Under 12B

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Under 12B Rules Quick Guide 2025-2026

Age Coordinator U12B –

Coach	• Accredited Community Coach - Blue Card required
Game Type	• One Day - Non-Competitive - No finals
Time	• 120 minutes
Protective Equipment	• Helmet (including Wicket-Keeper when up to stumps) • Pads • Gloves • Protector
Ball	• 142 gr Kookaburra Commander
Boundary	• 30 metres (set distance) from batter's end stumps
Pitch Type & Length	• Hard Wicket - 16 metres in length
Overs	• 20 overs per team
Batting	• All players to bat • All players face equal number of balls. • Batter does not leave the field when dismissed • No limits on number of dismissals • Wides and no Balls included in ball count • Batter to swap ends following a dismissal
Bowling	• All players to bowl. • Overs divided by number of players. Wicket Keepers only required to bowl 1 over. • Max 6 balls per over (including any wides or no-balls) • Bowlers to bowl from one end • Bonus of 4 runs per wicket taken is added to bowling team's score
Fielding	• Each team to use 2 wicket-keepers x 10 overs each • Rotation of fielders in clockwise direction • No fielder within 15m of batter or each other with exception of wicket keeper (to encourage singles) • If more than 7 players are present at a match, they should rotate onto the field each over
Dismissals	• All dismissals apply except LBW and Mankad
Team Size	• Minimum of 5 players per team required to play the game • Max of 9 Players (no more than 7 on field at one time) • Up to 9 Players can bat and Bowl • If a team has more than 9 players, the additional players can become substitute fielders ie field and wicket keep only. They cannot bat or bowl. • Players can fill in where other teams are short within the same club on the same day
Equipment	• 1 set of wooden stumps with bails • 1 set of portable stumps with base and bails • Size 4 bat recommended • Boundary markers • Chalk or tape to mark the crease • Scorebook • Ipad

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Required Field Size

- Boundary is set to a fixed distance of 30 metres the batting end.
- However, where the size of the field is restricted and does not allow a 30 metre boundary, the boundary shall be brought in for the part of the ground where the restriction exists

Length of Pitch

- Pitch is 16 metres in length. All bowlers bowl from one end. The stumps at batter's end are regular wooden stumps. Chalk creases to be drawn at bowler's end and portable stumps used at bowler's end. In a run out situation at bowler's end, a ball hitting any part of the stumps or base is deemed to have dislodged the bails in accordance with the Laws of Cricket.

Hours of Play

- Game one - 7.45 am to 9.50 am (Play to time)
- Game two - 9.55 am to 12.00 (Play to time)
- Players should exit the field immediately after the first game to allow the second game to start on time.
- Teams for the second game should be ready to take the field immediately at 9.50 am
- All games will be played under the T20 format in accordance with Cricket Australia's Stage 1 Guidelines.

Bowling Innings

- All players bowl. All players except Wicket-Keepers must bowl 2 overs before any player can bowl a 3rd.
- Wicket-Keepers to bowl a minimum of 1 over each
- No player can bowl more than 4 overs in an innings.
- Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match
- 6 balls per over (maximum, including wides and no-balls)
- Over rate – a minimum of 20 overs per hour or one over during each 3-minutes shall be bowled.
- Bowlers bowl from one end.
- When an innings is completed more than ten (10) minutes prior to the finish time, the opposition team shall commence their innings and play shall continue until the finish time.
- A bonus of 4 runs will be awarded to the bowling team for each dismissal.
- All dismissals apply, except LBW and Mankad.

Length of innings

- 20 overs, with a minimum of 12 overs per side constituting a game.
- Game 1 - Change of Innings at 8.45 am (if not before), second team commencing innings at 8.50 am till 9.50 am.
- Game 2 - Change of Innings at 10.55 am (if not before), second team commencing innings at 11.00 am till 12.00.
- If the opposition score is reached before the maximum allotted overs, play will continue until innings is complete (to develop junior cricket).
- Should weather prevent a game being completed (that is, both sides facing minimum 12 overs) then it shall be deemed to have been drawn.

Minimum & Maximum Players Impact on Game

- 7 players per team on the field
- 5 players per team minimum are required to play the game
- 9 players per team maximum are to be allocated to a team (only 7 on field at any given time – any more than 7 players, and additional players will be rotated on and off the field). All 9 players bat and bowl, and innings is complete when time is up.
- If a team has more than 9 players, the additional players can field and wicket keep only. They cannot bat or bowl.

Overs bowled and balls faced :

- 5 players – 5 players bowl 4 overs; and batters retire at 24 balls
- 6 players– 2 players bowl 4 overs; 4 players bowl 3 overs; and batters retire at 20 balls
- 7 players – 3 players bowl 4 overs; 2 players bowl 3 overs: 2 players bowl 1 over (Wicket Keeper WK) and batters retire at 18 balls
- 8 players – 6 players bowl 3 overs; 2 players bowl 1 over (WK) and batters retire at 15 balls
- 9 players – 4 players bowl 3 overs; 3 players bowl 2 overs; 2 players bowl 1 over (WK) and batters retire at 14 balls
- 10 or more players – as for 9 players. Only 9 players can bat or bowl, and additional players can field as per the above.

Forfeit

A team with fewer than 5 players will not take the field at any time, and will be deemed to have forfeited the match. In the interests of player development, a scratch match should be played whenever possible; however, no scores or player stats are recorded.

Fielding Restrictions

- Rotation of fielders is recommended to ensure all players experience all positions.
- Each team is required to use two (2) wicket keepers (10 overs each)

Balls

- The only balls prescribed by SCCA to be used in matches are Kookaburra brand.
- Unless otherwise advised by the SCCA, the type of ball to be used as a **minimum standard** is the 142-gram 'Commander'.
- Where a ball becomes damaged during play (e.g. waterlogged or split) the ball may be replaced as per laws of cricket with a similarly aged ball.
- At the bowling Coach's discretion, new balls are not required for each game.

Dismissals

- All dismissals apply except LBW and Mankad; however, the batter shall remain on the wicket until they have faced their allocated balls.
- After each dismissal, the batters swap ends.
- A **bonus of 4 runs** will be awarded to the **bowling** team for each dismissal.

Retirement of Batter

- Batters will retire upon facing the allotted number of balls (includes wides and no balls).
- A batter retiring before facing the allotted number of balls is retired out, unless retired hurt.
- A retired batter may only resume their innings after all other batters have batted. Such resumptions will occur in the order of retirement.
- If a batter "retires hurt" they may resume their innings if declared fit to play and at the retirement of another batter.
- Retiring batters shall be recorded as :-
    - “Retired- not out” if they retire having faced their allotted balls
    - “Retired hurt” if they are retired hurt
    - "Retired Out” if they are retired in any other circumstance.

Wide

- The penalty for a wide delivery shall be 1 run and it shall be in addition to any other runs from the delivery.
- The delivery shall not be re-bowled in U11 because there is a maximum of 6 balls per over.

Five Run Penalty

- If the ball hits a hat or helmet, in line behind the keeper or the bowlers hat stationed in line behind the bowler’s end, the ball is still live and it is play on with no penalty
- If the ball hits a hat or helmet otherwise than above, the 5 run penalty applies.