



ODJCA Competition

Junior Format - Local Rule Amendments

Season 2025 / 26

(To be read in conjunction with the Cricket Australia Junior Cricket detailed rules)

Junior Cricket 1	
ODJCA U11	
Match Time	4:30pm - 6:30pm Thursdays
	- First Innings - 4:30pm – 5:25pm - Second Innings 5:35pm – 6:30pm
Batting Dismissals	- The next batter in is to stand with the batting team's coach at square leg, fully padded up, ready to bat. 4 runs will be added to the bowling teams batting score for each wicket they take

Junior Cricket 1	
ODJCA U11	
Match Time	4:30pm - 6:30pm Thursdays
	- First Innings - 4:30pm – 5:25pm - Second Innings 5:35pm – 6:30pm
Game Type	One Day Limited Over (20)
Overs	20 overs maximum per team (120 balls)
Boundary	40m maximum, measured from batter's end
Change of ends	Do not change ends, bowl from the one end all game
Innings	1 innings of 20 overs (maximum) per team
Bowling	- Maximum four (4) overs per bowler. Maximum of two (2) overs in a spell. Everyone (excluding the wicketkeeper) must bowl at least one (1) over before any player can bowl a third over. - Each team is required to use two (2) wicket keepers (10 overs each)
Batting	- All batters retire at 17 balls (based on 7 players per team) - Recommendation is for 7 players to bat to increase opportunity and engagement however a maximum of 9 players per team may bat. - For example, if 8 batters retire at 15 balls
Balls per Over	6 ball overs
Drinks	- Taken after the 13 overs unless altered by prior arrangement by coaches due to hot weather e.g., after over 10 & 20. - Teams are encouraged to take drinks ON the field of play, and for it to be a quick drinks break (5 min max)
Change of innings	Teams are encouraged to transition quickly (10 min)



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Junior Cricket 2	
ODJCA U12 and U13	
Match Time	8:30am - 12:00pm Saturdays - First Innings – 8:30am – 10:10am - Second Innings – 10:20 am – 12:00pm
Game Type	One Day Limited Over (25)
Overs	25 overs maximum per team (150 balls)
Boundary	45m maximum, measured from centre of wicket
Change of ends	Do not change ends, bowl from the one end all game
Innings	1 innings of 25 overs (maximum) per team
Bowling	Maximum four (4) overs per bowler. Maximum of two (2) overs in a spell. Everyone (excluding the wicketkeeper) must bowl at least one (1) over before any player can bowl a third over.
Batting	All batters retire at 30 balls (with the assumption that some players will be dismissed)
Balls per Over	6 ball overs (maximum 8 balls per over) 6 legal deliveries must be bowled in the last over
Drinks	- Taken after the 13 overs unless altered by prior arrangement by coaches due to hot weather e.g., after over 10 & 20. - Teams are encouraged to take drinks ON the field of play, and for it to be a quick drinks break (5 min max)
Change of innings	Teams are encouraged to transition quickly (10 min)



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Junior Cricket 3	
ODJCA U14 - U16	
Match Time	• 8:30am - 12:00pm Saturdays
	• First Innings - 8:30am – 10:10am
	• Second Innings 10:20am – 12:00pm
Game Type	• One Day Limited Over (25)
Overs	• 25 overs maximum per team (150 balls)
Boundary	• 50m maximum, measured from centre of wicket
Change of ends	• Change ends after 13 overs in each innings
Innings	• 1 innings of 25 overs (maximum) per team
Bowling	• Maximum 5 overs per bowler
Balls per Over	• 6 ball overs (maximum 8 balls per over) • 6 legal deliveries must be bowled in the last over
Batting	• Batters must retire 1st score after 49 • Batters can return when all others have batted, in the order they retired
Drinks	• Taken after 13 overs unless altered by prior arrangement by coaches due to hot weather e.g., after over 10 & 20. • Teams are encouraged to take drinks ON the field of play, and for it to be a quick drinks break (5 min max)
Change of innings	• Teams are encouraged to transition quickly (10 min max)
Reminders	• See last page



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Junior Cricket 3 - T20

ODJCA Colts

Match Time	4:30pm - 6:45pm Friday
Clothing	Coloured shirts so as not to interfere with sighting of white ball
Players	9 on the field
Max Batters	9 (innings deemed closed after 8 batters have been dismissed)
Max overs per bowler	4
Balls per over	6 balls ONLY per over, - Do not re-bowl wides or no-balls. 6 legal deliveries must be bowled in the last over
No Ball or Wide	2 penalty runs per no ball or wide
Change Ends	After 10 overs
Batting Retirement	- All batters retire not out at 20 balls. - Retired batters can return when all others have batted, in the order they retired



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Reminders

Weather affected games:

- If neither side has completed an innings, lose 1 over each for every 8 minutes of lost play.
- If one side has completed an innings, lose 1 over for every 4 min of lost play.
- Minimum 10 overs per side (U11, U18 Colts T20), 13 overs per side (U12 - U16) to constitute a game in One Day games.
- Where an innings is incomplete but more than the minimum overs the result is determined on run rate (total runs scored divided by total overs faced).
 - Use the maximum number of overs for the innings where a team is all-out.

Female players in Junior Format 3

- Female players in Junior Format 3 competitions will bowl with a 142g ball:
- Ball to be pre-approved by both coaches/umpires before the game commences.
- The ball should be a fair representation of the ball under normal circumstances for the game.
 - It should not be a new ball unless that player is opening the bowling, it should not be highly shined on one side or highly scuffed on one side.

No Balls:

- Any ball that bounces off the pitch before passing the batter is to be called by the umpire as a 'No Ball'.
- Any delivery which bounces **more than once** before reaching the popping crease is to be called by the umpire as a 'No Ball'.
- **Any** full-pitched delivery that passes or would have passed over waist height of the striker standing upright at the popping crease, is to be called by the umpire as a 'No Ball'.
- **Any** short-pitched delivery that passes, or would have passed, over head height of the striker standing upright at the popping crease, is to be called by the umpire as a 'No Ball'.
- A 'No Ball – Dead Ball' is called when a delivery has stopped prior to reaching the batting crease. This **may not** be played at by the batter. The delivery is not recorded.

Expediting play:

- Team coaches should ensure matches are completed within stipulated game times.
 - Play should BEGIN at 8.30
 - Drinks breaks & change of innings must be completed in the allotted times
- In Stage 3 matches, where the first innings is not completed by the scheduled time;
 - play must cease at the conclusion of the current over
 - the batting team is awarded 5 penalty runs per over not bowled.
 - Further, the bowling team is only entitled to face the number of overs in their batting innings which they bowled in the allotted time in the first innings.
 - i.e. If Team A bowled 23 overs in the allotted first innings time, Team B is awarded 10 penalty runs and Team A is only entitled to face 23 overs.
- In Stage 3 matches where the second innings is not completed by the match end time,
 - play must cease at the conclusion of the current over and the batting team is awarded 5 penalty runs per over not bowled.