



GYCL North 2026

Playing Conditions - Under-13

Players & Match Length

- **Foundation** – 8 players per team (16 overs per innings)
- **Participation** – 9 players per team with flexibility for coaches to agree if they would like to play more than 9 (max 11) per team (16 overs per innings with flexibility for coaches to agree if they would like to play 20 overs per innings)
- **Performance** – 11 players per team (20 overs per innings)

Pitch & Equipment

- **Foundation & Participation**
 - 1 x Junior Pink Hardball (4 ¾ oz) to be used provided by the home team
 - 19-yard pitch
 - 40-50 yard boundaries recommended
- **Performance**
 - 2 x Junior Pink Hardball (4 ¾ oz) to be used provided by the home team
 - 19-yard pitch
 - 40-50 yard boundaries recommended

Match Rules

- All matches will be scheduled for a 6:00PM start
- **Foundation**
 - Pairs cricket with each pair facing 4 overs
 - Batters must swap ends when a wicket has been taken, and 5 ‘Bonus Runs’ added to the total of the bowling team
 - Maximum 3 overs per bowler
 - Bowl the first 8 overs from one end of the ground, then swap ends if possible
 - LBW, obstructing the field, hit ball twice or hit wicket are all legitimate dismissals
 - Wides/No Balls
 - 2 runs awarded to batting side
 - No extra ball – except in final over of each innings (to a maximum of 8 balls)
 - Umpires should agree pre-match what the parameters are for wides/no balls and inform the players
 - No Ball Guide:

Front foot/return	This should not be called straight away. The umpire should work with the bowler to help them get to bowling in the correct position. A no ball should be called if they are significantly over the line and there’s a wicket.
-------------------	---



Too many bounces	If the ball bounces more than twice
High full toss	Above the tummy button directed at the player

- **Participation & Performance**

- T20 format with batters retiring (not out) at 35 and may return in order of retirement once all other batters have been dismissed
- A bowler taking 4 wickets will be removed from the bowling attack on completing the over in which the 4th wicket is taken. Any wickets taken after the 4th wicket in what will be the bowler's final over will count as a valid wicket
- Maximum 4 overs per bowler
- Minimum of 6 bowlers to be used
- 2 extra runs will be awarded for wides and no balls, and must be re-bowled in final over of each innings only

League Rules

- The team that wins will be awarded 4 points and other team will be awarded 1 point. Both teams will be awarded 2 points in the event of a tie.
- Unfinished matches - winner will be the team with a higher average runs per over, provided that both teams have bowled at least half of their allocated overs
- A representative of the home team to record the match result and scores on Play-Cricket within 7 days of the published match date, including full score cards (however, the away team can enter result if agreed between both clubs)

