GOLD COAST JUNIOR CRICKET ASSOCIATION INC.

OPEN JUNIORS DIVISION 3 – PLAYING CONDITIONS

2026–27 Season

These rules combine the Two-Day and One-Day Open Juniors Division 3 playing conditions into one document.

1. Competition Format

Open Juniors Division 3 will include both:

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

Division 3 is intended primarily for players aged 15 years and under.

Players over the normal Division 3 age may only participate with Competition Committee approval, taking into account player ability, safety, competition balance and the objectives of the division.

No player over the overall junior competition age limit is eligible.

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 bowling restrictions below**

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 the 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**
- **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 40 overs per first innings**
- **Maximum 80 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 80 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**
- **Final over must not commence after 11:00am, except where the match continues under the maximum-overs completion provisions**
- **Where an innings changes during the morning, play cannot commence after 10:45am**
- **Maximum change of innings: 10 minutes**

Scheduled finishing times are used for match management and over rates. The applicable maximum match overs remain the governing limit where conditions allow play to continue.

10. First Innings

- **Each team is entitled to a maximum 40 overs**
- **If the team batting first is dismissed or declares early, the team batting second may receive its full first-innings entitlement**
- **Subject to interruptions, both teams should receive equal opportunity in first-innings overs**
- **A second innings may commence once both first innings are complete**
- **The total match cannot exceed 80 overs**

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 75 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 only 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 restrictions apply**
- **Maximum fast-bowling spell: 4 overs**
- **Maximum fast-bowling allocation: 7 overs per day**
- **Other bowling allocations must remain within the applicable match and player limits**
- **Current Cricket Australia junior pace-bowling workload guidelines apply**

14. Two-Day Over Rates

Where an official CGC umpire is present:

- **Teams are expected to complete the required overs as quickly as reasonably possible**
- **If the team bowling second is short of its required overs, 6 penalty runs per unbowled over may be added as sundries**
- **If the team bowling first is short of its required overs, the first innings may be compulsorily closed and the second team will receive the equivalent number of overs**
- **The match result is determined after any applicable penalties are added**
- **Over-rate penalties may only be applied where an official CGC umpire is present**

15. Two-Day Match Result

- **First innings points apply**

- **Outright results 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 80 overs**

ONE-DAY MATCHES

16. 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**

17. 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.

18. One-Day Batting

- **A batter must retire upon reaching 75 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**

19. One-Day Bowling

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

20. 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**

21. One-Day Over Rates

Where an official CGC umpire is present:

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

RULES APPLYING TO BOTH FORMATS

22. 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**

23. Wides and No-Balls

- **Senior wide-ball interpretations apply, with appropriate regard to junior ability and safety**
- **No-ball provisions apply in accordance with the Laws and CGC Standard Rules**
- **Free-hit provisions apply where an official CGC umpire is standing**

24. Coaching

- **On-field coaching is prohibited**
- **Coaching from the boundary is prohibited**
- **Instructions should be given during formal breaks in play**
- **Players and captains are expected to take responsibility for on-field decisions**

25. Umpiring

- **Unless an official CGC umpire is appointed:**
    - **the batting team provides the central umpire**
    - **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**

26. 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 result is finalised**

27. Finals

- **Finals are played in accordance with the competition draw and finals structure advised by the Competition Committee**
- **Unless otherwise advised, the applicable Open Juniors Division 3 playing conditions apply to finals**