GOLD COAST JUNIOR CRICKET ASSOCIATION INC.

OPEN JUNIORS DIVISIONS 1 & 2 – PLAYING CONDITIONS

2026–27 Season

These playing conditions apply to both Open Juniors Division 1 and Open Juniors Division 2 and combine the Two-Day and One-Day formats into one document.

1. Competition Format

Open Juniors Divisions 1 & 2 will include:

- **Two-Day matches**
- **One-Day matches**

Both divisions are played under the same match conditions unless otherwise advised by the Competition Committee.

2. Team

For both One-Day and Two-Day matches:

- **Maximum 13 players may be named.**
- **Maximum 11 players may field at any one time.**
- **Players may rotate on and off the field.**
- **All named players may bat and bowl subject to the applicable bowling restrictions.**

3. Pitch and Boundary

- **Full-size turf pitch.**
- **Bowlers change ends each over.**
- **Senior-size boundaries apply.**
- **Turf shoes/spikes must be worn where required by the venue.**
- **Home clubs are responsible for preparation and protection of turf pitches in accordance with CGC requirements.**

4. Ball

- **Approved pink 4-piece 156g Cricket Gold Coast ball.**

5. 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.**
- **All protective equipment must be correctly fitted and maintained.**

Female Players

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

6. 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 bowling marker, 5 penalty runs are awarded to the batting team.**

7. Free Hits

- **Free hits apply in all matches 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.**

TWO-DAY MATCHES

8. Two-Day Format

- **Maximum 50 overs per first innings.**

- **Maximum 100 overs across the entire match.**
- **A team may declare its innings closed.**
- **A second innings may commence once both teams have completed their first innings.**
- **The match continues until:**
    - **a result is achieved; or**
    - **the maximum 100 overs have been completed, subject to weather or other interruptions.**
- **The match is not to be terminated solely because the scheduled finishing time has been reached.**

9. Hours of Play

- **Start: 7:45am**
- **The final over should not commence after 11:00am, except where the match continues under the maximum-overs completion provisions.**
- **Where there is a change of innings, play cannot commence after 10:45am.**
- **Maximum change of innings: 10 minutes.**

Scheduled finishing times are used for match management and over rates. Where conditions allow, play continues until a result is achieved or the applicable maximum match overs have been completed.

10. First Innings

- **Each team is entitled to a maximum 50 overs in its first innings.**
- **If the team batting first is dismissed or declares before 50 overs, the team batting second may receive its full first-innings entitlement.**
- **Subject to interruptions, the team batting second must receive an equal opportunity in overs.**
- **A second innings may commence once both first innings have been completed.**
- **The match cannot exceed 100 overs in total.**

11. Follow-On

- **The team batting first must lead by at least 75 runs to enforce the follow-on.**

12. Two-Day Batting

- **A batter must retire upon reaching 100 runs.**
- **Retired batters may return after all other named players have had the opportunity to bat.**
- **A batter retired hurt may return in accordance with the Laws.**
- **In the absence of injury, a player may voluntarily retire after facing at least 25 legal deliveries.**
- **A team is considered all out when 10 wickets have fallen.**

13. Two-Day Bowling

Fast Bowling Workload Limits

For players aged Under 16 or Under 17:

- **Maximum 6 overs in a spell**
- **Maximum 10 overs in a day**

For players aged Under 15:

- **Maximum 5 overs in a spell**
- **Maximum 10 overs in a day**

General Bowling Limits

- **No bowler may bowl more than one-fifth of the total overs available in the innings.**
- **Current Cricket Australia junior pace-bowling workload guidelines apply.**
- **Fast bowlers must receive appropriate rest between spells in accordance with CGC and Cricket Australia workload requirements.**

14. Two-Day Over Rates

Where an official CGC umpire is present:

Team Bowling Second

- **The team bowling second must complete the applicable number of overs.**
- **If it fails to do so, 6 penalty runs per unbowled over are added to the batting team's score as sundries.**
- **The match result is determined after those penalty runs have been applied.**

Team Bowling First

- **If the team bowling first fails to complete its required overs, the first innings may be compulsorily closed at the applicable point.**
- **The team batting second will receive the same number of overs as the team batting first received.**

Application

- **Over-rate penalties may only be applied where an official CGC umpire is present.**
- **Continuing beyond the scheduled finishing time does not remove an applicable over-rate penalty.**

15. Two-Day Match Result

- **First innings points apply.**
- **Outright match points apply.**
- **Where a constituted match is weather-affected or incomplete, the result will be determined using DLS calculated in the live scoring.**
- **The total match cannot exceed 100 overs.**

16. Two-Day Bonus Points

For Open Juniors Divisions 1 & 2:

- **Batting bonus points apply to all runs scored in all innings.**
- **Bowling bonus points apply to all wickets taken in all innings.**

This includes both first and second innings.

ONE-DAY MATCHES

17. One-Day Format

- **20 overs per side.**
- **The match concludes once a result has been achieved.**
- **If no result has been achieved earlier, each team may receive its applicable maximum allocation.**
- **Minimum 10 overs per side to constitute a match.**

18. One-Day Hours of Play

- **First innings: 7:45am–9:15am**
- **Change of innings: 15 minutes**

- **Second innings: 9:30am–11:00am**

Where conditions allow, the applicable maximum overs are to be completed.

19. One-Day Batting

- **A batter must retire upon reaching 100 runs.**
- **Retired batters may return after all other named players have had the opportunity to bat.**
- **A batter retired hurt may return in accordance with the Laws.**

20. One-Day Bowling

- **A minimum of 6 bowlers must be used in a full 20-over innings.**
- **Maximum 4 overs per bowler in a full 20-over innings.**
- **Where the number of overs is reduced, individual bowling limits are reduced proportionally.**
- **Current Cricket Australia junior pace-bowling workload guidelines apply.**

21. One-Day Match Result and DLS

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

22. One-Day Over Rates

Where an official CGC umpire is present:

- **Teams must complete the required overs as quickly as reasonably possible.**
- **Where a fielding team fails to complete its required overs, 6 penalty runs per unbowled over may be added to the batting team's score.**
- **Over-rate penalties may only be applied where an official CGC umpire is present.**
- **Continuing beyond the scheduled finishing time does not remove an applicable over-rate penalty.**

23. One-Day Bonus Points

- **Batting bonus points apply to all runs scored.**
- **Bowling bonus points apply to all wickets taken.**

RULES APPLYING TO BOTH FORMATS

24. Fielding Restrictions

- **Maximum 5 fielders may be positioned on the leg side.**
- **No fielder may be positioned closer than 5 metres from the batter, except behind square on the off side.**
- **Players fielding within the applicable close-fielding area must comply with the protective-equipment requirements in the Standard Rules.**

25. Wides and No-Balls

- **Senior cricket wide-ball interpretations apply.**
- **No-ball provisions apply in accordance with the Laws and CGC Standard Rules.**
- **Free-hit provisions apply where an official CGC umpire is standing.**

26. Coaching

- **On-field coaching is prohibited.**
- **Coaching from the boundary is prohibited.**
- **Instructions should be provided during formal breaks in play.**
- **Players and captains are expected to take responsibility for on-field decisions.**
- **Coaches remain responsible for player behaviour and conduct.**

27. Umpiring

- **Unless an official CGC umpire is appointed:**
    - **the batting team provides the central umpire; and**
    - **the fielding team provides the square-leg umpire.**
- **Where an official CGC umpire is present, the official umpire has responsibility for decisions under these playing conditions.**

28. 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.**

- **A physical scorebook may also be used.**
- **Where a scorebook is used, it must balance with the live scoring.**
- **Any scoring discrepancy should be resolved before the match result is finalised.**

29. Finals

- **Finals will be played in accordance with the competition draw and finals structure determined by the Competition Committee.**
- **Unless otherwise advised, the applicable Open Juniors Division 1 or Division 2 playing conditions will apply to finals.**