



U15

PLAYING CONDITIONS SEASON 2025/26

Last Updated 25 September 25

JUNIOR PLAYING CONDITIONS UNDER 15 COMPETITION

RULE 1: ELIGIBILITY

- 1.1 Players must be under 15yrs as of September 1 of the current season.
 - 1.1.1 Girls playing in this competition may be two years above the designated age (i.e. U17 girl can play U15).
 - 1.1.1 Any player 13 years of age or under must have parental consent to participate in a higher junior grade as well as be registered.
 - 1.1.2 All players must be registered with the WMDCA on the Competition Management Platform before playing any game, in the approved format. This registration must include full contact details and full names and addresses and dates of birth.
- 1.2 Players are bound to the club that they have initially been registered with on the competition management platform. Where a player wishes to change clubs then a transfer is required to be submitted and authorised by the primary club and the WMDCA. The player must then be re-registered with his/her new club on the Competition Management Platform.
- 1.3 Any player who is deemed to be ineligible to play in an age group due to being an unauthorised overage player, the team in which the person played shall incur the loss of points scored in that match.
- 1.4 Overage dispensation.
An email notification must be submitted to the Junior committee when applying for an over age dispensation. The application should include details of the player, a Date of Birth, Play HQ statistics for the past season and a valid reason for seeking such authority. The reason needs to be legitimate in nature and importantly in the best interests of the player and the players cricketing development.
If the approval is granted it will apply for three matches and then be reviewed. To extend that authority a further application is required before the expiration of the first approval. A season dispensation can be issued and granted where clear justification and compelling reasons and circumstances apply. The over age authority however can be rescinded at any time where the players performances exceed the level of expectation.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 a lower grade must occur by 31st December of the playing year.
- 1.5 Where a player is Under 15 and he has played at Under 17 or Senior level in the last 12 months, this player must first obtain a transfer from the primary club to the another of his choice if he wishes to play Under 17 or Senior level cricket at another WMDCA Club.

RULE 2: TEAM COACHES & MANAGERS

- 2.1 A team manager and coach must be appointed by each club prior to the start of the season with the names/contact details for both to be forwarded to the WMDCA Junior Committee.
- 2.2 All team managers and coaches will be held responsible for the conduct of their players, both on and off the ground.
- 2.3 Competent scorers and umpires are required for all games. Each club is required to supply at least one umpire per game (must be a minimum of 16 years of age).
- 2.4 All team coaches/managers must possess a current Working with Children Certificate in compliance with the Working with Children Act 2005. The coach/manager must provide proof of receipt of this certificate and provide, to the General Manager of the WMDCA, a photocopy of the current certificate by the commencement of the season in which he/she undertakes those duties.
- 2.5 All team coaches/managers must have attained a minimum Level 1 Community Coaching Accreditation to undertake coaching duties. The WMDCA will conduct a course at the commencement of each season to facilitate this.

RULE 3: TIMES AND HOURS OF PLAY

- 3.1 Play is permitted to start at 5:00pm if possible, to maximise the prevailing light and conditions. Batting time will be for 2 hours and 40 minutes. All games must start by 5:20pm. If a 5pm start occurs, play ceases at 7:40pm
 - 3.1.1 In Semi-Finals, matches will commence at 5.00pm and finish at 7.40pm.
- 3.2 Compulsory closure will apply at the end of the allotted time on the first day's play.
- 3.3 Drinks may be taken every 40min, or at any earlier period, subject to the prevailing weather conditions on the day and then upon agreement of the coaches.
- 3.4 **TWO-DAY MATCHES**
If not delayed, interrupted nor earlier terminated, the innings of each side shall be compulsorily closed after 45 overs or at 8.00pm, whichever occurs earlier.
 - 3.4.1 In the event of 45 overs not being received by the side batting first, the side batting second, shall only be entitled to receive the same reduced number of overs.
 - 3.4.2 Should time permit, the side batting first may then commence a second innings and may bat for a further 45 overs, or until the team is dismissed or upon a declaration occurring or until the scheduled cessation time is reached.
- 3.5 **ONE-DAY MATCHES**
If not delayed, interrupted nor earlier terminated, the innings of each side shall be compulsorily closed after 24 overs or at 6.15pm, whichever occurs earlier.
 - 3.5.1 In the event of 24 overs not being received by the side batting first, the side batting second, shall only be entitled to receive the same reduced number of overs.
 - 3.5.2 Should time permit, the side batting first may then commence a second innings and may bat until the scheduled cessation time is reached.
 - 3.5.3 Where 30 over games are scheduled. Each innings will be extended by 20 minutes, eg. 5pm – 6:35pm first innings, second innings 6:45pm – 8:20pm

3.6 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.

3.6.1 The aforementioned bowling pattern in Playing Condition 3.6 does not apply in Sunday Turf matches or the Under 15 Semi Finals and Grand Final where alternate-end bowling shall be employed.

3.7 A match should only extend beyond 7.40pm when the required number of overs for the side batting second have not been bowled.

3.7.1 Where the two team managers are in agreement that weather conditions are such that play can proceed, the match shall continue in order to complete the remaining overs.

3.8 **TWENTY20 MATCHES**
 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.

RULE 4: BOUNDARY MARKINGS

4.1 Matches will be played on a ground with a boundary that is a minimum two metres inside any fixed object (i.e. fences, sightscreens, goal posts etc...).

4.2 The boundary must be clearly marked by cones, flags, rope, hoses or marked lines.

4.2.1 It is the responsibility of the home side to ensure the ground is marked appropriately. Failure to effectively mark the boundary will result in a penalty as determined by the WMDCA Junior Committee.

RULE 5: TEAM NOMINATIONS

5.1 Team lists must be completed, and details entered, on the Competition Management Platform prior to the first days play.

5.2 A side that has fewer than seven players in attendance at 30 minutes after the time appointed for a match to commence shall be deemed to have forfeited the match.

5.2.1 Players may be loaned from one team to another for the purpose of attaining minimum numbers to play. The fill-in player process can be utilized for this purpose which can be found in the Competition Management Platform.

a) Any such players have full batting/bowling rights, as if they were actual members of the team.

b) If a team has only the minimum number of players, and the opposition has sufficient players to make up the shortfall to 11 players, and still retain 11 themselves, then teams are encouraged to supply these additional players.

5.3 Players in teams with less than 11 players that have batsmen dismissed, may bat these players a second, or subsequent time, until a total of 10 dismissals have been accomplished. At the fall of the tenth wicket the innings is closed.

- 5.3.1 The innings is completed either after ten (10) actual dismissals or time of play has been reached. Dismissals do not include any form of retirements, except by injury or illness after retirement. If a batsman is retired, either compulsory or non-compulsory, and then suffers an injury or illness, that retirement is deemed to be a dismissal.
- 5.3.2 Upon the fall of the tenth wicket in the innings of the side batting first the score will be recorded and deemed the final score for that innings. The second team is then entitled to commence their innings. However, with agreement of the two team coaches and if time permits, the side batting first may continue its first innings to allow remaining batters the opportunity to bat until the end of that days play.
- 5.3.3 A maximum of 13 players per side is permissible. All 13 players are permitted to bat in any innings. No compulsory retired player (60 runs) may return to bat. (Two-day matches)
- 5.3.4 Non-compulsory retired batters can return, (lowest retired score to highest) but not until after the full complement of players in the team have batted.
 - a) If there are no non-compulsory retired batters other dismissed batsman from lowest score to highest score (same scores return in batting order) may return to bat a second time.
 - b) Players batting a second or subsequent time are entered into the scorebook or the live scoring app as if they were a new batsman.
- 5.4 An interchange system applies, with full playing rights (batting, bowling and wicket keeping) but there must only be 11 players on the field at any one time.
- 5.5 Players absent in the first week are permitted full playing rights in the second week.

RULE 6: GENERAL PLAYING CONDITIONS

- 6.1 All home teams are to live score matches and away teams to utilise the official score sheets, in the WMDCA-approved scorebooks.
- 6.2 **BATTING**
 - 6.2.1 In a two-day match the compulsory retirement is 60 runs. The maximum score attainable is 65 (i.e. by hitting a six when on 59).
 - 6.2.2 In a one-day or T20 match the compulsory retirement is 30 runs. The maximum score attainable is 35 runs (i.e. by hitting a six when on 29).
 - 6.2.3 The team manager has the option to retire any player at any time during the game providing the batsman has batted for a minimum of five overs.
 - 6.2.4 Each player may have only one non-compulsory retirement.
 - 6.2.5 The responsibility is on the team coach/manager to ensure that all nominated batsmen named on the team sheet do get the opportunity to bat.
 - 6.2.6 All batsmen must wear all appropriate protective equipment, including a helmet with full face guard.
 - 6.2.7 The LBW rule will apply only when the player is struck on the pads, directly in front of the wicket, at the crease with no doubt the ball will hit the stumps. This condition does not apply in finals matches when official umpires are officiating, the normal lbw rules apply.

6.3 BOWLING

6.3.1 SPELLS

- a) No bowler shall bowl more than four (4) overs until 9 players in the team have first bowled a minimum of two (2)
- b) Bowlers may bowl a maximum spell of four (4) overs and a maximum of eight (8) overs in total in an innings in a two-day match.
- c) A bowler must have a minimum break of at least double the overs they have bowled in their current spell, or it's deemed to be a continuation of their spell.
- d) In a one day game or T20 match a maximum of three (3) overs per bowler is permitted.
- e) Where a team has less than nine (9) players, each player is permitted to bowl one additional over in order to complete the 25 over innings.

6.3.2 A maximum of 8 balls per over irrespective of no balls or wides bowled. The last over of any game must have 6 legal deliveries.

6.3.3 The ball used will be a new white 156-gram, 2-piece WMDCA approved Kookaburra brand in afternoon matches. A red Kookaburra WMDCA approved branded ball to be used during scheduled day time games, and the final.

6.3.4 A bowler may bowl one (1) short pitched delivery per over. All subsequent short deliveries shall be called No Ball.

6.3.5 Any ball that bounces more than once before reaching the batsman shall be called No Ball.

6.3.6 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 or second 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 or second warning will be issued

6.3.7 Umpires are to adopt a more lenient interpretation of Law 25 (Wide ball) in Under 15 matches.

6.4 FIELDING

6.4.1 No player shall field within a half-pitch length of the stumps at the striker's end.

- a) Players fielding in slip positions or gully are exempted from this requirement. Managers must ensure any player who fields in this area is capable and competent to do so.

6.4.2 Wicketkeepers standing up to the stumps must wear an approved helmet with full face guard.

- a) Wicketkeepers are recommended, for safety reasons, to wear a protective helmet with full face guard at all times.

RULE 7: ADVERSE CONDITIONS & TIME LOST

7.1 TWO-DAY MATCHES

Play on each day shall cease on the completion of the 45th over 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.

7.2.1 In the event the game is reduced to a one-day match due to inclement weather on the first day, then a minimum of 24 overs is to be bowled. The team batting second is entitled to face the same number of overs as they bowled to the team batting first.

7.2.2 In the event of inclement weather at the start of any day's play, or rain during play, and the team managers disagreeing on whether to continue or abandon play, then play shall be abandoned.

7.2.2 If more than half of the games are abandoned due to wet weather, then all matches will revert to a one day game the following week.

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; 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 passed the target score or are dismissed before reaching it.

7.5 Where the scheduled cessation time 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 20 overs (i.e. time lost exceeds 90 minutes) play shall be abandoned.

7.9 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

RULE 8: FINALS

8.1 Where the competition is not split into sections, the top four teams with play in the Semi Final round; 1 v 4 and 2 v 3 with the two winning sides to play in the Grand Final.

8.1.1 Where two divisions exist only the top two teams in each division will play finals. The top team in each division will play the second team in the other division in the Semi Finals, with the two winners playing in the Grand Final.

8.1.2 If the scheduled Semi Finals games are washed out, then the two top teams on the respective ladders will advance and play off in a Grand Final.

8.2 Semi Finals shall commence at 5:00pm and will be played at the home ground of the teams finishing atop the ladder in their respective divisions subject to the suitability of the venue.

8.3 The Grand Final will be played as determined by the junior committee under the same competition rules as played during the season at a venue determined by the WMDCA Junior Committee. Umpires will be provided.

8.4 To be eligible for finals a player must have played two (2) matches in the particular team that is playing in the finals or in a lower level team at that club during the cricket season.

8.5 In Semi Finals and the Grand final where the team batting second score has passed that of the team batting first, and there is no likelihood of a further match result outcome being achieved, play shall cease. If, however, there is no agreement between coaches for this to occur, play will continue under the normal match playing conditions (time and over parameters apply).

8.6 Where the Grand final is played as a turf fixture, a 4-piece 156gm ball is to be used in this match, these balls will be supplied by the WMDCA.

RULE 9: AWARDS

- 9.1 At the completion of the season awards will be given for batting average and aggregate, bowling average and aggregate, fielding/keeping and cricketer of the year.
- 9.2 A player before being eligible for the U15 bowling average must have bowled at least one hundred and twenty (120) balls in U15 games during the season.
- 9.3 A player before being eligible for the U15 batting average or highest score must have batted in not less than four (4) innings in U15 matches during the season and scored a minimum of one hundred and fifty (150) runs.
- 9.4 The U15 Cricketer of the Year Award is to be determined by both coaches in consultation in the allocation of votes on a 4-3-2-1 basis as to the best-performed 3 players in the match.
 - 9.4.1 The voting slip is obtainable in the WMDCA website. On completion it is to be scanned and emailed the general manager Nick Ansell gm@wdcacricket.com by 4pm on the Tuesday following the completion of the match.

RULE 10: MATCH RESULTS

- 10.1 Match results must be submitted on the endorsed electronic medium (Competition Management Platform) within 72 hours after the completion of the days play.
 - a) Either team manager or representative is permitted to enter the match scores for the day and his or her own player statistics.
 - b) The second team representative is required to enter his/her own team player statistics on to the system.
 - c) Penalties may apply to the offending club where no players scores/statistics are added.
- 10.2 Under 15 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
- 10.3 Should there be equality in aggregate premiership points the team higher on the ladder shall be the one with the better team average. Team averages shall be calculated by:
 - a) dividing total runs scored by total wickets lost (batting average);
 - b) dividing total runs scored against by total wickets taken (bowling average); and
 - c) dividing the batting average (a) by the bowling average (b).

RULE 11: ATTIRE

- 11.1 All players are to wear white cricket attire or approved club coloured cricket clothing. Broad-brimmed, white or club coloured hats are preferred. Club coloured caps are permitted, but no 'brand name' baseball-style caps.
 - 11.1.1 Any team playing a player incorrectly dressed may be sanctioned by the WMDCA Junior Committee for this indiscretion.

RULE 12: GENERAL PROVISIONS

- 12.1 All teams are expected to bat their full time to allow every player a full opportunity to:
 - 12.1.1 Experience playing and batting under match conditions;
 - 12.1.2 Teach young players when batting to build an innings from a personal and team perspective; and
 - 12.1.3 Foster and promote the spirit of the game of cricket amongst our young players.
- 12.2 Team managers should alternate batting and bowling orders from game to game, to ensure all players have an equal opportunity to gain the most experience that they can.
- 12.3 Clubs who have between 15-20 players are to give serious consideration in nominating 2 teams.
- 12.4 Umpires to be paid for semi-finals by the participating clubs (\$100/umpire/night).
 - 12.4.1 WMDCA will provide, and pay for, umpires for the Final.

RULE 13: SUMMARY OF RULE MODIFICATIONS

13.1 BATTING

Two-Day Matches	60-run retirement	(45 overs)
One-Day Matches	30-run retirement	(24 overs)
T20 Matches	30-run retirement	(20 overs)
Compulsorily retired batsmen cannot return.		

13.2 BOWLING

Two-Day Matches	8-overs per innings, 4-overs per spell 9 bowlers to bowl 2 overs (min) before those who have bowled may return
One-Day Matches	3-overs per innings
T20 Matches	3-overs

13.3 MATCH RESULT

Fall of 10 wickets deemed final team score.