

AUSTRALIAN CRICKET JUNIOR FORMATS

PLAYING CONDITIONS



20 OVER DETAILED MATCH DAY RULES

SUMMARY	Playing the game
PURPOSE	Community club and school
DESCRIPTION	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.
INDICATIVE AGE	U10 & U11
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"> Modified ball (circumference 21-22.5cm, ideal weight 120-140g).* *Synthetic options available as per Stage 1 Modified Balls Guidance.
TIME	<ul style="list-style-type: none"> 120 mins (2 hrs) 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 4 (<1.8lb or <800gm) is recommended Modified ball (as per specifications above). 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"> 40m (maximum) Boundary is to be measured from the batter's end stumps. Refer to Boundary Setup Document for further information on the boundary setup process.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Outfield or hard wicket surface. 16m length – measured stump to stump.

OVERS	<ul style="list-style-type: none"> 20 overs per team (120 balls)
TEAM	<ul style="list-style-type: none"> 7 players per team 5 players per team is the minimum required to play the game. 9 players is the maximum to be allocated to a team (maximum 7 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"> All balls (regardless of whether wides/no balls) will be included in the batter's ball count. Batter to swap end following a dismissal. If there is a run out the not out batter is required to face the next delivery. As there is allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> 5 player team – batters retire at 24 balls 6 player team – batters retire at 20 balls 7 player team – batters retire at 17 balls 8 player team – batters retire at 15 balls 9 player team – batters retire at 13 balls 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) Batters are to retire as soon as they face their allotted balls, not at the end of the over.
BOWLING	<ul style="list-style-type: none"> 6 balls per over (maximum) All players are to bowl (each Wicket-Keeper is to bowl one over each) Maximum overs bowled by a player are 4 overs *Please see Recommended Bowling Breakdown for recommended over per player options. Bowlers are to bowl from the one end for entire game
FIELDING	<ul style="list-style-type: none"> Rotation of fielders is required to ensure all players experience all positions No fielders within 15 metres of batter or each other (except Wicket-Keeper) to encourage singles and safety Each team is required to use two (2) wicket keepers (10 overs each) If more than 7 players are present at a match, they should rotate onto the field each over.
DISMISSALS	<ul style="list-style-type: none"> Unlimited dismissals (each player will face the nominated number of balls each) The Association or Competition Manager/s have the option to introduce a consequence for dismissals. If so, then 4 runs per wicket will be added to the opposition (bowling teams) total at the end of the innings. The following dismissals apply in this format: Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket.

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"> All batters retire at 20 balls faced (with the assumption that some players will be dismissed). 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. Maximum 9 players are permitted to bat per innings. If the team has more than 9 players, those players that did not bowl must bat. The innings is deemed as closed after 8 wickets have fallen or the batting team has completed their allotted overs.
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. If the team has 9 players or less, all players must bowl (excluding wicket-keeper). If the team has more than 9 players, a maximum of 9 players can bowl only. Those players that did not bat must bowl. 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 Associations or Competition Manager have the option to play split innings (2 innings per team of 15 overs each).
INDICATIVE AGE	U12 or U13	BATTING	<ul style="list-style-type: none"> All batters retire at 35 balls faced (with the assumption that some players will be dismissed). Any retired batters can return when all others have batted, in the order they retired. Maximum 9 players are permitted to bat per innings. If the team has more than 9 players, those players that did not bowl must bat. All balls (regardless of whether wides/no balls) will be included in the batter's ball count. The innings is deemed as closed after 8 wickets have fallen or the batting team has completed their allotted overs.
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. *Please see Recommended Bowling Breakdown for recommended over per player options If the team has 9 players or less, all players (excluding wicket-keeper) must bowl. If the team has more than 9 players, a maximum of 9 players can bowl only. Those players that did not bat must bowl. Coaches are encouraged to rotate the opportunity for players to bowl 5 overs in a match throughout the season. 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) 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). 		

20 OVER DETAILED MATCH DAY RULES - T20

SUMMARY	Playing and competing
PURPOSE	Community club
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.
INDICATIVE AGE	U14-U19
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"> 156g leather (male) 142g leather (female)
TIME	<ul style="list-style-type: none"> 120mins (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 stumps with bails. Bat size: Size 6 (weight <2.2lb or <1000g). 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. 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 20.1m (standard pitch length)

OVERS	<ul style="list-style-type: none"> 20 overs per team (120 balls)
TEAM	<ul style="list-style-type: none"> 11 players per team
INNINGS	<ul style="list-style-type: none"> 1 innings of 20 overs per team
BATTING	<ul style="list-style-type: none"> There is no compulsory retirement in Stage 3. Competition manager/association can enforce player retirement (40 balls faced) at their discretion. If retirement limit enforced, any retired batters may return to the crease once all others have batted, in the order they retired.
BOWLING	<ul style="list-style-type: none"> 6 balls per over (All wides and no-balls are to be re-bowled). A minimum of 5 players must bowl. There is a maximum of 4 overs per bowler. Bowlers change end after each over. The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time.
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).
DISMISSALS	<ul style="list-style-type: none"> All modes of dismissal count.

30 OVER (FEMALE) & 40 OVER (MALE) DETAILED MATCH RULES

SUMMARY	Playing and competing
PURPOSE	Community club
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.
INDICATIVE AGE	U14-U19
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach
GAME TYPE	<ul style="list-style-type: none"> 30 over game (maximum - female) 40 over game (maximum) - male
BALL	<ul style="list-style-type: none"> 142g leather (female) 156g leather (male)
TIME	<ul style="list-style-type: none"> 180mins (3hrs) - female 240 mins (4hrs) - male The Association or 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 Time Saving Strategies Document for further information.
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 stumps with bails. Bat size: Size 6 (weight <2.2lb or <1000g). 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. Refer to Ground Setup Document for further information on boundary setup process.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Hard wicket or Turf wicket 20.1m (standard pitch length)

OVERS	<ul style="list-style-type: none"> 30 over maximum (female) per team 40 overs maximum (male) per team
TEAM	<ul style="list-style-type: none"> 11 players per team
INNINGS	<ul style="list-style-type: none"> 1 innings of 30 overs (maximum) per team (female) 1 innings of 40 overs (maximum) per team (male) Associations and Competition Managers have the option to play split innings (2 innings per team of 15/20 overs each) at their discretion.
BATTING	<ul style="list-style-type: none"> There is no compulsory retirement in Stage 3. Competition manager/association can enforce player retirement (60 balls faced) at their discretion. If retirement limit enforced, any retired batters may return to the crease once all others have batted, in the order they retired.
BOWLING	<ul style="list-style-type: none"> 6 balls per over (All wides and no-balls are to be re-bowled). A minimum of 5 players must bowl. There is a maximum of 8 overs per bowler (male) and 6 overs per bowler (female). Bowlers change end after each over. The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time.
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).
DISMISSALS	<ul style="list-style-type: none"> All modes of dismissal count.