

U17

PLAYING CONDITIONS

SEASON 2026/27

Last Updated 23 September 26

RULE 1: ELIGIBILITY

1.1 Male players must be under 17 years of age on the 1st day of September each year.

1.2 Females are permitted to play up to two years past this date, hence they can be under 19 on the 1st of September each year and still play U17.

1.3 All players must be registered within the WMDCA.

1.4 All substitutes in junior cricket must meet the relevant age qualification criteria.

1.5 Junior players who are eligible for under 13 mixed cricket will not be eligible to play in the under 17 mixed competition. Those players will be able to play under 13 mixed cricket and under 15 mixed cricket only.
Girls who are eligible to play under 13 mixed cricket will also be able to play in the under 17 girls competition. However they will not be eligible to play in the under 17 mixed competition. The same principle will apply to players eligible for under 11 cricket. Those players will be able to play up to under 13 mixed cricket as their highest mixed grade.
The match committee will consider and assess any application where exceptional circumstances exist outside this policy.
Under 15 players are not affected by this criteria.

RULE 2 TRANSFERS

2.1 Any registered player in the WMDCA applying for a transfer to play with a different club in the WMDCA at Under 17 age level must first obtain approval from the club with which he played at Under 17 or Senior level during the past 12 months or present season.

2.2 Any qualified U17 player who is registered with a club in the WMDCA may play U17 cricket with any other club in the WMDCA with a permit if his/her club does not field a U17 team in that competition.

2.3 Any junior player who wishes to play under 17 cricket at a WMDCA Club must do so with their primary club if that club fields a junior standalone team.

RULE 3 PERMITS

3.1 Under age players not aligned with a WMDCA senior clubs shall have the right to play in any club of the Warrnambool Moyne & District Cricket Association. Other under age players are automatically bound to their clubs, as per 2.3

3.2 Junior Seasonal permits apply to players that are not aligned with WMDCA Clubs. The club seeking to play these players must obtain a player season permit through the competition management platform system. This permit must be obtained, completed, approved and lodged prior to a player playing a game. It only entitles the player to play in the age level and the team that is detailed in the Permit. A maximum of 3 players only from any one club per team can apply and are eligible for a Junior Seasonal permit.
Merged teams are exempt from this provision but a permit is still required to be lodged.

3.3 Overage Dispensations.
An email notification must be submitted to the Junior Executive when applying for an overage dispensation. The application should include details of the player, a Date of Birth, Play HQ statistics for the past season and a reason for seeking same. The application is to be in the best interest of the player and the players cricketing development.
If the overage authority is granted it may be conditional from a 3 match request and then be reviewed, or an entire season dispensation. A further application is required to extend a 3 match request authority. Where granted, the WMDCA will then authenticate the approval on the competition management platform, allowing the player to be selected in a game.
The over age authority however can be rescinded at any time where the players performances exceed the level of expectation.
Final determination on a players eligibility to play in the lower grade must occur by 31st December of the playing year.

RULE 4: TWO-DAY MATCHES

4.1 Play shall commence not later than 5:15pm, but may commence from 5:00pm where both team managers agree. Subject to rule 4.2, play shall conclude 2 hours and 40 minutes after the agreed commencement time.
On scheduled Sunday games play shall commence at 10:00am and finish at 3.40 pm as a full 45 per team match. A half an hour lunch break will be taken at the completion of the teams innings at 12.40pm or can be taken within 30 minutes of that time if the team has been earlier dismissed.

4.2 Where the team batting first completes its allocated overs on the first day its innings shall be compulsorily closed. The team batting second shall commence its innings at the beginning of the second day. Unless previously dismissed, the team batting second shall be intitled to the same amount of overs as were bowled to the team batting first, regardless of the time elapsed. The match shall be decided by the number of runs scored in each first innings, irrespective of the number of wickets lost.

4.2.1 Should play on the first day of any match be entirely prevented by adverse weather conditions, the game shall resolve into a one (1) day match - 24 overs per team the following week.

4.3 A bowler may only bowl nine (9) overs per innings, fast and medium pace have a 6 over spell limit as per rule 17.3 and a batsman must retire after reaching 60 runs, but may return to the crease once the rest of the team has been dismissed providing time still exists in the innings. **This batting restriction does not apply in semi-final and final matches.**

4.4 A maximum of 45 overs per innings shall be bowled. On the first day of play, where the team batting team has not been dismissed, it shall be entitled to receive a maximum of 45 overs. If play reaches 8pm before those overs have been completed, the innings shall be compulsorily closed. The team batting second faces the same number of overs in their innings, on the second day. (Rule 4.2 applies).

4.5 Where a team is dismissed prior to their 45 overs on the first day and if time permits the second team will commence its innings and will be entitled to bat for 45 overs only unless dismissed. Where both teams have completed their innings and time permits a second innings shall commence and the game will then continue under the specified time for closure of play (8:00pm). No second innings will commence after 7:30pm unless there is a chance of an outright result or any other outcome can be achieved or where both coaches agree that play should continue to the normal playing finish time (8:00pm).

4.6 In two-day matches, normal alternating-end bowling shall occur in all matches, but if both coaches agree, alternating-end bowling may be dispensed with. An exception to this will be in T20 matches and one day scheduled matches where there will be five overs from each end, in the 24 over matches the last block will be four overs.

4.7 On the first day of a two-day match, **if less than 20 overs** are bowled before the game is interrupted by adverse weather, then the game is abandoned. The following day of play will be a one-day game.

4.8 If more than half of the games are abandoned due to wet weather, then all matches are cancelled and will revert to a one-day match the following week.

4.9 Where a game is abandoned in a round and more than half of the remaining games proceed, those affected teams are to be credited with a draw (3 points) each.

RULE 5: ONE-DAY MATCHES

5.1 Played on Tuesday afternoons, play shall commence not later than 5:15pm, but play may start from 5:00pm if both team managers are in agreement.

5.2 Where the team batting first has not completed its innings, the innings shall be compulsorily closed on completion of the twenty fourth (24th) over, one hour and fifteen minutes after the commencement of their innings, or at 6:40pm on completion of a lesser number of overs. If the innings has been completed before the end of the twenty-fourth (24th) over or before 6:40pm the side batting second, if not previously dismissed, shall be entitled to bat for that team's allocation of 24 overs. A ten-minute innings changeover is permitted.

5.3 Where the innings of the side batting first is compulsorily closed, the side batting second, if not previously dismissed, shall only be entitled to bat for the same number of overs as has been bowled to the side batting first.

5.4 Where a first innings decision is obtained before 8:05pm and before the time for compulsory closure of the innings of the side batting second, then if time permits the match may continue under ordinary conditions until 8:05pm, unless there is agreement between the two coaches to cease play.

5.5 Where a first innings decision is obtained after 8:05pm but before the time for compulsory closure of the innings of the side batting second, then the match shall thereupon end.

5.6 A bowler may bowl only five 5 overs per innings and a batsman must retire after reaching thirty 30 runs, but may return to the crease once the remainder of the team has been dismissed providing time still exists in the innings.

5.7 Four over allotments from each end are permitted in one day matches.

RULE 6: TWENTY20 MATCHES

6.1 ELIGIBILITY

To be eligible to play in a Semi Final or Final match a player must have played at least one game in a preliminary match in that competition.

6.2 HOURS OF PLAY

6.2.1 The following hours of play shall apply.

First session	5.15pm - 6.30pm
Interval	6.30pm - 6.40pm
Second session	6.40pm – 7:55pm

6.2.2 Interval Time and Length

An interval of 10 minutes shall be taken at the end of the innings of the side batting first. No drinks intervals are permitted.

6.3 DURATION OF MATCHES

6.3.1 Uninterrupted Matches

a) Each team shall bat for 20 overs unless all out earlier. If the team batting first is dismissed in fewer than 20 overs, the team batting second shall be entitled to bat for 20 overs.
Batting time for each time is 1 hour 15 minutes.

b) A minimum of 5 overs per team shall constitute a match.

6.3.2 Delayed or Interrupted Innings

a) If the first side's innings is delayed or interrupted the umpires shall reduce the maximum overs by one for each full seven minutes of the aggregate time lost. If the reduction calculation results in less than 5 overs the match shall be abandoned.
b) Where 5 completed overs or more have been bowled and an interruption is continuing, compulsory closure of the first side's innings shall occur when the reduced overs calculated in 6.3.2(a) equate with the number bowled.
c) The side batting second, if there is no further time lost in its innings, shall be entitled to receive the same reduced number, including any part over, as in 6.3.2(a) or 6.3.2(b).
d) The second side's overs shall not be adjusted unless adverse conditions reduce the batting time from the end of the interval until scheduled cessation time to less than that listed on the table in 6.6.2 for those overs. In such case the overs for the reduced time shall be its entitlement; excepting if less than five overs, in which case the match is drawn.
e) If play ceases due to players being off the field or leaving it after the scheduled cessation time the match shall end the overs already bowled shall be the side batting second's entitlement for the purposes of this Rule.
f) Calculation of Deciding Score shall be in accordance with the procedure in 6.4.

6.4 CALCULATION OF DECIDING SCORE

Duckworth Lewis system will be used to calculate the deciding score where overs have been reduced

When five-run penalties have been awarded to the side batting first the deciding score shall be determined by excluding those runs from the calculation and then adding them to the calculated figure. If further five-run penalties are awarded against the side batting second the deciding score shall be increased equally.

6.5 ENDING OF SECOND SIDE'S INNINGS AND MATCH

Play shall cease immediately one of the following circumstances applies:

a) when the score of the opposite side is passed;
b) the requirement of overs under 6.6.1 is completed;
c) the innings ends before completion of its required overs;
d) the number of overs in (b) is less than five; or
e) the players are off the field at or leave it after the scheduled cessation time.

6.6 OVER RATES

6.6.1 In each innings of a match the overs bowled shall be not fewer than the number listed on the Calculation Table for an adjusted batting time calculated by deducting any allowances under 6.6.3 from the actual batting time.

6.6.2		ABT	OV	ABT	OV	ABT	OV
1 - 4	**1**	20 - 23	**6**	39 - 41	**11**	57 - 60	**16**
5 - 8	**2**	24 - 26	**7**	42 - 45	**12**	61 - 64	**17**
9 - 11	**3**	27 - 30	**8**	46 - 49	**13**	65 - 68	**18**
12 - 15	**4**	31 - 34	**9**	50 - 53	**14**	69 - 71	**19**
16 - 19	**5**	35 - 38	**10**	54 - 56	**15**	72 - 75	**20**

6.6.3 Allowances for On-Field Delays

The allowances to the bowling side shall be actual times for injuries requiring treatment or assistance to leave the field, ball-drying or replacement, other delays unrelated to adverse conditions or time wasting and tardiness in starting or resuming play and any wilful time wasting by the batting side.

6.6.4 Bowling Side: Penalty Assessment
If a side bowls fewer overs than required under 6.6.2, five penalty runs shall be awarded to the batting side for each over not bowled within the requisite time.

6.7 THE BALL
One new ball shall be used for each innings.

6.8 THE RESULT
When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.

6.9 FIELDING RESTRICTIONS

6.9.1 Restrictions
The following fielding restrictions apply.

a) At the instant of delivery there shall not be more than five fieldsmen on the leg side.
b) For the first six overs (1-6) of each innings, only two fieldsmen, for the next 14 overs (7-20), only five fieldsmen are permitted to be outside the field restriction circles as defined in 6.9.2.
c) In an interrupted match, the field-restrictions will apply as follows:

Total Overs In Innings	No. of Overs for which restrictions in (a) above apply
5 - 6	1
7 - 9	2
10 - 13	3
14 - 16	4
17 - 19	5
20	6

d) Any non-compliance of these fielding restrictions shall result in a no ball call by the umpire

6.9.2 Inner Field Restriction Area
Area and Marking of Restriction Area

a) Two semicircles shall be drawn on the field of play.
b) The semicircles shall have as their centre the middle stump at either end of the pitch.
c) The radius of each of the semicircles shall be 27.5 metres.
d) The semicircles shall be linked by two parallel straight lines drawn on the field.
e) The fielding restriction areas should be marked by continuous painted white lines or 'dots' at seven metre intervals, each 'dot' to be covered by white plastic or rubber (but not metal) discs.

6.10 BOWLING PROCEDURE

Overs are to be bowled in 5 over blocks alternating between ends (ie overs 1 to 5 are bowled from one end, then overs 6 to 10 from the other end etc…). At the end of each over, only the two batsman change ends. Apart from normal field position changes, the fieldsman only change after each 5 over block. At the end of each 5 over block, the batsman and umpires remain at the same end.

6.11 DECLARATIONS

The captain of the batting side may not declare his innings closed at any time during the course of a match.

6.12 NO BALL (Only applies in T20 and One Day matches)

6.12.1 Free Hit After a Foot Fault and above waist No Ball

The delivery following a no ball called for a foot fault (MCC Law 21.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery will become a free hit for whichever batsman is facing. For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball even if the delivery for the free hit is called a wide. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery. The bowler's end umpire will signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

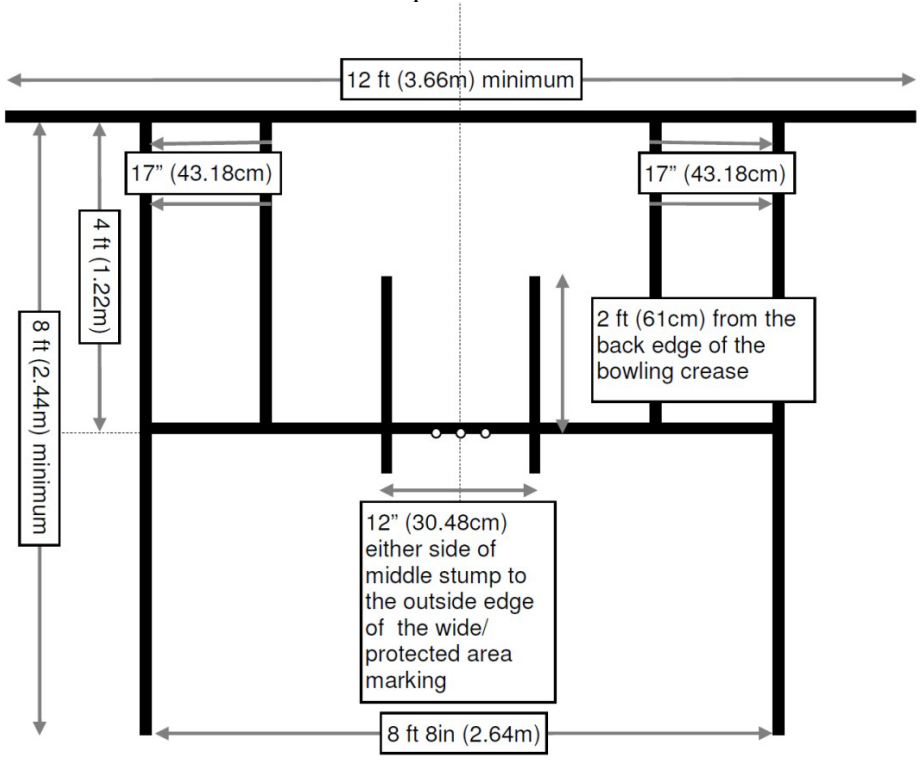
6.13 WIDE BALL

a) Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

b) Any delivery which in the opinion of the umpire does not give the striker a reasonable opportunity to score shall be called a wide.

c) As a guide, a delivery passing the striker on the leg side of a line 1 ft (30.48 cm) from the middle stump without any contact with the striker's bat or person shall be a Wide unless the ball passes between the striker and the stumps. Lines shall be drawn extending forward 2 ft (60.96 cm) from the bowling crease, parallel with the return crease, measured 1 ft (30.48 cm) from the middle stump on both sides of the pitch.

d) As a guide, a delivery passing the striker on the off side more than 75cm wide of the off stump without any contact with the striker's bat or person shall be a Wide. Lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measured 17 inches (43.18 cm) from the return crease on both sides of the pitch.



6.14 MCC LAW 40 - TIMED OUT

MCC Law 40 will apply. Either the incoming batsman or his partner, whichever the circumstances of the match require, must be in position to take guard to be ready to receive the next ball within 90 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready near the boundary to make his way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

6.15 One1 Eliminator (Super Over) Finals matches only

In the event of a tie the match shall, where possible, be determined by the use of the One1 Eliminator. The procedure for the One1 Eliminator is as follows.

a) Subject to weather conditions the One1 Eliminator will take place on the scheduled day of the match at a time to be determined by the umpire. In normal circumstances it shall commence five minutes after the conclusion of the match.
b) The One1 Eliminator will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority with the sides batting in the same order. The umpires shall not change ends. The fielding side shall choose which end to bowl from.
c) Prior to the commencement of the One1 Eliminator each team shall select three batsmen and one bowler.
d) The names of the selected players are to be given to the umpires in writing.
e) Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal match.
f) The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the "extra" over.
g) The loss of two wickets in the over ends the team's one over innings.
h) In the event of the teams having the same score after the One1 Eliminator has been completed, the team that hit the most number of sixes combined from its two innings in both the main match and the One1 Eliminator shall be the winner.
i) If the number of sixes hit by both teams is equal, the team that hit the most number of boundaries (fours and sixes) in the One1 Eliminator will be declared the winner.
j) In the event that the result is still a Tie after the One1 Eliminator and clauses (h) and (i) above have been applied, the One1 Eliminator (clauses (a)-(i)) shall be repeated until a winner is obtained.

6.16 One1 Eliminator Not Possible

a) In home and away matches, if the minimum number of overs has been bowled to constitute a match (five overs per team) and circumstances make a One1 Eliminator impossible, the match shall be declared a draw.
b) If circumstances make a One1 Eliminator impossible in any finals match, the best-performed team in the home and away matches shall be declared the winner.

RULE 7: CESSATION OF PLAY, ADVERSE CONDITIONS & TIME LOST TWO-DAY MATCHES

7.1 Play on each day shall cease on the completion of the 45th over (compulsory closure) unless it has been interrupted by adverse conditions. In this case, where possible, play shall be advanced by the aggregate of the time lost up to a maximum of 30 minutes.

7.2 If play is interrupted on the first day of a two-day game and less than 20 overs are bowled then the play on that day will be abandoned and the game will revert to a one-day fixture the following week (24 overs per team) - refer Playing Condition 5.

7.3 Where play has been interrupted for more than 30 minutes on either day the following considerations will then apply:

a) A reduction in the overs to be bowled by each team as calculated in the enclosed table (7.10); or
b) The team batting first is entitled to bat into the second days play and receive its reduced allocated over tally.

7.4 In order to achieve a result in the match under the above paragraphs, the team batting second must have:

a) Passed the score of the team batting first; or
b) Has been dismissed under the target score as per category (a) above; or
c) In relation to the specified reduced overs in category (b) above, must have reached the deciding score (7.9) or are dismissed before reaching it.

7.5 Where the scheduled match playing time (8:00pm) is reached and the team batting second has not received the required number of specified overs, the game will result in a draw.

7.6 On Day 2 of a two day game where more than 90 minutes of play is lost due to adverse weather conditions the game will be declared drawn with both teams receiving 3 match points.

7.7 In a game where over calculations have been made and the number of overs has been reduced, bowlers shall not bowl more than one fifth of the maximum overs permitted in the innings. (i.e. in a match of 35 overs duration, no more than 7 overs may be bowled by any one bowler).

7.8 If the first side's innings is delayed or interrupted the umpires (or managers in the absence of official umpires) shall reduce the maximum overs by one for each full seven minutes of the aggregate time lost. If the reduction calculation results in less than 25 overs (i.e. time lost exceeds 146 minutes) play shall be abandoned.

7.9 Calculation of Deciding Score

a) Where the overs received or to be received by the side batting second are not fewer than 25 completed overs the deciding score shall be the average runs made from the first batting side's overs equivalent in number to the second side's overs. If the first side is dismissed in less than the set number the remainder shall be deemed to have been received and included in the calculation. A resulting fraction shall be disregarded. The calculation format is outlined in the tables below.

A Overs entitlement for first side	
B Runs scored by first side (excluding Penalty Runs)	
C Average runs per over for first side (B ÷ A, rounded to two decimal places)	
D Overs - second side - if under 25 calculate on 25 (refer 7.9(b))	
E Deciding score unless Penalty Runs apply (D x C disregarding final fraction)	
F Penalty Runs to be added (E & F)	
G Deciding Score (E or F + 1 run)	

INSTRUCTIONS

1 Record of runs scored in each of the first batting side's overs must include byes, leg-byes, no balls and wides, but not penalty runs - see 5 below.

2 An unfinished over in the first batting side's innings is counted as a full over.

3 To win, the second batting side must pass the deciding score. If that score is equalled and 25 full overs or more are received it is a tie.

4 Details of the first batting side's overs are to be completed at the interval.

5 Any penalty runs applied must not be included in the progressive score. They are to be added in the box at the bottom at the conclusion of the innings.

b) Where the overs for the second batting side are fewer than 25 completed overs a minimum deciding score shall be calculated as in (a) on 25 overs.

c) When 5 run penalties have been awarded to the side batting first the deciding score shall be determined by excluding those runs from the calculation and then adding them to the calculated figure. If further 5 run penalties are awarded against the side batting second the deciding score shall be increased equally.

7.10 Calculations of overs, except where otherwise specified, shall be made from this table. Abbreviated column headings ABT and OV are for Available Batting Time and Overs required for these times. For times exceeding 160 minutes the overs shall be 45 plus the number listed for the excess minutes.

ABT	OV	ABT	OV	ABT	OV	ABT	OV	ABT	OV
1 - 4	1	33 - 36	10	65 - 68	19	97 - 100	28	129 - 132	37
5 - 7	2	37 - 39	11	69 - 71	20	101 - 103	29	133 - 135	38
8 - 11	3	40 - 43	12	72 - 75	21	104 - 107	30	136 - 139	39
12 - 14	4	44 - 46	13	76 - 78	22	108 - 110	31	140 - 142	40
15 - 18	5	47 - 50	14	79 - 82	23	111 - 114	32	143 - 146	41
19 - 21	6	51 - 53	15	83 - 85	24	115 - 117	33	147 - 149	42
22 - 25	7	54 - 57	16	86 - 89	25	118 - 121	34	150 - 153	43
26 - 28	8	58 - 60	17	90 - 92	26	122 - 124	35	154 - 156	44
29 - 32	9	61 - 64	18	93 - 96	27	125 - 128	36	157 - 160	45

EXAMPLE

Side A scored 135 runs of 45 overs (3 runs per over). Side B loses 60 minutes at the commencement of its innings. Using the table above, 60 minutes lost equates to 17 overs. Side B's innings is reduced to 28 overs.

At a rate of 3 runs per over, the deciding score is 84 runs. Side B must score one more than this, 85, to win.

ONE-DAY MATCHES

7.11 In the event of a delayed or interrupted match a minimum of 14 overs per side shall constitute a match. If less than those overs are possible per team, or if by 6:30pm the game hasn't begun, the game will be abandoned.

7.12 Where play has been interrupted for more than 30 minutes in a one-day match there will be no extension of play and the following considerations will then apply:

a) If the first side's innings is delayed or interrupted the umpires (or managers in the absence of official umpires) shall reduce the maximum overs by one for each full seven minutes of the aggregate time lost. If the reduction calculation results in less than 14 overs play shall be abandoned.
b) The team batting first is entitled to bat into the second team's time to receive their reduced allocated over compliment.

7.13 In order to achieve a result in the game, the team batting second must have:

a) Passed the score of the team batting first; or
b) Been dismissed under the target score as per category 7.9(a) above. Note the 24 over requirement will be replaced with 14 overs for this instance.; or
c) In regard to the specified reduced overs scenario in category 7.9(b), the team must have passed the target score or have been dismissed before reaching that score. Note the 24 over requirement will be replaced with 14 overs for this instance.

The match will therefore be declared a draw if the provisions in 7.9 are not met.

7.14 Any decision on wet weather will be taken by the Junior Committee Executive and communicated to the Club Junior Delegates in a timely manner on the day of play.

7.15 In the event of inclement weather conditions at the commencement of play or rain intervenes during play and the two respective coaches/team managers cannot agree on the state of play, the game shall cease.

RULE 8: FINALS

8.1 The association shall pay the costs involved for the supply of umpires for the final only. Semi finals costs will be shared by the participating clubs.

8.2 No player shall be eligible to play in the finals unless he has actually participated in three (3) matches during the season in the team with which he wishes to play in the finals.

a) Players listed in a team on the competition management platform for a game won on forfeit shall be deemed to have played that game, provided the names are entered on the competition management platform before the commencement of the next round.

b) There is no restriction on players from the under 15's playing in finals matches as long as the player has played in at least 3 matches for the club

8.3 The Under 17 Semi Finals will be played on Tuesday evening under Playing Condition 4; excepting that play shall commence at 5:00pm. The four top teams shall play semi finals; 1 v 4, 2 v 3 with the two winning sides to play off in the Grand Final.

a) The Junior Executive shall determine the most suitable, neutral venues for these matches.

8.4 The Under 17 Grand Final will be played as an all day Sunday fixture commencing at 11am in accordance with the playing conditions as determined by the Junior Executive.

8.5 A half an hour lunch break will be taken at the completion of the first 45 overs or at another appropriate time as agreed by the coaches and in consultation with the Umpire.

8.6 This final will be played on a turf wicket at a venue to be decided by the Executive. A hard wicket back up will also be nominated in case of inclement weather.

8.7 A game cannot be abandoned for the day until over 90 minutes, in one whole period, from the recommended starting time, has been lost. The provision of up to an additional 30 minutes shall advance play to make up for some lost time and overs before there is any reduction in the overs aggregate.

8.8 In Semi Finals and the Grand Final where the team batting second score passes that of the team batting first, and there is no possibility of a further match result outcome being achieved, play shall cease. If, however, there is no agreement between the respective coaches for this to occur, play will then continue under normal match playing conditions. (Time and over parameters apply).

8.9 Where the Grand Final is played during the daytime, the WMDCA will supply the red Kookaburra 4 piece (156gm balls) to be used in the match.

RULE 9: AWARDS

9.1 A player before being eligible for the U17 bowling average must have bowled at least two hundred and ten (210) balls in U17 games during the season.

9.2 A player before being eligible for the U17 batting average or highest score must have batted in not less than four (4) innings in U17 matches during the season and scored a minimum of two hundred (200) runs.

RULE 10: BALLS

10.1 Each team will use a new red Kookaburra WMDCA stamped two (2) piece ball to begin their first innings of each day match. Evening games are to use a white Kookaburra WMDCA stamped ball

RULE 11: FOLLOW ON

11.1 Any team being eighty (80) or more runs behind on the first innings may be required to follow on.

RULE 12: TEAM SHEETS

12.1 Team sheets are to be completed and signed by both Managers or Coaches by the first drink break. Any changes to the original list of players entered in the scorebook must be agreed to and signed off by both Coaches/Managers.

12.2 A maximum of twelve (12) players can be named on any team sheet provided that one player does not bat during their side's batting innings and another player does not bowl during their side's bowling innings.

12.3 No retired batter shall return to the crease unless his team has at least 9 players of which all have batted prior to the batters return.

RULE 13: MATCH RESULTS

13.1 Match results must be submitted on the endorsed electronic medium 24 hours following the day's play. It is the responsibility of either club Manager or representative to enter the game results and his/her player statistics on the Competition Management Platform within the prescribed time frame. It is then the responsibility of the other Club manager or representative to confirm the details entered and the result and then enter his or her own player details on to the system.

13.2 Under 17 match points will be awarded as follows:

First Innings win ..... 6 points
Outright win ..... 10 points
Draw ..... 3 points
Tie ..... 3 points
Win on forfeit ..... 6 points
Loss ..... 0 points

RULE 14: ATTIRE

14.1 White cricket attire, or approved club coloured cricket clothing, must be worn. Any team playing a player incorrectly dressed may be sanctioned by the Junior Executive for this non compliance.

RULE 15: FIELDING RESTRICTIONS

15.1 One (1) player over the age of 14yrs may field within 10m of batsmen's end stumps if they wear properly fitting approved cricket helmet with full face guard and a protector (for boys). This requirement does not apply to slips or gully fielders.

15.2 Wicket keepers standing up must wear an approved helmet with a full faced guard protection

RULE 16: SHORT-PITCHED BOWLING

16.1 No bowler shall bowl more than two (2) short-pitched balls per over; one (1) to each batsman. If more than the above occurs it must be called a no ball.

16.2 All players must at all times when batting in U17 matches, wear full protective gear including a helmet with a full faceguard.

RULE 17: BOWLING RESTRICTIONS

17.1 Bowlers of medium pace or faster, as determined by the umpire, are broadly defined as those for whom the wicketkeeper would normally stand back or any bowler who is not considered to be a spinner.

17.2 A player's age shall be determined as that at the 1st September preceding a cricket season and the appropriate bowling limitations shall apply to the player for that entire season regardless of the age group or level of competition being played.

17.3 Bowlers shall be limited to a maximum of consecutive overs in any one spell.
Age Group (Consecutive Overs)

Under 17 (6) – 16 per day
Under 15 (5) – 12 per day
Under 13 (4) – 8 per day

17.4 Fast and medium pace bowlers are restricted to a maximum of 6 overs per spell, with a minimum break of double the overs. Slow or spin bowlers are permitted to bowl their maximum number of overs (9) in one continuous spell.

17.4.1 A spell is deemed to have been completed once the bowler has been replaced at his end. The player must not bowl again until the equivalent number of overs, to that which he previously bowled, have been completed from his end.

For example:
A bowler having bowled 4 overs and completes his spell. He may not re-commence bowling until 4 overs have subsequently been bowled from his end; 8 overs in the match, otherwise it's deemed to be a continuation of his spell.

17.5 Any player bowling into their 7th or 10th over, when disclosed, that ball only will be deemed a dead ball and any runs or wickets taken will not count. Any runs or wickets scored prior to the dead ball being called will remain. A new bowler will be required to complete the over.

17.6 The above bowling workload restrictions rules for fast and medium paced bowlers, must be read in conjunction with the Cricket Australia bowling workload guidlines.

17.7 It is the responsibility of the Captains and Umpires to ensure that this playing condition is upheld.

17.8 Where Umpires become aware of breaches of this playing condition they are to direct the Captain to take the bowler off forthwith and if an over is in progress another bowler is to complete the over. That bowler must not have bowled the previous over, and shall not bowl the subsequent over.

17.9 Should a dispute or uncertainty regarding the application of this playing condition occur during play the managers/coaches shall make the final decision on its application based on information available from the Scorers or other sources.

RULE 18: BREAK BETWEEN SPELLS

18.1 The break is equivalent to the number of overs bowled by the bowler from the end from which he bowled.

18.2 A bowler who has bowled a spell of less than the maximum spell permitted (for their age as defined) may resume bowling prior to the completion of the necessary break but this shall be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply. Following the completion of the extended spell, the normal break between spells shall apply with the break within the spell to be disregarded.

18.3 If a change of innings occurs, and a bowler commences bowling in the new innings within 40 minutes of bowling in the previous innings, this shall be considered an extension of the same spell and the maximum spell limit and daily limits for that age of player shall still apply.

18.4 If any break in play or the end of a day's play results in an over not being completed then that part of the over bowled after the break shall constitute one over for the purposes of calculating the bowler's spell and daily limit. If this over is completed at the start of a new day the over shall be considered the first over of a new spell for that bowler and the first over of the new daily limit.

RULE 19: CHANGE OF BOWLING TYPE

19.1 If a bowler begins with medium pace or faster and changes to slow bowling during an innings that bowler is then governed by the 6 over restriction rule as per medium pace or faster bowlers.

19.2 If a bowler begins slow bowling, he can bowl continuously a ten over spell without a break. Where that bowler changes to medium pace or faster within that spell the bowler is then governed by the 6 over restriction as a medium pace or faster bowler. Any overs bowled prior to the change shall not be taken into account in either the current spell or the daily limit.

RULE 20: COACHES/MANAGERS

20.1 Each club shall name the manager and coach of their U17 team at the first Junior Cricket delegates meeting of the new season in each year.

20.2 The Coach and/or Manager shall be, as a minimum, Level 1 (Community Coaching course) accredited, or is actively engaged in enrolling in the WMDCA facilitated Level 1 course, when conducted. Teams that play without an accredited coach or manager may face penalties of a fine or loss of points.

Coaches must also possess a current Working With Children check, or be in the process of obtaining one.

20.3 Each club shall notify the Association Secretary if a change of manager occurs during the season. This notification shall be given before the Saturday on which the new manager begins his duty by either email or phone.

20.4 The coach-manager of each U17 team shall be responsible for the conduct, dress and provision of cricket equipment for his players as well as arranging a competent scorer and for the umpiring of matches in which his team participates.

20.5 Voting for the "U17 cricketer of the year" will be the joint responsibility of both managers and will be allocated on a 4-3-2-1 basis to the four (4) players considered to have performed best in the match.

20.5.1 The votes are to be forwarded within 48 hours after the completion of the match by means of the QR code handout document placed in the match day scorebook.

20.6 Any instances of dissent, bad sportsmanship, bad or indecent language, or any conduct by any player that is not within the Spirit of Cricket, or the Code of Conduct as per the rules of Cricket as displayed on the WMDCA webpage must be directed to the director of junior cricket, or a WMDCA board member. Any breaches shall be subject to the reporting procedures outlined in Rule 8 of the Senior By Laws.

20.6.1 Any breach MUST be reported to the Executive of the WMDCA by either Manager or coach of the participating teams.

20.6.2 The player involved is to be informed that their conduct has been noted and that they will be reported.

20.6.3 The Executive will decide what penalty if any will apply but the player may then appeal the decision to the Association Tribunal if they wish.

20.6.4 Any player found guilty of any such misconduct will be automatically ineligible for U17 Cricketer of the Year award.

20.7 A team responsible for a late start shall be liable to a penalty as determined by the Junior Executive. Reports about such an instance must be submitted to the WMDCA General Manager in writing no later than by 9am the following day.

RULE 21: No Ball

21.1 Fast Short Deliveries Above Shoulder Height of Striker

a) In any one over a bowler shall be permitted to bowl one fast short-pitched delivery, which having bounced, passes or would have passed above shoulder height of the striker standing upright at the crease. Should there be a further repetition in the same over either umpire shall call and signal "no ball".
b) Any fast short pitched delivery, not being a no ball under (a), which passes so high that it is not sufficiently within the striker's reach for it to be hit by the bat with a normal cricket stroke, shall be called and signalled "wide ball" by the umpire at the bowler's end.

21.2 Dangerous and Unfair Bowling

The dangerous and unfair bowling provisions of Law 41.7 shall apply to any fast or medium full-pitched delivery above waist height of an upright striker at the popping crease. A no ball shall be called and a first and final warning will be given by either umpire. Where a slow bowler bowls a full toss above the waist height it shall be called a no ball. If the umpire considers it to be dangerous or deliberate then a first and final warning will be issued.

RULE 22: SUMMARY OF RULE MODIFICATIONS

22.1 BATTING

Two-Day Matches	60-run retirement	(45 overs)
One-Day Matches	30-run retirement	(24 overs)
T20 Matches	30-run retirement	(20 overs)

Batsman can return after all other batsmen have batted.

No batting restrictions in Finals matches.

22.2 BOWLING

Two-Day Matches	9-overs per innings, 6-overs per spell

No restrictions for spin bowlers

One-Day Matches	5-overs per innings
T20 Matches	4-overs per innings
Under 15	5-overs per spell
Under 13	4-overs per spell