

MATCH DAY - RULES

STAGE	STAGE 1
SUMMARY	Playing the game
PURPOSE	Community club and school
DESCRIPTION	This format is designed for those kids who have completed the MILO T20 Blast program 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	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 game can be completed in 2hrs with time saving strategies. 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. <p>Please review time saving strategies summary available on-line.</p>
PROTECTIVE EQUIPMENT	<ul style="list-style-type: none"> Helmet (including the Wicket keeper). * Please refer to the Helmet section of <i>Well Played - Australian Cricket's Playing Policies & Community Guidelines</i> Pads Gloves Protector (males) * additional safety equipment is available based on match conditions and/or personal preference
BOUNDARY	<ul style="list-style-type: none"> 40m (maximum) - measured from batter's end stumps
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Outfield or hard wicket surface - 16m length
OVERS	<ul style="list-style-type: none"> 20 overs per team (120 balls)
TEAM	<ul style="list-style-type: none"> 7 players per team (maximum of 7 players on field)
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 17 balls (based on 7 players) 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 should face the next delivery. * 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)

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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) e.g. 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (i.e. Wicket-Keepers) Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match Bowlers are to bowl from the one end for entire game Current Cricket Australia Pace Bowling guidelines apply (please refer to <i>Well Played - Australian Cricket's Playing Policies & Community Guidelines</i>)
FIELDING	<ul style="list-style-type: none"> Rotation of fielders is recommended 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.
MINIMUM & MAXIMUM PLAYERS & IMPACT	<ul style="list-style-type: none"> 7 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments) 5 players per team minimum are required to play the game 9 players per team maximum are to be allocated to a team (only 7 on field at any given time) Only 7 players can be on the field at any given time i.e. only 7 can bat and bowl, however, any non batter(s) can bowl <p>The number of players impact the players' opportunity to develop skills in the game, for example;</p> <ul style="list-style-type: none"> 5 player team – 5 players bowl 4 overs and batters retire at 24 balls 6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs and batters retire at 20 balls 7 player team – 3 players bowl 4 overs; 2 players bowl 3 overs; 2 players bowl 1 over (wk) and batters retire at 17 balls 8 player team – 6 players bowl 3 overs; 2 players bowl 1 over (WK) and batters retire at 15 balls 9 player team – 4 players bowl 3 overs; 3 players bowl 2 overs; 2 players bowl 1 over (wk) and batters retire at 13 balls
EQUIPMENT	<ul style="list-style-type: none"> 2 sets of portable stumps (with base and bails) 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

MATCH DAY - RULES

STAGE	STAGE 2 - 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 2nd or 3rd 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	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 game can be completed in 2hrs with time saving strategies. 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. <p>Please review time saving strategies summary available on-line.</p>
PROTECTIVE EQUIPMENT	<ul style="list-style-type: none"> Helmet (including the Wicket keeper). * Please refer to Helmet section of the <i>Well Played Playing Policy & Community Guidelines</i> Pads Gloves Protector (males) * additional safety equipment is available based on match conditions and/or personal preference
BOUNDARY	<ul style="list-style-type: none"> 45m (maximum) - measured from the middle of the wicket
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Hard wicket - 18m length * option to move stumps in at each end to the 2 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 (maximum of 9 players on field)
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 (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. The innings is deemed as closed after 8 wickets have fallen

STAGE	STAGE 2 - T20
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) All players are to bowl (each Wicket-Keeper is to bowl one over each) e.g. 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (i.e. Wicket-Keepers) Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match Bowlers change ends at 10 overs Current Cricket Australia Pace Bowling guidelines apply (please refer to <i>Well Played - Australian Cricket's Playing Policies & Community Guidelines</i>)
FIELDING	<ul style="list-style-type: none"> Rotation of fielders is recommended to ensure all players experience all positions. No fielders within 10 metres (except regulation off side slips, gully and wicket keeper) Each team is required to use two (2) wicket keepers (10 overs each) If more than 9 players are present at a match, they should rotate onto the field each over.
DISMISSALS	<ul style="list-style-type: none"> All modes of dismissal count
MINIMUM & MAXIMUM PLAYERS & IMPACT	<ul style="list-style-type: none"> 9 players per team (it is understood that teams often contain additional players to cater for holidays, illness or other commitments) 7 players per team minimum are required to play the game 11 players per team maximum are to be allocated to a team (only 9 on field at any given time). Only 9 players can be on the field at any given time i.e. only 9 can bat and bowl, however, any non-batter(s) can bowl <p>The number of players impact the players' opportunity to develop skills in the game, for example;</p> <ul style="list-style-type: none"> 7 player team – 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (WK). Batting retirement 20 balls 8 players - 6 players x 3 overs, 2 players x 1 overs (WK). Batting retirement 20 balls 9 players - 4 players x 3 overs, 3 players x 2 overs, 2 players x 1 overs (WK), Batting retirement 20 balls If teams have 10-11 players, they are encouraged to rotate fielders after every over
EQUIPMENT	<ul style="list-style-type: none"> 2 sets of stumps (with base and bails) *minimum of 1 set of portable stumps Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended 142gm hard or leather ball Measuring tape or string to measure Pitch length and boundary Boundary markers Chalk, tape or paint to mark crease