

SECA Junior Playing Formats 2024/25

Grade	Rookies	U12C	U12A & B	U14C	U14A & B	U16A, B & C	U18
Stage	1	SECA	SECA	SECA	SECA	SECA	SECA
Overs per Day	40 (20/20)	40	40	40	40	40	40 (T20)
Game Formats	1 day	2 day & 1 day	2 day & 1 day	2 day & 1 day	2 day & 1 day	2 day & 1 day	T20
Split Innings	Yes	Yes	Yes	Yes	No	No	N/A
Participation	Yes	Yes	Yes	Yes	N/A	N/A	N/A
Team Numbers (max.)	7 (9)	9 (11)	11 (12)	11 (12)	11 (12)	11 (12)	11 (12)
Pitch	16m	17.7m	17.7m	20.1m	20.1m	20.1m	20.1m
Boundary	40m	40-45m	45-50m	50m	50m	50m	50m
Ball	GN Wonderball (rubber)	142g Red 2 Piece	142g Red 2 Piece	142g Pink 2 Piece	142g Pink 2 Piece	156g Pink 2 Piece	156g White 2 Piece
LBW	No	Yes - 1 warning	Yes - 1 warning	Yes, no warning	Yes, no warning	Yes, no warning	Yes, no warning
Run Outs (non-striker)	No	Yes - 1 warning	Yes - 1 warning	Yes, no warning	Yes, no warning	Yes, no warning	Yes, no warning
No-ball (full toss)	Waist high	Waist high	Waist high	Waist high	Waist high	Waist high	Waist high
No-ball (height)	Over shoulder	Over shoulder	Over shoulder	Over shoulder	Over shoulder	Over head	Over head
Retire (1D)	17 balls	20 runs	20 runs	40 runs	40 runs	40 runs	50 runs
Retire (2D)	N/A	30 runs	30 runs	50 runs	50 runs	50 runs	N/A
Batter - Return	Batting order	Lowest score 1st	Lowest score 1st	Lowest score 1st	Lowest score 1st	Lowest score 1st	Lowest score 1st
Max. Overs/Bowler (1D)	4 overs	4 overs	4 overs	4 overs	4 overs	4 overs	4 overs
Max. Overs/Bowler (2D)	N/A	5 overs	5 overs	8 overs	8 overs	8 overs	N/A
Max. Spell (2 day)	N/A	3 overs	3 overs	4 overs	4 overs	4 overs	N/A
Max. Balls/Over	6	8	8	8	8	8	8
Finals Qualification	N/A	5	5	5	5	5	3

Final over Must bowl 6 legal balls

Participation rule

1 Day Game **Bat:** Either bat (face) for 6 balls (min) **OR**
Bowl/Keep: Bowl for 2 overs (min) **OR** keep wicket for 10 overs (min)

2 day game: **Bat:** Must bat (face) 12 balls (min) **AND**
Bowl/Keep: Must either bowl 2 overs (min) **OR** keep wicket 10 overs (min)

No-ball: above waist high 'Belt Height' when passes the batter. Regardless if the ball goes on to hit the wicket. A call of NO-BALL overrides this

No-ball: double bounce If the ball bounces twice, before the batting crease, it is to be called a No-ball

Run Out: Non Striker Warning must be given in U12 only. Bowler must not be in delivery stride if attempting run-out.

Boundaries Guidelines only (due to size/shape of some ovals) Measured from centre of the wicket.

Rookies 1 Day games- Straight 20/20

Fill in Games 4 games maximum for your non primary team/s