

SCHOOL SPORT AUSTRALIA

15 Years & Under Cricket Championships

RULES AND GUIDELINES

Section A – Championship Overview

- A - 1.** These Rules and Guidelines should be read in conjunction with School Sport Australia Policies, Championship Protocols and the Sport Championship Organisational Manual.
- A - 2.** The Championships shall be conducted in accordance with the MCC Laws 2017 Code 3rd Edition (2022) unless otherwise stated below.
- A - 3.** The Championships shall be conducted in accordance with a current Memorandum of Understanding between School Sport Australia and Cricket Australia.
- A - 4.** The Championship will be conducted with both Male and Female teams

A - 5. Championship Length

The championship will be conducted over a maximum of 7 days – Day 1 being the arrival and pre-championship briefing, 5 days of competition and one day for the championship experience.

A - 6. Team Size

Squads shall be limited to a maximum of thirteen (13) players.

A - 7. Eligibility

Any player taking part in the championship must be under the age of 16 years at midnight on 31st December in the year of competition

A - 8. Age Dispensation

Age Dispensation may be granted to a State or Territory for these Championships as allowed through the School Sport Australia Sport Participation Policy.

A – 9. Player Participation

All 13 players may participate in all matches as long as no more than 11 players bat and no more than 11 players bowl. [updated for 2026]

Section B – Competition Structure

B - 1. Program / Schedule

Program / Schedule and match formats will be determined by the host state in conjunction with the NSA taking into consideration number of teams, local conditions and venue availability. As much as possible there will be no more than 3 consecutive days of play.

B - 2. Draw [updated for 2026]

The draw will be determined by the NSA in conjunction with the host state taking into consideration number of teams and venue availability. Refer to the Operational Manual for draw structures.

B - 2.1 Draws for a competition of 7 teams or less will be round robin with no finals

B - 2.2 Draws for competitions of 8 teams or more will be conducted in Pools with cross over finals

B - 3. Duration of matches [updated for 2026]

B - 3.1 Innings and Break Durations

B - 3.1.1 - Matches consist of 2 sessions of play based on the following:

Match Type	Innings Length	Recommended Break Length	Total Match Time	Time between matches
T20	80 minutes	20 minutes	3 hours	45 minutes (minimum)
50 over	3 hours 20 min	35 minutes	7 hours 15 min	N/A

B – 3.1.2 - Start times, finish times and break durations will be determined by the host state and communicated out to team officials, ground managers, venues and umpires prior to the championship.

B – 3.2.1 – It is the responsibility of the team captain, team officials and the umpires to ensure the innings is completed within the above time allocations.

B – 3.2.2 In all matches the objective is that both teams have the opportunity to bat the same number of overs.

B – 3.2.3 Minimum overs (time) to constitute a match:

- T20 – 5 overs per side (minimum time required 50 minutes)
- 50 over – 15 overs per side (minimum time required (2 hours 15 minutes))

B – 3.2 Drinks Breaks

B – 3.3.1 - 50 over matches – minimum of 2 drinks breaks after 17th and 34th overs.

B – 3.3.2 - T20 matches – a drinks break will be taken after the 10th over

B – 3.3.3 - In extreme heat and/or local climactic conditions additional drinks breaks may be taken. This decision can be made at the pre-championship briefing or negotiated between team officials and umpires prior to the commencement of matches.

B – 3.3 Breaks between innings

B – 3.3.1 Where play is interrupted the umpires can reduce the length of innings breaks to ensure minimal playing time is lost.

- 60 minutes to 120 minutes lost – break reduced by 10 minutes
- More than 120 minutes lost – break reduced by 20 minutes
- Minimum innings break – 10 min for T20 and 15 min for 50 over matches

B – 3.4 Completion of Innings

B – 3.4.1 Teams shall have their innings compulsory closed after the maximum number of overs allocated for the innings (20 or 50).

B – 3.4.2 If the team batting first is dismissed in less than their allocated overs (and within the time allocation) the team batting second shall be entitled to bat up to their allocated overs for the match even after a result is achieved, with the conclusion of the match determined by the team batting second in consultation with the fielding team.

When reaching an agreement, consideration must be given to:

- Opportunities for all students to have meaningful participation in the match and across the carnival
- Time constraints of fixtures
- Weather conditions
- Player wellbeing
- Umpires (consideration for time in the sun throughout a long week, coaches to umpire post result if required)
- When the total is passed official scoring stops

B – 3.5 Incomplete innings within time allocation

B – 3.5.1 If the team fielding first does not complete the full over allocation within the time allocation, play shall continue until the required overs are bowled, or batting side is bowled out. Unless otherwise determined by the championship committee, the innings of the team batting second shall be limited to the same number of overs bowled by it at the scheduled time of completion of the first innings. The over in progress at the scheduled cessation time shall count as a completed over. The interval shall not be extended and the second session shall commence at the scheduled time, unless it will result in the break being less than the minimum.

B – 3.5.2 The Championship Manager/National Sport Advisor may increase the number of overs to be bowled by the team bowling second if, after consulting with the Umpires, he is of the opinion that events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for cessation of the innings of the team batting first.

B – 3.5.3 If the team batting first is all out and the last wicket falls after the scheduled time for interval, the innings of the team batting second shall be limited to the same number of overs as the innings of the team batting first (the over in which the last wicket falls to count as an over.)

B – 3.5.4 If the team fielding second fails to bowl 50 overs or the number of overs as provided in (i) (ii) or (iii) above by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved. Unless due to time constraints the match cannot be completed then the match result will be determined using B – 6.1.1.

B – 3.6 Delayed start or play is suspended and time lost during first innings

B – 3.6.1 In a 50 over match where the start of play is delayed or play is suspended for less than 30 minutes no reduction in overs will apply but the innings break will be reduced to the minimum.

B – 3.6.2 In a T20 match where the start of play is delayed or play is suspended for less than 10 minutes no reduction in overs will apply but the innings break will be reduced to the minimum.

B – 3.6.3 If more than 30 minutes is lost in a 50 over match and 10 minutes in a T20 match in the first innings of a match the following will be used to calculate the overs per side:

- Total match time less the minimum allocated innings break less the total time lost divided by 8 (4 minutes per over x 2 teams)
- e.g. 50 over match total match time 435 minutes – 15 minute break – 60 minutes lost time = 360 minutes remaining divided by 8 = 45 overs per side (180 minutes per innings)
- e.g. T20 match total match time 180 minutes – 10 minute break – 60 minutes lost = 110 minutes remaining divided by 8 = 13 overs per side (52 minutes per innings)

B – 3.6.4 Using the above the umpires will re-calculate the time allocation per innings

B – 3.6.5 Additional delays during the first innings of the match play will result in further reductions using B – 3.6.3

B – 3.7 Play suspended resulting in compulsory close of first innings or time lost during second innings resulting in loss of overs

B – 3.7.1 Total overs to be calculated using B – 3.6.3

B – 3.7.2 Revised target will be determined using B – 6.1.1

B – 3.8 Second innings incomplete within time allocation

Refer to B – 3.5.4

B - 4. Game Protocols / Specific Rules / Results

B - 4.1 Coin Toss

The coin toss should occur at least 30 minutes prior to the scheduled start of play.

B - 4.2 Scoring of matches

Matches will be scored using the designated Cricket Australia online scoring platform and in a hard copy scorebook.

B - 4.3 Limited Overs Matches

All matches will be considered limited over matches; declarations are not permitted.

B - 4.4 Interchange of players

The interchange of players is allowed at anytime until the 15th over in a T20 and 45th over in a 50 over match, providing it does not interrupt the flow of the match.

B - 4.5 Bowling Restrictions

B - 4.5.1 Maximum overs will be 1/5 of the total overs of the match

- B - 4.5.2** Maximum overs per bowling spells for fast and medium pace bowlers is 5 overs
- B - 4.5.3** Minimum rest between spells for fast and medium pace bowlers is 20 minutes or the equivalent number of overs as the spell from the end the spell was bowled, whichever is greater.

B – 4.6 Fielding Restrictions

B - 4.5.4 50 over matches

- Boys** – 1st power play overs 1 to 10 – max. 2 fielders outside the circle
 - 2nd power play overs 11 to 40 – max. 4 fields outside the circle
 - 3rd power play overs 41 to 50 – max. 5 fields outside the circle
Girls – 1st power play overs 1 to 10 – max. 2 fielders outside the circle
 - 2nd power play overs 11 to 50 – max. 4 fields outside the circle

B - 4.5.5 T20 matches

- Boys** - 1st power play overs 1 to 6 – max. 2 fielders outside the circle
 - 2nd power play overs 7 to 20 – max. 5 fielders outside the circle
Girls - 1st power play overs 1 to 6 – max. 2 fielders outside the circle
 - 2nd power play overs 7 to 20 – max. 4 fielders outside the circle

B - 4.6 Innings completed within 30 minutes of scheduled lunch break

If the team batting first is dismissed within 30 minutes of the scheduled lunch break then lunch shall be taken. If the team batting first is dismissed before this time then a 10 minute change of innings will take place followed by the second teams batting period up until the scheduled time for the lunch break. The team batting second will continue their innings following the lunch break.

B - 5. Points Allocation

- B - 5.1** Win 4 points
 Tie / No Result 2 points
 Loss 0 points

B - 6. Method of Determining a Winner and Positions after Pool Matches

B - 6.1 Match Winner

In any match in which both teams have had the opportunity to bat for the same amount of overs the team scoring the higher number of runs is the winner

B - 6.1.1 Match Winner in an over reduced match

In matches where the maximum number of overs is reduced after the match has commenced the current “Duckworth-Lewis-Stern” Method of re-calculating the target score shall be applied through the online scoring platform.

B - 6.2 Round Robin Competition

In the event of 2 or more teams finishing on the same number of points the pool positions shall be decided based on quotient:

$$\frac{\text{Total Runs Scored divided by total wickets lost}}{\text{Total Runs conceded divided by total wickets taken}}$$

B - 6.3 Pool Based Competition

If after pool matches 2 or more teams finish on the same number of points use B – 6.2 to determine placings

Once Pool placings determined finals rounds will be as follows:

SF1: 1 st Pool A v 2 nd Pool B	SF2: 2 nd Pool A v 1 st Pool B	SF3: 3 rd Pool A v 4 th Pool B	SF4: 4 th Pool A v 3 rd Pool B
First place playoff Winner SF1	Third place playoff Loser SF1	Fifth place playoff* Winner SF3	Seventh place playoff* Loser SF3

v Winner SF2	v Loser SF2	v Winner SF4	v Loser SF4
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*Subject to teams already played – ideally teams 5 to 8 play a team they haven't already played

Section C – Facilities / Equipment

C - 1. Venues

The host state/territory should endeavour to select a central venue(s) that has multiple turf wickets at one complex to ensure efficient communication, support and the interaction of players. (see Operational Manual for detailed requirements of venues)

C - 1.1 Wickets and Covers

All matches are to be played on turf. Covers are to be used for the duration of the championship, where possible. Should the Umpires decide that the covers are to be used during a match, it is the responsibility of both competing teams to assist with any labour required.

C - 1.2 Substitute Ovals

a) Synthetic covered concrete wickets are to be used if the turf wickets are unavailable due to weather or unforeseen circumstances. All arrangements for the use of these alternate wickets must be made prior to the commencement of the event

b). The host State/Territory should have no hesitation in moving to synthetic wickets during a Championship when needed to ensure all matches are given the maximum opportunity to be played.

c). When interpreting wides on these wickets, the host state/territory local rules will apply and must be circulated to all competing teams prior to the commencement of the Championships.

C - 1.3 Fitness for play

The Championship Management Committee shall be the sole judges of the fitness of the grounds and pitches prior to 30 minutes before the set time of commencement each day. Thereafter the appointed umpires will decide on the fitness of the pitch, ground, weather and light for play.

C - 2. Equipment

C - 2.1 The Ball

Boys – White Four-Piece 156g Kookaburra Regulation leather ball

Girls – White Four-Piece 142g Kookaburra Regulation leather ball

C - 2.2 Protective Equipment

C - 2.2.1 Helmets

Helmets must meet the current international standards

Batters - It is compulsory for all batter to wear protective helmets at all times (warming up and batting). Stem guards (neck protection) are strongly recommended.

Close in Fielders - It is compulsory for fielders positioned within 10m of the bat in front of the stumps to wear a helmet and protector

Wicketkeepers – must wear a helmet when keeping up to the stumps

Section D – Uniform

D - 1. Teams can choose to wear coloured uniforms and headwear corresponding to their State / Territory colours.

D - 2. All participating teams shall have shirts numbered – 1-12/13

Section E – Injury Management

E - 1. Refer to School Sport Australia Championship Protocols and Policy for the management of injuries.

Section F – Officials

F - 1. Umpires

The host State/Territory will appoint suitably qualified umpires who are accredited by a recognised Association

Student umpires (suitably qualified and accredited) are encouraged

F - 2. Ground Managers

Ground managers must be appointed for all venues used during the event. They will be required to be in attendance for the duration of the championships.

Section G – Protests

G - 1.

Protests must be lodged in writing with the National Sport Advisor/Championship Manager before 6.00pm on the date of the match and will be dealt with by a conference of the judiciary panel.

Refer to School Sport Australia General Policy for the management of protests.

Section H – Tribunal / Judiciary

H - 1. Judiciary Panel

The panel will be made up of National Sport Advisor (or delegate), Championship Convenor/Host Member Body School Sport Officer and a team official from a state not involved in the dispute/protest

Section I – Trophies / Awards / Medals

I - 1. Trophies

I - 1.1 Boys – The Ricky Ponting Cup

I - 1.2 Girls – 15 years and under girls cricket champions

I - 2. State Swap Badges

Badges are to be exchanged at the conclusion of each match.

Each state must bring enough badges to swap with each of the other states competing.

Where teams that did have the opportunity to play each other, team officials must organise to swap prior to the conclusion of the championship.

I - 3. Merit All Australian Team

A Merit All Australian Team consisting of thirteen (13) players shall be selected based on performance, at the conclusion of the Championships.

Selection panel to be made up of NSA as chair and one representative from each competing State and Territory.

I - 4. Spirit of Cricket Award

A Spirit of Cricket Award will be awarded. Votes to be cast by the umpires and ground managers at each ground for all boys and girls matches. The award to be presented to the state with the highest number of combined votes. Selection Criteria to be developed by the NSA.