Under 12A

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U12A Rules Quick Guide 2025-26

Age Coordinator U12A –

Coach	• Accredited Community Coach - Blue Card Required
Game Type	• One Day & Two Day
Time	• 1 day Game – 240 mins • 2 day Game – 180 mins
Protective Equipment	• Helmet (including Wicket-Keeper when up to stumps) • Pads • Gloves • Protector
Ball	• 142gr Kookaburra Red Zenith on all surfaces
Boundary	• 45 metres (set distance) from centre of pitch
Pitch Type & Length.	• Hard Wicket - 18 metres in length. Alternatively on Turf or 17.7m pitch
Overs & Innings	• 1 day Game – 30 Overs per team • 2 day Game – 1st Innings 45 Overs per team (compulsory close) no restriction for 2nd innings.
Batting	• 1 day Game - Retire at 30 balls • 2 day Game – Retire at 50 balls • Retirees return in order of retirement (player retired hurt can return when fit to play). • Innings is deemed closed when 8 wickets have fallen, or number of players minus 1 for teams with less than 9.
Bowling	• 1 day Game – 4 over spells for everyone that is wanting to bowl with maximum of 6 overs per player. If overs are reduced due to weather etc, maximum overs is 20% of total overs played for innings. • 2 day Game – 4 over spells for medium pace bowlers that is wanting to bowl with maximum of 9 overs per player. • Spinners can bowl their 9 overs straight through (no requirement for spell) • Max of 8 balls an over. Last over must contain 6 legal deliveries • Wicket keepers do not have to bowl
Fielding	• No fielder within 10m of batter except slips, gully and wicket keeper • Rotation of fielders is recommended • If teams have 10-11 players, they are encouraged to rotate fielders through the innings • Wicket Keeper is allowed to keep all game with no requirement to bowl. • 2 day Matches to be played from both ends of the wicket if deemed safe to do so by both coaches (still a restricted length wicket).
Dismissals	• All dismissals apply • Innings complete if wickets fallen is one less that number of players to a maximum of 8 wickets

SCCA Junior Rules 2025- 2026

Team Size	• 9 a-side per team • Minimum of 7 players per team required to play the game • Maximum of 11 players (no more than 9 on field at one time) • If playing 10 or 11 players, any combination of players can bat or bowl. However at the fall of the 8th wicket, the innings in closed.
Equipment	• 1 set of wooden stumps with bails • 1 set of portable stumps with base and bails • Boundary markers • Chalk to mark the crease • Scorebook • Ipad

Under 12A

Required Field Size:

- Boundary set at 45 meters from centre of the pitch.
- However, where the size of the field is restricted and does not allow a 45-metre boundary, the boundary shall be brought in for that part of the field where the restriction exists.

Length and Type of Pitch

- Pitch is 18 meters in length. Stumps at batter's end to be regular wooden stumps. Chalk creases to be drawn at bowler's end and portable stumps used at bowler's end.
- Alternatively, using two sets of portable stumps, and placing them on each popping crease for a pitch length of 17.7 meters is allowed. Both ends will need creases chalked in for this case.
- 1 day Games – Bowlers are to change ends at the competition of each over (normal cricket)
- 2 day Games - Bowlers are to change ends at the competition of each over (normal cricket)
- Matches can be played on turf with the agreement of both coaches. Clubs intending to play on turf should give fair warning to the opposition if the match needs to be relocated to a synthetic surface.
- In a run out situation at bowler's end (or either end when using 17.7m pitch) a ball hitting any part of the stumps or base is deemed to have dislodged the bails as required by the Laws of Cricket

Hours of Play

- **1 day Game - 7.45 am to 12pm**
- **2 day Game – 8am to 11.30pm**

Drinks Break

- Drinks breaks shall be taken after 15 overs have been bowled, or more frequently, at the discretion of the umpires/coaches.
- Coaches/umpires should be mindful of extreme weather conditions and take breaks accordingly.

Bowling Innings

- Wicket Keepers are not required to bowl in the 12A competition.
- 6 'legal' balls per over (up to a maximum of 8 balls per over, except in 1day game, the last over where 6 legal deliveries must be bowled).
- Over rate – a minimum of 15 overs per hour.

Length of innings

- **1 day Game - 30 overs.**
- Change of Innings at 9.45 am (if not before), second team commencing innings at 10.00 am till 12.00.
- The game is over once the team batting second has either been bowled out for less than or has past the score of the team batting first.
- Should weather / ground conditions etc prevent both sides from completing at least 20 overs, then it shall be a wash-out.
- Should the team bowling first fail to bowl its allotment of overs in the time available, then its batting

will be restricted to the same number of overs.

- A team batting second cannot face more overs than the team batting first, unless the team batting first was dismissed before completing its allotment of overs.
- If the team bowling second does not complete their allotted overs in the required time, their batting total will be adjusted downwards by run rate calculation (runs scored / overs faced x overs bowled)
- **2 day Game – 45 overs.**
- Compulsory close at 45 overs if the team batting first is not all out (8 wickets fallen)
- Minimum overs to constitute a match is 20 overs in the first innings (no minimum in second innings). Where less than 20 overs is bowled in the first innings, the match will revert to a 1day match on day 2.
- If the team batting second faces their full complement of 45 overs but does not pass the team batting first's, innings total – this shall constitute a win to the team batting first.
- Where the team batting second does not face their full complement of 45 overs (this would be due to weather) and are not all out (8 wickets have fallen), then this would constitute a drawn match.

Points

- Tie or Draw - 4 points
- Win - 7 points
- Forfeit - 7 points to team who did not forfeit; 0 points to the team who did forfeit
- Bye or Wash Out – 4 points.

Finals

- Finals will be played under 2 day fixture format for teams 1 through to 4 (this will be on a Sunday the same as U14 and U16).
- The Grand Final will then be the winner of the semi-finals to decide the premiership.
- Where a Semi-Final is washed out, the teams for the Grand Final round will be determined by the places on the ladder (1 v 2, 3 v 4 etc. and 1 v 1, 2 v 2 in split competitions).
- Where a Grand Final is washed out, the highest placed team after the Semi Finals is the winner.
- Finals matches must be played on a synthetic surface unless there is agreement between the 2 competing coaches.
- Other teams shall play off 5 v 6, 7 v 8 etc in their final round and this will be in the 1 day format (played on a Saturday). In competitions with odd numbers of teams, the lowest placed team shall not play a play-off game.

Finals Hours of Play

- 2 day format finals – 9am till 3pm (1st innings being 9am-12pm & 2nd innings being 12.30pm-3.30pm)
- 1 day format finals - As per the season start/finish times.

Number of Players

- 9 players per team are allowed on the field.
- 7 players per team minimum are required to play the game.
- 11 players maximum are to be allocated to a team (only 9 on the field at any given time – any more than 9 players, and the additional players will be rotated on and off the field).
- If playing 10 or 11 players, any combination of players can bat or bowl. However at

the fall of the 8th wicket, the batting innings in closed.

- If a team has more than 11 players, the additional players are 'substitute' players can field and wicket keep only. They cannot bat or bowl.
- Innings is complete when wickets fallen is 8 (or with team less than 9 number of players taking part -1), or overs completed (i.e. if 8 players, 7 wickets must fall prior to maximum overs).

Forfeit

A team with fewer than 7 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

- Movement of fielders is recommended to ensure all players experience all positions
- If more than 9 players are present at a match, they shall rotate onto the field during the innings
- For 12A it is proposed that both ends are played from to develop greater match awareness between overs and develop greater match awareness. This is to be the norm for 12A, and is only not to be played if there is a safety concern over bowling from a particular end, and playing from one end only must be agreed by both coaches.
- Batters to swap ends at the end of each over, where bowling is from the one end. Normal rules apply when there is a change of ends after each over.

Balls

- The only balls prescribed by the SCCA to be used in matches are Kookaburra brand.
- Unless otherwise advised by the SCCA, the types of balls to be used as a **minimum standard** are 142 gr "Zenith" on all surfaces
- 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.

Retirement of Batter

- Batters shall retire on facing the allotted number of balls as outlined above (includes wides and no balls). A batter retiring before facing the allotted number of balls is "retired out", unless they are retired hurt.
- A retired batter may only resume their innings after all other batters have batted (apart from batters that have "retired out"). Such resumptions will occur in the order of retirement. If a batter "retires hurt" they may resume their innings if they are declared fit to play and at the fall of a wicket or retirement of a 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, in which case they cannot resume their innings. They are out.

Wide

The penalty for a wide delivery shall be 1 run and it shall be in addition to any wides run from the delivery. The delivery will be re-bowled (subject to maximum balls per over limits above).

Five Run Penalty

The five-run penalty will apply when the ball hits a hat or helmet.

Run Out at Bowlers End

- **Law 38.3** (Non-striker leaving his or her ground early) shall apply, except that before being able to successfully run out a non-striker, the batting team shall first be given a warning by the umpire for passing the popping crease before the bowler is in position to release the ball.
- The fielding captain must request a warning, which can be upheld or not upheld by the umpire. If the request is upheld, both not out batters and any subsequent batter shall be advised of the warning upon coming to the wicket. At the next interval, the batting captain shall also be advised of the warning. The warning applies until the completion of the innings.