GOLD COAST JUNIOR CRICKET ASSOCIATION INC.

OPEN JUNIORS COMMUNITY – DIVISION 4

2026–27 Season

1. Match Format

- **Open Juniors Community Division 4 is a One-Day competition.**
- **Each team will receive a maximum of 25 overs.**
- **The match will conclude once a result has been achieved.**
- **If a result has not been achieved, play continues until both teams have received their applicable overs, subject to weather, interruptions or dismissals.**

2. Hours of Play

- **First innings: 8:00am–9:33am**
- **Change of innings: maximum 10 minutes**
- **Second innings: 9:43am–11:15am**

Matches are to be completed to the applicable maximum overs where conditions allow.

3. Team Size

- **9 players may field at any one time.**
- **Maximum 11 players named on the team list.**
- **Minimum 7 players required to avoid a forfeit.**
- **All players named on the team list and in attendance should be given appropriate opportunity to participate with both bat and ball.**

4. Pitch and Boundary

- **Full-size cricket pitch.**
- **Bowlers change ends every 5 overs.**
- **Senior-size boundaries apply, subject to ground conditions and venue setup.**

5. Ball

- **Approved pink 2-piece 156g Cricket Gold Coast ball.**

6. Protective Equipment

Protective equipment must comply with the CGC Standard Rules – All Junior Competitions.

Batters

All batters must wear:

- **Approved cricket helmet**
- **Batting pads**
- **Batting gloves**
- **Groin protector where applicable**

Helmets

- **Helmets are compulsory for all batters at all times while batting.**
- **Wicketkeepers standing up to the stumps must wear an approved helmet.**
- **Neck protectors are strongly encouraged.**
- **Protective equipment must be correctly fitted and maintained.**

Female Players

- **A groin protector is not compulsory for female players.**

7. Batting

- **Batters must retire when they reach:**
    - **30 balls, or**
    - **50 runs,**
      whichever occurs first.
- **A retired batter may return after all other named players have had the opportunity to bat.**
- **A batter retired hurt may return in accordance with the Laws of Cricket.**
- **Where a player is dismissed and the team has fewer players available than the opposition, a previously dismissed player may re-bat if required to ensure continued participation, provided the returning batter is a different player.**

8. Bowling

- **Every player named on the team list and in attendance, excluding the designated wicketkeeper, must bowl.**

- **No player may bowl a third over until every other eligible player has bowled at least 2 overs.**
- **Once all eligible players have bowled 2 overs, players may then bowl a third over.**
- **If a team has fewer than 9 players available, no player may bowl more than 3 overs unless all other eligible players have already bowled 3 overs.**
- **Once all other eligible players have bowled 3 overs, additional overs may be shared as required to complete the innings.**
- **Maximum 8 balls per over.**
- **Current Cricket Australia junior pace-bowling workload guidelines apply.**

9. Wicketkeeper

- **A designated wicketkeeper may keep for the innings.**
- **The designated wicketkeeper is not required to bowl.**
- **If wicketkeeping duties are shared, coaches should still ensure fair participation across the team.**

10. Minimum Overs and Match Result

- **A minimum of 10 overs per side is required to constitute a match.**
- **Once a result has been achieved, the match is concluded.**
- **Where a constituted match is weather-affected or incomplete, the result will be determined using DLS calculated in the live scoring.**

11. Coaching

- **Limited coaching assistance is permitted.**
- **Coaches should encourage the captain and players to take responsibility for:**
    - **field placements**
    - **bowling changes**
    - **player rotations**
    - **tactical decisions**
- **Coaching should be reduced as players demonstrate greater confidence and game awareness.**

- **Coaching must not unnecessarily delay play.**

12. Scoring and PlayHQ

- **Both teams may score electronically.**
- **The home team must maintain the online/live PlayHQ score.**
- **The away team may also score electronically using the offline scoring option.**
- **Where a physical scorebook is used, it must balance with the live electronic score.**
- **Any scoring discrepancy should be resolved before the match result is confirmed.**

13. Bowling Markers

- **Caps or hats must not be used as bowling or run-up markers.**
- **Appropriate flat bowling markers should be used.**
- **If the ball makes contact with a cap, hat or other unauthorised item being used as a marker, 5 penalty runs are awarded to the batting team.**

14. Free Hits

- **Free hits apply where an official CGC umpire is standing.**
- **Free hits are administered in accordance with the applicable Laws and CGC Standard Rules.**
- **Where no official CGC umpire is standing, the CGC free-hit provision does not apply.**

15. Fielding Restrictions

- **No fielder may be positioned closer than 5 metres from the batter, except behind square on the off side.**
- **Where a player is permitted within the applicable close-fielding area, protective equipment requirements in the Standard Rules apply.**

16. Over Rates

- **Teams are expected to complete their overs as quickly as reasonably possible.**
- **Matches are not to be stopped solely because the scheduled finishing time has been reached where overs remain available to be completed.**

- **Any applicable over-rate penalties may only be imposed where an official CGC umpire is present.**

17. Finals

- **Top 4 teams qualify for finals.**
- **Finals are played as One-Day matches on Saturdays only.**
- **Semi Finals:**
    - **1st v 4th**
    - **2nd v 3rd**
- **The winners progress to the Grand Final.**
- **Finals use the same playing conditions as regular-season Open Juniors Community Division 4 matches unless otherwise advised by the Competition Committee.**