Gold Coast Junior Cricket Association Inc.
2026–27 Standard Playing Conditions and General Rules – All Junior Competitions

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These Standard Rules apply to all Gold Coast Junior Cricket competitions and are to be read in conjunction with the relevant age-group or division-specific playing conditions.

The MCC Laws of Cricket shall apply except where varied by these Standard Rules or the relevant competition playing conditions.

Where there is any inconsistency, the age-group or division-specific playing conditions take precedence.

Participation, development, diversity, inclusion, fun and enjoyment remain the guiding principles of Gold Coast Junior Cricket.

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1. Player Registration and Age Restrictions

- **All players must be correctly registered with Cricket Gold Coast prior to participating in inter-club fixtures. Failure to comply may result in loss of points or a fine.**
- **All girls are eligible to play up to 2 years below their age group.**
- **Boys may only play up to 2 years above their age group until they turn 13 years of age.**
- **No person under the age of 8 years as at 31 August in the calendar year in which the season starts shall be eligible to play Under 11 or above without an approved exemption.**
- **Applications for an under-age exemption must be made in writing to the Competition Committee and will be considered having regard to the player's size, ability, aptitude and safety.**
- **An exemption applies for one season only and must be reapplied for in subsequent seasons.**
- **Any eligible junior player who has played Premier First Grade cannot play lower than Open Juniors Division 1.**
- **A player playing CGC Senior 2nd Grade, Lord Taverners or BMC 1 cannot play below Open Juniors Division 1 without Competition Committee approval.**

- **Females playing Second Grade senior women's cricket must not play lower than Under 13 Division 1 and should be encouraged to play Open Juniors.**
- **No player over the age of 16 years as at 31 August in the year the season commences is eligible to play junior cricket. There are no exemptions to this overall maximum age.**
- **Where a division has an additional age restriction, that division-specific eligibility rule also applies.**
- **Players changing clubs must obtain the required clearance from their former club. Where a clearance is refused, the Competition Committee may waive the requirement.**

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2. Competition Committee

The Competition Committee reserves the right to:

- **Change match times or venues to suit prevailing conditions.**
- **Consider player exemptions where permitted under the rules.**
- **Monitor individual player performances throughout the season.**
- **Require a player considered too advanced for a particular grade or division to move to a higher division.**
- **Apply batting or bowling restrictions where appropriate to protect player safety and competition balance.**
- **Determine matters not specifically covered by these rules.**

Any player requiring an exemption must not participate until approval has been received.

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3. Taking the Field

- **The minimum number of players required is specified in the relevant competition playing conditions.**
- **Where no specific minimum is stated, a team must have at least 7 players available within 15 minutes of the advertised starting time.**
- **Where the minimum number is not available, the opposition may claim a forfeit.**

- **Every reasonable effort should be made to allow matches to proceed and maximise junior participation.**

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4. Stumps, Balls and Equipment

- **Each team must provide the equipment required under its relevant competition rules.**
- **Metal-capped stumps are not permitted.**
- **Boundary markers must be used where appropriate.**
- **The boundary is deemed to be the straight line between boundary markers.**
- **Competitions using shortened pitches must have appropriate portable or spring-loaded stumps available.**
- **Ball type, weight and pitch length are specified in the relevant competition playing conditions.**
- **Pink balls are preferred unless otherwise specified.**

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5. Uniforms

- **Teams should wear matching club uniform colours.**
- **Mixed uniforms are permitted only where unavoidable.**
- **Players and officials should present themselves appropriately for junior cricket.**

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6. Umpiring

- **Umpires must be suitably attired.**
- **Enclosed footwear must be worn at both umpiring positions.**
- **Players performing square-leg umpiring duties must not use mobile phones while umpiring.**
- **Unless an official umpire has been appointed:**
    - **the batting team provides the central umpire; and**
    - **the fielding team provides the square-leg umpire.**

- **Where only one official umpire is appointed, that umpire will normally stand at the bowler's end.**
- **Where practical, an umpire should not officiate at the bowler's end while their own child is batting or bowling.**
- **Open Junior players are encouraged to develop their knowledge of the game through square-leg umpiring and scoring where appropriate.**

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7. Scoring and PlayHQ

- **PlayHQ is the approved electronic scoring and competition management platform.**
- **Both teams are permitted to 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 by the away team.**
- **Where a physical scorebook is used, it must be regularly checked against the live electronic score.**
- **The physical scorebook must balance with the live scoring record at the end of each day's play and at the completion of the match.**
- **Any scoring discrepancies should be resolved by the teams as soon as practical and before final match results are confirmed.**
- **Teams must be entered into PlayHQ by 6.00pm Friday before the round commences.**
- **Full match results and player details must be entered within the required competition timeframe.**
- **Scores should be updated following each day's play, with individual statistics completed promptly after the match.**
- **Failure to comply with PlayHQ requirements may result in warnings, fines or other penalties determined by the Competition Committee.**

DLS

Where a match is weather-affected or incomplete and has met the minimum requirements to constitute a match:

The result will be determined using DLS, which is calculated in the live scoring.

This replaces previous run-rate or countback methods where DLS applies.

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8. Coaching

The level of permitted coaching varies according to the developmental level of the competition.

- **Under 10, Under 11 and Girls Hardball: coaching assistance is permitted.**
- **Under 12 Division 1: coaching is permitted in moderation. Coaches should progressively reduce on-field assistance as the season progresses.**
- **Under 12 Division 2 and Under 13 Division 2: coaching is permitted; however, the captain should be encouraged to take the lead in on-field decision-making.**
- **Open Juniors Community: limited coaching assistance is permitted, with players encouraged to increasingly take responsibility.**
- **Under 13 Division 1 and Open Juniors Divisions 1–3: on-field coaching and coaching from the boundary is prohibited.**
- **Where coaching is restricted, instructions should be delivered during formal breaks in play such as drinks breaks or changes of innings.**
- **Coaching must not unnecessarily delay play.**

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9. Laws of Cricket – Junior Variations

The following variations apply across Gold Coast Junior Cricket unless specifically varied elsewhere:

- **Saliva must not be used to shine the ball.**
- **Sweat may be used to shine the ball.**
- **Replacement or shadow players are treated as the player they replace for the purposes of the applicable Laws.**
- **Following a caught dismissal, the incoming batter will take the end prescribed by the current Laws.**
- **If the bowler throws the ball in an attempted run-out of the striker before entering their delivery stride, the ball will be called dead.**

- **A non-striker run-out commonly referred to as a “Mankad” is not a permitted method of dismissal in this junior competition.**
- **Wide-ball interpretation will take account of where the striker is standing or has stood after the bowler begins their run-up.**
- **A batter may play a ball landing away from the pitch provided some part of the batter or bat remains within the pitch.**
- **Where an official umpire is present, unfair movement by the fielding side may result in 5 penalty runs.**
- **Temporary COVID-era playing modifications no longer apply.**

Bowling Markers

- **Caps or hats must not be used as bowling or run-up markers on the field.**
- **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 will be awarded to the batting team.**

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10. Protective Equipment

All junior players must wear appropriate protective equipment for their role and level of participation.

Batters

Batters must wear:

- **An approved cricket helmet**
- **Batting gloves**
- **Batting pads**
- **A groin protector where applicable**

Helmets

- **Helmets are compulsory for all junior batters at all times while batting, including when facing slow bowling and when participating in senior cricket.**
- **Helmets are compulsory for wicketkeepers standing up to the stumps.**

- **Helmets must be an approved cricket helmet complying with the applicable British Standard, including BS7928:2013 and later amendments where applicable.**
- **Helmets must be correctly fitted, maintained in good condition and worn in accordance with the manufacturer's instructions.**
- **Parents/guardians, coaches, team managers and club officials are responsible for ensuring these requirements are followed.**

Neck Protectors

- **Junior batters are strongly encouraged to wear an approved neck protector fitted to the rear of the helmet.**
- **Neck protectors should be compatible with the helmet being worn and fitted according to the manufacturer's instructions.**
- **Clubs, coaches and parents should actively encourage their use, particularly when players are facing medium or fast bowling.**
- **Cricket Australia's current helmet and neck-protector recommendations should be followed.**

Wicketkeepers

Wicketkeepers must wear:

- **Wicketkeeping gloves**
- **Pads**
- **A groin protector where applicable**
- **An approved helmet when standing up to the stumps**

Junior wicketkeepers are also encouraged to wear a helmet when standing back where the pace of bowling, skill level or match conditions create an increased risk.

Close Fielders

- **Junior players fielding close to the batter must wear appropriate protective equipment.**
- **Fielders are permitted within the 10-metre radius where the appropriate protective equipment is worn.**
- **No fielder may be positioned closer than 5 metres from the batter, except behind square on the off side.**

- **Where required, appropriate protective equipment includes at least a helmet and groin protector where applicable.**
- **Any additional close-fielding restrictions contained within the relevant competition-specific rules continue to apply. The previous Open Division rules permitted fielders inside 10 metres with protective gear but otherwise prohibited positioning closer than 5 metres.**

Female Players

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

Responsibility

- **Parents/guardians, coaches, team managers and club officials are responsible for ensuring junior players comply with protective-equipment requirements.**
- **Helmets and neck protectors must be correctly fitted and maintained.**
- **Damaged or significantly deteriorated protective equipment should not be used.**

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11. Weather and Delays

General

- **Lost-time calculations and minimum overs required to constitute a match are specified in the relevant competition playing conditions.**
- **Where a Two-Day match loses the entirety of Day 1 without a ball being bowled, the match will revert to a One-Day fixture on Day 2, using the relevant One-Day playing conditions, unless otherwise directed by the Competition Committee.**
- **Where a constituted match is weather-affected or incomplete, the result will be determined using DLS calculated in the live scoring.**
- **Where weather or another interruption reduces the available playing time, the maximum overs for the match will be adjusted according to the relevant competition rules.**

Lightning – 30/30 Rule

- **When lightning is followed by thunder within 30 seconds or less, play must immediately be suspended.**
- **All players and officials must leave the field and move to a safe location.**

- **Play must not resume until 30 minutes after the last observed lightning.**
- **Any further lightning observed during the 30-minute waiting period restarts that period.**
- **Player safety takes priority over completion of the match.**

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12. Wet Weather Procedures

General Cancellation

Where Gold Coast Junior Cricket makes a general cancellation decision, the decision will be communicated through official competition channels as soon as practical.

Under 10

- **The host club or ground is responsible for determining whether the ground is fit for play.**
- **Decisions should be made as early as practical to allow parents to be informed.**

Under 11, Girls Hardball, Under 12, Under 13 and Open Juniors Community

- **The home team is responsible for assessing the condition of the ground.**
- **Opposition coaches/managers should communicate as early as possible.**
- **Where there is doubt, representatives from both teams should inspect the ground using the Fitness of the Ground Policy.**

Open Juniors Divisions 1–3 – Turf

- **Where a turf pitch cannot be prepared, the home club must advise Cricket Gold Coast and the opposition as soon as practical.**
- **Where an official umpire is present, the umpire is the judge of conditions and fitness for play.**
- **In the absence of an official umpire, both teams should assess conditions in accordance with the Fitness of the Ground Policy.**

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13. Fitness of the Ground

- **A Game Day Checklist should be completed by the home team where required.**

- **Play should only be suspended where conditions are unreasonable or dangerous.**
- **A wet ground is not automatically unfit for play.**
- **A ground is unfit where conditions prevent players from obtaining a reasonable foothold or moving safely.**
- **Player safety is paramount.**
- **The fitness of the ground and pitch should be determined by team representatives and/or official umpires.**
- **Where the club groundsperson has control of the venue, they should be involved in decisions concerning ground preparation and suitability.**
- **If team representatives disagree before play has commenced, play will not commence.**
- **If play has already been suspended, both representatives must agree before play resumes.**

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14. Drinks

- **Drinks may be taken approximately each hour at the discretion of the umpires.**
- **Drinks breaks should not exceed 3 minutes.**
- **Wherever practical, drinks should be taken onto the field rather than players leaving the field.**
- **Teams should minimise unnecessary delays.**

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15. No-Balls and Free Hits

Unless otherwise varied by the relevant competition rules:

- **A no-ball not otherwise scored from counts as 1 run.**
- **A no-ball will be called where:**
    - **on a synthetic pitch, the ball hits the edge of or lands outside the pitch;**
    - **a short-pitched delivery from a fast bowler passes above the batter's head when standing upright;**

- a full-pitched delivery passes above waist height;
- the ball bounces more than twice before reaching the batter; or
- the ball rolls along the ground before reaching the batter.

Free Hits

- **Free hits will apply in all matches where an official CGC umpire is standing.**
- **The free hit will be administered in accordance with the applicable Laws and competition playing conditions.**
- **Where there is no official CGC umpire standing, the CGC free-hit provision does not apply.**

Suspect Bowling Actions

A junior player must not be called for an illegal bowling action during a match.

Where a coach or umpire believes an action may be illegal:

1. **The concern must be reported in writing to Gold Coast Junior Cricket within 48 hours.**
2. **The Competition Committee will consider the report.**
3. **The matter may be dismissed or referred for further assessment and remedial coaching.**
4. **The relevant clubs will be advised of the determination.**

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16. Completion of Matches and Maximum Overs

General

- **All matches are to continue until a result is achieved or the maximum number of overs permitted for the match has been completed.**
- **Scheduled finishing times are provided to assist with match management and over rates.**
- **A match is not to be terminated solely because the scheduled finishing time has been reached.**
- **Where conditions allow, play must continue until the result or applicable maximum overs are reached.**
- **Weather, unsafe conditions or other interruptions may reduce the number of overs in accordance with the relevant competition rules and DLS provisions.**

One-Day Matches

- **One-Day matches will continue until a result has been achieved or the applicable maximum overs have been completed.**
- **Where the result is achieved before the maximum overs have been completed, the match is concluded immediately.**

Community Matches

- **Community matches will be played to a maximum of 25 overs per side or until a result has been reached.**
- **Once a result has been achieved, the match is concluded.**

Two-Day Matches

- **Under 12 Division 1 Two-Day matches – maximum 100 overs in total.**
- **Under 13 Division 1 Two-Day matches – maximum 100 overs in total.**
- **Open Juniors Division 1 Two-Day matches – maximum 100 overs in total.**
- **Open Juniors Division 2 Two-Day matches – maximum 100 overs in total.**
- **Open Juniors Division 3 Two-Day matches – maximum 80 overs in total.**

Two-Day matches will continue until:

- **a result has been achieved; or**
- **the applicable maximum match overs have been completed,**

regardless of the scheduled finishing time.

Competition-specific innings limits continue to apply.

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17. Over Rates and Penalties

- **Teams are expected to complete their overs as quickly as reasonably possible.**
- **Scheduled finishing times do not remove the requirement to complete the applicable maximum overs where conditions allow.**
- **Detailed over-rate requirements are contained in the relevant competition-specific playing conditions.**

- **Where a competition provides for a penalty for unbowled overs, the applicable penalty may include 6 runs per unbowled over and/or a reduction in the offending team's batting allocation.**
- **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.**

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18. Premiership Competitions

Premiership points, bonus points and finals apply to competitions identified as premiership competitions in their relevant playing conditions.

Unless specifically varied by the relevant competition rules:

Result	Points
Win on 1st innings and subsequent outright win	10
Loss on 1st innings and subsequent outright win	6
Win on 1st innings and subsequent outright loss	4
Loss on 1st innings and subsequent outright loss	0
Win on 1st innings and no further result	6
Loss on 1st innings and no further result	0
Drawn match	3
Abandoned match in which no play takes place	3
Tie on 1st innings and subsequent outright win	9
Tie on 1st innings and no further result	3
Tie on 1st innings and subsequent outright loss	2
Win on 1st innings and subsequent outright tie	8
Loss on 1st innings and subsequent outright tie	5
Forfeit	Maximum points for the round

Result	Points
Bye	Average of season points

Bonus Points

Unless specifically varied by the relevant competition rules:

- **Batting: 0.01 point for each run scored**
- **Bowling: 0.20 point for each wicket taken**

The relevant competition playing conditions determine whether bonus points apply to:

- **first innings only; or**
- **all innings.**

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19. Finals Eligibility

- **Players may register and play for different clubs in junior and senior cricket where permitted.**
- **Any requested exemption must be approved by the Competition Committee before the player participates.**
- **Where clubs have more than one team in the same age group or competition structure, players must comply with the applicable finals eligibility requirements.**
- **A player regularly playing in a higher age group or division cannot be dropped to a lower team for finals merely because their regular team has been eliminated.**
- **Players may play up an age group or division for finals where eligible.**
- **Players must have played at least 6 weeks of junior cricket in the relevant age group or a lower age group to satisfy the standard finals qualification requirement.**
- **Any finals eligibility matter not specifically covered by these rules will be determined by the Competition Committee, whose determination will be final.**

The exact finals format, including qualification, match length and Saturday/Sunday scheduling, is contained in the relevant competition-specific playing conditions.

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20. Behaviour and Conduct

The junior competition adopts the applicable Gold Coast Cricket behaviour standards.

Where an official competition umpire is present, the coach shares responsibility with the captain for the behaviour of the team.

The following behaviour is unacceptable from players, coaches, parents or spectators:

- **Dissent at an umpire's decision.**
- **Angry or abusive conduct directed at an umpire.**
- **Obscene, offensive or insulting language or gestures directed at another person.**
- **Physical assault of a player, umpire, official, coach or spectator.**
- **Threatening, intimidating, humiliating, discriminatory or vilifying language or conduct.**

It is not a defence to inappropriate behaviour that an umpire's decision may have been incorrect.

The yellow and red card system applies in competitions where an official umpire is present.

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21. Competition-Specific Playing Conditions

Separate playing conditions apply for:

- **Under 10**
- **Under 11**
- **Girls Hardball**
- **Under 12 Division 1**
- **Under 12 Division 2**
- **Under 13 Division 1**
- **Under 13 Division 2**
- **Open Juniors Division 1**

- **Open Juniors Division 2**
- **Open Juniors Division 3**
- **Open Juniors Community (Division 4)**

Those playing conditions specify matters including:

- **Match format**
- **Maximum overs**
- **Playing times**
- **Pitch and boundary dimensions**
- **Team sizes**
- **Ball specifications**
- **Batting retirements**
- **Bowling requirements**
- **Wicketkeeper requirements**
- **Minimum overs to constitute a match**
- **DLS**
- **Coaching restrictions**
- **Over-rate penalties**
- **Bonus points**
- **Finals formats**

Where a competition-specific rule differs from these Standard Rules, the competition-specific rule takes precedence.