

This is a quick reference guide only - The appropriate rule must be read for correct interpretation

Legend: **S/S** = Super Six U8 & U9; **O** = Open; **concr** = concrete; **synth** = synthetic, **Qtrs** = quarters
G1 = Girls 1 (U10/11); **G2** = Girls 2 (U12/13); **G3** = Girls 3 (U14/15); **Std** = Standard; **Inns** = innings
n/a = not applicable **max** = maximum

	S/S	U10	G1	G2	G3	U11	U12	U13	U14	U15	O
Wicket type	grass	concr	concr	concr	synth	concr	synth	synth	synth	synth	Turf or synth
Boundary in metres	8 =20 9 =25	35	35	35	45	45	45	50	50	50	60
Pitch in metres	8= 14 9 = 16	18	16	18	20.12	20.12	20.12	20.12	20.12	20.12	20.12
Innings type	halves	halves	halves	halves	halves	Qtrs	Qtrs	Std	Std	Std	Std
Overs/Innings 2 day	n/a	n/a	n/a	n/a	n/a	50	50	55	55	55	55
Overs/Innings 1 day	12	24	18	21	30	26	26	26	26	26	26
Team (Max)	8	12	9	11	13	13	13	12	12	12	12
Quorum	6	7	5	7	7	7	7	7	7	7	7
Fielders	6	10	7	9	11	11	11	11	11	11	11
Batters	8	12	9	11	13	13	13	12	12	12	12
Bowlers	8	12	9	11	13	13	13	12	12	12	12
2 day Subs	n/a	n/a	n/a	n/a	n/a	2	2	2	2	2	2
Ball weight	Rule 10.4	Rule 10.4	Rule 10.4	Rule 10.4	142	142	142	156	156	156	156
Min Fielder distance	15	15	15	15	10	10	10	10	10	10	5
W-Keeping inns	Half	Half	Half	Half	Half	Half	Half	Full	Full	Full	Full
On-field Coaching	yes	yes	yes	yes	yes	yes	yes	no	no	no	no
MyCricket	no	no	yes	yes	yes	yes	yes	yes	yes	yes	yes
Bowlers											
Over, max balls	6	6	6	6	8	8	8	10	10	10	10
Overs, Spell 2 day game	n/a	n/a	n/a	n/a	n/a	4	4	4	5	5	6
Overs, Spell 1 day game	1	1	1	1	3	3	3	3	3	3	3
Overs, inns 2 day game	n/a	n/a	n/a	n/a	n/a	6	8	10	10	10	11
Overs, inns 1 day game	equal	equal	equal	equal	5	5	5	5	5	5	5
Batters											
Retire min – 1 & 2 day	n/a	n/a	n/a	n/a	25	25	25	25	25	25	25
Retire after – 2 day game	n/a	n/a	n/a	n/a	n/a	50	50	60	60	60	75
Retire after – 1 day game	n/a	n/a	n/a	n/a	45	50	50	50	50	50	50
Out is out	no	no	no	no	yes	yes	yes	yes	yes	yes	yes
LBW	no	no	no	no	yes	yes	yes	yes	yes	yes	yes
Score+Wides	no	yes	yes	yes	no	no	no	no	no	no	no
Score+No Balls	no	yes	yes	yes	no	no	no	no	no	no	no