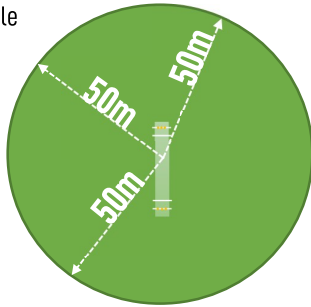
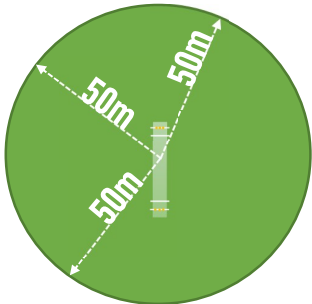


AGE	U16 as at 1 st September 2026 (U17 for girls)
ELIGIBILITY	Players must be registered online in PlayHQ before they can play.
COACH	Accredited Community Level 1 Coach
GAME TYPE	2-Day 50 overs, 2 innings if overs permit
BALL	Red Kookaburra 156g Leather ball only
TIME	3.5 hours
EQUIPMENT	- British Standard BS7928:2013 Helmet's must be worn at all times whilst batting & while wicket-keeping within 3 metres of the stumps. Stem guards are strongly recommended. - Pads, Gloves and Protector must be worn at all times whilst batting & wicketkeeping. - Additional safety equipment can be worn based on match conditions or personal preference. 2 sets of standard stumps with bails - Measuring tape and cones to measure boundary.
BOUNDARY AND PITCH LENGTH	50m Circle from middle of the pitch - All boundaries are to be 3 metres inside any fence, building, tree or obstacle that may be a risk to players. 
TEAM	• 7 Minimum, 11 Maximum on field at any given time
INNINGS	- Innings of 50 overs per team. 1st and 2nd Innings declarations allowed 75 run follow-on rule. - On a given day the number of overs played shall be 50 minus 2 overs for each innings break that day. - On Day 1 when a team is bowled out before the start of the 45th over the bowling side must proceed to bat. - On Day 1 when a team is bowled out after the start of the 45th over the bowling side has the option to bat. - No 2nd innings individual batting or bowling restrictions however individual match bowling restrictions apply.
BATTING	 Compulsory Retirement: A batter must retire upon reaching 50 runs. Voluntary Retirement: A batter may be voluntarily retired after facing a minimum of 18 balls. Balls faced does not include Wides and No-Balls. Return to Bat: Compulsory Retired batters may return to the crease only after all other players have either been dismissed or have reached 50 runs and retired. Order of Return: Returning batters may resume their innings in any order, at the Team's discretion. - Not all players are required to bat. - The innings closes after 10 wickets have fallen, or 50 overs are completed, or at a fall of wicket or retirement there are no further batters available to come in.

BOWLING AND FIELDING	 Maximum Overs Per Bowler: Each bowler may bowl a maximum of 8 overs in an innings, unless all available bowlers have already bowled their maximum allocation. Bowler Spell Limitations: A maximum of 4 overs per spell. Bowlers may return after a minimum of 8 overs have been bowled. - Not all players are required to bowl. - Wides and no-balls to be re-bowled to a maximum of 10 balls per over, except the last over where 6 legal balls to be bowled. - Wides and no-balls incur a 1 run penalty. - No fielder may take up a position in front of or in line with the popping crease less than 10m from the batter. - Teams have the option to change wicket-keepers.
UMPIRING	- Where official umpires are in charge of a game their directions will be final. - Maximum of 1 bouncer over shoulder height allowed per over. Umpires are to warn bowlers on the 1st bouncer and call no-balls for subsequent bouncers in the over. - A wide or leg-side wide will be only be called if the ball, when bowled on the matting, deviates off the matting prior to the batting crease line. - 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. '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. - Unfair play (law 42 MCC rule): Only Official umpires are allowed to award 5 penalty runs or send off a player.
BREAKS	3 minute Drinks break at 16 overs and 32 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. - Appointed official SCJCA umpires may alter breaks.
FINALS	- Final's rules are the same as minor rounds except that: If team B bowls out team A prior to their allocation of overs team B is entitled to bat for those extra overs. - Players must qualify for finals - Where a Club has 2 sides, players may only play finals in the team they have played the most games for. - Players must have played 4 Sunday games in u16s. - Balls for final matches will supplied by the association and must be used for the match.
ISSUES	See scjca.com.au for the bylaws covering the Incident process and the expected code of conduct.

AGE	U16 as at 1 st September 2026 (U17 for girls)
ELIGIBILITY	Players must be registered online in PlayHQ before they can play.
COACH	Accredited Community Level 1 Coach
GAME TYPE	1-Day 30 over game
BALL	Red Kookaburra 156g Leather only
TIME	4 hours - Innings 8:30 → 10:25 - Innings 10:35 → 12:30 5 runs added per over not completed in time to batting side.
EQUIPMENT	- British Standard BS7928:2013 Helmet's must be worn at all times whilst batting & while wicket-keeping within 3 metres of the stumps. Stem guards are strongly recommended. - Pads, Gloves and Protector must be worn at all times whilst batting & wicketkeeping. - Additional safety equipment can be worn based on match conditions or personal preference. - Bat size: Size 6+ (<2.2lb or <1000gm) 2 sets of standard stumps with bails - Measuring tape and cones to measure boundary.
BOUNDARY AND PITCH LENGTH	50m Circle from middle of the pitch  The diagram shows a green circle with a dashed line indicating a 50m radius from the center of the pitch. The pitch is represented by a green rectangle with stumps at each end. The 50m radius is shown from the center of the pitch to the edge of the circle. - All boundaries are to be 3 metres inside any fence, building, tree or obstacle that may be a risk to players.
TEAM	7 Minimum. 11 Maximum on field at any given time.
INNINGS	1 innings only of 30 overs per team. - Innings declaration allowed.
BATTING	Compulsory Retirement: A batter must retire upon reaching 30 runs. Voluntary Retirement: A batter may be voluntarily retired after facing a minimum of 12 balls. Balls faced does not include Wides and No-Balls. Return to Bat: Compulsory Retired batters may return to the crease only after all other players have either been dismissed or have reached 30 runs and retired. Order of Return: Returning batters may resume their innings in any order, at the Team's discretion. - Not all Players are required to bat. - The innings closes after 10 wickets have fallen, or 30 overs are completed, or at a fall of wicket or retirement there are no further batters available to come in.

BOWLING AND FIELDING

- Maximum Overs Per Bowler: Each bowler may bowl a maximum of 5 overs in an innings.
- Bowler Spell Limitations:** None.
- Not all players are required to bowl.
- Wides and no-balls to be re-bowled to a maximum of 10 balls per over, except the last over where 6 legal deliveries must be bowled.
- Wides and no-balls incur a 1 run penalty.
- No fielder may take up a position in front of or in line with the popping crease closer than 10 metres from the batter.
- Teams have the option to change wicket-keepers.

UMPIRING

- Where official umpires are in charge of a game their directions will be final.
- Maximum of 1 bouncer over shoulder height allowed per over. Umpires are to warn bowlers on the 1st bouncer and call no-balls for subsequent bouncers in the over.
- A wide or leg-side wide will be only be called if the ball, when bowled on the matting, deviates off the matting prior to the batting crease line.
- 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.
- '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.
- Unfair play (law 42 MCC rule): Only Official umpires are allowed to award 5 penalty runs or send off a player.

BREAKS

- 3 minutes Drink break at 15 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.
- Appointed official SCJCA umpires may alter breaks.

FINALS

- Final's rules are the same as minor rounds except that players must qualify for finals.
- Where a club has 2 sides, players may only play finals in the team they have played the most games for.
- Players must have played 4 Sunday games in u16s.
- Balls for final matches will supplied by the association and must be used for the match.

ISSUES

- See scjca.com.au for the bylaws covering the Incident process and the expected code of conduct.