

	U9s	U11s Softball	U11s Hardball	U13s	U15s	U18s
Days/ Start Times	Sundays 09:45	Sundays 09:45 (Flexible)	Mondays 18:00	Wednesday 18:00	Monday 18:00	Wednesday 18:00
Pitch Length	15 yards	17 yards	17 yards	19 yards	22 yards	22 yards
Boundary Distance	Maximum 30 yards	Maximum 35 yards	Maximum 35 yards	Not exceeding 40 yards	Not exceeding 50 yards	Not exceeding 55 yards
Ball Required	Youth incrediball	Youth incrediball	Pink youth (4.75 oz) Hardball, approved by the GMCL	Pink youth (4.75 oz) hardball, approved by the GMCL	Pink senior hardball, approved by GMCL	Pink senior hardball, approved by GMCL
Stump size	Junior	Junior	Junior	Junior	Senior	Senior
Batsmen Retirement*	None	None	None	30 runs • If the retiree is part of the last wicket pair, they may continue their innings. • If the last scoring stroke takes a batsman past any stated retirement mark the extra runs are to be credited.	40 runs • If the retiree is part of the last wicket pair, they may continue their innings. • If the last scoring stroke takes a batsman past any stated retirement mark the extra runs are to be credited.	50 runs • If the retiree is part of the last wicket pair, they may continue their innings. • If the last scoring stroke takes a batsman past any stated retirement mark the extra runs are to be credited.
Maximum Bowler Overs	Max 3 overs Teams must use 6 bowlers	Max 3 overs Teams must use 6 bowlers	Max 3 overs Teams must use 6 bowlers	20 over game Max 4 overs per bowler Teams must use 6 bowlers Overs are reduced by 2 overs per innings every 7.5 minutes when off the field for weather. If the game has not been started by 7.20pm, it is deemed cancelled. Minimum overs that can be played in an innings is 10, unless the game is won in less. Bowlers maximums are also reduced, please refer to the full rules	20 over game Max 4 overs per bowler Teams must use 6 bowlers Overs are reduced by 2 overs per innings every 7.5 minutes when off the field for weather. If the game has not been started by 7.20pm, it is deemed cancelled. Minimum overs that can be played in an innings is 10, unless the game is won in less. Bowlers maximums are also reduced, please refer to the full rules	20 over game Max 4 overs per bowler Teams must use 6 bowlers Overs are reduced by 2 overs per innings every 7.5 minutes when off the field for weather. If the game has not been started by 7.20pm, it is deemed cancelled. Minimum overs that can be played in an innings is 10, unless the game is won in less. Bowlers maximums are also reduced, please refer to the full rules
Minimum Number of Bowlers Used	No compulsion to bowl	No compulsion to bowl	League: minimum of 2 overs. Summer Cup: minimum of 1 over.	Minimum of 6 bowlers must be used.	Minimum of 6 bowlers must be used.	Minimum of 6 bowlers must be used.
Team Numbers	6-a-side pairs cricket 4 overs per pair. Pairs change at the end of overs 4 & 8.	8-a-side pairs cricket, 4 overs per pair. Pairs change at the end of overs 4, 8 & 12 If a team has 6 or 7 players, then the final pair is forfeited for the batting team only	8-a-side pairs cricket, 4 overs per pair. Pairs change at the end of overs 4, 8 & 12 If a team has 6 or 7 players, then the final pair is forfeited for the batting team only	Can consist of up to 12 players. No more than 11 players can bat or field at the same time All players must be nominated before toss.	Can consist of up to 12 players. No more than 11 players can bat or field at the same time All players must be nominated before toss.	Can consist of up to 12 players. No more than 11 players can bat or field at the same time All players must be nominated before toss.
				There is no requirement to nominate which 11 players will bat. Any replacement/substitution of a member of the fielding side can only be made with the approval of the standing umpires and only at the end of an over or fall of a wicket. Once a player has taken the field, he/she can play a full part in the match, subject to the provisions of Law 17.6 (Bowler changing ends).	There is no requirement to nominate which 11 players will bat. Any replacement/substitution of a member of the fielding side can only be made with the approval of the standing umpires and only at the end of an over or fall of a wicket. Once a player has taken the field, he/she can play a full part in the match, subject to the provisions of Law 17.6 (Bowler changing ends).	There is no requirement to nominate which 11 players will bat. Any replacement/substitution of a member of the fielding side can only be made with the approval of the standing umpires and only at the end of an over or fall of a wicket. Once a player has taken the field, he/she can play a full part in the match, subject to the provisions of Law 17.6 (Bowler changing ends).
Match Duration & Weather	12 overs per innings (max 8 ball overs)	16 overs per innings (Max 8 ball overs)	16 overs per innings (Max 8 ball overs)	20 overs (Please see below for additional information)	20 overs (Please see below for additional information)	20 overs (Please see below for additional information)

Scoring Notes	<p>Innings start on 200 runs.</p> <p>Unlimited lives for batter but lose 6 runs per wicket</p> <p>When out batters do not face the next ball unless it is a run out when the batsmen return to their position at the start of the run.</p> <p>No LBWs</p> <p>Double bounce no balls, above waist no balls and wides count as 1 extra run. No player may be dismissed bowled by a delivery that bounces more than once.</p> <p>Wicket keepers may bowl</p>	<p>Innings start on 200 runs.</p> <p>Unlimited lives for batter but lose 6 runs per wicket</p> <p>When out batters do not face the next ball unless it is a run out when the batsmen return to their position at the start of the run.</p> <p>No LBWs</p> <p>Double bounce no balls, above waist no balls and wides count as 1 extra run. No player may be dismissed bowled by a delivery that bounces more than once.</p> <p>Wicket keepers may bowl</p>	<p>Innings start on 200 runs.</p> <p>Unlimited lives for batter but lose 6 runs per wicket</p> <p>When out batters do not face the next ball unless it is a run out when the batsmen return to their position at the start of the run.</p> <p>No LBWs</p> <p>Double bounce no balls, above waist no balls and wides count as 1 extra run. No player may be dismissed bowled by a delivery that bounces more than once.</p> <p>Wicket keepers may bowl</p>	<p>Normal scoring & rules</p>	<p>Normal scoring & rules</p>	<p>Normal scoring & rules</p>
Summer Cups				<ul style="list-style-type: none"> • 100 Balls per innings • The fielding side change ends after 10 balls. • Bowlers deliver either 5 or 10 consecutive balls • Each bowler can deliver a maximum of 20 balls per match. • Batsmen retirement is the same as normal league retirement. • 25 balls per innings constitutes a match. DLS will be used. 	<ul style="list-style-type: none"> • 100 Balls per innings • The fielding side change ends after 10 balls. • Bowlers deliver either 5 or 10 consecutive balls • Each bowler can deliver a maximum of 20 balls per match. • Batsmen retirement is the same as normal league retirement. • 25 balls per innings constitutes a match. DLS will be used. 	<ul style="list-style-type: none"> • 100 Balls per innings • The fielding side change ends after 10 balls. • Bowlers deliver either 5 or 10 consecutive balls • Each bowler can deliver a maximum of 20 balls per match. • Batsmen retirement is the same as normal league retirement. • 25 balls per innings constitutes a match. DLS will be used.
Results	<p>The winner is the team with the most runs after deducting all loss of wickets</p> <p>In the event that the scores are equal the game shall be a tie.</p>	<p>The winner is the team with the most runs after deducting all loss of wickets</p> <p>In the event that the scores are equal the game shall be a tie.</p>	<p>The winner is the team with the most runs after deducting all loss of wickets</p> <p>In the event that the scores are equal the game shall be a tie.</p>	<p>The winner is the team with the most runs</p> <p>The winning total in a rain (or bad light) affected 2nd innings will be calculated by the Duckworth Lewis unless 10 overs can't be bowled in the 2nd innings in which case the game is abandoned.</p>	<p>The winner is the team with the most runs</p> <p>The winning total in a rain (or bad light) affected 2nd innings will be calculated by the Duckworth Lewis unless 10 overs can't be bowled in the 2nd innings in which case the game is abandoned.</p>	<p>The winner is the team with the most runs</p> <p>The winning total in a rain (or bad light) affected 2nd innings will be calculated by the Duckworth Lewis unless 10 overs can't be bowled in the 2nd innings in which case the game is abandoned.</p>