GOLD COAST JUNIOR CRICKET ASSOCIATION INC.

UNDER 13 DIVISION 2 – PLAYING CONDITIONS

2026–27 Season

1. Match Format

- Under 13 Division 2 is a **One-Day competition**.
- Each team will receive a maximum of **25 overs**.
- The match will conclude once a result has been achieved.
- If a result has not been achieved, play continues until both teams have received their applicable overs, subject to weather, interruptions or dismissals.

2. Hours of Play

- **First innings:** 8:00am–9:33am
- **Change of innings:** maximum 10 minutes
- **Second innings:** 9:43am–11:15am

Matches are to be completed to the applicable maximum overs where conditions allow.

3. Team Size

- **9 players may field at any one time.**
- Maximum **11 players named on the team list**.
- Minimum **7 players** required to avoid a forfeit.
- **All players named on the team list and in attendance must bat and bowl.**

4. Pitch and Boundary

- Pitch length: **18 metres stump to stump**.
- Front creases are to be marked **1.2 metres from the stumps**.
- Bowling is from **one end only**.
- Boundary: maximum **45 metres from the batting stumps**.

5. Ball

- Approved **pink 2-piece 142g Cricket Gold Coast ball**.

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.**
- Neck protectors are strongly encouraged.
- All protective equipment must be correctly fitted and maintained.

Female Players

- A groin protector is not compulsory for female players.

7. Batting

- **All players named on the team list and in attendance must bat.**
- Batters must retire when they reach:
    - **30 balls**, or
    - **50 runs**,
      whichever occurs first.
- A retired batter may return after all other named and attending players have had the opportunity to bat.
- A batter retired hurt may return in accordance with the Laws of Cricket.

8. Bowling

- **All players named on the team list and in attendance, including the wicketkeeper, must bowl.**
- Every player must bowl a minimum of **2 overs before any player may bowl a third over**.
- No player may bowl more than **3 overs** in the innings.
- Maximum **8 balls per over**.

- Current Cricket Australia junior pace-bowling workload guidelines apply.

9. Wicketkeeper

- The wicketkeeper **must bowl**.
- The wicketkeeper is subject to the same minimum bowling requirements as every other player.
- Wicketkeeping duties may be shared where appropriate, but this does not remove the requirement for all players in attendance to bowl.

10. Minimum Overs and Match Result

- 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 will be determined using **DLS calculated in the live scoring**.

11. Coaching

- Coaching assistance is permitted.
- Coaches should encourage the captain to take the lead in:
    - field placements
    - bowling changes
    - player rotations
    - general on-field decision-making
- Coaches should progressively reduce their involvement as players develop greater confidence and game awareness.

12. 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.
- Where a physical scorebook is used, it must balance with the live electronic score.
- Any discrepancy should be resolved before the match result is confirmed.

13. 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**.

14. Free Hits

- **Free hits apply 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.

15. Fielding Restrictions

- No fielder may be positioned closer than **5 metres from the batter**, **except behind square on the off side**.
- Where a player is permitted within the applicable close-fielding area, protective equipment requirements in the Standard Rules apply.

16. Over Rates

- Teams are expected to complete their overs as quickly as reasonably possible.
- Matches are not to be stopped solely because the scheduled finishing time has been reached where overs remain available to be completed.
- Any applicable over-rate penalties may only be imposed where an **official CGC umpire** is present.

17. Finals

- **Top 4 teams qualify for finals.**
- Finals are played as **One-Day matches on Saturdays only**.
- Semi Finals:
    - **1st v 4th**
    - **2nd v 3rd**
- The winners progress to the **Grand Final**.
- Finals use the same playing conditions as regular-season Under 13 Division 2 matches unless otherwise advised by the Competition Committee.