











BHRDCA – JUNIOR RULES SUMMARY (UNDER 18 & UNDER 16) – 2023/24

Team Sheet & Live/App. Scoring	Team Sheets MUST BE on MyCricket the CMP prior to match commencement (ideally by 4:00 p.m. FRIDAY) – to facilitate LIVE/APP SCORING
Play Commences	Friday – From 4.45 p.m. (Team sheets exchanged/added to MyCricket the CMP : Home team to enter CMP result within 24 Hrs; Visiting Team within 48 Hrs)
Maximum overs per day	Friday – 50 overs (25 Overs/150 Balls per team in five Over blocks) (Min. 10 Overs to be bowled on day one, otherwise becomes one day match the following week)
Close of play	Friday – 8.15 p.m. (or Max Overs bowled)
Over reduction due to time lost	2 overs for every 7 minutes
Follow on	Not Applicable – No Outright result can be claimed in any Junior Grade
Restricted fielding zones	None
TWO DAY MATCHES	
No of overs per innings	Friday – 50 Overs plus balance of opposition innings
Max overs per bowler	U/18 – 12 Overs per innings; U/16 – 10 Overs per innings
Other bowling restrictions	U/18 & U/16 – Max 6 Overs in first 30
Max no of balls per over – Friday	All Grades – Max 6 deliveries, inc. no balls & wides
Compulsory retirement	U/18 & U/16 – 100 runs (at the ball the retirement score is reached)
Overs bowled per end	Friday: Five Over blocks before change of ends - all Grades
ONE DAY MATCHES	
No of overs per innings	Friday – 25 Overs per innings maximum
Max overs per bowler	U/18 & U/16 – 6 Overs per innings
Max no of balls per over – Friday	All Grades – Max 6 deliveries, inc. no balls & wides
Compulsory retirement	U/18 & U/16 – 50 runs (at the ball the retirement score is reached)
Overs bowled per end	Friday: Five Over blocks before change of ends – all Grades
SPLIT INNINGS (All Grades except U/18, U/16A + U/14A)	
Max Overs 1st split - Day 1 (Team A)	Friday – 25 Overs unless dismissed.
Max Overs 2nd split - Day 1 (Team B)	As above plus balance of any Overs remaining for that day
Day 2	'Team B' will continue their inn with 2nd split of Overs allocation, then 'Team A' faces their 2nd split of Overs
Scorebook Day 1	At the end of each split, the scorebook must be notated with total scores, not out batters' names & their score, note which end to bowl next Over from and identify who will be facing the first ball.
Weather restrictions	Day 1 washed out – if less than 10 Overs completed. Day 2 becomes One Day match Day 1 – 'Team A' bats at least 10 Overs, but more than 60 mins of playing time lost – Match to be played under normal Two Day Rules
PERMISSABLE LOSS OF WICKET	
LBW	U/18 & U/16 Grades – Yes
Stumped	U/18 & U/16 Grades – Yes
Run-out	U/18 & U/16 Grades – Yes
First ball dismissal	U/18 & U/16 Grades – Yes
“MANKAD”	NOT PERMISSABLE in any Grade, even if warning given (Refer to Rule 21.12 for further details)

HEALTH - SAFETY and SPORTSMANSHIP

Substitute Fieldsmen	Batting teams must offer to provide substitute fieldsmen, to ensure fielding sides have at least 10 fieldsmen. All subs must field properly
Batters wearing Helmets	This is a COMPULSORY REQUIREMENT for all Grades (inc. U/18's that have already reached the age of 18) – 2017/18 Cricket Australia Policy
Wicketkeepers wearing Helmets	U/18 & U/16 Grades – Highly recommended and COMPULSORY when standing up to the stumps
Tea break refreshments	Host clubs to provide adequate drinks for all players, each team will be responsible for their own food requirements

2023/24 CRICKET BALLS	COLOUR	WEIGHT & BRAND	CLUB/ASSOC SUPPLY
Under 18 Friday p.m.	PINK	156g – Kookaburra (BHRDCA or Sponsor stamped)	CLUB via BHRDCA nominated Supplier
Under 16 Friday p.m.	PINK	156g – Kookaburra (BHRDCA or Sponsor stamped)	CLUB via BHRDCA nominated Supplier

UMPIRES SIGNALS				
				
Six	Four	Bye	No Ball	Wide
				
Leg Bye	Out	One Run Short	Dead Ball	Cancel Call

SCORING SYMBOLS			
. (Dot)	Legal Ball Bowled – No Runs scored	X	Loss of Wicket
1 (One)	One Run to Striker	. Dot inside Circle or N	No Ball (Add to Extras & rebowled in Over)
2 (Two)	Two Runs to Striker	W	Wide (Add to Extras & rebowled in Over)
3 (Three)	Three Runs to Striker	. Dot or B	Bye (Add to Extras)
4 (Four)	Four Runs to Striker	. Dot or L	Leg Bye (Add to Extras)
5 (Five)	Five Runs to Striker		
6 (Six)	Six Runs to Striker		