



Trophy (U15) Division Summary 2025/2026

1. Trophy Division is capped at 15 and under and play One Day and T20 formats in accordance with Cricket Australia's Junior Format 3.
2. One Day matches are on Saturdays, with the Trophy Gold (u15) competition starting at 7.30am and finishing at 12.40pm. The Trophy Blue (u15) competition starting at 1.00pm and finishing at 6.10pm. 2024/2025 season Trophy U15s commenced at 7:30am with one division. Traveling teams from out of town and vice versa, will commence at 10am.
3. T20 matches will start at 8.30am for Trophy Gold (u15) competition and at 2.00pm for Trophy Blue (u15) competition. Some mid-week nighttime fixtures may take place occasionally, which will be outlined in the draw.
4. The compulsory change of innings time is 10.00am. If the required number of overs is not bowled by the compulsory change of innings time, the number of overs bowled will be bowled in the following innings.
5. Players who score 200 runs and/or take 18 wickets in the current season in Cup (U17) Division can't play Trophy (U15) Division.
6. The minimum number of players per team is seven (7) with a desired number being eleven (11) players. Any team may nominate greater than eleven (11) players to bat and bowl for participation purposes; however, an innings will be considered complete at the fall of ten (10) wickets, or the nominated overs are completed irrespective of the number of players nominated in the side.
7. Pitch is 20.12 metres Astro/Turf wicket.
8. Boundary will be 50 metres measured from the middle of the wicket.
9. Each team to supply seven (7) boundary markers. The boundary shall be taken as a straight line between the markers unless the boundary line is already marked.
10. Ball is a 156g two-piece leather ball. A red ball is to be used for one day matches and a white ball is to be used for T20 matches.
11. Results including individual player scores must be entered into Play HQ cricket by the Wednesday following the date the game was played.
12. On field Coaching is not allowed in Trophy Gold (U15) Division.





13. On Field Coaching is allowed in Trophy Blue (u15) Division for the assistance of field settings and moving the game forward to get through the overs. The coaching is not for technical or tactical (bowling/batting) support and should not slow the game down.

Overs and Bowling Conditions

14. One Day Fixtures:

- a. 40 overs constitutes an innings.
- b. Each bowler may only bowl a maximum of 7 overs in an innings.
- c. A bowler may bowl a maximum spell of 4 overs.
- d. A minimum of 6 players must bowl at least 4 overs each before a bowler can bowl any further overs.

15. T20 Format:

- a. 20 overs constitutes an innings.
- b. Bowlers can bowl a maximum of 3 overs.
- c. A bowler may bowl a maximum spell of 2 overs.
- d. 8 bowlers must bowl a minimum of 2 overs.

16. General Bowling Conditions:

- a. Bowlers are to bowl a maximum of 8 deliveries in an over. The only exception to this is the final over of each innings that must include 6 legal deliveries. This condition applies to T20 Trophy (U15) matches as well.
- b. Discretion must be used in calling wides and no balls with leniency (subject to safety issues) preferred with front foot playing conditions. Repeated infringements should be discouraged, and the issue discussed with the players. If the bowler breaks the stumps in the process of bowling, bowls a full toss over waist height of a batter in normal stance or bowls a fast short-pitched delivery over shoulder height of a batter in normal stance, a no ball is to be called.
- c. Batters will receive a free hit following a no ball. If a no ball is bowled on the 8th delivery of an over (not including the final over of each innings), no free hit will apply. The only dismissals that apply to a free hit is run out, hit the ball twice and obstruct the field.





- d. Wet cricket ball change in Trophy Gold (U15). Due to the early game time, often the ball will become unsafe to utilise in games. Teams will provide adequate used cricket balls at the toss of the coin, with 3 balls to be agreed upon by the coaches (and umpire, if available) at the toss of the coin. The 3 balls will then sit at the scorer's table. Both coaches (and umpire, if available) must agree that the ball used at the beginning of the game has become too wet and is no longer safe to use in the game before the balls can be changed.

Batting Conditions

2. One Day matches:

- a. All batters must retire 'Not Out' after facing 70 legal deliveries.

3. T20 matches:

- a. All batters who reach 30 runs must be retired 'Not Out' upon attaining 30 runs.
- b. If a batter has not achieved 30 runs, they must retire 'Not Out' after facing 20 legal deliveries.

4. General Batting Conditions:

- a. Coaches may elect to retire batters who have not reached the retirement score or legal deliveries faced, relevant to the format being played.
- b. Unless dismissed or injured, a batter must face 10 legal deliveries before being retired.
- c. Batters who retire not out, need to retire immediately, not at the end of the over.
- d. Such retirees may be brought back to bat after all players on the batting side have batted, subject to the innings not being completed.
- e. All players named for a match must bat prior to a retired batter returning to bat.
- f. Retirees will resume batting in the order of retirement.
- g. Batters returning after having retired may continue to bat without being compulsory retired at the legal delivery limit.





Fielding Restrictions

5. From the moment the bowler commences his/her run-up to the moment the batter plays the ball; no fielder may stand closer than 10 metres from the centre of the batter's popping crease other than in the arc from the wicket keeper to point via the slips cordon.
6. Wicketkeepers must wear helmets when keeping up to the stumps.

General Conditions

7. In the event that the side batting first shall be all out before the maximum number of overs is bowled, then the second batting side may still face the maximum number of overs permitted. In the spirit of the game, all games should be played to the allocated number of overs even after a result is obtained.
8. Batsmen must wear helmets when batting.
9. In One Day, Format bowling is from both ends for the entirety of the 40 overs to be bowled.
10. In T20 Format, bowling is from both ends.
11. The end bowled from first is at the discretion of the fielding team.
12. Drinks break in One Day matches occur at the end of the 15th and 30th over. Drinks breaks are strictly 5 minutes in duration and are to be taken on the field of play except in cases of extreme heat.

