GOLD COAST JUNIOR CRICKET ASSOCIATION INC.

UNDER 10 – PLAYING CONDITIONS

2026–27 Season

These rules are based on the existing Under 10 playing conditions, with the agreed 2026–27 amendments incorporated.

1. Description

- **Parents, coaches and players are reminded that the development of player skills and having fun are much more important than winning.**

2. Hours of Play

- **Friday nights 6:00pm–8:00pm, unless otherwise agreed between both teams.**

3. Format

- **20 overs per side – 120 balls each innings.**

4. Boundary and Pitch

- **Pitch length: 16 metres stump to stump.**
- **Bowlers bowl from one end only.**
- **Boundary: maximum 40 metres from the batting stumps.**

5. Equipment

- **2 sets of portable stumps with bases and bails.**
- **Size 4 bat, less than approximately 800g, is recommended.**
- **Measuring tape or string to measure pitch length and boundaries.**
- **Chalk, tape or paint to mark the crease.**
- **Appropriate flat bowling markers should be used.**
- **Caps or hats must not be used as bowling markers.**
- **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.**

6. Ball

- **Modified ball:**
    - **circumference 21–22.5cm**

    - **ideal weight 120–140g**
- **Stage 1 synthetic ball or approved Cricket Gold Coast safety ball.**

7. Protective Equipment

- **No protective equipment is required in Under 10.**
- **Helmets, batting pads, batting gloves and groin protectors are optional.**
- **Players may wear protective equipment if they or their parent/guardian choose.**
- **This Under 10 rule overrides the general protective-equipment requirements for this competition.**

8. Team

- **Teams consist of 7 players on the field.**
- **Maximum 9 players named on the team list.**
- **Minimum 5 players are required to play.**
- **Where more than 7 players are in attendance, players must rotate on and off the field.**
- **All players named on the team list and in attendance must bat and bowl.**

9. Batting

- **All players named on the team list and in attendance must bat.**
- **All balls count towards the batter's ball allocation, including wides and no-balls.**
- **Batters swap ends following a dismissal.**
- **If a run-out occurs, the not-out batter faces the next delivery.**
- **Where an extra ball is required to complete the batting allocation, the batter facing at the time faces that delivery.**
- **If a wide or no-ball cannot reasonably be played, the batter may hit a stationary ball from a cone.**
- **A coach or umpire may bowl a playable delivery where necessary to keep the game flowing.**
- **Unlimited dismissals apply.**

- **A dismissed batter continues batting until their allocated number of balls has been completed.**

10. Bowling

- **Maximum 6 balls per over.**
- **All players named on the team list and in attendance must bowl.**
- **Each wicketkeeper must bowl.**
- **Bowling allocations should be adjusted where necessary to ensure every attending player bowls.**
- **Coaches are encouraged to rotate the opportunity for players to bowl the greater number of overs.**
- **Bowlers bowl from one end for the entire game.**
- **If more than a few deliveries cannot reasonably be played, an umpire or coach may bowl a playable delivery.**
- **Current Cricket Australia junior pace-bowling workload guidelines apply.**

11. Fielding

- **Rotation of fielders is recommended to ensure all players experience different positions.**
- **No fielder, other than the wicketkeeper, may be positioned within 15 metres of the batter or another fielder.**
- **Where more than 7 players are present, players should rotate onto the field each over where practical.**

12. Umpiring and Coaching

- **The batting team provides the central umpire.**
- **The fielding team provides the square-leg umpire unless an official CGC umpire is appointed.**
- **Coaching during play is permitted.**
- **Coaches should assist players with positioning, running between wickets, bowling and understanding the game.**
- **The aim should be to keep the match flowing and maximise player participation.**

13. Dismissals and Scoring

Unlimited dismissals apply.

The following dismissals apply:

- **Bowled**
- **Caught**
- **Caught and Bowled**
- **Run Out**
- **Stumped**
- **Hit Wicket**

For scoring purposes:

- **4 runs per wicket are added to the bowling team's score.**

14. Player Numbers and Allocations

Players in Attendance	Bowling Allocation	Balls per Batter
5	5 players × 4 overs	24
6	2 × 4 overs, 4 × 3 overs	20
7	3 × 4 overs, 2 × 3 overs, 2 × 1 over	17
8	6 × 3 overs, 2 × 1 over	15
9	4 × 3 overs, 3 × 2 overs, 2 × 1 over	13

Allocations may be adjusted where required provided every player named and in attendance bats and bowls.