

2025/26 RULE BOOK

U9s Mixed

Central Coast Cricket Association (CCCA)

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Annexure "U"

Playing Conditions – U9 Format – Stage 1

1. Number of Players

- (A) Each side shall be permitted to field six (6) players.
- (B) Teams are permitted to name a maximum of eight (8) players for each game. Only 6 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

Maximum Age – 8 years 31 August 2025

3. Number of Overs

- (A) Each match is limited to one (1) innings per team.
- (B) Minimum of twelve (12), six (6) ball overs per innings, if a team has 7 players this will increase to fourteen (14) overs and should a team field 8 players this will increase to sixteen (16) overs.
- (C) Minimum of six (6) overs to constitute a match.
 - i) 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.
 - ii) Any over which has commenced at the conclusion of an innings shall constitute a completed over for the purpose of these calculations
 - iii) 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

Matches shall commence at the determination of the CCCA Competition Lead.

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 6 overs.
- (F) Matches which have not commenced an hour after the scheduled start time are to be abandoned.
 - (G) Incomplete or fractions of overs are ignored

6. Match Duration

(A) All matches must be complete within 100 minutes of the scheduled start time.

7. Type and Use of Cricket Balls

A two (2) piece 142gm Kookaburra Softaball Ball shall be used if the match is being played on synthetic, should the game be played on a "Flex" Pitch a Kookaburra Handball may be used.

8. Balls per Over

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.

9. Bowling restrictions

- (A) All overs are to be bowled from one end for the entire game.
- (B) All players must bowl two overs before any bowler is eligible to bowl a third over.
- (C) In the event of overs being reduced, all players must bowl one over before anyone gets an additional over.
- (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 not count as a full over insofar as each bowler's limit is concerned.

10. Batting Restrictions.

- (A) Batters are to bat in pairs for a maximum of 4 overs.
- (B) Each batting pair must face 12 balls each
- (C) Batters are to swap ends when dismissed, at the end of the over, or if a batter faces 3 balls in a row
- (D) LBW is not a form of dismissal in this competition
- (E) Batters are allowed unlimited dismissals

11. 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 6 overs or at 50% of the match total overs.
- (C) To ensure players experience all fielding positions, Coaches are encouraged to implement fielding rotations
- (D) If a team has more than six (6) players, they should all rotate onto the field.

12. 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.

13. 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

14. Pitch Type & Length

- (A) All matches are to be played on Synthetic of Flix Pitches
- (B) Pitches are to be of 14m in length

15. Boundaries

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

16. Equipment

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

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 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 been 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 3 (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)

18. Finals

(A) Finals are not played in this competition

19. 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 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