

# AUSTRALIAN CRICKET JUNIOR FORMATS

## STAGE 2 PACK



# 20 OVER DETAILED MATCH DAY RULES - T20

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

<b>OVERS</b>	<ul style="list-style-type: none"> <li>20 overs per team (120 balls)</li> </ul>
<b>TEAM</b>	<ul style="list-style-type: none"> <li>9 players per team</li> <li>7 players per team minimum are required to play the game.</li> <li>11 players per team maximum are to be allocated to a team (maximum 9 players on field at any given time).</li> </ul>
<b>INNINGS</b>	<ul style="list-style-type: none"> <li>1 innings of 20 overs per team</li> </ul>
<b>BATTING</b>	<ul style="list-style-type: none"> <li>All batters retire at 20 balls faced (with the assumption that some players will be dismissed).</li> <li>Any retired batters can return when all others have batted, in the order they retired.</li> <li>All balls (regardless of whether wides/no balls) will be included in the batter's ball count.</li> <li>Maximum 9 players are permitted to bat per innings.</li> <li>If the team has more than 9 players, those players that did not bowl must bat.</li> <li>The innings is deemed as closed after 8 wickets have fallen or the batting team has completed their allotted overs.</li> </ul>
<b>BOWLING</b>	<ul style="list-style-type: none"> <li>6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled).</li> <li>Maximum of 4 overs per bowler.</li> <li>* Please see Recommended Bowling Breakdown for recommended over per player options.</li> <li>If the team has 9 players or less, all players must bowl (excluding wicket-keeper).</li> <li>If the team has more than 9 players, a maximum of 9 players can bowl only. Those players that did not bat must bowl.</li> <li>Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match.</li> <li>Bowlers change ends at 10 overs.</li> <li>Bowlers can bowl from one end for the entire game at competition manager's discretion.</li> </ul>
<b>FIELDING</b>	<ul style="list-style-type: none"> <li>To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.</li> <li>No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket keeper).</li> <li>If more than 9 players are present at a match, they should rotate onto the field each over.</li> <li>Teams have the option to change wicket-keepers after 10 overs.</li> </ul>
<b>DISMISSALS</b>	<ul style="list-style-type: none"> <li>All modes of dismissal count.</li> </ul>

# 30 OVER DETAILED MATCH DAY RULES

<b>SUMMARY</b>	Playing and competing	<b>OVERS</b>	<ul style="list-style-type: none"> <li>30 overs maximum per team (180 balls)</li> </ul>
<b>PURPOSE</b>	Community club and school	<b>TEAM</b>	<ul style="list-style-type: none"> <li>9 players per team</li> <li>7 players per team minimum are required to play the game.</li> <li>11 players per team maximum are to be allocated to a team (maximum 9 players on field at any given time).</li> </ul>
<b>DESCRIPTION</b>	A format that looks to further develop the cricket skills of kids that are playing their 2 <sup>nd</sup> or 3 <sup>rd</sup> 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.	<b>INNINGS</b>	<ul style="list-style-type: none"> <li>1 innings of 30 overs (maximum) per team</li> <li>The Associations or Competition Manager have the option to play split innings (2 innings per team of 15 overs each).</li> </ul>
<b>INDICATIVE AGE</b>	U12 or U13	<b>BATTING</b>	<ul style="list-style-type: none"> <li>All batters retire at 35 balls faced (with the assumption that some players will be dismissed).</li> <li>Any retired batters can return when all others have batted, in the order they retired.</li> <li>Maximum 9 players are permitted to bat per innings.</li> <li>If the team has more than 9 players, those players that did not bowl must bat.</li> <li>All balls (regardless of whether wides/no balls) will be included in the batter's ball count.</li> <li>The innings is deemed as closed after 8 wickets have fallen or the batting team has completed their allotted overs.</li> </ul>
<b>COACH</b>	<ul style="list-style-type: none"> <li>Accredited Community (Level 1) Coach</li> </ul>	<b>BOWLING</b>	<ul style="list-style-type: none"> <li>6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled).</li> <li>Maximum of 5 overs per bowler.</li> <li>*Please see Recommended Bowling Breakdown for recommended over per player options</li> <li>If the team has 9 players or less, all players (excluding wicket-keeper) must bowl.</li> <li>If the team has more than 9 players, a maximum of 9 players can bowl only. Those players that did not bat must bowl.</li> <li>Coaches are encouraged to rotate the opportunity for players to bowl 5 overs in a match throughout the season.</li> <li>Bowlers change ends at 15 overs.</li> <li>Bowlers can bowl from one end for the entire game at competition manager's discretion.</li> </ul>
<b>GAME TYPE</b>	<ul style="list-style-type: none"> <li>30 over (maximum) game</li> </ul>	<b>FIELDING</b>	<ul style="list-style-type: none"> <li>To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.</li> <li>Teams have the option to change wicket-keepers after 15 overs.</li> <li>No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket-keeper).</li> <li>If more than 9 players are present at a match, they should rotate onto the field each over.</li> </ul>
<b>BALL</b>	<ul style="list-style-type: none"> <li>142g hard or leather (male)</li> <li>142g hard or leather (female)</li> </ul>	<b>DISMISSALS</b>	<ul style="list-style-type: none"> <li>All modes of dismissal count.</li> </ul>
<b>TIME</b>	<ul style="list-style-type: none"> <li>180mins (3hrs)</li> <li>The Association/Competition Manager have the option to include a cut off time for the 1<sup>st</sup> innings if required for local needs including facilities usage, travel time, daylight issues or heat.</li> <li>Please refer to Match Management document for time saving strategies.</li> </ul>		
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>Helmet's <b>must be worn at all times</b> whilst batting &amp; wicket-keeping.</li> <li>Pads</li> <li>Gloves</li> <li>Protector (males)</li> <li>Additional safety equipment is able to 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 5 or 6 (weight &lt;2lb or &lt;900g) is recommended.</li> <li>Measuring tape or string to measure Pitch length and boundary.</li> <li>Boundary markers</li> <li>Chalk, tape or paint to mark crease.</li> </ul>		
<b>BOUNDARY</b>	<ul style="list-style-type: none"> <li>45m (maximum)</li> <li>Boundary is to be measured from the centre of the pitch.</li> <li>Refer to Boundary Setup Document for further information on the boundary setup process.</li> </ul>		
<b>PITCH TYPE AND LENGTH</b>	<ul style="list-style-type: none"> <li>Hard wicket or Turf Wicket.</li> <li>18m length</li> <li>For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m).</li> </ul>		

# BATTING & BOWLING PER PLAYER BREAKDOWN

MATCH LENGTH	PLAYERS PER TEAM					PLAYERS PER TEAM				
	7	8	9 <sup>#</sup>	10 <sup>*</sup>	11 <sup>*</sup>	7	8	9 <sup>#</sup>	10	11
<b>OVERS PER INNINGS</b> 20 – 30 over options										
	 <b>BATTING</b> Max Balls faced per batter before retiring <sup>1</sup>					 <b>BOWLING</b> Number of overs per bowler options <sup>2</sup>				
<b>20 OVERS</b> (120 balls)	20	20	20	20	20	3 x 4 overs 2 x 3 overs 2 x 1 over	6 x 3 overs 2 x 1 over	2 x 4 overs 3 x 3 overs 2 x 2 overs 2 x 1 over	2 x 4 Overs 3 x 3 overs 2 x 2 overs 2 x 1 over 1 x 0 over	2 x 4 overs 3 x 3 overs 2 x 2 overs 2 x 1 over 2 x 0 over
<b>30 OVERS</b> (150 balls)	35	35	35	35	35	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	2 x 5 overs 3 x 4 overs 2 x 3 overs 3 x 2 overs 2 x 0 overs

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

<sup>1</sup> Unless dismissed beforehand.

<sup>2</sup> Based on all players bowling in teams with 9 or less players (incl. wicket keeper). For teams with 9 or more players, a maximum of 9 players are permitted to bowl.

\* Teams can only bat 9 players. Playing more than 9 players will result in excess players being unable to bat.


# Recommended model - 9 players per team – at associations discretion whether to play 20 or 30 overs.

# BOUNDARY SET UP

## BOTH END BOWLING

  
**FORMAT**  
 20 or 30 over

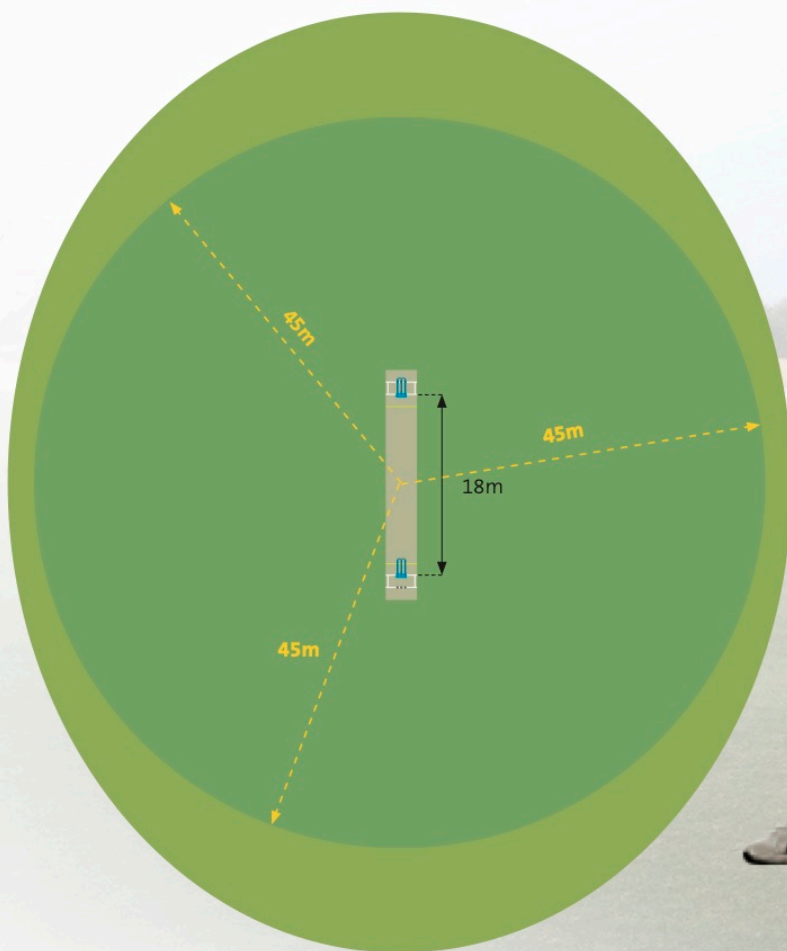
  
**TIME**  
 120 or 180 mins

  
**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

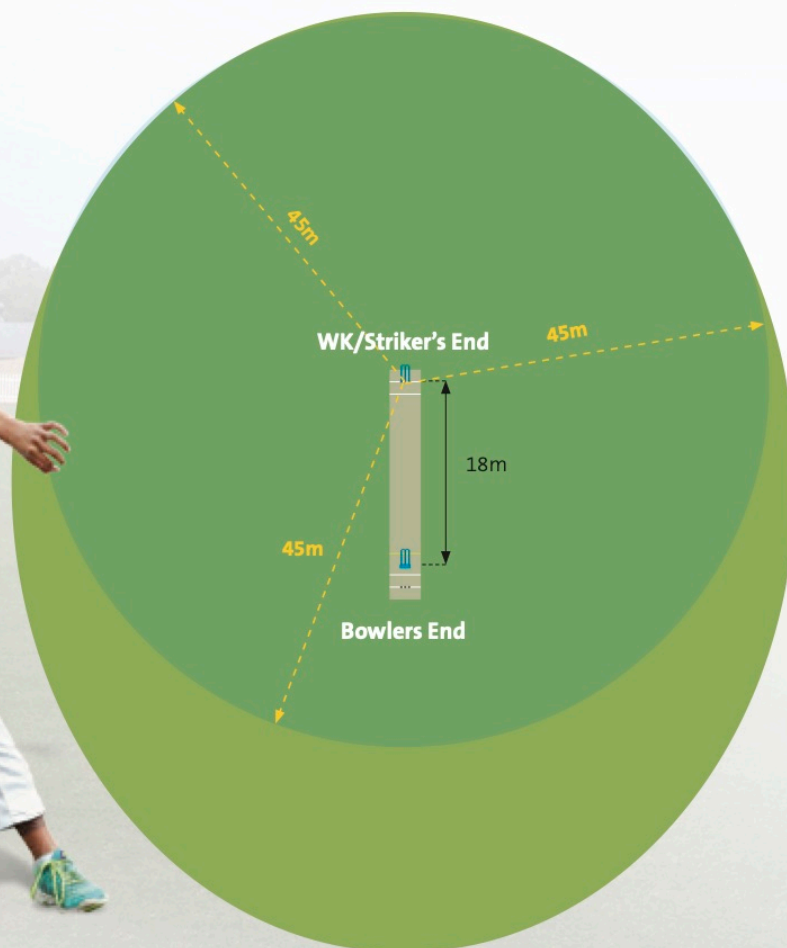
## ONE END BOWLING

**FORMAT**  
20 or 30 over

**TIME**  
120 or 180 mins

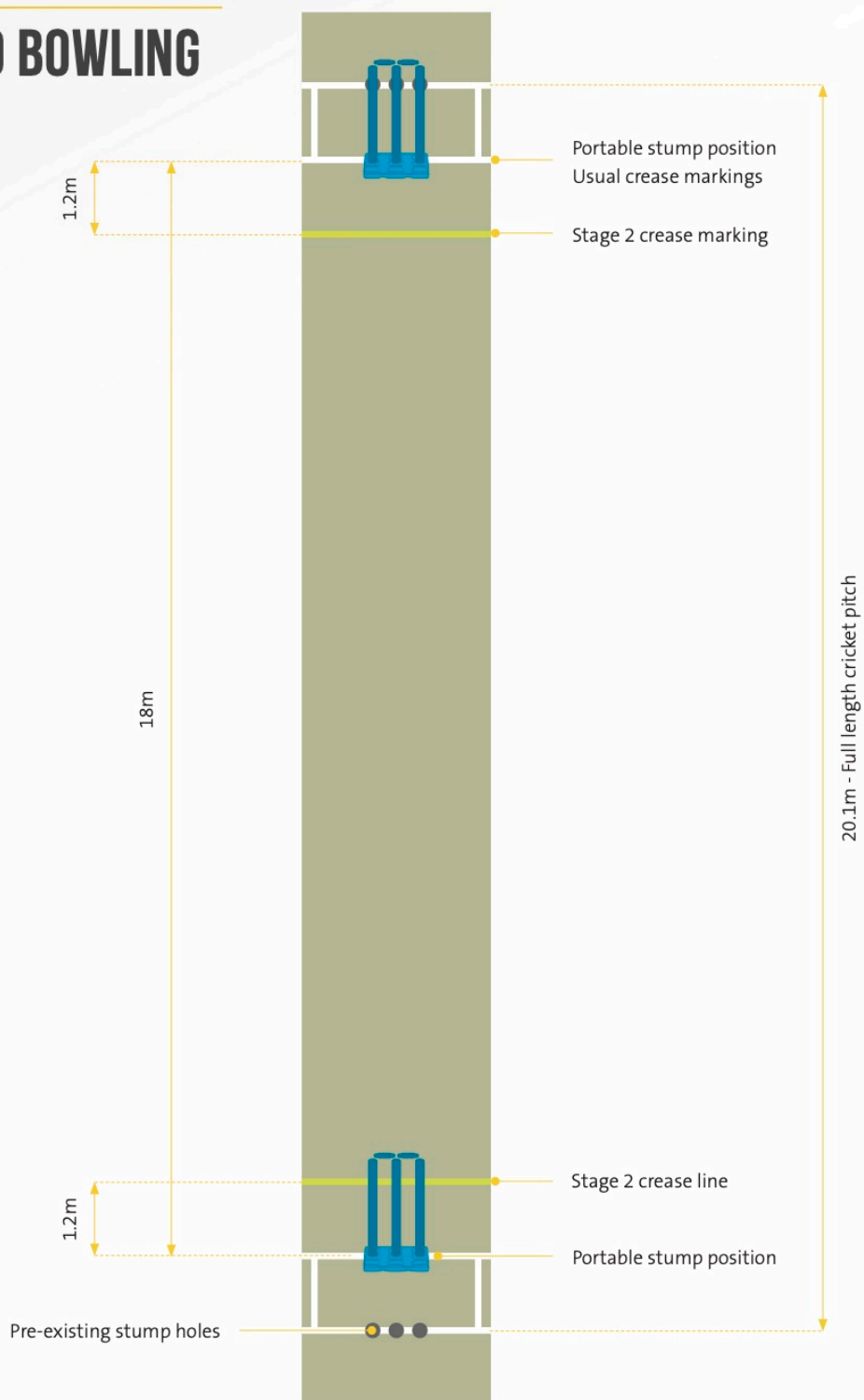
**PLAYERS**  
9

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



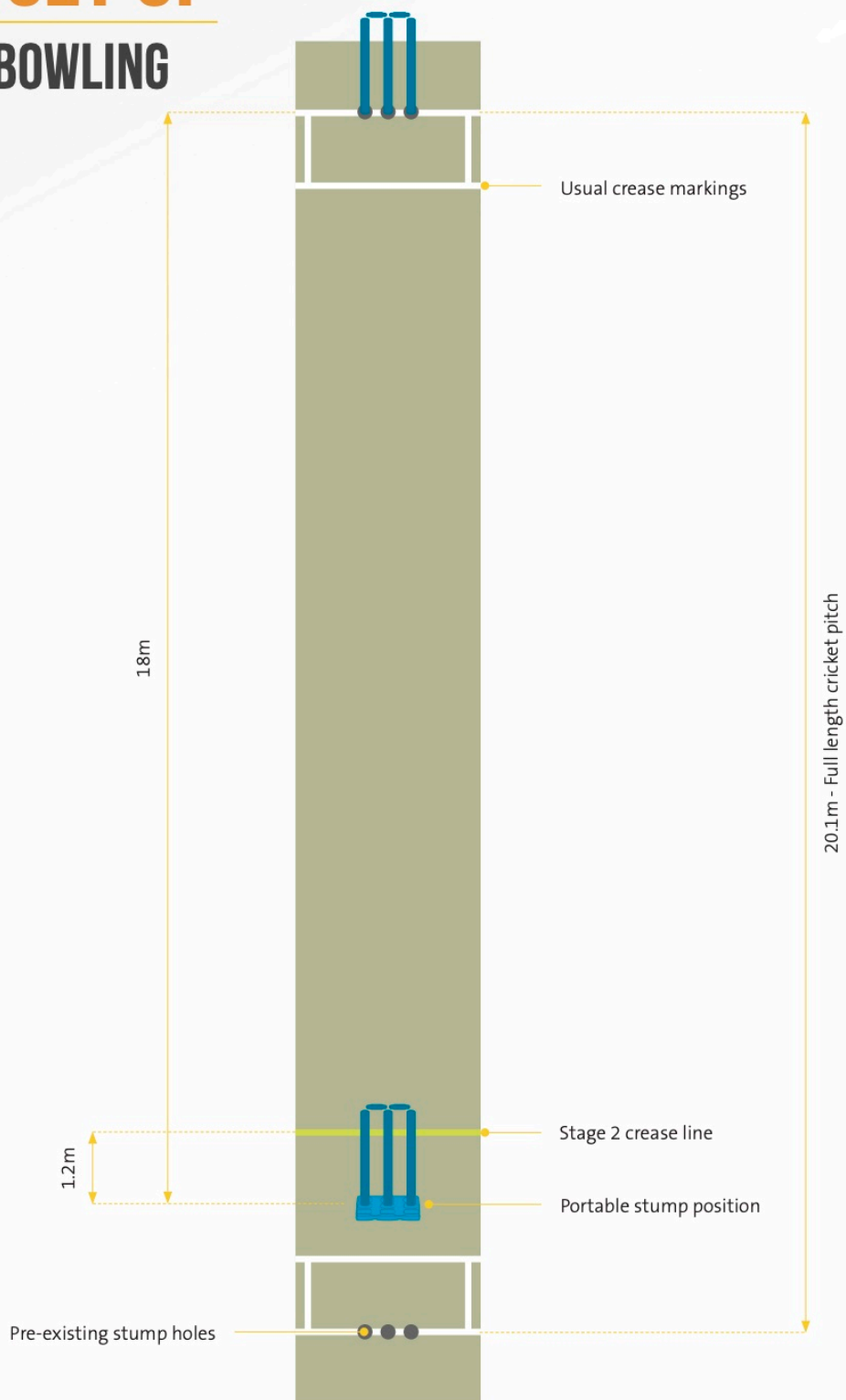
# PITCH SET UP

## 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.

