



20 OVER DETAILED MATCH DAY RULES

SUMMARY	Playing the game	OVERS	<ul style="list-style-type: none"> 20 overs per team (120 balls)
PURPOSE	Community club and school	TEAM	<ul style="list-style-type: none"> 7 players per team 5 players per team is the minimum required to play the game. 9 players is the maximum to be allocated to a team (maximum 7 players on field at any given time).
DESCRIPTION	This format is designed for those kids who have completed Cricket Australia's Entry Level Programs and are ready for their first taste of junior club competition. Designed to stimulate action and test game sense and skills whether batting, bowling or fielding.	INNINGS	<ul style="list-style-type: none"> 1 innings of 20 overs per team
INDICATIVE AGE	U10 & U11	BATTING	<ul style="list-style-type: none"> All balls (regardless of whether wides/no balls) will be included in the batter's ball count. Batter to swap end following a dismissal. If there is a run out the not out batter is required to face the next delivery. As there is allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> 5 player team – batters retire at 24 balls 6 player team – batters retire at 20 balls 7 player team – batters retire at 17 balls 8 player team – batters retire at 15 balls 9 player team – batters retire at 13 balls If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 x 7 = 119) Batters are to retire as soon as they face their allotted balls, not at the end of the over.
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach 	BOWLING	<ul style="list-style-type: none"> 6 balls per over (maximum) All players are to bowl (each Wicket-Keeper is to bowl one over each) Maximum overs bowled by a player are 4 overs *Please see Recommended Bowling Breakdown for recommended over per player options. Bowlers are to bowl from the one end for entire game
GAME TYPE	<ul style="list-style-type: none"> T20 (20 over game) 	FIELDING	<ul style="list-style-type: none"> Rotation of fielders is required to ensure all players experience all positions No fielders within 15 metres of batter or each other (except Wicket-Keeper) to encourage singles and safety Each team is required to use two (2) wicket keepers (10 overs each) If more than 7 players are present at a match, they should rotate onto the field each over.
BALL	<ul style="list-style-type: none"> Modified ball as issued by the NMCA (circumference 21-22.5cm, ideal weight 120-140g).* *Synthetic options available as per Stage 1 Modified Balls Guidance. 	DISMISSALS	<ul style="list-style-type: none"> Unlimited dismissals (each player will face the nominated number of balls each) Consequence for dismissals - 2 runs per wicket will be added to the opposition (bowling teams) total at the end of the innings. The following dismissals apply in this format: Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket.
TIME	<ul style="list-style-type: none"> 120 mins (2 hrs) Please refer to Match Management document for time saving strategies. 		
EQUIPMENT	<ul style="list-style-type: none"> Helmet's must be worn at all times whilst batting & wicket-keeping. Pads Gloves Protector Additional safety equipment can be worn based on match conditions and/or personal preference. 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required. Bat size: Size 4 (<1.8lb or <800gm) is recommended Modified ball (as per specifications above). Measuring tape or string to measure pitch length and boundary. Boundary markers Chalk or tape to mark crease. 		
BOUNDARY	<ul style="list-style-type: none"> 40m (maximum) Boundary is to be measured from the batter's end stumps. Refer to Boundary Setup Document for further information on the boundary setup process. 		
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Outfield or hard wicket surface. 16m length – measured stump to stump. 		

BATTING & BOWLING LIMITS BREAKDOWN

PLAYERS PER TEAM					PLAYERS PER TEAM				
5	6	7 [#]	8	9	5	6	7 [#]	8	9
 BATTING Max Balls faced per batter before retiring ¹					 BOWLING Number of overs per bowler options ²				
24	20	17	15	13	5 x 4 overs	2 x 4 overs 4 x 3 overs	3 x 4 overs 2 x 3 overs 2 x 1 over	6 x 3 overs 2 x 1 over	4 x 3 overs 3 x 2 overs 2 x 1 over

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

- ¹ All players will face allocated amount of balls regardless of how many dismissals they incur.
- ² Bowling breakdown based on maximum 4 overs per bowler. It is recommended coaches employ a rotation policy to ensure all players get the opportunity to bowl maximum overs throughout the season.
- [#] Recommended model – 7 players per team.
- Less than recommended match involvement.

Please note as the team size increases, the level of involvement & participation per player decreases.

BOUNDARY SET UP



FORMAT
20 over



TIME
120 mins

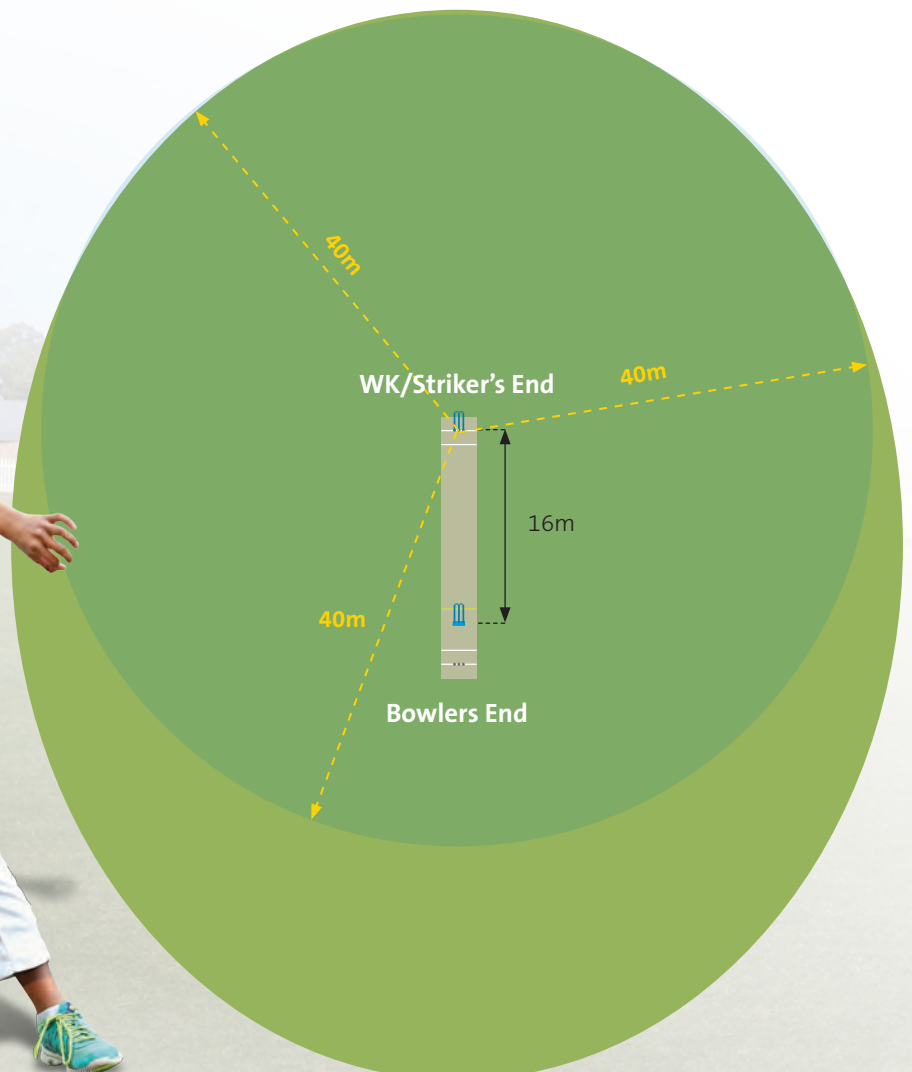


PLAYERS
7

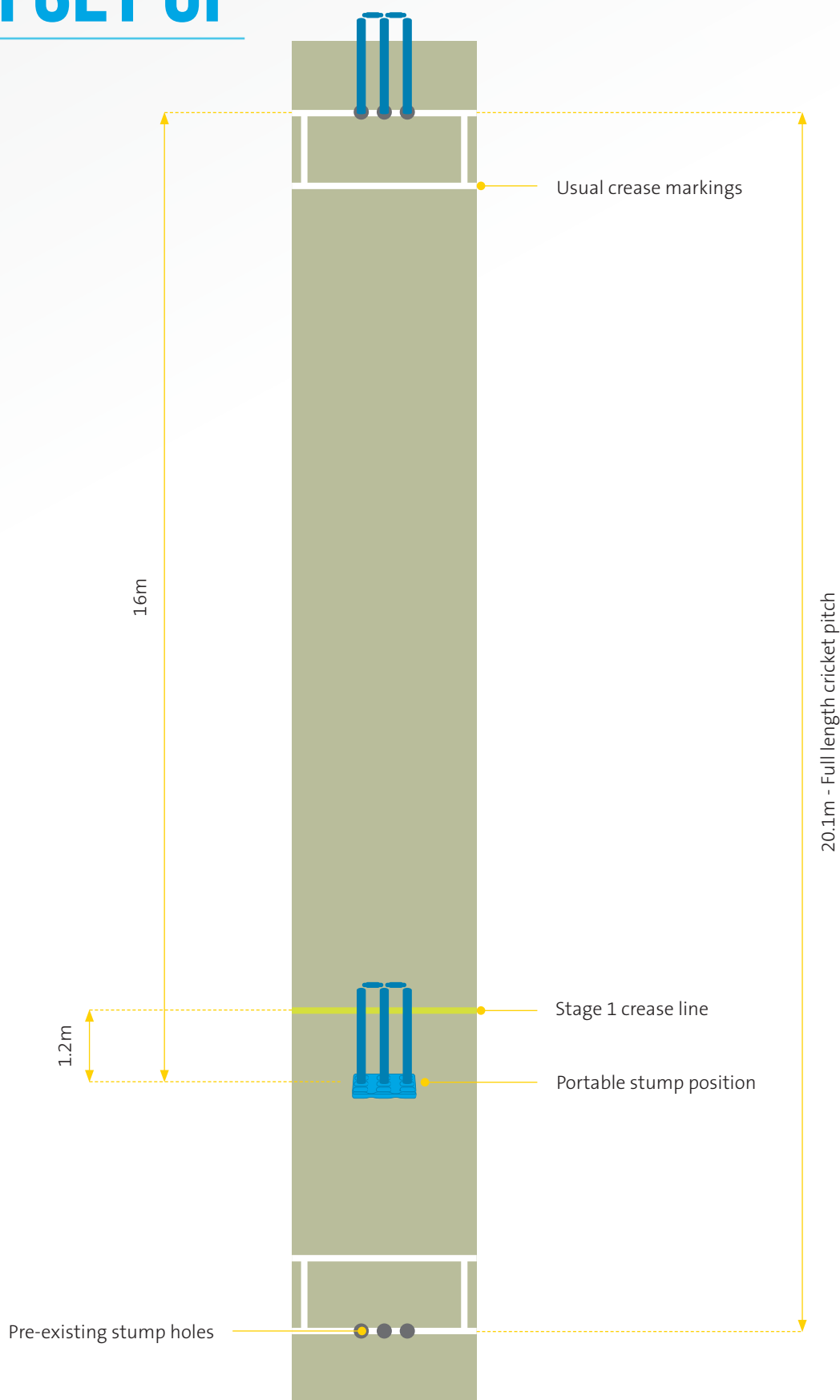
Pitch 16m (stump to stump)

Boundary 40m max. Circle measured from the batter's end stumps.

Stumps Portable at bowlers end



PITCH SET UP



MATCH MANAGEMENT TIPS

WAYS FOR COACHES TO KEEP YOUR GAME MOVING AND FINISHING ON TIME

- 1 Complete your team-sheet the night before the game.
- 2 Set up team marquees close to the boundary.
- 3 Make sure the scorers are sitting under shade and close to the boundary to assist with player names and advising ball counts.
- 4 Involve parent volunteers to assist with marking boundaries, crease lines and shade shelters, leaving the coach to work with their team running warm-ups etc.
- 5 Add a chalk line to mark 'centre' at the striker's end as a reference point for batters, this means batters won't need to continually mark centre.
- 6 Have all upcoming batters padded up and ready to go. The next batter in should have helmet and gloves on.
- 7 Rotate fielders with the next bowler fielding nearest to the bowler's end.
- 8 Encourage fielders to jog between positions ready for the next over.
- 9 When rotating extra players onto the field, swap them with the bowler who just finished their over.
- 10 Swap wicket-keepers during a drink break. Where possible, if there is an extra player, have them padded up and ready to go to replace the outgoing wicket-keeper.
- 11 Place team drinks and water bottles together in a carry tray near the boundary.
- 12 The central umpire is the critical driver of the game, the time it is played in and the spirit in which it is played.



20 OVER DETAILED MATCH DAY RULES - T20

SUMMARY	Playing and competing
PURPOSE	Community club and school
DESCRIPTION	A format that looks to further develop the cricket skills of kids that are playing their 2 nd or 3 rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 2-hour window.
INDICATIVE AGE	U12 or U13
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach
GAME TYPE	<ul style="list-style-type: none"> T20 (20 over game)
BALL	<ul style="list-style-type: none"> as issued by the NMCA 142g hard or leather (male) 142g hard or leather (female)
TIME	<ul style="list-style-type: none"> see NMCA by-law 4.16 Please refer to Match Management document for time saving strategies.
EQUIPMENT	<ul style="list-style-type: none"> Helmet's must be worn at all times whilst batting & wicket-keeping. Pads Gloves Protector Additional safety equipment can be worn based on match conditions and/or personal preference. 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required. Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended. Measuring tape or string to measure Pitch length and boundary. Boundary markers Chalk or tape to mark crease.
BOUNDARY	<ul style="list-style-type: none"> 45m (maximum) Boundary is to be measured from the centre of the pitch. Refer to Boundary Setup Document for further information on the boundary setup process.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Hard wicket 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 overs per team (120 balls)
TEAM	<ul style="list-style-type: none"> 9 players per team 7 players per team minimum are required to play the game. 11 players per team maximum are to be allocated to a team (maximum 9 players on field at any given time).
INNINGS	<ul style="list-style-type: none"> 1 innings of 20 overs per team
BATTING	<ul style="list-style-type: none"> With allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> 7 player team – batters retire at max 20 balls faced 8 player team – batters retire at max 20 balls faced 9 player team – batters retire at max 20 balls faced 10 player team – batters retire at max 15 balls faced 11 player team – batters retire at max 15 balls faced Retirement limits are based on the assumption 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. All balls (regardless of whether wides/no balls) will be included in the batter's ball count The innings is deemed as closed after the batting team has completed their allotted overs or the following amount 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
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.
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. see NMCA by-law 4.12

30 OVER DETAILED MATCH DAY RULES

SUMMARY	Playing and competing	OVERS	<ul style="list-style-type: none"> 30 overs maximum per team (180 balls)
PURPOSE	Community club and school	TEAM	<ul style="list-style-type: none"> 9 players per team 7 players per team minimum are required to play the game. 11 players per team maximum are to be allocated to a team (maximum 9 players on field at any given time).
DESCRIPTION	A format that looks to further develop the cricket skills of kids that are playing their 2 nd or 3 rd year of junior cricket. The emphasis here is on continuous and active participation, where all players get to bat, bowl and field in a 3-hour window.	INNINGS	<ul style="list-style-type: none"> 1 innings of 30 overs (maximum) per team Split innings format per NMCA by-laws
INDICATIVE AGE	U12 or U13	BATTING	<ul style="list-style-type: none"> With allowances for varying team size, the following retirement rules apply: <ul style="list-style-type: none"> 7 player team – batters retire at max 30 balls faced 8 player team – batters retire at max 30 balls faced 9 player team – batters retire at max 30 balls faced 10 player team – batters retire at max 25 balls faced 11 player team – batters retire at max 20 balls faced Retirement limits are based on the assumption 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. All balls (regardless of whether wides/no balls) will be included in the batter's ball count The innings is deemed as closed after the batting team has completed their allotted overs or the following amount 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
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach 	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 5 overs per bowler. <ul style="list-style-type: none"> *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 15 overs. Bowlers can bowl from one end for the entire game at competition manager's discretion.
GAME TYPE	<ul style="list-style-type: none"> 30 over (maximum) One Day game 	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. Teams have the option to change wicket-keepers after 15 overs. 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.
BALL	<ul style="list-style-type: none"> as issued by the NMCA 142g hard or leather (male) 142g hard or leather (female) 	DISMISSALS	<ul style="list-style-type: none"> All modes of dismissal count. see NMCA by-law 4.12
TIME	<ul style="list-style-type: none"> see NMCA by-law 4.16 Please refer to Match Management document for time saving strategies. 		
EQUIPMENT	<ul style="list-style-type: none"> Helmet's must be worn at all times whilst batting & wicket-keeping. Pads Gloves Protector (males) Additional safety equipment is able to be worn based on match conditions and/or personal preference. 2 sets of portable stumps recommended (with base and bails) – minimum 1 set of portable stumps required. Bat size: Size 5 or 6 (weight <2lb or <900g) is recommended. Measuring tape or string to measure Pitch length and boundary. Boundary markers Chalk or tape to mark crease. 		
BOUNDARY	<ul style="list-style-type: none"> 45m (maximum) Boundary is to be measured from the centre of the pitch. Refer to Boundary Setup Document for further information on the boundary setup process. 		
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Hard wicket or Turf Wicket. 18m length For simplicity in measurement, stumps can be brought in at each end to the 2 front crease lines (17.7m). 		

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 overs	4 x 4 overs 2 x 3 overs 4 x 2 overs 1 x 0 overs


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.

BOUNDARY SET UP

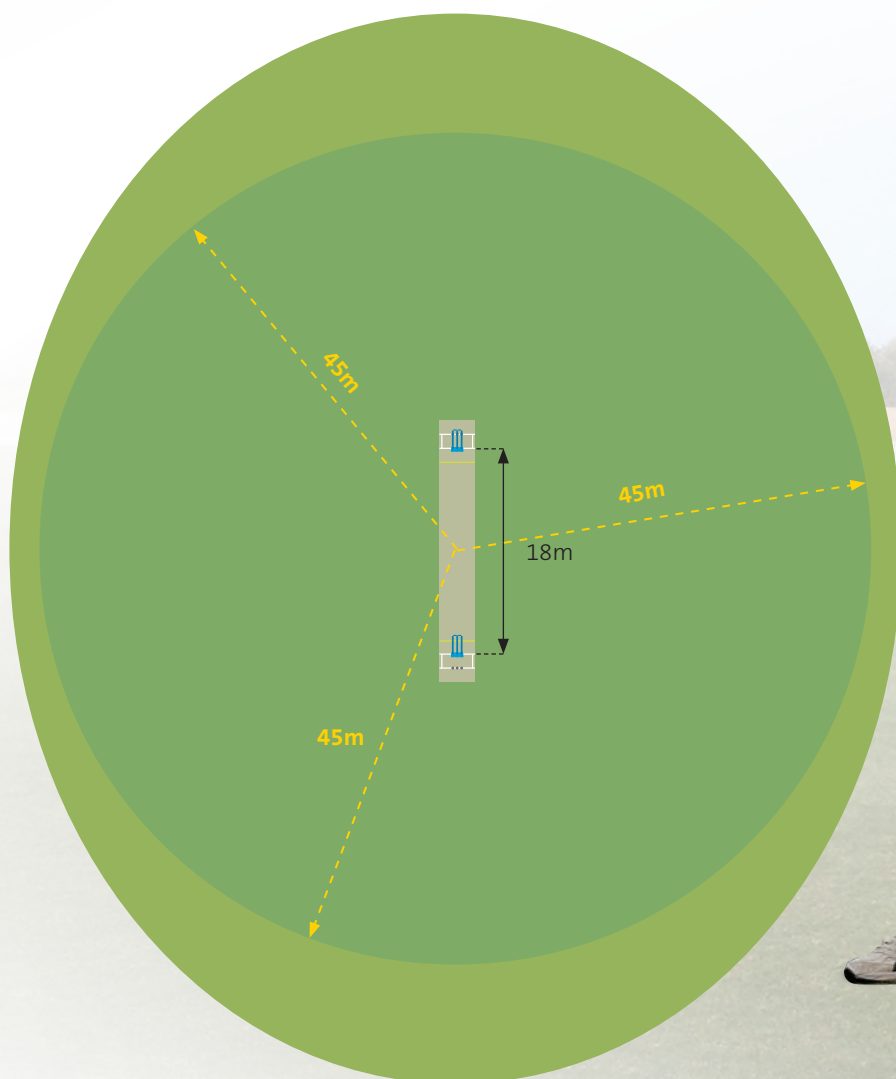
BOTH END BOWLING


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.



BOUNDARY SET UP

ONE END BOWLING



FORMAT
20 or 30 over

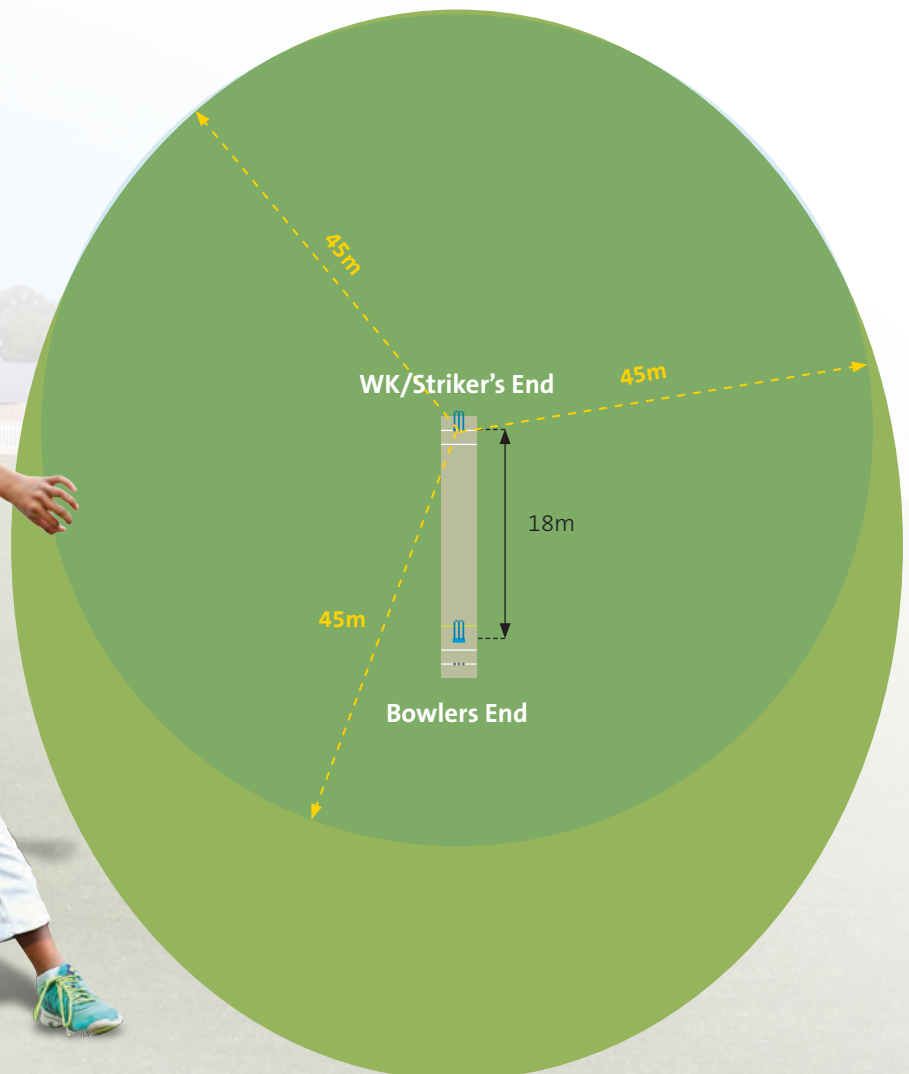


TIME
120 or 180 mins



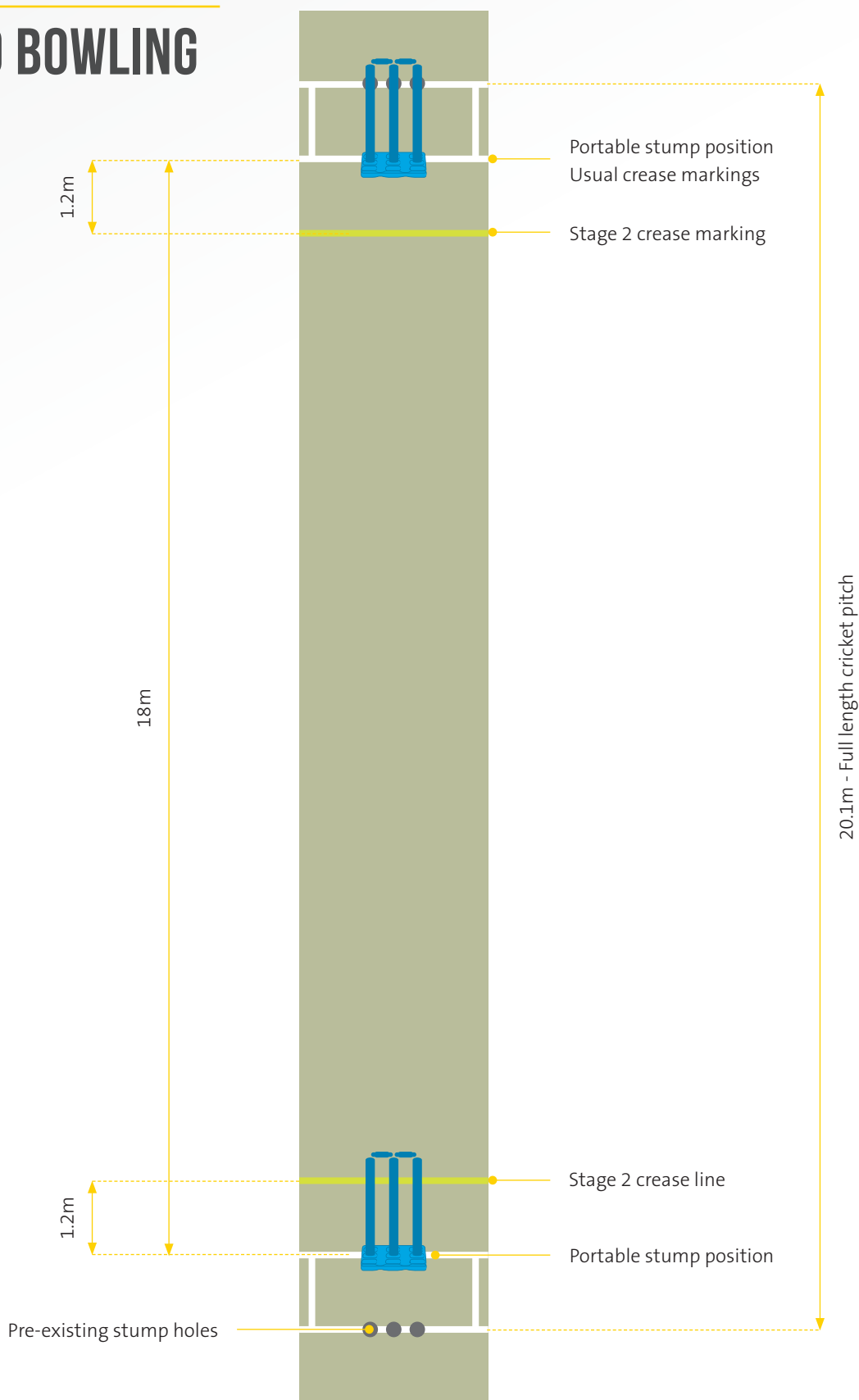
PLAYERS
9

Pitch	18m
Boundary	45m max. Circle measured from the batter's end stumps.
Stumps	Portable at bowlers end – option to bring both ends in to front crease line using 2 sets of portable stumps.



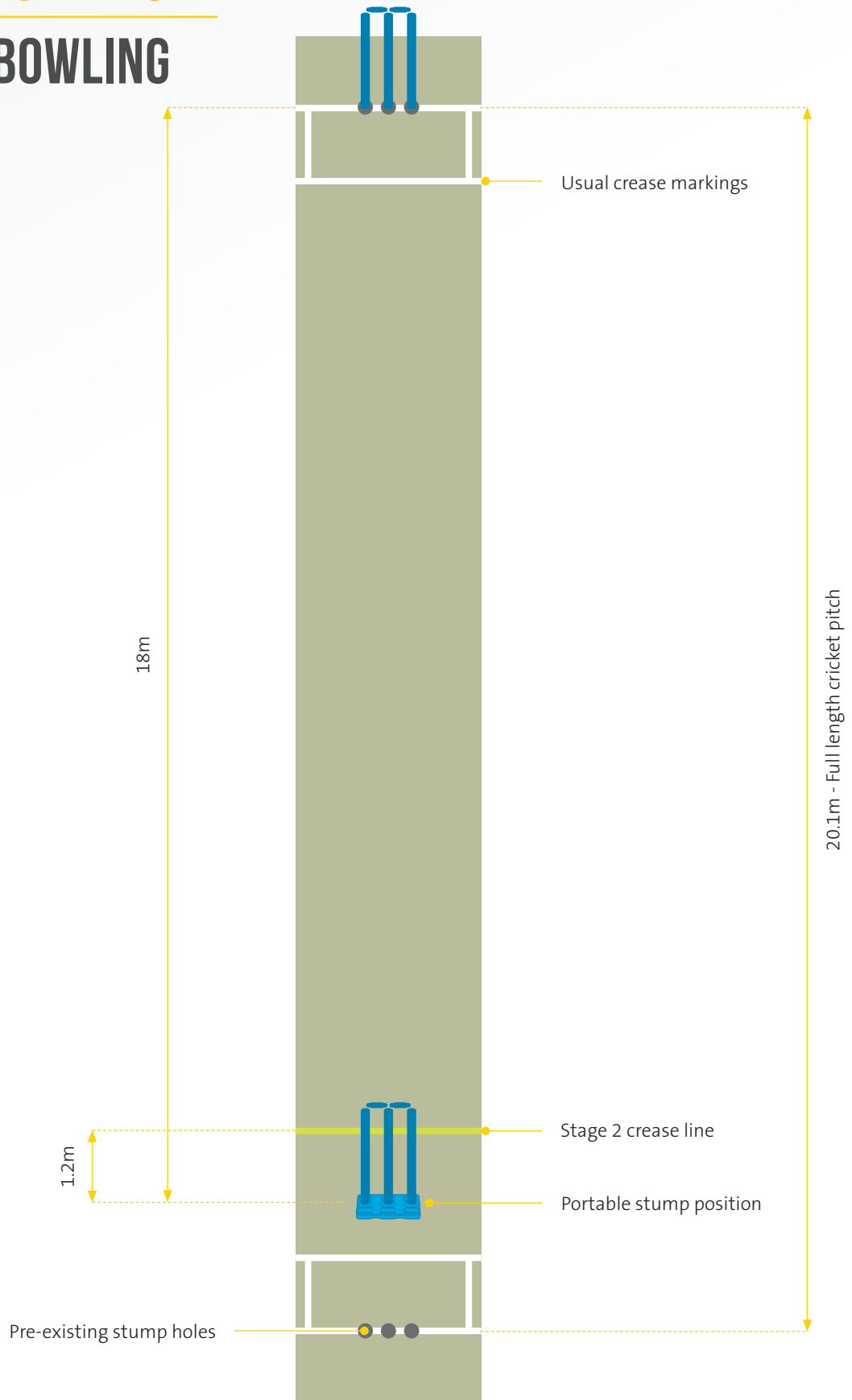
PITCH SET UP

BOTH END BOWLING



PITCH SET UP

ONE END BOWLING



MATCH MANAGEMENT TIPS

WAYS FOR COACHES TO KEEP YOUR GAME MOVING AND FINISHING ON TIME

- 1 Complete your team-sheet the night before the game.
- 2 Set up team marquees close to the boundary.
- 3 Make sure the scorers are sitting under shade and close to the boundary to assist with player names and advising ball counts.
- 4 Involve parent volunteers to assist with marking boundaries, crease lines and shade shelters, leaving the coach to work with their team running warm-ups etc.
- 5 Add a chalk line to mark 'centre' at the striker's end as a reference point for batters, this means batters won't need to continually mark centre.
- 6 Have all upcoming batters padded up and ready to go. The next batter in should have helmet and gloves on.
- 7 Rotate fielders with the next bowler fielding nearest to the bowler's end.
- 8 Encourage fielders to jog between positions ready for the next over.
- 9 When rotating extra players onto the field, swap them with the bowler who just finished their over.
- 10 Swap wicket-keepers during a drink break. Where possible, if there is an extra player, have them padded up and ready to go to replace the outgoing wicket-keeper.
- 11 Place team drinks and water bottles together in a carry tray near the boundary.
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