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8/10/2024

Junior Tier 1 to 3 Regulations

Including Playing Conditions
2024-2025

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CFN Fixtures and Grounds
CRICKET FAR NORTH

Version: 1.0 as of October 8, 2024

Introduction

In 2024-2025 the Fixtures and Grounds Sub-Committee have agreed to revamp some of the playing conditions to continue to influence all players' involvement with both the bat and ball in the three junior competitions.

Below are these changes and pertain to all matches.

1. **Bowling Restrictions:**

- All players in the team must bowl 2 overs before any bowler is permitted to bowl a third or more overs.
- This ruling pertains to all matches irrespective of how many players are on the team.

2. **Team Composition (Up to 14 Players):**

- Teams can field up to 14 players in a match who can both bat and bowl for both T2 and T3.
- Despite the extended player count:
 1. Once the maximum number of wickets for the Tier playing regulations are taken, the innings ends and the team is all out, even if some players didn't get a bat.
 2. Only 11 fielders (Tier 3); 9 fielders (Tier 2) and 7 fielders (Tier 1) are allowed in the field at any one time.
 - An exception would be if both coaches come to an agreement before the game due to equal extra numbers.
 3. Players must substitute in fielding team quickly and play must not slow down due to changing of players.

3. **Batting Guidelines:**

- Up to 14 players may get a chance to bat if time and overs allow.
- The minimum number of balls for a batter to retire is now set at 15 balls. In the past there has not been a minimum set. This ensures each batter has the chance to have a decent bat before being retired.
- Once a player retires, they can only return to bat after all other team members have had a turn. All named players must bat; no one can be included in the team without taking their turn at bat.

Junior Cricket in the Far North

Each Tier will comply with the Playing Conditions as outlined in the Player Pathways Document which can be found on the PlayCricket and [Cricket Far North website](#).

The Junior pathway is:

JUNIOR PATHWAY

The Junior Pathway is the foundation of the overarching Australian Cricket Pathway which provides a path from entry level programs all the way to Australian Teams. The Junior Cricket Pathway includes a staged approach to help kids develop the required skills in a fun and action packed way. The stages have been developed based on research, testing and community feedback and are considerate of the physical, mental and emotional development of kids.

A key principal of the Australian Cricket Pathway is to encourage players to participate at the stage that is appropriate to their ability level and therefore the ages outlined are indicative only and could vary from males and females based on previous experience.

Stage	PLAYING THE GAME	PLAYING AND COMPETING	REPRESENTATIVE LEVEL
JUNIOR BLASTERS LEARN THE SKILLS	PLAYERS 6 PITCH 14m OVERS 12 BOUNDARY 30m DURATION 1.5 hrs QUALIFYING SKILL Bowl with a straight arm over 14m MULTIPLE GAMES ON THE OUTFIELD	PLAYERS 8 PITCH 18m OVERS 20/30 BOUNDARY 45m DURATION 2-3 hrs BOYS/MIXED COMPETITION U13 ALL GIRLS COMPETITION U15 AGE IS USED AS A GUIDE ONLY	PLAYERS 11 PITCH 18m OVERS 20/40* BOUNDARY 50m *Recommended maximum
MASTER BLASTERS LEARN THE GAME	PLAYERS 7 PITCH 18m OVERS 20 BOUNDARY 40m DURATION 2 hrs BOYS/MIXED COMPETITION U11 ALL GIRLS COMPETITION U13 AGE IS USED AS A GUIDE ONLY	PLAYERS 11 PITCH 20.1m OVERS 20/40 BOUNDARY 50m DURATION 2.5-4 hrs BOYS/MIXED COMPETITION U18 ALL GIRLS COMPETITION U18 AGE IS USED AS A GUIDE ONLY	PLAYERS 11 PITCH 20.1m OVERS 20/50* BOUNDARY 55m *Recommended maximum

Children who participate in the Junior Blasters and Master Blasters pathway should contact their clubs for more details. They do not come under the auspices of Cricket Far North.

The formats of play are replicated below for both the Brendan Nash (Tier 1) and James Hopes (Tier 2) Cup competitions.

Note that in the Far North Region, we have changed the age qualifications for players in these Tiers a little (see below) however, the ages listed in the pathway are a to be considered a guide only.

The Jimmy Maher Cup (Tier 3) formats of play and playing conditions must comply with the Cricket Far North Club and Player Guidelines and the Limited Overs and T20 playing conditions which can be found on [the Cricket Far North website](#).

All three Junior Competitions are now managed by Cricket Far North, who will:

- Design and publish the draws which will be available in the PlayCricket App.
- Work with Qld Cricket staff to provide more coaching assistance to clubs which will ensure:
 - Consistency across the region for junior skills development, and
 - Consistency of playing conditions across all tiers.

Jurisdiction

The Cricket Far North Fixtures and Grounds Sub-Committee will adjudicate all matters regarding this competition. Direct contact via email is to the CFN Administration Officer, admin@cricketfarnorth.com.au.

Junior Tier 1 (Brendan Nash Cup) competitions will:

- Structured matches will consist of 20 overs. See Playing Conditions below for more details.
- Now managed by Cricket Far North. The clubs are still responsible to run their own hubs but will now be required to follow the Playing Conditions outlined below.
- If possible, a carnival weekend (or similar) may be developed for each hub to play teams from other hubs.
- To play in the Brendan Nash Cup players must be aged as per the [Age Restrictions](#) below.
- Players of this age must play in this competition before they can play in a Tier 2 competition.
- Clubs can request dispensation for a move to a higher grade through the Re-Grade and Dispensation form found on the Cricket Far North website.

Tier 2 (James Hopes Cup) competitions will:

- Now be managed by Cricket Far North as a regional competition.
- Be required to follow the Playing Conditions as outlined below.
- Draws will be designed to limit the travel of Cairns teams to a maximum of twice a season, if possible.
- Travel for out-of-Cairns teams will be as limited as possible.
- To play in the James Hopes Cup players must be as listed in the [Age Restrictions](#) below.
- Players of this age must play in this competition before they can play in a Tier 3 (Jimmy Maher Cup) competition.
- Clubs can request dispensation for a move to a higher grade through the Re-Grade and Dispensation form found on the Cricket Far North website.

Tier 3 (Jimmy Maher Cup) competitions will:

- Continue to come under the Cricket Far North Club and Player Guidelines as they have been part of Cricket Far North for several seasons.
- They must comply with the Playing Conditions outlined in the [Limited Overs Playing Conditions and T20 Playing Conditions](#) as published on the Cricket Far North website.
- To play in the Jimmy Maher Cup players must be Under 18 years of age. See more details below in [Age Restrictions](#).
- Players of this age must play in this competition before they can play in a Senior competition.
- Clubs can request dispensation for a move to a higher grade through the Re-Grade and Dispensation form found on the Cricket Far North website.

Junior Cricket General Regulations

Playing up a tier

- It is expected generally that a player can play up a tier if they've played their own tier first on that day.
- Occasionally when there may not be a match available to a player in their regular tier on a particular weekend, a junior player may play in the high tier/grade.
 - Examples of this would be:
 - when the player's regular team has too many players for the weekend, or
 - the team has a bye, etc.
 - In these incidences, and when a player is regularly playing in their regular tier and a consistent basis, a dispensation request is not required.
- Players who are older than the cut off ages can still play in the lower tier. When a club feels:
 - the player is better suited in a lower tier based on his/her skills level and playing comfort, and
 - further skills development is needed before the player progresses to the next tier.
- Cricket Far North encourages the club to:
 - assess all players before progressing the player, and
 - Contacting the Qld Cricket Area Manager to assist their players develop those skills, and
 - Contacting the Qld Cricket Area manager to develop the skills of your coaching and development team.
- A club must apply to the junior development committee via [the forms page on the CFN website](#) when they are seeking dispensation for a player to permanently move to a higher tier/grade for the season.

Age requirements

For assessing the age of a player, the age of the player as of September 1st regulates the tier they will play in for that entire year.

For example:

- A boy who is 10 on September 1st which means he is to play Under 11 for the year, and he would therefore be assigned to play in the Brendan Nash Cup (Tier 1).
- A girl who turns 15 on September 1st which means she is to play Under 16 for the year, and she would therefore be assigned to play in the Jimmy Maher Cup (Tier 3).
- Of course, apart from age requirements a club can ascertain the player's skill level and assign players to lower grades if required.

Tier 1 Brendan Nash Cup Age Restrictions

- Boys – Under 11 must play this competition before being able to play Tier 2
- Girls – Under 12 must play this competition before being able to play Tier 2

Tier 2 James Hopes Cup Age Restrictions

- Boys – Under 13 must play this competition before being able to play Tier 3
- Girls – Under 14 must play this competition before being able to play Tier 3

Tier 3 Jimmy Maher Cup Age Restrictions (Under 18 competition)

- Boys – Under 15 must play this competition before being able to play grade cricket.
- Girls – Under 16 must play this competition before being able to play grade cricket.

NOTE: If there are separate female only competitions, see the playing conditions below for the recommended age requirements.

If unsure, please contact the Junior Development Sub-Committee via the Administration Officer (Admin@cricketfarnorth.com.au).

Playing times

See the PlayCricket App for the Jimmy Maher, James Hopes and Brendan Nash Cups.

Essentially and ideally, the Jimmy Maher Cup is played on Saturday mornings, which gives them an opportunity to play grade in the afternoon.

The James Hopes Cup is played on Saturday afternoons which gives players the opportunity to play in the Jimmy Maher Cup in the morning.

Sometimes the draw may vary to these recommendations.

See above and in the CFN Club and Player Guidelines for players playing up a tier/grade.

Morning matches

In any morning match which has another match drawn at 12:30 on the same field for the afternoon, play must conclude no later than 15 minutes before the scheduled start of the afternoon match.

For methods of reducing time for a match see the [Limited Overs Playing Conditions](#) – Morning Matches on the Cricket Far North website.

Amendment to the James Hopes Cup for 2024-2025 season

Batters cannot be retired in the James Hopes Cup until they have faced 15 balls as a minimum.

NOTE: in the playing conditions below it states that “Coaches... have the ability to retire a player at any time...”

The Fixtures and Grounds and Vice-President believe this is not a fair ruling and have changed this to reflect a minimum of 15 balls before they can retire.

Junior Playing Conditions

Brendan Nash Cup Playing Conditions.

JUNIOR CRICKET STAGE 1



JUNIOR CRICKET 1

20 OVER DETAILED MATCH DAY RULES

STAGE	STAGE 1
SUMMARY	Playing the game
PURPOSE	Community club and school
DESCRIPTION	This format is designed for those kids who have completed Cricket Australia's Entry Level Programs and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding.
INDICATIVE AGE	• U10 & U11
COACH	• Accredited Community (Level 1) Coach
GAME TYPE	• T20 (20 over game)
BALL	<ul style="list-style-type: none"> Modified ball (circumference 21-22.5cm, ideal weight 120-140g).* *Synthetic options available as per Stage 1 Modified Balls Guidance.
TIME	<ul style="list-style-type: none"> 120 mins (2 hrs) The Association/Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat. Please refer to Match Management document for time saving strategies.
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 (with base and balls) - minimum 1 set of portable stumps required. Bat size: Size 4 (<1.8lb or <800gm) is recommended. Modified ball (as per specifications above). Measuring tape or string to measure pitch length and boundary. Boundary markers Chalk, tape or paint to mark crease.
BOUNDARY	<ul style="list-style-type: none"> 40m (maximum) Boundary is to be measured from the batter's end stumps. Refer to Boundary Setup Document for further information on the boundary setup process.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Outfield or hard wicket surface. 16m length - measured stump to stump.
OVERS	• 20 overs per team (120 balls)

STAGE	STAGE 1
TEAM	<ul style="list-style-type: none"> 7 players per team. 5 players per team is the minimum required to play the game. 9 players is the maximum to be allocated to a team (maximum 7 players on field at any given time).
INNINGS	• 1 Innings of 20 overs per team
BATTING	<ul style="list-style-type: none"> All balls (regardless of whether wides/no balls) will be included in the batter's ball count. Batter to swap end following a dismissal. If there is a run out the not out batter is required to face the next delivery. As there is allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> 5 player team - batters retire at 24 balls 6 player team - batters retire at 20 balls 7 player team - batters retire at 17 balls 8 player team - batters retire at 15 balls 9 player team - batters retire at 13 balls If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119). Batters are to retire as soon as they face their allotted balls, not at the end of the over.
BOWLING	<ul style="list-style-type: none"> 6 balls per over (maximum) All players are to bowl (each Wicket-Keeper is to bowl one over each). Maximum overs bowled by a player are 4 overs *Please see Recommended Bowling Breakdown for recommended over per player options. Bowlers are to bowl from the one end for entire game.
FIELDING	<ul style="list-style-type: none"> Rotation of fielders is required to ensure all players experience all positions. No fielders within 15 metres of batter or each other (except Wicket-Keeper) to encourage singles and safety. Each team is required to use two (2) wicket keepers (10 overs each). If more than 7 players are present at a match, they should rotate onto the field each over. The Association or Competition Manager/s have the option to allow the coach of the fielding team to be present on the field to assist the captain with bowling & fielding changes. If the coach is umpiring, 1 additional parent/coach/team manager from the fielding team can assist.
DISMISSALS	<ul style="list-style-type: none"> Unlimited dismissals (each player will face the nominated number of balls each). The Association or Competition Manager/s have the option to introduce a consequence for dismissals. If so, then 4 runs per wicket will be added to the opposition (bowling teams) total at the end of the innings. The following dismissals apply in this format: Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket.

James Hopes Cup Playing Conditions

20 over format:

JUNIOR CRICKET STAGE 2

20 OVER DETAILED MATCH DAY RULES

STAGE	STAGE 2 - T20
SUMMARY	Playing and competing
PURPOSE	Community club and school
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 2-hour window.
INDICATIVE AGE	U12 or U13
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach
GAME TYPE	<ul style="list-style-type: none"> T20 (20 over game)
BALL	<ul style="list-style-type: none"> 142g hard or leather (male) 142g hard or leather (female)
TIME	<ul style="list-style-type: none"> 120 mins (2hrs) The Association/Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat.
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 (with base and balls) – minimum 1 set of portable stumps required. Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended. Measuring tape or string to measure Pitch length and boundary. Boundary markers Chalk, tape or paint to mark crease.
BOUNDARY	<ul style="list-style-type: none"> 45m (maximum) Boundary is to be measured from the centre of the pitch. Refer to Boundary Setup Document for further information on the boundary setup process.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> 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).
OVERS	<ul style="list-style-type: none"> 20 overs per team (120 balls)

STAGE	STAGE 2 - T20
TEAM	<ul style="list-style-type: none"> 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).
INNINGS	<ul style="list-style-type: none"> 1 Innings of 20 overs per team
BATTING	<ul style="list-style-type: none"> With allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> 7 player team – batters retire at max 20 balls faced 8 player team – batters retire at max 20 balls faced 9 player team – batters retire at max 20 balls faced 10 player team – batters retire at max 15 balls faced 11 player team – batters retire at max 15 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 The Innings is deemed as closed after the batting team has completed their allotted overs or the following amount of wickets have fallen: <ul style="list-style-type: none"> 7 player team: 6 wickets 8 player team: 7 wickets 9-11 player team: 8 wickets
BOWLING	<ul style="list-style-type: none"> 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. *Please see Recommended Bowling Breakdown for recommended over per player options. Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match. Bowlers change ends at 10 overs. Bowlers can bowl from one end for the entire game at competition manager's discretion.
FIELDING	<ul style="list-style-type: none"> To ensure players experience all fielding positions, 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 10 overs.
DISMISSALS	<ul style="list-style-type: none"> All modes of dismissal count.

30 Over Format:


**JUNIOR
CRICKET 2**

30 OVER DETAILED MATCH DAY RULES

STAGE	STAGE 2
SUMMARY	Playing and competing
PURPOSE	Community club and school
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.
INDICATIVE AGE	U12 or U13
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach
GAME TYPE	<ul style="list-style-type: none"> 30 over (maximum) One Day game
BALL	<ul style="list-style-type: none"> 142g hard or leather (male) 142g hard or leather (female)
TIME	<ul style="list-style-type: none"> 180mins (3hrs) The Association/Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat.
EQUIPMENT	<ul style="list-style-type: none"> Helmet's <u>must be worn at all times</u> whilst batting & wicket-keeping. Pads Gloves Protector (males) Additional safety equipment is able to be worn based on match conditions and/or personal preference. 2 sets of portable stumps recommended (with base and balls) – minimum 1 set of portable stumps required. Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended. Measuring tape or string to measure Pitch length and boundary. Boundary markers Chalk, tape or paint to mark crease.
BOUNDARY	<ul style="list-style-type: none"> 45m (maximum) Boundary is to be measured from the centre of the pitch. Refer to Boundary Setup Document for further information on the boundary setup process.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Hard wicket or Turf Wicket. 18m length For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m).
OVERS	<ul style="list-style-type: none"> 30 overs maximum per team (180 balls)

STAGE	STAGE 2
TEAM	<ul style="list-style-type: none"> 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).
INNINGS	<ul style="list-style-type: none"> 1 innings of 30 overs (maximum) per team The Associations or Competition Manager have the option to play split innings/quarters (2 innings per team of 15 overs each).
BATTING	<ul style="list-style-type: none"> With allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> 7 player team – batters retire at max 30 balls faced 8 player team – batters retire at max 30 balls faced 9 player team – batters retire at max 30 balls faced 10 player team – batters retire at max 25 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 The Innings is deemed as closed after the batting team has completed their allotted overs or the following amount of wickets have fallen: <ul style="list-style-type: none"> 7 player team: 6 wickets 8 player team: 7 wickets 9-11 player team: 8 wickets
BOWLING	<ul style="list-style-type: none"> 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled). Maximum of 5 overs per bowler. *Please see Recommended Bowling Breakdown for recommended over per player options. Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match. Bowlers change ends at 15 overs. Bowlers can bowl from one end for the entire game at competition manager's discretion.
FIELDING	<ul style="list-style-type: none"> To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach. Teams have the option to change wicket-keepers after 15 overs. 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.
DISMISSALS	<ul style="list-style-type: none"> All modes of dismissal count.