

Application

- a) Cricket Illawarra Junior Competition – Stage 2 Formats
 - Level 1 – Under 13
 - Level 2 – Under 13
- b) All matches are played in accordance with the Association Competition Administration rules (ACAR); the Junior General Competition rules (JPC-GC) and the Codes & Policies.
- c) The MCC Laws of Cricket provide the basis & structure to the below rules. Unless there are conditions specified differently in this document, the MCC Laws of Cricket should be adhered to at all times. To view & download MCC Laws of Cricket, please [click here](#).
- d) All reference documents can be found on the website.
- e) Age Category Team Nominations – should numbers entering a specific Level be deemed not viable and a combined age category competition is formed, the higher Level denote rules will apply.

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The Laws of Cricket: The Preamble - The Spirit of Cricket

(see JPC-GC-The Preamble - The Spirit of Cricket)

The Preamble applies to all members of the Association affiliates, and makes team captains, coaches & managers responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Law 1 – The Players

A. Players Age

1. Age category – Under 13 at the start of the season for players aged 12, 11 & 10 years old.

B. Nomination of Team

1. Ideal Team number = 9 players.
2. Minimum 7 players for a game to commence. (see JPC-GC-Forfeit)
3. Teams may have more than ideal number, noting player participation opportunities will be affected.
4. Team List –
 1. Exchanged at the toss containing the player names participating in the game.
 2. Failure to exchange lists may result in no points being awarded to either side.

C. Player Participation Opportunities

1. All players may
 - ✓ Bat and those players that did not bat **must** bowl.
 - ✓ Bowl and those players that did not bowl **must** bat.
2. See Appendix-Player Participation guide – Batting & Bowling Limits Breakdown.
3. Any team found in breach of the player participation rule will be handled by the JPC-GC-Players rule.

D. Clothing

1. Dress standards – players are required to always observe the dress standards; being wearing predominately white attire (long pants, shirt, socks and enclosed footwear) with a Club coloured cap or white hat.
2. Playing shirts – approved coloured shirts are optional; provided all players in the team are wearing the same shirt design.

E. Safety Equipment

1. Helmets must be worn always whilst batting & wicket-keeping.
2. Only helmets that display the Australian Standards Approval should be worn (BS7928:2013).
3. Although at times it is taken for granted, it is essential that when batting and wicket-keeping, all cricketers use correct leg pads, gloves and protectors when playing with cricket balls.
4. Additional protection may be worn based on match conditions and/or personal preference.

Law 2 – The Umpires

Law 2 shall apply. (also see JPC-GC-The Umpires)

A. Operation

1. Umpires shall alternate their position to officiate at the bowlers' end after every 5 completed overs. The bowling team umpire takes the first over.
2. Umpires should not permit a new over to start until having confirmed the scorers are ready for play.

B. Law 2.7 Fitness for play (2.7) shall apply subject to

1. Weather Conditions
 1. Unless matches have been cancelled (Association or by Team official agreement prior to start) all teams must attend the allocated venue (see JPC-GC-Wet Weather).
 2. Teams to remain at venue for at least 1 hour (from scheduled start time) to evaluate the possibility of play starting and continuing (see JPC-GC-Fitness for Play).
2. Changing ground conditions
 1. Teams are allowed to work on the pitch or ground prior to the scheduled starting time on any day. All work done after the scheduled starting time must be done under the supervision of the umpires.
 2. No sand, sawdust or other foreign material is to be used on the field or wicket unless under the direction of the groundsman
3. Synthetic Pitch Surface
Pitch surface may be swept during the course of the match at the captains or umpires discretion
4. Lightning – (see JPC-GC- Junior Lightning Safety Code)

Law 3 – Scorers

Law 3 shall apply. (also see JPC-GC-Scorers & Scoring)

A. Scoring

1. Complete match & player information is to be recorded and maintained throughout the game.
2. Scorers at the start of each over shall signal the umpires confirming their readiness for play to continue.

B. MyCricket Detail Requirements

1. Complete match & player information must be entered in MyCricket after each game. (see Law 16)
2. Mandatory MyCricket information is;
 1. Match summary details – all types of extras itemised
 2. Player batting
 - full score card with dismissal details
 - total runs, itemised 4s & 6s, FOW, balls faced (time optional)
 3. Player bowling – itemised overs, maidens, wickets, runs and importantly number of wides & no-balls
 4. Player fielding – itemised number of catches, wicket-keeper catches, stumping. (Run outs optional)

Note: the MyCricket data is a Cricket Australia mandatory requirement used in the game format analysis.

Law 4 – The Ball

Law 4 shall apply.

- a) Size – two-piece 142 gram leather covering, Red in colour must be used.
- b) Approved brand & type – Kookaburra
 - Level 1 – Practice
 - Level 2 – Red King or Practice
- c) New ball to be used at start of each innings.

Law 5 – The Bat

Law 5 shall apply.

- a) Recommended Bat size – Size 5 or 6 (weight <2lb or <900g)

Law 6 – The Pitch

Law 6 shall apply subject to;

- a) Pitch length – 18 metres from stump to stump.
- b) Stump position – for simplicity in measurement, stumps will be brought in at each end to the 2 front popping crease lines (17.7m). (see Appendix-Pitch Setup)
- c) Pitch surface – synthetic covering.
- d) Pitch width – determined and defined by the width of the artificial covering.
- e) Fitness of pitch for play (6.2) – Pitch surface may be swept during the course of the match at the captains or umpires discretion.

Law 7 – The Creases

Law 7 shall apply subject to;

- a) As the pitch is shortened the front popping crease should be remarked with chalk or tape that is easily removable. (Paint should be avoided as the full pitch length could be used by older age groups).

Law 8 – The Wickets

Law 8 shall apply subject to;

- a) Portable stumps (with removable bails) of a free-standing method shall be used to sit atop of the pitch surface at both shortened ends.
- b) Away team to assist and provide second set of free-standing portable stumps.

Law 9 – Preparation and Maintenance of the Playing Area

Law 9 shall apply.

Law 10 – Covering the Pitch

Law 10 shall apply.

Law 11 – Intervals

Law 11 shall apply subject to;

- a) A drinks break may be taken at the change of bowling ends (not exceeding 4 minutes) and change of innings.

Law 12 – Start of Play; Cessation of Play

A. Playing Times (12.1, 12.2)

Details	30 Over Game			20 Over Game		
	Start	Finish	Minutes	Start	Finish	Minutes
Match	8:00	11:10	190	8:00	10:10	130
Session 1	8:00	9:30	90	8:00	9:00	60
Break (innings change)			10			10
Session 2	9:40	11:10	90	9:10	10:10	60
Cut-off / Add-on Time		11:10	0		10:30	20
Match (mid-week)				4:30	6:40	130
Session 1				4:30	5:30	60
Break (innings change)						10

<i>Details</i>	<i>30 Over Game</i>			<i>20 Over Game</i>		
	<i>Start</i>	<i>Finish</i>	<i>Minutes</i>	<i>Start</i>	<i>Finish</i>	<i>Minutes</i>
Session 2				5:40	6:40	60
Cut-off / Add-on Time					6:40	0

1. Scheduled Times
 1. Subject to interruptions
 2. Laws 12.6, 12.7, 12.8 shall NOT apply.
2. Session Times
 - Duration – time from its commencement
 - Next Session – commences immediately after the previous session concludes.
 - Team batting first – bats during session 1.
 - Second batting team – bats during session 2.
3. Cut-off / Add-on Time

Time is added to the end of each day to the maximum Cut-off time should

 1. Lost ball or injury occurs.
 2. Interruptions and Lost time occur.

B. Lost Time

1. Objective
 1. Rearrange the time remaining and overs, so both teams have the opportunity of batting for the same duration and number of overs.
 2. All Add-on time available on day to be utilised before any reduction in time and overs occurs.
 3. Cut-off time on day not to be exceeded.
2. Calculation of the lost time, overs per team and Player opportunities
 1. Time & Overs = follow Appendix-Lost Time Guide.
 2. New Session times = remaining match time is divided equally between both teams with new session Cut-off times determined and advised.
 3. Player opportunities = Batting (balls faced) and Bowling (overs bowled) is proportionally reduced to revised overs per team. (see Appendix-Player Participation guides)

C. Final Series Times

(see Law 16(E)-Final Series Structure)

1. Semi-final
 1. Date & Day – weekend 1 played on the Saturday.
 2. Lost Time – overs reduce as per (B)-Lost Time (No Add-on time available).
2. Preliminary-final
 1. Date & Day – weekend 1 played on the Sunday.
 2. Lost Time – overs reduce as per (B)-Lost Time (No Add-on time available).
3. Final
 1. Dates & Days (Extra Add-on Time)
 - Weekend 2 played on the Saturday, plus additional if required
 - Reserve Weekend 2 played on the Sunday.
 2. Lost Time
 1. Objective – enable both teams to receive an opportunity for maximum overs & result.
 2. Reserve Days – Extra Add-on time can be used to make up ONLY the actual amount of lost time. Play each day ceases at the Cut-off time.
 3. Match Result Likely – should playing conditions prevail and a result looks achievable on the day, with a common sense approach, play may be continued past the Cut-off time. (Not day 2)

Law 13 – Innings

A. Number of Innings

1. Both teams will each receive 1 innings, limited to a maximum batting time & quota of overs.
 - Maximum batting time = see Law 12-Playing Times table
 - Game length =
 - Draw will highlight over quota
 - May be Level dependent
 - (30 Over game) = 30 overs maximum
 - (20 Over game) = 20 overs maximum
2. Constitute a match – both teams must each receive 9 overs.

B. Completed Innings

1. The innings will be deemed as closed (whichever occurs sooner)
 1. is dismissed (classed as All out) based on team number of wickets fallen
 - 7 player team = 6 wickets
 - 8 player team = 7 wickets
 - 9 or more player team = 8 wickets
 2. at the end of its designated batting session time (not All out) or
 3. after the agreed allotted overs have been bowled (not All out)
2. A completed innings will be deemed a team has received its maximum quota of overs.

C. The Toss

1. How – the captains shall toss for the choice of innings, on the field of play and in the presence of the umpires. (Home captain to toss, Away captain to call)
2. When –
 - No later than 15 minutes (or earlier than 30 minutes), before the scheduled or rescheduled match start time.
 - Not until the minimum number of players per team are in attendance.
3. Notification – the captain winning the toss must immediately notify the opposing captain and umpires of his decision to bat or bowl. Note the provision of Law 1.3 (Captain).

D. Length of Innings

1. Each team will bat for a maximum length of time or quota of overs, unless dismissed earlier.
2. Where the team batting first innings is deemed completed under (B), the team batting second is entitled to bat for its allotted session time and receive its maximum quota of overs.
3. Lost Time
 1. Team batting second shall not bat for a greater time or overs than the team batting first, unless the team batting first innings is completed under (B).
 2. Constitute a Match – an opportunity for the minimum quota of overs to both teams, unless the innings is completed under (B).
4. Batting Opportunities – see Law 25-Batsman's Innings
5. Fielding team failure to bowl overs by scheduled session finish time
 1. play ceases after the over in progress and **no further overs are bowled**.

E. Bowling & Maximum Overs

1. Bowling Opportunities
 1. All players may bowl. Players that did not bat **must** bowl.
 2. See Appendix-Player Participation guides-Bowling Limits Breakdown for overs per player options.
 3. Team 9 players or less – all players must bowl (including wicket-keeper).
 4. Team greater 9 players – all players may bowl (maximum number – 1 excludes 1 wicket-keeper)

2. Maximum overs per bowler (team number dependent)
 - (30 over game) – 5 overs
 - (20 or less over game) – 4 overs
 - Coaches are encouraged to rotate the opportunity for players to bowl 5 overs (30 over game) & 4 overs (20 or less over game) in a match.
3. Maximum overs per bowler from one end
 - (30 over game) – 3 overs
 - (20 or less over game) – 2 overs.
4. Lost Time
 1. Should lost time occur and team overs are reduced, the player maximum overs bowled will be adjusted according to the Appendix-Player Participation guides.
 2. Limit Reached or Exceeded – no further deliveries allowed when reached or exceeded a re-calculated limit, except to complete an over previously commenced.

F. Final Series

1. Conditions – played as per normal rounds. Divided time applies.
2. Lost Time (Final Only) – Each innings continues into next day(s) available to receive an opportunity for the full overs, until a point when not enough time remains available, meaning overs then start to reduce.
3. Lost Time Match Result – overs have been reduced, determined by Law 16 (A)-Determining the Result.
4. Match Result Achieved – once a team records more runs than its opposition (1 run past) the game will conclude immediately.

Law 14 – The Follow-On

Law 14 shall not apply. No follow-on in Stage 2 Junior Formats.

Law 15 – Declaration and Forfeiture

Law 15 shall not apply. No declaration in Stage 2 Junior Formats.

Law 16 – The Result

A. Determining the Result

1. A team will be deemed the winner if
 1. it has scored more runs than its opposition when each team has received the designated number of overs.
 2. in an interrupted match (which has been constituted) where the team batting second does not receive the designated number of overs – the team with the better 'Average Run-Rate'.
2. A match will be deemed a
 1. Draw – if either one or both teams is prevented from receiving their allocated number of overs and a result has not been achieved. (match not constituted)
 2. Abandoned – when the match did not commence from an interruption. (total wash out)
 3. Tie – in accordance with the Laws of Cricket when at the completion of the match; both teams have scored the same number of runs.
3. Final Series
 - Should a draw, abandoned or tie occur, the higher ranked team at that point of final series will be declared the winner.

B. Calculation of Average Run Rate

1. Formula is calculated to the exact innings balls received

$$\text{Average Run Rate} = (\text{total runs scored} / \text{total balls faced}) \times 6$$

2. In all circumstances, the average run rate of
 1. a team that is 'All out' prior to receiving its allotted overs shall be determined as though it received its full allotted overs.

Example 1: Team A was all out in 14.3 overs scoring 83 runs. Innings allotment was 20 overs. Team A average run rate is $(83 \text{ run} / 120 \text{ balls}) \times 6 = 4.15 \text{ runs per over}$ or simply $83 / 20 = 4.15 \text{ runs per over}$ (if exact full overs are completed).

2. the interrupted team batting second shall be determined by the average run rate formula to the exact number of balls received.

Example 2: Team B was interrupted at 12.3 overs (i.e. 12 completed overs & 3 balls) scoring 54 runs. Team B average run rate is $(54 / 75 \text{ balls}) \times 6 = 4.32 \text{ runs per over}$.

C. Entering Results into MyCricket

1. Match results and player statistics must be submitted into MyCricket after the completion of each match (including washouts) by the stipulated time. (see Law 2 for minimum information required)
2. The nominated team list for a match must only contain the players who physically attended and participated in the game. All other players must be removed from the list.
3. Details & timing required see JPC-GC-Submission of MyCricket Results

D. Competition Points

<i>MyCricket Result Code</i>	<i>Points</i>
Won First Innings	5
Lost First Innings	1
Tie First Innings	3
Match Drawn Match Abandoned	2
Won On Forfeit	Max points in round
Lost On Forfeit	0
Bye	5
Bye (round complete wash out)	2

E. Final Series Structure

Level 1 & 2

1. Final Ladder position ranking – ordered by Points then Net Run Rate
2. Game Length = 30 Over game format

Level 1

3. Number of Contesting Teams = top 6
4. Structure Type = 6 Team 3 Stage Type with Lucky Loser
 - Semi-finals
 - (SF1) Team 1 v Team 6, (SF2) Team 2 v Team 5, (SF3) Team 3 v Team 4
 - SF winners (re-ordered initial ladder ranking retained) plus highest rank loser progress.
 - Preliminary final
 - (PF1) Highest rank winner v Highest rank loser, (PF2) Second rank winner v Third rank winner
 - Final – PF1 winner v PF2 winner

Level 2

5. Number of Contesting Teams = top 4
6. Structure Type = 4 Team 3-Stage Series Type

- Semi-finals – (SF1) Team 1 v Team 2 (winner to Final), (SF2) Team 3 v Team 4 (loser eliminated)
- Preliminary final – (PF) SF1 loser v SF2 winner
- Final – SF1 winner v PF winner

Law 17 – The Over

Law 17 shall apply subject to;

A. Operation

1. Overs will be bowled from one end consecutively.
2. 6 balls per over (maximum of 8 balls per over) except when;
 - Dead ball is called – this ball will be re-bowled.
 - Last over in each innings – 6 legal deliveries must be bowled.
3. Bowlers change ends after
 - (20 over game) – 10 overs
 - (30 over game) – 15 overs
4. Batters change ends at the end of each over; except when the bowlers change end.

B. Lost Time

1. Should lost time occur and the innings overs are reduced; and where the innings length is
 - greater than 9 overs – bowlers change ends midway through those allotted overs.
 - 9 overs – no bowler change of end occurs

Law 18 – Scoring Runs

Law 18 shall apply.

Law 19 – Boundaries

Law 19 shall apply. (also see Appendix-Boundary Setup)

- a) Boundary size – 45 metres (maximum & recommended size with 40 metres as minimum).
- b) Boundary is to be measured from the middle of the pitch.

Law 20 – Dead Ball

Law 20 shall apply.

- a) A Dead Ball is to be called if the ball deviates from the edge of the wicket-matting, concrete or a raised turf pitch, with the ball being re-bowled.

Law 21 – No Ball

Law 21 shall apply subject to; (general guides listed below)

- a) A no-ball shall be called, with one penalty run being added to the team score when:
 1. part of the bowler front foot is not behind the popping crease (21.5)
 2. should the bowler break the wicket in delivering ball (21.6)
 3. any ball that bounces more than twice before reaching the batting crease (21.7)
 4. any ball that lands or bounces off the pitch (21.7)
 5. any ball comes to rest in front of striker's wicket (21.8)
 6. any ball after pitching, passes or would have passed over head height of the striker standing upright at the popping crease (21.10)

7. the ball is above shoulder height of the batter, in an upright standing position, from a short-pitched ball (41.6)
 8. the ball is above waist high of the batter in a standing position for a full toss (41.7)
- b) Limited numbers of no-balls are re-bowled. (see Law 17-The Over)

Note: additional completed runs

1. Batter also gets credited with any completed runs if the ball is hit.
2. Should the ball miss the bat any other completed runs are scored as byes or leg byes.
3. The penalty and all additional completed runs are added to the team running total.

Law 22 – Wide Ball

Law 22 shall apply subject to;

- a) Any ball passing outside the reach of a player in their normal stance that does not bounce off the pitch should be called a wide, with one penalty run being added to the batting team score.
- b) Limited numbers of wides are re-bowled. (see Law 17-The Over)

Law 23 – Bye and Leg Bye

Law 23 shall apply.

Law 24 – Fielder’s Absence; Substitutes

Law 23 shall not apply.

- a) Only an eligible player may act as a sub fielder (see JPC-GC-Substitute fielder).
- b) If a team is short on players the opposition shall lend players to the fielding team for a maximum of 9 players on the field.

Law 25 – Batter’s Innings

Law 25 shall apply subject to;

A. Player Opportunities

1. All players have an opportunity to bat.
2. Players that did not bowl **must** bat.
3. Retirement limits are based on the assumption that players will be dismissed.
4. Coaches are encouraged to monitor the batting innings and to maximum participation. Batting orders should rotate each match allowing opportunities to reach the retirement limits set.

B. Batter Retiring (25.4)

1. Batters must compulsorily retire (unless dismissed beforehand) after facing; (* recommended team size)

<i>Team Players</i>	<i>20 Over Game Balls</i>	<i>30 Over Game Balls</i>
7	20	30
8	20	30
9*	20	30
10	15	25
11 or more	15	20

2. Any compulsorily retired batters can only return after all other not batted (or voluntary retired) players have batted, in the order they retired.

3. Batter Ball Count
 - all balls faced including no-balls & wides
 - a returning batter is again limited to the same compulsory retirement value based on team players (e.g. 30 balls)
4. Batters change ends at the end of each over; except when the bowlers change ends.

C. Lost Time

Should lost time occur and team overs are reduced, the player opportunities (balls faced) will be adjusted according to the Appendix-Player Participation guides.

D. Protective Equipment – The Batter

Players must always wear protective equipment while batting. (Helmet with grille fitted, protector, leg guards & batting gloves).

Law 26 – Practice on the Field

Law 26 shall apply.

Law 27 – The Wicket-Keeper

Law 27 shall apply subject to;

A. Safety & General

1. All wicket-keepers must wear leg guards, protector, keeping gloves & helmet with grille fitted, at all times.
2. Teams have the option to change wicket-keepers after
 - (20 over game) – 10 overs
 - (30 over game) – 15 overs
 - Lost time – mid innings

Law 28 – The Fielder

Law 28 shall apply subject to;

A. Number of Fielders

1. Maximum of 9 fielders on the field at any one time; however other players may be rotated through the field whilst the innings is in progress. (also see Law 24)
2. To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.

B. Safety

1. No fielders within 10 metres of the batter, or each fielder (except regulation off-side slips, gully & wicket-keeper) to encourage singles and for safety.
2. No player may enter this restricted area until the ball:
 1. is hit by the batter, or
 2. strikes the body, or
 3. strikes the equipment of the batter, or
 4. passes through to the wicket-keeper.

Law 29 to Law 35 – Types of Dismissals

Law 29 to Law 35 shall apply.

- Law 29 – The Wicket Is Down

- Law 30 – Batter Out Of His/Her Ground
- Law 31 – Appeals
- Law 32 – Bowled
- Law 33 – Caught
- Law 34 – Hit The Ball Twice
- Law 35 – Hit Wicket

Law 36 – Leg Before Wicket

- a) Level 1 – all modes of dismissal count, except a batter cannot be dismissed LBW.
- b) Level 2 – all modes of dismissal count, including LBW.

Law 37 to Law 40 – Types of Dismissals

Law 37 to Law 40 shall apply.

- Law 37 – Obstructing The Field
- Law 38 – Run Out
- Law 39 – Stumped
- Law 40 – Timed Out

Law 41 – Unfair Play

Law 41 shall apply with the following amendments and interpretations;

The application and use of the Unfair Play rule should follow a common sense approach considering the player skill level and junior development goals. Awarding of penalty runs shall not apply.

A. Bowling of dangerous and unfair short-pitched deliveries (41.6)

1. Law 41.6.2 – the unfair short-pitched bowling is amended to shoulder height. (Not above head height)
2. Law 41.6.3 – the umpire caution is amended to an advisory position with guidance provided. The first and final warning shall not apply.
3. Laws 41.6.4 & 41.6.5 shall not apply.

B. Bowling of dangerous and unfair non-pitching deliveries (41.7)

1. Law 41.7.1 – above waist height applies. The umpire caution is amended to an advisory position with guidance provided. The first and final warning shall not apply.
2. Laws 41.7.2, 41.7.3, 41.7.4 shall not apply.

Law 42 – Players Conduct



Law 42 shall not apply, replaced with;

- a) Teams, players and officials must adhere to the Associations' 'Codes of Behaviour' as adopted.
- b) Law 42.1 – Unacceptable conduct – all breaches shall be reported and handled in accordance with the Associations' Junior Code of Behaviour document.

Appendix

PLAYER PARTICIPATION GUIDE – BATTING & BOWLING LIMITS BREAKDOWN

BATTING & BOWLING PER PLAYER BREAKDOWN

MATCH LENGTH	PLAYERS PER TEAM					PLAYERS PER TEAM				
	7	8	9*	10	11	7	8	9*	10	11
OVERS PER INNINGS 20 – 30 over options										
	 BATTING Max Balls faced per batter before retiring ¹					 BOWLING Number of overs per bowler options ²				
20 OVERS (120 balls)	20	20	20	15	15	3 x 4 overs 2 x 3 overs 2 x 1 over	6 x 3 overs 2 x 1 over	1 x 4 overs 2 x 3 overs 4 x 2 overs 2 x 1 over	1 x 4 overs 3 x 3 overs 2 x 2 overs 3 x 1 over 1 x 0 over	4 x 3 overs 2 x 2 overs 4 x 1 over 1 x 0 over
30 OVERS (180 balls)	30	30	30	25	20	4 x 5 overs 1 x 4 overs 2 x 3 overs	6 x 4 overs 2 x 3 overs	2 x 5 overs 2 x 4 overs 2 x 3 overs 3 x 2 overs	2 x 5 overs 2 x 4 overs 2 x 3 overs 3 x 2 overs 1 x 0 over	4 x 4 overs 2 x 3 overs 4 x 2 overs 1 x 0 over

This guide highlights the potential impact on game involvement due to varying team sizes.

¹ Unless dismissed beforehand. 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.

² Based on all players bowling in teams with 9 or less players (incl. wicket keeper). For teams with 9 or more players, the breakdown excludes wicketkeepers.

Recommended model - 9 players per team – at associations discretion whether to play 20 or 30 overs.

Please note as the team sizes increase, the level of involvement & participation per player decreases.

LOST TIME CALCULATION – OVER REDUCTION GUIDE**TABLE 1 – Lost Time in Session 1**

- For time lost PRIOR to play, reduce innings by 1 over per team for each WHOLE 6.0 minutes lost.
- For time lost DURING INNINGS of the TEAM BATTING FIRST, reduce innings by 1 over per team for each WHOLE 6.0 minutes lost.

TABLE 2 – Lost Time in Session 2

- Time lost DURING INNINGS of the TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE 3.0 minutes lost.

Table 1

<i>Minutes Lost</i>	<i>Overs Lost</i>	<i>Minutes Lost</i>	<i>Overs Lost</i>
6	1	66	11
12	2	72	12
18	3	78	13
24	4	84	14
30	5	90	15
36	6	96	16
42	7	102	17
48	8	108	18
54	9	114	19
60	10	120	20
		126	21

Table 2

<i>Minutes Lost</i>	<i>Overs Lost</i>	<i>Minutes Lost</i>	<i>Overs Lost</i>
3	1	33	11
6	2	36	12
9	3	39	13
12	4	42	14
15	5	45	15
18	6	48	16
21	7	51	17
24	8	54	18
27	9	57	19
30	10	60	20
		63	21

LOST TIME – PLAYER PARTICIPATION GUIDE – BATTING & BOWLING LIMITS BREAKDOWN

Note: as Team overs reduce (& team size increases), the level of involvement & participation per player decreases

- Batting – all players may bat in an innings
- Bowling – all players may bowl in an innings
 - Team 9 players or less – all players must bowl (including wicket-keeper)
 - Team 10 players – all players may bowl (9 minimum excludes 1 wicket-keeper)
 - Team 11 players – all players may bowl (10 minimum excludes 1 wicket-keeper)

TABLE 3 – Lost Time Player Participation Guide

- Based on Team Overs and Players per Team
 - Batting – Balls Faced Limits
 - Bowling – Overs Bowled Limits so all players can bowl.

Table 3 – Lost Time – Player Participation Limits

* recommended – 9 players per team

Team Overs	Batting – Players Per Team (Player Balls Faced)					Player Max Overs	Bowling – Players Per Team (Players X Overs)				
	7	8	9*	10	11		7	8	9*	10 1x0	11 1x0
30	30	30	30	25	20	5	4x5 1x4 2x3	6x4 2x3	2x5 2x4 2x3 3x2	2x5 2x4 2x3 3x2	4x4 2x3 4x2
29	29	29	29	24	19	5	4x5	6x4	2x5	2x5	4x4
28	28	28	28	23	19	5	4x5	6x4	2x5	2x5	4x4
27	27	27	27	22	18	5	3x5	5x4	2x5	2x5	3x4
26	26	26	26	21	17	5	3x5	5x4	2x5	2x5	3x4
25	25	25	25	20	17	5	2x5	3x4	2x5	2x5	2x4
24	24	24	24	19	16	5	2x5	3x4	1x5	1x5	2x4
23	23	23	23	18	15	5	1x5	3x4	1x5	1x5	2x4
22	22	22	22	17	15	5	1x5	2x4	1x5	1x5	1x4
21	21	21	21	16	14	5	1x5	2x4	1x5	1x5	1x4
20	20	20	20	15	15	4	3x4 2x3 2x1	6x3 2x1	2x4	2x4	4x3 2x2 4x1 1x0
19	19	19	19	14	14	4	2x4 3x3 2x1	5x3 1x2 2x1	2x4	2x4	3x3 3x2 4x1
18	18	18	18	13	13	4	4x3 3x2	4x3 2x2 2x1	2x4	2x4	3x3 2x2 5x1
17	17	17	17	12	12	3	4x3 2x2 1x1	3x3 3x2 2x1	3x3	3x3	2x3 3x2 5x1
16	16	16	16	12	12	3	3x3 3x2 1x1	2x3 4x2 2x1	3x3	3x3	1x3 4x2 5x1
15	15	15	15	11	11	3	3x3 2x2 2x1	2x3 3x2 3x1	2x3	2x3	1x3 3x2 6x1
14	14	14	14	10	10	3	7x2	6x2 2x1	1x3 3x2 5x1	1x3	4x3 6x1
13	13	13	13	9	9	3	6x2 1x1	5x2 3x1	1x3 2x2 6x1	1x3	3x2 7x1
12	12	12	12	9	9	2	5x2 2x1	4x2 2x1	3x2 6x1	3x2	2x2 8x1
11	11	11	11	8	8	2	4x2 3x1	3x2 5x1	2x2 7x1	2x2	1x2 9x1
10	10	10	10	7	7	2	3x2 4x1	2x2 6x1	1x2 8x1	1x2	10x1
9	9	9	9	6	6	1	2x2 5x1	1x2 7x1	9x1	9x1 1x0	9x1 2x0

BOUNDARY SET UP – BOTH END BOWLING

BOUNDARY SET UP

BOTH END BOWLING


FORMAT
 20 or 30 over

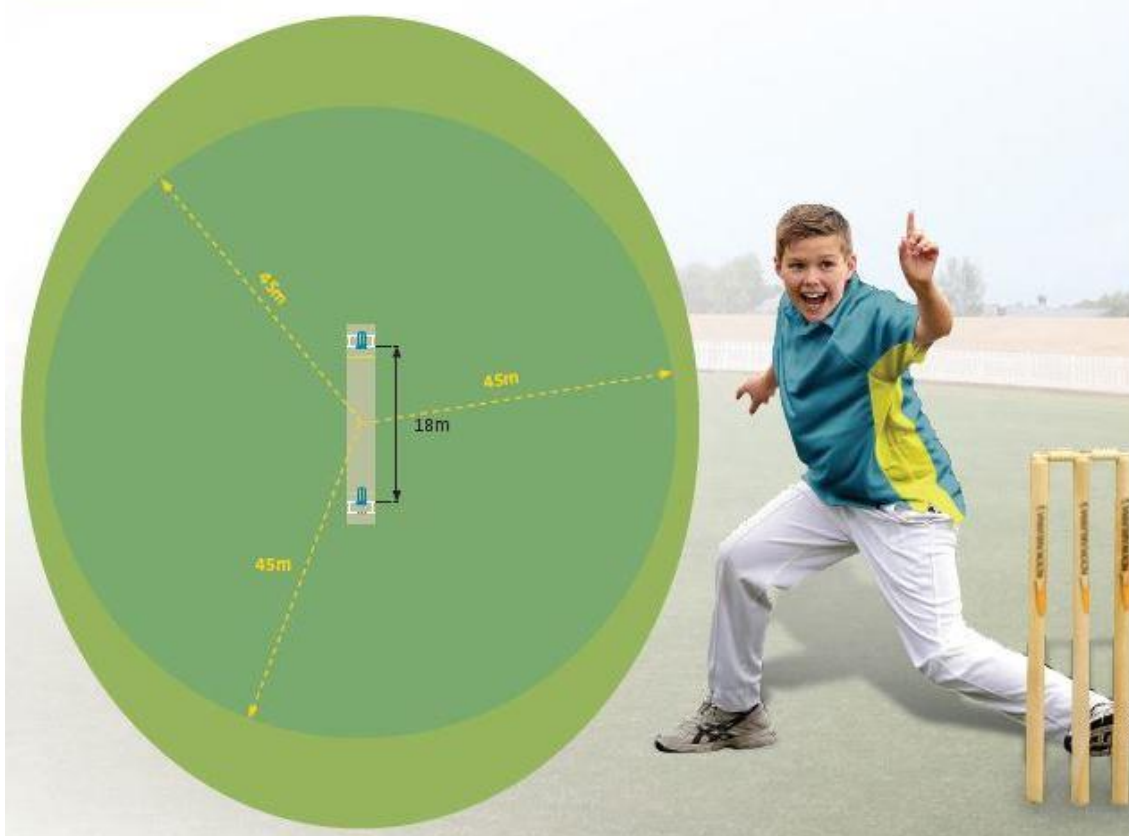

TIME
 120 or 180 mins


PLAYERS
 9

Pitch 18m

Boundary 45m max. – measured from the centre of the pitch.

Stumps Portable at bowlers end – option to bring both ends in to front crease line using 2 sets of portable stumps.



1. **Boundary size** – sizes may be modified in part or whole, to compensate for varying ground sizes however recommendations should be adhered to.
2. **Boundary definition** –
 - Marked by the use of plastic PVC cones or domes no more than 20 metres apart;
 - Determined by the inside edge of the markers and is a straight line from marker to marker (not an imaginary curve) unless ground is permanently marked;
 - All aspects to be agreed to by both coaches and/or captains.
3. **Boundary obstacles** – any obstacles within the boundary must be allotted run scored prior to the start of play and be appropriately sectioned off.

PITCH SET UP – BOTH END BOWLING

