



2025/26 Cricket Far North Junior Playing Conditions

Version 3 – Effective from 25/10/2025

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General Junior Playing Conditions

Playing Regulations: All Cricket Far North matches are to be conducted in accordance with the M.C.C. Laws of Cricket (2017 Code, Version 3 – 2022). The following General Junior Playing Conditions and CFN General Playing Conditions (which can be found on the CFN website) take precedence over those laws where applicable and apply to all junior cricket matches played under the jurisdiction of Cricket Far North.

Jurisdiction: The Cricket Far North Junior Cricket Sub-Committee will monitor all matters (other than Code of Conduct) regarding this competition as an advisory committee, with the powers to enforce playing conditions. They may also recommend changes to playing conditions, however, any final decisions to be rectified as per the constitution by a vote by clubs. The Junior cricket committee have the ability to approve players to play a higher tier. The fixture and ground will handle any lodgement regarding result outcomes, player movement involving senior cricket, etc.

Early Match Conclusion: No match is to be concluded early to accommodate individual player commitments or participation in other games or activities. All matches must continue in accordance with the scheduled playing time and competition structure (below), ensuring every team completes its full playing requirements.

Points Awarded in Matches

Win: 6 points – Tie: 4 points – No result/Abandoned: 3 points – Bye: 3 points – Loss: 0 points

Player Age Regulation

Purpose: Designed to ensure players are playing in their correct group which should see the higher-level kids perform well, which creates a stronger competition to show the other players where the benchmark is, as well as improve the skills of the other players. This also ensures the higher-level kids gain confidence and get opportunities to play, rather than limited opportunities in higher tier.

Dispensation Request: Clubs seeking to move a player to a higher tier/grade must submit a request for dispensation using the Player Movement Form, available on the Cricket Far North website.

Playing down a Tier: Players should **not** be selected to play down in a lower tier. If a club is short on numbers, preference should always be given to playing a player up from the lower tier rather than bringing a player down. An exception applies where a player has been intentionally moved down for development or confidence reasons, such as when they are struggling to perform or adjust at the higher tier.

Playing a higher Tier:

- A player can play up a tier if they've played their own tier first on that weekend or intends to play their tier on the same weekend.
- 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,
 - Team has a bye.
 - In these incidences, and when a player is regularly playing in their regular tier on a consistent basis, a dispensation request is not required.
- Players who are older than the cut off ages (below) can still play in the lower tier without a dispensation request when:
 - 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.
 - CFN junior cricket committee will continually monitor this and if at any stage feel a player is playing down when they shouldn't be, will discuss with the club options on moving the player to a higher tier.

Age requirements:

- 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.
- Colts Premier League Age Restrictions (Under 18 competition)
 - Boys: Under 17 must play this competition before being able to play grade cricket.
 - Girls: Under 17 must play this competition before being able to play grade cricket.
- For assessing the age of a player, the age of the player on or before August 31st regulates the tier they will play in for that entire year. See some examples:
 - A boy who turns 11 on September 1st (or after) means he is an under 11 for the season, and he would be assigned to play in Brendan Nash Cup (Tier 1).
 - A girl who turns 15 on August 31st (or before) means she is an under 16 for the season, and she would be assigned to play in Jimmy Maher Cup (Tier 3).

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.
- Coaches are asked to continue encouraging players to keep the game moving and play at a steady pace to make the most of the available time.

Calculating Net Run Rate (NRR) (T2 and T3)

- The Net Run Rate (NRR) is used at the conclusion of a match to determine the winner when the number of overs bowled in the second innings is less than those bowled in the first innings.
- A team's NRR is calculated by finding the average runs scored per over. To calculate this, divide the total number of runs scored by the number of overs faced. The number of wickets lost is not considered when calculating NRR.
- If a team is dismissed ('all out') in fewer overs than its allotted quota, the NRR calculation will be based on the full quota of overs they should have faced if they weren't all out, rather than the overs they faced.
- If a team faces fewer overs due to a timed competition (e.g. T3), the calculation will use the number of overs the team actually faced before play ended due to time constraints.
- **Example:** Team 1 scores 100 runs after being dismissed in the 27th over of a 35-over match. Their NRR would be calculated as $100 \div 35 = 2.857$. The team batting second then has play suspended due to weather. In this 35-over competition, if they have faced 23 overs, their NRR would be their total runs divided by 23. To calculate the *target score*, use the first innings NRR (2.857 in this example). Therefore, the team batting second must surpass $23 \times 2.857 = 65.71$ runs by the end of the 23rd over. Always round up to the nearest whole number—so the target score is **66 to win**.

Code of Conduct: The Cricket Far North Code of Conduct applies to all junior matches and participants, including players, coaches, officials, and spectators. The Code, along with the Incident Report Form for lodging any breaches or concerns, can be found on the Cricket Far North website.

Tier 1 (20 Over Format)

1. General Information

Purpose: Designed for clubs to introduce players who have completed Cricket Australia's Entry Level Programs to their first taste of junior club competition. Encourages action and develops game sense while learning batting, bowling, and fielding.

Indicative Age: Under 11

Age Restriction:

- Players in this age group are required to participate in this competition before being eligible to play in the Tier 2 competition as per the player age regulations above. Clubs seeking to move a player to T2 permanently must submit a request for dispensation using the Player Movement Form, available on the Cricket Far North website.
- Players may choose to play T2 as well as T1, however, they are required to play T1 in the morning first.

Recommended Coach Accreditation: Accredited Community (Level 1) Coach

Game Type: T20 (20 overs per game)

Duration: approximately 150 minutes (2.5 hours)

Drinks Breaks: At the 10 over mark of each innings. Drinks breaks must be conducted fast with ideally players back on the field ready to play within 90 second.

CFN Managed Competition: Tier 1 (T1) is managed by Cricket Far North. While associations are responsible for coordinating and running their own hubs on a week-to-week basis, they are required to operate in accordance with the Playing Conditions outlined below as part of the CFN-managed competition structure.

2. Team & Format

Team Size:

- Minimum: 5 players required to play
- Standard: 7 players per team
- Maximum: 9 players may be allocated to a team (only 7 on field at any time)

Innings:

- One innings per team
 - 20 overs per innings (120 balls total)
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3. Ball

- Red modified ball (circumference 21–22.5 cm, ideal weight 120–140 g)
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4. Equipment

- **Mandatory:** Helmets are **mandatory** for all batters and wicketkeepers.
 - **Required:** Pads, gloves, protector
 - **Optional:** Additional safety gear depending on match conditions and player preference
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5. Ground Setup

- **Boundary:** 40 m maximum (measured from the batter's end stump)
 - **Pitch Length:** 16 m (stump to stump)
 - **Surface:** Outfield or hard wicket surface
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6. Batting Rules

- All balls count in over totals (including wides and no-balls).
- Batters swap ends after each over.
- Batters retire upon facing their allotted number of balls (see below).
- If a wicket falls, the next batter continues from the non-striker's end.
- **Balls per Batter (based on team size):**

- 5-player team: 24 balls per batter
- 6-player team: 20 balls per batter
- 7-player team: 17 balls per batter
- 8-player team: 15 balls per batter
- 9-player team: 13 balls per batter
- Batters are to retire as soon as they face their allotted number of balls or at the end of the over. If an extra ball is required to complete the over, the batter facing at that time will continue facing the extra delivery.

7. Bowling Rules

- Maximum 6 balls per over
- All players to bowl minimum overs.
- Wicket keepers must also bowl minimum overs.
- All players in the team must bowl 2 overs before any bowler is permitted to bowl a third or more overs.
- Overs to be distributed evenly among players as per below:
 - 5 player team: each bowls 4 overs
 - 6 player team: each bowls 3–4 overs
 - 7 player team: each bowls 3 overs
 - 8 player team: each bowls 2–3 overs
 - 9 player team: each bowls 2 overs
- Bowlers are not to bowl more than their maximum allocation across the game.
- There are no 'Free Hits' in T1 for a 'no-ball'.

8. Fielding Rules

- Rotate fielders regularly so all players experience all positions.
- No fielders within 10 metres of the batter (excluding wicketkeeper).
- For safety, a coach or designated adult may stand behind the wicketkeeper if required to assist play.
- Every player must field.
- Fielding changes and rotations are to be managed by the coach.

9. Dismissals

- All batters continue batting until they've faced their allocated number of balls.
- When dismissed, 5 runs are deducted from the team's total.
- The batter continues their innings unless they are bowled or caught off the final ball of their innings.
- The following dismissals apply: **Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket**

Tier 2 (30 Over Format)

1. General Information

Purpose:

Designed for club competitions. This stage focuses on developing cricket skills in players undertaking their second or third year of junior structured cricket. The emphasis is on **continuous and active participation**, ensuring all players bat, bowl, and field in a structured match.

Indicative Age: Under 13

Age Restriction:

- Players in this age group are required to participate in this competition before being eligible to play in the Tier 3 competition as per the player age regulations above. Clubs seeking to move a player to T3 permanently must submit a request for dispensation using the Player Movement Form, available on the Cricket Far North website.
- Players may choose to play T3 as well as T2, however, if they play in the JMC in the morning, the expectation is that they will also play in the James Hopes Cup in the afternoon.

Recommended Coach Requirement: Accredited Community (Level 1) Coach

Game Type: 30 Over One-Day format (maximum)

Duration: Should be 240 minutes (4 hours)

Drinks Breaks: At the 10 and 20 over mark of each innings. Drinks breaks must be conducted fast with ideally players back on the field ready to play within 90 second.

Weather effected games:

- Minimum Overs to Constitute a Match – 10 overs.
- NRR (Net run rate) is to be used to decide a result in a rain effected match.

CFN Managed Competition: Tier 2 (T2) is managed by Cricket Far North. While associations are responsible for coordinating teams and associations are responsible for ensuring home grounds are ready for play on a week-to-week basis. All teams and clubs they are required to operate in accordance with the Playing Conditions outlined below as part of the CFN-managed competition structure.

2. Team & Format

Team Size:

- Standard: 9 players per team
- Minimum: 7 players required to play
- Recommended Maximum: 11 players may be allocated to a team (maximum 9 on field at any given time)
- Maximum: Teams can play up to 14 players in a match who can both bat and bowl.
 - Despite the extended player count:
 - Once the maximum number of wickets are taken, the innings ends and the team is all out, even if some players didn't get a bat.
 - Only 9 fielders (Tier 2) 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.
 - Players must substitute in fielding team quickly and play must not slow down due to changing of players.
 - Batting Guidelines:
 - Up to 14 players may get a chance to bat if time, overs and the number of wickets lost allow.
 - Once a player retires, they can only return to bat after all other team members have had a bat. All named players must bat; no one can be included in the team without taking their turn at bat.

Innings:

- 1 innings of 30 overs (maximum) per team
- The Association or Competition Manager may choose to adopt **split innings/quarters** (two 15-over segments each).

3. Continuation of Play After a Result

- To support player development and accommodate regional travel requirements, matches (including scoring) are to continue after a result has been achieved, ensuring all players have the opportunity to participate.
- A match may only be officially concluded when **both coaches mutually agree** or when the **scheduled maximum overs** have been completed.
- This will generally occur once a result has been determined and both coaches are satisfied that all players from their respective teams have had sufficient opportunity to bat, bowl, and field. Coaches should remain considerate of the opposition's players while also ensuring their own players receive fair and balanced opportunities.
- Until this mutual agreement (or the completion of maximum overs) is reached, play and scoring are to continue in accordance with these match rules.

4. Equipment

- **Mandatory:** Helmets must be worn at all times while batting and wicket-keeping.
- **Required:** Pads, gloves, protector (for males)
- **Optional:** Additional safety gear depending on match conditions and player preference
- **Match Ball:** 142 g leather two-piece KD red ball

5. Ground Setup

- **Boundary:** Maximum 45 m (measured from the centre of the pitch)
- **Pitch Type:** Hard wicket.
- **Pitch Length:** 17.7 m (measured stump to stump; front crease to front crease)

6. Batting Rules

- **Balls Faced per Batter (based on team size):**
 - 7 player team – batters retire after 30 balls
 - 8 player team – batters retire after 27 balls
 - 9 player team – batters retire after 24 balls
 - 10 player team – batters retire after 22 balls
 - 11+ player team – batters retire after 20 balls
- Batters cannot be retired in the T2 until they have faced 15 balls as a minimum.
- Retired batters may return at the end of the innings **if all other batters are dismissed/have retired**
- Batters are to return in the order they retired. A batsman may only be retired once in an innings.
- **General Batting Rules:**
 - All balls (including wides and no-balls) count toward the batter's total balls faced.
 - Batters swap ends after each over.
 - Dismissed batters leave the field (unlike Tier 1).
 - 8 wickets results in team being all out and innings will end.

7. Bowling Rules

- Maximum **8 balls per over** (excluding wides and no-balls).
- All players must bowl 2 overs in a match.
- All players in the team must bowl 2 overs before any bowler is permitted to bowl a third or more overs.
- Wicket keepers may not bowl, if they choose not to and keep the entire innings, however, if there are two keepers they both must also bowl minimum overs.

- Team is to change ends they are bowling from after 15 overs.
 - Maximum overs any one bowler can bowl are 5 overs in a game.
 - There are no 'Free Hits' in T2 for a 'no-ball'.
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8. Fielding Rules

- Coaches must rotate fielders to ensure all players experience all positions.
 - No fielders are allowed within 10 metres of the batter (excluding wicketkeeper).
 - For safety, a coach or designated adult may stand behind the wicketkeeper if required to assist play.
 - Fielding positions and changes are managed at the discretion of the coach or competition manager.
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9. Dismissals

- **All modes of dismissal count**, including:
 - Bowled
 - Caught
 - Run Out
 - Stumped
 - Hit Wicket
 - LBW
 - Caught & Bowled
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Tier 3 (Time Based Competition – Max 35 Overs)

1. General Information

Indicative Age: Under 18

Age Restriction: Players in this age group are required to participate in this competition or CPL before being eligible to play grade cricket as per the player age regulations above. Clubs seeking to move a player to grade cricket only must submit a request for dispensation using the Player Movement Form, available on the Cricket Far North website.

Minimum Coach Requirement: Accredited Community (Level 1) Coach

Game Type: Time based competition – Maximum of 35 Over One-Day format

Before the toss: Both coaches to discuss and know when the afternoon game commences (if any) and agree on which intervals apply to the game.

Duration (With Interval Times):

- a. When an afternoon game starting at 12:30pm on the same field: To be 240 minutes of play (4 hours)**
 - i. First innings must commence at 8am.
 - ii. First innings must cease after the over is complete at 10am.
 - iii. Second innings must commence at 10:10am
 - a. This second innings must bowl equal overs of the first innings.
 - iv. Second innings must cease after the over is complete at 12:10pm.
 - a. An additional 5 minutes in second innings (until 12:15pm) is allowed.
 - v. If the same number of overs aren't completed in the second innings compared to the first innings, result is decided on net run rate.
- b. When an afternoon game starting at 1pm on the same field: To be 270 minutes of play (4.5 hours)**
 - i. First innings must commence at 8am.
 - ii. First innings must cease after the over is complete at 10:15am.
 - iii. Second innings must commence at 10:25am
 - a. This second innings must bowl equal overs of the first innings.
 - iv. Second innings must cease after the over is complete at 12:40pm.
 - a. An additional 5 minutes in second innings (until 12:45pm) is allowed.
 - v. If the same number of overs aren't completed in the second innings compared to the first innings, result is decided on net run rate.
- c. When an afternoon game starting at 3pm on the same field: Is to be 300 minutes of play (5 hours)**
 - i. First innings must commence at 8am.
 - ii. First innings must cease after the over is complete at 10:30am.
 - iii. Second innings must commence at 10:40am
 - a. This second innings must bowl equal overs of the first innings.
 - iv. Second innings must cease after the over is complete at 1:10pm.
 - a. An additional 5 minutes in second innings (until 1:15pm) is allowed.
 - v. If the same number of overs aren't completed in the second innings compared to the first innings, result is decided on net run rate.
- d. When an afternoon game being played on the same field: Is to be 300 minutes of play (5 hours)**
 - i. First innings must commence at 8am.
 - ii. First innings must cease after the over is complete at 10:30am.
 - iii. Second innings must commence at 10:40am
 - a. This second innings must bowl equal overs of the first innings.
 - iv. Second innings must cease after the over is complete at 1:10pm.
 - a. An additional 5 minutes in second innings (until 1:15pm) is allowed.
 - v. If the same number of overs aren't completed in the second innings compared to the first innings, result is decided on net run rate.

Drinks Breaks: At the 10 and 20 over mark of each innings. Drinks breaks must be conducted fast with ideally players back on the field ready to play within 90 second.

Weather effected games:

- Minimum Overs to Constitute a Match – 10 overs.
- NRR (Net run rate) is to be used to decide a result in a rain effected match.

CFN Managed Competition: Tier 3 (T3) is managed by Cricket Far North. While associations are responsible for coordinating teams and associations are responsible for ensuring home grounds are ready for play on a week-to-week basis. All teams and clubs they are required to operate in accordance with the Playing Conditions outlined below as part of the CFN-managed competition structure.

2. Team & Format

Team Size:

- Standard: 11 players per team
 - Minimum: 7 players required to play
 - Maximum: Teams can play up to 14 players in a match who can both bat and bowl.
 - Despite the extended player count:
 - Once the maximum number of wickets are taken, the innings ends and the team is all out, even if some players didn't get a bat.
 - Only 11 fielders (Tier 3) are allowed in the field at any one time.
 - Batting Guidelines:
 - Up to 14 players may get a chance to bat if time, overs and number of wickets lost allow.
 - Once a player retires, they can only return to bat after all other team members have had a bat. All named players must bat; no one can be included in the team without taking their turn at bat.
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3. Equipment

- **Mandatory:** Helmets must be worn at all times while batting and wicket-keeping.
 - **Required:** Pads, gloves, protector (for males)
 - **Optional:** Additional safety gear depending on match conditions and player preference
 - **Match Ball:** Kookaburra 156g 4-piece Senator (Red) or better.
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4. Ground Setup

- **Boundary:** Maximum 50 m (measured from the centre of the pitch)
 - **Pitch Type:** Hard wicket or turf wicket
 - **Pitch Length:** 20.1m (measured stump to stump; front crease to front crease)
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5. Batting Rules

- Batters cannot be retired in the T3 until they have faced 15 balls as a minimum.
 - Retired batters may return at the end of the innings **if all other batters are dismissed/have retired**
 - Batters are to return in the order they retired. A batsman may only be retired once in an innings.
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6. Bowling Rules

- Maximum **8 balls per over** (excluding wides and no-balls).
 - Team is to change ends they are bowling from after 7 overs.
 - Maximum overs a bowler can bowl are 7 overs per bowler in a game.
 - There are to be 'Free Hits' in T3 for a 'no-ball'.
 - If a 'no-ball' is bowled on the 8th ball of over, the over will still end and the 'free hit' will not apply, it will **NOT** carry over to the next over.
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7. Fielding Rules

- No fielders are allowed within 10 metres of the batter (excluding wicketkeeper).
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Colts Premier League (40 Over Format)

1. General Information

Indicative Age: Under 18

Age Restriction: Players in this age group are required to participate in this competition or T3 before being eligible to play grade cricket as per the player age regulations above. Clubs seeking to move a player to grade cricket only must submit a request for dispensation using the Player Movement Form, available on the Cricket Far North website.

Minimum Coach Requirement: Accredited Community (Level 1) Coach

Game Type: 40 Over One-Day format (maximum)

Duration (With Interval Times):

a. Games with 12:30pm start time – Should be 330 minutes of pay time (5.5 hours).

- i. First innings must commence at 12:30pm.
- ii. First innings must cease after the over is complete at 3:15pm even if all overs aren't completed.
- iii. Second innings must commence at 3:25pm
 - a. This second innings must bowl equal overs of the first innings.
- iv. Second innings must cease at 6:10pm.
 - a. An additional 5 minutes in second innings (until 6:15pm) is allowed as long as it is deemed safe due to daylight. If one coaches deems it unsafe, then play must halt at 6:10pm.
- v. If the same number of overs aren't completed in the second innings compared to the first innings, result is decided on net run rate.
- vi. Artificial lights cannot be used to supplement natural light to assist in extending play unless lights are to be utilised due to playing times.

b. Games with 3pm start time – Should be 300 minutes of pay time (5.5 hours).

- i. First innings must commence at 3pm.
- ii. First innings must cease after the over is complete at 5:45pm even if all overs aren't completed.
- iii. Second innings must commence at 6pm
 - a. This second innings must bowl equal overs of the first innings.
- iv. Second innings must cease at 8:45pm.
 - a. An additional 5 minutes in second innings (until 8:50pm) is allowed.
- v. If the same number of overs aren't completed in the second innings compared to the first innings, result is decided on net run rate.
- vi. Extra time (up to 60 minutes) MAY be used ONLY if weather should intervene. Once one hour of play has been lost due to weather, then overs must start being reduced to 1 over for every 4 minutes.
- vii. Allocated times with the additional time lost due to weather must still be met. For example if 45 minutes is lost to weather, the times above plus 45 minutes are the new scheduled times.

Drinks Breaks: At the 20 over mark of each innings. Drinks breaks must be conducted fast with ideally players back on the field ready to play within 90 second.

Weather effected games:

- Minimum Overs to Constitute a Match – 15 overs.
- DLS is to be used to decide a result in a rain effected match.

CFN Managed Competition: Colts Premier League (CPL) is managed by Cricket Far North. While associations are responsible for coordinating teams and associations are responsible for ensuring home grounds are ready for play on a week-to-week basis. All teams and clubs they are required to operate in accordance with the Playing Conditions outlined below as part of the CFN-managed competition structure.

2. Team & Format

Team Size:

- Standard: 11 players per team
- Minimum: 7 players required to play
- Maximum: Teams can play up to 12 players in a match who can both bat and bowl.
 - Despite the extended player count once the maximum number of wickets are taken (10), the innings ends and the team is all out, even if some players didn't get a bat.
 - Only 11 fielders (CPL) are allowed in the field at any one time.
 - Up to 12 players may get a chance to bat if time, overs and number of wickets lost allow.
 - Once a player retires, they can only return to bat after all other team members have had a bat. All named players must bat; no one can be included in the team without taking their turn at bat.

3. Equipment

- **Mandatory:** Helmets
 - All batters must wear helmets at all times while batting.
 - Wicketkeepers must wear helmets when standing up to, or close to, the stumps.
 - When keeping back to pace bowlers, a wicketkeeper is not required to wear a helmet, provided the umpires are satisfied they are positioned at a safe distance back from stumps.
- **Required:** Pads, gloves, protector (for males)
- **Optional:** Additional safety gear depending on match conditions and player preference
- **Match Ball:** Kookaburra 156g 4-piece Senator (Red) or better.

4. Ground Setup

- **Boundary:** Maximum 65m (measured from the centre of the pitch)
- **Pitch Type:** Hard wicket or turf wicket
- **Pitch Length:** 20.1m (measured stump to stump; front crease to front crease)

5. Batting Rules

- Batters cannot be retired in until they have faced 15 balls as a minimum.
- Retired batters may return at the end of the innings **if all other batters are dismissed/have retired**
- Batters are to return in the order they retired. A batsman may only be retired once in an innings.

6. Bowling Rules

- Unlimited **balls per over** (wides and no-balls to be re-bowled).
- Team is to change ends every over.
- There are to be 'Free Hits' in CPL for a 'no-ball'.
- **Powerplay:**
 - Power Play 1: 1/5 of overs – For 40 over games: (Overs 1 – 8) 2 fielders.
 - Power Play 2: 3/5 of overs – For 40 over games: (Overs 9 – 32) 4 fielders.
 - Power Play 3: 1/5 of overs – For 40 over games: (Overs 33 – 40) 5 fielders.
- Bowling restrictions as per CFN overall Guidelines:
 - U13:
 - 4 overs max each spell
 - 8 overs max per match day
 - U15
 - 5 overs max each spell
 - 12 overs max per match day
 - U17
 - 6 overs max each spell
 - 16 overs max per match day

T3 and CPL Coaching Conduct

- Only players and the umpire are permitted on the field of play during matches.
- Coaches, managers, and other adults must remain outside the boundary line at all times.
- Umpires are not permitted to provide coaching or instruction during play.
- Coaching may only be conducted from the sideline and must be delivered through player messages (e.g. between overs, drinks breaks, or by relayed communication).
- There is to be no shouting instructions or tactical directions to the captain or players on the field once play has commenced.