

Melbourne Cricket Association



Melbourne Cricket Association (MCA)

Juniors Competition Rules - Winter 2026

Association Committee	President: Gopi Kakivai - 0430 667 896 Secretary: Mahendra Annem - 0433 960 586 Treasurer: Sandeep Shamala - 0433 249 914 Umpires Coordinator: Srikanth Dendi - 0430 408 093 Juniors Coordinator: Deepak Kulkarni 0404 073 222 deepak7kulkarni@gmail.com
Disputes and Complaints (within 48 hours of game completion)	melbournecricketassociation@gmail.com
Dispensation Requests (by 5 PM Thursday before the game)	melbournecricketassociation@gmail.com . Include player name, DOB, and grade requested.
Rules Version	v0.4 (10/05/2026)

Rules at a Glance

Rule	U11	U13	U15
Format	25 overs per side	25 overs per side	30 overs per side
Match Days	Alternate Sundays	Alternate Sundays	Alternate Sundays
Season Start	26 April 2026	26 April 2026	26 April 2026
Start Time	12:30 PM	12:30 PM	12:30 PM
Age Range (on 26 Apr 2026)	8 to 11 years	9 to 13 years	12 to 15 years
DOB Window	27 Apr 2014 – 26 Apr 2018	27 Apr 2012 – 26 Apr 2017	27 Apr 2010 – 26 Apr 2014
Dispensations	Email MCA	Email MCA	Email MCA
Match Ball	Kooka Soft Pink – 130g	MCA Stamped Kooka Crown White 2 Piece – 142g	MCA Stamped Kooka Crown White 2 Piece – 156g
Umpire Fee (per team)	\$65	\$65	\$70
Pitch Length	16 m	18 m	20 m (full size)
Players per Team (Ideal)	7	9	11

Rule	U11	U13	U15
Players per Team (Min / Max)	5 - 11	7 - 11	7 - 13
Max Players on Field	7	9	11
Boundary	40 m from centre of pitch	45 m from centre of pitch	55 m from centre of pitch
Inner Circle	N/A	20 m	25 m
Batter Retirement	See detail below	See detail below	After 50 runs
Wickets to End Innings	Unlimited dismissals	Innings ends at wicket cap by team size: 7 players → 6 wkts; 8 → 7; 9 → 8; 10 → 8; 11 → 9	10 wickets
Dismissal Penalty	4 runs to fielding team per dismissal	N/A	N/A
LBW	No	No	Yes
Ball Delivery Rule	3 or more bounces before batter's crease = no-ball	N/A	N/A
Max Balls per Over	6 (all deliveries count, incl. wides/no-balls)	6 (all deliveries count, incl. wides/no-balls)	8 (6 legal deliveries required)
Consecutive Overs per End	5 overs per end	5 overs per end	5 overs per end
Max Overs per Bowler	5	5	6
Min Bowlers Used	All must bowl	All must bowl	Min 6
Bowling Order Rule	All (incl. keeper) bowl 2 before 3rd; all (incl. keeper) bowl 3 before 4th	All (incl. keeper) bowl 2 before 3rd; all (incl. keeper) bowl 3 before 4th	No restriction beyond max 6
Bowling Powerplay	None	First 4 overs - max 2 outside circle	First 5 overs - max 2 outside circle
Batting Powerplay	None	4 overs (batting choice) - max 3 outside circle	5 overs (batting choice) - max 3 outside circle
Total Powerplay Overs	None	8 overs per innings	10 overs per innings
Non-Powerplay Fielding	N/A	Max 4 outside inner circle	Max 5 outside inner circle
Max Fielders on Leg Side	N/A	N/A	5 (excl. bowler & keeper)
Fielding Safety Zone	15 m from batter (keeper excepted)	10 m from batter (keeper & slips excepted)	10 m from batter (keeper & slips excepted)
Free Hit	No	No	Yes - every no-ball

Rule	U11	U13	U15
Leg-Side Wides	Standard	Standard	1 warning per over (unless too far – immediate wide). After warning: any leg-side = wide. Last ball of over: immediate wide. Down leg on free hit = wide + free hit carries.
Helmets	Mandatory – batters & keepers	Mandatory – batters & keepers	Mandatory – batters & keepers
Points System	As per PlayHQ	As per PlayHQ	As per PlayHQ
Finals Qualification	Top 4 teams	Top 4 teams	Top 4 teams
Min Games for Finals	3 league games	3 league games	3 league games
Finals Format	PlayHQ Standard (double chance for 1st & 2nd)	PlayHQ Standard (double chance for 1st & 2nd)	PlayHQ Standard (double chance for 1st & 2nd)
Forfeit Notice	Saturday 6:00 PM (day before)	Saturday 6:00 PM (day before)	Saturday 6:00 PM (day before)
Live Scoring	PlayHQ Live Scoring only	PlayHQ Live Scoring only	PlayHQ Live Scoring only
Live Streaming	Optional – Frogbox (see guidelines)	Optional – Frogbox (see guidelines)	Optional – Frogbox (see guidelines)

Detailed Rules

Batter Retirement	
U11 & U13	Formula: Total balls in innings ÷ number of players in the team (round down). Balls per batter by team size: 5 players: 30 balls 6 players: 25 balls 7 players: 21 balls 8 players: 18 balls 9 players: 16 balls 10 players: 15 balls 11 players: 13 balls All deliveries (including wides and no-balls) count toward a batter's ball count. A batter must retire immediately upon reaching their allocation – not at the end of the over. Where the per-batter allocation does not divide evenly into the total balls in the innings (e.g. a 7-player team has 21 balls per batter × 7 = 147 of 150 balls; 3 balls are unallocated): U11: the last batsman faces the remaining balls. The team manager/coach nominates which player bats last. U13: there is no nominated last batsman. The innings runs to its allocated overs unless the wicket cap is reached first (see Wickets & Dismissals below); a dismissed batter does not return, so any unused per-batter allocation lapses with that batter.
U15	Batters retire after scoring 50 runs. Retired batters may return at the fall of the last available wicket and continue until dismissed or the innings is completed.
Wickets & Dismissals	

Batter Retirement	
U11 & U13	U11: Unlimited dismissals. All batters face their full ball allocation, and the innings concludes when all allocated overs are bowled; retired and dismissed batters do not return. U13: The innings ends when the wicket cap for the team's size is reached, or when all allocated overs are bowled, whichever comes first. Wicket cap by team size: 7 players – 6 wickets; 8 players – 7 wickets; 9 players – 8 wickets; 10 players – 8 wickets; 11 players – 9 wickets. A dismissed batter does not return. A batter who retires not out returns to bat at the fall of the last available wicket (i.e. once the wicket cap less one has been reached) and continues until dismissed or the innings ends. Where more than one batter has retired not out, they return in order of retirement. The chasing team, if the wicket cap has not been reached, may bat its full allocation of overs. Where the wicket cap is reached, the innings ends immediately even if remaining batters have not used their full ball allocation. Dismissal Penalty (U11 only): 4 runs are added to the fielding team's total for every dismissal. Dismissal Penalty (U13): None. A dismissed batter is out and does not return; no runs are added to the fielding team's total. LBW: Not applicable in U11 or U13. Ball Delivery Rule (U11 only): A delivery that bounces three or more times before reaching the batter's crease is called a no-ball.
U15	10 wickets end the innings. LBW: Applies in U15.
Bowling	
U11 & U13	Max 5 overs per bowler. Max 6 balls per over. All players must bowl. Bowling Order Rule: All players, including the wicketkeeper, must complete 2 overs before any bowler bowls a 3rd over. All players, including the wicketkeeper, must complete 3 overs before any bowler bowls a 4th over.
U15	Max 6 overs per bowler. Max 8 balls per over (6 legal deliveries required). Minimum 6 bowlers must be used. Wicketkeepers are not mandated.
Powerplay & Fielding Restrictions	
U11	No powerplay. No inner circle. No fielder may stand closer than 15 m to the batter (wicketkeeper excepted).
U13	Bowling Powerplay: First 4 overs – maximum 2 fielders outside the 20 m inner circle. Batting Powerplay: 4 overs of the batting team's choice – maximum 3 fielders outside the inner circle. Total Powerplay: 8 overs per innings. Non-Powerplay: Maximum 4 fielders outside the inner circle. No fielder may stand closer than 10 m to the batter (wicketkeeper and slips excepted).
U15	Bowling Powerplay: First 5 overs – maximum 2 fielders outside the 25 m inner circle. Batting Powerplay: 5 overs of the batting team's choice – maximum 3 fielders outside the inner circle. Total Powerplay: 10 overs per innings. Non-Powerplay: Maximum 5 fielders outside the inner circle. Maximum 5 fielders on the leg side at any stage (excluding bowler and keeper). No fielder may stand closer than 10 m to the batter (wicketkeeper and slips excepted). End changes occur every 5 overs throughout the innings.

Batter Retirement	
No-Balls, Free Hit & Leg-Side Wides	
U11 & U13	No free hit. Standard wide rules apply (any ball deemed too wide for the batter to play a normal cricket shot is called wide). The U15 leg-side warn-then-wide regime does not apply in U11 or U13.
U15	Free Hit: A free hit is awarded for every no-ball (overstepping, waist height, above shoulder/head, ball outside mat, etc.). On a free hit, the batter can only be dismissed by run-out, hit ball twice, or obstructing the field. Any ball bowled down the leg side on a free hit delivery is called a wide – the free hit carries to the next delivery. Second short ball above the shoulder in the same over = no-ball. Bowler disturbing the stumps at the non-striker end while bowling = no-ball. All no-ball calls are made by the official (main) umpire. The main umpire may consult the square-leg umpire. Leg-Side Wides: One warning per over for a ball going down the leg side (unless clearly too far – immediate wide). After a warning, any subsequent leg-side delivery in that over = wide. The last ball of any over bowled down the leg side = immediate wide (no warning given).
Hours of Play, Delayed Starts, Rain Interruptions & DLS (all grades)	
Hours of Play	Scheduled start: 12:30 PM (all grades). First innings cut-off: 2:10 PM (U11 & U13) or 2:30 PM (U15) – the over in progress at the cut-off is completed. Innings break: 10 minutes. Scheduled finish (second innings cut-off): 4:20 PM (U11 & U13) or 5:00 PM (U15). Overs caps remain 25 (U11/U13) and 30 (U15).
Delayed Starts	One over is deducted from each innings for every 4 minutes of delayed start past 12:30 PM. Overs are reduced equally across both innings by the umpire. A team must start as soon as the grade minimum is present (U11: 5; U13: 7; U15: 7). If a team does not have the grade minimum by 1:00 PM, that team forfeits.
Rain Interruptions	A cumulative rain interruption of 60 minutes or more – if conditions are unsuitable to resume, the game is called off and points are shared. For shorter interruptions, the umpire determines whether to resume. Slight drizzle is at the umpire's discretion.
DLS	DLS applies when the second innings is interrupted by rain or weather. Use the DLS feature in the PlayHQ scoring app. Revised Target (if PlayHQ unavailable): Revised target = Revised overs × First innings run rate. Example: Team A scores 100 in 25 overs (run rate 4.0). Second innings revised to 15 overs. Revised target = 15 × 4.0 = 60 runs.
Minimum Overs	5 overs must be completed by each team for a result to stand. If not achieved, the game is a draw and points are shared equally. Drawn / Abandoned: Points shared equally. Full washout with no play: match abandoned, points shared.

Batter Retirement	
Bad Light (U15 only)	Play continues until the official sunset time (search "sunset" on Google for local time). No ball to be bowled after sunset. If light is poor before sunset, the umpire may direct that only spinners are bowled. The batting team may still take their batting powerplay. The bowling team may not object once the umpire has directed. Results in games shortened due to bad light are determined by DLS.
Over Rate	Teams are expected to maintain approximately 15 overs per hour. Umpires will warn teams falling behind. Persistent delays may result in penalties at the association's discretion.
Square-Leg Umpire	The square-leg umpire is provided by the batting team for each innings.
Live Scoring & Live Streaming	
Live Scoring	PlayHQ Live Scoring is mandatory for all matches. No manual scorebooks. The scorer is nominated by the batting team for that innings (any nominated person — player, parent, official — may score).
Live Streaming	Optional. Clubs choosing to stream must comply with all requirements below. Consent for Under-18 Participants: Clubs must confirm consent in FrogBox Go for any under-18 participants within 72 hours of the scheduled match start time. Access to Streams: - Junior streams are accessible via an unlisted YouTube link shared by the hosting club. Once under-18 consent is confirmed, live streams and match highlights will also appear in the Play Cricket app. - Access via the Play Cricket app is restricted to consented under-18 participants and protects players' privacy. Resources: - See the Video Streaming requirements and Email Template on the Play Cricket Support website. - Clubs are encouraged to communicate with parents as early as possible before the season begins. Complaints & Content Removal: - Email melbournecricketassociation@gmail.com. - Any footage subject to a valid complaint will be removed promptly from all online platforms. - All videographers or video editors must hold a current Working with Children Check and must agree in writing that footage will only be used for purposes approved by the club and the association.
Match-Day Operations	
The Toss	The toss is to be conducted at least 15 minutes before the scheduled start of play, provided both teams have the minimum number of players present. If a team does not have the minimum number of players 15 minutes before start time, that team forfeits the toss.

Batter Retirement	
Forfeits	A team unable to field at least the minimum number of players within 30 minutes of the scheduled start time forfeits the match. Consequences: • The team giving the forfeit receives no points; the receiving team is awarded a maximum-points result. • The forfeiting team is liable for the full umpire fees for both sides. • Late notice (after Saturday 6:00 PM) or no-show forfeits incur a fine in addition to umpire fees. • Any team forfeiting three matches in a season will be deemed to have withdrawn from the competition.
Substitute / Loan Players	Loan players (when one team is short and the opposition has surplus): • Strongly encouraged in the spirit of the game. • May bat, bowl and field. • Their batting and bowling figures count for the team they are loaned to for that match. Substitute fielders (covering illness or injury during the match): • May field only — they may not bat, bowl, or wicketkeep. • Maximum two sub fielders on the field at any time. • Must be flagged to the opposition coach and umpire before taking the field, and must be PlayHQ-registered.
Home Team Responsibilities	By the scheduled start time, the home club must ensure: • Crease lines clearly marked. • Boundary markers in place per the age-group dimensions. • Inner-circle markers placed (U13/U15). • Stumps and bails set up. • Scorers' table and chairs available. • Clubrooms and toilet access available where possible. • Ground mowed and pitch in playable condition. • Sprinklers programmed off the night before. Both teams must leave the pitch and ground in good order at the end of the match.
Fill Ins	Where a player's transfer or permit has not yet completed, the player may take the field as a Fill In for that match. The Fill In must be entered in PlayHQ using the player's exact registered name. Once the transfer or permit is finalised (typically by the Thursday following the match), the Fill In entry must be replaced with the player's actual PlayHQ profile. See PlayHQ Links at the end of this document for Fill Ins and Replacement of Fill Ins.
Springback Stumps (U11 & U13)	Springback stumps are mandatory for U11 and U13 matches. Where springback stumps are used, the stumps are deemed broken if the ball strikes the stumps (other than the metal base), even if the bails do not dislodge.
Ball Replacement	If during play the ball is lost, cannot be recovered, or in the umpire's opinion has become unfit for play, the umpire shall replace it with a ball of comparable wear. The umpire shall inform both batters and the fielding captain at the time of replacement.
Coach on Field	In all age groups, a coach or assistant coach is permitted to assist the team captain with field placements during play, provided this does not delay the game and is not used to coach the batter or to distract opponents.
Pitch Surface	All MCA matches are played on synthetic pitches. MCA does not play on turf wickets.

Batter Retirement	
Finals Eligibility	To qualify for finals in a particular team, a player must: • Have played a minimum of 3 home-and-away matches for that team during the season; and • Have played more games for that team than for any other team in the same age group across the season. “Active participation” means having batted, bowled, or fielded in the match. The MCA Committee may grant exceptions in extenuating circumstances (e.g. multiple washouts, extreme heat) on written application from the club at least 48 hours before the match.
Child Safety & Compliance	
Policy Adoption	MCA endorses and adopts Cricket Australia's Policy for Safeguarding Children and Young People, Cricket Australia's 'Looking After Our Kids' Code of Behaviour, Cricket Victoria's Member Protection Policy, and Cricket Victoria's Reporting and Complaints Policy. All clubs, coaches, players, parents and officials are bound by these policies and by the MCA Code of Behaviour set out in this document.
Child Safety Officer & Complaints Manager	Deepak Kulkarni 0404 073 222 deepak7kulkarni@gmail.com
Working with Children Check (WWC)	All coaches, assistant coaches, team managers, regular training staff, scorers who interact with players, and any videographers or video editors must hold a current Working with Children Check. Clubs must keep a copy on file and make the record available to MCA on request.
First Aid	Every team must carry a First Aid kit in its gear bag at all matches. Minimum contents: • Bandages, cotton wool, gauze. • Adhesive plaster, Band-Aids, wound closures. • Scissors, tweezers. • Antiseptic. • Disposable gloves, disposable plastic bags. • Ice pack. Failure to provide a First Aid kit on request may result in a fine.
Sun Safety	Clubs are to follow the SunSmart policy. • Wide-brimmed hats are to be available as an option (in addition to caps). • Three-quarter or long-sleeved shirts are preferred. • Each team shall have a 5-litre drinks container at every match.
Helmets	An approved helmet with visor/grille is mandatory for all batters and wicketkeepers in every age group at all times while batting or wicketkeeping. If a wicketkeeper is not wearing a helmet, the umpire shall stop play until the keeper complies.
Insurance & Registration	All players must be registered on PlayHQ — PlayHQ registration is the players' insurance vehicle. Each club is responsible for its own public liability insurance covering the club and its activities.
Proof of Age	All new players must provide a copy of their birth certificate (or other suitable proof of age) to the club at registration. Clubs must keep a copy on file and produce it on request.

Batter Retirement																		
Code of Behaviour & Disputes																		
Spirit of Cricket	All matches are to be played in the Spirit of Cricket. Players, coaches, parents and spectators must respect umpires, opponents, and each other. Sledging, send-offs, dissent, abuse of officials, and any conduct contrary to the Cricket Victoria Member Protection Policy are reportable.																	
Alcohol	Consumption of alcohol is forbidden in or in visible proximity to a junior match, before, during, or immediately after the game.																	
Reporting	Breaches of the Code of Behaviour, the Laws of Cricket, or these rules may be reported by any umpire, club official, or affected party to melbournecricketassociation@gmail.com within 48 hours of game completion. The notification must include match details, the people involved, and the nature of the alleged breach.																	
Dispute Resolution	The MCA Committee will review the report, may seek further evidence from any party, and will issue a written decision within 7 days of receiving the report. The Committee may reprimand, fine, suspend, or impose any other penalty it considers appropriate to the nature of the breach. Decisions of the MCA Committee are final.																	
Suspect Bowling Action	MCA is a juniors-only competition. No umpire shall call a no-ball for a suspect action on the field. If an umpire or batting-side coach has concerns about a bowler's action: • Raise the concern quietly with the offending bowler's coach after the match. • Report it to the Juniors Coordinator. • The Coordinator will contact the player's club to enquire what corrective action is being taken. The player shall not be ostracised or publicly called out. Repeated concerns may result in the player being prevented from bowling until their club provides evidence the action has been corrected.																	
PlayHQ Links	<table><tr><td>Creating a Team</td><td>https://support.playhq.com/hc/en-us/articles/23976947679132-Managing-teams</td></tr><tr><td>Selecting Team</td><td>https://support.playhq.com/hc/en-us/articles/23974184481436-My-Teams-Select-Line-Ups-and-Player-Positions</td></tr><tr><td>Adding / replacing a Fill-in Player</td><td>https://support.playhq.com/hc/en-au/articles/5280258102937-Managing-Fill-in-Players-via-Admin-Portal</td></tr><tr><td>How to Live Score</td><td>https://support.playhq.com/hc/en-au/articles/5132680466969-How-To-EScore-Cricket</td></tr><tr><td>Other Live Scoring Guides</td><td>https://support.playhq.com/hc/en-au/sections/5460166848025-Electronic-Scoring-for-Cricket</td></tr><tr><td>PlayHQ Game Permit</td><td>https://support.playhq.com/hc/en-us/articles/23977397579420-Creating-a-Game-Permit-Request</td></tr><tr><td>How to Raise a PlayHQ Support Request</td><td>https://mycricket.support.cricket.com.au/hc/en-us/requests/new?ticket_form_id=46984</td></tr><tr><td>Other Admin Guides</td><td>https://support.playhq.com/hc/en-au/categories/900000236046-Admins-for-Competitions</td></tr></table>		Creating a Team	https://support.playhq.com/hc/en-us/articles/23976947679132-Managing-teams	Selecting Team	https://support.playhq.com/hc/en-us/articles/23974184481436-My-Teams-Select-Line-Ups-and-Player-Positions	Adding / replacing a Fill-in Player	https://support.playhq.com/hc/en-au/articles/5280258102937-Managing-Fill-in-Players-via-Admin-Portal	How to Live Score	https://support.playhq.com/hc/en-au/articles/5132680466969-How-To-EScore-Cricket	Other Live Scoring Guides	https://support.playhq.com/hc/en-au/sections/5460166848025-Electronic-Scoring-for-Cricket	PlayHQ Game Permit	https://support.playhq.com/hc/en-us/articles/23977397579420-Creating-a-Game-Permit-Request	How to Raise a PlayHQ Support Request	https://mycricket.support.cricket.com.au/hc/en-us/requests/new?ticket_form_id=46984	Other Admin Guides	https://support.playhq.com/hc/en-au/categories/900000236046-Admins-for-Competitions
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