CNW Rules Handbook

Junior Competitions

2026-27

www.cricketnorthwest.com.au

CNW Rules Handbook – Junior Competitions - Contents

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1. Cricket Tasmania Regional Contacts

General Manager Community Cricket
Alex King 0477 444 401 (M)
Email: aking@crickettas.com.au

Community Cricket Manager (Greater North)
Joshua Marshall 0407 576 184 (M)
Email: jmarshall@crickettas.com.au

Community Competitions Officer (Greater North)
Mitchell Jones 0423 866 066 (M)
Email: mjones@crickettas.com.au

Cricket Development Officer (North West)
Max Hay 0456 784 669 (M)
Email: mhay@crickettas.com.au

2. Codes of Behaviour

Coaches & Parents Code of Behaviour

- Remember that young people participate for pleasure and winning is only part of the fun.
- Ensure that the time players spend with you is a positive experience.
- Be reasonable in your demands on players' time, energy and enthusiasm.
- Never ridicule or yell at a young player for making a mistake.
- Operate within the rules and Spirit of Cricket and teach your players to do the same.
- Any physical contact with a young person should be appropriate to the situation and necessary for the players' skill development.
- Avoid overplaying the talented players—all young players need and deserve equal time, attention and opportunities.
- Respect the rights, dignity and worth of all individuals within the context of Cricket and do not discriminate on the basis of race, religion, gender, ethnic background or special ability.
- Obtain appropriate qualifications (Coaching Accreditation & Working with Vulnerable People Registration) and keep up to date with the latest cricket coaching practices and principles of growth and development of young people.
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- Display and foster the respect for umpires, opponents, coaches, parents and spectators.

Players Code of Behaviour

- Play by the rules.
- Work equally hard for yourself and your teammates. Your team's performance will benefit and so will you. Be a good sport. Applaud all good plays whether made by your team or the opposition.
- Control your temper. Verbal abuse of officials and sledging of other players, deliberately distracting or provoking an opponent is not acceptable or permitted behaviour in cricket.
- Co-operate with your coach, teammates and opponents. Without them there would be no competition.
- Treat all participants in cricket as you would like to be treated. Do not bully or take unfair advantage.
- Be a good sport yourself — actions speak louder than words.
- The CNW Code of Behaviour 2026/27 is applicable as considered appropriate for Junior Competitions.

3. Club Contacts

Junior Co-ordinators (JDO's)

Club	JDO	Phone Number	Email Address
Burnie Hurricanes	Shannon Wolarczuk	0439 361 681	s.j.wolarczuk@gmail.com
Devonport	Ben Tenaglia	0487 772 223	secretary@devonportcc.org.au
Latrobe	Stephen Kettle	0407 185 608	Stephen.kettle@tasrail.com.au
Sheffield	Kylie Bramich	0429 444 247	a.kbramich69@yahoo.com
Ulverstone	Mark Hearps	0409 404 279	mhearps22@gmail.com
Wynyard Tigers	Rohanee Hancock	0408 544 294	rohanee05@gmail.com
Circular Head	Dayne Voss	0437 102 199	dayne.voss@gmail.com
Penguin	Jack Anderson	0477 834 404	penguincricketclub@gmail.com
Riana	Timothy King	0448 444 434	tking@mrc.tas.edu.au
Spreyton	Andrew Jones	0427 830 535	spreytoncc@gmail.com

CRICKET NORTH WEST CONTACTS

Refer to 2025-26 CNW Rules Handbook – Senior – 01. Information & General Rules.

4. Ground Locations

Acton Cricket Ground (1 & 2)	Madden Street	Acton	7320
Byard Park (East & West)	James Street	Devonport	7310
Devonport Oval	North Fenton Street	Devonport	7310
Dial Park Complex	Dial Park Drive	Penguin	7316
Don Recreation Ground	Richardson Drive	Don	7310
Frederick Street Reserve	Frederick Street	Wynyard	7325
Haywoods Reserve	Parsons Street	Ulverstone	7315
Langley Park	Falmouth Street	Somerset	7322
Latrobe Recreation Ground	Gilbert Street	Latrobe	7307
Latrobe Rec Ground 2	Gilbert Street	Latrobe	7307
Maidstone Park	Mersey Main Road	Spreyton	7310
Marist College	Paraka Street	Burnie	7320
McKenna Park	Three Mile Line Road	Burnie	7320
Montello Recreation Ground	Bird Street	Montello	7320
Perkins Park	Gilbert Street	Latrobe	7307
Port Sorell Rec Ground	Wilmot Street	Port Sorell	7307
Riana Recreation Ovals	1201 Pine Road	Riana	7316
Sheffield Recreation Ground	Spring Street	Sheffield	7306
Sheffield Recreation Ground 2	Spring Street	Sheffield	7306
Smithton Recreation Ground	Nelson Street	Smithton	7330
Stanley Recreation Ground	Marine Esplanade	Stanley	7331
Turners Beach Rec Ground	The Esplanade	Turners Beach	7315
UCI Oval	River Road	Ulverstone	7315
Ulverstone Recreation Ground	Victoria Street	Ulverstone	7315
West Ulverstone Oval	Amy Street	West Ulverstone	7315
West Park Oval	Bass Highway	Burnie	7320
Wivenhoe Showgrounds	Pearl Street	Burnie	7320
Wynyard High School	Jenner Street	Wynyard	7325
Wynyard Recreation Ground	Austin Street	Wynyard	7325
Wynyard Showgrounds	Jackson Street	Wynyard	7325

CNW Junior Competitions

General Playing Conditions

Season 2026/27

5. CNW – Under 12, 14, 16 and 18 Competitions - General Playing Conditions

Competition Directive

Cricket North West's junior pathway is designed to support participation, player development and a transition to competitive cricket.

It is important that all players, coaches, parents and spectators respect the game, opposition and officials to ensure maximum participation and enjoyment for all involved.

Multiple Teams

Where a club has entered multiple teams in one grade, a player can only play in one team, unless there are exceptional circumstances and written permission is provided by CNW.

Forfeits

Notice of forfeits must be provided to the opposing club and the Regional Administrator no later than two hours prior to the scheduled match starting time. CNW reserves the right to fine clubs not complying with this By-Law.

Player Registration

Players are required to be registered with Cricket North West prior to playing their first game, and clubs must upload all player information to the competition management program, PlayHQ. CNW requires players to register online via www.playcricket.com.au.

Any registered player wishing to move from one CNW club to another requires a "player clearance" to be submitted through PlayHQ.

Dual Registration

Junior players registered with the Circular Head Cricket Association are permitted dual registration. As a result, they may play senior cricket with a CNW club (e.g. 1st Grade, 2nd Grade, Female Competition), but must play junior cricket with the CHCA, provided they field a team in the applicable age group.

Players may also be permitted dual registration between a CNW and community association club. For example, a player might be registered to play with Sassafras in the MVCA on Saturdays, and with Latrobe to play in the CNW Under-14s on Sundays.

Dual registration is achieved through completing a "Player Permit" in PlayHQ. Players moving between CNW clubs require a "Player Transfer".

5. CNW – Under 12, 14, 16 and 18 Competitions
- General Playing Conditions (continued)

Pre-Match Ground Inspections

Team coaches (and umpires, if appointed) are responsible for inspecting the on and off-field facilities prior to each game. They should check that conditions are safe and take action to address any potential risks.

The home team is required to complete a Marsh Insurance Game Day Checklist prior to the commencement of play on each day.

Clubs should email a copy of each checklist to their Club Secretary and local council. This can be done from within the app.

If the checklist cannot be completed on the app for any reason, a paper copy should be completed and scanned electronically.

Team Selections

Team selections for all grades shall be entered in PlayHQ no later than 8.30 pm on the Friday prior to the commencement of each game in every given roster.

Match Results and Player Scores

Match results and player scores must be entered in PlayHQ by 10.00 pm on the Monday following each roster match.

Match results and player scores for finals matches, or all matches in the Under-12's and Under-14's, must be entered in PlayHQ by 10.00 pm on the Monday following each match.

Clubs who require assistance in the entry of match results and player scores into PlayHQ should contact Cricket Tasmania's Community Competitions Office, Mitchell Jones. However, for games scored with the PlayHQ Live Score App, this will not be required, as the scores can be synced directly to PlayHQ provided you have an internet connection

PlayHQ Live Score App

The PlayHQ Live Score Website is now available on iPad, iPhone & Android Tablets/Phones + Laptops. The site is designed to help any administrator score matches live and upload scorecards automatically. Friends and supporters can follow matches. It's **FREE** to use, easy to use for experienced or first-time scorers. Clubs are to use their iPads or their own device for all home junior matches played. **For assistance with E-Scoring problems please contact Mitchell Jones**

Scoring Procedures

Clubs are to use the PlayHQ Live Score app for all home junior matches played. A manual scorebook can be used for all away games but away teams also have the option to use an electronic device to E-score as well.

5. CNW – Under 12, 14, 16 and 18 Competitions
- General Playing Conditions (continued)

Under 16 & 18 - Each team is responsible for providing one scorer for each junior match. In the rare event that a team cannot supply a scorer, IT IS THE RESPONSIBILITY OF THE BATTING TEAM TO PROVIDE THE REQUIRED NUMBER OF SCORERS TO COMPLETE BOTH SCORE BOOKS.

Under 12 & 14 – Only 1 scorer per game is required, to be supplied by the home team. Preference is completion in PlayHQ Live Score app.

At the conclusion of every over, scorers should confirm the innings score and make any amendments to correct errors at that time. Coaches are to check the PlayHQ Live Score app or manual score sheets at the conclusion of each innings and/or breaks in play to ensure that both scorers have the same score before the match shall continue. Scorers should confirm with the umpires that the scores are correct before players leave the field at the conclusion of the match.

Wet Weather Cancellations

Entire rounds will only be called off in the event of extreme weather conditions and ground closures. Matches are not permitted to be played if a local council or club which manages the ground has closed the ground, or in the event both umpires deem playing conditions unsafe during the scheduled match time. Where matches are scheduled to be played on turf (U16 & U18), the home club and Cricket North West will determine if a synthetic pitch venue is available to transfer the match to. If no such venue is available, only then will the match be abandoned.

For games to be played on synthetic pitches, the home team coach is to assess the weather, ground and pitch conditions up to 90 minutes prior to the scheduled match starting time (or before the cut-off time for a start) and contact the opposition coach with a proposed course of action. If both coaches agree then the match can be abandoned. If both coaches do not agree then teams will travel to the ground in anticipation of a start before the cut-off time. Notice of any abandonment or delay must also be communicated to the CT Community Competitions Administrator and Umpire Appointments co-ordinator – refer to "CNW Rules Handbook – Senior 1. Information & General Rules" for contact details.

Scoresheets & Team Sheets

Clubs are to use the PlayHQ Live Score app for all home junior matches. PlayHQ Live Score app or a manual scorebook is to be used for all away games.
One copy of the team sheet is to be given to the opposition, with one copy provided to the match umpires.

First Aid Kit and Sun Protection

A first aid kit and sunscreen must be available at all matches, and is the responsibility of the club hosting the game. All players must wear a hat or cap while fielding.

CNW Under-12 (Stage 1)

Playing Conditions

Season 2026/27

6. CNW – Under 12 Competition – 20/20 Playing Conditions

Summary of 20/20 Rules – Junior Stage 1

Hours of Play	• Sunday from 10:00am – 12:00pm or 1:10 pm – 3:10 pm • Wednesday Evenings from 4.30pm – 6.30pm
Age Eligibility	• Players must be Under 12 as at 1st January 2026 (unless player/club has obtained an Overage Player Permit from CNW).
Protective Equipment	• Helmet (including Wicket-Keeper when keeping up to stumps). • Pads, Gloves & Protector.
Ball	• Kookaburra White Softaball (Spring) • Kookaburra 2-piece 142g White (Red King or Special Test recommended) (Summer)
Boundary	• 40 metres. Boundary is measured from the batters' end stumps.
Team	• Seven (7) players per team (on field). Maximum of nine (9) allocated to a team. 5 players minimum to play
Innings	• 20 overs per team. • Minimum number of overs to constitute a match shall be 10 overs per side for a rostered 20 over match
Pitch	• The wicket shall be **16 metres** in length (from wicket to wicket).
Batting	• Batters are to retire after 17 balls (based on 7 players in a team) • If there is an extra bowl to be bowled, the batter facing at the time will face the extra delivery (i.e. 17 balls x 7 = 119 balls) • All balls regardless of wides/no-balls will be included in the batters' ball count • Batters are to swap ends following a dismissal. If there is a run=out, the not out batter should face the next delivery.

Bowling	• All players are to bowl (including the wicket-keeper) – e.g. 6 players x 3 overs & 1 player x 2 overs
	• Maximum six (6) balls per over (including No Balls & Wides)
	• As per CA Youth Pace Bowling Guidelines
	  ○ U/11's – Two (2) Overs Maximum Each Spell
	  ○ U/12's – Four (4) Overs Maximum Each Spell
	• In the interest of time, all overs are to be bowled from one end for the entire match

Fielding	• If more than seven (7) players are present at a match, teams should rotate extra players onto the field during the innings • Wicket-Keepers – 2 Players x 10 overs each • No fielders within 15 meters of batter or each other (except wicket-keeper) to encourage singles and safety
Dismissals	• Unlimited dismissals. Each player will face the nominated number of balls each (i.e. 17 balls for 7 players in a team). • For each wicket lost, four (4) runs shall be added to the opposition at the end of the innings

CNW – Under 12 Competition – 20/20 Playing Conditions (continued)

Description

This format is designed for those kids who have completed the Woolworths Cricket Blast program and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding.

Skill Objectives

- Hit a moving ball on two sides of the field
- Run between wickets with judgement and calling.
- Bowl over 16 meters with a straight arm and within batter's reach
- Participants can catch and throw > 20 meters.
- Can perform tasks when asked at training and during the game.
- Basic self-awareness and respect for others.
- Eats before a training/game and brings drink bottle to training and on game days
- Engages positively at training and on game day.
- Wears appropriate clothing and footwear to training

Player Registration

Players are required to be registered with Cricket North West and clubs must upload all players information to the competition management program, PlayHQ.

Time

Matches will be played at the following times

- Sunday 10.00am – 12.00pm or 1.10pm – 3.10pm
- Wednesday 4.30pm – 6.30pm

Age of Players

All players shall be under the age of 12 as at 1st January 2026 (unless player/club has obtained an Overage Player Permit from CNW). (Note - Girls can be Under-14 as at 1st January 2026 (unless player/club has obtained an Overage Player Permit from CNW)). Any team breaching this playing condition will incur a forfeiture.

No overage players are permitted in the Under-12 competition without prior permission from Cricket North West through the overage player application process (dispensation may be provided in instances based on players skills level, if a club does not field an Under-14 team and/or players are required to help the club field a full team).

Number of Players in a Team

Teams shall be made up of **7** players to bat, bowl and field. A team which cannot field sufficient players shall forfeit the match. The minimum number of players that is required for a match to commence is **5**, however, excess players from opposing teams can, by agreement of both clubs, play for the opposition team to ensure a match is played. The team with sufficient players shall retain the win should this occur.

CNW – Under 12 Competition – 20/20 Playing Conditions (continued)

Match Balls

- DIVISION 1 - New **white** Kookaburra brand 142-gram, 2-piece leather balls are to be used for all 20-over matches. Approved balls are Tuf-Pitch, Special Test, Red King, Colt, Crown or Kooka Practice.

- DIVISION 2 - New Kookaburra White Softaball.

- Depending on team nominations, consideration will be given, as appropriate, to the Division structure and the use of balls. Any changes on this will be separately advised to participating Clubs, as applicable.

Match

- The match consists of one 20-over innings per team.
- The pitch shall be **16 metres** in length. All matches will be played on synthetic pitches.
- Maximum length of the boundary shall be 40 metres from the batters' end stumps.
- In the interest of saving time, all overs are to be bowled from the same end for the entire match
- The team batting second can bat their full 20 overs even if they have passed the team batting first's score.

Minimum Number of Players & Impact

- The optimum team size is 7 players; however, it is understood that teams often contain additional players in community setting to cater for kids being away, ill or with clashes in commitments
- Minimum 5 players per team required to play the game.
- Maximum 9 players allocated to a team (only 7 on field)
  The number of players impact the players' opportunity in the game, for example;
  - 5 player team – 5 players bowl 4 overs; batting retirement 24 balls
  - 6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs, batting retirement 20 balls
  - 7 player team –3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (WK), batting retirement 17 balls.
  - 8 player team - 6 players x 3 overs, 2 players x 1 overs (WK), batting retirement 15 balls
  - 9 player team - 4 players x 3 overs, 3 players x 2 overs, 2 players x 1 overs (WK), batting retirement 13 balls

CNW – Under 12 Competition – 20/20 Playing Conditions (continued)

Batting

- Batters are to retire after 17 balls, regardless of how many runs scored and times dismissed (see below for retirement limits where not a 7-person team).
- All balls (including of wides/no balls) will be included in the batter's ball count.
- Batters are to swap ends following a dismissal. If there is a run out, the not out batter should face the next delivery.
- All batters are required to wear full protective equipment including a helmet that is compliant with British Standard 7928:2013, protector, pads, gloves etc. (thigh pads optional). **The umpires shall not allow play to commence until both batters are wearing the required protective equipment.**

Bowling

- All players are to bowl (including wicket-keeper).
- Maximum of 6 balls per over (including No Balls and Wides).
- As per CA Youth Pace Bowling Guidelines:
    - U/11's – Two (2) Overs Maximum Each Spell
    - U/12's – Four (4) Overs Maximum Each Spell
- All players are to bowl (e.g. 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (WK)).
- Coaches should rotate the opportunity for players to bowl 4 overs each week.
- Each Wicket-Keeper is to bowl at least one (1) over each.
- In the interests of time, all overs are to be bowled from one end.

Wides & No-Balls

- Wides and No-Balls are one (1) run plus any runs scored off them. Runs scored from all extras off the bat shall be credited to the batter on strike**.**
- Any ball that pitches off the synthetic surface shall be called a No-Ball and batters **are** allowed to hit this ball and fielders must not attempt to gather the ball prior to the batter attempting to hit it.
- Short pitched deliveries passing over shoulder height and full tosses passing over the batter's waist height are not allowed and will be deemed a No-Ball.
- Balls bouncing more than twice before reaching the batter shall be called a No-Ball.

Fielding Restrictions

- **Wicket-Keepers –** Two (2) players are to wicket-keep for ten (10) overs each.
- Wicket-Keepers must wear a helmet that is compliant with British Standard 7928:2013 when keeping within ten (10) metres from the batter.
- Rotation of Fielders is recommended to ensure all players experience all fielding positions.
- **Fielding Restrictions –** No fielders are to be within fifteen (15) metres of the batter (excluding the Wicket-Keeper and slip fielders).

Umpires

- Each team shall be responsible for providing one (1) umpire.

Umpiring and Scoring

- **Extras -** Wides and No-Balls are one (1) run plus runs scored off them (off the bat) and only runs scored off the bat shall be credited to the batter on strike.
- **LBW -** There is no LBW in the HJL Junior Cricket 1 competition.
- **No Balls -** A ball pitching off the synthetic surface is a no-ball. Batters can hit this ball and fielders must not attempt to gather the ball prior to the batter attempting to hit it. Normal front foot no-ball rules apply after one warning. A ball passing on the full above waist height and short pitched deliveries passing above shoulder height shall be called no-ball.
- **Matches shortened due to weather or late start -** Should the start of the match be delayed, the time should be split and a number of overs allocated to each team. If the match is shortened after the start of the match, where possible, the time should be split to provide equal numbers of overs, or if not possible, the team batting second should bat out time. A result will be calculated on average run rate where uneven numbers of overs are faced.

Match Result

- The result will be determined by the team who scores the most runs. Remember - For each wicket lost, four (4) runs shall be added to the opposition score at the end of the innings. This should be automatic with the PlayHQ Live score App.
- Although we do not have points or ladders in the Junior Cricket 1 competition, we require all match results and player scores from matches entered in PlayHQ.
- For further information on how to Live Score, or enter Match Scores and Player Statistics on PlayHQ, please contact your club's PlayHQ Administrator or CT's Community Cricket Administrator – Mitch Jones on 0423 866 066.

Encouraging Participation

- Cricket North West encourages the rotation of the batting and bowling order to ensure fair participation. Coaches are asked to consider having players bat and bowl against opponents of similar size, age, experience or ability in order to provide for an equal opportunity to develop their skills.
- An alternative approach to be considered is to have the first five (5) bowlers from the fielding innings occupy the last five (5) places in the batting order, and vice versa.

Rain Affected Matches

- Matches should be abandoned if more than 30 minutes of playing time is lost (delayed start or interruptions) due to inclement weather.
- For delays less than 30 minutes, there is a provision to play extra time (equal to the time lost) without the loss of any overs.

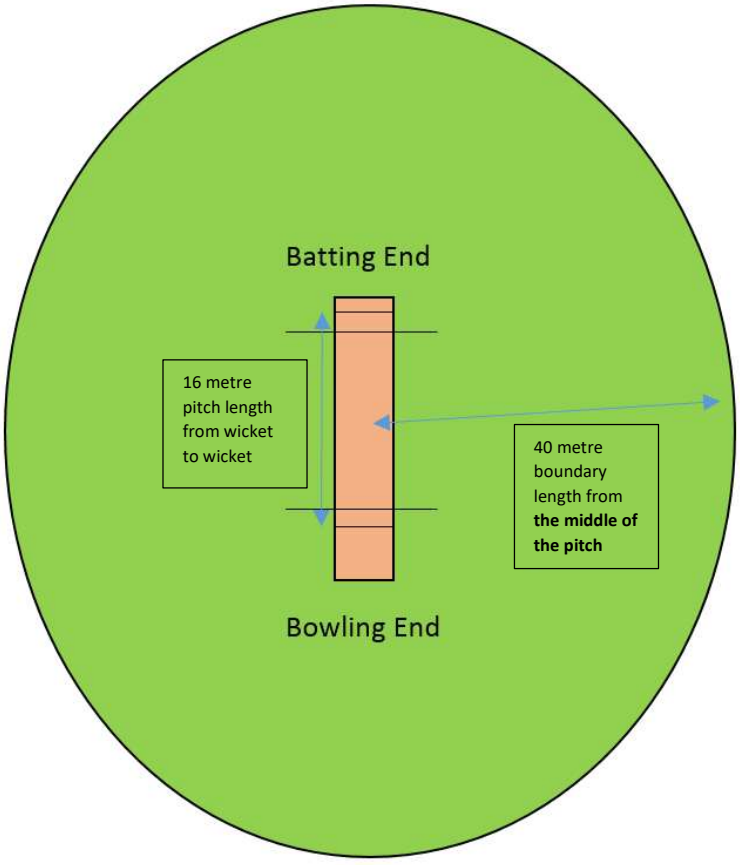
Finals

- No finals are played in this grade.

Averages

- No individual player awards (batting, bowling, etc.). are presented for the CNW Under-12 competition. However, should clubs wish to award batting and bowling trophies, the following qualification criteria are recommended:
- **Batting:** Runs qualifying standard is set as 50% of the top runs scorer's total, and innings qualifying standard is set as 50% of the highest number of innings played.
- **Bowling:** Wickets qualifying standard is set as 50% of the top wicket-taker's total, and the overs qualifying standard is set as 50% of the highest number of overs bowled.

Ground Set-Up



CNW Under-14 (Stage 2)

Playing Conditions

Season 2026/27

7. CNW – Under 14 Competition – 30/30 Playing Conditions

Summary of 30/30 Rules

Hours of Play	• Sunday mornings from 10:00am – 1:45pm or 1:00 pm – 4:45 pm (or no later than 10 minutes after the conclusion of earlier match)
Age Eligibility	• Players must be Under 14 as at 1st January 2026 (unless player/club has obtained an Overage Player Permit from CNW).
Protective Equipment	• Helmet (including Wicket-Keeper when keeping up to stumps). • Pads. • Gloves. • Protector.
Ball	• Kookaburra 2-piece 142g White (Red King or Special Test recommended)
Boundary	• 45 metres. Boundary is measured from the middle of the 18-metre pitch.
Team	• Maximum of nine (9) players to bat, bowl and field.
Innings	• 30 overs per team.
Pitch	• The wicket shall be **18 metres** in length.
Batting	• **Batters are to retire after 35 balls, if they are not dismissed.** • Retired batters can return when all others have batted, in the order they retired. • If a team decides to bat more than nine (9) players and reduce the number of balls per batter, a maximum of 8 wickets are to be lost.
Bowling	• All players are to bowl (including wicket-keeper). • Minimum three (3) overs are to be bowled by each player. • Maximum eight (8) balls per over. • Change ends after fifteen (15) overs.
Fielding	• Wicket-Keepers – 2 players x 15 overs each. • No fielders within ten (10) metres of the batter or other fielders with the exception of the Wicket-Keeper (to encourage singles).
Dismissals	• All dismissals (see LBW rule).

CNW – Under 14 Competition – 30/30 Playing Conditions (continued)

Description

This format is ideally suited for those who have completed 2-3 seasons of junior cricket and have more developed batting, bowling and fielding skills. The longer format provides further opportunity for skill development and match practice.

Skill Objectives

- Hit a moving ball on two sides and in front and behind the wicket.
- Judge and respond with a range of horizontal and vertical bat shots.
- Judge where and when runs can be scored.
- Bowl over 18m with a straight arm and within the batter's reach.
- Catch and throw > 35 metres.
- Apply skills over extended period of time as the game lengthens (30 overs per team).

Time

Matches will be played on Sunday Mornings from 10:00am – 1:45pm or from 1:00 pm to 4:45 pm if part of a double header at one venue.

Age of Players

All players shall be under the age of 14 as at January 1st 2026 (Note - Girls can be Under-16 as at January 1st 2026). Any team breaching this playing condition will incur a forfeiture with maximum points awarded to the opposition.

No overage players are permitted in the Under-14 competition without prior permission from Cricket North West through the overage player application process (dispensation may be provided in instances based on players skills level, if a club does not field an Under-16 team and/or players are required to help the club field a full team).

Number of Players in a Team

Teams shall be made up of **9** players to bat, bowl and field. A team which cannot field sufficient players shall forfeit the match. The minimum number of players that is required for a match to commence is **7**, however, excess players from opposing teams can, by agreement of both clubs, play for the opposition team to ensure a match is played. The team with sufficient players shall retain the win should this occur.

Match Balls

New **white** Kookaburra brand 142-gram, 2-piece leather balls are to be used for all 30-over matches. Approved balls are Tuf-Pitch, Special Test, Red King, Colt, Crown or Kooka Practice

CNW – Under 14 Competition – 30/30 Playing Conditions (continued)

Hours of Play

Game Type	Start Time	Break	End Time	Max. Overs Per Innings
Morning	**10:00am**	**11:45am - 12pm**	**1:45pm**	**30 Overs**
Afternoon	**1:00pm**	**2:45pm – 3pm**	**4:45pm**	**30 Overs**

Match

- The match consists of one 30-over innings per team.
- The pitch shall be **18 metres** in length. All matches will be played on synthetic pitches.
- Maximum length of the boundary shall be 45 metres from the centre of the pitch.
- Fifteen (15) overs are to be bowled from one end, followed by a change of ends for the remaining fifteen (15) overs.
- The team batting second can bat their full 30 overs even if they have passed the team batting first's score. In this circumstance, retirees are not permitted to return to crease. If the team elects to bat on it may declare its innings closed prior to receiving the maximum number of overs.

Minimum Number of Players & Impact

- A minimum of 7 (seven) players per team are required to play the match.
- **7 Players per Team** – 4 players bowl 5 overs; 1 player bowls 4 overs, 2 players bowl 3 overs; batting retirement is 35 balls.
- **8 Players per Team** – 6 players bowl 4 overs; 2 players bowl 3 overs**;** batting retirement is 35 balls.
- **9 Players per Team –** 3 players bowl 4 overs; 6 bowlers bowl 3 overs; batting retirement is 35 balls.

Batting

- Batters are to retire after 35 balls faced. All balls (regardless of whether they are Wides or No Balls) will be included in the batter's ball count. Batters can resume their innings in the order of retirement if overs permit.
- All batters are required to wear full protective equipment including a helmet that is compliant with British Standard 7928:2013, protector, pads, gloves etc. (thigh pads optional). **The umpires shall not allow play to commence until both batters are wearing the required protective equipment.**
- If a team decides to bat more than nine (9) players and reduce the number of balls per batter, a maximum of 8 wickets are to be lost.

CNW – Under 14 Competition – 30/30 Playing Conditions (continued)

Bowling

- All players must bowl (including the Wicket-Keeper).
- 6 bowlers are to bowl 3 overs each.
- 3 bowlers are to bowl 4 overs each.
- Standard six (6) ball overs apply with a maximum of eight (8) balls per over, including the re-bowling of wides and no balls.
- Players can bowl a maximum spell of four (4) consecutive overs.

Wides & No-Balls

- Wides and No-Balls are one (1) run plus any runs scored off them. Runs scored from all extras off the bat shall be credited to the batter on strike**.**
- Any ball that pitches off the synthetic surface shall be called a No-Ball and batters **are** allowed to hit this ball and fielders must not attempt to gather the ball prior to the batter attempting to hit it.
- Short pitched deliveries passing over shoulder height and full tosses passing over the batter's waist height are not allowed and will be deemed a No-Ball.
- Balls bouncing more than twice before reaching the batter shall be called a No-Ball.

Fielding Restrictions

- All fielders must be at least 10 metres from the batter. This restriction does not apply to the Wicket-Keepers or regulation slip fielders (including gully).
- No more than (5) fielders can be positioned on the leg side.
- Wicket-Keepers **must** wear a helmet that is compliant with British Standard 7928:2013 when keeping within ten (10) metres from the batter.
- **Wicket-Keepers** – Two (2) players are to wicket-keep for fifteen (15) overs each.

Umpires

- Each team shall be responsible for providing one (1) umpire.

Umpire Rulings

- Normal LBW rules apply. **Reminder – for an LBW decision to be adjudicated as out, the umpire must be 100% convinced that the ball did not pitch outside leg, hit the batter in line with the wickets, the ball is going to hit the wickets and the ball did not hit the bat prior to hitting the pad.** Any benefit of the doubt should go to the batter.
- The interpretation of these rules shall be the responsibility of the umpires, in conjunction with the coaches of the teams. All umpires' decisions are final.

CNW – Under 14 Competition – 30/30 Playing Conditions (continued)

Match Result

- The result will be determined by the team scoring the most runs. Innings totals will be calculated when the eighth wicket falls, or 30 overs have been bowled (whichever occurs first).

Encouraging Participation

- Cricket North West encourages the rotation of the batting and bowling order to ensure fair participation. Coaches are asked to consider having players bat and bowl against opponents of similar size, age, experience or ability in order to provide for an equal opportunity to develop their skills.
- An alternative approach to be considered is to have the first five (5) bowlers from the fielding innings occupy the last five (5) places in the batting order, and vice versa.

Rain Affected Matches

- Matches should be abandoned if more than 30 minutes of playing time is lost (delayed start or interruptions) due to inclement weather.
- For delays less than 30 minutes, there is a provision to play extra time (equal to the time lost) without the loss of any overs.

Finals

- No finals are played in this grade.

Averages

- No individual player awards (batting, bowling, etc.). are presented for the CNW Under-14 competition. However, should clubs wish to award batting and bowling trophies, the following qualification criteria are recommended:
- **Batting:** Runs qualifying standard is set as 50% of the top runs scorer's total, and innings qualifying standard is set as 50% of the highest number of innings played.
- **Bowling:** Wickets qualifying standard is set as 50% of the top wicket-taker's total, and the overs qualifying standard is set as 50% of the highest number of overs bowled.



CNW Under-16
Playing Conditions
Season 2026/27

8. CNW – Under 16 Competition – 40/40 Playing Conditions

Summary of 40/40 Rules

Hours of Play	• Sunday mornings from 10:00am – 3:20pm
Age Eligibility	• Players must be Under 16 as at 1st January 2026 unless player/club has obtained an Overage Player Permit from CNW. An Overage Player is not eligible for a competition award.
Protective Equipment	• Helmet (including Wicket-Keeper when keeping up to stumps). • Pads. • Gloves. • Protector.
Ball	• Kookaburra 4-piece 156g White (Regulation or Senator recommended)
Boundary	• 55-60 metres maximum. Boundary is measured from the middle of the pitch.
Team	• Maximum of twelve (12) players. 11 to bat, 11 on the field.
Innings	• 40 overs per team.
Pitch	• The wicket shall be **20.1 metres** in length (full pitch).
Batting	• **A batter must retire immediately upon reaching 100 runs**. • Retired batters may return to the crease at the loss of the last wicket, in order of retirement.
Bowling	• Maximum of eight (8) overs per bowler. • Maximum of five (5) overs per spell.
Fielding	• Wicket-Keepers must wear a helmet when standing up to stumps. • No fielders within ten (10) metres of the batter with the exception of the slips, gully and Wicket-Keeper.
Dismissals	• All dismissals (see LBW rule).

Under 16 Competition – 40/40 Playing Conditions (continued)

Description

A modified format for those players that in the intermediate stages of skill development. Designed to enhance skill level over longer periods. Fast, dynamic version of the game that allows for constant action. Aimed at those who have played the game for at least 3-4 seasons.

Skill Objectives

- Respond to pace and spin from back and front foot, attacking and defending to score runs.
- Judge where and when runs can be scored.
- Bowl with pace/spin, controlling variations of line and length over 20.1 m (full pitch).
- Field and catch in all positions on the field.
- Throw > 40 metres.
- Wicket-Keeper to catch the ball from pace and spin deliveries to save runs and take wickets.
- Captain to make tactical decisions, with feedback.
- Apply skills over extended period of time (40 overs per team).
- Captains to make tactical decisions and lead the game in all areas (players and spirit)

Time

Matches will be played on Sunday Mornings from 10:00am – 3:20 pm

Age of Players

All players shall be under the age of 16 as at 1st January 2026 (Note - Girls can be Under-18 as at 1st January 2026). Any team breaching this playing condition will incur a forfeiture with maximum points awarded to the opposition.

No overage players are permitted in the Under-16 competition without prior permission from Cricket North West through the overage player application process (dispensation may be provided in instances where players are required to help the club field a full team or based on players skill level).

Number of Players in a Team

Teams shall be made up of **12** players, with 11 players permitted to bat, and maximum of 11 players to field at any one time. Rotations with the 12th Man are unlimited. Players must inform the umpire(s) when they are rotating. A team which cannot field sufficient players shall forfeit the match. The minimum number of players that is required for a match to commence is **8**.

Match Balls

New **white** Kookaburra brand 156-gram, 4-piece leather balls are to be used for all 40-over matches. Approved balls are Regulation, Regulation Reject, Club Match or Senator.

Under 16 Competition – 40/40 Playing Conditions (continued)

Match

- The match consists of one 40-over innings per team.
- The pitch shall be **20.1 metres** in length, with matches played on turf and synthetic pitches.
- Maximum length of the boundary shall be 50 metres from the centre of the pitch.
- The match will conclude when any of the following occurs: (a) the team batting second is bowled out; (b) the team batting second passes the opposition's score; (c) the team batting second faces its full 40 overs (or the equivalent number of overs they bowled, if they exceeded the maximum time for their fielding innings); or (d) a match is abandoned due to wet weather.
- In the event of inclement weather, a minimum of 20 overs per team is required to constitute a game.

Hours of Play

Game Type	Start Time	Break	End Time	Max. Overs Per Innings
Morning	**10:00am**	**12:30 – 12:50pm**	**3:20pm**	**40 Overs**

Drinks Breaks

- A drinks break can be taken at the completion of the 20th over in each innings.

Over Rate Penalties

- All sides are expected to be in position to bowl the first ball of the last of their 40 overs within 2 hour 30 minutes (150 minutes) playing time.

Batting

- **A batter must retire immediately upon reaching 100 runs**.
- Retired batters may return to the crease at the loss of the last wicket, in order of retirement
- All batters are required to wear full protective equipment including a helmet that is compliant with British Standard 7928:2013., protector, pads, gloves etc. (thigh pads optional). **The umpires shall not allow play to commence until both batters are wearing the required protective equipment**

Bowling

- Maximum of eight (8) overs per bowler.
- Minimum of five (5) bowlers to be used.
- Maximum of five (5) overs per spell for fast and medium paced bowlers.
- Standard six (6) ball overs apply, no maximum 8 ball overs.

Under 16 Competition – 40/40 Playing Conditions (continued)

Wides & No-Balls

- Wides and No-Balls are one (1) run plus any runs scored off them. Runs scored from all extras off the bat shall be credited to the batter on strike**.**
- All Wides and No-Balls must be re-bowled.
- **Off side wides:** Any ball passing the batter on the off side more than 75cm wide of the off stump at the popping crease shall be called a Wide. Lines shall be drawn from the popping crease parallel with return crease, measured 43.18 cm from the return creases on both sides of the wicket.
- **Leg side wides:** Leg side wide markings will be an extension of the "protected area markings" towards the popping crease, i.e. The inside edge shall be 12''(30.48cm) from either side of the middle stump. The lines shall extend 2ft (61cm) from the back edge of the bowling crease.
- **Ball landing off a turf pitch:** Any ball bowled off the turf pitch shall be deemed a No Ball, with one (1) run added to the score.
- **Ball landing off a synthetic pitch:** Any ball landing off the synthetic pitch shall be deemed a No Ball, with one (1) run added to the score.
- If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definitions below, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.
- Normal, routine movements by the batter prior to receiving the ball will not, of themselves, be treated as a place where the batter has stood for the purposes as mentioned in the preceding paragraph. However, where in the opinion of the umpire the batter's movement is made in an attempt to deceive the bowler or to access a particular part of the ground, the battter's stance as mentioned in the preceding paragraph is to be applied strictly. For example, where the batter steps back towards the leg side, the leg side wide line will move with the batter, and the off side wide line will remain. Where the batter moves across to the off side to create access for a leg side shot, the off side wide line will move with the batter, and the leg side wide line will remain.

Free Hit

- As per the 2nd Grade One-Day rules, the ball following any No-Ball shall be a "free hit", with the applicable restrictions put in place. The only exception to this rule is – where matches are played on synthetic pitches a free hit shall not be applied to No-Balls resulting from a ball hitting the edge of the pitch or landing outside the pitch.

Under 16 Competition – 40/40 Playing Conditions (continued)

Short Pitched Deliveries

- Bowlers can deliver a maximum of two short-pitched balls per over, classed as any ball above the batter's shoulder height while standing upright at the crease. Any further short pitched deliveries in the over will be called as No Balls.
- Any short pitched ball above head height shall be called a Wide, unless the ball in question breaches the short-pitched ball limit for the over – in which case it will be called a No-Ball.

Fielding Restrictions

- All fielders must be at least 10 metres from the batter. This restriction does not apply to the Wicket-Keepers or regulation slip fielders (including gully).
- No more than (5) fielders can be positioned on the leg side.
- Wicket-Keepers **must** wear a helmet that is compliant with British Standard 7928:2013 when standing up to stumps (inexperienced wicket-keepers should wear a helmet that is compliant with British Standard 7928:2013 whenever they are standing less than 10 metres for the batter).
- **At all times during the innings there must be a minimum of five fielders in the fielding restriction circle, or what would be considered the "in-field" (therefore a maximum of four fielders outside the circle).**

Umpires

- Each team is to supply one (1) umpire in the event that no CNW Umpires are appointed to the match.

Coaches

- Coaches are permitted to act as umpires but must not interact with players in a way which would alter game play during their time in the middle. It is the Captains' responsibility to set fields and manage bowlers.
- Coaches may address players at drinks intervals only, and not at other breaks in play such as the fall of a wicket, obstruction on the field, etc.

Dismissals

- All modes of dismissal are applicable, as per the Laws of Cricket.
- **Reminder – for an LBW decision to be adjudicated as out, the umpire must be 100% convinced that the ball did not pitch outside leg, hit the batter in line with the wickets, the ball is going to hit the wickets and the ball did not hit the bat prior to hitting the pad.**
  Any benefit of the doubt should go to the batter.
- The interpretation of these rules shall be the responsibility of the umpires. All umpires' decisions are final.

Under 16 Competition – 40/40 Playing Conditions (continued)

Match Result

- The result will be determined by the team scoring the most runs. Innings totals will be calculated when the tenth wicket falls, the team batting second passes the opposition's score or 40 overs have been bowled (whichever occurs first).

Allocation of Points

Win	**8**
Bye	**8**
Tie/Washout	**4**
Loss	**0**
Forfeit Loss	**0**

Rain Affected Matches

- Each side must be able to face twenty (20) overs to constitute a match. Should the total rain delay exceed 2 hours and 30 minutes (150 minutes), the match should be abandoned. Therefore, a match should be abandoned if no play is possible before 12.30 pm.

Loss of Play Due to Weather

- Reduce each innings by one (1) over for each 7.5 minutes or part thereof lost if the delay occurs in the first innings. Example – 30 minutes lost; reduce each innings by four (4) overs.
- In the event that there is a weather delay during the second innings, reduce the innings by one over for every 3.75 minutes lost (or part thereof). Example – 15 minutes lost; reduce the second innings by four (4) overs.

Revised Target – Team Batting Second

- Revised targets are to be calculated by the average runs per over (to two decimals) of the team batting first, multiplied by the adjusted number of overs to be bowled by that team, plus one.
- Example –
  1. Team batting first faced 35 overs and scores 175 = 5.00 runs per over.
  2. Team batting second's innings reduced to 25 overs due to rain.
  3. Team batting first's revised score is 25 overs x 5.00 runs per over = 125.
  4. If this number is not a whole number, the revised target score is to be rounded up.
  5. Team batting second's target score is revised score + 1 = 126.

Player Eligibility for Finals

- A player must have played a minimum of 4 matches of the started roster matches in this grade or lower grades with that team in order to be eligible to participate in the finals

Under 16 Competition – 40/40 Playing Conditions (continued)

Semi Finals

- Semi-Finals will be played as 40/40 matches.
- Semi-Finals are to be played on turf pitches where available, otherwise a synthetic pitch venue shall be used.
- Semi-Finals are to be played as 1st v 4th, and 2nd v 3rd.
- Semi-Finals shall be hosted by the 1st and 2nd placed teams, subject to ground availability, standard and clashes with higher grades.
- The winning Semi-Final teams shall advance to the Grand Final.
- If Semi-Finals are washed out the highest placed team in each/either match shall progress to the Grand Final.
- In the event of a tied Semi-Final the highest placed team shall progress to the Grand Final.

Grand Final

- The Grand Final will be played as a 40/40 match.
- The Grand Final is to be played on a turf pitch where available, otherwise a synthetic pitch venue shall be used.
- The Grand Final shall be hosted by the highest placed qualifier, subject to ground availability, standard and clashes with higher grades.
- If the Grand Final is washed out or abandoned the match shall be replayed on the Reserve Day. If play cannot proceed on the Reserve Day, the highest placed qualifier shall be declared premiers.
- In the event of a tied Grand Final, the highest placed qualifier shall be declared premiers.

Averages

- Qualifications for averages are as follows and include all fixtures, excluding finals (40/40):
- **Batting:** Runs qualifying standard is set as 50% of the top runs scorer's total, and innings qualifying standard is set as 50% of the highest number of innings played.
- **Bowling:** Wickets qualifying standard is set as 50% of the top wicket-taker's total, and the overs qualifying standard is set as 50% of the highest number of overs bowled.



CNW Under-18

Playing Conditions

Season 2026/27

9. CNW – Under 18 - T20 Competition – Playing Conditions

Summary of 20/20 Rules

Hours of Play	• Friday evenings from 5:15pm – 7:55pm.
Age Eligibility	• Players must be Under 18 as at 1st January 2026.
Protective Equipment	• Helmet (including Wicket-Keeper when keeping up to stumps). • Pads. • Gloves. • Protector.
Ball	• Kookaburra 4-piece 156g White (Regulation recommended)
Boundary	• 55-60 metres maximum. Boundary is measured from the middle of the pitch.
Team	• Maximum of twelve (12) players. 11 to bat, 11 on the field.
Innings	• 20 overs per team.
Pitch	• The wicket shall be **20.1 metres** in length (full pitch).
Batting	• A batter must retire immediately upon reaching 100 runs. • Retired batters may return to the crease at the loss of the last wicket, in order of retirement
Bowling	• Maximum of four (4) overs per bowler. • Minimum of five players to bowl. • Five overs to be bowled from an end.
Fielding	• Wicket-Keepers must wear a helmet when standing up to stumps. • No fielders within ten (10) metres of the batter with the exception of the slips, gully and Wicket-Keeper.
Dismissals	• All dismissals (see LBW rule on page 60).

CNW – Under 18 - T20 Competition – Playing Conditions (continued)

Description

This format of cricket is aimed at those who have had no or interrupted involvement in the game, but have sound cricket skills. Slightly shorter game ideally suited for players looking to increase their involvement but are balancing other interests and commitments.

Skill Objectives

- Respond to pace and spin bowlers from back and front foot, attacking and defending the ball to score runs.
- Judge where and when runs can be scored.
- Bowl with pace / spin controlling variations of line and length.
- Field and catch in all positions on the field.
- Throw > 45 metres.
- Wicket-Keeper to catch the ball from pace and spin deliveries to take wickets.
- Captain to make tactical decisions with feedback.

Time

Matches will be played on Friday evenings from 5:15pm – 7:55pm.

Age of Players

All players shall be under the age of 18 as 1st January 2026 (Note - Girls can be Under-20 as at 1st January 2026). Any team breaching this playing condition will incur a forfeiture with maximum points awarded to the opposition.

No overage players are permitted in the Under-18 T20 competition without prior permission from Cricket North West through the overage player application process (dispensation may be provided in instances where players are required to help the club field a full team or based on players skill level).

Number of Players in a Team

Teams shall be made up of **12** players, with 11 players permitted to bat, and maximum of 11 players to field at any one time. Rotations with the 12th Man are unlimited. Players must inform the umpire(s) when they are rotating. A team which cannot field sufficient players shall forfeit the match. The minimum number of players that is required for a match to commence is **8**.

Match Balls

New **white** Kookaburra brand 156-gram, 4-piece leather balls are to be used for all T20 matches. Approved balls are Regulation, Regulation Reject, Club Match or Senator.

CNW – Under 18 - T20 Competition – Playing Conditions (continued)

Match

- The match consists of one 20-over innings per team.
- The pitch shall be **20.1 metres** in length, with matches played on turf and synthetic pitches.
- Maximum length of the boundary shall be 55-60 metres from the centre of the pitch.
- The match will conclude when any of the following occurs: (a) the team batting second is bowled out; (b) the team batting second passes the opposition's score; (c) the team batting second faces its full 20 overs (or the equivalent number of overs they bowled, if they exceeded the maximum time for their fielding innings); or (d) a match is abandoned due to wet weather.
- In the event of inclement weather, a minimum of 10 overs per team is required to constitute a game.

Hours of Play

Game Type	Start Time	Break	End Time	Max. Overs Per Innings
Evening	**5:15pm**	**6:30 – 6:40pm**	**7:55pm**	**20 Overs**

Drinks Breaks

- No drinks breaks will be taken, but players can obtain a drink on the boundary or at the fall of a wicket.

Over Rate Penalties

- All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 15 minutes (75 minutes) playing time.
- Unless determined otherwise by the umpires or referee (if appointed), where this requirement is not met, from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) 1 less fielder shall be permitted outside the fielding restriction area.

CNW – Under 18 - T20 Competition – Playing Conditions (continued)

Batting

- **A batter must retire immediately upon reaching 100 runs**.
- Retired batters may return to the crease at the loss of the last wicket, in order of retirement.
- All batters are required to wear full protective equipment including a helmet that is compliant with British Standard 7928:2013., protector, pads, gloves etc. (thigh pads optional). **The umpires shall not allow play to commence until both batters are wearing the required protective equipment.**

Bowling

- Maximum of four (4) overs per bowler.
- Minimum of five (5) bowlers to be used.
- Standard six (6) ball overs apply.
- To assist with the achievement of the desired over rate, the bowling team is to bowl 5 overs from the same end, before changing ends and repeating the 5-over cycle.
- Batters change ends at the completion of each over.

Wides & No-Balls

- Wides and No-Balls are one (1) run plus any runs scored off them. Runs scored from all extras off the bat shall be credited to the batter on strike**.**
- All Wides and No-Balls must be re-bowled.
- **Off side wides:** Any ball passing the batter on the off side more than 75cm wide of the off stump at the popping crease shall be called a Wide. Lines shall be drawn from the popping crease parallel with return crease, measured 43.18 cm from the return creases on both sides of the wicket.
- **Leg side wides:** Any ball that passes outside the leg stumps without any contact with the strikers bat or person shall be a Wide unless the ball passes between the striker and the stumps.
- **Ball landing off a turf pitch:** Any ball bowled off the turf pitch shall be deemed a No Ball, with one (1) run added to the score.

- **Ball landing off a synthetic pitch:** Any ball landing off the synthetic pitch shall be deemed a No Ball, with one (1) run added to the score.
- If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definitions below, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.

- Normal, routine movements by the batter prior to receiving the ball will not, of themselves, be treated as a place where the batter has stood for the purposes as mentioned in the preceding paragraph. However, where in the opinion of the umpire the batter's movement is made in an attempt to deceive the bowler or to access a particular part of the ground, the batters's stance as mentioned in the preceding paragraph is to be applied strictly. For example, where the batter steps back towards the leg side, the leg side wide line will move with the batter, and the off side wide line will remain. Where the batter moves across to the off side to create access for a leg side shot, the off side wide line will move with the batter, and the leg side wide line will remain.

Illegal Deliveries (To Be Called No-Balls)

- Any full toss that passes the batter above waist height (where the batter is standing upright at the crease).
- Any ball that bounces more than once before reaching the batter.

Free Hit

- As per the CNW T20 rules, the ball following any No-Ball shall be a "free hit", with the applicable restrictions put in place. The only exception to this rule is – where matches are played on synthetic pitches a free hit shall not be applied to No-Balls resulting from a ball hitting the edge of the pitch or landing outside the pitch.

Short Pitched Deliveries

- Bowlers can deliver a maximum of two short-pitched balls per over, classed as any ball above the batter's shoulder height while standing upright at the crease. Any further short pitched deliveries in the over will be called as No Balls.
- Any short pitched ball above head height shall be called a Wide, unless the ball in question breaches the short-pitched ball limit for the over – in which case it will be called a No-Ball.

Fielding Restrictions

- All fielders must be at least 10 metres from the batter. This restriction does not apply to the Wicket-Keepers or regulation slip fielders (including gully).
- No more than (5) fielders can be positioned on the leg side.
- Wicket-Keepers **must** wear a helmet that is compliant with British Standard 7928:2013 when standing up to stumps (inexperienced wicket-keepers should wear a helmet that is compliant with British Standard 7928:2013 whenever they are standing less than 10 metres for the batter).
- **For the first six overs of the innings, a maximum of two (2) fielders shall be permitted to be outside the fielding restriction circle at the instant of delivery. A maximum of five (5) fielders shall be permitted to be outside the circle for all remaining overs. In the event of loss of overs, fielding restriction overs will be amended as per CNW 1st & 2nd Grade T20 rules.**

Umpires

- Each team is to supply one (1) umpire in the event that no CNW Umpires are appointed to the match.

Coaches

- Coaches are permitted to act as umpires but must not interact with players in a way which would alter game play during their time in the middle. It is the responsibility of the Captain to set fields and manage bowlers.
- Coaches may address players at drinks intervals only, and not at other breaks in play such as the fall of a wicket, obstruction on the field, etc.

Dismissals

- All modes of dismissal are applicable, as per the Laws of Cricket.
- **Reminder – for an LBW decision to be adjudicated as out, the umpire must be 100% convinced that the ball did not pitch outside leg, hit the batter in line with the wickets, the ball is going to hit the wickets and the ball did not hit the bat prior to hitting the pad.** Any benefit of the doubt should go to the batter.
- The interpretation of these rules shall be the responsibility of the umpires. All umpires' decisions are final.

Match Result

- The result will be determined by the team scoring the most runs. Innings totals will be calculated when the tenth wicket falls, the team batting second passes the opposition's score or 20 overs have been bowled (whichever occurs first).

Allocation of Points

Win	**4**
Bye	**4**
Tie/Washout	**2**
Loss	**0**
Forfeit Loss	**0**

Rain Affected Matches

- Each side must be able to face ten (10) overs to constitute a match. Should the total rain delay exceed 1 hours and 15 minutes (75 minutes), the match should be abandoned. Therefore, a match should be abandoned if no play is possible before 6:30pm.

- For roster matches, where a synthetic pitch venue is not available to transfer the match to, the CNW umpire(s), or Coaches if no umpires have been appointed, can abandon the match by mutual agreement any time prior to the commencement of play if it is felt that prevailing pitch or ground conditions would not provide for a fair or safe environment for all players on that day.

Loss of Play Due to Weather

- Reduce each innings by one (1) over for each 7.5 minutes or part thereof lost if the delay occurs in the first innings. Example – 30 minutes lost; reduce each innings by four (4) overs.
- In the event that there is a weather delay during the second innings, reduce the innings by one over for every 3.75 minutes lost (or part thereof). Example – 15 minutes lost; reduce the second innings by four (4) overs.

Bowling Restrictions in a Reduced Over Game

Overs	Bowling	Overs	Bowling
20	5 x 4	**14**	4 x 3 & 1 x 2
19	4 x 4 & 1 x 3	**13**	3 x 3 & 2 x 2
18	3 x 4 & 2 x 3	**12**	2 x 3 & 3 x 2
17	2 x 4 & 3 x 3	**11**	1 x 3 & 4 x 2
16	1 x 4 & 4 x 3	**10**	5 x 2
15	5 x 3		

Revised Target – Team Batting Second

- Revised targets are to be calculated by the average runs per over (to two decimals) of the team batting first, multiplied by the adjusted number of overs to be bowled by that team, plus one.
- Example –

1. Team batting first faced 15 overs and scores 75 = 5.00 runs per over.
2. Team batting second's innings reduced to 10 overs due to rain.
3. Team batting first's revised score is 10 overs x 5.00 runs per over = 50.
4. If this number is not a whole number, the revised target score is to be rounded up.
5. Team batting second's target score is revised score + 1 = 51.

T20 Playing Conditions
Cricket North West – Under 18 T20 Competition (continued)

Tied Matches (Super Over)

- In matches finishing as a tie, the result shall be determined through a tie-breaker called the "Super Over". The "Super Over" involves each team facing one six-ball over. The following procedure will apply:
  1. Starts 5 minutes after the conclusion of the match.
  2. The Umpires shall stand at the same end as that which they finished the match.
  3. The team batting second in the match will bat first in the Super Over.

4. The batting team has all 10 wickets available to them for the over, and does not have to nominate their batters in advance.
5. The fielding team can choose the end they bowl from, and do not have to nominate the bowler until the opening batters enter the field of play.
6. The same ball (or a ball of similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the Super Over.
7. Teams change over as quickly as possible after the first Super Over.
8. The team that scores the most runs from its Super Over will be declared the winner. If still a tie, the team with the most boundaries will be declared the winner, and if still level, the team with the highest scoring individual ball, beginning from the commencement of the over.

- If the weather or bad light prevents a Super Over from being played the match will be declared a Tie.

T20 Grand Final

- The top two placed sides on the ladder at the end of the roster series shall contest the Grand Final.
- The venue shall be approved by the Cricket and Competition Committee and/or the CT Community Cricket Administrator. Preference will be given to playing the match on a turf pitch.
- If the match is washed out or abandoned, it will be replayed on the Reserve Day. If this is not possible, the highest placed team shall be declared premiers.

Player Eligibility for Grand Final

- A player must have played at least two started Under-18 T20 roster matches with that team in order to be eligible to participate in the Grand Final.

Extra Time for T20 Grand Finals

- Thirty minutes of extra time shall be permitted for T20 Grand Finals, in the interests of providing an opportunity for a result to be achieved.
- In the case of interruptions, the match umpires shall only reduce overs once more than 30 minutes of playing times has been lost.
- This allowance for extra time shall take precedence over any allowance for a Super Over (if there are concerns about available light). Where ground, weather and light conditions are favourable, allowances for extra time and a Super Over can be accommodated.

Appendix 1 - Spirit of Cricket

Cricket is a game that owes much of its unique appeal by the fact that it is expected to be played not only within the Laws, but also within the spirit of the game. Any action, which is seen to abuse this spirit, causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the Captains.

1. There are two Laws which place the responsibility for the team's conduct firmly on the Captain.

Responsibility of Captains
The Captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws.

Players Conduct
In the event of any player failing to comply with the instructions of an Umpire, criticising decisions by word or action, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the Umpire concerned shall in the first place report the matter to the other Umpire and to the player's Captain and
instruct the latter to take action.

2. Fair and Unfair Play
According to the Laws the Umpires are the sole judges of fair and unfair play.
The Umpires may intervene at any time and it is the responsibility of the Captains to take action where required.

3. The Umpires are authorised to intervene in cases of:

- Time wasting.
- Damaging the pitch.
- Dangerous or unfair bowling.
- Tampering with the ball.
- Any other action that they consider to be unfair.

4 The spirit of the Game involves RESPECT for:

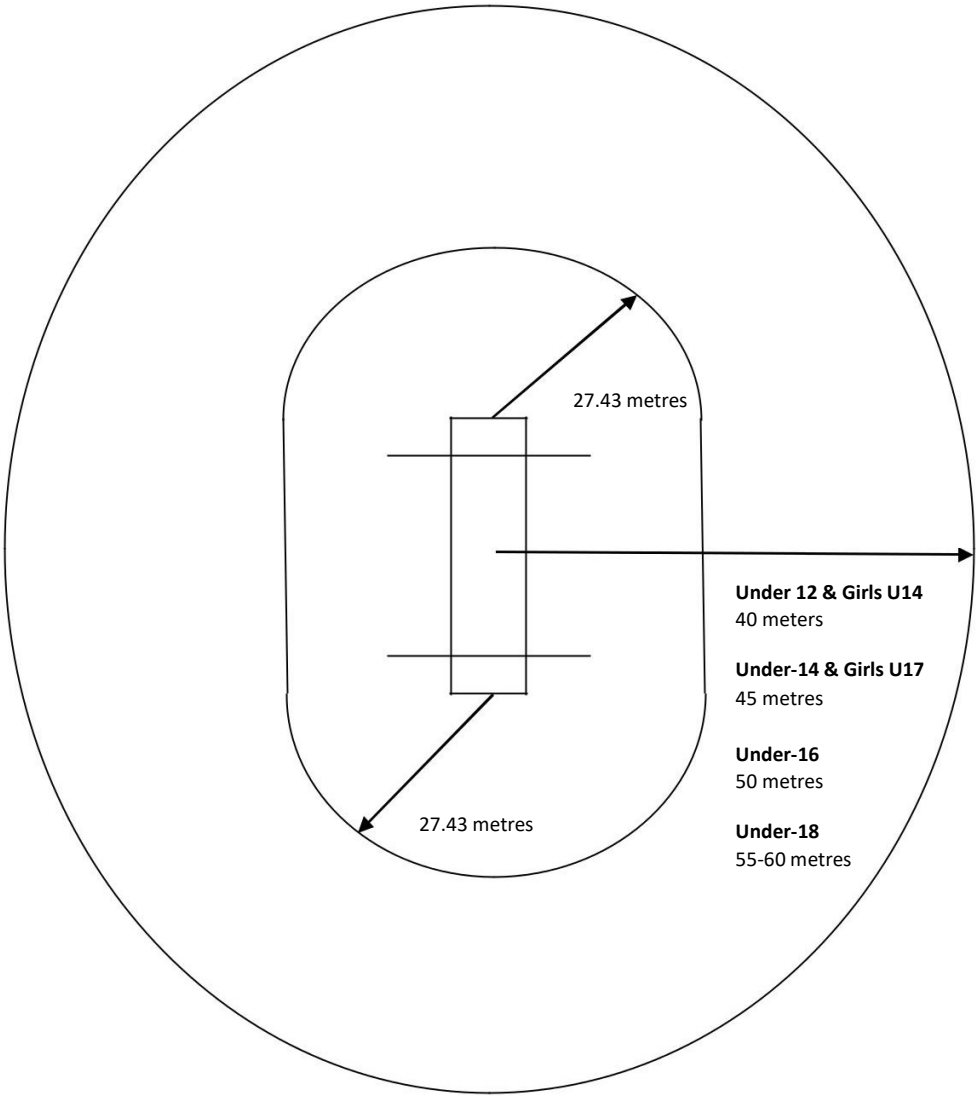
- Your opponents.
- Your own Captain and team.
- The role of the Umpires.
- The game's traditional values.

5. It is against the Spirit of the Game:

- To question an Umpire's decision by word or gesture
- To direct abusive language towards an opponent or Umpire
- Indulge in cheating or in sharp practice, e.g.
    a) Appeal, knowing that the batter is not out.
    b) Advance towards an Umpire in an aggressive manner when appealing.
    c) Seek to distract an opponent either verbally or by harassment.

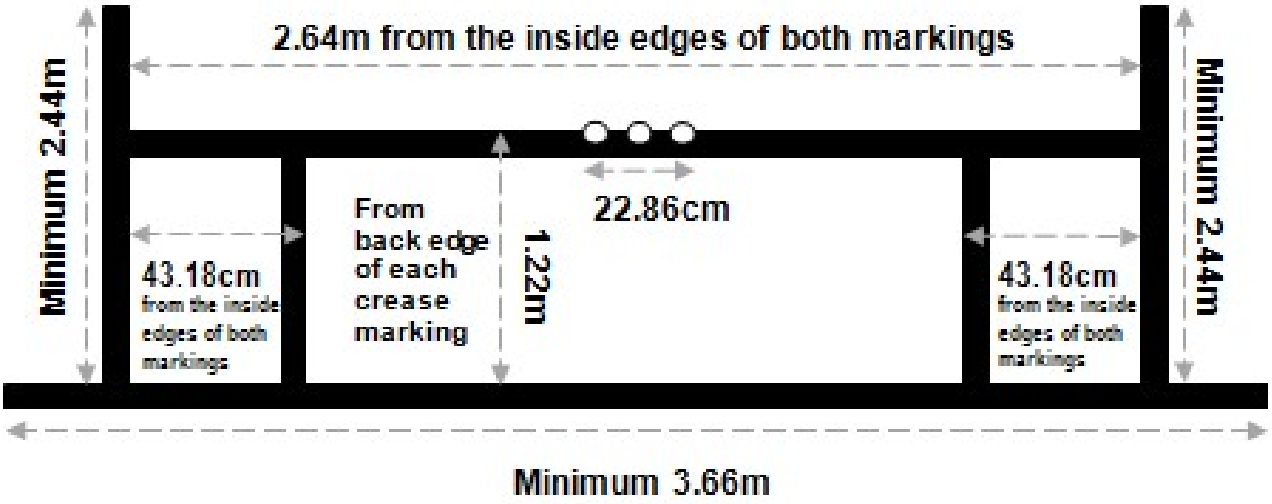
Appendix 2 – Fielding Restrictions Marking & Boundaries

Two semicircles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.



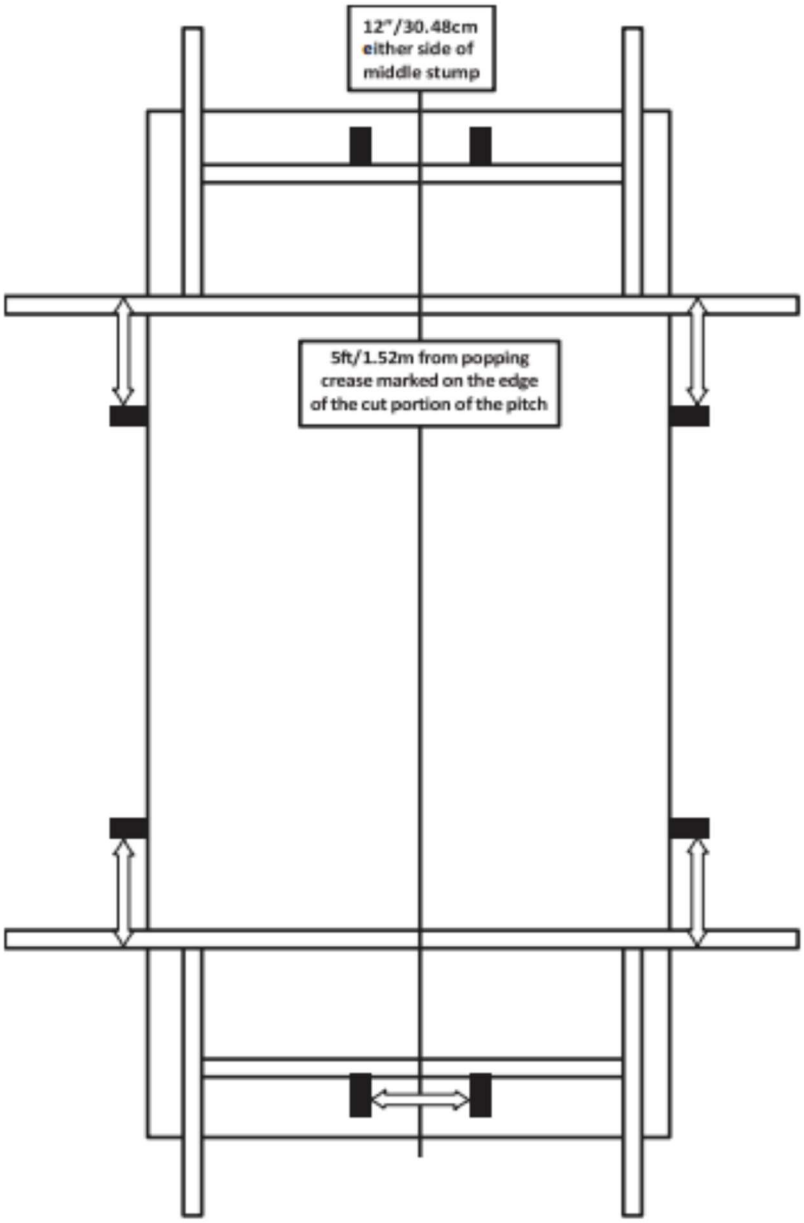
Appendix 3 – Crease Markings

For all Under-16 40/40 and Under-18 T20 matches.



Appendix 4 – Protected Area Markings

For all Under-16 40/40 and Under-18 T20 matches played on turf pitches.



Appendix 5 – Management of Ground, Weather, Light

The below guidelines are not a change to playing conditions, yet have been provided so that umpires, players and coaches know what to expect in the case of Ground, Weather or Light issues (GWL).

Underpinning the below guidelines is the premise that at all times umpires will look to maximise play. The overriding stipulation however is that the safety of participants is paramount, and if in the umpire's opinion the conditions are dangerous or unreasonable for the batsmen, fielders or umpires, then play will not continue as per Laws 3.8 & 3.9).

Once the Toss has occurred, the preparation and maintenance of the pitch and outfield is in the umpires' control. This will however be managed in close consultation with the ground staff where applicable.

- At all times during a match, the umpires will seek to apply a consistent approach to GWL judgement with any interaction with ground staff explained to captains.
- Once the decision has been made to place covers on the pitch, this will be done with a minimum of delay (if required mid-over then it will be done immediately)
- When the covers are on, umpires will diligently monitor the prevailing conditions. It can be expected that an inspection of the conditions will occur at least once every 15 minutes to assess any improvement/deterioration. For briefer interruptions, the umpires may not even leave the field of play.
- Once a break in the weather is identified, every effort should be made to accelerate the resumption of play in conjunction with ground staff.
- When assessing the fitness for play, the umpires should check and be satisfied that:
    - The bowler's run-ups provide a reasonable foothold;
    - The outfield is free from any excessively wet or damaged areas that would deny the fielders the power of free movement;
    - The pitch and wicket block will allow the batsmen to play their shots and run between wickets.
- When a restart time is decided upon, umpires will advise both captains as soon as possible to enable team preparations. If conditions are improving but not yet adequate to resume play, umpires will try to provide the captains with an indication of when a resumption of play is likely to further assist participating teams. Players are to be ready to resume play immediately once the ground is ready.
- The scorers will be notified of the resumption time, and where applicable the revised number of overs as soon as possible.
- When Duckworth/Lewis/Stern is in use, the D/L/S operator will be required to produce new par-score sheets following any reduction in overs, which must be checked with the umpires prior to being circulated to teams and stakeholders.

- The umpires will communicate all information to the captains, who are subsequently responsible for relaying the information to their team.
- The umpires may instruct the ground staff to use any available equipment that they believe will assist in preparing the ground for play.

Lightning/Thunderstorm

Should thunderstorms be prevalent on match day the umpires shall apply the 30/30 rule to determine whether play should be suspended and when it is safe to resume. When lightning is sighted, the umpires shall count the seconds between the flash of lightning and the sound of thunder. If the time between lightning and thunder is less than 30 seconds play will be suspended immediately for a minimum of 30 minutes and must not resume until 30 minutes after the last audible thunder.

Excessive Heat

The Regional Administrator and/or delegate shall have the discretionary power to cancel all play in all matches in any grade on a particular day when excessively hot weather either in the lead up to or during match is anticipated to significantly impact the health and wellbeing of players competing in a match. For a scheduled Two-Day match, this may be either the first or the second day.

The Regional Manager and/or delegate shall have the discretionary power to vary the start time and/or number of overs to be bowled in a particular match, or all matches in a particular grade.

Participating in hot conditions will affect different individuals to different extents and differing ways. Factors which can influence the effect on different individuals include:

- Individuals level of fitness and general health;
- The preparation of the individual has undertaken in the lead-up to the match;
- Whether, or how many times the individual has participated in cricket (or other strenuous activities) in the days prior to the day of the match in which he/she is now participating;
- Age of the individual;
- The measures the participant takes to ensure proper re-hydration during and after participating.

The responsibility for ensuring the safety of individual participants is primarily the responsibility of Clubs and the individual themselves. To ensure participant safety, Clubs should:

- Monitor participants and ensure that individuals at particular risk do not take part in conditions in which they are at undue risk;
- Place no pressure on any participant to refrain from withdrawing from any match, or day of a match, or part of a day, for health reasons;
- Ensure participants have every opportunity under the Laws and By-Laws to re-hydrate during and after participation.

Guidelines for Umpires:

- The By-Laws provide for drinks to be taken more than twice per session in excessive hot weather conditions. The number of drinks breaks in a session may be increased, provided, only that the periods of play between drinks, or between interval and drinks, are no less than 35 minutes.

No player is forced by Cricket Tasmania to participate in any match and Clubs shall place no pressure on any participant if he/she considers withdrawing from any part of a match for health reasons.

Smoke

Cricket Tasmania's policy is for decisions on playing cricket in smoke-affected areas to be made by the appointed umpires (or coaches if no umpires have been appointed) at individual venues, as for other weather events such as rain, lightning or poor light. The Laws of Cricket (2022 code) specify the umpires' role in determining each ground's fitness for play in Law 3.8 & 3.9.

Cricket Tasmania will only seek to cancel or abandon all games for the day in exceptional circumstances such as an active bushfire causing road closures and/or threatening multiple venues, evacuation notices and public health alerts for people to stay indoors.

Recommendations:

In order to support decision-making, Cricket Tasmania makes the following recommendations:

1. Players or umpires with pre-existing cardio-respiratory conditions, including asthma, must take additional precautions when outdoors in smoky conditions. Participants with these conditions will often demonstrate symptoms of being affected by smoke earlier than others, and may experience wheezing, chest tightness and difficulty breathing. They should follow their asthma action plan, or their plan for managing flare-ups of other conditions. If they don't have a plan they should see their GP to prepare one.
2. Play should be delayed or suspended where smoke has an impact on player and/or umpire visibility. This includes picking the ball up out of the background, and the entire playing surface being visible.
3. Play should be delayed or suspended when any players and/or umpires are demonstrating physical symptoms of being affected by smoke. This includes itchy or burning eyes, sore throat, runny nose and a cough.
4. Resources such as the AirRater app and the EPA's Real Time Air Quality Data can be used to provide a snapshot of the air quality as measured at base stations around the state. These tools measure the concentration of smoke particles in micrograms per cubic metre. Two readings are typically provided, a PM^{10} measurement for the concentration of large particles (usually dust, sea salt or gases) and a $PM^{2.5}$ measurements for the concentration of small particles (typically smoke).

   The higher the $PM^{2.5}$ reading the greater the concentration of smoke particles in an area. Cricket Tasmania proposes the following ratings scale to assist in evaluating smoke particle density and the likelihood of it impacting on participant safety:

   i. A $PM^{2.5}$ measurements of 25 micrograms per cubic metre or higher will trigger an Air Quality Notification from the EPA. At this level those with cardio-respiratory conditions such as asthma, especially children, should initiate their action plan and consider whether participation in an active game is safe for them.

   ii. A $PM^{2.5}$ measurements of more than 100 micrograms per cubic metre would likely make exercising outdoors uncomfortable for even those without a cardio-respiratory condition, and umpires should consider delaying or suspending play until conditions improve, or abandoning play.

   Air-quality readings should not take the place of the subjective assessment of conditions by umpires at individual grounds. Readings are taken at selected weather base stations around the state, and depending on the prevailing weather system, conditions could be markedly different at cricket grounds in the area. The data should only be used to support decision-making.

MORE INFORMATION:

For more information on air quality, outdoor smoke and health alerts, please consult the resources listed below:

Department of Health and Human Services:
https://www.dhhs.tas.gov.au/publichealth/alerts/air/bushfire_smoke.
https://www.dhhs.tas.gov.au/publichealth/air

EPA Real-Time Air Quality Data

http://epa.tas.gov.au/epa/real-time-air-quality-data-for-tasmania

AirRater APP – for Android or iOS devices

http://airrater.org/

TasAlert

http://www.alert.tas.gov.au/

Appendix 6 – Symbols and Signals for Scorers

EVENT	UMPIRES SIGNAL	RECOMMENDED SYMBOL	
Wide ball		W	**Note:** Enter W1 (wide and one run) if the batters run one off a wide. Two runs are added to the total. Enter W2 if the batters run two off a wide. and so on.
No ball		⊙	**Note:** Enter a number in the circle if a batter hits a no-ball for runs. So if they hit a no-ball for 2 runs, put a 2 in the circle, add two runs to the batter's total, and three runs to the overall and bowler's totals.
Bye		B	**Note:** Enter B2 (two byes) if the batters run two byes off a ball. Record 2 in the byes column, and add two runs to the overall total. Byes are recorded in the bowler's over, but not counted in their figures.
Leg Bye		L	**Note:** Enter L2 (two leg byes) if the batters run two leg byes off a ball. Record 2 in the leg byes column, and add two runs to the overall total. Leg byes are recorded in the bowler's over, but not counted in their figures.
Boundary Four		4	
Boundary Six		6	
Dead Ball		·	
Short Run			**Note:** Reduce the score from that ball by one run.
Wicket		X	
Penalty Runs to Fielding Side		5	**Note:** Enter in "Penalty Extras".
Penalty Runs to Batting Side		5	**Note:** Enter in "Penalty Extras".
Signal Revoked			