



FAR SOUTH COAST CRICKET ASSOCIATION

Stage 2 Rules 2026/27

Summary	Playing the game	Pitch Length	• Hard wicket or Turf Wicket. • 18m length – measured stump to stump. • For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m).
Purpose		Overs	25 overs per team (150 balls)
Description	A format that looks to further develop the cricket skills of kids that are playing their 2nd or 3rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 3-hour window.	Team	• 9 players per team • 7 players per team minimum are required to play the game. • 11 players per team maximum are to be allocated to a team (maximum 9 players on field at any given time)
Indicative Age	U11, U12, U13 (U14 with dispensation from FSCCA)	Innings	• 1 innings of 25 overs per team
Coach	Accredited Community (Level 1) Coach	Batting	With allowances for varying team size, the following retirement rules apply during the home and away season: - 7 player team – batters retire at max 25 balls faced - 8 player team – batters retire at max 25 balls faced - 9 player team – batters retire at max 25 balls faced - 10 player team – batters retire at max 20 balls faced - 11 player team – batters retire at max 20 balls faced • Retirement limits are based on the assumption that players will be dismissed. Coaches are encouraged to monitor the batting innings & have the ability to retire players at any time prior to the retirement limits set above to encourage maximum participation. • Any retired batters can return when all others have batted, in the order they retired. • All balls (regardless of whether wides/no balls) will be included in the batter's ball count • If teams are uneven the innings the team with less numbers will be allowed to have a last man standing when they bat. Last man standing will get a maximum of 25 balls as last man standing. (home and away only)





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Game Type	• 25 Overs	Bowling	• 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled). • Maximum of 4 overs per bowler. • Bowler cannot bowl 3rd over until all other players (excluding keeper) have bowled 1 over • All bowlers must bowl at least 2 overs (if the full 25 overs are completed) • Wicketkeepers may keep for the full 25 overs • Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match. • Bowlers bowl from the one end for the entire game
Ball	• 142g White Kooka Practice	Fielding	• Fielding rotations can be implemented at the discretion of the Coach. • No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket keeper). • If more than 9 players are present at a match, they should rotate onto the field each over. • Teams have the option to change wicket-keepers after 12 overs • Where a team has less than 9 players the other team will supply fielders to ensure there are 9 fielders (these players won't bat or bowl for the team that is short)
Time	• 180 mins (3 hrs) - Games start 8:30am on Saturday morning 1st innings start 8.30 finish 9.55 2nd innings start 10.05 finish 11.35	Dismissals	All modes of dismissal count.
Equipment	• Helmet's must be worn at all times whilst batting & wicket-keeping. • Pads • Gloves • Protector • Additional safety equipment can be worn based on match conditions and/or personal preference. • 2 sets of portable stumps recommended • Measuring tape or string to measure pitch length and boundary. • Boundary markers • Chalk, tape or paint to mark crease.	Dispensation	Female players up to 2 years older than the cutoff for the age group can be given dispensation to play down into this age group with approval from the Association. Males new to the game or with a disability may be given dispensation to play down in this age group with approval from the Association.
Boundary	• 45m (maximum) • Boundary is to be measured from the centre of the pitch		

