



2025/26

RULE BOOK

U13 Boys & Girls

Central Coast Cricket Association (CCCA)

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Jack Wilson (Vice Chairman)

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Annexure “R”

Playing Conditions – U13 Boys Format – Stage 2

1. Number of Players

- (A) Each side shall be permitted to field nine (9) players.
- (B) Teams are permitted to name a maximum of eleven (11) players for each game. (Only nine (9) players are permitted to be on the field at any given time)
- (C) A minimum of seven (7) players are required to play a game.

2. Player Eligibility

- (A) Maximum Age – 12 years as at 31 August 2025

3. Number of Overs

- (A) Each match is limited to one (1) innings per team.
- (B) Maximum thirty (30), six (6) ball overs per innings
 - a. A team that is dismissed shall be deemed to have received its maximum quota of overs. Where the team batting first is dismissed the team batting second shall be entitled to bat for its maximum quota of overs
- (C) Minimum of fifteen (15) overs per innings to constitute a match
 - a. If less than the minimum number of overs has been completed by each team, or a team has been dismissed, then the match shall be declared a draw, provided a result has not been achieved.
 - b. Any over which has commenced at the conclusion of an innings shall constitute a completed over for the purpose of these calculations
 - c. Either team may take advantage of the opportunity to achieve a result even though less than the minimum overs are available in the time remaining
- (D) The umpires shall be responsible for determining minimum overs to be bowled and shall advise both captains and scorers of the number of overs to be bowled.

4. Hours of Play

- (A) Matches shall commence at 8.00am and finish at 11.40pm
- (B) Matches shall cease once the scheduled overs are bowled, when a result is achieved or at the finishing time.

5. Loss of Playing Time

- (A) The number of overs in the innings both teams shall be reduced subject to the amount of available time remaining.
- (B) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs

- (C) The calculation of the number of overs to be bowled shall be based on an average rate of four (4) whole minutes per over in the remaining time available for play. If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the scheduled cessation time
- (D) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs
- (E) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 15 overs
- (F) Matches which have not commenced by 9.45am shall be abandoned
- (G) Incomplete or fractions of overs are ignored

6. Innings Duration

- (A) All innings shall be completed within the designated time. i.e. 105 minutes which includes 5 minutes drink interval.
 - a. 1st Innings shall commence at 8am and conclude by 9.45am
 - b. 2nd Innings shall commence at 9.55am and conclude by 11.40am
 - c. For matches where overs are reduced, the innings start/finish times are to be varied, however the finishing time is to remain at 11.40am
 - d. For innings which are still in progress at the scheduled finishing time, the innings will cease at the conclusion of the over in progress. Under no circumstances is the innings to continue past the scheduled finishing time.
 - e. The innings will be deemed as being closed after eight (8) wickets have fallen, they have completed their allotted overs or the schedule finishing time has been reached.
 - f. Penalty runs as per Playing Condition 7 is to apply for any unbowled overs.

7. Penalty Runs

- (A) Five (5) Penalty runs shall be awarded to the batting side for any unbowled overs as per Playing Condition 6.
- (B) If agreement cannot be reached as to the application of Playing Condition 7 (A), the match shall be played under protest subject to the dispute of difference being dealt with by the CCCA Executive Committee in accordance with By-Law 8.19.

8. Drinks

- (A) Drinks shall be taken at the conclusion of the fifteenth (15th) over
 - a. Drinks shall be taken on the field and are not to exceed five (5) minutes in duration
 - b. Captains shall ensure drinks are ready at least five (5) minutes prior to the scheduled drinks break. The time taken for drinks does not affect the calculations for any overs quota.

- (B) At any time during the match, the coaches may agree to forgo the drinks intervals. The umpires shall be informed of the decision

8. Type and Use of Cricket Balls

- (A) A two (2) piece 142gm Kookaburra “Colt” Ball shall be used for the A grade competition. Each innings shall commence with a new ball.
- (B) A 142gm “Commander” Ball shall be used for the B/C grade competition. Each innings shall commence with a new ball

10. Balls per Over

The maximum number of balls to be bowled in a single over is eight (8), except for the last over where six (6) legal balls are to be bowled. i.e. Only two No Balls or Wides are to be re-bowled. Any other balls bowled as a No Ball or Wide in an over are to be counted against the score but not re-bowled.

11. Bowling Restrictions

- (A) All overs shall be bowled from one end for the entire game.
- (B) If the team has nine (9) players, or less, all players must bowl.
- (C) If the team has more than nine (9) players, it is an option for all players to bowl.
- a. Any players who did not bat must bowl
- (D) Maximum Number of Overs per bowler is as follows:
- a.

No of Players	Overs per bowler
Eleven (11)	Maximum 4 overs – Minimum 2 overs
Ten (10)	Maximum 4 overs – Minimum 2 overs
Nine (9)	Maximum 4 overs – Minimum 2 overs
Eight (8)	Maximum 4 overs – Minimum 2 overs
Seven (7)	Maximum 5 overs – Minimum 3 overs

- b. In the event of overs being reduced for both teams (overs lost before match commences or during the first innings of the match) the overs per bowler are to be reduced so that all players bowl a minimum of two (2) overs and no player bowls more than the maximum permitted as per “a” above.
- c. If overs are lost during the teams batting second’s innings, bowlers shall be permitted to bowl up to the maximum allowed for the team batting first
- d. In the event of a bowler being unable to complete an over, another bowler shall bowl the remaining balls. Such part of an over will count as a full over insofar as each bowler’s limit is concerned

12. Batter Restrictions

- (A) Maximum of nine (9) players are permitted to bat per innings
- a. If a team has more than nine (9) players, those players who do not bowl, must bat.

- (B) Any batter upon facing 35 balls, shall retire immediately.
 - a. Retired batters are permitted to return to the crease once all other wickets have fallen
 - b. Should there be more than one retired batter, they shall return to the crease in the order that they retired
 - c. All batters returning to the crease are entitled to remain batting until dismissed, or end of innings
 - d. Wides and No Balls which are rebowled are counted as a "ball faced".
- (C) For teams which fail to observe Playing Condition 12, By-Law 4.2 shall be applied.

13. Fielding Restrictions

- (A) No player fielding in front of the wicket, shall stand closer than ten (10) metres from the batting crease.
- (B) No player may enter this restricted zone until after the ball:
 - a. Is hit by the batter, or
 - b. Strikes the body or equipment of the batter, or
 - c. Passes through to the wicket-keeper.
- (C) To ensure players experience all fielding positions, Coaches are encouraged to implement fielding rotations
- (D) Teams have the option to change wicket-keepers after 15 overs.
- (A) If a team has more than nine (9) player, they should all rotate onto the field.

14. Wides and No Balls

- (A) A maximum of two (2) Wides and No Balls are to be re-bowled, except for the last over when all Wides and No Balls are to be re-bowled.
- (B) A ball that pitches off the synthetic between the bowling crease and the popping crease shall be called a No Ball.

15 Pitch Type & Length

- (A) All matches are to be played on Synthetic Pitches.
- (B) Pitches are to be of 18m length
 - a. For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines.

16. Boundaries

- (A) Boundaries shall be a distance of 35 – 45 (maximum) in radius from the centre of the wicket.

17. The Result – Uninterrupted, Restricted or Unfinished Matches

- (A) In matches in which both teams have the opportunity of batting for the agreed minimum number of overs. The team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie
- (B) If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:
- (a) The Duckworth-Lewis-Stern system shall be used for matches that are interrupted to establish the target score subject to Note 1 below. The Duckworth-Lewis-Stern calculation shall be completed by the PlayHQ Live Scoring platform.
If the game is not Live Scored, shall be completed by the Duckworth-Lewis-Stern "Phone App" as per Clause 21 (use G50 Value in "about" of 200)
 - (b) In a rain interrupted match or a match interrupted through any other cause, it should be noted that the important figure is the target score which, in effect, is set by the Umpires when they decide on the number of overs able to be bowled at the team batting second. The team batting second then has available to it the number of overs nominated by the umpires, in which to achieve the target

(Refer Note 1 below)
 - (c) The target score can be adjusted every time there is an interruption to play down to and including the minimum number of overs required to constitute a match.
 - (d) The match concludes when the target is reached, or when the nominated number of overs is completed or when the team batting second is bowled out within the nominated number of overs (Refer Note 1 below)

Note 1: A reduced target score is not applicable until both teams have had the opportunity to receive the minimum number of overs to constitute a match (Refer 2 (C)). Until that has been achieved the score required to win the match will be the oppositions total score plus 1.

Example Calculation

- Team A scores 60 runs off 30 over.
- Play is interrupted with Team B to receive a maximum of 20 overs.
- Score required for Team B to win game for Overs 1 – 14 = 61 (Team A Score plus 1)
- Score required for Team B to win game from Over 15 = Duckworth-Lewis target score

18. Point Score

- (A) Points shall be allocated for each match as follows:

Result	Points
Win	4
Tie/Draw	2
Loss	0

19. Finals

19.1 Finals Qualification

- (A) Players shall have played a minimum of five matches (5) during the season
 - a. Washouts do not count towards player eligibility.
 - b. If named in PlayHQ in a game in which a forfeit was received, the match will count towards finals eligibility

19.2 Replacement of Players for Finals

- (A) During the Finals Series a team shall obtain permission from the CCCA Appeals and Rules Committee prior to the commencement of the match where any Replacement Player is required who is not qualified.
- (B) A replacement player shall be from a lower age division or age group only (i.e. not higher). Any replacement player must have played at least six (6) one day matches during the season in the CCCA Junior competition.
- (C) A request for a Replacement player will only be considered by the CCCA Appeals and Rules Committee if a member of the registered team is unavailable due to injury, illness, a representative competition match or a direct representative trial to another sport and for any other valid reason that results in the registered team playing with less than eleven (11) players for the finals.
- (D) A request for a Replacement Player shall be lodged in writing to the CCCA Administrator no later than 5pm on the Wednesday prior to the final series match. Written requests are to be made by e-mail.
- (E) The written request for a Replacement Player as a minimum shall include the following:
 - a. Full Name and PlayHQ Statistics of the Player being replaced.
 - b. Full Reason as to why the player is unable to take his place in the side
 - c. Full Names and PlayHQ Statistics of the nominated Replacement Player
 - d. Representative Player- Yes/No

Note: It would be prudent if Club's nominated more than one player. If nominating more than one, place in preferred order.

- (F) In making a decision on whether to approve or deny a request, the CCCA Appeals and Rules Committee shall consider the validity of the reason given, and attempt to ensure that the team requesting the replacement is not unfairly advantaged. The Appeals and Rules Committee may at its discretion provide the Club the names of suitable replacements if the original request is denied

19.3 Match Unable to be Completed

- (A) In the event of match being unable to be completed, or the match result is a tie the highest ranked team playing in the final will be declared the winner.

20. Reduction of Overs Table for all Games

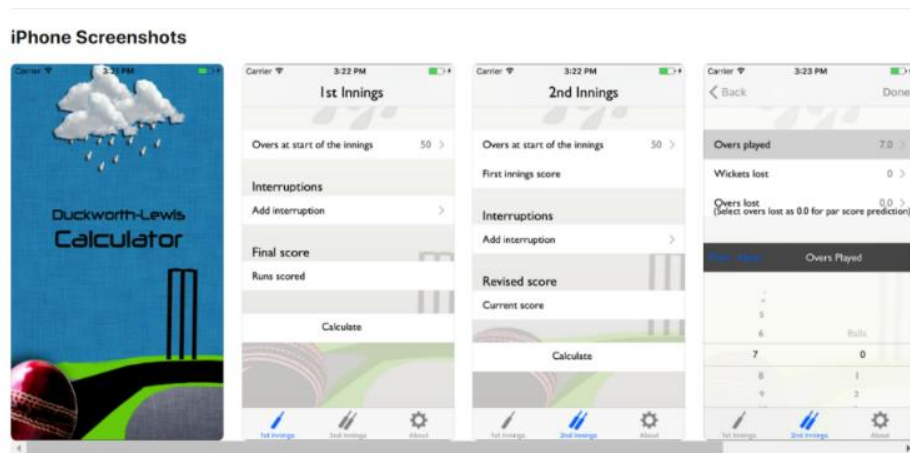
For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 6 minutes lost. For time lost DURING innings of team BATTING FIRST, reduce innings by 1 over per team for whole 6 minutes lost.		For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole 3.0 minutes lost.	
Minutes Lost	Overs	Minutes Lost	Overs
6	1	3	1
12	2	6	2
18	3	9	3
24	4	12	4
30	5	15	5
36	6	18	6
42	7	21	7
48	8	24	8
54	9	27	9
60	10	30	10
66	11	33	11
72	12	36	12
78	13	39	13
84	14	42	14
90	15	45	15
96	16	48	16
102	17	51	17
108	18	54	18
114	19	57	19
120	20	60	20
126	21	63	21
132	22	66	22
138	23	69	23
144	24	72	24
150	25	75	25

156	26	78	26
162	27	81	27
168	28	84	28
174	29	87	29
180	30	90	30

21. Duckworth Lewis Calculator

PlayHQ Live Scoring Platform Process:

- Enabling DLS for games that have a reduced amount of overs is done within the Parameters area. This is available in the 2nd innings set up form. (ACTIONS button > Parameters)
- It is also always available during the 2nd innings by selecting Actions and then Parameters. The system also allows multiple updates to the over limit and target to cater for any subsequent delays.
- To enable DLS, update the Over Limit, and select the DLS toggle which will automatically update the target score to a score calculated by Duckworth-Lewis-Stern V4.0.



Note: Duckworth Lewis Calculator G50 Value is to be set at 200 (Select “About” within the app to change the G50 score)

Annexure “S”

Playing Conditions – Under 13 Girls

Format - Stage One

1. Number of Players

- (A) Each side shall be permitted to field seven (7) players.
- (B) Teams are permitted to name a maximum of nine (9) players for each game. (Only seven (7) players are permitted to be on the field at any given time)
- (C) A minimum of five (5) players are required to play a game.

2. Player Eligibility

Nil

3. Number of Overs

- (A) Each match is limited to one (1) innings per team.
- (B) Maximum twenty (20), six (6) ball overs per innings
 - a. A team that is dismissed shall be deemed to have received its maximum quota of overs. Where the team batting first is dismissed the team batting second shall be entitled to bat for its maximum quota of overs
- (C) Minimum of twelve (12) overs per innings to constitute a match
 - a. If less than the minimum number of overs has been completed by each team, or a team has been dismissed, then the match shall be declared a draw, provided a result has not been achieved.
 - b. Any over which has commenced at the conclusion of an innings shall constitute a completed over for the purpose of these calculations
 - c. Either team may take advantage of the opportunity to achieve a result even though less than the minimum overs are available in the time remaining
- (D) The umpires shall be responsible for determining minimum overs to be bowled and shall advise both captains and scorers of the number of overs to be bowled.

4. Hours of Play

- (A) Matches shall commence at 8.00am and finish at 10.10am
- (B) Matches shall cease once the scheduled overs are bowled.

5. Loss of Playing Time

- (A) The number of overs in the innings both teams shall be reduced subject to the amount of available time remaining.
- (B) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs

- (C) The calculation of the number of overs to be bowled shall be based on an average rate of three (3) whole minutes per over in the remaining time available for play. If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the scheduled cessation time
- (D) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs
- (E) The umpires may reschedule the commencement time of any match, in order to provide for each team to receive a minimum of 12 overs
- (F) Matches which have not commenced by 9.00am are to be abandoned.
- (G) Incomplete or fractions of overs are ignored

6. Innings Duration

- (A) All innings must be completed within the designated time. i.e. 60 minutes which includes 2 minutes drink interval.
 - a. 1st Innings to commence at 8.00am and conclude by 9.00am
 - b. 2nd Innings to commence at 9.10am and conclude by 10.10am
 - c. For matches where overs are reduced, the innings start/finish times are to be varied, however the finishing time is to remain at 10.10am

7. Drinks

- (A) Drinks are to be taken at the conclusion of the tenth (10th) over
 - a. Drinks are to be taken on the field and are not to exceed two (2) minutes in duration
 - b. Captains should ensure drinks are ready at least five (5) minutes prior to the scheduled drinks break. The time taken for drinks does not affect the calculations for any overs quota.
- (B) At any time during the match, the coaches may agree to forgo the drinks intervals. The umpires shall be informed of the decision

8. Type and Use of Cricket Balls

A two (2) piece 142gm Kookaburra Softaball Ball shall be used.

9. Balls per Over

- (A) The maximum number of balls to be bowled in a single over is six (6), All No Balls or Wides in an over are to be counted against the score but not re-bowled.

10. Bowling Restrictions

- (A) All overs are to be bowled from one end for the entire game.
- (B) All players are to bowl.
- (C) Maximum Number of Overs per bowler is as follows:

a.

No of Players	Overs per bowler
Nine (9)	Maximum 3 overs – Minimum 2 overs
Eight (8)	Maximum 3 overs – Minimum 2 overs
Seven (7)	Maximum 3 overs – Minimum 2 overs
Six (6)	Maximum 4 overs – Minimum 3 overs
Five (5)	5 players x 4 overs

- b. In the event of overs being reduced the remaining overs are to be divided to ensure that all players bowl.
- c. In the event of a bowler being unable to complete an over, another bowler shall bowl the remaining balls. Such part of an over will not count as a full over insofar as each bowler's limit is concerned.
- d. Coaches are encouraged to rotate the opportunity for players to bowl four (4) overs in a match.

11. Batter Restrictions

- (A) All batters are to retire after receiving the following number of balls

No of Players	Balls to Face before Retiring
Nine (9)	13 balls
Eight (8)	15 balls
Seven (7)	17 balls
Six (6)	20 balls
Five (5)	24 balls

- i) if there is are extra balls to be bowled to reach 120 balls, the batter facing at the time will face the extra balls
- ii) All balls (regardless of whether wides/no balls) will be included in batters ball count.
- (B) Batters to swap ends following a dismissal. If there is a run out, the not out batter should face the next delivery.

12. Fielding Restrictions

- (A) No fielder, with the exception of the wicket keeper, shall stand closer than fifteen (15) metres from the batter or another fielder to encourage singles and safety.
- (B) Each team is required to change wicket keepers after 10 overs or after 50% of the overs in a shortened match.
- (C) To ensure players experience all fielding positions, Coaches are encouraged to implement fielding rotations
- (D) If a team has more than seven (7) players, they should all rotate onto the field.

13. Wides and No Balls

- (A) Wides and No Balls are to be included in the score, included in the batters ball count but not re-bowled.

- (B) A ball that pitches off the synthetic between the bowling crease and the popping crease shall be called a no-ball.

14. Dismissals

- (A) Unlimited Dismissals (each player will face nominated number of balls)
- (B) Four (4) runs per wicket will be added to the opposition (bowling teams) total at the end of the innings

15. Pitch Type & Length

- (A) All matches are to be played on Hard Pitches including fold out pitches.
- (B) Pitches are to be of 16m in length

16. Boundaries

- (A) Boundaries are to be a distance of 30 metres (maximum) measured from batters end stumps

17. Equipment

- (A) The following equipment is required:
 - a. 2 sets of portable stumps (with base & bails)
 - b. Bat Size: Size 4 (<1.8lb or <800gm) is recommended
 - c. Modified ball (as per Rule 8 (A))
 - d. Measuring tape or string to measure pitch length and boundary
 - e. Boundary markers
 - f. Chalk and/or tape to mark the crease

18. The Result – Uninterrupted, Restricted or Unfinished Matches

- (A) In matches in which both teams have the opportunity of batting for the agreed minimum number of overs the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie
- (B) If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:
 - a. The result shall be decided on the average run rate throughout both innings.
 - b. If, due to a suspension of play, the number of overs in the innings of the team batting second has to be revised, their target score (Refer Note 1) shall be calculated by multiplying the reduced number of overs by the average runs per over scored by the team batting first. If the target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.
 - c. In the event of the team batting first being all out in less than their full quota of overs, the calculation of their average run rate shall be based on the full quota of overs to

which they would be entitled and not on the number of overs in which they were dismissed.

- d. In a rain interrupted match or a match interrupted through any other cause, it should be noted that the important figure is the target score which, in effect is set by the Umpires when they decide on the number of overs able to be bowled at the team batting second. The team batting second then has available to it the number of overs nominated by the umpires, in which to achieve the target (Refer Note 1)
- e. The target score can be adjusted every time there is an interruption to play down to and including the minimum number of overs required to constitute a match. The final target score is then determined by multiplying the final number of overs by the run rate of the team batting first (Refer Note 1).
- f. Should there be a further loss of overs after the minimum quota of overs has been bowled the target score will be determined by multiplying the run rate by the minimum number of overs required to constitute a match. If this score is not achieved or the batting side is not bowled out, the match is a draw (Refer Note 1).
- g. The match concludes when the target is reached, or when the nominated number of overs is completed or when the team batting second is bowled out within the nominated number of overs (Refer Note 1)

Note 1: A reduced target score is not applicable until both teams have had the opportunity to receive the minimum number of overs to constitute a match (Refer 2 (C)). Until that has been achieved the score required to win the match will be the oppositions total score plus 1.

Example Calculation

- Team A scores 60 runs off 20 over.
- Play is interrupted with Team B to receive a maximum of 15 overs.
- Score required for Team B to win game for Overs 1 – 11 = 61 (Team A Score plus 1)
- Score required for Team B to win game from Overs 12-15 = 46 (Team A Run Rate x 15 overs plus 1)

19. Finals

Finals are not played in this competition

20. Reduction of Overs Table for all Games

For time lost PRIOR to play, reduce innings by one over per team for each WHOLE 8 minutes lost. For time lost DURING innings of team BATTING FIRST, reduce innings by 1 over per team for whole six (6) minutes lost.

For time lost DURING innings of the team batting second, reduce innings by 1 over for each whole three (3) minutes lost.

Minutes Lost		Overs		Minutes Lost		Overs	
6		1		3		1	
12		2		6		2	
18		3		9		3	
24		4		12		4	
30		5		15		5	
36		6		18		6	
42		7		21		7	
48		8		24		8	
54		9		27		9	
60		10		30		10	
66		11		33		11	
72		12		36		12	
78		13		39		13	
84		14		42		14	
90		15		45		15	
96		16		48		16	
102		17		51		17	
108		18		54		18	
114		19		57		19	
120		20		60		20	