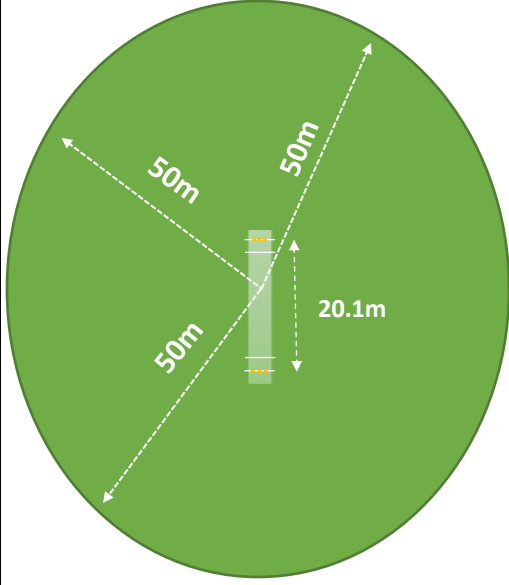


UNDER 16 RULES (STAGE 3)



JUNIOR CRICKET 3



AGE	Under 16 as at 1 st September prior to the current season, unless permit approval has been granted by the Association
ELIGIBILITY	Players must be registered online for their 'home' Club in PlayHQ before they can play.
COACH	Accredited Community Level 1 Coach
GAME TYPE	Two-Day Matches - 40 overs per match day T20 Matches – 20 overs per innings (max.)
BALL	156g 2-piece red Kookaburra leather ball
TIME	8:45am (Morning matches)
EQUIPMENT	<ul style="list-style-type: none"> British Standard BS7928:2013 Helmets must be worn at all times whilst batting & wicket-keeping within 7 metres of the batter's end stumps Pads, Gloves and Protector must be worn at all times whilst batting & wicket-keeping. Additional safety equipment can be worn based on match conditions or personal preference. Boundary markers and stumps to be provided by host Club
BOUNDARY AND PITCH LENGTH	<ul style="list-style-type: none"> 50m 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.  <p>The diagram shows a green circular field with a central stumps area. Dashed lines radiate from the center to the edge of the circle, with labels '50m' indicating the radius. A vertical dashed line through the center represents the pitch length, labeled '20.1m'.</p>
TEAM	In Minor Round game up to 13 players may bat or bowl. The innings is closed when 10 wickets have fallen. However, in Finals only 11 players may bat or bowl per day Up to three (3) player replacements are permitted in line with the A&EHCA By-Laws
INNINGS	1 Innings of minimum 40 overs (240 balls) per team in Two-Day Matches unless all out 1 innings of 20 overs (120 balls) per team in One-Day Matches

BATTING	<ul style="list-style-type: none"> All modes of dismissals count Batters shall retire after a maximum of sixty (60) runs in all Two-Day Matches of 40 overs per innings, and thirty (30) runs in all T20 Matches of 20 overs per innings. Batters other than those who have been compulsorily retired due to reaching these maximum runs or permit restrictions below can return to the crease once all other batters have batted, in order of their score, lowest to highest.
BOWLING AND FIELDING	<ul style="list-style-type: none"> 6 balls per over (all wides and no balls are re-bowled) Maximum of 6 overs per bowler in Two-Day Matches, and 4 overs in T20 Matches. Coaches are encouraged to rotate the opportunity for all players to bowl a maximum spell of overs in a match throughout the season. Bowlers change ends after each over, unless by mutual agreement players are bowling overs in five (5) over blocks. Wides & no-balls will incur a 1 run penalty Rotation of fielders is recommended to ensure players experience all positions. No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket-keeper). Teams have the option to change wicket-keepers after 20 overs (10 in T20 matches). If more than 11 players are present at a match, rotate a player onto the field accordingly.
BATTING AND BOWLING (PERMIT PLAYERS ONLY)	<ul style="list-style-type: none"> Players on a permit shall be restricted to 30 runs and 3 overs (Two-Day Matches) and 15 runs and 2 overs (One-Day matches) Players on permits cannot bat again once retiring on their relevant max. score Permit players shall be indicated in the scorebook or, where possible on the team sheet and/or PlayHQ.
UMPIRING	<ul style="list-style-type: none"> If there is no A&EHCA appointed umpire(s), one representative from each Club shall be appointed to commence the match, one from each end, to control the match as required by these Laws, with absolute impartiality and sufficient rules knowledge. All Wides and no-balls will be re-bowled. 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 (batsmen's) crease, or is bowled wholly off the actual pitch is a No Ball The MCC Laws of Cricket shall apply unless amended in the relevant Playing Conditions of the Association. A team must lead by 100 runs or more in a 2-day match to enforce a follow on.