

AUSTRALIAN CRICKET JUNIOR FORMATS

STAGE 2 PACK



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20 OVER DETAILED MATCH DAY RULES - T20

SUMMARY	Playing and competing
PURPOSE	Community club and school
DESCRIPTION	A format that looks to further develop the cricket skills of kids that are playing their 2 nd or 3 rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 2-hour window.
INDICATIVE AGE	U12 or U13
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach
GAME TYPE	<ul style="list-style-type: none"> T20 (20 over game)
BALL	<ul style="list-style-type: none"> 142g hard or leather (male) 142g hard or leather (female)
TIME	<ul style="list-style-type: none"> 120 mins (2hrs) The Association/Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat. Please refer to Match Management document for time saving strategies.
EQUIPMENT	<ul style="list-style-type: none"> Helmet's must be worn at all times whilst batting & wicket-keeping. Pads Gloves Protector Additional safety equipment can be worn based on match conditions and/or personal preference. 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required. Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended. Measuring tape or string to measure Pitch length and boundary. Boundary markers Chalk, tape or paint to mark crease.
BOUNDARY	<ul style="list-style-type: none"> 45m (maximum) Boundary is to be measured from the centre of the pitch. Refer to Boundary Setup Document for further information on the boundary setup process.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Hard wicket or Turf Wicket. 18m length – measured stump to stump. For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m).

OVERS	<ul style="list-style-type: none"> 20 overs per team (120 balls)
TEAM	<ul style="list-style-type: none"> 9 players per team 7 players per team minimum are required to play the game. 11 players per team maximum are to be allocated to a team (maximum 9 players on field at any given time).
INNINGS	<ul style="list-style-type: none"> 1 innings of 20 overs per team
BATTING	<ul style="list-style-type: none"> With allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> 7 player team – batters retire at max 20 balls faced 8 player team – batters retire at max 20 balls faced 9 player team – batters retire at max 20 balls faced 10 player team – batters retire at max 15 balls faced 11 player team – batters retire at max 15 balls faced Retirement limits are based on the assumption that players will be dismissed. Coaches are encouraged to monitor the batting innings & have the ability to retire players at any time prior to the retirement limits set above to encourage maximum participation. Any retired batters can return when 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 the batting team has completed their allotted overs or the following amount of wickets have fallen: <ul style="list-style-type: none"> 7 player team: 6 wickets 8 player team: 7 wickets 9-11 player team: 8 wickets
BOWLING	<ul style="list-style-type: none"> 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled). Maximum of 4 overs per bowler. *Please see Recommended Bowling Breakdown for recommended over per player options. Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match. Bowlers change ends at 10 overs. Bowlers can bowl from one end for the entire game at competition manager's discretion.
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 of the bat (except regulation off side slips, gully and wicket keeper). If more than 9 players are present at a match, they should rotate onto the field each over. Teams have the option to change wicket-keepers after 10 overs.
DISMISSALS	<ul style="list-style-type: none"> All modes of dismissal count.

30 OVER DETAILED MATCH DAY RULES

SUMMARY	Playing and competing	OVERS	<ul style="list-style-type: none"> 30 overs maximum per team (180 balls)
PURPOSE	Community club and school	TEAM	<ul style="list-style-type: none"> 9 players per team 7 players per team minimum are required to play the game. 11 players per team maximum are to be allocated to a team (maximum 9 players on field at any given time).
DESCRIPTION	A format that looks to further develop the cricket skills of kids that are playing their 2 nd or 3 rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 3-hour window.	INNINGS	<ul style="list-style-type: none"> 1 innings of 30 overs (maximum) per team The Association or Competition Managers have the option to play split innings/quarters cricket (2 innings per team of 15 overs).
INDICATIVE AGE	U12 or U13	BATTING	<ul style="list-style-type: none"> With allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> 7 player team – batters retire at max 30 balls faced 8 player team – batters retire at max 30 balls faced 9 player team – batters retire at max 30 balls faced 10 player team – batters retire at max 25 balls faced 11 player team – batters retire at max 20 balls faced Retirement limits are based on the assumption that players will be dismissed. Coaches are encouraged to monitor the batting innings & have the ability to retire players at any time prior to the retirement limits set above to encourage maximum participation. Any retired batters can return when 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 the batting team has completed their allotted overs or the following amount of wickets have fallen: <ul style="list-style-type: none"> 7 player team: 6 wickets 8 player team: 7 wickets 9-11 player team: 8 wickets
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach 	BOWLING	<ul style="list-style-type: none"> 6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled). Maximum of 5 overs per bowler. <ul style="list-style-type: none"> *Please see Recommended Bowling Breakdown for recommended over per player options. Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match. Bowlers change ends at 15 overs. Bowlers can bowl from one end for the entire game at competition manager's discretion.
GAME TYPE	<ul style="list-style-type: none"> 30 over (maximum) One Day game 	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. Teams have the option to change wicket-keepers after 15 overs. No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket-keeper). If more than 9 players are present at a match, they should rotate onto the field each over.
BALL	<ul style="list-style-type: none"> 142g hard or leather (male) 142g hard or leather (female) 	DISMISSALS	<ul style="list-style-type: none"> All modes of dismissal count.
TIME	<ul style="list-style-type: none"> 180mins (3hrs) The Association/Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat. Please refer to Match Management document for time saving strategies. 		
EQUIPMENT	<ul style="list-style-type: none"> Helmet's must be worn at all times whilst batting & wicket-keeping. Pads Gloves Protector (males) Additional safety equipment is able to be worn based on match conditions and/or personal preference. 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required. Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended. Measuring tape or string to measure Pitch length and boundary. Boundary markers Chalk, tape or paint to mark crease. 		
BOUNDARY	<ul style="list-style-type: none"> 45m (maximum) Boundary is to be measured from the centre of the pitch. Refer to Boundary Setup Document for further information on the boundary setup process. 		
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Hard wicket or Turf Wicket. 18m length For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m). 		

BATTING & BOWLING PER PLAYER BREAKDOWN

MATCH LENGTH	PLAYERS PER TEAM					PLAYERS PER TEAM				
	7	8	9 [#]	10	11	7	8	9 [#]	10	11
OVERS PER INNINGS 20 – 30 over options										
	 BATTING Max Balls faced per batter before retiring ¹					 BOWLING Number of overs per bowler options ²				
20 OVERS (120 balls)	20	20	20	15	15	3 x 4 overs 2 x 3 overs 2 x 1 over	6 x 3 overs 2 x 1 over	1 x 4 overs 2 x 3 overs 4 x 2 overs 2 x 1 over	1 x 4 overs 3 x 3 overs 2 x 2 overs 3 x 1 over 1 x 0 over	4 x 3 overs 2 x 2 overs 4 x 1 over 1 x 0 over
30 OVERS (180 balls)	30	30	30	25	20	4 x 5 overs 1 x 4 overs 2 x 3 overs	6 x 4 overs 2 x 3 overs	2 x 5 overs 2 x 4 overs 2 x 3 overs 3 x 2 overs	2 x 5 overs 2 x 4 overs 2 x 3 overs 3 x 2 overs 1 x 0 overs	4 x 4 overs 2 x 3 overs 4 x 2 overs 1 x 0 overs


This guide highlights the potential impact on game involvement due to varying team sizes.


- ¹ Unless dismissed beforehand. Coaches are encouraged to monitor the batting innings & have the ability to retire players at any time prior to the retirement limits set above to encourage maximum participation.
- ² Based on all players bowling in teams with 9 or less players (incl. wicket keeper). For teams with 9 or more players, the breakdown excludes wicketkeepers.
- [#] Recommended model - 9 players per team – at associations discretion whether to play 20 or 30 overs.


Please note as the team sizes increase, the level of involvement & participation per player decreases.

BOUNDARY SET UP

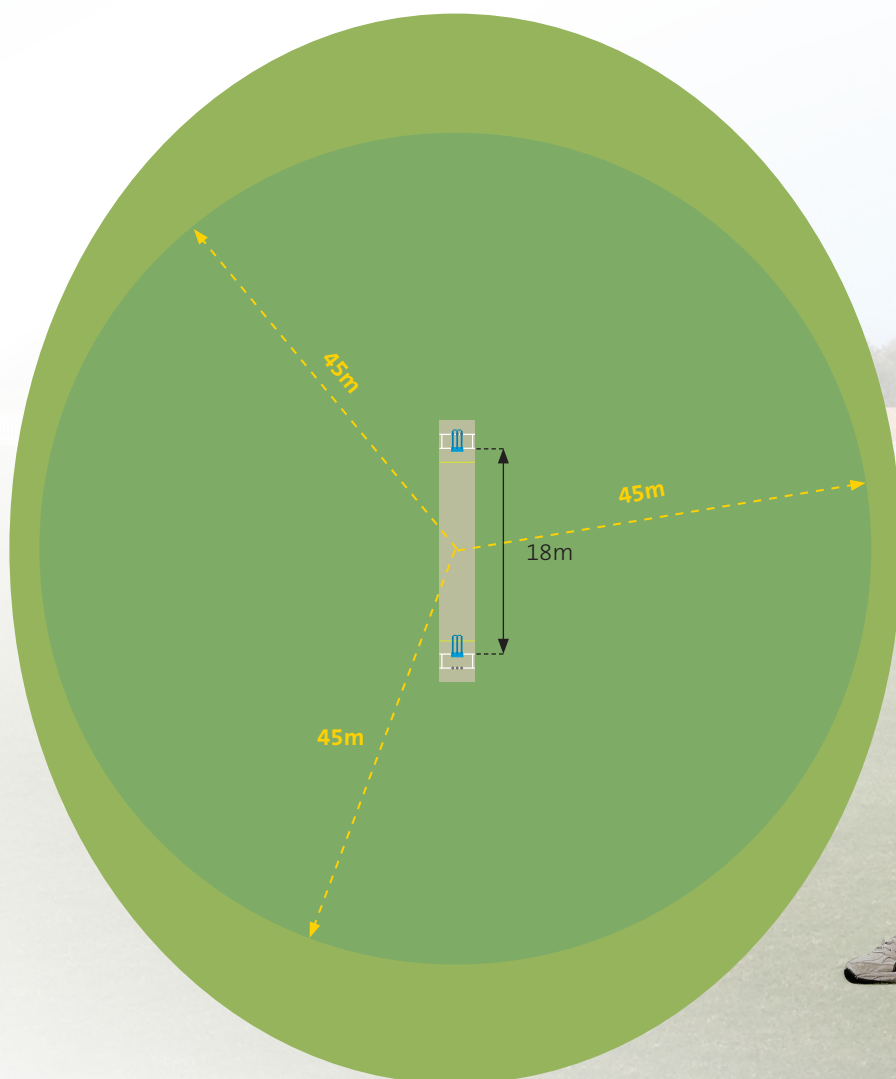
BOTH END BOWLING


FORMAT
 20 or 30 over


TIME
 120 or 180 mins


PLAYERS
 9

Pitch	18m
Boundary	45m max. – measured from the centre of the pitch.
Stumps	Portable at bowlers end – option to bring both ends in to front crease line using 2 sets of portable stumps.



BOUNDARY SET UP

ONE END BOWLING



FORMAT
20 or 30 over

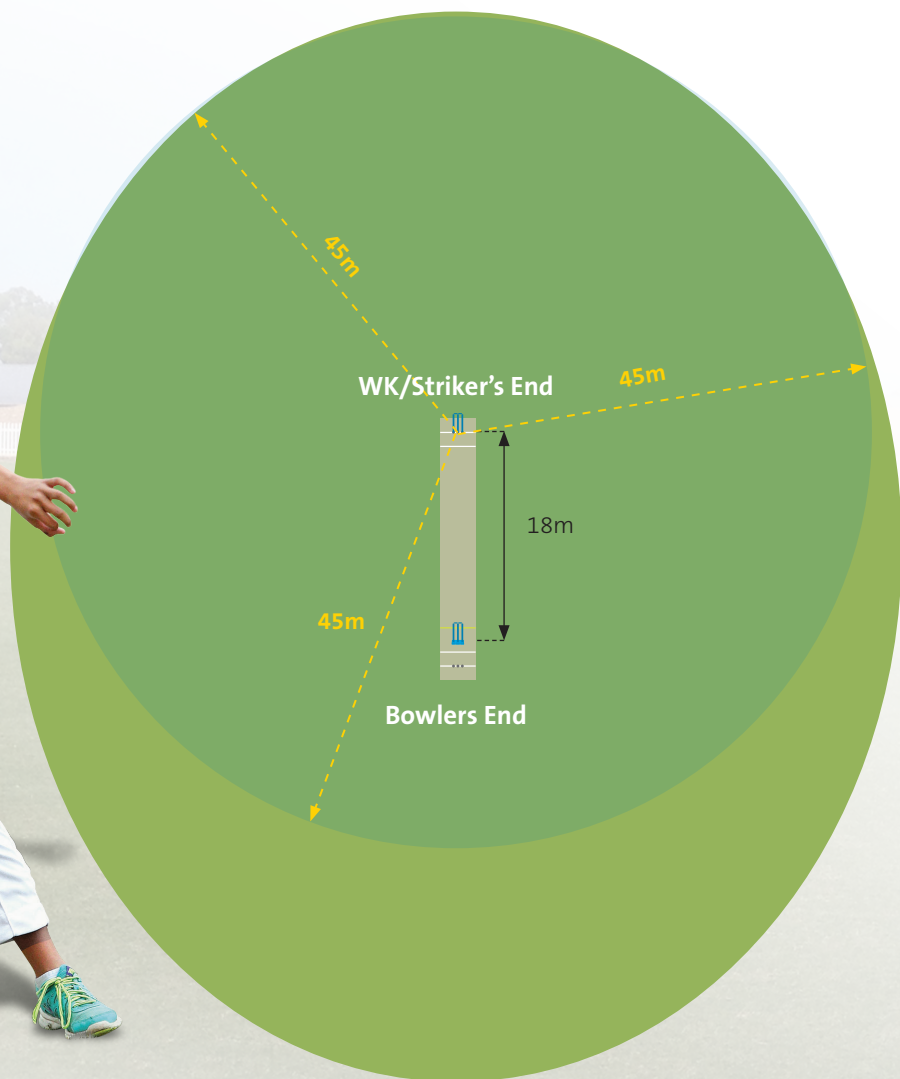


TIME
120 or 180 mins



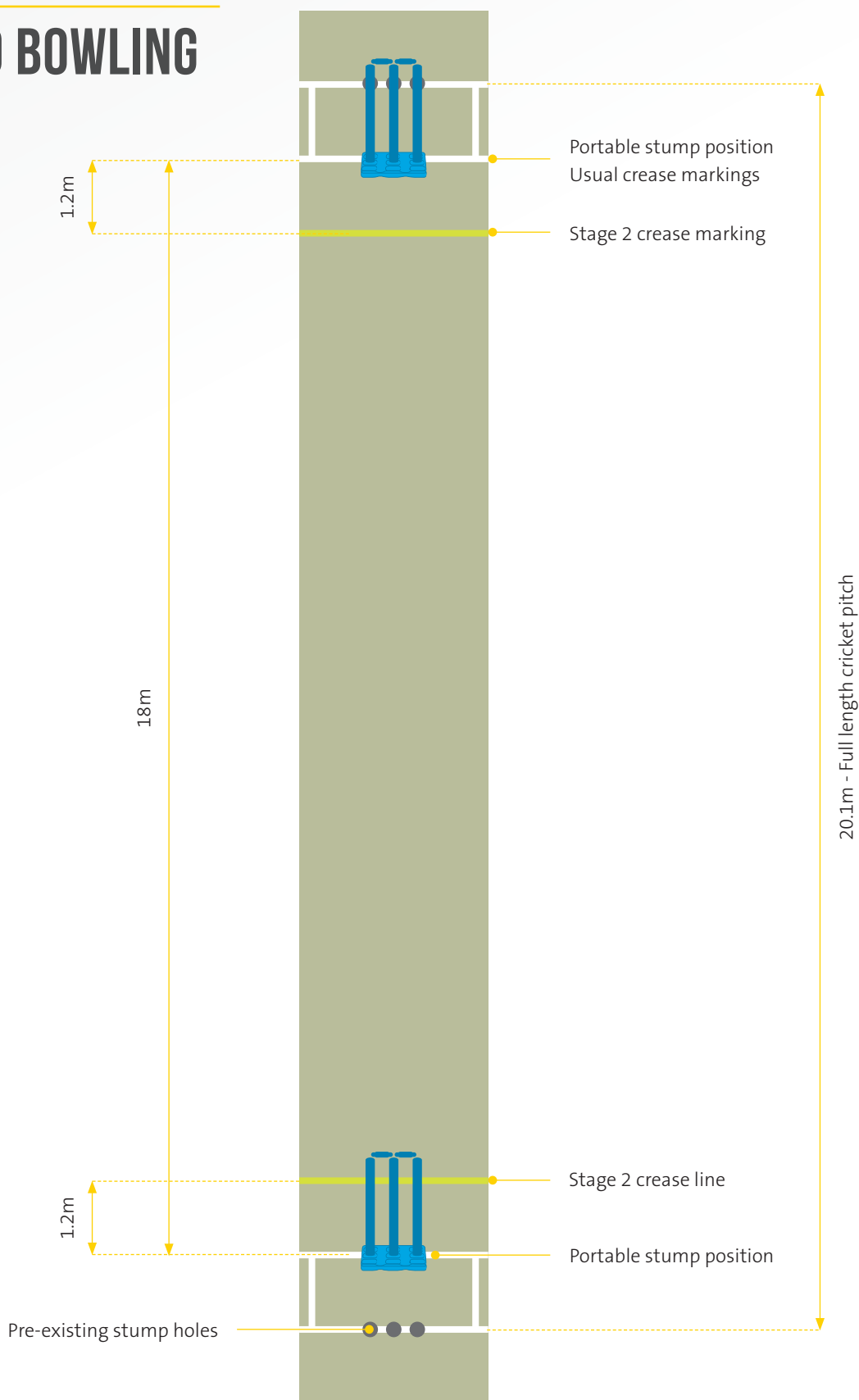
PLAYERS
9

Pitch	18m
Boundary	45m max. Circle measured from the batter's end stumps.
Stumps	Portable at bowlers end – option to bring both ends in to front crease line using 2 sets of portable stumps.



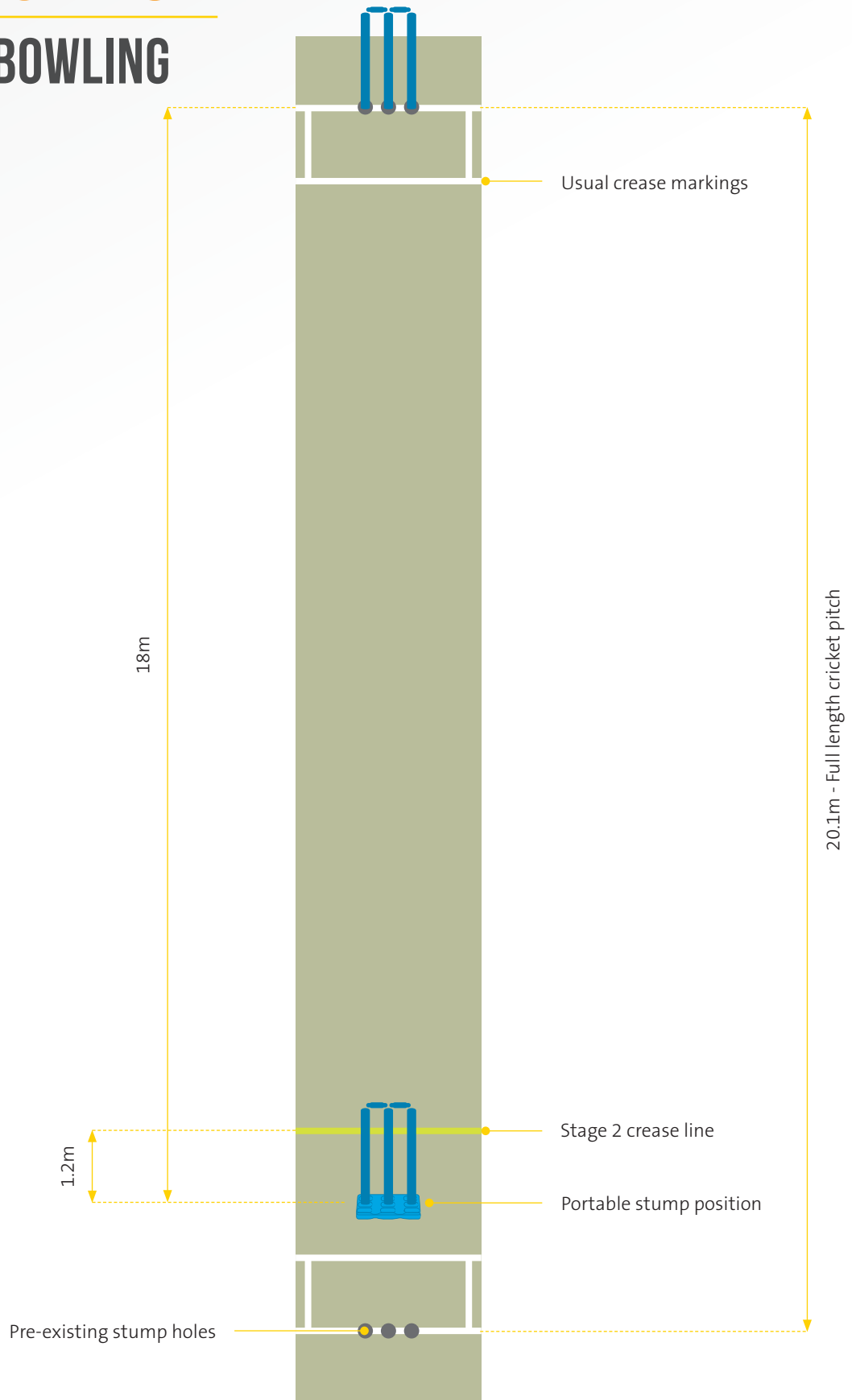
PITCH SET UP

BOTH END BOWLING



PITCH SET UP

ONE END BOWLING



MATCH MANAGEMENT TIPS

WAYS FOR COACHES TO KEEP YOUR GAME MOVING AND FINISHING ON TIME

- 1 Complete your team-sheet the night before the game.
- 2 Set up team marquees close to the boundary.
- 3 Make sure the scorers are sitting under shade and close to the boundary to assist with player names and advising ball counts.
- 4 Involve parent volunteers to assist with marking boundaries, crease lines and shade shelters, leaving the coach to work with their team running warm-ups etc.
- 5 Add a chalk line to mark 'centre' at the striker's end as a reference point for batters, this means batters won't need to continually mark centre.
- 6 Have all upcoming batters padded up and ready to go. The next batter in should have helmet and gloves on.
- 7 Rotate fielders with the next bowler fielding nearest to the bowler's end.
- 8 Encourage fielders to jog between positions ready for the next over.
- 9 When rotating extra players onto the field, swap them with the bowler who just finished their over.
- 10 Swap wicket-keepers during a drink break. Where possible, if there is an extra player, have them padded up and ready to go to replace the outgoing wicket-keeper.
- 11 Place team drinks and water bottles together in a carry tray near the boundary.
- 12 The central umpire is the critical driver of the game, the time it is played in and the spirit in which it is played.

