



Toowoomba Cricket Inc

Junior Playing Conditions

Last Updated: October, 2024



1 Introduction

This document sets out the playing conditions, codes of behaviour and administrative rules for cricket played in Toowoomba Cricket Inc. Junior Competitions.

Any queries should be directed to the Competition Administrator at the following email address: adam.paroz@qldcricket.com.au

Toowoomba Cricket has adopted the Stage 1, 2 and 3 Cricket Australia Junior Formats as the basis of its playing conditions.

For details about Toowoomba Cricket Inc. and our competitions, please visit our website:

<https://toowoombacricket.com.au>

2 Codes of Behaviour

The Toowoomba Cricket Code of Behaviour shall apply at all times to all participants.

2.1 Players

- Play by the rules.
- The umpire's decision is final – respect all decisions and never argue with an official.
- Control your temper and remain calm – verbal abuse, sledging or deliberately distracting or provoking an opponent is unacceptable.
- Be a good sport – applaud all good plays whether they are your team's or the opposition's.
- Treat all players with respect – regardless of gender, ability, cultural background or religion.
- Work equally hard for yourself and your team.
- Cooperate with your captain, coach, manager, teammates and opponents.
- Have fun at all times – play to enjoy the game, not just to please others.

2.2 Coaches

- Remember that young people participate for pleasure – winning is only part of the fun.
- Compliment the performance of all players – never ridicule or yell at a player.
- Be reasonable in your demands on players' time, energy and enthusiasm.
- Ensure all players receive equitable attention and playing opportunities
- Abide by local conditions – encourage players to settle disagreements calmly.



- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- Control your temper and remain calm at all times – encourage players to do the same.
- Treat all people with respect – regardless of gender, ability, cultural background or religion.

2.3 Parents and spectators

- Enjoy the game – remember that players participate in sport for their own enjoyment.
- Encourage players to participate – do not force them.
- Focus on the player's efforts and performances rather than whether they win or lose.
- Respect the decisions and actions of all coaches, managers, captains and match officials.
- Encourage players to respect local conditions and settle disagreements calmly.
- Compliment the performance of all children – never ridicule or yell at a child.
- Lead by example and be a positive role model.
- Support efforts to remove verbal and physical abuse from sporting activities.
- Treat all people with respect – regardless of gender, ability, cultural background or religion.



STAGE 1 Blue – Detailed Rules Summary

SUMMARY	Playing the game
PURPOSE	Community club and school
DESCRIPTION	This format is designed for those kids who have completed the Woolworths Cricket Blast program and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding.
INDICATIVE AGE & EXPERIENCE	Appropriate for children who are 10 years and younger. Recommended ages 8 - 10 years Experience: Can bowl a ball at least 14m with a single bounce and a straight arm
COACH	Accredited Community (Level 1) Coach - preferred
GAME TYPE	T20 (20 over game)
BALL	Modified ball (circumference 21-22.5cm, ideal weight 110-140g) – All season
TIME	120 mins (2 hrs)
	The game can be completed in 2hrs with time saving strategies. The Association/Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat. Please review time saving strategies summary available on-line.
PROTECTIVE EQUIPMENT	Helmet (including the Wicket keeper) – British Standard as of 202-21 Please refer to the Helmet section of <i>Well Played - Australian Cricket's Playing Policies & Community Guidelines</i> Pads Gloves Protector (males) Additional safety equipment is available based on match conditions and/or personal preference
BOUNDARY	40m (maximum) – measured from batter's end stumps
PITCH TYPE AND LENGTH	Outfield or hard wicket surface - 16m length
OVERS	20 overs per team (120 balls)
TEAM	7 players per team (maximum of 7 players on field)
INNINGS	1 innings of 20 overs per team
BATTING	All batters retire at 17 balls (based on 7 players) All balls (regardless of whether wides/no balls) will be included in the batter's ball count. Batter to swap end following a dismissal. If there is a run out the not out batter should face the next delivery. If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119)
BOWLING	6 balls per over (maximum) Max 3 overs per player All players are to bowl (each Wicket-Keeper is to bowl one over each) Bowlers are to bowl from the one end for entire game Current Cricket Australia Pace Bowling guidelines apply (please refer to <i>Well Played - Australian Cricket's Playing Policies & Community Guidelines</i>)
FIELDING	Rotation of fielders is recommended to ensure all players experience all positions No fielders within 15 metres of batter or each other (except Wicket-Keeper) to encourage singles and safety Each team is required to use two (2) wicket keepers (10 overs each) If more than 7 players are present at a match, they should rotate onto the field each over.
DISMISSALS	Unlimited dismissals (each player will face the nominated number of balls each) The following dismissals apply in this format: Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket. Batter to swap end following a dismissal. If there is a run out the not out batter should face the next delivery



MINIMUM & MAXIMUM PLAYERS & IMPACT	<p>7 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments)</p> <p>5 players per team minimum are required to play the game</p> <p>9 players per team maximum are to be allocated to a team (only 7 on field at any given time)</p> <p>Only 7 players can be on the field at any given time i.e. only 7 can bat and bowl, however, any non-batter(s) can bowl</p> <p>The number of players impact the players' opportunity to develop skills in the game, for example;</p> <p>5 player team – 5 players bowl 4 overs and batters retire at 24 balls</p> <p>6 player team – 2 players bowl 4 overs; 4 players bowl; 3 overs and batters retire at 20 balls</p> <p>7 player team – 3 players bowl 4 overs; 2 players bowl; 3 overs: 2 players bowl 1 over (wk) and batters retire at 17 balls</p> <p>8 player team – 6 players bowl 3 overs; 2 players bowl; 1 over (WK) and batters retire at 15 balls</p> <p>9 player team – 4 players bowl 3 overs; 3 players bowl; 2 overs; 2 players bowl 1 over (wk) and batters retire at 13 balls</p>
EQUIPMENT	<p>2 sets of portable stumps (with base and bails)</p> <p>Bat size: Size 4 (<1.8lb or <800gm) is recommended</p> <p>Modified ball (as per specifications above)</p> <p>Measuring tape or string to measure Pitch length and boundary</p> <p>Boundary markers</p> <p>Chalk, tape or paint to mark crease</p>



STAGE 1 Red – Detailed Rules Summary

SUMMARY	Playing the game
PURPOSE	Community club and school
DESCRIPTION	This format is designed for those kids who have completed the Woolworths Cricket Blast program and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding.
INDICATIVE AGE & EXPERIENCE	Appropriate for children who are 11 years and younger. Recommended for players 9 - 11 years old Recommended Experience: 1-2 years of Stage 1 Blue Cricket Can also cater for lower skilled players that are 12 years old
COACH	Accredited Community (Level 1) Coach - preferred
GAME TYPE	T20 (20 over game)
BALL	142g 2 Piece Leather Ball
TIME	120 mins (2 hrs)
	The game can be completed in 2hrs with time saving strategies. The Association/Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat. Please review time saving strategies summary available on-line.
PROTECTIVE EQUIPMENT	Helmet (including the Wicket keeper) – British Standard as of 202-21 Please refer to the Helmet section of <i>Well Played - Australian Cricket's Playing Policies & Community Guidelines</i> Pads Gloves Protector (males) Additional safety equipment is available based on match conditions and/or personal preference
BOUNDARY	40m (maximum) – measured from batter's end stumps
PITCH TYPE AND LENGTH	Synthetic Grass surface - 16m length
OVERS	20 overs per team (120 balls)
TEAM	7 players per team (maximum of 7 players on field)
INNINGS	1 innings of 20 overs per team
BATTING	All batters retire at 17 balls (based on 7 players), however can be dismissed and required to leave the field after 10 balls. All balls (regardless of whether wides/no balls) will be included in the batter's ball count. Batter to swap end following a dismissal before 10 balls. If there is a run out the not out batter should face the next delivery. Retired players can return to face additional balls once all other batters have been dismissed, returning in the order they retired.
BOWLING	6 balls per over (maximum) Max 3 overs per player All players are to bowl (each Wicket-Keeper is to bowl one over each) Bowlers are to bowl from the one end for entire game Current Cricket Australia Pace Bowling guidelines apply (please refer to <i>Well Played - Australian Cricket's Playing Policies & Community Guidelines</i>)
FIELDING	Rotation of fielders is recommended to ensure all players experience all positions No fielders within 15 metres of batter or each other (except Wicket-Keeper) to encourage singles and safety Each team is required to use a minimum of two (2) wicket keepers (10 overs each) If more than 7 players are present at a match, they should rotate onto the field each over.
DISMISSALS	Unlimited dismissals for the first 10 balls. Regular dismissals after 10 balls. The following dismissals apply in this format: Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket & LBW (after 10 balls only).



	Batter to swap end following a dismissal, or leave the field after 10 balls. If there is a run out the not out batter should face the next delivery
MINIMUM & MAXIMUM PLAYERS & IMPACT	<p>7 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments)</p> <p>5 players per team minimum are required to play the game</p> <p>9 players per team maximum are to be allocated to a team (only 7 on field at any given time)</p> <p>Only 7 players can be on the field at any given time i.e. only 7 can bat and bowl, however, any non-batter(s) can bowl</p> <p>The number of players impact the players' opportunity to develop skills in the game, for example;</p> <p>5 player team – 5 players bowl 4 overs and batters retire at 24 balls</p> <p>6 player team – 2 players bowl 4 overs; 4 players bowl; 3 overs and batters retire at 20 balls</p> <p>7 player team – 3 players bowl 4 overs; 2 players bowl; 3 overs: 2 players bowl 1 over (wk) and batters retire at 17 balls</p> <p>8 player team – 6 players bowl 3 overs; 2 players bowl; 1 over (WK) and batters retire at 15 balls</p> <p>9 player team – 4 players bowl 3 overs; 3 players bowl; 2 overs; 2 players bowl 1 over (wk) and batters retire at 13 balls</p>
EQUIPMENT	<p>2 sets of portable stumps (with base and bails)</p> <p>Bat size: Size 4 (<1.8lb or <800gm) is recommended</p> <p>Modified ball (as per specifications above)</p> <p>Measuring tape or string to measure Pitch length and boundary</p> <p>Boundary markers</p> <p>Chalk, tape or paint to mark crease</p>



STAGE 2 Blue and Red Rules

SUMMARY	Playing and competing
PURPOSE	Community club and school
DESCRIPTION	A format that looks to further develop the cricket skills of kids that are playing their 2nd or 3rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 2-hour window.
INDICATIVE AGE	<p>Blue Recommended 10 years to 12 years Appropriate for children who are 13 years and younger. Experience: 2 years of Stage 1 Cricket. Can cater for U11 players who are involved in U12 Rep Squads. Can also cater for lower skilled 12-year-old players.</p> <p>Red Recommended 11 years to 13 years Appropriate for children who are 13 years and younger. Experience: 1-2 years of Stage 2 Cricket. Can cater for U12 players who are involved in U12 Rep Squads. Can also cater for lower skilled U14 players.</p>
COACH	Accredited Community (Level 1) Coach - preferred
GAME TYPE	25 over (maximum) game
BALL	142g hard or leather (male) 142g hard or leather (female)
TIME	180 mins (3 hrs) – 210mins max. Game Time: 8am – 11:30am Umpires/Game Managers to manager time noting senior cricket start times.
PROTECTIVE EQUIPMENT	Helmet (including the Wicket keeper) – British Standard highly recommended. Please refer to the Helmet section of <i>Well Played - Australian Cricket's Playing Policies & Community Guidelines</i> Pads Gloves Protector (males) Additional safety equipment is available based on match conditions and/or personal preference
BOUNDARY	45m (maximum) - measured from the middle of the wicket
PITCH TYPE AND LENGTH	Synthetic wicket - 18m length
OVERS	25 overs maximum per team
TEAM	9 players per team (maximum of 9 players on field)
INNINGS	1 innings of 25 overs (maximum) per team – 1 hr, 25 minutes per innings Innings 1 – 8am – 9:25am: As many overs up to 25 overs. Innings 2 – 9:35am – 11 am: Equal to the number of overs bowled in the 1 st innings.
BATTING	All batters must retire at 35 balls (with the assumption that some players will be dismissed) Any retired batters can return when all others have been dismissed, in the order they retired All balls (regardless of whether wides/no balls) will be included in the batter's ball count. The innings is deemed as closed after 8 wickets have fallen
BOWLING	6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled) Max 4 overs per player All players are to bowl (each Wicket-Keeper is to bowl one over each) e.g. 5 players x 4 overs, 2 players x 3 overs, 2 players x 2 over (i.e. Wicket-Keepers) Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match Bowlers change ends at 10 overs



	Current Cricket Australia Pace Bowling guidelines apply (please refer to <i>Well Played - Australian Cricket's Playing Policies & Community Guidelines</i>)
FIELDING	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) Each team is required to use a minimum of two (2) wicket keepers (15 overs each) If more than 9 players are present at a match, they should rotate onto the field each over
DISMISSALS	All modes of dismissal count except markad
MINIMUM & MAXIMUM PLAYERS & IMPACT	9 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments) 7 players per team minimum are required to play the game 11 players per team maximum are to be allocated to a team (only 9 on field at any given time) 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 The number of players impact the players' opportunity to develop skills in the game, for example; 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 8 player team – 6 players bowl 4 overs; 2 players bowl 3 overs (wk) and batters retire at 35 balls 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 If teams have 10-11 players, they are encouraged to rotate fielders after every over
EQUIPMENT	2 sets of stumps (with base and bails) minimum of 1 set of portable stumps Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended 142gm hard or leather ball Measuring tape or string to measure Pitch length and boundary Boundary markers Chalk, tape or paint to mark crease



STAGE 3 Playing Conditions

SUMMARY	Playing and competing
PURPOSE	Community club and school
DESCRIPTION	A format that looks to further develop the cricket skills of kids that are playing their 4 th or 5 th year of junior cricket. The emphasis here is on continuous and active participation.
INDICATIVE AGE	Recommended 13 years to 15 years Appropriate for children who are 16 years and younger. Experience: 2-3 years of Stage 2 Cricket. Can cater for U14 players who are involved in U14 Rep Squads. Can also cater for lower skilled U16/17 players.
COACH	Accredited Community (Level 1) Coach - preferred
GAME TYPE	25 over (maximum) game
BALL	156g hard or leather (male) 142g hard or leather (female)
TIME	180 mins (3 hrs) – 210mins max. Game Time: 8am – 11:30am Umpires/Game Managers to manager time noting senior cricket start times.
PROTECTIVE EQUIPMENT	Helmet (including the Wicket keeper) – British Standard highly recommended. Please refer to the Helmet section of <i>Well Played - Australian Cricket's Playing Policies & Community Guidelines</i> Pads Gloves Protector (males) Additional safety equipment is available based on match conditions and/or personal preference
BOUNDARY	50m (maximum) - measured from the middle of the wicket
PITCH TYPE AND LENGTH	Synthetic wicket – Full Length
OVERS	25 overs maximum per team
TEAM	11 players per team (maximum of 11 players on field)
INNINGS	1 innings of 25 overs (maximum) per team – 1 hr, 25 minutes per innings Innings 1 – 8am – 9:25am: As many overs up to 25 overs. Innings 2 – 9:35am – 11 am: Equal to the number of overs bowled in the 1 st innings.
BATTING	-Batters must retire immediately when they hit 45 runs, or 40 balls faced – whichever comes first *No Balls that runs are scored from off the bat shall count as a ball faced *No Balls that runs off the bat are not scored do not count towards balls faced -Batters may retire earlier than the recommended totals above, provided a mutual agreement is reached with opposing coach/manager. Batters who are retired this way must complete their innings before those who retired at the stipulated totals above. -Batters who retire at the stipulated totals can return to play once all other batters have been dismissed, returning in the order that they retired.
BOWLING	- All players may bowl up to a maximum of 4 overs. -No bowler may bowl consecutive overs -Only one (1) ball shall be used by each team for the duration of match. -Overs will consist of six (6) balls with a maximum of eight (8) balls if wides or no balls are bowled. -- -The over is to be called immediately after the eighth (8th) ball has been bowled. - The no ball rules shall apply as outlined below: (i) Any short pitched delivery by the bowler reaching the batsman above shoulder height, when standing in a normal batting stance shall be called a NO BALL and can be called by either umpire. (ii) Any full pitched delivery by the bowler reaching the batsman above waist height, when standing in a normal batting stance shall be called a NO BALL and can be called by either umpire.



	<ul style="list-style-type: none"> - Continued use of the type of bowling as defined above is considered intimidatory, has no place in junior cricket and is to be strongly discouraged. - When a ball having been properly bowled by the bowler, lands on the pitch and thereafter behaves so erratically that, in the opinion of the umpire, the behaviour is not due to the bowlers technique, the delivery shall be called dead, not count in the over and should be re-bowled. - Wides are to be scored as one (1) run for the wide, plus whatever other runs are scored, to the sundries and bowlers figures. - No balls are to be scored as one (1) run to the sundries, plus whatever other runs are scored by the batsman, which are added to the batsman's score and to the bowlers figures. - In all other situations other than those mentioned above, the normal rules of cricket shall apply.
FIELDING	<ul style="list-style-type: none"> - Only 11 players on the field at any one time - No fielding within 5m of the batsmen outside regulation wicket keeper and slips - Fielding within 10m will need to wear a helmet and personal protector - Wicket Keeper to wear a helmet with grid/grill at all times -The rules of cricket apply in relation to any further fielding -Rotate both ends of the wicket - Failure to comply with the fielding regulations with result in a NO BALL being called by either umpire
DISMISSALS	<p>All modes of dismissal count except:</p> <ul style="list-style-type: none"> -Mankad is NOT permitted. Umpires should caution the batsman for leaving his/her crease early. <p><i>Note: Where a batsman fails to comply with the caution and instructions of the umpire, the umpire, in consultation with the other umpire, may deduct 5 runs from the team total. This is to make sure all players are playing fairly and in the spirit of the game.</i></p>
MINIMUM & MAXIMUM PLAYERS & IMPACT	<p>A minimum of 8 players are required to take the field and constitute a match</p> <p>Only 11 players can take the field at any given time</p> <p>Teams can name up to 13 players in a squad but will be required to rotate them on and off the field, furthermore an innings will be closed when the 10th wicket falls</p> <p>When a fielder is subbed out they will need to wait 1 full over before being eligible to bowl</p>
EQUIPMENT	<ul style="list-style-type: none"> 2 sets of stumps (with base and bails) minimum of 1 set of portable stumps Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended 156gm hard or leather ball Measuring tape or string to measure Pitch length and boundary Boundary markers Chalk, tape or paint to mark crease

