

# SECA Junior Playing Formats Matrix 2025/26

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 (20/20)	40	40	40	40	40 (T20)
Game Formats	1 day	1 day	2 day & 1 day	2 day & 1 day	2 day & 1 day	2 day & 1 day	T20
Split Innings	No	No	Yes	Yes	No	No	N/A
Participation	Yes	Yes	Yes	Yes	N/A	N/A	N/A
Team Numbers [min.] (max.)	[5] 7 (9)	[7] 9 (11)	[7] 11 (13)	[7] 11 (13)	[7] 11 (13)	[7] 11 (13)	[7] 11 (13)
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 Pink 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
Maximum Retire (1D)	17 balls	20 runs and/or 30 balls	20 runs and/or 30 balls	40 runs and/or 55 balls	40 runs	40 runs	50 runs
Maximum Retire (2D)	N/A	N/A	30 runs and/or 45 balls	50 runs and/or 65 balls	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	N/A	5 overs	8 overs	8 overs	8 overs	N/A
Max. Spell (2 day)	N/A	N/A	3 overs	4 overs	4 overs	4 overs	N/A
Max. Balls/Over	6	8	8	8	8	8	8
Finals Qualification (games)	N/A	5	5	5	5	5	3

Participation rules	1 day game :	Bat: Either bat (face) for 6 balls (min) <b>OR</b> Bowl/Keep: Bowl for 2 overs (min) <b>OR</b> keep wicket for 10 overs (min) All bowlers must bowl 2 overs before any bowler can bowl a 3rd over	2 day game:	Bat: Must bat (face) 12 balls (min) <b>AND</b> Bowl/Keep: Must either bowl 2 overs (min) <b>OR</b> keep wicket 10 overs (min) All bowlers must bowl 2 overs before any bowler can bowl a 3rd over
Final over	Must bowl 6 legal balls		Fill in Games	4 games maximum for your non primary team/s
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.			
If games end early	<b>U12</b> Play full overs - if everyone out play a 10 over a side fun game <b>U14</b> play on for at least 10 overs after result achieved unless remaining overs less, then finishes unless both coaches to agree to play on <b>U16</b> game end unless both coaches agree to play on			