



FAR SOUTH COAST CRICKET ASSOCIATION

Stage 3 Rules U15s

Summary	Playing the game	Pitch Length	<ul style="list-style-type: none"> • Hard wicket or Turf Wicket. • Full Length
Purpose	Community Club	Overs	<ul style="list-style-type: none"> • 25 overs per team (150 balls) • To be bowled in 5 over blocks at each end
Description	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.	Team	<ul style="list-style-type: none"> • 7 players per team minimum are required to play the game. • 12 players per team maximum are to be allocated to a team, teams with 12 players can nominate a non batting bowler for each game • Where a team has less players than their opponent the other team will supply fielders to ensure each team has the same number of fielders when fielding (these players won't bat or bowl for the team that is short) • If teams are uneven the innings the team with less numbers will be allowed to have a last man standing when they bat.
Indicative Age	U14 & U15	Innings	<ul style="list-style-type: none"> • 1 innings of 25 overs per team
Coach	Accredited Community (Level 1) Coach	Batting	<ul style="list-style-type: none"> • Compulsory retirement at 50 runs - retired players can return when all other player dismissed in the order they retired.
Game Type	<ul style="list-style-type: none"> • 25 Overs 	Bowling	<ul style="list-style-type: none"> • 6 balls per over (all wides and no balls to be re-bowled) • Maximum of 4 overs per bowler. • A minimum of 6 players must bowl at least 1 over if the full 25 overs are bowled
Ball	<ul style="list-style-type: none"> • White 156g Kookaburra Practice 	Fielding	<ul style="list-style-type: none"> • Fielding Captain to set fields and make bowling changes (Coach at square leg can assist) • No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket keeper).
Time	<ul style="list-style-type: none"> • 150 mins (2.5 hrs) • Games start 8:30am on Saturday morning 	Dismissals	All modes of dismissal count.





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Equipment	<ul style="list-style-type: none">• 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	<p>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.</p> <p>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.</p>
Boundary	<ul style="list-style-type: none">• 50m (maximum)• Boundary is to be measured from the centre of the pitch		

