GOLD COAST JUNIOR CRICKET ASSOCIATION INC.

UNDER 13 DIVISION 1 – PLAYING CONDITIONS

2026–27 Season

These rules combine the Two-Day and One-Day Under 13 Division 1 playing conditions into one document.

1. Competition Format

Under 13 Division 1 will consist of:

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

The competition is designed to provide players with experience in both shorter and longer forms of cricket across the season.

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.**
- **All named players may bat and bowl, subject to the wicketkeeper provisions below.**

3. Pitch and Boundary

For all Under 13 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: 50 metres from the batting stumps.**

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 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 will be 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 50 overs per first innings.**
- **Maximum 100 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 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.**

9. Hours of Play

- **Start: 8:00am**
- **Scheduled finish: 11:15am**
- **Maximum change of innings: 10 minutes**
- **All times are Queensland time regardless of ground location.**

Scheduled finishing times are used for match management and over rates. Where conditions allow, play continues until the applicable maximum overs or a result has been reached.

10. First Innings

- **Each team is entitled to a maximum 50 overs in its first innings.**
- **If the team batting first is dismissed or declares before 50 overs, the team batting second may receive its full entitlement of 50 overs.**
- **Subject to interruptions, the team batting second must receive the same opportunity in overs as the team batting first.**
- **A team may commence its second innings once both first innings have been completed.**
- **The total match cannot exceed 100 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.**
- **There is no compulsory balls-faced retirement in Two-Day matches.**

- **In the absence of injury, a player may voluntarily retire only after facing at least 25 legal deliveries.**
- **A batter retired hurt may return at the fall of any wicket.**
- **Retired batters may return after all other named players have batted, in the order in which they retired.**
- **A team is considered all out when 10 wickets have fallen.**

13. Two-Day Bowling

- **All named players, excluding a designated wicketkeeper who keeps for the entire bowling innings, must bowl.**
- **Every eligible player must bowl at least 3 overs before any player may bowl a fourth over.**
- **If the designated wicketkeeper does not keep for the entire bowling innings, that player becomes subject to the same minimum bowling requirement.**
- **Maximum 7 overs per bowler per innings.**
- **Maximum 8 balls per over.**
- **Current Cricket Australia junior pace-bowling workload guidelines apply.**

14. Two-Day Lost Time and Minimum Overs

- **A minimum of 15 overs per side is required for a result unless a result has otherwise been achieved.**
- **Weather or other interruptions reduce the available overs in accordance with the relevant lost-time provisions.**
- **Where the match has been constituted but is weather-affected or incomplete, the result will be determined using DLS calculated in the live scoring.**
- **Where no play is possible on Day 1, the match may revert to the applicable One-Day format on Day 2 in accordance with the Standard Rules.**

15. Two-Day Match Points and Bonus Points

- **First innings match points apply.**
- **Outright match points apply.**
- **Batting and bowling bonus points apply to the first innings.**

- **No additional batting or bowling bonus points are awarded for runs or wickets in the second innings.**
- **Coaches are encouraged to use second-innings opportunities to involve players who received limited opportunity in the first innings.**

16. Two-Day Over Rates

Where an official CGC umpire is present:

- **Teams are expected to complete the required overs as quickly as reasonably possible.**
- **Applicable over-rate penalties may include 6 runs per unbowled over.**
- **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.**

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 applicable maximum allocation of overs.**
- **A minimum of 10 overs per side is required to constitute a match.**

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 maximum overs are to be completed.

19. One-Day Batting

- **Batters must retire upon reaching:**
    - **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 named player present, excluding the designated wicketkeeper, must bowl.**
- **Every eligible player must bowl at least 2 overs before any player may bowl a third over.**
- **If a team has fewer than 9 players available, no player may bowl more than 3 overs until all other eligible players have bowled 3 overs.**
- **Once all other eligible players have bowled 3 overs, additional overs may then be shared as required to complete the innings.**
- **Maximum 8 balls per over.**
- **The designated wicketkeeper is not required to bowl.**
- **Current Cricket Australia junior pace-bowling workload guidelines apply.**

21. 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.**
- **There are no outright results in One-Day fixtures.**

22. One-Day Bonus Points

- **First innings batting and bowling bonus points apply in accordance with the CGC premiership system.**

RULES APPLYING TO BOTH FORMATS

23. 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.**

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

24. Wides and No-Balls

- **Umpires are to apply a strict and consistent interpretation to negative bowling.**
- **On the leg side, a delivery clearly passing outside leg stump and continuing further away from the batter should be called a wide unless the striker makes contact with the ball.**
- **Maximum 8 balls per over.**
- **No-ball and free-hit provisions in the CGC Standard Rules apply where an official CGC umpire is standing.**

25. Coaching

- **On-field coaching is prohibited.**
- **Coaching from the boundary is prohibited.**
- **Instructions should be provided during formal breaks in play.**
- **Players and captains are expected to take responsibility for on-field decisions.**
- **Coaches remain responsible for addressing poor behaviour, dissent and conduct issues.**

26. Umpiring

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

27. 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.**

28. 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.**
- **The winners progress to the Grand Final.**
- **The Grand Final is also a Two-Day Saturday/Sunday match.**
- **The Two-Day Under 13 Division 1 playing conditions apply to finals unless otherwise advised by the Competition Committee.**