

AUSTRALIAN JUNIOR CRICKET MATCH FORMATS

20 – 30 OVER DETAILED MATCH DAY RULES



PURPOSE	Playing & competing
INTENDED AUDIENCE	Community club & school
DESCRIPTION	A format for children who have developed their skills and are ready to progress to more competitive cricket offerings, or for new participants that are ready for this stage of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 2-3 hour window.
INDICATIVE AGE	Under 12 & Under 13
COACH	<ul style="list-style-type: none"> Accredited
GAME TYPE	<ul style="list-style-type: none"> 20-30 over matches
BALL	<ul style="list-style-type: none"> 142g hard or leather
TIME	<ul style="list-style-type: none"> 120-180 mins (2-3 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 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 word 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"> 45m (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"> Hard or Turf Wicket 18m length – measured stump to stump For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m).
OVERS	<ul style="list-style-type: none"> 20-30 overs per team (120-180 balls)

TEAM	<ul style="list-style-type: none"> 9 players per team. 7 players per team is the minimum required to play the game 11 players per team is the maximum to be allocated to a team <p>It is highly recommended that only 9 players from each team participate in the match to ensure maximum participation and the quality of participation is high</p>			
INNINGS	<ul style="list-style-type: none"> 1 innings of up to 20 - 30 overs (120-180 balls) per team 			
BATTING	<ul style="list-style-type: none"> Regardless of wides or no balls, all balls will be included in the batter's 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. As there are allowances for varying team size, the following retirement rules apply - <ul style="list-style-type: none"> If there is an extra ball to be bowled the batter facing at the time will face the extra ball (7 x 17 = 119 balls). Batters are to retire as soon as they face their allotted balls, not at the end of the over. Retirement limits assume that players will be dismissed. Coaches are encouraged to monitor the batting innings & have the ability to retire players at any time prior to the retirement limits set above to encourage maximum participation. Any retired batters can return when all others have batted, in the order they retired. The innings is deemed as closed after the batting team has completed their allotted overs or the following number of wickets have fallen: <ul style="list-style-type: none"> 7 player team: 6 wickets 8 player team: 7 wickets 9-11 player team: 8 wickets With allowances for varying team size, the following retirement rules apply: <table border="1" data-bbox="871 994 1356 1388"> <tr> <td> <p>20 over innings: Batters retire at: Maximum</p> <ul style="list-style-type: none"> 7 players – 20 balls 8 players – 20 balls 9 players – 20 balls 10 players – 15 balls 11 players – 15 balls </td> <td> <p>30 over innings: Batters retire at:</p> <ul style="list-style-type: none"> 7 players - 30 balls 8 players – 30 balls 9 players – 30 balls 10 players - 25 balls 11 players - 20 balls </td> </tr> </table> 		<p>20 over innings: Batters retire at: Maximum</p> <ul style="list-style-type: none"> 7 players – 20 balls 8 players – 20 balls 9 players – 20 balls 10 players – 15 balls 11 players – 15 balls 	<p>30 over innings: Batters retire at:</p> <ul style="list-style-type: none"> 7 players - 30 balls 8 players – 30 balls 9 players – 30 balls 10 players - 25 balls 11 players - 20 balls
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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). Maximum of 4 overs per bowler. *Please see Recommended Bowling Breakdown for recommended over per player options. Coaches are encouraged to rotate the opportunity for players to bowl 4 overs in a match. Bowlers change ends at 10 overs. Bowlers can bowl from one end for the entire game at competition manager's discretion. <table border="1" data-bbox="871 1616 1356 1678"> <tr> <td> <p>20 Overs</p> <ul style="list-style-type: none"> Max 4 overs </td> <td> <p>30 Overs:</p> <ul style="list-style-type: none"> Max 5 overs </td> </tr> </table>		<p>20 Overs</p> <ul style="list-style-type: none"> Max 4 overs 	<p>30 Overs:</p> <ul style="list-style-type: none"> Max 5 overs
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FIELDING	<ul style="list-style-type: none"> To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach. No fielders within 10 metres of the bat (except regulation off side slips, gully and wicket keeper). If more than 9 players are present at a match, they should rotate onto the field each over. Teams have the option to change wicket-keepers after 10 overs. 			
DISMISSALS	<ul style="list-style-type: none"> All modes of dismissal count 			