

## COLTS ONE DAY RULES

Cricket Australia: [JUNIOR CRICKET FORMATS - DETAILED RULES SUMMARY](#)

	<b>ACT Local Rules</b>												
Summary	PLAYING and COMPETING												
Purpose	Community club												
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	U16 - U18												
Coach	Accredited Community (Level 1) Coach												
Game type	50 Over One-day Cricket												
Ball	Kookaburra Club Match 156g (Red) Kookaburra Senator 156g (Red)												
Time	390mins (6.5hrs); Colts. Please refer to Match Management Tips in the <a href="#">Coaching Support Pack</a> for further information.												
Equipment	Helmets <b>must be worn at all times</b> whilst batting & wicket-keeping. Pads Gloves Protector Additional safety equipment can be worn based on match conditions and/or personal preference 2 sets of stumps with bails Bat size suitable to individual player Measuring tape or string to measure boundary Boundary markers												
Boundary	50m Boundary to be measured from the centre of the pitch Refer to Ground Setup Document on the CA Junior Formats App for further information on boundary setup process												
Pitch type and length	Turf Wicket 20.12m (standard pitch length)												
Team	11 players (male) on the field per team (when fielding) Teams can nominate up to 14 players in the squad on the Team sheet handed to the scorers <b>prior</b> to start of the match 10 wicket dismissals equals the end of innings.												
Batting	No compulsory retirement												
Bowling	6 balls per over (Wides and No Balls are to be re-bowled, with a maximum of 8 balls per over) A bowler cannot bowl more than 20% of the overs to be bowled in an innings. Current Cricket Australia Pace Bowling guidelines apply: <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;"><b>Age of Player</b></th> <th style="text-align: center;"><b>Maximum overs per spell</b></th> <th style="text-align: center;"><b>Maximum overs per day</b></th> </tr> </thead> <tbody> <tr> <td>Under 18</td> <td style="text-align: center;">7</td> <td style="text-align: center;">18</td> </tr> <tr> <td>Under 17</td> <td style="text-align: center;">6</td> <td style="text-align: center;">16</td> </tr> <tr> <td>Under 16</td> <td style="text-align: center;">6</td> <td style="text-align: center;">14</td> </tr> </tbody> </table>	<b>Age of Player</b>	<b>Maximum overs per spell</b>	<b>Maximum overs per day</b>	Under 18	7	18	Under 17	6	16	Under 16	6	14
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Fielding	<p>No fielders within 10 metres of the batsman (except regulation off-side slips, gully and wicket keeper)</p> <p>Powerplay 1 - no more than two (2) fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.</p> <p>Powerplay 2 - no more than 5 (5) fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive</p> <p>Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive</p>
Dismissals	All modes of dismissal count as per the laws of cricket.