

# 20 OVER DETAILED MATCH DAY RULES

## Stage 1 Junior Cricket (Mixed and All-Girls U11 League)

<b>DESCRIPTION</b>	This format is designed for those kids who have completed Cricket Australia's Entry Level Programs and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding. Stage 1 community cricket is structured so that all players have the opportunity across the course of the season to participate in the match on an equal basis to their team mates.	<b>BOUNDARY</b>	<ul style="list-style-type: none"> <li>• <u>Mixed Junior Cricket</u>: 40m (maximum)</li> <li>• <u>All Girls Leagues</u>: 30 – 35m (maximum)</li> <li>• Boundary is to be measured from the batter's end stumps.</li> <li>• Refer to Boundary Setup Document for further information on the boundary setup process.</li> </ul>
<b>INDICATIVE AGE</b>	Mixed Junior Cricket: U10 & U11 All-Girls Leagues: U10/11* (Stage 1 Girls League) <i>*focus is on ability over age in all-girls leagues. Players new to cricket can request dispensation to play in a lower age / stage</i>	<b>PITCH TYPE AND LENGTH</b>	<ul style="list-style-type: none"> <li>• Outfield or hard wicket surface.</li> <li>• 16m length – measured stump to stump.</li> </ul>
<b>COACH</b>	Accredited Community (Level 1) Coach	<b>OVERS</b>	20 overs per team (120 balls)
<b>GAME TYPE</b>	T20 (20 over game)	<b>TEAM</b>	<ul style="list-style-type: none"> <li>• 7 players per team</li> <li>• 5 players per team is the minimum required to play the game.</li> <li>• 9 players is the maximum to be allocated to a team (maximum 7 players on field at any given time).</li> </ul>
<b>BALL</b>	Kookastar 142g semi-soft cricket ball - RED	<b>INNINGS</b>	<ul style="list-style-type: none"> <li>• 1 innings of 20 overs per team</li> </ul>
<b>TIME</b>	<ul style="list-style-type: none"> <li>• Saturday morning</li> <li>• Toss: 20 mins before game start</li> <li>• Game to start at 8.30am, or earlier by prior mutual arrangement between both teams</li> <li>• 140 mins (&lt;2.5 hrs)</li> <li>• Please refer to NJCA Playing Conditions document for time saving strategies, and adjustments required for match interruptions</li> <li>• Guidance from coaches should consider the age and experience of the team. It is important to ensure that skill development is not inhibited by 'over-coaching'. Time management is crucial to player experience, so coaches need to consider this and avoid slowing the pace of the game. As the season progresses, coaches are expected to be providing opportunities for the players to think and learn for themselves, wherever possible, while the match is in progress.</li> <li>• The next two batters should always be padded up and ready to head to the crease, to ensure the timely completion of matches</li> </ul>	<b>BATTING</b>	<ul style="list-style-type: none"> <li>• All balls (regardless of whether wides/no balls) will be included in the batter's ball count.</li> <li>• Batter to swap ends following a dismissal. If there is a run out the not out batter is required to face the next delivery.</li> <li>• As there is allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> <li>○ 5 player team – batters retire at 24 balls</li> <li>○ 6 player team – batters retire at 20 balls</li> <li>○ 7 player team – batters retire at 17 balls</li> <li>○ 8 player team – batters retire at 15 balls</li> <li>○ 9 player team – batters retire at 13 balls</li> </ul> </li> <li>• If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119)</li> <li>• Batters are to retire as soon as they face their allotted balls, not at the end of the over.</li> </ul>
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>• Helmets <b>must be worn</b> at all times whilst batting &amp; wicket-keeping.</li> <li>• Pads</li> <li>• Gloves</li> <li>• Protector (males)</li> <li>• Additional safety equipment can be worn based on match conditions and/or personal preference.</li> <li>• 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required.</li> <li>• Bat size: Size 4 (&lt;1.8lb or &lt;800gm) is recommended, or as appropriate for player height</li> <li>• Modified ball (as per specifications above).</li> <li>• Measuring tape or string to measure pitch length and boundary.</li> <li>• Boundary markers</li> <li>• Chalk or tape to mark crease.</li> </ul>	<b>BOWLING</b>	<ul style="list-style-type: none"> <li>• 6 balls per over maximum. <b>No Balls and Wides are NOT re-bowled in ANY overs.</b></li> <li>• All players are to bowl (each Wicket-Keeper is to bowl one over each)</li> <li>• Maximum overs bowled by a player are 4 overs</li> <li><i>*Please see Recommended Bowling Breakdown for recommended over per player options.</i></li> <li>• Bowlers are to bowl from the one end for entire game</li> <li>• Coaches are to rotate the opportunity for their players to bowl the maximum overs from week to week. This requires the coach to consider fielding placement prior to the start of every game. At the end of the season, all players should have bowled, on average, a similar number of overs as each other.</li> </ul>

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<b>FIELDING</b>	<ul style="list-style-type: none"> <li>• Rotation of fielders is required to ensure all players experience all positions.</li> <li>• Rotation of fielders occurs in a clockwise direction at the end of each over</li> <li>• No fielders within 15 metres of batter or each other (except Wicket-Keeper) to encourage singles and safety</li> <li>• Each team is required to use two (2) wicket keepers (10 overs each)</li> <li>• Following the drinks break, players return to the field in the position they would have been in if there had been no drinks break. The two wicket keepers will generally swap positions with each other, in terms of where the first wicket keeper takes to the field after drinks.</li> <li>• If more than 7 players are present at a match, it is generally efficient if the bowler leaves the field at the completion of their over, and the extra player takes to the field in the position the bowler would otherwise have moved to if there had been no extra players.</li> <li>• If a team has less than 7 players present, their opposition is required to assist with fielding. Preference is to place opposition fielders in non catching positions, where possible (eg back stop). You do not bat or bowl for your opposition.</li> <li>• Refer to NJCA Guidelines for rules regarding Fill-In and Substitute Players</li> </ul>
<b>DISMISSALS</b>	<ul style="list-style-type: none"> <li>• Unlimited dismissals (each player will face the nominated number of balls each)</li> <li>• 4 runs per wicket will be added to the opposition (bowling teams) total at the end of the innings.</li> <li>• The following dismissals apply in this format: Bowled, Caught, Caught &amp; Bowled, Run Out, Stumped, Hit Wicket. LBW does not apply.</li> </ul>
<b>OTHER</b>	<ul style="list-style-type: none"> <li>• Stage 1 Junior Cricketers are NOT eligible to play Summer Smash. Summer Smash is designed as an entry level competition for players who are new to cricket. It is not provided as an additional offering for Stage 1 junior cricketers</li> </ul>