U13

PLAYING CONDITIONS

SEASON 2026/27

Last Updated 22 September 26

UNDER 13 DIVISION RULES

GENERAL RULES.

Matches at Under 13 Level will be scheduled primarily for Saturday mornings or on any other days that are required to ensure the competition playing schedule can be met. The U13 final will be played on a Sunday as an all day fixture on a date and venue determined by the Junior Executive.

Rule 1: Team Managers and Coaches

1.1 A team manager and/or coach must be appointed by each club prior to the start of the season and the names and contact/details for both to be forwarded to the WMDCA junior executive.

1.2 All team managers and coaches will be held responsible for the conduct of their players, both on and off the ground.

1.3 Competent scorers are required for all games.

1.4 Competent persons are to be assigned as umpires. Each club to supply at least one umpire per game (must be minimum 16yrs of age or above)

1.5 All team managers and coaches 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 card and submit to the General Manager WMDCA, a photocopy of the current certificate by the commencement of the season in which the person undertakes those duties.

1.6 All team coaches and/ or managers must attain a minimum community cricket coaching accreditation (Level 1) upon taking up these roles preferably by the commencement of the season.

This qualification is a compulsory and mandatory requisite to coach a team. The WMDCA will conduct a course to qualify prospective coaches during each season. Failure to comply with this rule without just cause may result in a Club fine and/ or team loss of match points.

Rule 2: Player Eligibility

2.1 Players must be under 13yrs as of September 1 of the current season. Girls playing in this competition may be 2 yrs above the designated age. (U15 girl can play U13). Any player 10yrs of age or under must have parental consent and approval from the coach to play, as well as be registered on the Competition Management Platform. Any player playing a higher grade:- ie. U13 playing U15-17 must have parental approval to do so.

2.2 All junior players must be registered with the WMDCA on the Competition Management Platform through the online registration process, before playing in a match. This registration must include full contact details, full name, address, date of birth and a current Email address. Failure to do this will amount to playing an unregistered player and will incur a penalty/loss of points. Players are only registered to a club for one season, a transfer is the process if a player seeks to play away from their primary club. The player must be re-registered with his/her new club on the Competition Management Platform before playing.

2.3 Any player found to be over age for an age group without approval will result in the loss of any points scored in the match in which he/she has participated.

2.4 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

2.5 To be eligible to play in the Under 13 competition a player must be 10 years old on the 1st September or turns 10 yrs of age during the new playing season. Special approval to play may be obtained for an underage player where he or she demonstrates the ability and skill to cope at this Under 13 age level and the respective coach supports the recommendation. This approval is obtainable from an independent WMDCA accredited Level 2 coach. Once approved, notification is required to the Junior Executive for recording purposes.

2.6 A junior player currently eligible to play in the under 13 boys competition, or the u14 girls competition, or having received an overage permit to play in either of these competitions, are not permitted to play in any senior mens cricket competition

2.7 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.

Rule 3: Playing Conditions, Times & Dates of Play.

Two Day Matches

3.1

First Session	Interval	Second Session
8:30am – 9:50am	9:50am – 10:00am	10:00am-11:20am

All two day matches will be 48 over games per team. Play is to commence at 8:30am and finish at 11:20am on Saturday mornings. After the first 24th over, there will be a 10 minute break and the second team will bat. The batsmen at the crease at the time will open the innings of their team's next batting period as long as they haven't reached the maximum retirement score. If a batsman is unable to bat in the next period, that will then constitute a fall of wicket. Teams batting arrangements will change on the second day's play of the match. i.e. Team batting first on Day 1, will bat second on Day 2. No compulsory retired player can return to bat.

3.1.1 If time comes first, that is, 80 minutes of batting, then the break occurs irrespective of the overs bowled. The second team gets the 24 overs to bat unless unforeseen circumstances have occurred preventing the first team bowling out their 24 overs. Such circumstances could include loss of a ball or injury to a player. Team Managers/Coaches are to apply the common sense rule.

3.1.2 The Grand Final is to be played as an ALL DAY Sunday match or over 2 alternate mornings, under normal match conditions as has been played throughout the year (4 x 24 overs) commencing at a date, time and location as chosen by the Junior Committee. There will be a break of 30 minutes at the half way mark.

3.1.3 In these Sunday all day matches, the team's innings will alternate to avoid any lengthy periods of fielding for the players. This change of standard does not apply in normal match games as detailed in Rule 3.1

3.2 Drinks shall be taken at the completion of the 24 overs or sooner depending on the prevailing weather conditions. Team Managers/Coaches are to confer on this issue.

One Day Matches

Where one day afternoon/day matches are scheduled each team will be entitled to bat for a maximum of 24 overs per team. Bowlers will be limited to two overs each or a third over if player numbers are minimal. Batsman must retire on achieving 20 runs. A 15 minute break between innings is encouraged. Normal Under 13 bowling conditions of 4 overs being bowled from one end at a time will also apply. No compulsory retired player can return to bat.

Sunday Turf games

These matches will comprise 40 overs each team, with each team alternating after the receipt of their 20 overs . Games will commence at 10am and once the two teams receive their first twenty overs a lunch break of 30 minutes will then occur. Play will then re-commence with each team receiving their second allocation of twenty overs. The game will then conclude when each team has received a total of 40 overs.

Rule 4: General Instructions

4.1 Ground Size/Marking

4.1.1 All U13 games will be played on a ground with a boundary which is a maximum radius of 50m from the centre stump at each end, and distance of 50m from the centre line of the pitch along the sides. If any ground boundary is less than 50m from the centre line of the wicket then the boundary must be a minimum of 2m inside any fixed object.

4.1.2 a circle is to be drawn around the stumps at each end with a minimum radius of 10m. The middle stump is to be the centre of the circle.

4.1.3 proper cricket stumps to be used in all games,

4.1.4 it is the home teams responsibility to ensure the ground is marked appropriately.

4.1.5 failure to effectively mark the boundary will result in a prescribed penalty as determined by the junior cricket executive.

4.2 Playing Rules

4.2.1 all players are permitted to wear coloured cricket tops, or white cricket attire. Broad-brimmed, white or club coloured, hats, caps are permitted. No 'brand name' baseball type caps are permitted.

4.2.2 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.

4.2.3 maximum of 16 players per side.

4.2.4 all team members are expected to bat and bowl.

4.2.5 players absent in the first week are permitted full playing rights in the second week.

4.2.6 minimum number of players in a team required for the commencement of a game is 7. Batsmen who bat a second or subsequent time will return lowest score to highest score.(same scores return in batting order) players batting a second or subsequent time are entered into the scorebook or the live scoring app as if they were a new batsman. **See Rule**

5.1.2 if a returned retired batter the first innings can be continued.

4.2.7 players may be loaned from one team to another for the purpose of attaining minimum numbers to play. Any such players have full batting/bowling rights, as if they were actual members of the team. Loaned players must be registered players, to have full rights. 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 clubs are encouraged to loan the required number of additional players.

4.2.8 all clubs are to use live scoring where possible. The home team to utilize the iPad, and away team to utilize the approved score book

4.2.9 The team's score will be recorded at the fall of the 10th wicket. The innings may continue until the required overs are completed. The team with the higher score at the fall off the 10th wicket is deemed to be the winner of the match.

Rule 5: Modifications to playing rules

5.1 Batting

5.1.1 Compulsory retirement of any batsman on reaching 40 runs. (maximum score attainable is 45 ie: hits six when on 39) in a two day game.. If a match is declared a one day match, then compulsory retirement is 20 runs (maximum score is 25 if a six is hit when the batsman is on 19). A compulsory retired player cannot return to bat.
An innings is completed either after 48 overs have been bowled, (2 x 24 overs) or playing time has been reached. Players may return to bat a second time after all listed players have been dismissed or non-compulsorily retired and the fall of the 10th wicket has not been reached.

5.1.2 The order of return of batters is as follows;
(a) Compulsory retired batters cannot return to bat.
(b) Non- compulsory retired batters can return, lowest score to highest score.
(c) If there are no non-compulsory retired players, batsman previously dismissed from lowest score to highest score (same scores return in batting order) may return to bat a second time.

5.1.3 Team Managers have the option to retire any player at any time during the game providing the batsman has batted for a minimum of 4 overs.

5.1.4 all nominated players listed on the team sheet are expected to bat at least once. (the responsibility is on team managers to ensure that all players named on the team sheet get the opportunity to bat.)

5.1.5 all batsmen must wear all appropriate protective equipment, including a helmet with full face guard and protector.

5.1.6 the LBW rule will apply but the batsman will be given not out on any occasion that a shot is being played. The batsman will only be given out LBW if deemed to be deliberately or persistently obstructing the stumps using only the pads.

5.1.7 Mankad - No player shall be run out after leaving his crease prior to the bowler delivering the ball. A warning by the umpire for this action should occur.

5.2 Bowling

5.2.1 no bowler may bowl more than 6 overs per match. No more than 3 overs may be bowled by one bowler in any one day game.

5.2.2 9 bowlers must bowl 2 overs before any other bowler can return and bowl a third or subsequent over in any two day or one day match. A maximum of 2 overs is permitted in the second spell.

5.2.3 The maximum number of balls bowled in an over is 6 irrespective of no balls or wides bowled. Weaker bowlers may use popping crease as return crease.

5.2.4 the ball used will be a red **142g** 2 piece WMDCA approved Kookaburra branded ball. A new ball may be used with consent of both managers.

5.2.5 in the event the match is reduced to a 1 day game due to inclement weather on the first days play, then a maximum of 24 overs is to be bowled by each team on the next day's play. The team batting second is entitled to face the allocated 24 overs unless dismissed.

5.2.6 Law 41.7 of the MCC rules (waist high full toss). A no ball shall be called but no cautions are given and no free hit applies.

5.2.7 Overs to be bowled in 6 over blocks from each end.

5.3 Fielding.

5.3.1 No player will be permitted within half pitch length of the batsman, except the wicketkeeper and fielders in the quadrant from point, to the keeper (slips). Any ball bowled while a fielder is in or moves into the prohibited area prior to the batsman playing a shot will be deemed a no ball, and shall be called accordingly. (within the 10m diameter circle around each set of stumps.)

5.3.2 If wicketkeepers stand up to the stumps then they must wear an approved helmet with full face guard

5.3.3 At least two [2] Wicketkeepers are to be used each innings.

Rule 6: Points/Final/Scores/Results

6.1 In all U13 games 6 points will be awarded for winning a game when:

(a) Both teams have batted their 48 overs and have not been dismissed and one team has a superior score to the other, **or**

(b) If a team has lost 10 wickets in an innings, the score at the fall of the 10th wicket is determined to be the team's total match score. This score is to be recorded in the official scorebook. The game is however encouraged to still continue if time and overs permit.

(c) There are no outright wins in Under 13 cricket.

6.2 .1 Finals --- The top two teams in each division of the competition will participate in the final series in the semi final matches. Crossovers will occur between divisions, with team 1 from one division playing team 2 from the other division.
The two winners of the Semi Finals will play off in the Grand Final.

6.3 For the remaining teams in the competition who are not involved in finals positional game/s will be scheduled to provide these teams with additional games of cricket

6.3.1 Team lists must be completed prior to the first days play on the Competition Management Platform.

6.3.2 For a player to be eligible for finals that 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 season.

6.4 It is the responsibility of either team manager/coach or representative to enter the match result within the 72 hour timeframe of the completion of each day's play. When the match has been completed the coaches are to record and check the match result and ensure the particular team player statistics are accurate.

6.5 It is the responsibility of both team managers to ensure that their individual teams statistics are recorded and kept up to date in a timely manner in the Competition Management Platform recording system

Rule 7 : Umpires.

Umpires fees are to be paid on a shared basis by the participating clubs for Semi Final games. [$100/umpire/night.] It is the responsibility of the WMDCA to fund umpires for the grand-final.

Rule 8: Instructions to Clubs

1. All teams are to bat their full time to allow every player a full opportunity to bat and teach young players to build a full innings from a personal and team perspective, and to foster and promote the 'spirit' of the game of cricket among their players.
2. Team managers are encouraged to 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.
3. U13, rotation of team captaincy is to be encouraged.
4. If clubs have between 16-20 players then they should consider nomination of a second team.
5. All clubs are encouraged to participate in the Woolworths T-Blast cricket programs, and participate in theU11 competition as a lead-in to the U13 competition.
6. Clubs who either supply or require players to wear club caps, are to supply or require them to wear broad brimmed hats, either in club colours or plain white, with club emblem.
7. All clubs to have one delegate on the junior committee.
8. The WMDCA is to field three Under 13 Country Week teams in the Portland Country Week competition in January of each year.
9. A Junior Development fund to be established and managed by the Senior Executive to foster the coaching of our club junior cricketers in the WMDCA.
10. All Clubs should engage with their local neighbourhood schools, these being a valuable resource for the recruiting of junior cricket players.

Summary of Modifications.

Batting – 2 day games. Max 40 runs required before retirement. Unable to return to bat.
- 1 day games. Max 20 runs required before retirement. Unable to return to bat.

Bowling- 2 day games. 9 bowlers to bowl 2 over spells before returning to bowl a 3rd. A maximum of 6 overs permitted per player for the innings.
- 1 day games. Same as above. A maximum of 2 overs with a third bowled if player numbers are short.