Under 16B

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Under 16B Rules Quick Guide 2025-26

Age Coordinator U16 –

Coach	• Accredited Community Coach - Blue Card Required
Game Type	• 1-day and 2-day fixtures
Time	• 1 day Games – 255 mins • 2 day Games - 225 minutes
Protective Equipment	• Helmet (including Wicket-Keeper when up to stumps) • Pads • Gloves • Protector
Ball	• On synthetic - 156gr Kookaburra Red King • On Turf - 156gr Kookaburra 4-piece Senator
Boundary	• 60 metres (set distance) from centre of pitch and wickets
Pitch Type & Length	• Hard Wicket - Full length 20.12 metres. Matches can be scheduled on turf or synthetic surfaces
Overs & Innings	• 1 Day Game – 30 overs per team • 2 Day Game - 1st innings of 55 overs, no restriction in 2nd innings
Batting	• 1 Day Game Retire at 30 balls faced • 2 Day Game Retire at 75 balls faced • Retirees return in order of least balls faced, then original batting order Wides and No Balls are included in ball count
Bowling	• 1 Day Game – All players are not required to bowl. 6 over spells permitted with maximum overs per bowler being 6. If overs are reduced due to weather etc, maximum overs is 20% of total overs played for innings. • 2 Day Game – All players are not required to bowl. 6 over spells permitted with maximum overs per bowler is 11. • Spinners can bowl their 6 (1day game) or 11 (2day game) overs straight through (no requirement for spell)
Fielding	• No fielder within 10m of batter except slips, gully and wicket keeper • If teams have 11-12 players, they are encouraged to rotate fielders through the innings
Follow on	• Not applicable in Under 16 B
Dismissals	• All dismissals apply • Innings complete if wickets fallen is one less that number of players to a maximum of 11 wickets
Team Size	• 12 a-side per team • Minimum of 7 players per team required to play the game • No more than 11 on field at one time • 11 players can bat and 11 players can bowl
Equipment	• 2 sets of wooden stumps with bails • Boundary markers • Scorebook • Ipad

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Required Field Size

- Boundary is fixed at 60 metres from centre of pitch and wickets.
- However, where the size of the field is restricted and does not allow a 60-metre boundary, the boundary shall be brought in for the part of the field where the restriction exists.

Hours of Play

- 7.45 am to 11.30 am (2 Day) (Play to time)
- 7.45 am to 11.45 am (One Day, 30 overs) (Play to time)

Drinks Break

- Drinks breaks shall be taken each hour, or more frequently at the discretion of the umpires/ coaches (who should be mindful of extreme weather conditions and take breaks accordingly).

Bowling Innings

- Over rate – a minimum of 16 overs per hour or one over each 3.75 minutes shall be bowled.
- When an innings is completed more than twenty (20) minutes before the finish time, the opposition team shall start their innings and play will continue until the finish time.

Length of innings - One Day Games

- **One Day - 30 Overs**, 15 overs per side constituting a game. Change of innings at 9.40 am (if not before), second team innings commencing at 9.50 am until 11.45.
- Should weather / ground conditions prevent both sides from completing 15 overs (1 day game) then it shall be deemed to have been washed 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 will not face more overs than the team batting first, unless the team batting first was dismissed before exhausting its allotment of overs.
- If the team bowling second does not finish 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).

Points – One Day Games

- 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

Length of innings - Two Day Games

- **Two Day - 55 Overs** (compulsory close)
- Where both teams have completed their allotted overs in the first innings or their innings is completed through dismissal, the team with the most runs wins.
- Minimum overs to constitute a match is 25 overs in the first innings (no minimum in second innings). Where less than 25 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 55 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 55 overs and are not all out (8 wickets haven,t fallen), then this would constitute a drawn match.
- If time allows a second innings will commence, and bonus points will be awarded.
- All Games should be played until ALL allocated time has elapsed. A 10 -minute Tea Break will be taken at 9.45 am.
- **Length of First Innings** – Declarations are permitted after the completion of 40 overs
- **Length of Second Innings -** No over restrictions apply. Game will end at cessation of time.

Follow on rule

- The team batting second can be forced to "follow on", if they are more than 100 runs in arrears of team batting first's score.

Points - Two Day Game

Result	Points
Win on first innings and subsequent outright win	14.0
Loss on 1st innings and subsequent outright win	8.0
Win on first innings and subsequent outright loss	6.0
Loss on 1st innings and subsequent outright loss	0.0
Win on 1st innings and no further result	10.0
Loss on 1st innings and no further result	0.0
Drawn Match	5.0
Abandoned match in which no play takes place	5.0
Bye	4.0
Tie on first innings and subsequent outright win	9.0
Tie on 1st innings	5.0
Tie on first innings and subsequent outright tie	7.0
Win on first innings and subsequent outright tie	11.0
Loss on first innings and subsequent outright tie	3.0
Forfeit – for team forfeiting the game	0
Forfeit – for other team	19

All games - Bonus Points

- In addition to points from the outcomes of games, the following BONUS points shall be awarded

  a) 0.01 points per run

  b) 0.2 points per wicket

Finals

- Finals will be played under the **TWO-DAY** format rules, but over only one day's duration. A second innings may be played if time allows and there is a realistic opportunity for a change in the result from the first innings.
- Semi-final matches are 1 v 4 and 2 v 3. Other teams shall play off 5 v 6, 7 v 8 etc. in their final round.
- The Grand Final will then be the winner of the semi-finals to decide the premiership.
- In competitions with odd numbers of teams, the lowest placed team shall not play a playoff game.
- 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.).

- The SCCA reserves the right to change the date or schedule back-up fields for finals games to deal with inclement weather or scheduling conflicts and will communicate procedures with impacted clubs when the need arises.

- Where a Grand Final is washed out, the highest placed team after the Semi Finals is the winner.

Finals - Hours of Play

- **Hours of play are** 09:00 am to 5:30 pm. The change of Innings is at 1:00 pm, second team commences innings at 1.30 pm.
- Where a team is bowled out before 12.40, then following a 10-minute changeover the second innings shall commence with lunch being taken at 1 p.m.
- Where a team is bowled out after 12.40, then the next innings should commence 30 minutes after the time of the end of the first innings.

Number of Players

- Minimum of 7 players per team required to play the game.
- No more than 11 can be on field at one time.
- 11 players can bat, and 11 players can bowl.
- Additional players may participate as subs only, and can wicket keep and field.
- The innings is complete when wickets fallen is number of players -1 to a maximum of 10 wickets or overs completed (i .e. if 12 players, 10 wickets must fall prior to maximum overs – if 10 players, 9 wickets must fall). Only 11 players are allowed on the field by the fielding side at any stage. Additional players are to be rotated on and off the field.

Slash Players

- The 2 slash players are regarded as being the same player in the match. So player A in week 1 will be replaced by player B in week 2. Player B is replacing Player A, not simply being added to the squad.
- The idea of a slash player is that one replaces the other and they are considered to be the same player. Be mindful of the following:
    - Team A bowl first and bowl the opposition out with enough time to commence their 1st innings.
    - Slash player A opens the batting and is dismissed before the close of play. Slash player B now cannot bat in the 1st innings as slash player A has been dismissed. They are seen to be the same player.
    - However if Slash player A is not out, then Slash plyer B will resume the innings in their place on the 2nd Saturday, that is, they will go out to bat at the start of play.

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.
- For a 2-day game, if a team forfeits the game in the second week, then the game will be deemed a forfeit.

Balls

- The only balls prescribed by SCCA used in matches are Kookaburra brand. Unless otherwise advised by the SCCA, the types of balls to be used as a **minimum standard** are;
    I. 156gr "Red King" on **Synthetic** pitches
    II. 156gr 4 piece "Senator" on **Turf** pitches
    III. 156gr 4 piece pink "Senator" for night games

- Where a ball becomes damaged during play (eg waterlogged or split) the ball may be replaced as per laws of cricket with a similarly aged ball.

Retirement of Batter

- Batter shall be required to retire upon:
    - **One Day Games -** 30 balls faced (includes wides and no balls). Coach may retire batter earlier at their discretion.
    - **Two Day Games –** 75 balls faced (includes wides and no balls). Coach may retire batter earlier at their discretion.
- The batter will retire immediately upon the completion of the allocated balls faced as outlined above and may not resume until all other batters in the team have completed their innings or retired.
- Retirees return in order of least balls faced, then original batting order
- If a batter "retires hurt" they may resume their innings upon being declared fit to play and at the fall of the next wicket or retirement.
- Any batter who retires during a game shall be recorded as "Retired - not out".

Bowling

- No bowler shall bowl more than 20% of the team's allotted overs in an innings.

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.

Five Run Penalty

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

Run Out at Bowler's 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.