster ball requirements ● 2.5 b)- expanded Stage 1 ball acceptability ● 2.3 – order expanded to accommodate 2.3a) - clarity on Stage1,2 & 3 age groups – grammar ● 4.1 – added Master Blaster – clarity of Stage 1,2, & 3 ● 6.6 & 6.7 – clarity in defining Stage 1,2,3 ● 6.8 c) – distinctly specified female representative player final requirements for clarity ● 6.8 - subsection identification redefined (i.e. a, b, c, d, e) ● 7.5 – heading clarity in defining Stage 1,2,3 ● 8.7 – clarity in defining Stage 1,2,3 ● 9.1 subsection given sub clause identification (i.e. a, b, c, d) ● 9.3 clarity in defining Stage 1,2,3 ● 10.2 & 10.3 – removed ● 10.4 & 10.5 – renamed to 10.2 & 10.3 respectively ● 11.2 & 11.4 – draw modified to be 3 points rather than 2 ● 14 – under 9 replaced with Master Blaster ● 14.4 – removed white only ball requirement ● 14.6a) - clarity for abdominal protector ● 15 – Heading – clarity for Stage 1 ● 15.5d) – “should” replaced with “shall” ● 16 – Heading – clarity for Stage 1 ● 16.6 subsections given correct sub clause identification (i.e. a, b, c, d, e) ● 16.8 b) & 16.8c) – minimum overs changed to 15 from 20 ● 18 – Heading – clarity for Stage 3 ● 18.3a) – merged u15 & u16s ● 18.3f) – removed – rotating bowling ends only after 10 overs each end ● Appendix A – inclusion of u13 in batting rotation – added sentence regarding when batter has faced less than 25 balls at end of innings ● Appendix B – team size correction in U10&u11 – correction to bowling composition for 9 players – team size correction in u14 and u15& u16s ● Appendix C – Clarity on the use of sweat for application to the ball – Public Health Order guideline added ● Appendix D - added

2022 – 23 V1 Sept 2022	• Title, footer, table of contents - Updated to reflect version, season • 3.1& 3.2 – modified to PlayHQ replacing MyCricket. • 9.1a) & 9.5 & 9.7, 13.1, 14.6f) – modified to PlayHQ • 13.1 – modified to PlayHQ • 14.3a), 15.3a), 16.3 a) - removed specific reference to flags • 16.5 e) - Stage 2 batting rotation removed. • 18.6a) – maximum overs in first spell limited to 3 down from 5. • Appendix A –Stage 2 batting rotation – removed
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NDCA Conduct of Games and Playing Conditions - Under 9s to Under 16s: 2023-24
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2023 – 24 V1.1 Sept 2023	• Title, footer, table of contents updated to reflect version and season. • 4.1 - Update with team nominations via PlayHQ • 4.2 - Update DOB certification • 6.8 - Added Quarter Finals • 9.1(b) - Updated to reflect PlayHQ • 9.1 (c & d) Remove the requirement for a team sheet on game day • 9.2 – addition of adherence to timings of innings • 12.1 - Added Committee discretion for a 6 team final series • 12.4(a) 13.1(b) - Added elimination final. • 14.1 to 14.8 – Removal of Master Blaster and addition of Under 9s competition • 16 & 18 - Remove the word declare & added a declaration of an innings is not permitted. • 16.6 – adjustment to wicket keeper bowling requirements (minimum of 2 overs to be bowled by wicketkeeper)
2024-2025 Sept 2024	• Title, footer, table of contents updated to reflect version and season. • Changed all parts labelled PJCA to NDCA • Changed page numbers
2025-2026 Sept 2025	Formatting fixed for the document. Removed – Under 14 Under 15 and Under 16 and replaced it with Stage 3 and U16 Div 3, U16 Div2 and Under 16 Div 1 respectively. <u>Page 5</u> • Under 9's added in Law 36.1 • Correction - leg side at any time shall be as follows: - Two (2) players for Under 9s (Modified Stage 1) • Point F added - Ball pitches more than twice before popping crease is to be signalled “No Ball” as per MCC Rule 21.7. • Club uniform – Point C is updated. Page 7 – Registrar to Junior Secretary. <u>Page 9</u> • Added – c) If a club has more than one team in the same age group, a replacement player cannot be taken from that age group.

	<u>Page 24</u> – New Rules added for Stage 3. Ensure every player is given equal opportunity to bat and bowl, regardless of skill level or experience. No batter can bat in the top 4 more than 2 straight games in a row and no batter can bat in the bottom 4 more than 2 straight games in a row. <u>Page 27</u> <i>Playing Conditions for upcoming 2 Days and T20 for Stage 3 Under 16 will be updated by 15.10.2025.</i> <u>Page 29</u> Added - 5 Overs (Bowlers can bowl a maximum of 5 overs only in a team with 7 players). <u>In all other cases</u> - 4 Overs.
Nov 2025	<u>Page 16</u> Timing for Under 9 is now aligned with Under 10 and 11 to give parents extra time to complete the overs. <u>Page 25 and 29</u> Number of Over for 16.3 All players, except the wicketkeeper, shall bowl a minimum of two overs before any player bowls a second spell in each innings.
September 2026	<u>Page 5 of 35</u> – No Ball rules updated for Stage 1. Ball pitches more than once before popping crease is to be signalled “No Ball” as per MCC Rule 21.7 - Only for Stage 2 and 3. For Stage 1 - Ball pitches more than twice before popping crease is to be signalled “No Ball”
September 2026	<u>Page 6 of 35</u> 2 Piece ball add to avoid using a 4-Piece Ball. Added to Playing Condition -Stage 2 - provided the ball used is in good condition and is agreed to by the opposing coach and/or captain.
September 2026	<u>Page 25 of 35</u> Stage 3 boundary is measured as a circle from the middle of the pitch.
September 2026	<u>Page 26 of 35</u> Batting Rotation condition removed Ensure every player is given equal opportunity to bat and bowl, regardless of skill level or experience. No batter can bat in the top 4 more than 2 straight games in a row and no batter can bat in the bottom 4 more than 2 straight games in a row.
September 2026	<u>Page 28 of 35</u> - Bowling: Overs per player removed from Appendix A Bowling Conditions added - Every player must bowl 2 overs before the 3rd over is bowled by a bowler (except a player who is wicketkeeping next half).
September 2026	<u>Page 29 of 35</u> - Bowling: Overs per player removed from Appendix A Bowling Conditions added - Every player must bowl 2 overs before the 3rd over is bowled by a bowler (except a player who is wicketkeeping next half).