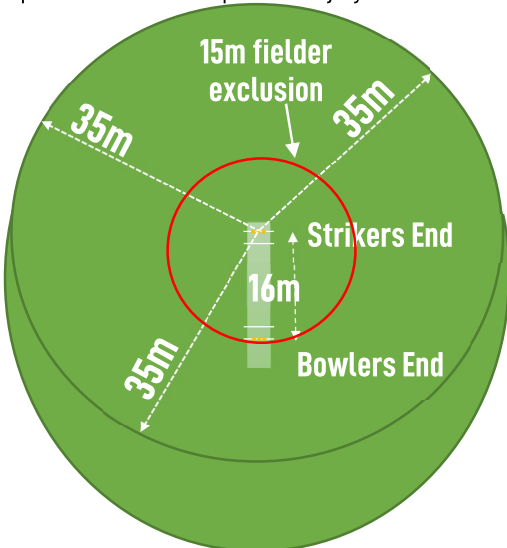


JUNIOR CRICKET STAGE 1 U10s Rules 2025/26



JUNIOR CRICKET 1



AGE	U10 as at 1 st September 2025 (U11 for girls)																				
ELIBILITY	Players must be registered online in PlayHQ before they can play.																				
GAME TYPE	20 over game																				
BALL	Red Kookaburra 'Softaball' (not 'Supersoft')																				
TIME	2 hours 20 minutes																				
EQUIPMENT	- British Standard BS7928:2013 Helmet's must be worn at all times whilst batting & wicket-keeping. - Stem guards are strongly recommended. - Pads, Gloves and Protector must be worn at all times whilst batting & wicket-keeping. - Additional safety equipment can be worn based on match conditions or personal preference. - Bat size: Size 4 (<1.8lb or <800gm) is recommended. 1 set of portable stumps with bails 1 set of standard stumps with bails - Measuring tape to measure pitch and boundary. - Boundary markers (cones). - Chalk or tape to mark crease.																				
BOUNDARY AND PITCH LENGTH	16m Stump to Stump. 35m Circle from striker's end stumps. - Portable stumps at bowlers end. - Coaches are encouraged to mark fielding spots with fielding discs or paint 15m from the batter's position to protect fielders from potential injury.  The diagram illustrates a circular cricket pitch with a green background. A central vertical grey rectangle represents the stumps, with a dashed line indicating a 16m distance between the 'Strikers End' and 'Bowlers End'. A red circle with a dashed line indicates a 35m radius from the 'Strikers End' stumps. A white arrow points to the area between the 35m circle and the 16m line, labeled '15m fielder exclusion'. Dashed lines also indicate a 35m distance from the 'Bowlers End' to the edge of the pitch.																				
TEAM	5 Minimum, 9 Maximum per team. - Recommended is 7 players per team. 7 Maximum on field at any given time.																				
INNINGS	1 innings of 20 overs (120 balls) per team																				
BATTING	<table><tr><th colspan="5">PLAYERS PER TEAM</th></tr><tr><th>5</th><th>6</th><th>7(ideal)</th><th>8</th><th>9</th></tr><tr><td colspan="5">Batting : Max balls faced per batter before retiring</td></tr><tr><td>24</td><td>20</td><td>17</td><td>15</td><td>13</td></tr></table> - Unlimited dismissals - All players face the allocated number of balls regardless of how many dismissals occur.	PLAYERS PER TEAM					5	6	7(ideal)	8	9	Batting : Max balls faced per batter before retiring					24	20	17	15	13
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BATTING 	- Balls Faced include Wides and No Balls 4 runs per dismissal are to be added to the opposition (bowling team). - The following dismissals apply: Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket. No LBWs. - Batter to swap ends following a dismissal. For a run out the not out batter should face the next delivery. - If there is an extra ball to be bowled, the batter facing at the time will face the ball.																				
BOWLING AND FIELDING 	<table><tr><th colspan="5">PLAYERS PER TEAM</th></tr><tr><th>5</th><th>6</th><th>7(ideal)</th><th>8</th><th>9</th></tr><tr><td colspan="5">Bowling : Number of overs per bowler</td></tr><tr><td>5x4overs</td><td>2x4overs 4x3overs</td><td>3x4overs 2x3overs 2x1over</td><td>6x3overs 2x1 over</td><td>4x3overs 3x2overs 2x1 over</td></tr></table> 6 balls per over maximum. - Coaches are encouraged to rotate the opportunity for players to bowl the maximum overs during the season. - Bowlers are to bowl from the one end only - Wides & no-balls will incur a 1 run penalty - Rotation of fielders is recommended to ensure players experience all positions. - No fielders within 15 metres of batter except Wicketkeeper for safety. - Each team is to use 2 wicket keepers (10 overs each). - If more than 7 players are present at a match, rotate a player onto the field each over.	PLAYERS PER TEAM					5	6	7(ideal)	8	9	Bowling : Number of overs per bowler					5x4overs	2x4overs 4x3overs	3x4overs 2x3overs 2x1over	6x3overs 2x1 over	4x3overs 3x2overs 2x1 over
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UMPIRING	The fielding side appointed umpire is the controlling umpire for each innings. - All Wides and no-balls will not be re-bowled. No LBWs. - A wide or leg-side wide will be called only if the ball when bowled on the matting, then deviates off the matting prior to the batting crease line. - Bouncers over shoulder height are no-balls. - No Ball must be called when any ball is bowled above waist high on the full, by all bowlers including spinners. - Any ball bouncing more than once before reaching the popping (batter's) crease is a No Ball. - No Ball must be called when a ball is bowled onto the side of the concrete pitch or hits the straps or bowled on the grass, even if they deviate in any direction. Batters can hit these balls. - Any ball that is played at by a batter that has both feet completely off the pitch shall be called No Ball, Dead Ball. This is to ensure the safety of the fielding side. - Any ball that stops before reaching the batting (popping) crease shall be called No Ball, Dead Ball. This is to ensure the safety of the fielding side. - Umpires are directed to call 'Dead Ball' for a ball that acts in an unnatural manner after striking the gap on hard wicket matting. This ball is to be re-bowled.																				
BREAKS	3 minute Drinks break at 10 overs. 10 minute break at the close of the 1st team's innings. - Extra drinks to be negotiated between coaches where required i.e. due to heat.																				
ISSUES	See scjca.com.au for the bylaws covering the Incident process and the expected code of conduct.																				