GOLD COAST JUNIOR CRICKET ASSOCIATION INC.

UNDER 12 DIVISION 1 – PLAYING CONDITIONS

2026–27 Season

These rules combine the Two-Day and One-Day Under 12 Division 1 playing conditions into one document. The existing Under 12 rules use 50 overs per side in Two-Day cricket, split into 25-over quarters, with a maximum of 100 overs across the match.

1. Competition Format

Under 12 Division 1 will consist of:

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

The competition is intended to continue the development of players while progressively preparing them for higher levels of junior cricket.

2. Team

For both One-Day and Two-Day matches:

- **9 players may field at any one time.**
- **Maximum 11 players may be named.**
- **All players named and in attendance must be given appropriate opportunity to participate.**
- **In Two-Day matches, all named players present must bowl.**
- **In One-Day matches, the designated wicketkeeper is excluded from the compulsory minimum bowling requirement.**

The existing Under 12 rules provide for 9 fielders and a maximum of 11 named players.

3. Pitch and Boundary

For all Under 12 Division 1 matches:

- **Pitch length: 18 metres stump to stump**
- **Batting and bowling front creases: 1.2 metres from the stumps**
- **Bowling is from one end only**
- **Boundary: 45 metres from the batting stumps**

- **Boundary markers must be used where appropriate**

These dimensions carry forward from the existing Under 12 rules.

4. Ball

- **Approved pink 2-piece 142g 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 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

- **50 overs per side.**
- **The match is played in 25-over quarters.**
- **The maximum number of overs across the entire match is 100 overs.**
- **The match continues until:**
    - **a result has been 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.**

The traditional quarters format is retained.

Day 1

- **Quarter 1: Team 1 bats for up to 25 overs.**
- **Quarter 2: Team 2 bats for up to 25 overs.**

Day 2

- **Quarter 3: Team 1 resumes its first innings for its remaining allocation.**
- **Quarter 4: Team 2 resumes its first innings for its remaining allocation.**

Batters who were not out when an innings was suspended resume in their original positions.

9. Two-Day Hours of Play

Day 1

- **Quarter 1: 8:00am–9:33am**
- **Changeover: maximum 10 minutes**
- **Quarter 2: 9:43am–11:15am**

Day 2

- **Quarter 3: 8:00am–9:33am**

- **Changeover: maximum 10 minutes**
- **Quarter 4: 9:43am–11:15am**

A drinks break of no more than 3 minutes may be taken approximately midway through each quarter.

The existing rule uses these quarter times.

10. Completion of Two-Day Match

- **A Two-Day match has a maximum of 100 overs.**
- **Where conditions allow, the match must continue until a result is achieved or 100 overs have been completed.**
- **Scheduled finishing times do not override the maximum-over requirement.**
- **No team may commence a second innings until both teams have completed their first innings.**
- **There is no follow-on in Under 12 quarters cricket.**
- **Second innings may be played where first innings have been completed and overs remain available within the 100-over match maximum.**

11. Two-Day Batting

- **A batter must retire after:**
    - **60 balls, or**
    - **50 runs,**
      whichever occurs first.
- **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.**
- **A team is considered all out when 10 wickets have fallen.**

12. Two-Day Bowling

- **Every named player present, including the designated wicketkeeper, must bowl.**
- **Every player must bowl at least 3 overs before any player may bowl a fourth over.**
- **Maximum 7 overs per bowler per innings.**

- **Maximum 8 balls per over.**
- **Current Cricket Australia junior pace-bowling workload guidelines apply.**

This retains the existing Under 12 requirement that all named players, including the wicketkeeper, bowl 3 overs before anyone exceeds 3.

13. Two-Day Over Rates

Where an official CGC umpire is present:

- **If the fielding team fails to complete the required overs, a penalty applies of:**
    - **6 runs per unbowled over, or**
    - **the batting side's average runs per over, whichever is higher.**
- **The fielding team may also lose the equivalent number of overs from its batting allocation.**
- **Over-rate penalties are only enforceable where an official CGC umpire is present.**

14. Two-Day Lost Time

- **A minimum of 20 overs per side is required to constitute a Two-Day match unless a result is achieved earlier, a team is dismissed, or an innings is declared.**
- **Where play is delayed or interrupted, available overs are divided as equally as possible between the teams.**
- **If Day 1 is abandoned without a ball being bowled, the match becomes a One-Day match on Day 2.**
- **For lost time, overs are calculated at 2 overs for every 7 minutes available where applicable.**

Delayed Start on Day 1

Where play is delayed before the start of Day 1:

- **The remaining available playing time is divided equally between both teams.**
- **The total match overs are reduced at the rate of 2 overs per 7 minutes lost.**
- **The reduced overs are divided equally between the two teams.**
- **Where an odd over remains, the team batting first receives the additional over.**

- **The revised total becomes the maximum overs available for the match.**

15. Two-Day Match Result

- **First innings points apply.**
- **An outright result may be achieved if one team is dismissed twice and fails to reach the opposition's aggregate score.**
- **The total match may not exceed 100 overs.**
- **Where the match has met the minimum requirements but is weather-affected or incomplete, the result will be determined using DLS calculated in the live scoring.**
- **If the match has not been constituted, it is a draw. The previous rules awarded first-innings and outright points and capped the match at 100 overs.**

16. Two-Day Bonus Points

- **First innings bonus points apply.**
- **No additional batting or bowling bonus points are awarded for second-innings runs or wickets.**
- **Coaches are encouraged to use any second innings to provide opportunities to players who received limited batting or bowling involvement in the first 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 full applicable allocation of overs, subject to weather, interruptions or dismissals.**

18. One-Day Hours of Play

- **First innings: 8:00am–9:20am**
- **Change of innings: 20 minutes**
- **Second innings: 9:40am–11:00am**

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

19. One-Day Batting

- **Batters must retire after:**
    - **30 balls, or**
    - **50 runs,**
      whichever occurs first.
- **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

- **Every player named and in attendance, excluding the designated wicketkeeper, must bowl.**
- **Every eligible player must bowl at least 2 overs before any player may bowl a third over.**
- **Maximum 3 overs per bowler.**
- **Maximum 8 balls per over.**
- **The designated wicketkeeper is not required to bowl.**
- **Current Cricket Australia junior pace-bowling workload guidelines apply.**

The 2026–27 modification retains the requirement that all players bowl 2 overs before a third, excluding the wicketkeeper.

21. One-Day Minimum Overs and DLS

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

22. Fielding Restrictions

For both One-Day and Two-Day matches:

- **Maximum 4 fielders on the leg side.**
- **No fielder may be positioned closer than 5 metres from the batter, except behind square on the off side.**
- **Where a player fields within the applicable close-fielding area, protective equipment must comply with the CGC Standard Rules.**

- **Umpires should warn the captain for an initial breach. Continued breaches may result in a no-ball being called.**

The previous Under 12 rules restricted close fielding in front of the batter and limited the leg side to four fielders.

23. Wides and No-Balls

- **A delivery that hits the edge of or misses a synthetic pitch is a no-ball and may still be scored from.**
- **Umpires should apply appropriate latitude when judging wides at Under 12 level.**
- **Maximum 8 balls per over.**
- **No-ball and free-hit provisions in the CGC Standard Rules apply where an official CGC umpire is standing.**

24. Coaching

- **Under 12 is a transition age group.**
- **Coaching from umpiring positions and the boundary is permitted in moderation.**
- **Coaching must not unnecessarily delay play.**
- **Coaches should progressively reduce on-field involvement, particularly during the second half of the season, to prepare players for Under 13.**
- **Captains should increasingly be encouraged to make decisions regarding:**
    - **field placements**
    - **bowling changes**
    - **player rotations**
    - **match tactics.**

25. Scoring and PlayHQ

- **Both teams may score electronically.**
- **The home team must maintain the online/live PlayHQ score.**
- **The away team may 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 discrepancy should be resolved before the result is finalised.**

26. Finals

- **Top 4 teams qualify for finals.**
- **Finals are played over 2 weekends.**
- **Semi Finals:**
    - **1st v 4th**
    - **2nd v 3rd**
- **Semi Finals are played as Two-Day matches over Saturday and Sunday.**
- **Winners progress to the Grand Final.**
- **The Grand Final is also a Two-Day Saturday/Sunday match.**
- **Two-Day Under 12 Division 1 rules apply to all finals unless otherwise advised by the Competition Committee.**