

AUSTRALIAN JUNIOR CRICKET MATCH FORMATS

20 – 50 OVER DETAILED MATCH DAY RULES



PURPOSE	Playing & competing
INTENDED AUDIENCE	Community club & school
DESCRIPTION	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.
INDICATIVE AGE	Under 14 – Under 18
COACH	<ul style="list-style-type: none"> Accredited
GAME TYPE	<ul style="list-style-type: none"> 20-50 over matches
BALL	<ul style="list-style-type: none"> 142g leather (female) 156g leather (male)
TIME	<ul style="list-style-type: none"> 120 mins (2 hours) to 240 mins (4 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 wooden stumps with bails, ideally accompanied with a rubber mallet to put the stumps into the ground. Bat size: Size 6 or Harrow (<2.2lb or <1000gm) 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"> 50m (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 Wicket or Turf Wicket 20.1m length (standard pitch length)
OVERS	<ul style="list-style-type: none"> 20 - 50 overs per team (120 balls- 300 balls)

TEAM	<ul style="list-style-type: none"> 11 players per team. 7 players per team is the minimum required to play the game
INNINGS	<ul style="list-style-type: none"> 1 innings of up to 20 - 50overs (120-300 balls) per team
BATTING	<ul style="list-style-type: none"> There is no compulsory retirement in Stage 3 Competition manager/association can enforce player retirement at their discretion
BOWLING	<ul style="list-style-type: none"> 6 balls per over (all wides and no-balls are to be re-bowled) A minimum of 5 players must bowl There is a maximum of 4 overs per bowler for T20 and 10 overs for 50 over matches Bowlers can change ends after each over The association or competition manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time.
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 (except regulation off-side slips, gully and wicket keeper)
DISMISSALS	<ul style="list-style-type: none"> All modes of dismissal count