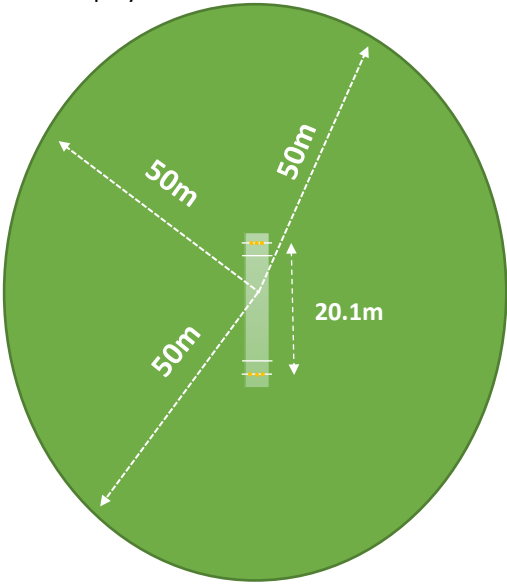


UNDER 14 RULES (STAGE 3)



AGE	Under 14 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 day One-Day Matches – 20 overs per innings (max.)
BALL	156g 2-piece RED Kookaburra leather ball
TIME	Saturday – 8:45am start, completed days play by 11:30am. A 15 min late start time max is allowed. Friday – 5:30pm start
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. 
TEAM	Minor Round game, min of 8 and a max of 14 (13 players may bat or bowl). The innings is closed when 10 wickets have fallen. Finals only 11 players may bat or bowl per day
INNINGS	Two-Day Matches = 1 Innings of 40 overs (240 balls) per team unless all out. Team batting 2 nd may bat the remaining Day One overs. One-Day Matches = 1 innings of 20 overs (120 balls) per team unless all out.
BATTING	<ul style="list-style-type: none"> All modes of dismissals count

	<ul style="list-style-type: none"> Two-Day Matches = Batters shall retire at 30 runs, they can return and shall retire again at 50 runs One-Day Matches = Batters shall retire at 15 runs, they can return and shall retire again at 25 runs Retired batters can return to the crease once all other batters have batted, in order of their score, lowest to highest. Second time retired batters may return to the crease unrestricted until 10 wickets have fallen or the allocated overs are bowled.
BOWLING AND FIELDING	<ul style="list-style-type: none"> 6 balls per over (all wides and no balls are re-bowled up to a maximum of eight (8) balls for the over, with the exception of the final over of the innings where all wides and no-balls shall be re-bowled. Two-Day Matches = Max 5 overs per bowler One-Day Matches = Max 3 overs per bowler Coaches are encouraged to rotate the opportunity for all players to bowl a maximum spell of overs in a match throughout the season. Overs are to be bowled in blocks of five 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. If more than 11 players are present at a match, rotate a player onto the field accordingly.
BATTING AND BOWLING (PLAYING DOWN PERMIT PLAYERS ONLY)	<ul style="list-style-type: none"> Players on a permit shall be restricted to 15 runs and 3 overs (Two-Day Matches) and 13 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 or umpires, umpires (one representative from each of the opposing Clubs) 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 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