

# AUSTRALIAN CRICKET JUNIOR FORMATS

## STAGE 3 PACK



# 20 OVER DETAILED MATCH DAY RULES - T20

<b>SUMMARY</b>	Playing and competing
<b>PURPOSE</b>	Community club
<b>DESCRIPTION</b>	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.
<b>INDICATIVE AGE</b>	U14-U19
<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>156g leather (male)</li> <li>142g leather (female)</li> </ul>
<b>TIME</b>	<ul style="list-style-type: none"> <li>120mins (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 stumps with bails.</li> <li>Bat size: Size 6 (weight &lt;2.2lb or &lt;1000g).</li> <li>Measuring tape or string to measure boundary.</li> <li>Boundary markers</li> </ul>
<b>BOUNDARY</b>	<ul style="list-style-type: none"> <li>50m (maximum)</li> <li>Boundary 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>20.1m (standard pitch length)</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>11 players per team</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>There is no compulsory retirement in Stage 3.</li> <li>Competition manager/association can enforce player retirement (40 balls faced) at their discretion.</li> <li>If retirement limit enforced, any retired batters may return to the crease once all others have batted, in the order they retired.</li> </ul>
<b>BOWLING</b>	<ul style="list-style-type: none"> <li>6 balls per over (All wides and no-balls are to be re-bowled).</li> <li>A minimum of 5 players must bowl.</li> <li>There is a maximum of 4 overs per bowler.</li> <li>Bowlers change end after each over.</li> <li>The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time.</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 (except regulation off side slips, gully and wicket-keeper).</li> </ul>
<b>DISMISSALS</b>	<ul style="list-style-type: none"> <li>All modes of dismissal count.</li> </ul>

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

<b>SUMMARY</b>	Playing and competing
<b>PURPOSE</b>	Community club
<b>DESCRIPTION</b>	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.
<b>INDICATIVE AGE</b>	U14-U19
<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>30 over game (maximum - female)</li> <li>40 over game (maximum) - male</li> </ul>
<b>BALL</b>	<ul style="list-style-type: none"> <li>142g leather (female)</li> <li>156g leather (male)</li> </ul>
<b>TIME</b>	<ul style="list-style-type: none"> <li>180mins (3hrs) - female</li> <li>240 mins (4hrs) - male</li> <li>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.</li> <li>Please refer to Time Saving Strategies Document for further information.</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 stumps with bails.</li> <li>Bat size: Size 6 (weight &lt;2.2lb or &lt;1000g).</li> <li>Measuring tape or string to measure boundary.</li> <li>Boundary markers</li> </ul>
<b>BOUNDARY</b>	<ul style="list-style-type: none"> <li>50m (maximum).</li> <li>Boundary to be measured from the centre of the pitch.</li> <li>Refer to Ground Setup Document for further information on 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>20.1m (standard pitch length)</li> </ul>

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

# 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.

