

AUSTRALIAN JUNIOR CRICKET MATCH FORMATS

15 – 20 OVER DETAILED MATCH DAY RULES



PURPOSE	Learning the sport
INTENDED AUDIENCE	Community club & school
DESCRIPTION	This format is designed for participants who have completed Cricket Australia's Entry Level Programs and are ready for their first taste of junior club cricket. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding.
INDICATIVE AGE	< Under 11
COACH	Accredited
GAME TYPE	15 – 20 Overs
BALL	Modified ball (circumference 21-22.5cm, max weight 110g)
TIME	<ul style="list-style-type: none"> 90 mins (1.5 hours) – 120 mins (2 hours) 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 Junior Cricket Experience document for time saving strategies
EQUIPMENT	<ul style="list-style-type: none"> Helmet must be worn at all times whilst batting & wicket-keeping. Pads Gloves Protector Additional safety equipment can be worn based of match conditions and/or personal preference 2 sets of portable stumps recommended (with base and balls) – minimum 1 set of portable stumps required. Bat size: Size 4 (<1.8lb or <800gm) is recommended Measuring tape or string to measure pitch length and boundary. Boundary markers Chalk, tape or paint to mark crease.
BOUNDARY	<ul style="list-style-type: none"> 20m – 40m (maximum) Boundary is to be measured from the batter's end stumps. Refer to Junior Experience document for further information on the boundary set up process.
PITCH TYPE & LENGTH	<ul style="list-style-type: none"> Outfield or hard wicket surface 14m – 16m length – measured stump to stump
OVERS	<ul style="list-style-type: none"> 15 overs per team (90 balls) – 20 overs per team (120 balls)

TEAM	<ul style="list-style-type: none"> 6 players per team (15 over match) 7 players per team 5 players per team is the minimum required to play the game 7 players per team is the maximum required to play the game 	
INNINGS	<ul style="list-style-type: none"> 1 innings of up to 15 – 20 overs (90 – 120 balls) per team 	
BATTING	<ul style="list-style-type: none"> Regardless of wides or no balls, all balls will be included in the batters ball count, batter to swap ends following a dismissal, if there is a run out then the not out batter is required to face the next delivery. Batters are to retire as soon as they face their allotted balls, not at the end of the over. As there are allowances for varying team size, the following retirement rules apply - 	
	15 Overs Batters retire at: <ul style="list-style-type: none"> 5 players = 18 balls 6 players = 15 balls 7 players = 12 balls 8 players = 11 balls 9 players = 10 balls 	20 Overs Batters retire at: <ul style="list-style-type: none"> 5 players = 24 balls 6 players = 20 balls 7 players = 17 balls 8 players = 15 balls 9 players = 13 balls
BOWLING	<ul style="list-style-type: none"> 6 balls per over (maximum) Whilst the preference is that everyone bowls, if bowling is too daunting and detrimental to the players experience, the player can choose not to bowl. (Coaches are expected to help players work on their skills, especially bowling, allowing them the ability to participate in bowling. Please see Junior Cricket Experience document for further information). It is imperative that coaches work to have the participant bowling as soon as possible. Maximum overs bowled by a player is 3 (unless there are 4 or 5 players, then maximum is 5 overs each) Bowlers are to bowl from one end for the entire game. 	
	15 Overs <ul style="list-style-type: none"> Max 3 Overs 	20 Overs <ul style="list-style-type: none"> Max 4 Overs
FIELDING	<ul style="list-style-type: none"> Rotation of fielders is required. It is recommended that players rotate one fielding position to their left after each over to ensure participants experience all fielding positions. No fielders within 15m of batter. It is recommended that all players have an opportunity to wicket keep during the fielding rotation. Helmets are compulsory, however, pads are not. If more than the maximum on-field players are present at the match (6 or 7 depending on total overs), players should rotate off and onto the field after each over has been bowled. Please see the Junior Cricket Experience document for more information on how this could be used to maximise safety and enjoyment (<i>Then you could add in some tips on coaching moments from the app, applying sunscreen, drinks etc</i>) 	
DISMISSALS	<ul style="list-style-type: none"> Unlimited dismissal (each player will face the nominated number of balls). The Association or Competition Manager have the option to introduce consequences for dismissals, such as, 'bonus 5 runs to the opposition'. The following dismissals apply in this format. Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket. 	