

SCHOOL SPORT AUSTRALIA

BOYS AND GIRLS 12 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.** Unless otherwise stated hereunder, current *Cricket Australia Playing Conditions* and the MCC *Laws of Cricket* shall be followed.
- 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 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 - 5. Team Size

Teams shall be limited to a maximum of 13 players.

A - 6. Eligibility

All students must be 12 years of age and under on 31 December of the year of competition unless age dispensation has been granted.

Students must be at least 10 years old when attending the championship.

(Added December 2020)

A - 7. 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 – 8. 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.

SECTION B – COMPETITION STRUCTURE

B - 1. Program / Schedule / Draw

Program / Schedule / Draw 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. Refer to the Operational Manual for draw structures. The draw will be based on the previous year's results.

B - 2. Hours of Play [updated for 2026]

B - 2.1 Innings and Break Durations

B - 2.1.1 - 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	90 minutes	15 minutes	3 hours 15 min	40 minutes (minimum)
40 over	3 hours	40 minutes	6 hours 40 min	N/A

B – 2.1.2 - 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 – 2.1.3 – 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 – 2.1.4 Minimum overs (time) to constitute a match:

- T20 – 5 overs per side (minimum time required 55 minutes – 22min 30 sec per 5 overs and 10 minute innings break)
- 40 over – 10 overs per side (minimum time required (1 hour 40 minutes – 45 minutes per 10 overs and 10 minute innings break)

B – 2.1.5 Maximum time per match

- T20 Match – 3 hours and 30 minutes with a minimum 10min innings break.
- Any afternoon matches impacted by the late finish of a morning T20 match, start time for afternoon match must not be less than 40min
- 40 over matches 7 hours and 10 minutes
- Unless due to time constraints the match cannot be extended to reach a result, then the match result will be determined using B – 6.1.1

B – 2.2 Drinks Breaks

B – 2.2.1 - 40 over matches – minimum of 2 drinks breaks after 13th and 26th overs.

B – 2.2.2 - T20 matches – a drinks break will be taken after the 10th over

B – 2.2.3 - 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 – 2.3 Breaks between innings

B – 2.3.1 Where play is interrupted the umpires can reduce the length of innings breaks to ensure minimal playing time is lost.

B – 2.3.2 Minimum innings break between innings – 10 min

B – 2.4 Completion of Innings

B – 2.4.1 Teams shall have their innings compulsory closed after the maximum number of overs allocated for the innings (20 or 40).

B – 2.4.2 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 of time in the sun throughout a long week, coaches to umpire post result if required)
- When the total is passed official scoring stops

B – 2.5 Incomplete innings within time allocation

B – 2.5.1 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. 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 – 2.5.2 If the team fielding second fails to bowl 20/40 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 – 6.2.

B – 2.6 Delayed start or play is suspended and time lost during first innings

B – 2.6.1 In a 40 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 – 2.6.2 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 – 2.6.3 If more than 30 minutes is lost in a 40 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 9 (4.5 minutes per over x 2 teams)
- e.g. 40 over match total match time 400 minutes – 10 minute break – 60 minutes lost time = 330 minutes remaining divided by 9 = 36 overs per side (160 minutes per innings)
- e.g. T20 match total match time 195 minutes – 10 minute break – 60 minutes lost = 125 minutes remaining divided by 9 = 14 overs per side (63 minutes per innings)

B – 2.6.4 Using the above the umpires will re-calculate the time allocation per innings

B – 2.6.5 Additional delays during the first innings of the match play will result in further reductions using B – 3.6.3

B – 2.7 Play suspended resulting in compulsory close of first innings or time lost during second innings resulting in loss of overs

B – 2.7.1 Total overs to be calculated using B – 2.6.3

B – 2.7.2 Revised target will be determined using B – 6.2

B - 3. Game Protocols / Specific Rules / Results

B - 3.1 Teams shall arrive at the ground where they are to play at least forty five (45) minutes prior to the time set for the commencement of play.

B - 3.2 Coin toss to be held 30-45 minutes before the start of play.

B - 3.3 Scoring of Matches

B - 3.3.1 Matches will be scored using the designated Cricket Australia online scoring platform and in a hard copy scorebook.

B - 3.3.2 If online scoring platform and hard copy score do not agree at the end of the innings/match the scores from the hard copy score book will be considered the true and accurate score/result

B - 3.3.3 Results of all matches will be determined by the match scores entered and finalised on online scoring platform which is reconciled within thirty (30) minutes of the completion of each match

B - 3.4 Limited Overs Matches

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

B - 3.5 Interchange of players

The interchange of players is allowed at anytime, providing it does not interrupt the flow of the match.

B - 3.6 Bowling Restrictions

B - 3.6.1 Maximum overs will be 1/5 of the total overs of the match

B - 3.6.2 Maximum overs per bowling spells for fast and medium pace bowlers is 4 overs

B - 3.6.3 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 - 3.7 Fielding Restrictions

B - 3.7.1 No fieldsman shall be allowed to field within ten metres of the batsman on strike except those fielding within an arc from point to wicketkeeper in the off side of the wicket.

B - 3.7.2 Impacted Players – T20 Matches

Over	Fielding Restrictions
0-6	Must have 2 fielders on the boundary ¹
7-20	Must have 4 impacted players ²

B - 3.7.3 Impacted Players – T20 Matches

Over	Fielding Restrictions
0-10	Must have 2 fielders on the boundary ¹
11-40	Must have 4 impacted players ²

Note: The Umpire is to signal a no-ball for those deliveries where these fielding restrictions are deemed to be breached.

¹ Boundary fielders must be within 4 metres of the boundary at the bowler's point of release. This also applies to any player fielding on the boundary as an impacted player.

² Total number of players either fielding on the boundary or in the slips cordon. Slips cordon is inclusive of slips & gully only. Coaches/captains can use any combination of boundary & slips cordon fielding positions at their discretion i.e. 2 boundary & 2 slips cordon, 1 boundary & 3 slips cordon; however, they must total 4 during the period those restrictions are in play.

B - 3.8 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 - 3.9 Short Pitch Deliveries

One (1) short pitched delivery passing between shoulders and top of the head be allowed per over. Any other short pitched delivery passing above shoulder height of a batsman when in his normal stance shall be called a NO BALL regardless of whether the batsman attempts a shot.

B - 3.10 Full Pitch Deliveries

A full pitched delivery from a bowler which passes above waist height of a batsman when in his normal stance shall be called a NO BALL regardless of whether the batsman attempts the shot.

B - 3.11 No Ball Free Hit

Batsman will be allowed a 'free hit' following a no ball. This applies to all no-balls except for Impacted Player infringements.

B - 3.12 Access to Field

Parents and supporters are not permitted on the field of play or in the dressing/change rooms at any time during the match. This includes prior to the commencement of the match unless invited by team officials to assist team with match warmup.

B - 3.13 Team Officials

B - 3.13.1 Team Officials may only enter the field of play at designated breaks, in the event of injury to a player or if called upon to do so by an umpire or Championship official (Ground Manager, Championship Convenor or National Cricket Advisor).

B - 3.13.2 No team official, umpire or spectator shall coach a team whether by voice or signal while the game is in progress. Team officials are permitted to speak to fielding side or batsmen during scheduled breaks. (Scheduled breaks i.e. adjournments (lunch, tea), change innings, drink breaks, cessation in play due to weather and/or injury.) Subtle coaching by 1 designated team official with boundary riders and or substitute fielders, is permitted during the game to support the captain in the transition of new rules/ impacted players etc.

B - 5. Points Allocation

Win	6 points
Loss	1 point
Tie	3 points
Drawn match (i.e. no result)	3 points
Bye	0 points

In the event of a forfeit, the team making the forfeit receives zero (0) points and the team receiving the forfeit is given the maximum number of points gained by any other team in that round.

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 - 6.2 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 - 7. Method of Determining Positions after pool matches

B - 7.1 Pool Based competition – Determining pool positions

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 - 8. Cross-Over Matches

Once Pool placings are determined finals rounds will be established based on the number of competing teams. The cross-over match structure will be finalised prior to the competition starting by the host in conjunction with the National Advisor. Suggested structures for these matches can be found in the Operations Manual.

B - 9. Determining final placings

B - 9.1 In a round robin competition in the event of two (2) or more teams completing their matches with the same points, joint winners shall be declared.

SECTION C – GROUND FACILITIES AND EQUIPMENT

C - 1. Wickets

- C - 1.1** All matches are to be played on turf. Whenever possible, covers are to be used for the duration of the championship. Should the Umpires decide that the covers are to be used during the course of a match, it will be the responsibility of both competing teams to assist with any labour required. Concrete wickets with a suitable synthetic covering are to be used if turf wickets are unavailable due to weather or other unforeseen circumstances. All arrangements for the use of these alternate wickets should be made prior to the commencement of the carnival.
- C - 1.2** When games are played on synthetic covered wickets, any ball pitching off or on the edge of the wicket will be declared a no ball.
- C - 1.3** Turf Wicket (preferred) or Hard Wicket- 18m length. * option to move stumps in at each end to the 2 crease lines (17.7m)
- C - 1.4** Pitches to be marked with standard one-day pitch markings
- C - 1.5 Boundaries and inner circle**
 - C - 1.5.1** Boys: Boundaries are to be set at a maximum of fifty five (55) metres and an inner circle of 25m (dotted) – to be measured from the centre of the pitch
 - C - 1.5.2** Girls: Boundaries are to be set at a maximum of forty five (45) metres and an inner circle of 25m (dotted) – to be measured from the centre of the pitch
- C - 1.6** Venues/host state to provide appropriate stumps and cones, drinks containers, ice for each oval

C - 2. Equipment

C - 2.1 The Ball

Boys: Four piece white 142gm leather balls (Kookaburra Regulation or equivalent)
Girls: Two piece white 142gm leather balls (Kookaburra Special Test or equivalent)

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.

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

C - 3. The host member body shall ensure that there is, at each match, a board displaying the numerals clearly visible to players on the field, the runs scored, wickets lost, and overs completed in the innings in progress.

C – 4. Scoring Device and internet access

Each team must provide a scoring device (laptop or tablet) and access to the internet

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. This policy will override any sport specific injury management Protocols.

[School-Sport-Australia-Injury-Management-Policy.pdf \(schoolsportaustralia.edu.au\)](https://schoolsportaustralia.edu.au/School-Sport-Australia-Injury-Management-Policy.pdf)

(New Policy Dec 2023)

SECTION F – OFFICIALS

F - 1. Championship Convenor

F - 2. Ground Manager

The host member body shall appoint a Ground Manager at each venue who will be responsible for the conduct of the match.

F - 3. Umpires

Where practicable, all available umpires, who are officiating at the Championship, should attend a rules briefing prior to the championship either face-to-face or video conference.

F - 4. Scorers

Each team shall provide a competent scorer.

SECTION G – PROTESTS

G - 1. Protests must be lodged with the Championship Convenor within one (1) hour of the completion of the match and shall be dealt with by a Judiciary (H - 1).

SECTION H – TRIBUNAL / JUDICIARY

H - 1. The Judiciary is chaired by the Championship Convener. Other judiciary members are the host member body School Sport Officer and the National Cricket Advisor or their delegate. The persons on the Judiciary are to be nominated at the Pre-Championship Meeting.

SECTION I – TROPHIES / AWARDS / MEDALS

I - 1. The boys compete for The Ricky Ponting Cup [formerly "The Challenge Cup" - Donated by Lew Cooper (Qld)] and the girls compete for The Grahame Barrett Shield.

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

Criteria are:

- Respect your captain, team-mates, opponents, venue personnel and property 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
- Acknowledgement of opposition successes