



MRDCA 2026/27 Junior Playing Conditions

Except as varied hereunder, the MCC Laws of Cricket 2017 Code – 4th edition 2026 shall apply.

Preamble – Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

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Version Control

Version	Date	Amendment
1.0	12 October 2026	Draft
1.1	16 October 2026	2026/27 First release
1.2	19 October 2026	Added cover page, table of contents & glossary of terms

Glossary Of Terms

1. All references to the “Association” shall be taken to mean the Manning River District Cricket Association Incorporated.
2. The only official abbreviations for the Association shall be:
 - a. MRDCA Inc.
 - b. MRDCA
3. Abbreviations used herein:
 - a. MCC Marylebone Cricket Club (governing body of world cricket)
 - b. CNSW Cricket New South Wales Cricket
 - c. MNCCC Mid North Coast Cricket Council
 - d. MRDCA Board MRDCA Board of Directors
 - e. MRDCUSA Manning River District Cricket Umpires & Scorers Association
 - f. PlayHQ The online platform used for management of MRDCA competitions
4. Definitions:
 - a. Playing Age The age of a player on the 31st August for the current season.

Junior Format – Under 10s (Stage 1) – 20 Overs

Purpose	Learning the sport
Audience	Community club & school
Description	This format is designed for participants who have completed Cricket Australia's Entry Level Programs and are ready for their first taste of junior club cricket. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding.
Age	Under 10 – Playing age is defined as the age of a player on the 31 st August for the current season
Coach	Accredited Community Coach (Level 1)
Time	120mins (2hrs) - Play commences at 9am
Ball	Kookaburra Star Soft Ball
Equipment	- Helmet must always be worn whilst batting & wicket keeping - Pads - Gloves - Protector - Bat size: Size 4 recommended 2 sets of stumps (1 set portable for bowler's end) - Measuring tape or string to measure boundary - Boundary markers - Chalk or tape to mark bowlers end crease
Boundary	40m measured as a circle from the batter's end stumps.
Pitch Type & Length	- Outfield or hard wicket surface 16m length – measured stump to stump
Overs	20 overs per team
Team	7 players per team take the field 5 players minimum 9 players maximum
Innings	1 innings per team
Batting	- All balls, including wides and no balls, are included in a batter's ball count. - Batters swap ends after a dismissal. - Batters retire as soon as they have faced their allotted number of balls. - Batters retire at: 5 players = 24 balls 6 players = 20 balls 7 players = 17 balls x 6 + 18 balls x 1 8 players = 15 balls 9 players = 13 balls x 6 + 14 balls x 3 - Overage players must retire immediately after passing 20 runs and cannot return to the crease.
Bowling	- Maximum 6 balls per over. - Whilst the preference is that everyone bowls, a player can choose not to bowl. - Overs are to be shared evenly between players. - Each player that chooses to bowl, excluding wicket keepers, must bowl 2 overs each before a player can bowl a 3rd over. - Bowlers are to bowl from one end for the entire game. - Overage players are restricted to 2 wickets. After taking their 2nd wicket, the bowler has the option to finish the over in progress or to be replaced by another bowler. The player cannot bowl any further overs.
Fielding	- Rotation of fielders is required. It is recommended players rotate one fielding position after each over to ensure participants experience all fielding positions. - No fielders within 15m of the bat (except wicket keeper). - Wicket keepers change after 10 overs. - It is recommended that all players have an opportunity to wicket keep during the season. - Where more than 7 players are present, players should be rotated on and off the field after each over is bowled.
Dismissals	- No LBW. - Unlimited dismissals (each player will face the allotted number of balls). - For each wicket, 4 runs will be added to the opposition total at the end of the innings.
Scoring	- The PlayHQ scoring app is to be used for all matches, and dedicated scorers should be noted on PlayHQ where possible. - The home team is responsible for having a device available and fully charged to E-score and the away team must supply a scorebook. - Teams are encouraged to complete scoring via the PlayHQ app, however it is mandatory for at least one hard copy scoresheet to be maintained for each match. - Scorebooks are to be fully completed (including all batting, bowling and fielding statistics).

Junior Format – Under 12s (Stage 2) – 25/30 Overs

Purpose	Playing & competing
Audience	Community club & school
Description	This format is for participants who have developed their skills and are ready to progress to more competitive cricket offerings, or for new participants that are ready for this stage of junior cricket. The emphasis is on continuous and active participation.
Age	Under 12 – Playing age is defined as the age of a player on the 31 st August for the current season.
Coach	Accredited Community Coach (Level 1)
Time	- Option A: 180mins (3hrs) (25 overs per team) - Play commences at 8:30 am. - Innings change 9:55 to 10:05am. - Play concludes at 11:30am. - Option B: 210mins (3hrs 30 mins) (30 overs per team) - Play commences at 8:30 am. - Innings change 10:10 to 10:20am. - Play concludes at 12:00pm. - Coaches/managers/captains to agree on finish time before match commences. Consideration is to be given to player and parent travel required for senior cricket.
Ball	142g Kookaburra Crown Two Piece Ball
Equipment	- Helmet must always be worn whilst batting & wicket keeping - Pads - Gloves - Protector - Bat size: Size 5 or 6 recommended 2 sets of stumps (1 set portable for bowler's end) - Measuring tape or string to measure boundary - Boundary markers - Chalk or tape to mark bowlers end crease
Boundary	45m measured as a circle from the batter's end stumps.
Pitch Type & Length	- Outfield or hard wicket surface 18m length – measured stump to stump
Overs	- Option A – 25 overs per team - Option B – 30 overs per team - Each team is to receive the same number of overs, unless the team batting first is dismissed before the scheduled innings close time.
Team	9 players per team take the field 7 players minimum 11 players maximum
Innings	1 innings per team
Batting	- Batters retire as soon as they have faced their allotted number of balls. - Batters retire at 30 balls (including wides and no balls). Coaches/managers/captains may agree to a reduced number of balls for retirement prior to the match commencing. - Batters must face a minimum of 50% of the maximum balls before retiring to give all players an opportunity to participate, e.g. a player cannot be retired after 5 balls, unless there are exceptional circumstances. - Retired batters can resume batting after all other players have batted (dismissed or retired). - Innings concludes when 8 wickets have fallen. - Overage players must retire immediately after passing 20 runs and cannot return to the crease.
Bowling	6 legal balls per over. Maximum 8 balls. - Overs are to be shared evenly between players. - Each player, excluding wicket keepers, must bowl 2 overs each before a player can bowl a 3rd over. - Maximum of 4 overs per bowler. - Bowlers are to bowl from one end for the entire game. - Bowlers restricted to 10m run up. - Overage players are restricted to 2 wickets. After taking their 2nd wicket, the bowler has the option to finish the over in progress or to be replaced by another bowler. The player cannot bowl any further overs.
Fielding	- Rotation of fielders is encouraged. It is recommended players rotate one fielding position after each over to ensure participants experience all fielding positions. - No fielders within 10m of the bat (except wicket keeper, slips and gully). - Wicket keepers change after 12 overs. - It is recommended that all players have an opportunity to wicket keep during the season. - Where more than 9 players are present, players should be rotated on and off the field after each over is bowled.
Dismissals	All dismissals.
Scoring	- The PlayHQ scoring app is to be used for all matches, and dedicated scorers should be noted on PlayHQ where possible. - The home team is responsible for having a device available and fully charged to E-score and the away team must supply a scorebook. - Teams are encouraged to complete scoring via the PlayHQ app, however it is mandatory for at least one hard copy scoresheet to be maintained for each match. - Scorebooks are to be fully completed (including all batting, bowling and fielding statistics).

Junior Format – Under 14s (Stage 3) – 25/30 Overs

Purpose	Playing & competing
Audience	Community club & school
Description	This format is appropriate for participants with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.
Age	Under 14 – Playing age is defined as the age of a player on the 31 st August for the current season.
Coach	Accredited Community Coach (Level 1)
Time	- Option A: 180mins (3hrs) (25 overs per team) - Play commences at 8:30 am. - Innings change 9:55 to 10:05am. - Play concludes at 11:30am. - Option B: 210mins (3hrs 30 mins) (30 overs per team) - Play commences at 8:30 am. - Innings change 10:10 to 10:20am. - Play concludes at 12:00pm. - Coaches/managers/captains to agree on finish time before match commences. Consideration is to be given to player and parent travel required for senior cricket.
Ball	156g Kookaburra Crown Two Piece Ball
Equipment	- Helmet must always be worn whilst batting & wicket keeping - Pads - Gloves - Protector - Bat size: Harrow, youth or appropriate weight 2 sets of stumps - Measuring tape or string to measure boundary - Boundary markers
Boundary	50m measured as a circle from the centre of the wicket.
Pitch Type & Length	- Hard wicket or turf 20.1m full length – measured stump to stump
Overs	- Option A – 25 overs per team - Option B – 30 overs per team - Each team to receive the same number of overs, unless the team batting first is dismissed before the scheduled innings close time.
Team	11 players per team take the field 7 players minimum 12 players maximum
Innings	1 innings per team
Batting	- Batters retire as soon as they have faced their allotted number of balls. - Batters retire at 35 legitimate balls (excluding wides and no balls). Coaches/managers/captains may agree to a reduced number of balls for retirement prior to the match commencing. - Batters must face a minimum of 50% of the maximum balls before retiring to give all players an opportunity to participate, e.g. a player cannot be retired after 5 balls, unless there are exceptional circumstances. - Retired batters can resume batting after all other players have batted (dismissed or retired). - Innings concludes when 10 wickets have fallen. - Overage players must retire immediately after passing 25 runs and cannot return to the crease.
Bowling	6 legal balls per over. Maximum 8 balls. - Each player, excluding wicket keepers, should be encouraged to bowl 2 overs before a player can bowl a 3rd over. - Maximum of 5 overs per bowler. - Bowlers are to change ends after 12 overs. - Overage players are restricted to 2 wickets. After taking their 2nd wicket, the bowler has the option to finish the over in progress or to be replaced by another bowler. The player cannot bowl any further overs.
Fielding	- Rotation of fielders is encouraged. - No fielders within 10m of the bat (except wicket keeper, slips and gully). - Wicket keepers change after 12 overs. - It is recommended that all players have an opportunity to wicket keep during the season. - Where more than 11 players are present, players should be rotated on and off the field regularly.
Dismissals	All dismissals.
Scoring	- The PlayHQ scoring app is to be used for all matches, and dedicated scorers should be noted on PlayHQ where possible. - The home team is responsible for having a device available and fully charged to E-score and the away team must supply a scorebook. - Teams are encouraged to complete scoring via the PlayHQ app, however it is mandatory for at least one hard copy scoresheet to be maintained for each match. - Scorebooks are to be fully completed (including all batting, bowling and fielding statistics).

Junior Format – Under 16s (Stage 3) – 20 Overs

Purpose	Playing & competing
Audience	Community club & school
Description	This format is appropriate for participants with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.
Age	Under 16 – Playing age is defined as the age of a player on the 31 st August for the current season.
Coach	Accredited Community Coach (Level 1)
Time	180mins (3hrs) - Play commences at 8:30am - Innings change 9:55 to 10:05am
Ball	156g Kookaburra Crown Two Piece Ball
Equipment	- Helmet must always be worn whilst batting & wicket keeping - Pads - Gloves - Protector - Bat size: Harrow, youth or appropriate weight 2 sets of stumps - Measuring tape or string to measure boundary - Boundary markers
Boundary	60m measured as a circle from the centre of the wicket.
Fielding Circle	30m fielding circle to be marked by the home team.
Pitch Type & Length	- Hard wicket or turf 20.1m full length – measured stump to stump
Overs	20 overs per team. - Each team to receive the same number of overs, unless the team batting first is dismissed before the scheduled innings close time.
Team	11 players per team take the field 7 players minimum 12 players maximum
Innings	1 innings per team
Batting	- Batters retire as soon as they have faced their allotted number of balls. - Batters retire at 25 legitimate balls (excluding wides and no balls). Coaches/managers/captains may agree to a reduced number of balls for retirement prior to the match commencing. - Batters must face a minimum of 50% of the maximum balls before retiring to give all players an opportunity to participate, e.g. a player cannot be retired after 5 balls, unless there are exceptional circumstances. - Retired batters can resume batting after all other players have batted (dismissed or retired). - Innings concludes when 10 wickets have fallen. - Overage players must retire immediately after passing 25 runs and cannot return to the crease.
Bowling	6 legal balls per over. Maximum 8 balls. - Maximum of 3 overs per bowler. - Bowlers are to change ends after 10 overs. - Overage players are restricted to 2 wickets. After taking their 2nd wicket, the bowler has the option to finish the over in progress or to be replaced by another bowler. The player cannot bowl any further overs.
Fielding	- Rotation of fielders is encouraged. - No fielders within 10m of the bat (except wicket keeper, slips and gully). - Wicket keepers change after 10 overs. - It is recommended that all players have an opportunity to wicket keep during the season. - Where more than 11 players are present, players should be rotated on and off the field regularly. - Fielding restrictions: Only 2 fielders outside the 30m circle for the first 6 overs.
Free Hits	A Free Hit is awarded upon delivery of any no ball.
Dismissals	All dismissals.
Scoring	- The PlayHQ scoring app is to be used for all matches, and dedicated scorers should be noted on PlayHQ where possible. - The home team is responsible for having a device available and fully charged to E-score and the away team must supply a scorebook. - Teams are encouraged to complete scoring via the PlayHQ app, however it is mandatory for at least one hard copy scoresheet to be maintained for each match. - Scorebooks are to be fully completed (including all batting, bowling and fielding statistics).