

30 OVER DETAILED MATCH DAY RULES – Stage 3 Junior Cricket (Mixed U14, U15 and U15-U18)

DESCRIPTION	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.	BATTING	<ul style="list-style-type: none"> All batters retire at 45 balls faced If the team has more than 11 players, those that did not bowl should bat If retirement limit enforced, any retired batters may return to the crease once all others have batted, in the order they retired. All balls (regardless of whether wides / no balls) will be included in the batter's ball count The innings is deemed as closed after 10 wickets have fallen or the batting team has completed their allotted overs
AGE	U14 and U15-U18	BOWLING	<ul style="list-style-type: none"> 6 balls per over (Wides and no-balls are to be re-bowled to a maximum of 8 per over, except in the last over where all no balls and wides shall be re-bowled) A minimum of 5 players must bowl. There is a maximum of 6 overs per bowler Maximum of 4 overs in a spell. Spell Break: twice the number of overs as bowled in the spell (refer to Playing Conditions Document) Bowlers change ends after 15 overs.
COACH	Accredited Community (Level 1) Coach	FIELDING	<ul style="list-style-type: none"> To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach. No fielders within 10 metres (except regulation off side slips, gully and wicket keeper). If a team has less than 11 players present, they may request fielding assistance from the opposition team, however there is no obligation on the opposition team to provide fielders. If fielders are provided, they should be placed in non-catching positions (eg back stop). Refer to NJCA Guidelines for rules regarding Fill-In and Substitute Players
GAME TYPE	• 30 over game (maximum)	DISMISSALS	<ul style="list-style-type: none"> All modes of dismissal count, except as noted below regarding LBW. LBW only counts as a mode of dismissal when: <ul style="list-style-type: none"> An official umpire is present; or When both coaches agree that they are confident and competent to determine LBW appeals
BALL	• 156g leather – Kookaburra Colt 156g (RED)	UMPIRES	<ul style="list-style-type: none"> When one official umpire is in attendance, the provision of a square leg umpire is the responsibility of the batting team When no official umpires are in attendance, the square leg umpire shall be a responsible representative of the batting team.
TIME	<ul style="list-style-type: none"> Saturday morning Toss: 20 minutes before game start time Match Start: 8.30am 200 mins plus 10 mins innings break Please refer to NJCA Playing Conditions document for innings finish times, adjustments for match interruptions and penalties for slow over rates Once the match has commenced, guidance from coaches must only occur at the fall of wicket or between overs, and in any event must not impact on the pace of the match 		
EQUIPMENT	<ul style="list-style-type: none"> Helmets must be worn at all times whilst batting & wicket-keeping. Leg and Thigh Pads Gloves Protector (male) Additional safety equipment can be worn based on match conditions and/or personal preference. 2 sets of stumps with bails. Bat size as appropriate to the height for player height Measuring tape or string to measure boundary. Boundary markers 		
BOUNDARY	<ul style="list-style-type: none"> 50m (maximum) Boundary to be measured from the centre of the pitch. 		
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Hard wicket or Turf wicket 20.1m (standard pitch length) 		
OVERS	• 30 over maximum per team		
TEAM	<ul style="list-style-type: none"> 11 players per team 7 players per team minimum are required to play the game 		
INNINGS	• 1 innings of 30 overs (maximum) per team		