GOLD COAST JUNIOR CRICKET ASSOCIATION INC.

UNDER 11 – PLAYING CONDITIONS

2026–27 Season

These rules are based on the existing Under 11 playing conditions, with the agreed 2026–27 amendments incorporated.

1. Description

- **The focus is on skill development, participation, enjoyment and progressively developing players' understanding of the game.**

2. Hours of Play

- **Saturday morning 8:00am–10:30am.**

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 and Ball

- **2 sets of portable stumps with bases and bails.**
- **Size 4 bat or smaller is recommended.**
- **Approved 2-piece 142g Cricket Gold Coast ball.**
- **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. 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.**
- **Helmets must be correctly fitted, maintained in good condition and comply with the applicable approved cricket helmet standard.**
- **Neck protectors are strongly encouraged.**

Female Players

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

7. 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.**

8. Batting

- **All players named on the team list and in attendance must bat.**
- **All balls count towards the batter's 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 additional ball is required to complete the batting allocation, the batter facing at the time faces that delivery.**
- **Unlimited dismissals apply.**
- **Every batter receives their allocated number of balls.**

9. Bowling

- **Maximum 6 balls per over.**
- **All players named on the team list and in attendance must bowl.**
- **Each wicketkeeper must bowl.**
- **Bowling opportunities should be rotated throughout the season.**
- **Bowlers bowl from one end for the entire game.**
- **Current Cricket Australia junior pace-bowling workload guidelines apply.**

10. Wicketkeeping

- **Each team must use 2 wicketkeepers.**
- **Each wicketkeeper keeps for approximately 10 overs.**
- **Each wicketkeeper must also bowl as part of the requirement for every player in attendance to bowl.**

11. Fielding

- **Fielders should be regularly rotated so 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 progressively encourage captains and players to make their own decisions.**

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 × 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.