



Brisbane Metropolitan T20 Competition

Junior Cricket Rules

Updated: December 2025



Introduction

This document sets out the playing conditions, codes of behaviour and administrative rules for Queensland Cricket's Brisbane Metropolitan T20 Competition. The information applies to all participants.

Queries

- Any queries should be directed to the Queensland Cricket Competition Administrator at dillon.faigaa@qldcricket.com.au

Codes of Behaviour

Players

- Play by the rules.
- The umpire's decision is final – respect all decisions and never argue with an official.
- Control your temper and remain calm – verbal abuse, sledging or deliberately distracting or provoking an opponent is unacceptable.
- Be a good sport – applaud all good plays whether they are your team's or the opposition's.
- Treat all players with respect – regardless of gender, ability, cultural background or religion.
- Work equally hard for yourself and your team.
- Cooperate with your captain, coach, manager, teammates and opponents.
- Have fun at all times – play to enjoy the game, not just to please others.

Coaches

- Remember that young people participate for pleasure – winning is only part of the fun.
- Compliment the performance of all children – never ridicule or yell at a child.
- Be reasonable in your demands on players' time, energy and enthusiasm.
- Ensure all young people receive equal attention and playing opportunities.
- Abide by local conditions – encourage children to settle disagreements calmly.
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- Control your temper and remain calm at all times – encourage players to do the same.
- On-field coaching is encouraged in U10s & U12s cricket.
- On-field or side-line coaching is not permitted in U14s & U16s cricket.
- Ensure any physical contact with a young person is appropriate and necessary.
- Treat all people with respect – regardless of gender, ability, cultural background or religion.

Parents and spectators

- Enjoy the game – remember that children participate in sport for their own enjoyment.
- Encourage children to participate – do not force them.
- Focus on the children's efforts and performances rather than whether they win or lose.
- Respect the decisions and actions of all coaches, managers, captains and match officials.
- Encourage children to respect local conditions and settle disagreements calmly.
- Compliment the performance of all children – never ridicule or yell at a child.
- Lead by example and be a positive role model.
- Support efforts to remove verbal and physical abuse from sporting activities.
- Treat all people with respect – regardless of gender, ability, cultural background or religion.
- It is mandatory for all parents to follow the QC Code of Conduct, and failure to comply will result in disciplinary measures.

Administrators

- Involve young people in planning, leadership, evaluation and decision-making.
- Create pathways for young people to participate in sport – not just as players but as a coaches, umpires and administrators.
- Ensure that rules and other processes suit the age, ability and maturity level of young players.
- Provide quality supervision and instruction for junior players.
- Remember that young people participate for pleasure – don't over-emphasise awards.
- Encourage fair play – not winning at all costs.
- Help develop coaches and officials and help improve standards of coaching and officiating.
- Encourage spectators, officials, parents, coaches, players and the media to follow codes of behaviour.
- Ensure your behaviour and comments are positive and supportive.
- Make it clear that abusing young people in any way is unacceptable and will result in disciplinary action.
- Treat all people with respect – regardless of gender, ability, cultural background or religion.

Umpires

- Each team shall provide an official umpire and scorer.
- The umpire may be a parent with suitable knowledge of the rules and etiquette of the game – a parent is not permitted to officiate from the non strikers end while their child is batting or bowling.
- Only one umpire from each team should officiate at any given time (except in extenuating circumstances and with the agreement of the opposing team).
- The umpire from the batting team umpires from the non-strikers end, and the bowler's team umpire stands at square leg.
- Umpiring must be objective, unbiased and consistent between innings, particularly with respect to wide and no-balls.
- Electronic communication between the umpire and scorers or teams is prohibited.

Play

- Short-pitched deliveries:
- U12 - slow or fast bowling, reaching the batter above shoulder height, when standing in a normal batting stance, shall be called a no ball.
- U14 – 1 short-pitched delivery (bouncer) is permitted to be bowled to each batter each over. Subsequent short-pitched deliveries will be called a no ball.
- U16 - 1 short-pitched deliveries (bouncers) are permitted to be bowled to each batter each over. Subsequent short-pitched deliveries will be called a no ball.
- Any full-pitched delivery reaching the batter above waist height, when the batter is standing in an upright stance within the crease, shall be called no ball
- A full-pitched delivery reaching the batter above waist height, and deemed dangerous by an umpire, will result in a 1st and final warning for the bowler. A 2nd infringement by the same bowler during the same innings will result in that bowler being immediately withdrawn from bowling for the remainder of that innings.
- Batting retirements are permitted immediately after the relevant retirement criteria has been met (not at the end of the over)
- Batting retirements refer to a batter's first bat. If a batter returns to bat after all other batters have batted, no further retirement restrictions are enforced.
- If a ball landing on or off the synthetic pitch behaves erratically in the opinion of the umpire (e.g. by hitting the edge of the pitch or a clump of grass), the umpire should declare the ball 'dead' and no additional runs are to be taken. However, if a ball hits the edge of the pitch and moves further wide, it is to be called wide.
- A dismissal by 'Mankad' is prohibited. Where the batter at the non-striker's end is leading off excessively the umpire should remind the batter of their obligations.

Results

- Manual scoresheets or PlayHQ can be used offline as a helpful tool for match management (eg. overs bowled; balls faced).
- Live scoring using PlayHQ permitted in all matches.
- Games with player scores will be cleared by the Competition Administrator
- At the end of the match, teams must agree on the result.
- In the situation of time lost in a match, a result can be achieved if both sides have had the opportunity to face half the allotted overs for the game. If teams face an unequal number of overs (both receiving equal to or greater than half), then the result shall be determined based on the score at the end of the last full over received by the team receiving the lesser overs.
- A ladder is maintained in PlayHQ with points awarded:
 - 4 – Win
 - 2 – Draw/Abandoned Game
 - 0 - Loss
- No bonus points are awarded.
- In the event of finals, a Super Over will be played in the event of a draw

Bad Weather

- Generally, when weather prevents play, every 6 minutes of lost time is considered to be 2 lost overs to the game. Unless by agreement between the coaches, abandoning play should be delayed as long as possible.

Breaks within matches

- An innings break of 10mins is allowed.
- Drinks breaks should be limited to 3 minutes and taken at the 10 over mark

Forfeits

- A win by forfeit may be claimed if a team is unable to commence play within 15 minutes after the scheduled starting time. Maximum competition points for that game are awarded to the winning team.
- A waiting coach/manager may agree to time adjustments so that a game is played.
- Before claiming a forfeit, every attempt should be made to achieve a start of play.

Time and adjustments for slow over rates

- To maximise player participation, matches should be played for the full duration, e.g. The team batting second that passes the opposition's score should bat out the full number of overs.
- If a team bowling first fails to complete the required number of overs by the end of the allotted time, then the number of overs in their batting innings will be restricted to the number they bowled.
- If a team bowling second fails to bowl the required number of overs in the allotted time, 6 penalty runs/over not bowled will be applied to the batting team's total.

Compliance and disputes

- The rules in this document may not be varied by participants on or before game days without the approval of a member of the Qld Cricket Competition Administrator.
- Umpires, coaches and managers should intervene if the codes of behaviour are breached – for example, in instances of bad behaviour by spectators or offensive comments by players.
- If the matter cannot be settled between the clubs involved, a detailed written report must be submitted to the Qld Cricket Competition Manager.
- The Qld Cricket management committee will investigate and make a determination.
- The Qld Cricket management committee reserves the right to suspend any player, official, other participant or other party from future matches.
- Appeals must be submitted in writing to the Qld Cricket Competition Administrator no later than seven days after the match in question.

Divisions & Player eligibility

- U12s will have two (2) divisions pending team entries
 - Eligible players are those born from 1 September 2013 to 31 August 2015, inclusive
- U14s will have two (2) divisions pending team entries
 - Eligible players are those born from 1 September 2011 to 31 August 2013, inclusive
- U16s will have two (2) divisions pending team entries
 - Eligible players are those born from 1 September 2009 to 31 August 2011, inclusive

Age criteria is based on a 31st of August 2025 cutoff. If you wish to field a player outside the eligible date ranges above, you will need to submit a request via the official exemption form.

Note, requests for a player to play in a higher age grade will not be considered.

2026 Season Dates

Rd 1 – February 1, 2026

Rd 2 – February 8, 2026

Rd 3 – February 15, 2026

Rd 4 – February 22, 2026

Rd 5 – March 1, 2026

Rd 6 – March 8, 2026

Rd 7 – March 15, 2026

Rd 8 – March 22, 2026

Final Round / Finals – March 29, 2026 (all teams have a game)

U12s Div 1 & 2: T20 Rules

SUMMARY	Playing the game
PURPOSE	Community Club
DESCRIPTION	This format is designed to further develop the cricket skills of kids that are playing Stage 2 Cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 2.5 hour window. No PlayHQ statistics are retained.
COACH	Accredited Community (Level 1) Coach - preferred
GAME TYPE	T20 (20 over game) NB The 2nd side will continue to bat until they have completed their innings even if they have passed the first innings total
BALL	Home team supply's balls for both innings 142g Pink ball (2 OR 4 Piece)

TIME	160 mins Cut off time to apply for the first innings, at half the allotted time less 5 minutes (80 minutes max.) Each side has 75 minutes to complete their overs
EQUIPMENT	Protector Pads Gloves Helmets <u>must be worn at all times</u> while batting, and wicket keeping up to the stumps Additional safety equipment can be worn based on match conditions and/or personal preference Coloured clothes are permitted 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required Measuring tape or string to measure boundary and inner circle Boundary markers and inner circle discs Chalk, tape or paint to mark crease
BOUNDARY	45m Maximum Boundary to be measured from the centre of the pitch
INNER CIRCLE	20m Ends of circle to be measured from the middle stump Sides of circle to be a straight line parallel to the pitch
PITCH TYPE & LENGTH	Synthetic wicket or Turf Wicket (turf from Saturdays game if available) 18m length, measured from stump to stump For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m)
OVERS	20 overs per team (120 balls)
INNINGS	1 innings of 20 overs per team
TEAM	Players per team – 9 Minimum of 7 to start the match, and maximum of 10 players (no more than 9 players on field at one time) To be eligible for a finals (should finals commence) match players must have played in a minimum of 2 rounds
BATTING	Batting team can retire a batter at not less than 12 legal balls, and a batter may face a maximum of 20 legal deliveries before retiring. If retirement limit employed, any retired batters may return to the crease once all other have batted, in the order they retired. If the team has more than 9 players all players may bat, but the innings is deemed closed after 8 wickets have fallen or the batting team has completed their allotted overs. No ‘Last Man Stands’ Rules Players that did not bowl or keep must bat Players must bat at least once for every 2 games that they play

BOWLING	<p>6 balls per over (max of 8 balls per over except the last over where 6 legal deliveries must be bowled)</p> <p>A minimum of 7 players must bowl</p> <p>Maximum of 3 overs per bowler</p> <p>Players that did not bat must bowl or keep</p> <p>All no balls are followed by a “free hit”</p> <p>Any ball that bounces 2 or more times before reaching the popping (batting) crease shall be called a no ball</p> <p>Wides – some allowance is given to bowlers on both the off and leg side. Coaches / umpires are encouraged to discuss wide interpretations prior to the commencement of play</p> <p>Teams have the discretion to allow 5 or 10 overs to be bowled from one end at a time</p> <p>Teams are to face an equal number of overs from each end</p>
FIELDING	<p>To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the coach</p> <p>No fielders within 10m of the bat (expect regulation off-side slips, gully and wicketkeeper)</p> <p>Fielding restrictions (at time of bowling delivery) – number of fielder’s outside inner circle:</p> <p>Overs 1-5: max 2 fielders</p> <p>Overs 6-20: max 4 fielders</p> <p>Umpires are encouraged to warn teams / captains of breaches of fielding restrictions prior to calling a no ball</p> <p>If more than 9 players are present at a match, they should rotate onto the field</p>
DISMISSALS	<p>All modes of dismissal count</p> <p>A warning is required before giving out LBW. LBWs (warning and out) must be ‘plumb’ Batting teams umpire should stand at the bowlers end</p>

U14 & U16 – Div 1 & 2: T20 Rules

SUMMARY	Playing and competing
PURPOSE	Community Club
DESCRIPTION	<p>This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.</p> <p>No PlayHQ statistics are retained.</p>
COACH	Accredited Community (Level 1) Coach - preferred
GAME TYPE	T20 (20 over game)
BALL	Home team supply’s balls for both innings 156g Pink ball (2 OR 4 Piece)
TIME	<p>160 mins</p> <p>Cut off time to apply for the first innings, at half the allotted time less 5 minutes (80 minutes max.) Each side has 75 minutes to complete their overs</p>

EQUIPMENT	<p>Protector Pads Gloves</p> <p>Helmets <u>must be worn at all times</u> while batting, and wicket keeping up to the stumps</p> <p>Additional safety equipment can be worn based on match conditions and/or personal preference</p> <p>Coloured clothes are permitted</p> <p>2 sets of stumps with bails</p> <p>Measuring tape or string to measure boundary and inner circle</p> <p>Boundary markers and inner circle discs</p> <p>Chalk, tape or paint to mark crease</p>
BOUNDARY	<p>50m Maximum</p> <p>Boundary to be measured from the centre of the pitch</p> <p>Boundary of the oval may be used if already marked</p>
INNER CIRCLE	<p>25m</p> <p>Ends of circle to be measured from the middle stump</p> <p>Sides of circle to be a straight line parallel to the pitch</p> <p>Inner circle of oval may be used if already marked</p>
PITCH TYPE & LENGTH	<p>Hard wicket or Turf Wicket (turf from Saturdays game if available)</p> <p>20.12m length (standard pitch length)</p>
OVERS	20 overs per team (120 balls)
INNINGS	1 innings of 20 overs per team
TEAM	<p>11 Players per team</p> <p>Minimum 7 players to commence game</p> <p>Teams are permitted to play with more than 11 players, but a maximum of 11 players are allowed on the field at any time</p> <p>To be eligible for a finals match, players must have played in a minimum of 2 round games</p>
BATTING	<p>Batting team can retire a batter at not less than 10 legal balls, and a batter may face a maximum of 20 legal deliveries</p> <p>If retirement limited employed, any retired batters may return to the crease once all others have batted, in the order they retired</p> <p>If a team has more than 11 players, all players may bat but the innings is deemed closed after 10 wickets have fallen or the batting team has completed their allocated overs</p> <p>No 'Last Man Stands' rules</p> <p>Players that did not bowl or keep must bat</p> <p>Players must bat at least once for every 2 games that they play, including finals</p>

BOWLING	<p>6 balls per over (all wides and no-balls are to be re-bowled)</p> <p>A minimum of 7 players must bowl</p> <p>There is a maximum of 3 overs per bowler</p> <p>All no balls are followed by a ‘free hit’</p> <p>Any ball that bounces 2 or more times before reaching the popping (batting) crease shall be called a no ball</p> <p>Wides – Some allowance is given to bowlers on both the off and leg side. Coaches / umpires are encouraged to discuss wide interpretations prior to the commencement of play.</p> <p>Teams have the discretion to allow 5 or 10 overs to be bowled from one end at a time Teams are the face an equal number of overs from each end</p>
FIELDING	<p>To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the coach</p> <p>No fielders within 10m (expect regulation offside slips, gully & wicketkeeper)</p> <p>Fielding restrictions (at time of bowling delivery) – number of fielders outside the inner circle:</p> <p>Overs 1-5: Max 2 fielders</p> <p>Overs 6-20: Max 5 fielders</p> <p>Umpires are encouraged to warn teams/captains of breaches of fielding restrictions prior to being called a no ball</p>
DISMISSALS	<p>All modes of dismissal count</p> <p>LBWs must be ‘plumb’</p> <p>Batting teams umpire should stand at the bowlers end</p>