

# PLAYING CONDITIONS 2024/2025

## Stage 2 (30 Over)

<b>COMPETITION</b>	IWHCA	<b>OVERS</b>	<ul style="list-style-type: none"> <li>30 overs maximum per team (180 balls)</li> </ul>
<b>AGE &amp; GRADE</b>	U12 and U13 Competitions, 30 Overs	<b>TEAM</b>	<ul style="list-style-type: none"> <li>9 players per team</li> <li>7 players per team minimum are required to play the game.</li> <li>11 players recommended maximum allocated to a team (maximum 9 players on field at any given time).</li> </ul>
<b>FORMAT &amp; TIME</b>	Stage 2 – 30 overs per innings <ul style="list-style-type: none"> <li>190 mins (3 hours)</li> <li>90 Minutes per innings &amp; 10 minutes change of innings break.</li> <li>Maximum 100 minutes per innings with the innings deemed closed after this period.</li> </ul>	<b>INNINGS</b>	<ul style="list-style-type: none"> <li>1 innings of 30 overs (maximum) per team</li> </ul>
<b>TEAM OFFICIALS</b>	Each team must have a registered coach & manager on PlayHQ. The recommended accreditation required for a coach is the Community (Level 1) Coach.	<b>BATTING</b>	<ul style="list-style-type: none"> <li>With allowances for varying team size, the following retirement rules apply:               <ul style="list-style-type: none"> <li>7 player team – batters retire at max 30 balls faced</li> <li>8 player team – batters retire at max 30 balls faced</li> <li>9 player team – batters retire at max 30 balls faced</li> <li>10 player team – batters retire at max 25 balls faced</li> <li>11 player team – batters retire at max 20 balls faced</li> </ul> </li> <li>Any retired batters can return when all others have batted, in the order they retired.</li> <li>All balls (regardless of whether wides/no balls) will be included in the batter's ball count.</li> <li>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"> <li>7 player team : 6 wickets</li> <li>8 player team: 7 wickets</li> </ul> </li> <li>9-11 player team: 8 wickets</li> </ul>
<b>PITCH TYPE AND LENGTH</b>	Hard wicket or Turf wicket 18 metre pitch	<b>BOWLING</b>	<ul style="list-style-type: none"> <li>6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled).</li> <li>Maximum of 5 overs per bowler. * Please see Recommended Bowling Breakdown for recommended over per player options.</li> <li>Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match.</li> <li>Bowlers change ends at 15 overs.</li> <li>Bowlers can bowl from one end for the entire game if both teams agree.</li> </ul>
<b>BOUNDARY</b>	45m (maximum and recommended) 35m (minimum length) <ul style="list-style-type: none"> <li>Measured from the middle of the wicket.</li> </ul>	<b>FIELDING</b>	<ul style="list-style-type: none"> <li>To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.</li> <li>Teams have the option to change wicket-keepers after 15 overs.</li> <li>No fielders within 10 metres of the bat (except regulation slips, gully and wicket-keeper).</li> <li>If more than 9 players are present at a match, they should rotate onto the field each over.</li> </ul>
<b>BALL</b>	<ul style="list-style-type: none"> <li>142g leather</li> </ul>	<b>DISMISSALS</b>	<ul style="list-style-type: none"> <li>All modes of dismissal count.</li> </ul>
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>Helmet's <b>must be worn at all times</b> whilst batting &amp; wicket-keeping.</li> <li>Pads</li> <li>Gloves</li> <li>Protector (males)</li> <li>Additional safety equipment is able to be worn based on match conditions and/or personal preference.</li> <li>2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required.</li> <li>Bat size: Size 5 or 6 (weight &lt;2lb or &lt;900g) is recommended.</li> <li>Measuring tape or string to measure Pitch length and boundary.</li> <li>Boundary markers</li> <li>Chalk, tape, or paint to mark crease.</li> </ul>		
<b>SCORING</b>	Each game must be Electronically scored using the PlayHQ E-Scoring Portal. <ul style="list-style-type: none"> <li>For all games, there must be 1 Electronic Scoring Device and 1 Scorebook being used to record match statistics.</li> </ul>		
<b>UMPIRE</b>	Each team must provide 1 umpire.  Each umpire is to swap after 15 overs of each innings or halfway through each innings of a shortened game.		

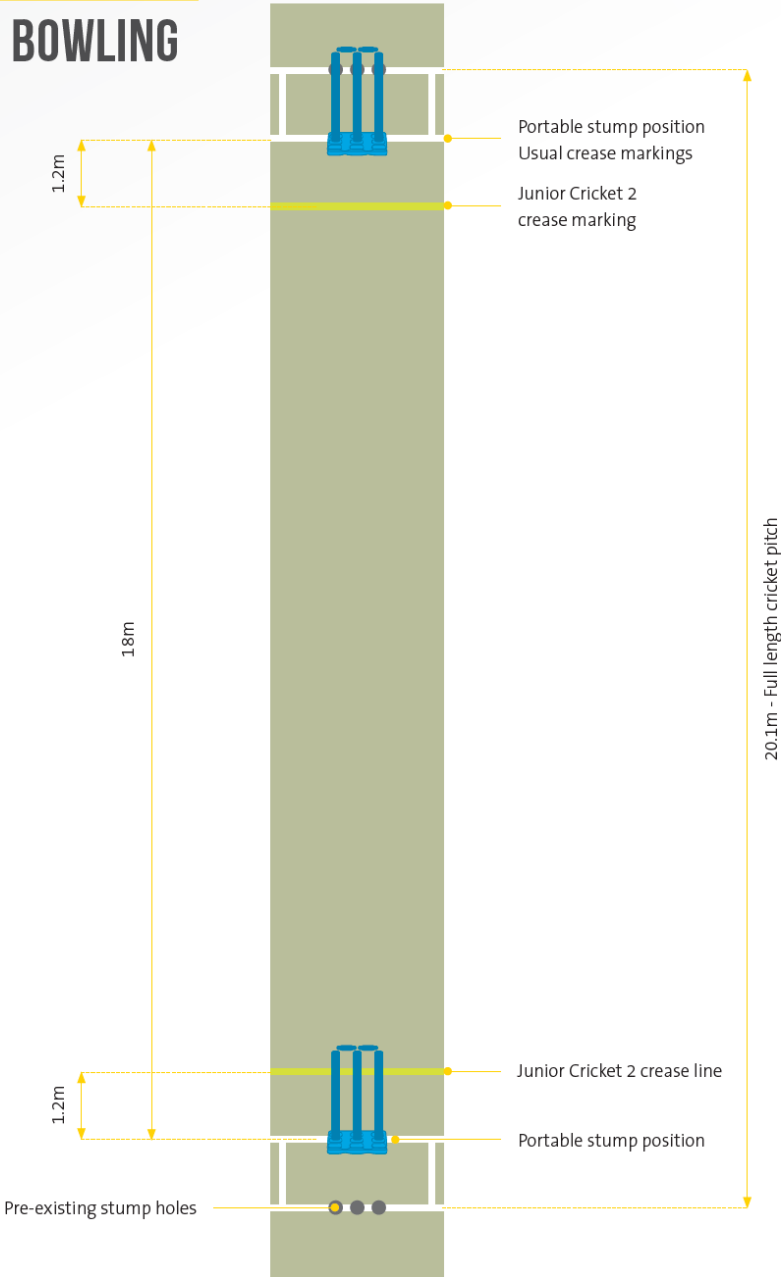
**APPLICATION**

- (a) These Playing Conditions shall apply to all matches in the IWHCA Competitions. All matches are played as per the Cricket Australia Stage 2 Format.
- (b) Except as varied here under, the Laws of Cricket (2017 Code, 3rd Edition - 2022) shall apply.

PITCH SET UP – BOTH END BOWLING

# PITCH SET UP

## BOTH END BOWLING



## BOUNDARY SET UP – BOTH END BOWLING

# BOUNDARY SET UP

## BOTH END BOWLING



**FORMAT**  
20 or 30 over



**TIME**  
120 or 180 mins

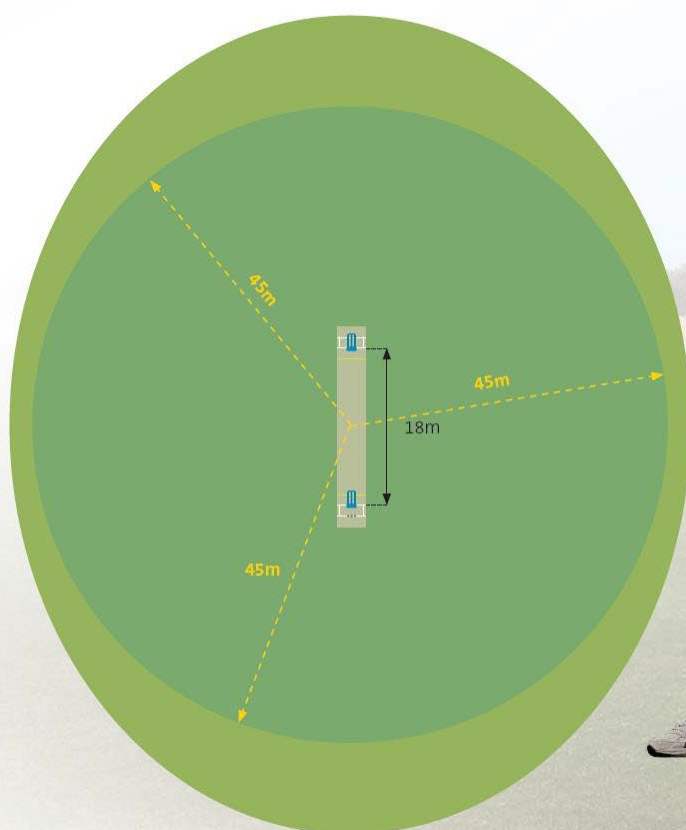


**PLAYERS**  
9

**Pitch** 18m

**Boundary** 45m max. – measured from the centre of the pitch.

**Stumps** Portable at bowlers end – option to bring both ends in to front crease line using 2 sets of portable stumps.



## Retirement Limits & Maximum Overs Bowling

Batting, 30 Over Innings		
Team Players	Maximum Balls	Minimum Balls
7	30	20
8	30	20
9	30	20
10	25	15
11	20	15
Bowling, 30 Over Innings		
Overs	Maximum Overs per Bowler	Number of Bowlers that may bowl the Maximum
30	5	6
29	5	5
28	5	5
27	5	5
26	5	5
25	5	5
24	5	4
23	5	3
22	5	2
21	5	1
20	4	5
19	4	4
18	4	3
17	4	2
16	4	1
15	3	5
14	3	4
13	3	3
12	3	2
11	3	1
10	2	5