

Stage	Under 10 – T20 (Stage 1)	
Ball	142g / Red Kookaburra Commander – Synthetic Pitches	
Time	120 mins (2 hrs)	
Protective equipment (mandatory unless stated otherwise)	<ul style="list-style-type: none"> • Helmet (including Wicket keeper) • Batting/Keeping Pads 	<ul style="list-style-type: none"> • Batting/Keeping Gloves • Protector (males)
Boundary	30m measured from the batsman's end stumps	
Pitch type and length	16m length hard wicket measured from stump to stump (recommended to use wooden stumps in ground at batter's end in normal position and portable stumps at bowlers end at relevant distance). Cloth tape should be used to mark the crease at the bowlers end and removed at the end of the game.	
Overs	20 overs per team	
Team	<ul style="list-style-type: none"> • Optimal number of players is 7 (opposition team must always lend players to ensure 7 players on the field) • Maximum number of 7 players on field at any time (inclusive of bowler and wicket keeper) • 9 Players maximum (up to 9 players may bat) • 5 players minimum 	
Innings	1 innings of 20 overs each per team	
Batting	<ul style="list-style-type: none"> • Up to 9 players may bat • The number of balls each batter will face will be maximum number of balls in the innings (i.e. 120) ÷ number of batters (round up or down as necessary). • All balls regardless of whether wides/ no balls will be included in the batter's ball count. • Retire after facing ball allocation • Batsman cannot take guard on or outside off stump or deliberately block the ball with their pads. • Unlimited dismissals (each player will face the allocated number of balls each) • When dismissed the batsman goes to non-striker's end and opposing team receives +4 runs • Batters swap ends at end of over. 	
Bowling	<ul style="list-style-type: none"> • Max 6 balls per over (inclusive of wides and no balls) • There are no free hits because of no balls or wides bowled • All players must bowl including 8th and 9th man as applicable • A maximum of 4 overs can be bowled by any one player, all players must bowl at least one over • No Bowler may bowl more than 1 over more than any other player in the team and a Wicket Keeper must not bowl more overs than anyone else • No bowler to bowl consecutive overs • Coaches should rotate the opportunity to bowl 4 overs each week • Bowlers to bowl from one end (for entire game) • A ball that passes the batsman 50 centimetres or more outside the leg stump is deemed to be a wide. Coaches are to mark this line at the batting end. • A delivery that has bounced MORE THAN TWICE before the popping crease is deemed a No Ball. 	
Fielding	<ul style="list-style-type: none"> • Wicket keeper to change at 10 overs • Rotation of fielders is recommended to ensure all players experience all positions. • Only 7 players on field at any time. If more than 7 players are present at a match, they should rotate onto the field no less frequently than every second over (each over is recommended). • No fielders within 15 meters of batter (except regulation off side slips, gully and wicket keeper) to encourage singles and safety • Only 2 fielders are allowed behind popping crease on leg side besides Wicket keeper • Fielding positions- A maximum difference of 1 when comparing the number of fielders on either side of the wicket. 	
Dismissals	<ul style="list-style-type: none"> • All dismissals other than LBW 	
Equipment	<ul style="list-style-type: none"> • 2 sets of portable stumps with base and bails or 1 set of normal stumps and 1 set of portable stumps with base and bails • Measuring tape or string to measure Pitch length and boundary • Boundary markers • Cloth tape to mark crease (nothing should be used which will leave a mark on pitch following completion of the game) 	