



STAGE ONE – Match Checklist

U9-U11 MIXED, GIRLS – STG1 JNR U11 & SNR U13

This is a quick reference guide only. Please refer to the Blue Book for full rules and details.

MATCH BASICS

Format: 20 overs per innings, 1 hour max per innings

Pitch: 16m | Boundary: 40m | Stumps: Metal/Spring

Bowling from one end only; umpires and batters switch ends each over

Game Ball:

- Mixed U9 & Girls JNR U11: 90g Aero/Supasoft or similar
- Mixed U10 & U11, Girls SNR U13: 142g leather

Player numbers: Min. 5 players to start (max 9; 7 on field at one time)

If opposition are short players offer fielding player/s.

Team line-up entered into PLAYHQ.com by team manager/coach the night before your match.

UMPIRES & SCORERS

Umpires: One umpire provided by each team to umpire both innings.

- Pre-match communication: Discuss match details, signals, drinks breaks, any weather/ground issues, timing etc.
- For consistency umpire changes (if needed) occur mid-innings so each officiates half of both innings. Advise opposition pre-match if a change is expected.
- No LBWs in Stage 1
- Girls U11 JNR STG1 is aligned with U9 Mixed Stg1 – A delivery with 2 or more bounces is NOT a No-Ball.
- Girls U13 SNR STG1 is aligned with U10/U11 Mixed Stg1 – A delivery with 2 or more bounces IS a No-Ball

Scorers: One scorer provided by each team

- NSJCA recommendation: 1 Online PlayHQ + 1 Paper scorer

PLAYERS

Batters: Must wear; helmet, pads, gloves, box.

All batters face an equal number of balls.

Bowlers: Max 6 balls per over.

All bowlers must bowl at least 2 overs.

No one bowls a 3rd over until all have bowled 2.

Wicketkeepers: Must wear; helmet, pads, gloves, box.

Remember. This is a kids game & we are here to have fun

Play by the NSJCA Code of Conduct & Spirit of Cricket at all times. Enjoy the game!