

AUSTRALIAN CRICKET JUNIOR FORMATS

STAGE 3 PACK



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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 One Day game (maximum) - female 40 over One Day 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 <u>must be worn at all times</u> 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) The Association or Competition Managers have the option to play split innings/quarters cricket (2 innings per team of 15/20 overs each).
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.

BOUNDARY SET UP



FORMAT

20 or 30/40 over
(girls/boys)



TIME

120 mins or
180/240 mins



PLAYERS

11

Pitch 20.1m – standard pitch length

Boundary 50m max – measured from the centre of the pitch.

Stumps 2 sets of stumps & bails.



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.

