

**SUNRAYSIA JUNIOR CRICKET: U/16
TWO DAY MATCH OVERVIEW
2024-25 SEASON**



Ball: U/16 - 4-piece 156g Senator Red ball

Match Time: Commence at 8:30am
8am on an "Extreme Weather Day"
Conclude by 11:00am

Boundary: Full Size Oval.

Overs: 40 max per side.

Team: Maximum 13 per match (11 bat/11 bowl & 11 permitted to field at any one time.
Players can be interchanged throughout)

No balls: Ball bounces more than twice before reaching the batter
Ball does not pitch on the playing surface

Ball passes the striker above waste height on the full

Ball passes the striker above shoulder height

Batting: Players are to retire at the end of the over after reaching 50.

Only the first retired batter may return once the last batter has been dismissed.
The use of helmets is compulsory for all batters

Bowling: Bowlers can bowl a maximum of 8 overs. (1/5 of the total) No more than 6 overs in the one spell (including breaks)

Fielding: A player shall be deemed to be "outside" the circle when they are within 5 meters of the boundary at the point of delivery

Power Play	Over	Min. Outside Circle	Max. Outside Circle
1	1-10	2	2
2	11-30	3	4
3	31-40	0	4

Coaching: Junior Team Managers/Coaches are permitted to assist their team captains with fielding & bowling changes during normal breaks in play

Compulsory Closure: The team batting first must cease batting at 11:00. If 40 overs are not complete, the team batting second shall be entitled to the same overs completed by the team batting first.

Adverse Conditions: Game reduced by 1 over per 4 minutes of lost time.

(Day One) Overs lost shall be divided between the two teams. If entirely washed out on Day one game will revert to a 20/20 match.

(Day Two) If time lost <30min, lost time will be added to the days play. If time lost >30min ordinary conditions will apply.
Draws can occur here

To be read in conjunction with the SCA Bylaws and SCA Junior rules.

All members of the cricket community will abide by the **LOOKING AFTER OUR KIDS CODE OF BEHAVIOUR**

